

## Stop-Motion Puppet Project

# STEP-BY-STEP OVERVIEW FOR GREEN SCREEN

1. Design your movement plan on the Design Worksheet.
  - a. Think about all of the angles you will need of each part of the body.
2. Ask for help taking pictures of yourself.
  - a. You should know what positions you want to take pictures of.
    - Frontal
    - Three-quarters Right with extended arms
    - Three-quarters Left with extended arms
    - Side view arms down
    - Walking step, left foot forward
    - Walking step, right foot forward
3. Download the photos onto your computer.
  - a. You need the camera and the cable.
  - b. Keep the lens cap on the entire time.
  - c. Plug the cable into the camera under the HDMI shield
  - d. Plug the USB end into the computer
  - e. Turn the camera on.
  - f. Push the menu/set button to choose PC.
  - g. Now you will find a flash drive icon on your desktop, "No Name".
  - i. Open the icon. Open DCIM. Open 110LEICA.
  - j. Create a new folder on your desktop.
  - k. Select all of your pictures from the 110LEICA folder and drag them into the new folder you created on your desktop.
  - l. After you have all the photos on your computer. Eject the camera from the computer.
  - m. Do not take the lens cap off. Push the play button (triangle) on the camera.
  - n. Push the Q button. Delete all. Turn the camera off.
4. Edit photos in Photoshop.
  - a. Open the photo you want to edit in Photoshop.
  - b. Using the QUICK SELECTION tool, select the green around the figure. (If you hold down the option key, it will unselect areas you didn't mean to include).
  - c. Once all of the green is selected, push DELETE. A dialog box will appear and ask you what you want to fill the space with. Choose WHITE from the pull-down menu.
  - d. File -> SAVE AS -> JPEG.
  - e. File -> CLOSE.
  - f. Repeat for all of the photos you want to edit.
5. Edit photos in ILLUSTRATOR.
  - a. Open JPG file in ILLUSTRATOR.
  - b. CLICK on the photo.

- c. IMAGE TRACE is on the bar at the top, below the pulldown menus. There is a small triangle to the right. Click on the TRIANGLE. Choose which image trace option you want: probably 6 COLOR or 3 COLOR.
  - d. The button on top next to tracing result is EXPAND. Click EXPAND.
  - e. TRIPLE CLICK the white background to select the white area around the puppet and push DELETE.
  - f. Make sure your puppet is within the bounds of the document frame.
  - g. File -> EXPORT. Choose FLASH.
6. Turn into moving puppet in FLASH
- a. Open FLASH.
  - b. Change STAGE DIMENSIONS to 1280 x 720. Then, Fit into Window.
  - c. File -> IMPORT to library: all of your SWF files.
  - d. In the Library, open one of the SWF symbols.
  - e. Select all of the image. Modify -> BREAK APART. Now it is selectable as a bitmap image.
  - f. Select the part you want to move and copy it into a new layer. Name the layer the name of the part. Paste in place.
  - g. Now delete some of the original part, but leave an overlapping joint area.
  - h. Repeat to create movements within each symbol.
  - i. Place the symbols on the main timeline with some white space (empty frames) in between.
  - j. File -> Export Movie -> Image Sequence: JPG Sequence.
11. Edit photos for motion in Final Cut Pro.
- a. Open Final Cut and create a new event and project.
  - b. Import the edited Flash JPGs to Final Cut.
  - c. Edit the duration, adjust the placement, etc. so that the motion looks smooth.
  - d. Once the movements are set, if the color is not balanced – select all of the photos that are alike for a set motion and create a new compound clip (right click). Now you can edit the video for color, exposure, etc. all at once. (Tools are on the right).
  - e. Add sound effects and score (music).
  - f. Adjust the length of the compound clips to match the speed of the motion to the music.
  - g. Add black or white openers and closers (a bit of solid screen at the beginning and end).
12. Share: Master File. Remember to name the file.
13. Share: Youtube. Set it to Public. Fill in the name, description, and tags.