

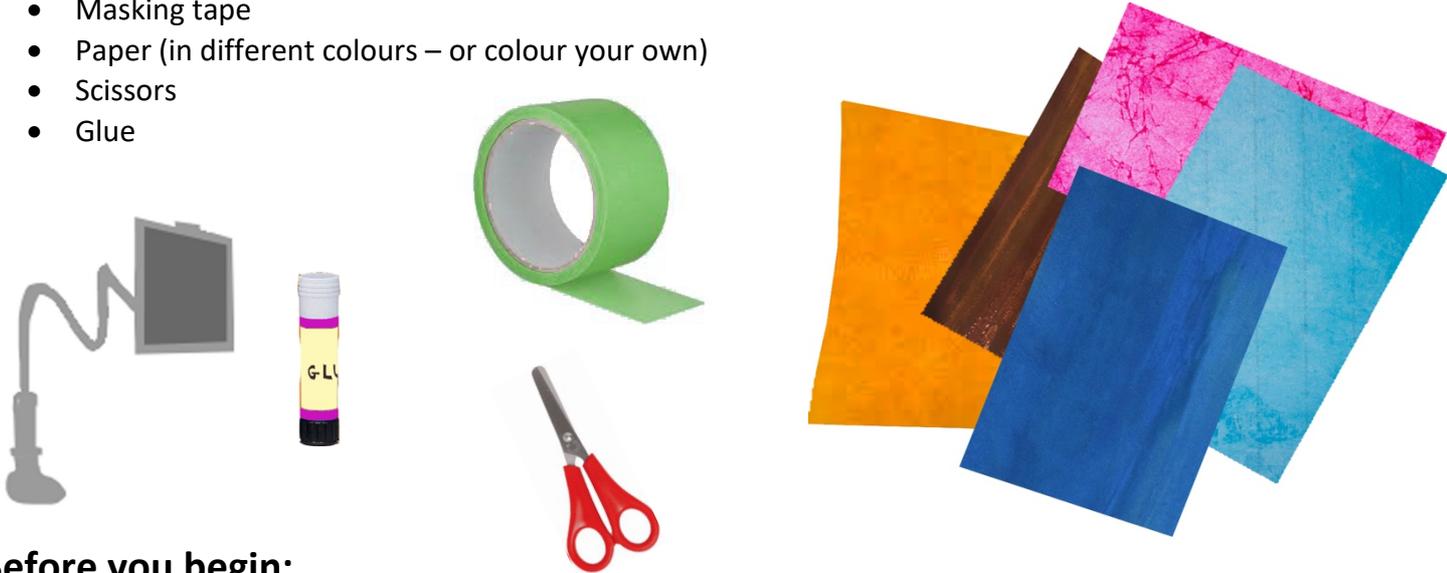
# Moving Paper with Jane Glynn

Create simple stop motion animations inspired by the natural world with coloured paper and a smart phone or tablet.

For complete beginners of all ages - younger children will need help.

## You will need:

- A smartphone or tablet with a simple stop motion app installed (for instance: 'I Can Animate' or 'Stop Motion Studio')
- A phone or tablet stand if you have one. (Otherwise a steady hand or something solid to prop your phone or tablet up!)
- Masking tape
- Paper (in different colours – or colour your own)
- Scissors
- Glue



## Before you begin:

**Open** your stop motion app and explore the simple settings in the cog icon and the camera icon. Don't get bogged down at this stage with complex settings but you should be able to choose:

- The speed - how many frames per second (go for about 7 to start with)
- Front or rear camera (go for rear camera)
- White balance/focus/exposure – leave them on automatic if you can

**Spend** a few minutes familiarising yourself with the app by making animations of inanimate objects like this:

- Set up the phone so that it stays still (use your stand or support it firmly on a flat surface with some books, a heavy mug or anything else you can find – just make sure nothing is blocking the view and your phone/tablet is secure and safe!).
- Capture one photograph (or frame) by touching the red circle on the screen.
- Now move the object about one millimetre and take another photograph. You will see on the screen the 'ghost' of the last frame that you captured which will help to make sure that the camera is still positioned properly, and your animation will end up as smooth as possible.
- Keep moving the object and photographing until you have at least twenty frames then press the play back arrow and notice whether the movement seems smooth – if not try adjusting the settings to a greater number of frames per second and/or use smaller movements each time.

**Now** you are ready to make your paper animation. I'm suggesting two ways that you could try: the first is pointing the phone camera **looking down** on to a flat, horizontal animation surface. The second is pointing the camera **looking across** to a 3d animation surface.

## Looking Down – 2D paper animation



- For this you will need an adjustable phone or tablet stand. (If you don't have one you will need to find another way to steady your phone or tablet in the right position.)
- Set the phone or tablet in the stand so that the camera is pointing straight down onto a flat surface.
- Open your animation app.
- Set the frame rate to 7 per second.
- Set the camera settings to auto and to rear camera.
- Stick a green background paper to the surface that you are working on with masking tape so that it cannot slip. Use plain green paper or create your own backing picture with as many different greens as you can. Or you could use a favourite outdoor picture from a book or magazine as your backing paper.
- Adjust the position of your stand so that all you see on your screen is the backing paper.
- Capture a frame of your green background by touching the red circle on your screen.
- Create the flat shape of an animal or person using coloured paper and glue – make sure you use colours that will show up against the backing paper paper.
- Place your character flat on the background paper so that you can see a small piece of it and capture the frame by touching the red circle.
- Move the character one millimetre at a time, or further if you don't have the patience for that – try out different amounts of movement and see what works for you; each time you have moved the figure you capture a frame.
- If you accidentally end up with your hands in the frame just delete that frame and retake the shot.
- Gradually move your character across the green until it has reached the other side and is no longer visible.
- To create the illusion of your figure moving into the distance, make several (perhaps ten) figures that look the same but are gradually decreasing in size – then swap the figures, getting smaller and smaller each time and capturing a new frame each time you swap, until the figure gets so small that it 'disappears'. A back view could be getting smaller as it walks away. A front view could be getting bigger as it walks towards the viewer. Experiment with alternate limbs forward (looking slightly longer) to get a sense of the person/animal's movement as they move.
- Make sure the last frame of your animation is the same as the first so that it will work well played on a loop (so if you include characters make sure they gradually move out of shot so that they don't suddenly disappear when you are playing the clip back).
- Once you have finished your animation you will be able to save it to your camera roll.

## Looking Across – 3D paper animation



If you are making an animation from a vertical scene you will be able to use 3d figures and create a foreground as well as a background for them to move about on:

- Find somewhere that has a flat surface against a horizontal surface (like a table against a wall).
- Start by getting a large piece of green paper and bending it without making a sharp crease about halfway down.
- Arrange the paper so that the top is stuck with masking tape to a wall or other horizontal surface and the bottom is stuck with masking tape to a table or other vertical surface, creating a seamless coloured base to use as your background/foreground.
- Open your animation app.
- Set the frame rate to 7 per second.
- Set the camera settings to auto and rear camera.
- Place your phone or tablet so that you can't see anything but the green paper.
- You could tear a strip of blue paper and stick that firmly with glue to the green paper where the sky would be. (Find out where it should be by looking at the screen – make sure that the sky reaches the top of the image you see on screen).



- Make some simple scenery from your coloured collage paper like a tree or bush and stick it into place from behind so that you don't see the tape when looking through the screen.

- Create some simple 3D animal shapes out of the coloured paper – make sure they have legs the same length so that they are sturdy enough to stand up easily.
- Capture the first frame without any animals or people in the picture.
- Gradually move your figure into the picture, capturing a frame each time you move it further into the picture.
- Move your animal about very slowly and gradually, eventually moving it off the picture to the other side.
- End your animation with nothing but the background/foreground so that if you play it on a loop it begins as it ends.
- Once you have finished your animation save it to your camera roll.

## Further Ideas

- Some animation apps give you the opportunity to add sound – otherwise you can save to your camera roll and add sound in a video editing app.
- You could try animating your memories of a walk.
- Look closely at people or animals moving – do you see any patterns in the shapes they make like how their limbs move in contrast with each other.
- Could you animate a bird flying towards you in 2D – you might like to think about how the wings move and create many different sizes of bird with gradually changing wing positions.
- You could make animate some flowers blowing in the wind – use real flowers or create your own out of paper.

Created by artist Jane Glynn for UH Arts, University of Hertfordshire's arts and cultural programme. We have more creative activities to try here: [www.uharts.co.uk](http://www.uharts.co.uk)

This is part of a project called New Geographies. Commencing in 2018, this is a 3-year project with 10 artists' commissions across East Anglia. People nominated over 250 locations based on personal stories, some of which have inspired the new artworks. The aim is to create a new map of the East of England, through enabling people to share their stories and re-imagine our idea of 'place'. This is led by ECVAN and funded by Arts Council England. <https://newgeographies.uk/>

**University of Hertfordshire UH Arts**  
 University of Hertfordshire's arts and culture programme



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