

Making an Animation Movie

The animation is a perfect way to tell stories and these become real. It's the reason animation is fun, it can make something happen. It offers new aesthetic possibilities and techniques of narrative, with great creative freedom and a high degree of control under the construction and the result of the work. To do this we suggest the following steps to create a quality animation movie.

General Procedure:

Pre-Production:

- Idea / Guide
- Characters
- Synopsis
- Storyboard

Production:

- Animation

Post production

- Mounting / Editing the selected media

Pre-Production:

The planning of the animation requires the answer to many questions, but if each animator asks himself questions he will find the answers he seeks.

- Idea / Guide

The fundamental step in making a film is the story from which the film is built. As inspiration you can use old or new stories, legends, myths, oral traditions (proverbs, popular sayings ...).

Yet creation can emerge from the individual himself, as the bearer of individual and / or collective experiences and / or experiences - sensory stimuli, memories, training and even subconscious recordings. The animator transports antecedents, own

characteristics, diverse communicative processes, that will give body to the creative work.

A good animation must tell a story and be understood by the audience. It must have a beginning, middle, and end.

At the beginning of the film, the space-time location must be determined, identifying when and where the action unfolds. Usually, this starts with a conflict, the triggering of the story, in which soon the characters appear. The main characters must be introduced to be known by the audience, with secondary characters being gradually introduced. Assistance should quickly capture the where, when, who, and what.

The central part refers to the action. This is the result of elements and facts introduced at the beginning of the film. In this part, we want to know the evolution of the story, pointing to the ways in which the conflict will be solved. The characters show their personality and how they relate to each other.

The end brings together the beginning and the action - it is the final outcome. You should conclude the story with what you initially presented by responding about who, why or how. For a film to be unique, the ending must contain a surprise factor and not be so obvious that it offers only one way out of conflict resolution in order to captivate the viewer and provide satisfaction with the conclusion.

- Characters

If there are no characters, there is no one who builds the story. A feature of animation is that you can bring nonhuman beings and inanimate objects to life, so there is a vast universe of character creation possibilities. Characters must be credible and real, no matter how they look. Very captivating can be the personification of a character, in which object, plant or animal assumes characteristics of the human being

The personality must be recognized in any culture, provided that it is properly contextualized, being able to distinguish the hero from the villain, the adjuvant from the adversary. Each character should be well presented, how it is and how it presents itself. The character must be characterized physically, his actions will allow inferences about his character, but the visual aspect and body language also gives you a lot of information about the psychological traits and creates expectations about his role in the story.

- Synopsis

The synopsis is a little version of the story. One must count the plot of the film in four or five lines. This summarization focuses on what is essential and what you want to tell.

In addition to this short summary you should choose one or more keywords that synthesize the plot. This exercise allows for a routing in the choice of colours, places and visual expression of the film, from the general to the detail.

From the synopsis is also created a phrase that can be enlisted to the poster of the film.

- Storyboard

The script and the storyboard are inseparable. While the script is of words, the storyboard has the visual aspect inseparable from the sound. The storyboard presents the story and brings it to life in a series of sketches that show how the story unfolds.

Storyboard is an important tool for organizing and improving a movie. It gives a view of the story with its scenarios and the characters that interact, allowing new additions to the script. It also shows the key scenes of the film, the plan and angles of the camera, thus explaining how the story will unfold. It is advisable to use a basic composition.

In a film you can choose different framing that highlight the moments of the story, namely:

- Long shot- is the most common plan to start a movie because it places global action. It can also be used to give a broader perspective of the terrain where the action unfolds.
- Full shot - is also an introduction plan. It defines more clearly the details of human action and the lesser notion of the surrounding environment. Focus more attention on each character.
- Medium shot - is basically the approximate trunk plane, from the waist up. It makes the character the center of attention.
- Close shot - this plan is used above the chest to emphasize the critical point of a dramatic action or to reveal and emphasize characters, intentions or attitudes. This plan is very useful for dialogues.
- Close up - is essentially used to capture the character's dramatic intensity, expression and character as well as important details.
- Extreme close up - is essentially used to capture the character's dramatic intensity, expression and character as well as important details.

Between each shot there are the cuts, which when edited and placed in the sequence work in harmony. The most usual is to use long cuts in making a film, however, small,

quick cuts can be used to show danger and excitement. A cut must always be made in a movement, a demonstrator of continuity. It is to emphasize the 4 basic cuts in a film: cut in the focus of the look; looking direction cut; continuity cut; dialog cut.

Production:

For the realization of the film of animation you must appeal to one of the cinematographic techniques, in which the movement is created from still images. The animation is achieved from individual photographs, frame by frame, which are displayed at a projection speed, creating the illusion of movement. This way we have 24 photos per second (fps), also being able to choose 12.

To produce an animation you can choose a more specific type of technique:

- Object Animation - consists of animating inanimate objects with no articulation at all, only modifying their position within the scene. This technique is ideal for working in the classroom context.
- Clay Animation - consists of animating with modeling mass or plasticine. The film presents the characters and the scenarios made with plasticine, or characters interacting with other types of scenarios. This technique allows interesting results due to its metamorphosis.
- "Pixilation" - consists of an animation of people. Two interesting effects that can be realized with this technique are the flight effect and the slip effect. The "pixilation" also allows to make a great variety of camera movements.
- Cutouts - consists of the animation of paper cutouts. These can be articulated and animated in different ways. It can also be animated with loose cutouts.

To obtain the images it is advisable to use a digital camera.

Then it is photographed taking into account some principles. One of the basic principles of animation is that the characters recreate the laws of nature. Yet, much more can be done than following the laws of nature and following the dreams and magic of the stories that are told.

It is fundamental for the communication that the movements indicate the idea and the intention. You get good results with contrasts, such as fast / slow, back / forward, up / down, close / far ...

When animating the characters, we have to take into account the movement of the body so as not to make it too mechanized. Each action requires attention to body language, it is appropriate for each person to exemplify these movements to reproduce them later with the characters. Observing the actual movement will improve the outcome of the animation and enrich the educational experience. In

addition, it should not be forgotten that the animation is the result of speed, and you can get fast or slow movements.

The photographs should be enlightening, so it is advised that in the action body posture does not overshadow or divert attention from the central focus of the action. An action with a profile body better emphasizes the triggering object of that narrative moment.

Post production

To recreate all the scenes and give life to the animated film, video editing software such as "Windows Movie Maker" is used. This program, although limited, is simple to use, allowing you to add transition effects, custom text and audio to the movie.

The process of creating a movie using "Windows Movie Maker" can be divided into three simple steps: import, edit and publish.