Nicole Emmons | Session 4:

Let's Animate!: Production

List of Required Supplies: Character(s), Backgrounds, Props
Clip lamps or other household lighting sources, christmas lights, LED hand lights, etc., Masking tape, Tripod or Chair to attach camera
Space/Facility Requirements: 3 feet square of space with no one going behind the set or using any part of the table the shooting is being done on. If someone is working on the same table the set is on the table might move and damage the shot.
Student Time Required: 60 - 120 minutes
Additional Links:

https://www.masterclass.com/articles/film-101-what-is-cinematography-and-what-doe s-a-cinematographer-do#6-duties-and-responsibilities-of-a-cinematographer
Storyboards: https://youtu.be/7LKPVAIcDXY (Pixar storyboarding mini doc)

Are you ready??? Production is: on set time. This is when the magic happens! You have all of your visual elements ready, your camera and software ready, your environment for shooting ready. Let your family know you will need locked off time for concentration, and if it is loud in your house you may look into using headphones, either regular ones to play your favorite music or noise cancelling ones to block out sound.

Camera

I am only going to cover a couple of basic shot types, but after this class and forever more, pay attention to the moving image media that you consume and look at what the camera is doing.

Go this link and read up on cinematography, and find out about more types of shots that are used. For this film all of our shots will be "locked off," meaning there will be no camera movement. Camera movement in animation is advanced, as you must pre-design the movement from beginning to end,

mark it off, and animate the movement of the camera in small increments, frame by frame, at the same time that you move the characters. You can use a skateboard or something with wheels. (or you could purchase a camera slider, or learn how to use motion control.) Try it on future films! But for now, incorporate the following 3 shots into your film.

- **Wide Shot:** sometimes known as "long shot" - shows the entire character in their environment. Audience can find out information about the location as well as the characters relationship to this location. Many times this type of shot is used in the beginning of a movie and in that situation is often called an "establishing" shot, because it establishes the who, where, what, when of the film.

- **Medium Shot:** also known as a mid- shot- used for dialogue, showing character in relationship to other characters, body language, facial expression.

- **Close Up Shot:** the frame is filled by the characters face, used for showing emotions, reactions, or for showing objects, a phone in someone's hand, the message on the phone, details, reading of a sign or instructions.

I have included with this lesson a blank thumbnail/ storyboard template. (See attachment)

Thumbnails are used for planning your shots. Thumbnails are like rough drafts of your shot. They are rectangle shaped because that is the shape of a television set and a movie screen. Another word for this is **aspect ratio**. This refers to the relationship between the width and the height of the shot.

Usually you will draw a rough pencil/ stick figure version of your shot for the thumbnail, and then a more fully rendered drawing for the storyboard panel. Because we are doing a fairly simple film with only 3 types of shots, rough sketches are ok to use, as long as you understand them!

Spend some time deciding how you will shoot your movie, you can use your camera to see what the different shots will look like with your characters and sets. Once you decide, draw out these shots in your thumbnail boxes. You can also draw your own thumbnails with a ruler, or make rough rectangles.

Once you have decided your shots and drawn them out, we will move on to setting up the first shot/ Lighting.

Lighting

For this short class, we are not going to delve too heavily into lighting, but we do want to make sure that the audience can see your character (s) and all your hard work! Think about what light source would exist in the world of the character. If they are supposed to be outside it would be the sun for example! Which direction is the light coming from? You have to position the light so that you cannot see the light source in the frame. You also need to be consistent with the light so that is coming from the same direction if you are going from a wide shot to a medium or close up. Also, make sure the light is "**locked down**" so that it does not move while you are animating.

Basic lighting elements: (three point lighting)
- The **key light** is the primary light source in a scene. It is the brightest light in a shot. The exposure of the scene is based on the key light.
- The **fill light** fills in the shadows where the key light falls off. It is dimmer than the key.
- The **back light** separates the subject from the background, so can be behind and pointed up at the character, in the case of a rim light, or can be towards the background itself. This light is not as bright as the key, and can be dimmer than the fill.

Try to incorporate these three lights into your shots.

Once you have everything set up for your first shot, lock everything down, now you are ready to shoot.

Check List:
1. Character(s) ready in first position of scene
2. Backgrounds locked down
3. Props ready and locked down
4. Camera set up and locked down
5. Lights set up and locked down.
6. Thumbnails done and close by so you can use them for reference. (You can also make a shot list which is a written version of the thumbnails.)

Now you are ready to animate!
Please let your family know this area needs to stay set up and undisturbed. You can help by creating a sign that says "HOT SET!" and putting it either on your set (without disturbing your set) or close to it. Keep in mind, animals don't care about hot set signs! So be mindful if you have a cat for example, you may need to either make sure they can't get to your set, or finish your shot before you leave the set alone.

Storyboard Thumbnails. Working Title:
Show:　　Act:　　Scene No.