FrameByFrame: Stop Motion Animation

Introduction

Stop motion is an animation technique that involves setting a scene through drawing or posing objects, taking a picture, then making a slight adjustment, taking another picture, and so on. FrameByFrame is a free program that makes it quick and easy to create your own stop motion animations on a Mac.

Download FrameByFrame

1. Go to the FrameByFrame website
   http://sourceforge.net/projects/framebyframe
2. Click the latest version of FrameByFrame to download it.
3. A .dmg file will be downloaded. If it doesn't automatically open, double-click it and drag the **FrameByFrame** program to your Applications folder.
4. Drag the disk image to your Trash.

Record an Animation

1. Open **FrameByFrame** from your **Applications** folder.
2. Position your actors or objects in front of the laptop's built-in camera. Be sure to angle your screen in a way where your objects are visible to the camera, but you can also operate the computer without moving it.
3. Click the camera icon in the toolbar. (right)
4. Change your scene very slightly to prepare for the next capture. As you move objects or actors around, note that there are two pictures showing a live video feed in the FrameByFrame window. The video on the left is simply what your camera sees at this moment. The video on the right as your previous capture overlaid on the current image. This makes it easier to tell exactly what has changed since the last picture you captured.

5. When you are read, click the camera icon again to capture your next frame.
6. Repeat the previous two steps over and over until you have created enough frames to turn into an animation.
7. Go to the **File** menu, then **Save…**.
8. Give your project a name, then click the **Save** button.

Review Your Animation

1. Click the play button to review your video.
2. You may find that it plays too quickly or too slowly, depending on how large your changes were from one frame to the next. If you want to adjust it, simply drag the speed left to make it slower, or right to speed it up. Then watch your movie again to see how it looks.

3. If you find frames that are extra or didn't work out, you can delete them. Click once to highlight the frame to remove, then click the scissor button.

Export a QuickTime Movie

1. Click on the **File** menu, then **Quick export…**.
2. Select a location to save your file, and type a name for it.
3. Click the **Export** button and wait for it to finish. The amount of time necessary to export will vary depending on the speed of your computer and the number of frames in the movie.
4. A **QuickTime** file ending in **.mov** will appear in the location where you exported it. You can now move the video to another program if you wish to do further editing.

Enhance with iMovie

1. Open **iMovie**.
2. Click on the **File** menu, then **Import Movies…**.
3. Select the **.mov** file that you exported from **FrameByFrame**.
4. Choose an even to add it to, or type a name for a new event.
5. Click the **Import** button.
6. Go to the **File** menu, then **New Project…**.
7. Set the **Aspect Ratio** to **Standard (4:3)**.
8. Click **Create**.
9. Locate the movie you imported in your **Event Library**.
10. Highlight and drag the video up to your project.
11. Add titles, credits, captions, and other effects as desired.
12. Add sound effects and voiceovers as desired.
13. Review your movie by clicking the play button.
14. When you are satisfied with your work, go to the **Share** menu, then click on **Export using QuickTime…**.
15. Select a location to export your movie and give it a name. You should give it a slightly different name from your original file so that the new one does not overwrite the old one.
16. Click the **Save** button.