

Linked SPECS

HOW TO MAKE A MODULE

Designers: A "module" is a Quicktime created out of 60 jpgs. (See jpg specs below). Run your jpgs through *Motion Stop!* to convert jpgs into a Quicktime animation. (Make sure *Motion Stop!* is set on 30 frames a second.) Each time a module is created, the Quicktime movie file should be uploaded to Google Docs so that the editors can later access them. As for the 60 jpgs, upload them to your personal Flickr page, place them in a set and post the set to our group page on Flickr.

Editors: Editing Pairs will download the Quicktime movie module for each letter and then splice them together. After the Quicktime modules for each letter are spliced together, the resulting animations will be combined to form the entire word (LINKED) animation. Editing Pairs should then post the whole word animation to Vimeo for public viewing.

Joint project by:
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JPG SPECS (note sample templates of these are posted on GoogleDocs)

Page size

Width	Height
L : 390px	1080 px
I: 180 px	
N: 320px	
K: 310px	
E: 300px	
D: 420 px	

Letter size

Height: 5.5" or 400 pixels

Width: varies according to letter

Letters should be positioned according to the template at the start and end of your 2-second animation.

Font: Trade Gothic. It is available in outlined form on Google Docs. The specific weight of the font is Trade Gothic Bold Condensed No. 20.

No color restrictions: (other than to convert to the correct mode)

Mode: must be RGB, otherwise color will incorrect

No media restrictions: Images can be created using any media. (digital photography, Photoshop, Illustrator, Flash, AfterEffects, etc.). In the end, however, each sequential image must be saved as a jpg (unless you use Flash or AfterEffects which allows you to save the animation straight to Quicktime).

Composition: Each animation should be type-driven. Make sure to consider the letterform as a key part of your animation. Begin and end each individual Quicktime module by following the composition of the module frame (this template will be provided). Refer to the module template only for the composition. In other words, you should *not* begin and end your Quicktime movie with a black and white letterform that looks exactly like the template provided. However, you *should follow the general composition* of that template while *changing the colors and materials* used to construct the basic letterform in whatever manner that you wish.

Sequencing: Keep in mind that this is a stop motion animation. Consider the sequential nature of the images that you create. Test them often using Motion Stop! to get a feel for your final animation. If you wish to control the pacing of the animation more, you can create your module using Flash or AfterEffects.

LOG IN INFO

Googledocs

[add your own log in info here]

Flickr

Group Name: LINKED PROJECT

[add your own log in info here]

Vimeo

[add your own log in info here]

FILE HYGIENE

It is essential that you label all files correctly. One mislabeled file could throw off the whole system.

Designers:

When creating your 60 jpgs: label your jpgs in sequential order. Begin with the number, follow it with your designated letter and then follow that with your last name. For example: "1_L_Armstrong.jpg" followed by "2_L_Armstrong.jpg" followed by "3_L_Armstrong.jpg". These jpgs should be dropped into Motion Stop! to create a Quicktime movie and then uploaded to your Flickr site.

When uploading your files to Googledocs: label your files using your assigned number (see list of teams), then your letter, then your last name, then the draft number (01 or 02). For example: "1_L_Armstrong_01.mov" for the first draft, "1_L_Armstrong_02.mov" for the second draft. *Before uploading files to Googledocs place them in a folder labeled the same way, but name in all caps: "1_L_ARMSTRONG_01"*

Editors:

After compiling the Quicktime movies for a single letter: label each movie compilation by the letter, the part number and the phase number: For example, the first L Quicktime compilation should be labeled: "L_Part1_Phase1.mov"

After splicing together the Quicktime compilations for all the letters into one big animation: label the resulting files with the part number and the phase number: for example, "Part1_Phase1.mov" would be the first version of our animation. This large animation should be posted to Vimeo as specified on the workflow.