

Animation: Lesson 5

This lesson provides an opportunity for a third different approach to animation, in this case stop-motion animation using photo capture in the Jellycam software.

Known as stop-motion or stop-frame animation, this technique involves a series of still photos, played quickly to produce the effect of movement and animation.

Although self-contained, this lesson can also be extended to a longer project over two or more lessons by giving more time to create characters and backdrops, taking a larger range of photographs and spending more time on a longer animation film.

Background Ideas

One of the most famous and currently popular examples of this technique are the Wallace and Gromit movies. Watch the following video clips to find out more.

[Behind the Scenes for the New Ad.](#)

[How It's Made - Stop-Frame Animation.](#)

Guide to Using Jellycam Software

When first opening the software, if a webcam is attached or enabled, it is ready to use immediately. The 'Add Webcam Pics' window should show the current view of the webcam.



A second window, to the right, shows 'Your Movie So Far'. This is populated with each still image or frame as they are captured or imported.

All the frames are also shown in sequence in the bottom window, where they can be rearranged or deleted if necessary.