



Animate in Your Class or at Home

You too can animate at home! Here is what you need to get started:

Hardware

- 1) **Computer** - PC or Apple computer that is FireWire compatible. (Apple computers are used in our school workshops, camps, and teacher classes.)
- 2) **Camera** - Any digital camcorder with a FireWire connection.
- 3) **Firewire** - A small wire that connects the camera to the computer. This can be found at any electronics store. If you are unsure bring your camera with you.
- 4) **Tripod** - A good quality, sturdy tripod to mount the camera above or across from your animation project or clamps onto a table and has three arms enabling it to be put into any position. Manfrotto makes several models and sizes.

Software

For Mac:

- 5) **FrameThief** - The software FrameThief allows you to capture frames directly from your camera onto your computer. This shareware program is free.
- 6) **iMovie** - Convert a QuickTime movie to a DV stream using FrameThief or QuickTime Pro and drop it into an iMovie project. With iMovie you can add titles, sound, and music to your animation.

For PC:

- 5) **Stop Motion Pro** - Stop Motion Pro allows you to capture frames directly from your camera onto your computer. You can download a free trial on their website or purchase the Junior version for \$70 US.
- 6) **Windows Movie Maker** - Windows Movie Maker allows you to add titles, sound, and music to your animation. Download this for free on Microsoft's website.

For more information visit the Reel 2 Real website at www.r2rfestival.org.