



Create your own abstract animation

In this activity, you'll create an abstract drawing and bring it to life using the magic of animation.

Animations are made up lots of individual images or 'frames'. If you capture frames into a piece of animation software every time you draw a line, add a shape, include a new colour while creating an abstract illustration, you can playback those frames and watch a blank page turn into an artwork.

When you capture frames for your project, make sure your hand isn't in the shot, and that you're not casting a shadow of your work. This will help the illusion that your work has magically come to life.

Note: In this activity, we are creating an animation, not a time-lapse.

What you'll need

- Stop motion animation software. We recommend Stop Motion Studio as there a free version for iPads, iPhones, and Android smartphones and tablets
- A tablet or smartphone
- A stand if you have one, or can make one, to hold your device horizontal above your piece of paper. You'll want your device to stay steady, and still in between capturing frames, and you also don't want your paper moving about each time you draw.

Your setup

- Setup your device in your stand, above your blank piece of paper.
- Sticky tape the edges of your blank piece of paper so it doesn't move each time you draw on it
- If you can't set up your device on a stand above your animation, don't worry. You can stop drawing, hold your device above, capture your frames, then continue. Your animation might look a bit shaky, but Stop Motion Studio app has something called onion skinning, which shows you the last frame you captured, and what



the camera is seeing live. This way you can line up your new frames with your previous frames. Ideally though, your device should be steady, still and elevated above your drawing space.

Start illustrating and animating

- Start a Stop Motion Studio project. In settings, change your project to 8 frames per second.
- On your piece of paper, draw your first object, shape, line - whatever it might be – and then capture frames into the app by hitting record.
- Add the next piece of your illustration, and capture using the app.
- Continue this process every time you add to your abstract illustration. Remember, for every 8 times you hit record in the app, you'll have one second of footage. So, capture a frame every time you do anything, even if it's small!
- Experiment with effects, and don't be afraid to playback what you've captured to see how it's looking. Here are some suggestions:
 - Can you use dots or lines to produce an emerging pattern?
 - Can you make a shape grow and expand?
 - Can you use an eraser to make something shrink, move, or even disappear?
 - Can you have more than one element happening on the page at once? So, add to one area of your work, then another, before capturing frames. That way there'll be more than one thing happening at once when you playback.

Add music

Copyright is a huge issue with moving image productions. It is best to create original music wherever possible. Acid or Audacity on PC platform or Garage Band on Mac platform, are excellent software programs to help create music.

Share with others!