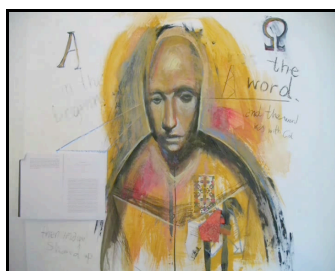


Panagiotis Dafiotis — *AlphaOmega*

PORTRAIT — HAND-DRAWN ANIMATION

This simple introduction to hand-drawn animation will enable students to develop drawing skills in a short space of time. See the Benat file if using software to manipulate portrait. Applicable to a wide range of studies, including: Art–Media–Drama–Music–Literature–ICT.



SKILLS & KNOWLEDGE
DRAWING
CAMERA TECHNOLOGY

MINIMUM EQUIPMENT
SMARTPHONE **OR** DSLR CAMERA
TRIPOD **OR** SELFIE STICK
PHONE **OR** COMPUTER WITH EDIT SOFTWARE

PORTRAIT - HAND-DRAWN ANIMATION (6 hours+)

- 1) **watch** the video of Panagiotis Dafiotis's *AlphaOmega*
- 2) **discuss** how the artist created the work – Panigiotis used a camera and one sheet of paper stuck to the wall with Blutac
- 3) students **suggest ideas** for their own hand-drawn animations
- 4) **separate** into pairs or small groups
- 5) students **draw** and/or **paint** portrait on paper – large is best
- 6) **attach** the portrait to the wall, **position** the tripod and **photograph** – the tripod and portrait **cannot be moved** until animation completed
- 7) slightly **alter** the portrait and **photograph... repeat** – a *minimum* of three separate photographs is required for each second of animation
- 8) **open** video edit software and **import** the photo files
- 9) **insert** the photos on the timeline in order to create a sequence
- 10) **add** audio if required – music perhaps?
- 11) **export** as movie

TECHNICAL ADVICE

Keeping the camera and paper being drawn upon in the same position will require practice. Because of lesson time constraints, students will learn to draw *quickly*. Animation playback can be tested using the camera before transferring the photo files to a computer.

EXHIBIT WORK

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