## Index

## Numbers

$1 \times 1$ round plates, 69,128
180 degree rule, 165

## A

air balloon, 129
Anderson, Wes, 154
animatics (story reels), 150, 182
animation. See also filmmaking
basic, 8-11
principles. See principles of animation
replacement, 28-30, 42, 79
software, 132-135, 174
stop-motion, x
surface, $4,5,65$
tests, 25, 62, 170
Animator's Survival Kit, The (Williams), 199
anticipation principle, 48-49
aperture setting (camera), 173
arcs, 50
arm lift/drop gesture, 19, 22, 47
arm nod gesture, 22
arms (minifigure articulation), 15
articulation, 13
building for movement, 68-71
of minifigures
full-body poses, 14-16
limited, 35
minuscule movements, 17-18
modified, 33-35
of Miniland figures, 87-88
of PaganoPuppets, 89-90
aspect ratio, 147, 154-155

## B

back light, 167
backgrounds
contrasting color, 59
facades in, 81-82
posterboard for, 7
smaller scale elements in, 166
ball bounce exercise, 43
ball-and-socket joints, 70
bars, 18, 34, 68
baseplates, securing, 7, 65
Belville scale, 109
bending at waist gesture, 21
Bionicle scale, 109
blocking principle, 60-61
body language. See gestures
A Boy and His Atom: The
World's Smallest
Movie (film), 119
brainstorming, 138-141
Plan Approach, 144
Play Approach, 142-143
Brick Flicks (Herman), 199
brick separators, 128
brick-built prostheses, 34
brickfilmers, x
Beurteaux, Marc, 87
Caron, Marc-André, 89
Fisher, Aaron, 193
Horstmann, Mirko, 35
Marion, Maxime, 86
Pagano, David, viii
Pickett, David, viii
Rolph, Jon, 84
Salaises, Christopher, 86
Troeger, Steffen, 107

Vacca Production, 89
Woodley, Dylan, 107
brickfilms, x
Civilisation, 84
Country Buildin', 90
Fixed System, A, 193
Ghost Train, 126
Greedy Bricks, 35
Henri \& Edmond - Droits d'auteur, 86
LEGO Movie, The, viii, 84
Little Guys!, 107, 125, 140
Little Guys . . . in Space!, 87, 163
Magic Picnic, The. See Magic Picnic, The
Metamorphosis, 141
MIMUS, 107
Minilife TV, 86
Nightly News at Nine, 117, 145
Plastic Giant, 89
Playback, 89
Pokeballin 2, 107
Robota, 87, 125
Tout le bloc en parle, 89
brush, 129
building for animation, 63
articulation, 68-71
disconnection, 72-73
building what camera sees, 80-82
sets
modular, 74-75
one-room, 76
spacious, 77
stable, 64-67
special effects, 78-79
building instructions, for
PaganoPuppet, 91-106

## C

camera and editing direction (scripts), 145
cameras
choosing, 3, 112-119
cradle/mount, 5, 121-123
creative use of, 119
DSLR (digital single-lens reflex), 118
exposure settings, 173
features, 112-114
macro focus mode, 113, 172
movement, 160-163
point-and-shoot, 117
positioning, 5
smartphones and tablets, 115
software compatibility, 114, 131, 132
tripods, 120
webcams, 116
chroma key, 190-191
cinematography, 154
aspect ratio, 154-155
basic, 9
exposure, 173
focus, 172
frame rate, 156-157
framing shots
shot composition,
164-166
shot movement, 160-163
shot types, 158-159
cinematography, continued lighting techniques, 166-171
clamps, 7, 65, 129
clear pieces, 26, 31, 126, 128
click hinges, 71
clips
LEGO elements, 68
video editing, 180
close-up (CU) shots, 159
clutch power, 66
colored lights, 168
compatibility (animation software), 114, 131, 132
composing shots, 9, 164-165
compositing, 190-191
computers, 130
contests (filmmaking), 139, 179, 195, 199
copyright issues (sound), 179
creative process (preproduction), 137
animatics, 150
brainstorming, 138-144
script writing, 144-146
spreadsheets, 151-152
storyboarding, 147-149
credits, adding, 187
critical feedback, 198
crossfade (dissolve) transition, 184, 185
CU (close-up) shots, 159
cut transition, 184
cutting/deleting shots, 183

## D

dejected foot kick gesture, 23
depth (z-axis) shot movement, 162
desk lamps, 5, 124
dialogue, 177
recording, 178
scripts, 145
diffusing light, 169
digital effects, 186
digital facial animation, 30 ,
193-194
disconnection, building for, 72-73
dissolve (crossfade) transition, 184, 185
dolly, 123, 162, 163
double take gesture, 23
double-hand twist gesture, 20
Dragonframe program, 135
DSLR cameras, 118
dynamic shots, 160-163

## E

easing principle, 46-47
ECU (extreme close-up) shots, 159
editing, 180-189
equipment, 2, 128-130. See a/so cameras; lighting
exaggeration principle, 39-41
exercises
ball bounce, 43
expressing emotions with gestures, 23
jumping minifigure, 51
one-room set, building, 76
pendulum, 48
smoke effect, building, 79
storyboarding, 149
export options (animation
software), 132
exposure, setting, 9, 173
exposure sheets ( X -sheets), 132, 151-152
expressing emotion
basic gestures, 19-21
complex gestures, 22-23
facial animation, 28-30, 90, 193-194
learning from peoplewatching, 36
mood lighting, 168
music, 177
extreme close-up (ECU) shots, 159

## F

facades, using in backgrounds, 81-82
facial animation, 28-30, 90, 108, 193-194
fade transition, 184, 185
feet (minifigure movement), 18, 24
fill light, 167
filmmaking
animatics, 150
brainstorming, 138-144
cinematography, 154-166, 172-173
contests, 139, 179, 195, 199
editing, 180-189
lighting, 166-171
script writing, 144-146
sound, 176-179
spreadsheets, 151-152
storyboarding, 147-149
flats, in modular sets, 75
flicker (lighting), 170
flying, 31-32, 57
focus, 9, 113, 172
foley, 178
follow-through principle, 48-49
footage, importing into editing software, 181
forced perspective, 85, 166
formatting, for scripts, 144-145
frames per second (FPS), 11, 156-157
framing shots
shot composition, 164-166
shot movement, 160-163
shot types, 158-159
Frankenweenie (film), 135
freak-out gesture, 23
full-body poses, 14-16

## G

gestures
adding to walk, 27, 55
basic, 19-21
complex, 22-23
learning from peoplewatching, 36
overlapping, 52-54
glue, 129
Grand Budapest Hotel, The (film), 154
green screen, 190, 191

## H

hair pieces, $15,17,21,23,56$
hand twist gesture, 20
hands (minifigure articulation), 16, 18
hard light, 169
hardware, 2, 128-130. See also cameras; lighting
head pop gesture, 21
head scratch gesture, 22
head shake gesture, 20,56
headroom, 164
heads
minifigure articulation, 15
variations for a single character, 29-30

## 202 <br> INDEX

Herman, Sarah, 199
high five, 52-53
hinges, 68, 71, 129
hips (minifigure articulation), 16
horizontal ( $x$-axis) shot movement, 160

I
idea journal, 139
Illusion of Life, The (Thomas and Johnston), 38
in-camera techniques
jumping and flying, 31
special effects, 78-79
info/inspector window (editing software), 180
iris in/out transition, 184, 185
ISO setting (camera), 173

## J

Johnston, Ollie, 38
joints, 14, 70, 129
jumper plates. See offset plates
jumping, 31, 42, 51, 57

## K

key light, 167

## L

LEGO Movie, The (film), viii, 84
LEGO ruler, 128
legs (minifigure articulation),

$$
16,18
$$

levitation, 31-32
library (editing software), 180
LifeLites, 127
lighting
basic, 5
equipment, 124-127
safety, 166
techniques, 166-171
lip-syncing, 30, 90, 108, 192-194
Little Guys! scale, 107-108
live playback (animation software), 132, 174
location (scripts), 144
looping playback, 174
"Loose Man" character, 67

## M

macro focus mode (camera),

$$
113,172
$$

Magic Picnic, The, ix
animatic, 150
backgrounds, 7, 166
city sets, 80-81
one-room set, 76
script, 145
shot list, 146
storyboards, 148-149
use of Play Approach, 142
manual settings (camera), 112
masking, 32
masking tape, 7, 65, 128
medium shot (MS), 159
microphones, 130, 178
microscale, 84-85
minifigure scale, 86, 110
minifigures, 14
articulation, 13
full-body poses, 14-16
limited, 35
minuscule movements, 17-18
facial animation, 28-30, 193-194
jumping, 31, 42, 51, 57
modifying, 17, 33-35
performance, 13
basic gestures, 19-21
complex gestures, 22-23
learning from peoplewatching, 36
walking, 24-27
Miniland scale, 87-88
minuscule movements
(minifigures), 17-18
mobile apps, 3, 133
modifying minifigures, 17, 33-35
modular sets, 74-77
mood lighting, 168
motivated lighting, 171
movement. See also principles of animation
building for, 68-74
minifigures
articulation, 14-18
gestures, 19-23
jumping, 31, 42, 51, 57
walking, 24-27
shot movement, 160-163
mouth shapes. See lip-syncing
MS (medium shot), 159
music, 177, 178, 188

## $N$

neck (minifigure articulation), 15
non-LEGO elements, 82, 178

## 0

offset plates, 72, 129
for sets, 76
using with torsos, 17
one-room set, 76
onion skinning, 132, 174
overhead lighting, 5
overlapping action, 52-54

## P

PaganoPuppets
about, 89-90
building instructions, 91-106
panning, 160
paper clip, straightened, 129
Paranorman (film), 135
pedestal movement, 161
pendulum exercise, 48
people-watching, 25, 36
performance, 13
basic gestures, 19-21
complex gestures, 22-23
facial animation, 28-30, 193-194
learning from peoplewatching, 36
PF (Power Functions) lights, 126
pins, 69
pivot gesture, 21
Plan Approach to filmmaking, 144-152, 182, 189
Play Approach to filmmaking, 142-143, 182, 189
playback controls, 132, 174
point and pivot gesture, 22
point-and-shoot camera, 117
points of articulation. See articulation
post-production, 175
compositing, 190-191
digital facial animation, 193-194
editing, 180-189
lip-syncing, 192
masking, 32
sharing film, 195-196
sound, 176-179
Power Functions (PF) lights, 126
power supply (camera), 112
pre-production. See creative process
principles of animation, 38
anticipation, 48-49
arcs, 50
principles of animation, continued
blocking, 60-61
easing, 46-47
exaggeration, 39-41
follow-through, 48-49
minifigure jump exercise, 51
overlapping action, 52-54
pendulum exercise, 48
recovery, 48-49
secondary action, 55-57
spacing, 44-45
squash and stretch, 42-43
staging, 58-59
timing, 44-45
trial and error process, 62
putty, 7, 24, 32, 33, 67, 129

## R

recording sound, 177-178
recovery principle, 48-49
remote capture (animation software), 132
remote control (camera), 114
resolution (camera), 113
rigs, 31-32, 70, 105
royalty-free audio, 179
rule of thirds, 164
ruler (LEGO), 128
run cycle, 26

## S

safety, when working with
lights, 166
scales
Little Guys! scale, 107-108
microscale, 84-85
minifigure, 86, 110
Miniland, 87-88
other, 109
PaganoPuppet, 89-106
scalp (minifigure movement), 17
scene design, 6-7, 58-61, 75-77, 144, 168, 171
scientific method (trial and error process), 62
script writing, 144-146
secondary action, 55-57
securing set, 7, 65-66
sequencing shots, 146 , 150, 182
set bumps, 8, 64, 132
sets
backgrounds, 7, 59, 166
basic, 6-7
facades, 81
modular, 74-76
moving, 73
non-LEGO, 82
spacious, 77
stable, 64-67
visibility, 80-82
sharing film, 195-196
Shaun the Sheep (film), 135
shooting tray, 128-129
shot list, 146, 182
shots
adding movement, 160-163
composing, 9, 164-166
cutting/deleting, 183
planning, 146-151
sequencing, 146, 150, 182
types, 158-159
shoulders (minifigure articulation), 15
shrug gesture, 22
shutter speed (camera), 173
slopes, 129
smartphone camera, 115
smoke special effect, 78, 79
soft light, 169
software
animation, 132-135, 174
compatibility with hardware, 114, 131, 132
photo editing, 32
pre-production, 145, 151
sound recording, 178
video editing, 180
sound, 130, 150, 176-179, 188-189
spacing principle, 44-45
special effects
brick-built, 31-32, 78-79
digital, 186, 190-191
spreadsheets, 151-152
squash and stretch principle, 42-43
supplies, 2, 128-130. See also cameras; lighting
stage direction (scripts), 144
staging principle, 58-59
sticky tack, 7, 24, 32, 33, 67, 129
stop-motion, x
Stop Motion Studio app, 3
adjusting frame rate, 11
compared to other mobile apps, 133
taking picture, 8
watching animation, 10
storage capacity (camera), 114
story reels (animatics), 150
storyboarding, 147-149
studio
basic setup, 4-7
cameras. See cameras
equipment, 2, 128-130
lighting, 124-127, 169, 170
recording booth, 177-178
support rigs, 31-32, 70, 105

## T

table read (scripts), 145
tablet camera, 115
testing sets, 67
Thomas, Frank, 38
three-point lighting system, 167
tie-downs
minifigures, 24
PaganoPuppets, 89
tiles, 18, 24, 73, 76, 123, 129
tilting (minifigure movement), 18
tilting (shot movement), 161
timeline (editing software), 180
timing principle, 44-45
tiny lights, 126-127
titles, adding, 187
tools, 2, 128-130. See also
cameras; lighting
toothpick, 16, 129
torsos (minifigures)
connecting to offset
plates, 17
removing arms, 33-34
tracking, 160
transitions
audio, 188
visual, 184-185
transparent pieces, 26, 31,
126, 128
trial and error process (scientific method), 62
tripods, 120
turntables, 69, 129
twisting (minifigure movement), 18

## U

unusual walks, 27

## v

vertical ( $y$-axis) shot movement, 161
very wide shot (VWS), 158
video recording (camera), 113
viewer window (editing
software), 180
VWS (very wide shot), 158

## W

waist (minifigure articulation), 17
walk cycle, 25-26
walking, 24-27, 55
webcams, 116
weight, adding to animation, 45, 46-47
"what if?" question, 141
white balance, 129, 173
wide shot (WS), 158
Williams, Richard, 199
wipe transition, 184, 185
wrists (minifigure articulation), 16
WS (wide shot), 158

X
$x$-axis (horizontal) shot movement, 160
X-sheets (exposure sheets), 132, 151-152

## Y

$y$-axis (vertical) shot movement, 161

## Z

z-axis (depth) shot movement, 162
zooming, 162

