Pedagogical benefits of discontinued animation methodology

TERNAN, Melvyn

Available from Sheffield Hallam University Research Archive (SHURA) at:
http://shura.shu.ac.uk/25538/

This document is the author deposited version. You are advised to consult the publisher's version if you wish to cite from it.

Published version


Copyright and re-use policy

See http://shura.shu.ac.uk/information.html
Pedagogical benefits of discontinued animation methodology

An LTA 'thunderstorm' presentation by
Melvyn Ternan
- Senior Lecturer in animation -

With student Demonstrators:
Students have it too good*

*When the method they use to create work is the latest and greatest

I embedded a discontinued method for shooting Stop Motion Animation in one of my L4 modules.

For 6 weeks, the students could use no other method to shoot their animation.

I wanted the students to both experience this ‘other way’ so they understood where the existing modern method came from.

and

to see if any benefits would be evident with using such an ‘antiquated’ method.

What method am I talking about?
Super brief history of stop motion animation methodology

Method 1: Shooting Blind: ~1898-1970
Method 4: Onion Skinning: ~1999-present
Why do we no longer ‘Shoot Blind’

Actually seeing how much the puppet has moved by using ‘Onion Skinning’ means there is less room for error and finer control of the final movement.

Essentially, it’s safer and faster especially when animating multiple complex puppets.
Shooting blind & Onion Skinning Demonstration
SHOOTING BLIND

Initial ‘patience’ curve
Increased preparation
Increased focus and concentration
Increased lack of distraction
Builds anticipation for outcome
Builds appreciation for ‘onion skinning’

ONION SKINNING

Instant gratification
Fix problems in movement as you shoot
Increased distraction of ‘perfection’
Safety when animating multiple items
Safety when animating more complex movements
**SHOOTING BLIND**

- Initial ‘patience’ curve
- Increased preparation
- Increased focus and concentration
- Increased lack of distraction
- Builds anticipation for outcome
- Builds appreciation for ‘onion skinning’

**ONION SKINNING**

- Instant gratification
- Fix problems in movement as you shoot
- Increased distraction of ‘perfection’
- Safety when animating multiple items
- Safety when animating more complex movements