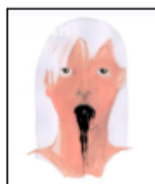


Laetitia Benat — *Black Animation*

DIGITALLY ALTERED PORTRAIT ANIMATION

This approach to animation uses image manipulation software, such as Photoshop. It is suitable for small groups or individuals. Instead of using imaging software, a camera on a tripod may be used instead – see the *Hand Drawn Animation* file for further information about this method. The project is applicable for a wide range of studies, including: Art–Media–Drama–ICT.



SKILLS & KNOWLEDGE
DRAWING & PAINTING
DIGITAL IMAGE MANIPULATION

MINIMUM EQUIPMENT
COMPUTER AND SCANNER

DIGITALLY ALTERED PORTRAIT ANIMATION (6 hours+)

- 1) **watch** the video of Laetitia Benat's *Black Animation*
- 2) **discuss** artist's intentions in making the work
- 3) students **suggest** ideas for their own animated portrait
- 4) students **draw** or **paint** a portrait (individually or in pairs) on paper
- 5) **scan** the portrait (see *Hand Drawn Animation* if non-software)
- 6) **import** image to software
- 7) **alter** image – see illustration for use of Photoshop blur tool on eyes
- 8) **save** each alteration as a JPG file – **label** sequentially
- 9) **open** video edit software and **import** each alteration as a JPG file
- 10) **edit** together the numbered JPG files
- 11) **add** audio if required
- 12) **export** as movie



TECHNICAL ADVICE

Free video editing software is available, e.g. Windows Movie Maker and iMovie.

EXHIBIT WORK

If students would like to exhibit their work on the artists' moving image website, please contact info@artistsmovingimage.com.