



Making Claymation Movies

Study*ladder*



# Make some characters using modelling clay.

You might:

- roll the clay into balls
- roll the clay out flat
- roll the clay into long snakes
- pinch the clay
- squeeze the clay





Make sure your characters can stand up by themselves and have body parts that can be moved during your claymation movie.



*You need to make lots of VERY small changes in order to make a smooth animation. Keep your photographs in sequence on the camera to avoid errors.*

*An animation is a series of still pictures viewed in sequence. Each picture is only seen for a fraction of a second. This tricks the brain into seeing movement.*

## To make your claymation movie:

- 1) Take a photograph of your claymation character. Use a tripod to keep your camera still.
- 2) Slightly change the position of the body parts that you want to move. Take another photograph.
- 3) Move the body parts slightly once again and take another photograph. Repeat, making as many changes as necessary.
- 4) Import the photographs into a movie maker program on your computer.
- 5) Animate the sequence of photographs. Each photograph is a frame in the movie. Adjust the settings of your software so that the movie plays about 3 frames per second.