

## **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**

TERNAN, Melvyn (2019). Pedagogical benefits of discontinued animation methodology. In: LTA Conference 2019, Sheffield, UK, 09 Sep 2019. Sheffield Hallam. (Unpublished)

---

### **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 2: Surface gauge: ~1970-1987



Method 3: Video Assist: ~1987-1999



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