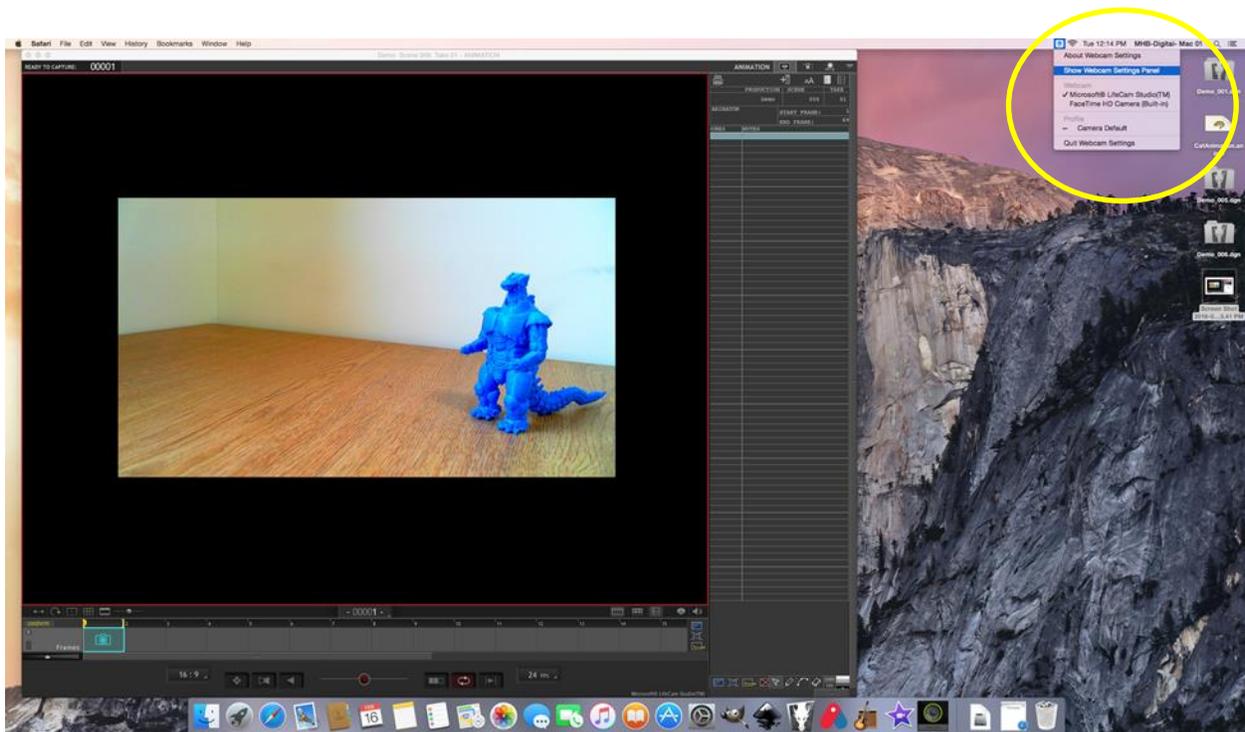


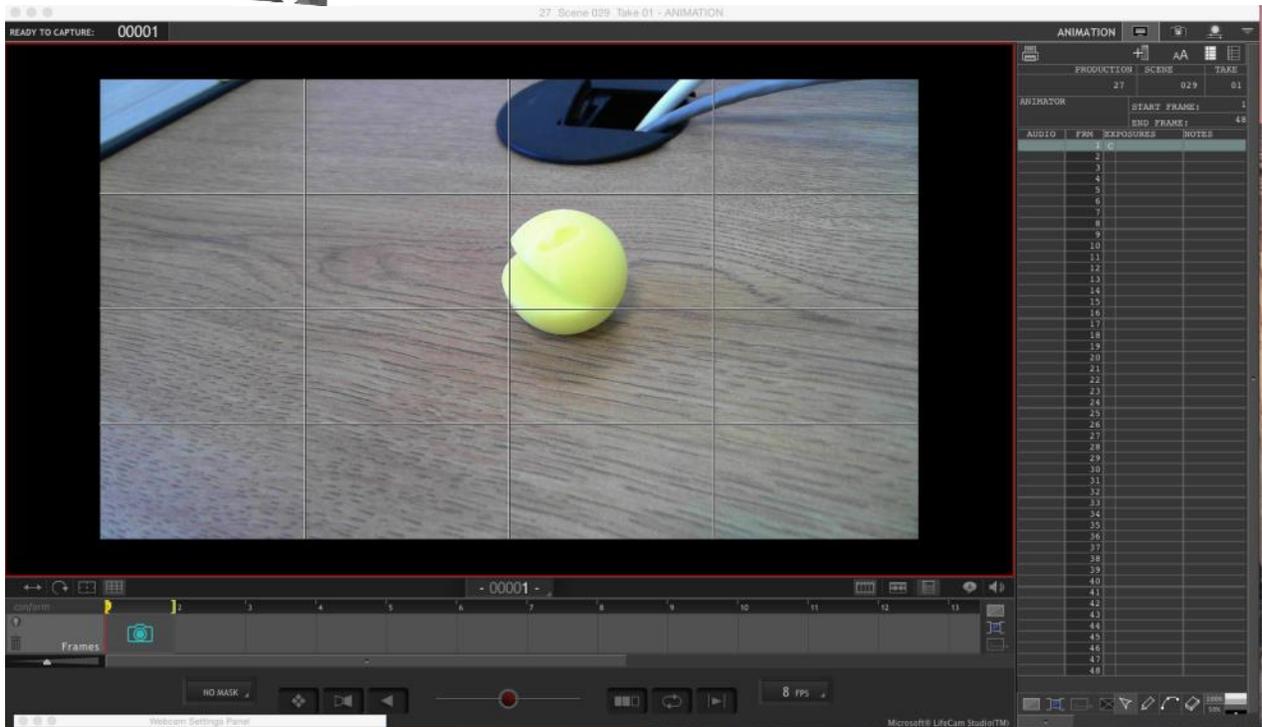
Create Stop Motion Animation with Dragonframe 3

- Open **Webcam Settings Panel** to control focus - shown above. Click the camera icon and then click “show webcam settings panel”
- Make sure it’s controlling “**Microsoft LifeCam Studio**”, not “Facetime HD Camera”
- Basic Controls Tab - Brightness, Contrast, Saturation, Sharpness, White Balance
- Advanced Controls Tab- Backlight Compensation, FOCUS - either auto, or drag the cursor left and right to change the focus. This is the important one for this camera, as distance really affects the focus here.



A Closer Look: Getting Started

Open Dragonframe  and create a New Scene.



This is **Animation View**.

There are 3 buttons on the bottom left: **timeline view**, **audio view**, and **X sheet view**. For this, we are going to use timeline view, to view our frames as we create them. Along the right panel you can see a vertical display of numbers - this is also a timeline, showing details about each frame.

What is a frame?

Frames are individual pictures taken or drawn to form a short clip or movie. If you look at a roll of film, each little square is a frame. Or if you scrolled through a flipbook, each page is considered a frame. When frames follow each other, it creates the illusion of movement.

A Closer Look: Dragonframe Keypad

This page is an excerpt from

http://wikis.evergreen.edu/computing/index.php/Keypad_Controls_-_Dragonframe

There are 15 default keys on the keypad.

However, you could animate a scene with only the **Step**, **Play**, and **Shoot** keys, if you so desired.

The **Loop Key/Ping-Pong** button will loop your entire frame sequence.

The **Delete** key deletes a frame when pressed twice.

The **Mute** key turns off

The **Live Toggle** key switches between live and captured frames for as long as you hold it down. When you release the button, you will switch back to Live View.

Cuts to a black screen at the end of a playback.

The **Auto-Toggle** key turns Auto-Toggle on and off.

The **Step** keys move through your frames.

The **Play** button plays back all the frames you've shot.

The **Onionskin** keys allow you to overlay frames over one another. The **Onionskin Right** key will show the last frame over the **Live View**. The **Onionskin Left** key will show your currently selected

The **Cut Back** key eliminates a group of recently shot

The **Live** key takes you to the **Live View Frame**.

The **Shoot** button captures a frame.

The **Short Play** key plays back some of the frames you've shot. By default, Dragonframe will only play the last 12 frames.

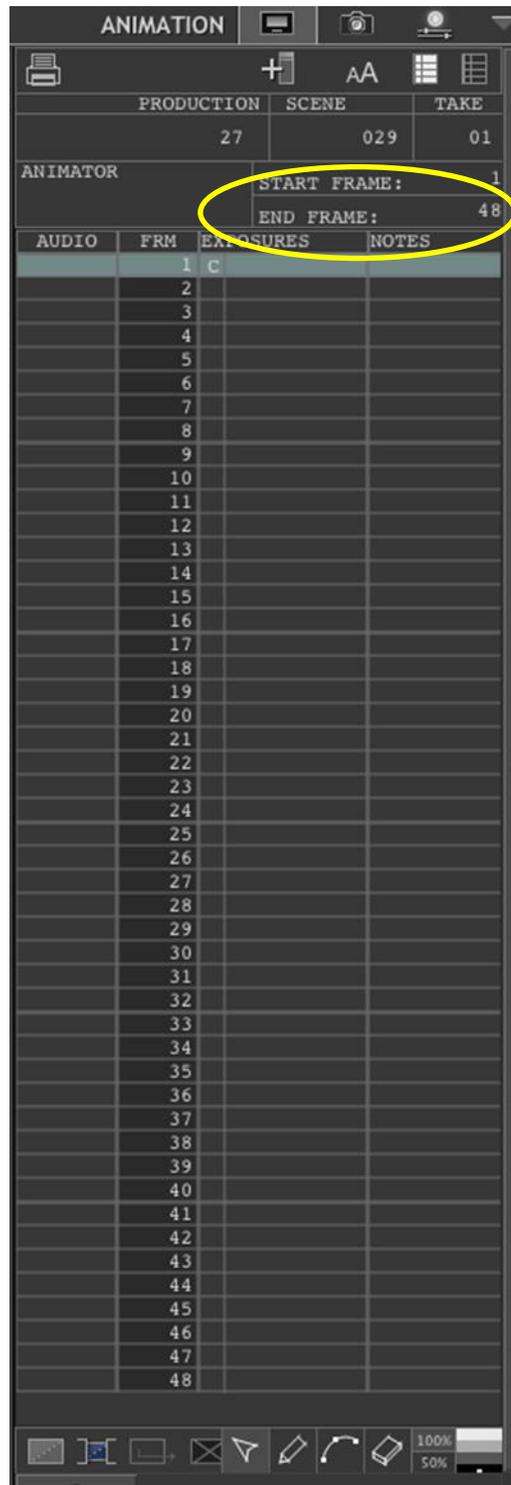
The **High-Res** key plays back proxy frames from your final



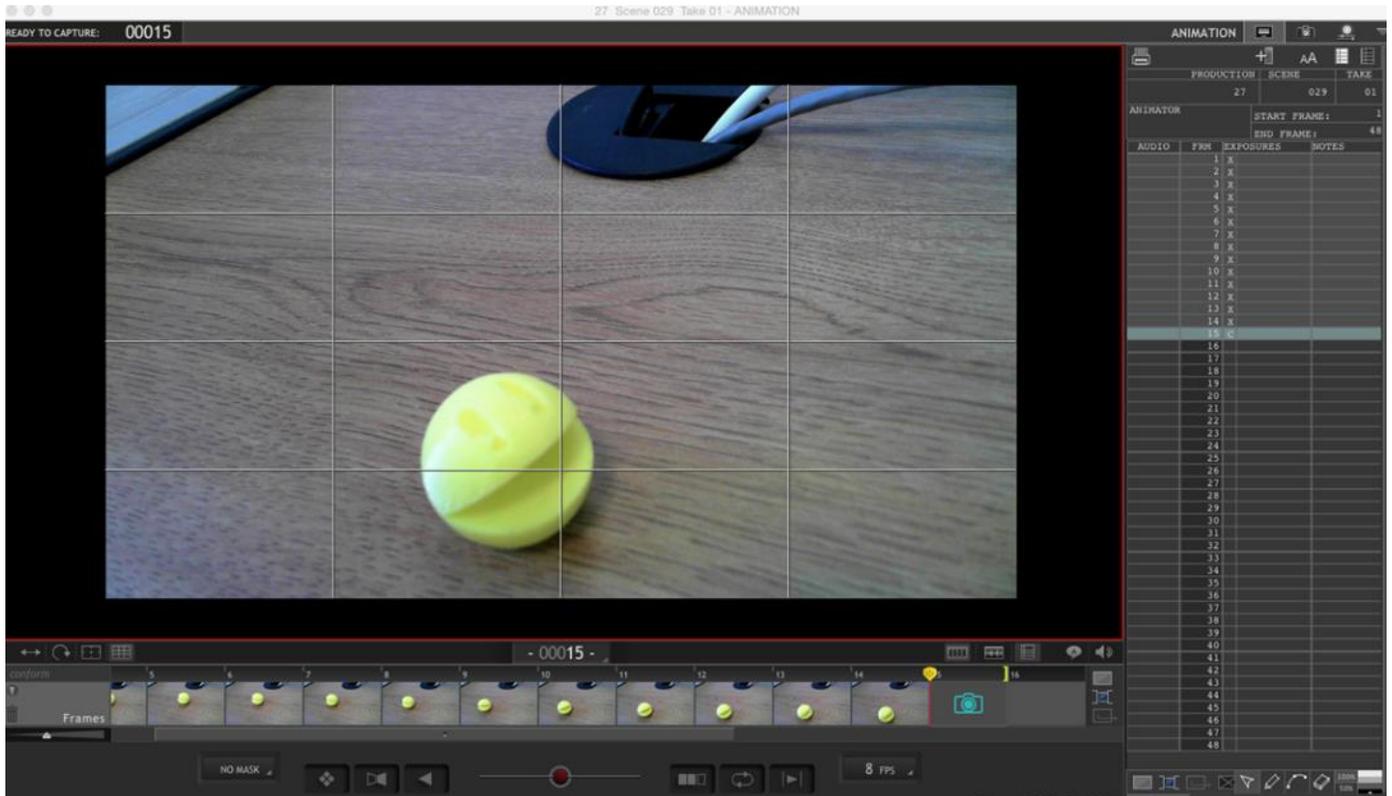
A Closer Look: Adding Frames

Okay, so now that we're familiar with each button on the keypad...let's make some frames.

Dragonframe starts with 48 frames. You can add additional frames by typing a larger number in the "END FRAME" line.



A Closer Look: Making an Animation



Slowly move your object, pressing the record button *between each movement*. This adds a frame. I have added a total of 14 frames so far, about to add my 15th in this shot:



Look at the bottom area:

You can either play this animation from the screen, or press **Play** on the keypad.

A Closer Look: Tips

Do not move the object too much between frames. The less you move, the better the animation will look between frames. Higher framerate and more frames means cleaner looking video - it also means a lot more work.

Onion Skin:

This is a great function to help you see what the last frame looked like. There's a red ball on a dial with a circle in the middle. Drag the red ball from the center to see what onion skin does - helps you look at the frame before/after in order to make sure your next shot captured is not too different from the shot before. This helps retain consistency and makes for better detailed movements.



A Closer Look: Saving Videos

To save as a video: **File > Export Movie**

Conform takes / conform all takes: this is used for ensuring that the pre-production version of the image matches the post production version - use this if you intend to go back and edit again, especially if adding audio or any other effects. Conform assigns a frame number to each image and makes sure the file will work later on.

Remember to save your file to a flash drive or email it to yourself.

When our computers restart, all work is erased.

A Closer Look: Additional Information

Adding in audio: Page 148 of the manual:

<http://www.dragonframe.com/downloads/Dragonframe%20User%20Guide%20-%20Mac.pdf>

Example of audio/video syncing I did :

<https://www.youtube.com/watch?v=-84yj6d4wWA>

Features:

<http://www.dragonframe.com/features.php>