

7. Rotoscoping

Rotoscoping is a traditional animation process (See Animation section of this site) whereby live action is filmed and then each individual frame traced. The technique is a slow and methodical one so think in terms of a simple action which can be seamlessly looped rather than a sequence of more than a few seconds. (See the footballer sample)

In both these clips, every other frame of video was printed out and numbered. These were then traced and numbered. For **Clip 7.1**, each tracing was then manually painted on. For **Clip 7.2**, each was put into a computer printer and associated words were printed on them. After that, the tracings were photographed in sequence using iStop motion and exported as quicktime. (This step can, however be done with any digital camera then imported back to the timeline)

References

Clip 7.3 follows a dancer using coloured paper to strong effect.

Clip 7.4 exploits a distinctive and illustrative drawing style to capture facial expressions while **Clip 7.5** carries a simple idea well, exploring the theme of daily rituals.