

Rotoscope Animation

Overview

Students will be introduced to Rotoscope Animation and create their own upon conclusion of the project. Prior to beginning their projects in the art room, students will have taken a few short (5-10 second) videos with their assigned iPads of themselves in PE. These videos could include any large motion movement such as; dancing, jumping rope, shooting a basketball, kicking a soccer ball, etc. These videos will then become the underpinning to each of their animations created in the art room using the App Stop Motion Studio.

Objectives

- Students will be introduced to a new format of artmaking-rotoscope animation.
- Students will use iPads to create a digit work of art.
- Students will learn to import videos and manipulate them within the Stop Motion Studio App.
- Students work will become a segment of an entire 6th-grade collaborative rotoscope animation.

Vocabulary

Rotoscope Animation
Stylist
Tracing
Loop
Import
Frames
Frames per second
Upload
Sizing/Re-sizing

Materials

“Action Video” from PE
Ipad
Stylist

Lesson Plan

DAY 1 – Introduction to Rotoscope Animation

Students will be introduced to what Rotoscope Animation is. Students will be shown a finished animation video just like they will soon be creating. Students will then be guided on how to import their chosen video into the Stop Motion Studio App and cut it down to 40/50 frames.

DAY 2 – Beginning to Rotoscope

At the beginning of class, students will be shown how to open up their video in the Stop Motion Studio App that was imported during the last class period. Once students have their videos open, they will be shown how to use all the tools within the App (drawing, sizing, color, etc.). Once students have an understanding of the tools they will begin to create their own Rotoscope. At the end of class, students will be instructed on how to save their animation.

DAY 3-6 – Rotoscoping

Students will continue to use the Stop Motion Studio App to create their rotoscope animation. At the end of class, students will be instructed on how to save their animation.

Day 6 - Wrapping Up

Today will be the final day for students to work on their animations. At the end of class, prior to saving their projects, students will be instructed on how to turn all their backgrounds black and make their videos play at 12fps before they save their projects for the final time in the art room.