

Creating Stop Motion Animation in Corel™ VideoStudio® Pro

Create animated videos by stitching together individual still images captured from webcams or camcorders using Stop Motion Animation in Corel VideoStudio Pro. This animation technique is widely used in television and in Hollywood films. You can create your own animation in three easy steps in the comforts of your home!



What you will Learn

- How to launch Stop Motion in VideoStudio
- How to setup your project for Stop Motion
- How to capture frame-by-frame using Stop Motion
- How to import your Stop Motion project in the Timeline Editor for further editing
- How to import Image Sequence shot from a DSLR camera

3 Basic Steps

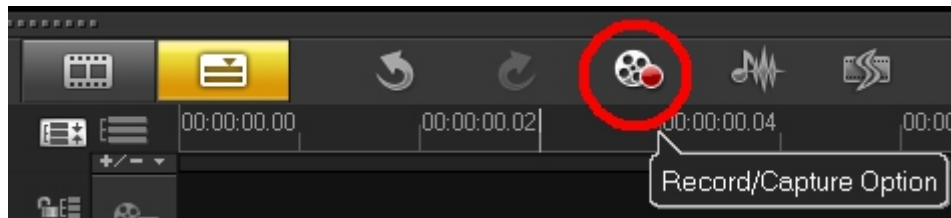
To prepare for a Stop Motion frame sequence, you will need to:

1. Attach a webcam to your computer
2. Capture the small changes to the scene you are shooting (this will create the illusion of motion from frame to frame)
3. Export your Stop Motion Animation project into a video format

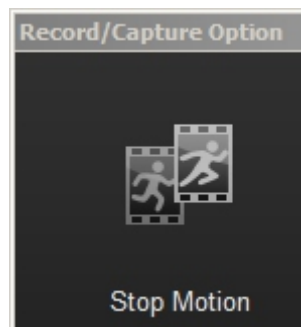
Setting Up The Camera

Before you begin, make sure that you have a webcam attached to your computer; then set it to live capture mode once you access the Stop Motion window.

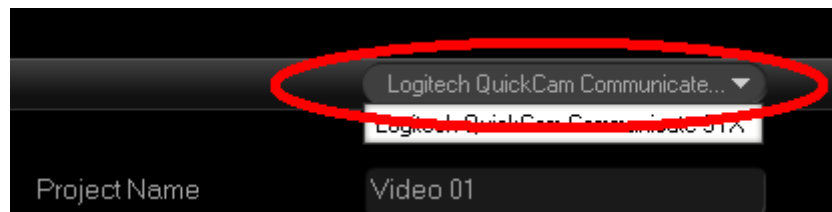
1. Point your camera to the object that you would like to animate.
2. In the toolbar above the Timeline panel of the VideoStudio Editor, click on the **Record/Capture Option** button to launch the Stop Motion window.



3. Now, select **Stop Motion** to create an animation.

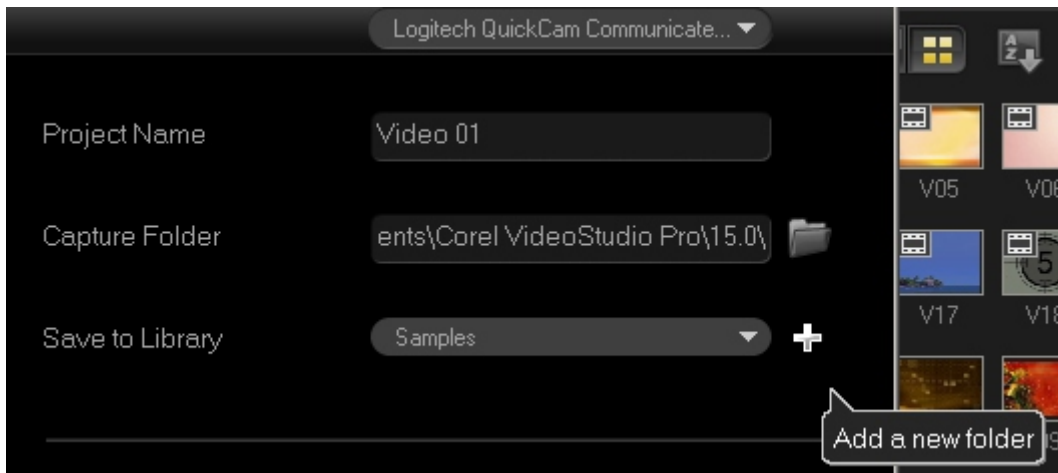


4. Wait until your webcam appears in the drop-down menu list of capture devices. Once your capture device has been detected, you will see the live feed on the Preview window.



Setting Up The Animation

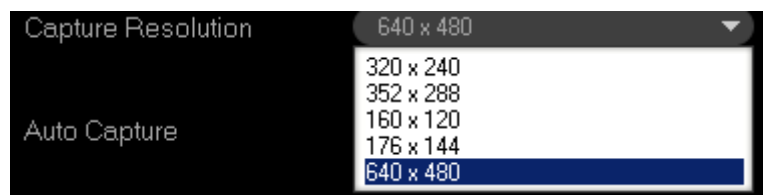
The Stop Motion settings are right beside the Preview window. The first section of the settings lets you enter the project name of your animation and specify the Capture Folder with the destination folder where the captured images will be stored. It also saves your Stop Motion Animation project in the Library panel of VideoStudio once you click on the **Save button**. Just select a folder from the drop-down menu in the Save to Library field where you want your project to be stored. You can also create a new library folder when you click on the **Add a new folder button**.



The second section of the settings pertains to the Preview. Choose the speed that you want to apply to your animation in the Image Duration field. There are several choices: 1 frame, 2, frames, 3 frames, and so on. Just remember, the higher the number of frames you select, the longer the exposure time will apply to each captured image. Select the default value which is **5 frames**.



Select the highest screen capture quality in the Capture Resolution; however, the available options can vary according to the capabilities of your capture device. The webcam that I am using in this tutorial supports up to 640x480 pixel resolution.

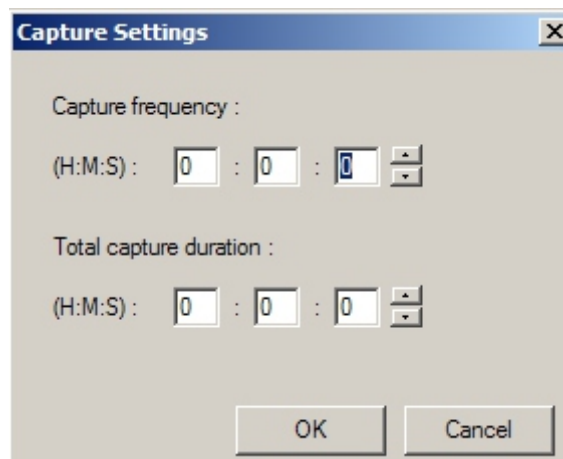


Let the program capture automatically by enabling the **Auto Capture**. To do this:

1. Click on the **Enable Auto Capture** button;
2. Click on the **Set Time** button;



3. In the Capture Settings window, set the time for **Capture Frequency** and **Total Capture Duration**;
 - a. Capture Frequency instructs the program to automatically capture a frame at a given period of time.
 - b. While Capture Duration limits the time of automated capturing.
4. Click on **OK** when done.



But for this example, manually capture the frames by disabling this option.

Grab the **Onion Skin** slider from left to right to control the opacity of the next live image and the captured image. Onion Skin will allow us to see the direction of the animation as we capture it.

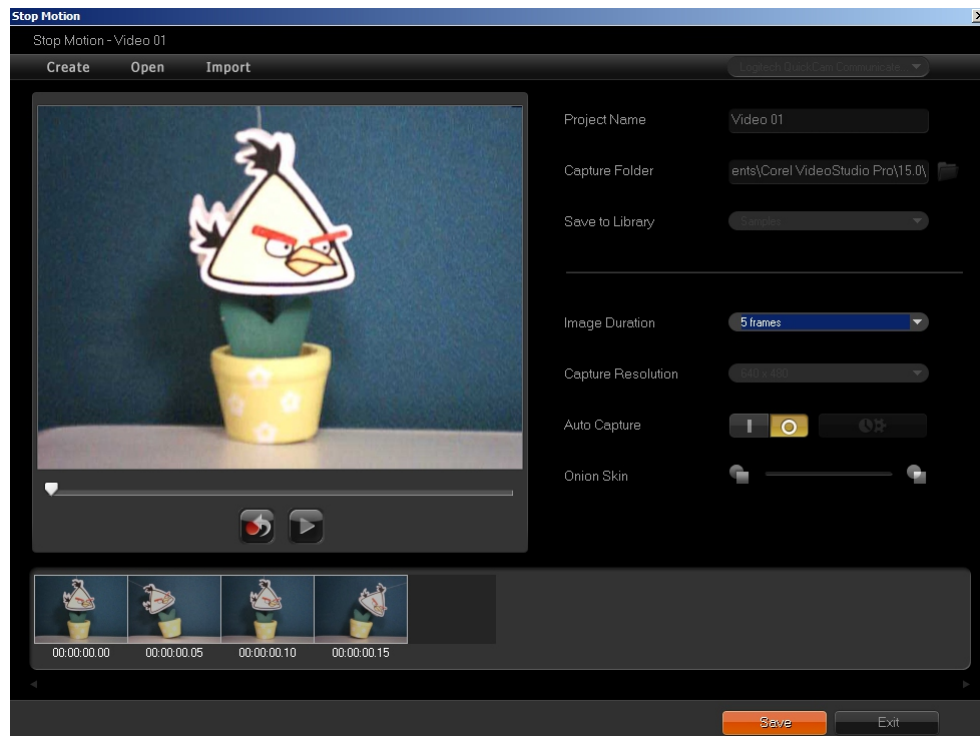


Capturing Your First Animation

At this point, you are at the first stage of creating an animation. To create an animation, you will need to move an object slowly and capture every move over a period of time; then, when you play it back, it will make the object appear to be moving on its own. Isn't that exciting?

Here's a bird sitting on top of a plant pot and they are connected through a metal spring. I would like to animate this object by pulling the bird from left to right using a thread and capture each movement.

1. Simply click on the **Capture Image button** and the thumbnail of your first frame is added to the Stop Motion timeline at the bottom of the preview window.
2. Now, change the position of the object and you'll see that the live preview blends with the captured frame; this effect is commonly known as "onion skin" which guides you on how much adjustment you would need to move the object in the next frame.
3. Click the **Capture Image button** again once you are satisfied with the new position of the object.
4. Move it again, click the **Capture Image button** and the third frame is captured.
5. Then move the object again and capture its fourth frame.



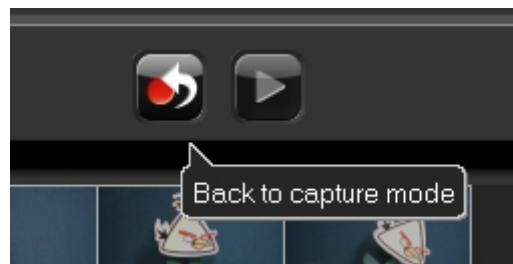
Using The Basic Command Keys In Stop Motion Timeline

- Deleting: Any frame can be deleted by simply right-clicking on a frame and selecting **Delete**. You may also use the Delete key on your keyboard to delete a frame.
- Copying/Pasting: To duplicate a frame, right-click on it and select **Copy**; then right-click on it again and select **Paste**. You can use keyboard shortcuts to do the copying and pasting of a frame just like in any other application.

- Moving: You can also arrange the sequence of frames in the Stop Motion timeline by dragging a frame and dropping it to another position in the timeline.

Playing Your Animation

In the Stop Motion timeline, select the first frame. Then, below the Preview window, select the **Play button**. And now your four frames will play back. To return back to the live preview, select the **Back to Capture Mode button**.



Editing Your Animation

To further enhance your Stop Motion Animation, for example by adding FX filters, Chroma Keying, and so on, you need to import it to the Library Panel. Click on the **Save button** and your captured frames will be compiled into a Stop Motion Animation project with a *.uisx file extension and it will be placed in the Library panel.



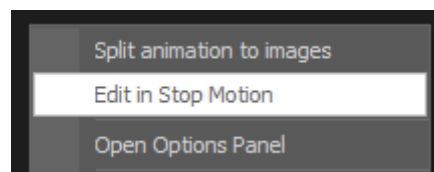
Click on the **Exit button** to go back to the Timeline Editor.

You may now insert the animation to the Timeline and start making some enhancements.

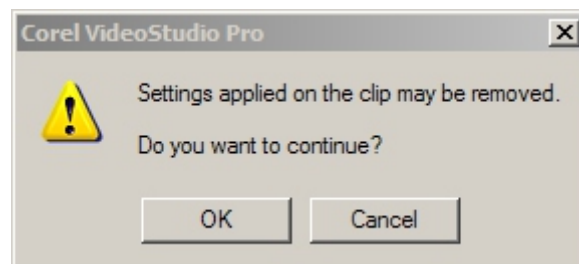
In this example, I used Corel™ PaintShop® Pro X5 to remove the thread on each photo.



You can always go back to your Stop Motion Animation project if you need to capture more frames. Just right-click on it and select **Edit in Stop Motion**.



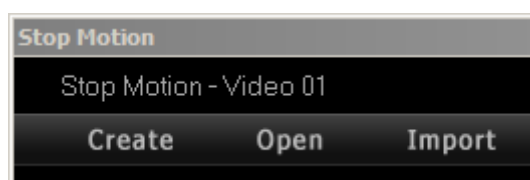
Click on **OK** once you are prompted with this notification:



Now, you are back in the Stop Motion window with your previous project loaded.

Creating A New Stop Motion Animation

Click on the **Create** button at the upper-left corner of the window to open a new empty Stop Motion project. If you have made some changes in the previous project, you will be prompted to save it before creating a new Stop Motion project.



Importing Image Sequence

1. Click on the **Import** button (beside the Open button) to import the sequence of images stored in your hard drive or photos shot from a DSLR camera.
2. If you have already transferred the images from your camera to your computer hard drive, browse for those images in the Import images dialog box.
3. Select images that you want to include in your Stop Motion Animation project. I will be selecting the images that I edited in Corel™ PaintShop® Pro X5. To get the best results, I highly recommend that you use a tripod when you shoot photos and videos for Stop Motion Animation.
4. Click on **Open** and your images are automatically included in the project.
5. Click on **Save and Exit** to go back to the Timeline window.

And that's how easy it is to create Stop Motion Animation using Corel VideoStudio Pro.



If you enjoyed this tutorial, be sure to check out the other tutorials that are available in the Discovery Center. If you have any ideas for additional tutorials or projects that you would like to see in the future, e-mail Discovery.Center@corel.com.