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virtual
learning

VIRTUAL INSTRUCTION VIDEO TRANSCRIPT

Workshop:

Minimorphs

Learn how to create abstract animations using the online app Brush Ninja. You will digitally illustrate simple shapes and learn to animate using shape, color, scale, and texture.

Teaching Artist:
Mikey Peterson

Workshop duration:
35 - 45 minutes



Transcript

Hey there, this is Mikey Peterson from Snow City Arts. My pronouns are he, him and his. Thanks for letting me join you today as we make art using different forms of digital media.

Today we will be making **minimorphs**, a short animated GIF focused on the movements and transformations of abstract shapes and lines.

You can consider animation as the bridge between photo and film. This began with **Eadweard Muybridge's *The Horse in Motion*** in 1878. He was the first to capture his subject's movements through photographs. By showing these photos in quick succession, you can create the illusion of motion. Muybridge's process also led to the development of the entire film media.

Here are a few great examples of animations using different techniques, such as illustrations, sculpture and collage. Feel free to pause this video and check out these links.

Clip of "Persepolis" by Marjane Satrapi:

<https://www.youtube.com/watch?v=2URwpN1v-MM&t=184s>

"Mound" by Allison Schulnik:

<https://vimeo.com/31110838>

"You Should See Me In A Crown" by Billie Eilish, illustrated by Takashi Murakami:

<https://www.youtube.com/watch?v=coLerbRvgsQ>

"Hair Love" by Matthew A. Cherry:

https://www.youtube.com/watch?v=kNw8V_Fkw28

"Animation Quartet #1" by Laura Ginés:

<https://vimeo.com/148344012>

Now let's start animating. The first thing we're going to do is we're going to open the application **Brush Ninja** online. Press the **+ NEW** icon at the top left of the screen. The white rectangle page in the middle of the screen should be blank.

Next, press the **onion skin before** icon on the upper left corner of the screen. **Onion skinning** shows an opaque layer of the previous panel, so you can use it

Transcript Continued

as a reference when you draw the next panel.

Next, select the **pen** icon on the top left corner near the page. Below this button, select the thickness of your pen by pressing one of the **circle** icons.

If you press the bottom circle with the **transparency checkerboard**, you can change the strength and opacity of your stroke. On the right side, you will see the **color bar**. Select your color here, and use the **sun** and **moon** icons to change the lightness and darkness of the color.

Now that you have your pen, tip size and color selected, make the dot on the page using the trackpad. If you make a mistake, look to the top left of your screen for a curved arrow icon that points to the left. This is your **undo** button. Press this button, and undo your last move. You can also **redo** with the curved arrow that points to the right.

You can also press the pen icon again and select the **eraser** icon in order to manually erase your mark. Now you're ready to draw and animate. Let's start by making an animation of a dot growing larger.

First, draw a small dot on the screen. On the bottom of your screen, you will see two small squares. The one on the left represents the frame that you're currently drawing. The square on the right is used to add the next frame. Press the square on the right that says **+ New Frame**. This function creates a new blank frame to the right of your previous frame.

You'll see that your last illustration is now muted. This is because your new blank frame is transposed on top of your last illustrated frame, so you can now position the next illustration in reference to your last one. Now repeat this process at least five times. Duplicate and draw your dot larger until it's a larger circle.

Once you have at least five frames drawn, press the blue **play** button at the bottom left of the screen. You will see your animations animate. Your images are rapidly repeating from small to large.

Now we'll change the speed of our animation. Press the **cog** icon in the upper right side of the screen to bring up the settings option. Press **animation** and you should see that your frames per second are set at 10. If you want your animation to be faster, enter a number greater than 10. To slow down your animation, enter

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a number less than 10. Pick your desired speed and also delete brush ninja from the animation credits field. Click the “**X**” at the upper right of the screen, and this will take you back to the drawing animation interface.

Now experiment with drawing your image slightly beyond the previous illustration. Repeat this process several times, and then hit the play button. You'll now see your image morph into different shapes and also move across the screen.

If you need to delete a frame, press the **trash can** icon button attached to the frame you want to delete.

If you want to duplicate your frame, press the **double square** icon. You can also use Brush Ninja on a device such as an iPad or iPhone. All of the trackpad functions intuitively convert to the touch screen.

Now that you know the basics, you can experiment with all these tools to create unique abstract shapes that morph and move into new ones.

First, let's determine how the shape will move through animation and what shape it will become as it transforms. For this tutorial, we'll start with a black dot that morphs into a red circle, and spins into a yellow blobby amoeba-like shape. We'll do this by experimenting with the shape, color, lines, scale and position within the application. We'll also incorporate the erase tool instead of the draw tool in order to make your abstract shapes smaller instead of larger. This is located in the upper left of the screen. Click the pen icon, and other icons will appear. Select number 4, the eraser.

Now let's watch this process. You'll see me using a combination of tools from the previous demonstration in order to create a more complex animation. Feel free to pause the video when you need to.

Done - let's check it out!

Now that we're finished with the animation, let's press the **export** button at the bottom right of the main drawing panel.

Press **animated GIF**, and then press the export button. Next, press the **save** button. Your minimorph GIF is complete and now you can email it to yourself, your friends and family.

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Please know that GIF files will only animate if opened in a web browser such as Safari, Chrome, Firefox, or Internet Explorer.

Nice work! Thanks so much for making art with me today. There are a ton of other cool Snow City Arts workshops, so feel free to check those out as well.

If you are interested in receiving school credit

for the work you have completed in this workshop, or if you would like to have your work **displayed in a Snow City Arts exhibition space or virtual gallery:**

Visit <https://snowcityarts.org/consent-releases/> to learn more.

Contact us at programs@snowcityarts.org if you have questions, would like to offer feedback, or would like to continue working with us virtually.



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