## Index

## **Numbers**

1×1 round plates, 69, 128 180 degree rule, 165

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

В

back light, 167 backgrounds contrasting color, 59 facades in, 81-82 posterboard for, 7

166 ball bounce exercise, 43 ball-and-socket joints, 70

smaller scale elements in,

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

> Fisher, Aaron, 193 Horstmann, Mirko, 35

Caron, Marc-André, 89

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

building for animation, 63

articulation, 68-71

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

> 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

lighting techniques, recording, 178 basic gestures, 19-21 formatting, for scripts, 144-145 166-171 scripts, 145 complex gestures, 22-23 frames per second (FPS), 11, 156-157 clamps, 7, 65, 129 diffusing light, 169 facial animation, 28-30, 90, 193-194 clear pieces, 26, 31, 126, 128 digital effects, 186 framing shots click hinges, 71 digital facial animation, 30, learning from peopleshot composition, 164-166 193-194 shot movement, 160-163 clips watching, 36 LEGO elements, 68 disconnection, building for, mood lighting, 168 shot types, 158-159 72-73 Frankenweenie (film), 135 video editing, 180 music, 177 close-up (CU) shots, 159 dissolve (crossfade) transition, extreme close-up (ECU) freak-out gesture, 23 clutch power, 66 184. 185 shots, 159 full-body poses, 14-16 colored lights, 168 dolly, 123, 162, 163 G compatibility (animation double take gesture, 23 facades, using in backgrounds, aestures double-hand twist gesture, 20 software), 114, 81-82 adding to walk, 27, 55 131, 132 Dragonframe program, 135 facial animation, 28-30, 90, 108, basic. 19-21 composing shots, 9, 164-165 DSLR cameras, 118 193-194 complex, 22-23 compositing, 190-191 dynamic shots, 160-163 fade transition, 184, 185 learning from peoplecomputers, 130 Е feet (minifigure movement), watching, 36 contests (filmmaking), 139, 179, easing principle, 46-47 18.24 overlapping, 52-54 195. 199 ECU (extreme close-up) fill light, 167 glue, 129 copyright issues (sound), 179 Grand Budapest Hotel, The creative process (preshots, 159 filmmaking editing, 180-189 animatics, 150 (film), 154 production), 137 green screen, 190, 191 equipment, 2, 128-130. See brainstorming, 138-144 animatics, 150 also cameras; lighting cinematography, 154-166, brainstorming, 138-144 н exaggeration principle, 39-41 172-173 script writing, 144-146 hair pieces, 15, 17, 21, 23, 56 contests, 139, 179, 195, 199 exercises spreadsheets, 151-152 hand twist gesture, 20 ball bounce, 43 editing, 180-189 storyboarding, 147-149 hands (minifigure articulation), expressing emotions with lighting, 166-171 credits, adding, 187 16.18 script writing, 144-146 gestures, 23 critical feedback, 198 hard light, 169 jumping minifigure, 51 sound, 176-179 crossfade (dissolve) transition, hardware, 2, 128-130. See also 184, 185 one-room set, building, 76 spreadsheets, 151-152 cameras; lighting pendulum, 48 storyboarding, 147-149 CU (close-up) shots, 159 head pop gesture, 21 smoke effect, building, 79 flats, in modular sets, 75 cut transition, 184 head scratch gesture, 22 flicker (lighting), 170 storyboarding, 149 cutting/deleting shots, 183 head shake gesture, 20, 56 export options (animation flying, 31-32, 57 headroom, 164 focus, 9, 113, 172 software), 132 heads dejected foot kick gesture, 23 exposure, setting, 9, 173 foley, 178 minifigure articulation, 15 depth (z-axis) shot movement, exposure sheets (X-sheets), 132, follow-through principle, 48-49 variations for a single 162 151-152 footage, importing into editing character, 29-30 desk lamps, 5, 124 software, 181 INDEX

expressing emotion

forced perspective, 85, 166

cinematography, continued

dialogue, 177

	Herman, Sarah, 199	lip-syncing, 30, 90, 108,	learning from people-	panning, 160	
	high five, 52-53	192-194	watching, 36	paper clip, straightened, 129	
	hinges, 68, 71, 129	Little Guys! scale, 107-108	walking, 24-27	Paranorman (film), 135	
	hips (minifigure articulation), 16	live playback (animation	Miniland scale, 87-88	pedestal movement, 161	
	horizontal (x-axis) shot	software), 132, 174	minuscule movements	pendulum exercise, 48	
	movement, 160	location (scripts), 144	(minifigures), 17-18	people-watching, 25, 36	
		looping playback, 174	mobile apps, 3, 133	performance, 13	
	1	"Loose Man" character, 67	modifying minifigures, 17, 33-35	basic gestures, 19-21	
	idea journal, 139	,	modular sets, 74-77	complex gestures, 22-23	
	Illusion of Life, The (Thomas and	M	mood lighting, 168	facial animation, 28–30,	
	Johnston), 38	macro focus mode (camera),	motivated lighting, 171	193–194	
	in-camera techniques	113, 172	movement. See also principles of	learning from people-	
	jumping and flying, 31	Magic Picnic, The, ix	animation	watching, 36	
	special effects, 78–79	animatic, 150	building for, 68–74	PF (Power Functions) lights, 126	
	info/inspector window (editing	backgrounds, 7, 166	minifigures	pins, 69	
	software), 180	city sets, 80–81	articulation, 14–18	pivot gesture, 21	
	iris in/out transition, 184, 185	one-room set, 76	gestures, 19-23	Plan Approach to filmmaking,	
	ISO setting (camera), 173	script, 145	•		
	100 setting (camera), 170	shot list, 146	jumping, 31, 42, 51, 57	144–152, 182, 189	
	J	storyboards, 148–149	walking, 24–27	Play Approach to filmmaking,	
	Johnston, Ollie, 38	use of Play Approach, 142	shot movement, 160–163	142–143, 182, 189	
	joints, 14, 70, 129	manual settings (camera), 112	mouth shapes. See lip-syncing	playback controls, 132, 174	
	jumper plates. See offset plates	<b>9</b> · · · · · · · · · · · · · · · · · · ·	MS (medium shot), 159	point and pivot gesture, 22	
	jumping, 31, 42, 51, 57	masking, 32	music, 177, 178, 188	point-and-shoot camera, 117	
	jumping, 61, 42, 61, 67	masking tape, 7, 65, 128	N	points of articulation. See	
	K	medium shot (MS), 159		articulation	
	key light, 167	microphones, 130, 178	neck (minifigure articulation), 15	post-production, 175	
	key light, 107	microscale, 84–85	non-LEGO elements, 82, 178	compositing, 190-191	
	L	minifigure scale, 86, 110	0	digital facial animation,	
	LEGO Movie, The (film), viii, 84	minifigures, 14		193–194	
	LEGO ruler, 128	articulation, 13	offset plates, 72, 129	editing, 180-189	
	legs (minifigure articulation),	full-body poses, 14-16	for sets, 76	lip-syncing, 192	
	16, 18	limited, 35	using with torsos, 17	masking, 32	
	levitation, 31–32	minuscule movements,	one-room set, 76	sharing film, 195-196	
	library (editing software), 180	17–18	onion skinning, 132, 174	sound, 176-179	
	LifeLites, 127	facial animation, 28-30,	overhead lighting, 5	Power Functions (PF) lights, 126	
	,	193–194	overlapping action, 52-54	power supply (camera), 112	
	lighting	jumping, 31, 42, 51, 57	P	pre-production. See creative	
	basic, 5	modifying, 17, 33-35	-	process	
	equipment, 124–127	performance, 13	PaganoPuppets	principles of animation, 38	
	safety, 166	basic gestures, 19-21	about, 89–90	anticipation, 48-49	
	techniques, 166–171	complex gestures, 22-23	building instructions, 91–106	arcs, 50	
$\cup$					$\bigcirc$

principles of animation,	other, 109
continued	PaganoPuppet, 89-106
blocking, 60-61	scalp (minifigure movement), 17
easing, 46-47	scene design, 6-7, 58-61,
exaggeration, 39-41	75–77, 144, 168, 171
follow-through, 48-49	scientific method (trial and error
minifigure jump exercise, 51	process), 62
overlapping action, 52-54	script writing, 144-146
pendulum exercise, 48	secondary action, 55-57
recovery, 48-49	securing set, 7, 65-66
secondary action, 55-57	sequencing shots, 146,
spacing, 44-45	150, 182
squash and stretch, 42-43	set bumps, 8, 64, 132
staging, 58-59	sets
timing, 44-45	backgrounds, 7, 59, 166
trial and error process, 62	basic, 6-7
putty, 7, 24, 32, 33, 67, 129	facades, 81
	modular, 74-76
R	moving, 73
recording sound, 177-178	non-LEGO, 82
recovery principle, 48-49	spacious, 77
remote capture (animation	stable, 64-67
software), 132	visibility, 80–82
remote control (camera), 114	sharing film, 195-196
resolution (camera), 113	Shaun the Sheep (film), 135
rigs, 31-32, 70, 105	shooting tray, 128–129
royalty-free audio, 179	shot list, 146, 182
rule of thirds, 164	shots
ruler (LEGO), 128	adding movement, 160-163
run cycle, 26	composing, 9, 164–166
•	cutting/deleting, 183
	planning, 146–151
5	sequencing, 146, 150, 182
safety, when working with	types, 158–159
lights, 166	shoulders (minifigure
scales	articulation), 15
Little Guys! scale, 107-108	shrug gesture, 22
microscale, 84-85	shutter speed (camera), 173
minifigure, 86, 110	slopes, 129
Miniland, 87–88	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

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 toothpick, 16, 129 torsos (minifigures) connecting to offset removing arms, 33-34 tracking, 160 transitions audio, 188 visual, 184-185 transparent pieces, 26, 31, trial and error process (scientific tripods, 120 turntables, 69, 129

twisting (minifigure

cameras; lighting

plates, 17

126, 128

method), 62

movement), 18

U

unusual walks, 27



