

Set up lighting and camera for stop motion animation

Overview

This Standard is about your ability to light sets in a way that creates the correct ambience and style of the production, and your ability to set up the equipment that is needed in order to film stop motion animation.

You are expected to recommend the lighting and image capture system(s) and equipment that will need to be used, in agreement with the producer or director.

You will also be required to supervise the installation and testing of those systems as well as adjusting and monitoring their use throughout the production.

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Performance criteria

You must be able to:

1. determine the requirements that will affect your work by analysing briefs, scripts, visual references, storyboards, colour keys and technical and production parameters
2. generate ideas on the use of lighting for each set to meet the design brief
3. confirm the lighting plot with relevant people
4. source and recommend the equipment required to meet design, technical and production demands and budget constraints
5. supervise the installation of lighting equipment to meet production schedules
6. supervise the installation of image capture, motion control and ancillary equipment in line with director's requirements and production schedules
7. deal with equipment shortfalls or failure in a way that minimises disruption to production schedules
8. make sure that equipment is installed and tested before production starts, in line with relevant health and safety guidelines and statutory requirements
9. light sets and conduct tests to confirm that lighting and other equipment meets requirements
10. adjust equipment to meet production and aesthetic requirements of specific scenes throughout the production
11. make sure that equipment is checked and maintained in line with manufacturer's instructions and health and safety guidelines
12. remain flexible and adaptable to new directions, creative requirements and technical developments on an ongoing basis

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Knowledge and understanding

You need to know and understand:

1. the design, style and look of the production and how lighting impacts on it
2. the production parameters, such as budget, schedule, digital pipelines and edit suites being used
3. the technical parameters, such as aspect ratio and format of final deliverables
4. the types of equipment and its uses for lighting, image capture, motion-control and ancillary equipment
5. the power source and flow and any safeguards, in terms of watts and amps
6. any resource constraints that may impact on choice and use of equipment, such as availability of equipment and power, time and people
7. health and safety legislation, regulations and codes of practice that are applicable to lighting and studio safety
8. image capture equipment, theory and techniques and their limitations
9. lighting theory and techniques sufficient to carry out the role
10. colour theory and how lighting works in films, painting and photography
11. how to create different moods and effects such as times of day and seasons through lighting and camera lenses and how it is used in story and character
12. the importance of light, shade and intensity, the impact these have on colour and how shadows behave and can be used
13. the way shading and reflections behave and can be used
14. the effects of set scale, camera format, and heat on practical depth of field and how post production compositing might avoid these problems.
15. the effect lighting has on shots when imported into digital formats
16. the impact your work has on those people who are animating and shooting scenes
17. how to effectively work alongside the key people involved

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