

iStopmotion Instructions 2014 -15

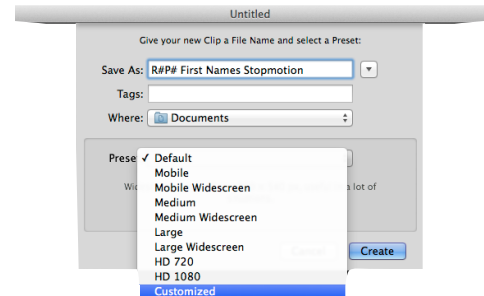
- 1) Log in using the class hard drive account (7p1 or 7p2) and launch the iStopmotion app from the dock.



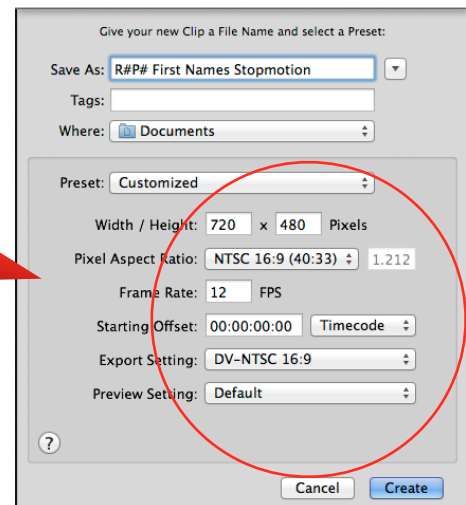
- 2) Save As:
R#P# First Names Stopmotion
Where: **Documents**

&

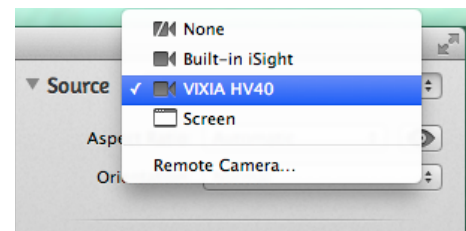
choose **“Customized”** from the **Preset** drop down menu.



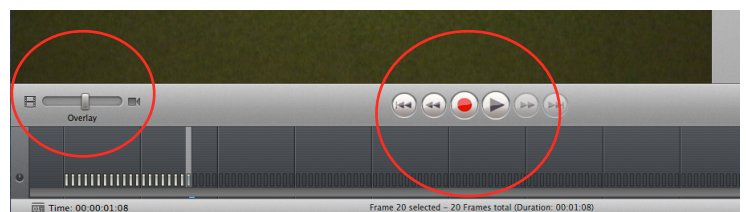
- 3) Make sure all the Preset settings are the same as those in the image shown to the right. Click “Create”.



- 4) **Turn the camera on** and with your camera connected via the firewire cable, choose it from the Source tab. (The name varies, depending on the camera model).

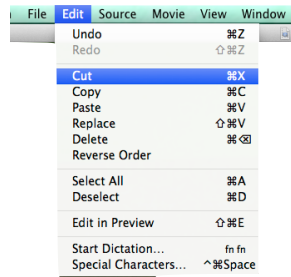


- 5) To capture a frame, click on the red capture button or press the space bar. Use the Overlay Slider as needed to switch from live camera view to captured frame only. Adjusting it 1/2 way allows you to monitor movements/realign objects.

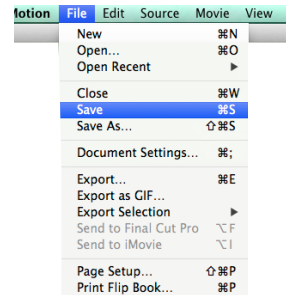


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6) To delete, copy, paste, etc. a captured frame or frame(s), see the Edit tab for commands, keyboard shortcuts, and other editing options. (for example: **To Delete a frame, use Command Key + Delete key**).

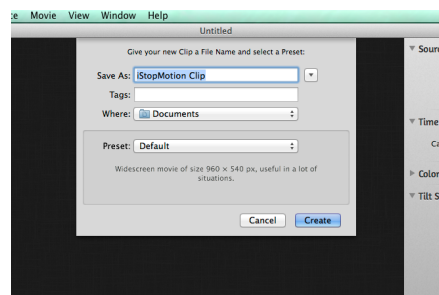


7) **SAVE FREQUENTLY IN CASE THE PROGRAM CRASHES!!!** Go up to **FILE > SAVE** or simply press **COMMAND S**

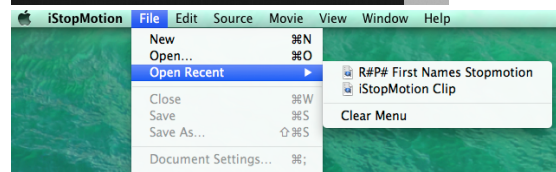


8) Try to stop each day at a point that allows you to easily restart the next day with no obvious break in continuity. Your last shot/angle of the day should be a minimum of 12 -24 frames.

9) When you begin the next day, open up iStopmotion and then **Cancel** the new project screen that pops up. Don't worry, iStopmotion is still actually open...



... Go up to **FILE > OPEN RECENT >** and select your project.



- * Remember to keep the camera and background completely still when capturing frames.
- * Use two animators and one camera/computer person. You can rotate roles from time to time and everyone should be working together, NOT wandering!
- * Good teamwork & focus can/should result in a capture of 75 - 200 frames per class period depending on the amount of characters & the complexity of the animation.