



VIRTUAL INSTRUCTION GUIDE

Workshop: *Minimorphs*

Teaching Artist: Mikey Peterson

Using the online app Brush Ninja, you will experiment with stop-motion animation and simple illustration. You will create a seamless animated GIF that depicts shapes in constant flux, as they infinitely transform into something new.



TABLE OF CONTENTS:

OBJECTIVES & MATERIALS	Page 1
DIFFERENTIATED LEARNING METHODS	Page 2
BACKGROUND RESOURCES	Page 3
INSTRUCTION	Page 4-9
LEARNING STANDARDS	Page 10



OBJECTIVES:

You will learn:

- The history and processes behind stop-motion animation
- How to navigate the online Brush Ninja app to create abstract animations
- How to digitally illustrate simple shapes and animate their transformations, drawing several slightly different versions in order to create an animation
- How to experiment with shape, color, scale and texture
- How to think abstractly by assigning movements and transformations to simple shapes and illustrating these movements using Brush Ninja

MATERIALS:

- A computer or digital device with a web browser that's connected to the Internet
- Access to Brush Ninja: <https://brush.ninja/>



DIFFERENTIATED LEARNING Methods

Instruction is provided in text and video formats, available in both Spanish and English.

You may also work by printing this art-making guide.

YouTube can automatically create closed captions.

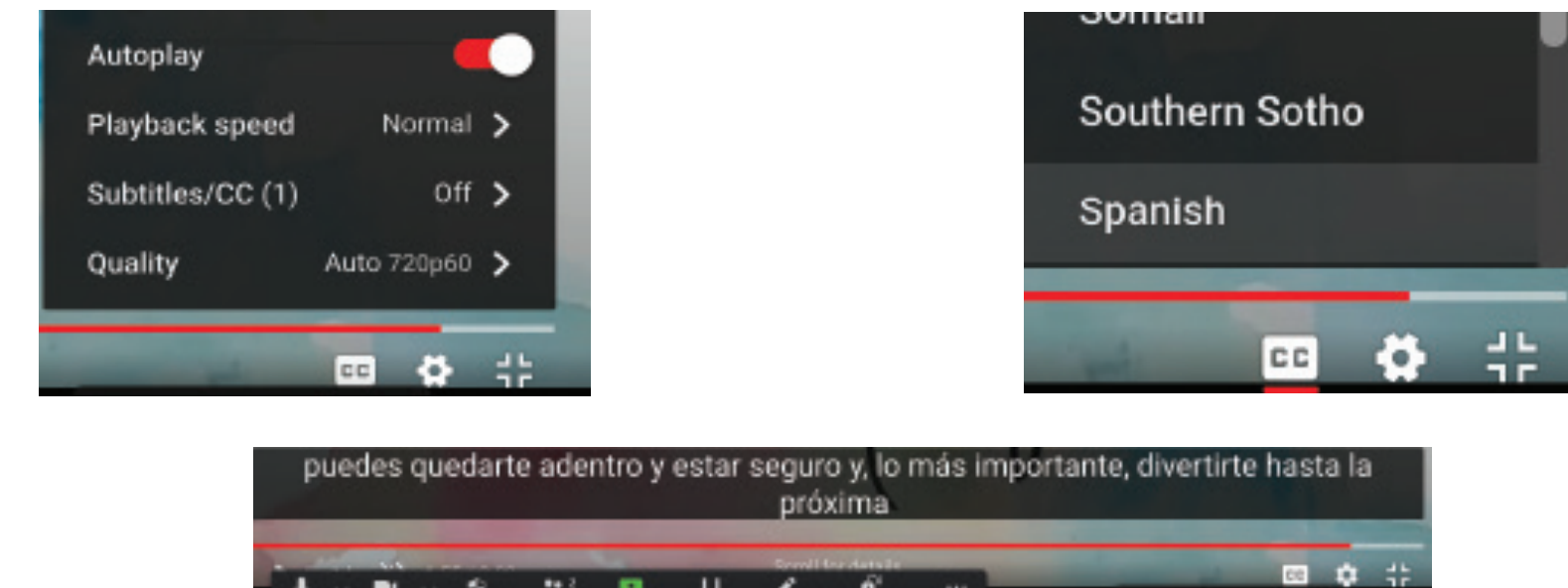


Click the [CC] button near the lower right corner of the viewer frame.

Please note: captions are generated by algorithms, so their quality may vary.

Workshop Duration: 35-45 Minutes | ALL LEVELS

A variety of language subtitles are available for each video.



- **Depending upon the your drawing skills, shapes and movements can be as simple or as complex as necessary.** The Brush Ninja app is easy to pick up and learn within a matter of minutes, but has deeper functions for more advanced work.
- **The entirety of the project/workshop can be done at bedside.** If you have more specific mobility challenges, you can direct a friend or family member to draw and direct the animation process.
- **If you are visually impaired, you can act as the director of this project.** Using your imagination, describe the abstract shape and its movements to a friend or family member. They can follow your descriptions/visions and use the app to create the final work.



BACKGROUND/RESOURCES

You will be introduced to these artists, art histories, movements and/or concepts:

Brush Ninja: A free-to-use platform that allows you to create your own animations through your web browser or digital device.

Minimorphs: Short animated GIFs focused on the movements and transformations of abstract shapes and lines.

Onion skinning: In digital animation, a feature that allows the artist to see a faint outline of the previous frame. This is used as a reference when continuing to draw the next frame.

***The Horse in Motion* by Eadweard Muybridge (1878):** A series of photographs, taken in rapid succession, of a horse running. This project laid the foundations for what would become animation today.



INSTRUCTION:



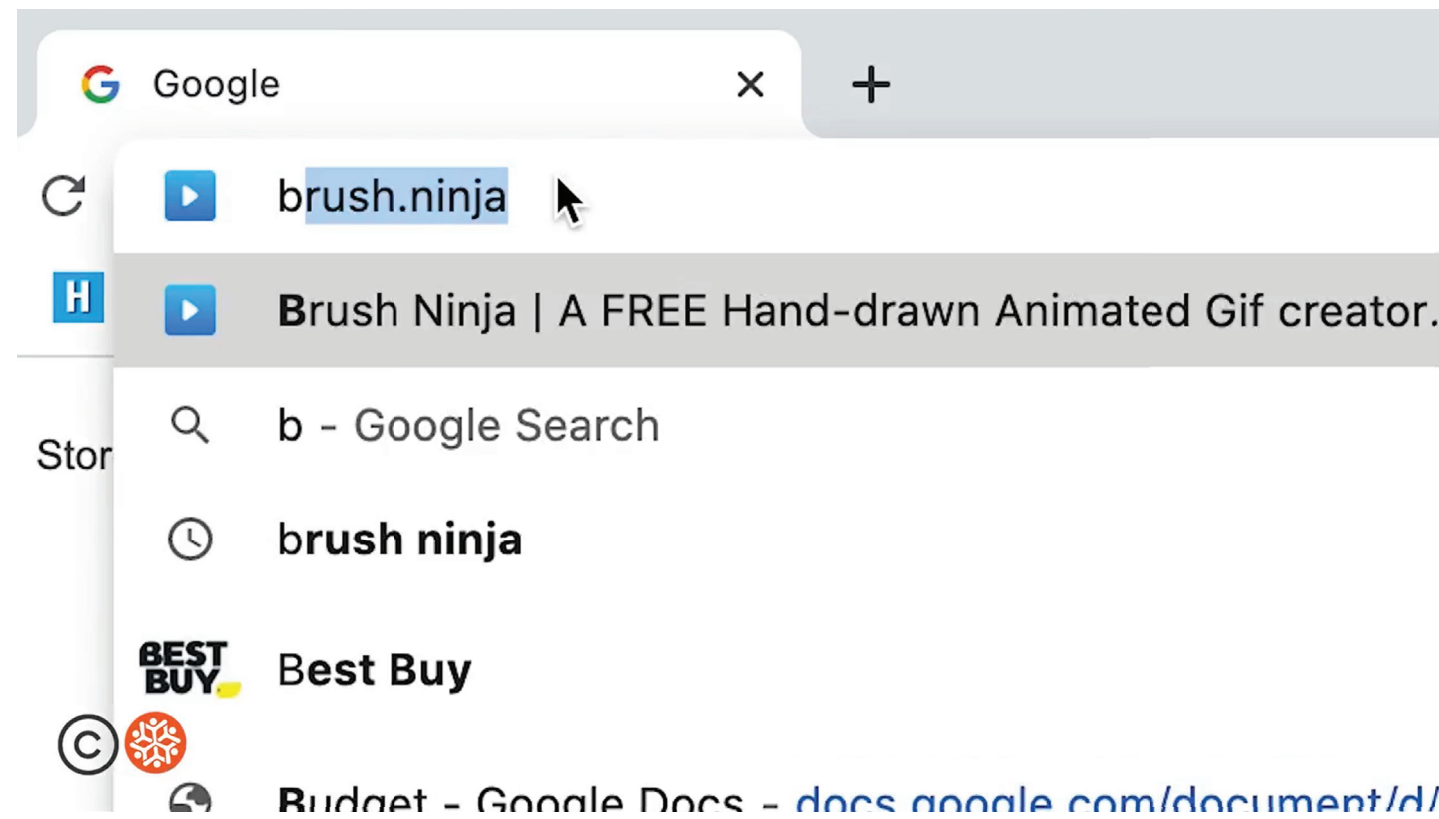
Today we will be making **minimorphs**, short animated GIFs focused on the movements and transformations of abstract shapes and lines.



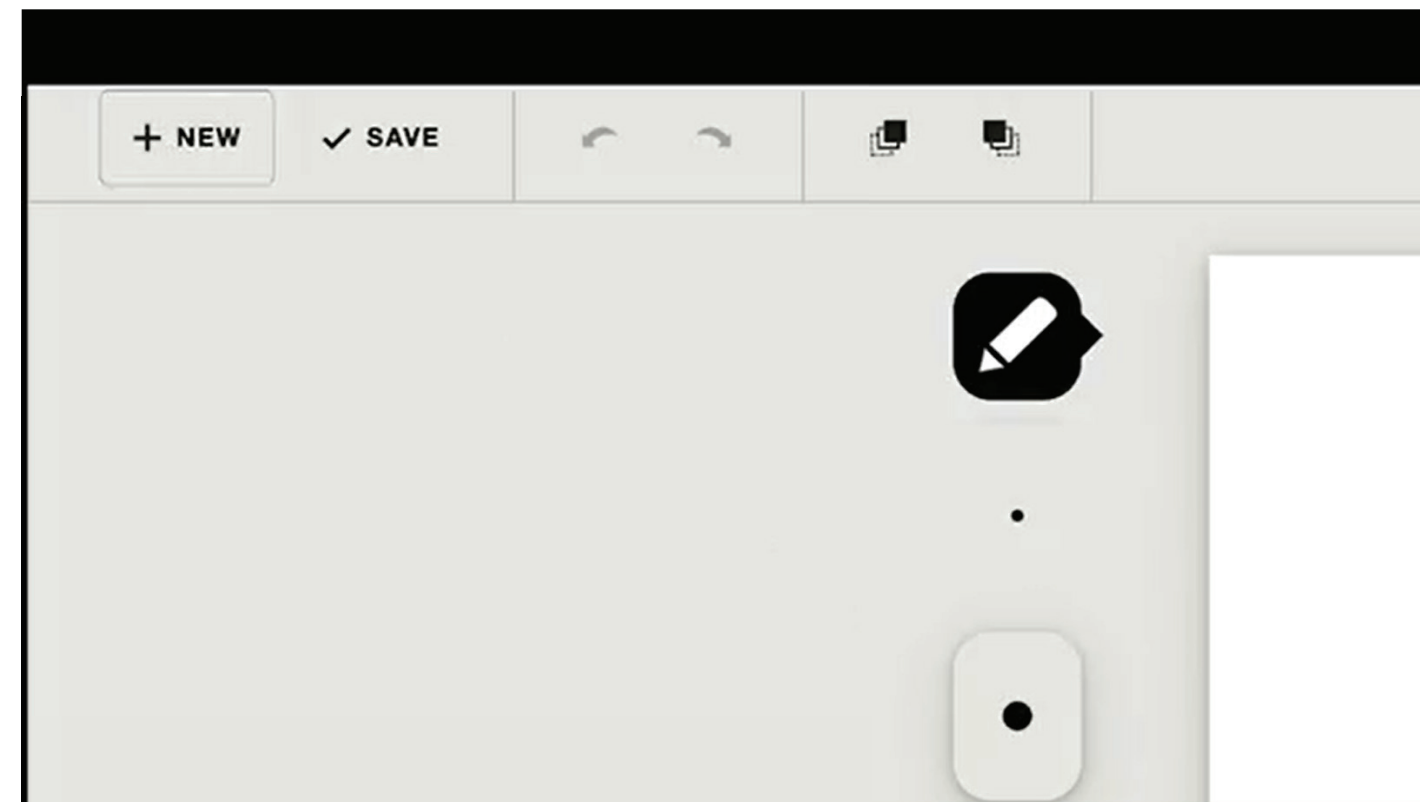
Eadweard Muybridge was the first to capture his subject's movements through photographs in *The Horse in Motion* in 1878.



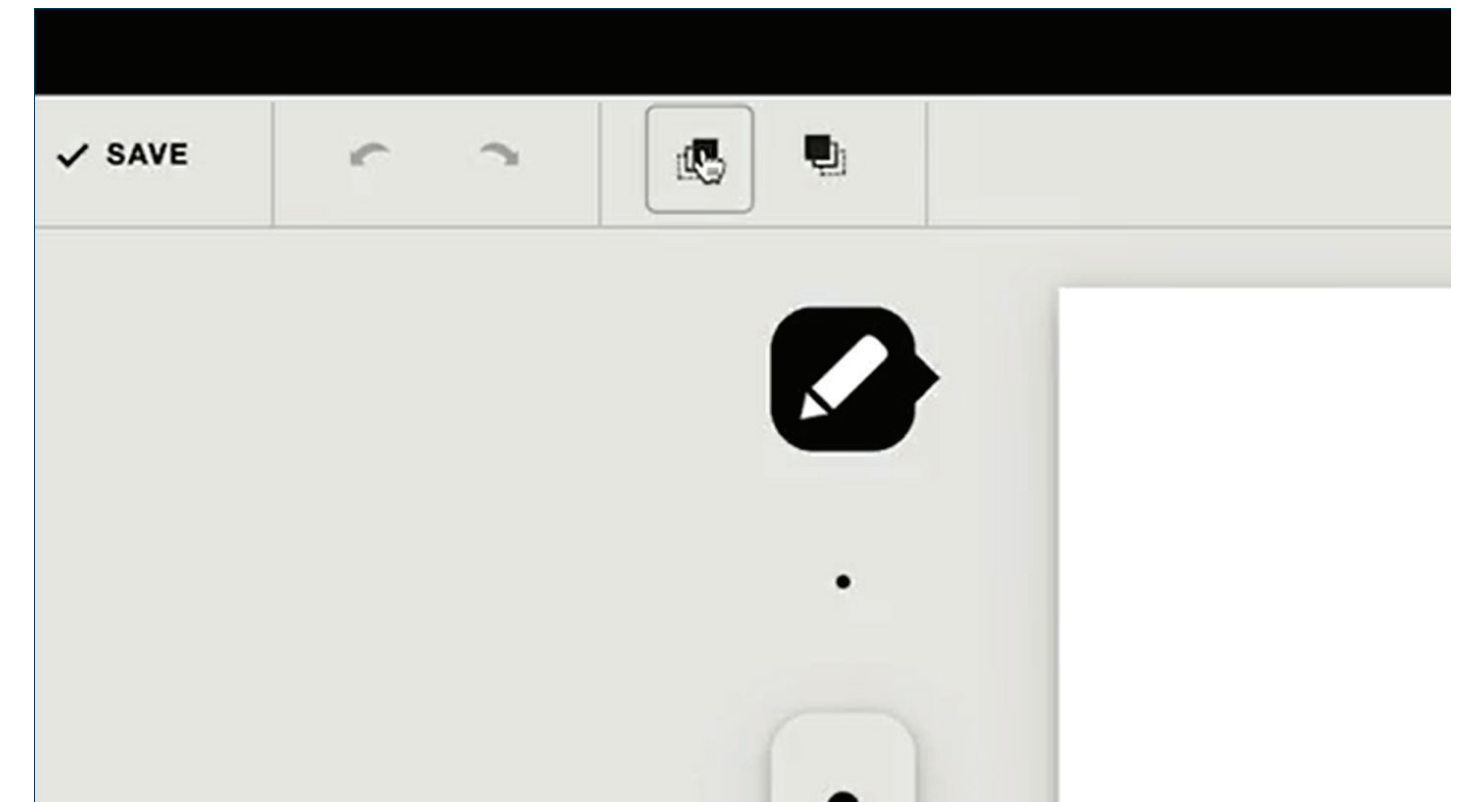
By showing these photos in quick succession, you can create the illusion of motion. Muybridge's process also led to the development of the entire film media.



Now let's start animating. The first thing we're going to do is open the application **Brush Ninja** online. Type *brush.ninja* directly into your Internet browser's search bar.

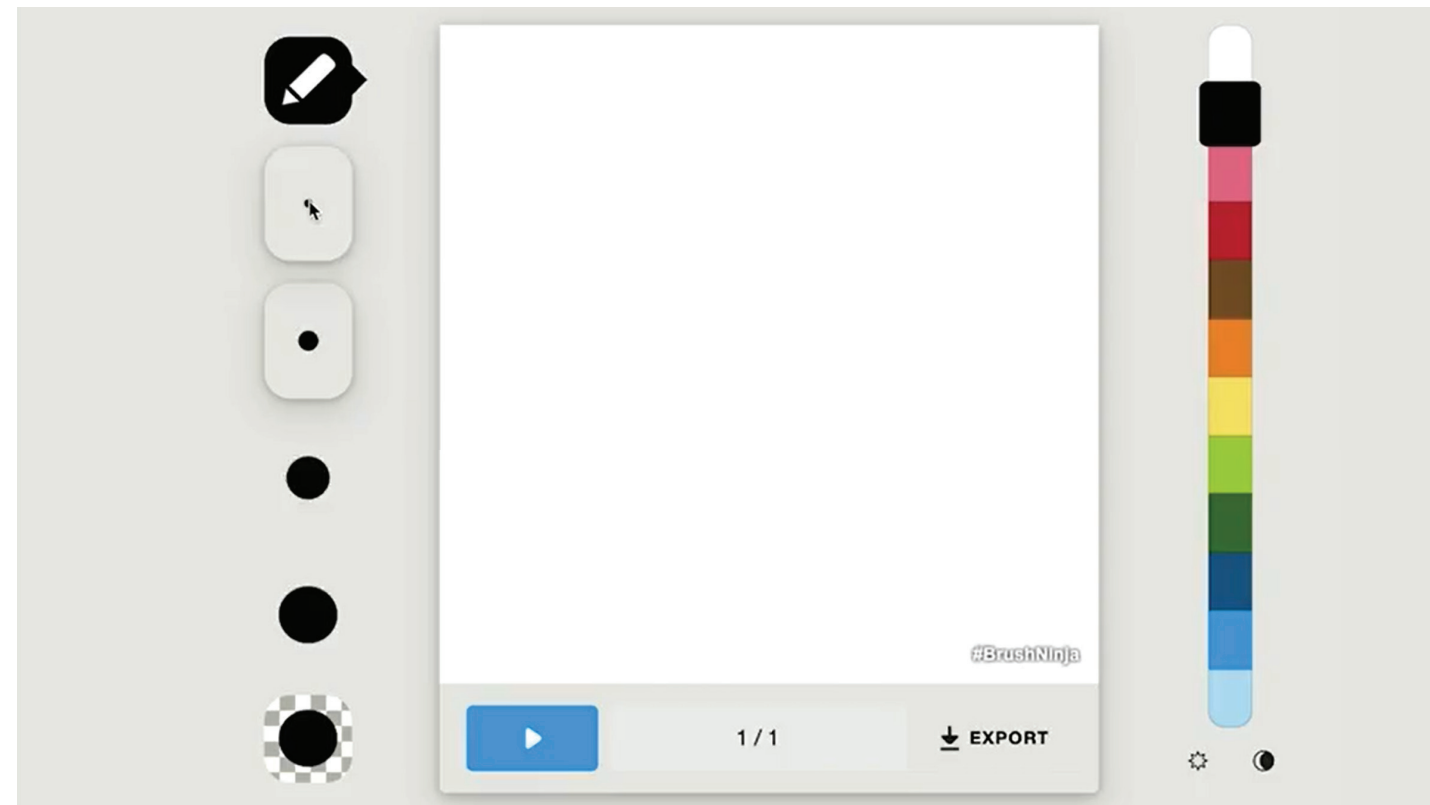


Press the **+ NEW** icon at the top left of the screen. The white rectangle page in the middle of the screen should be blank.

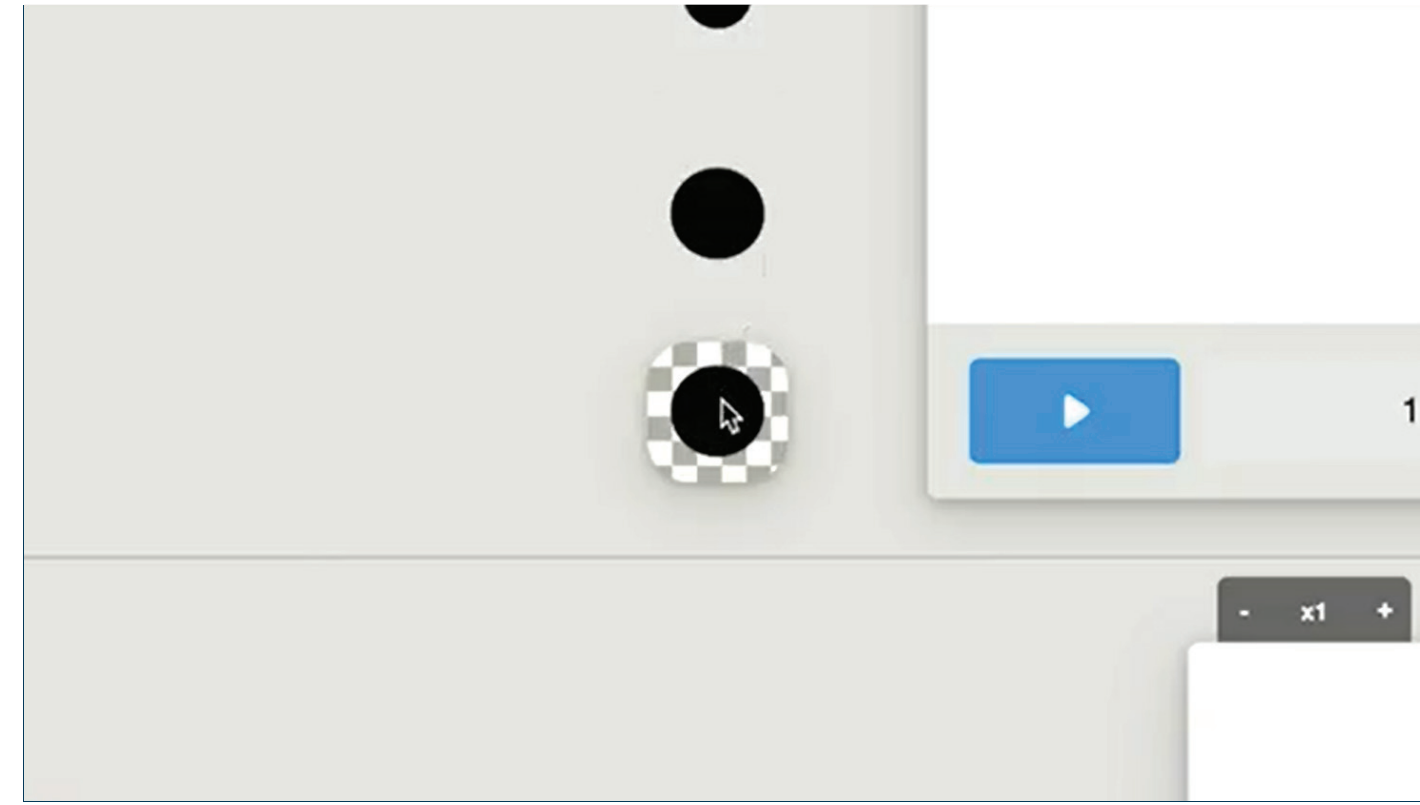


Next, press the **onion skin before** icon on the upper left corner of the screen. **Onion skinning** shows an opaque layer of the previous panel, so you can use it as a reference when you draw the next panel.

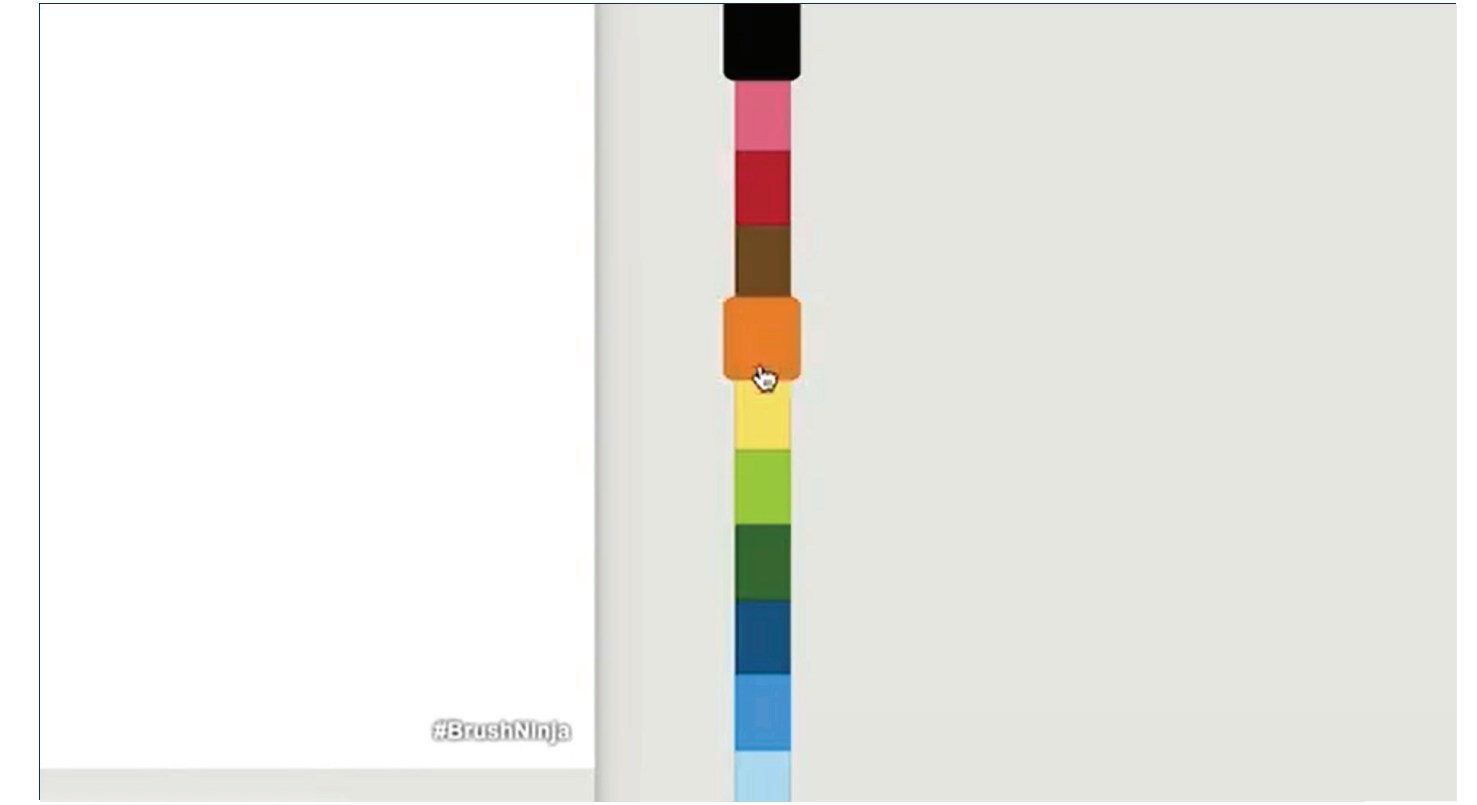
INSTRUCTION CONTINUED:



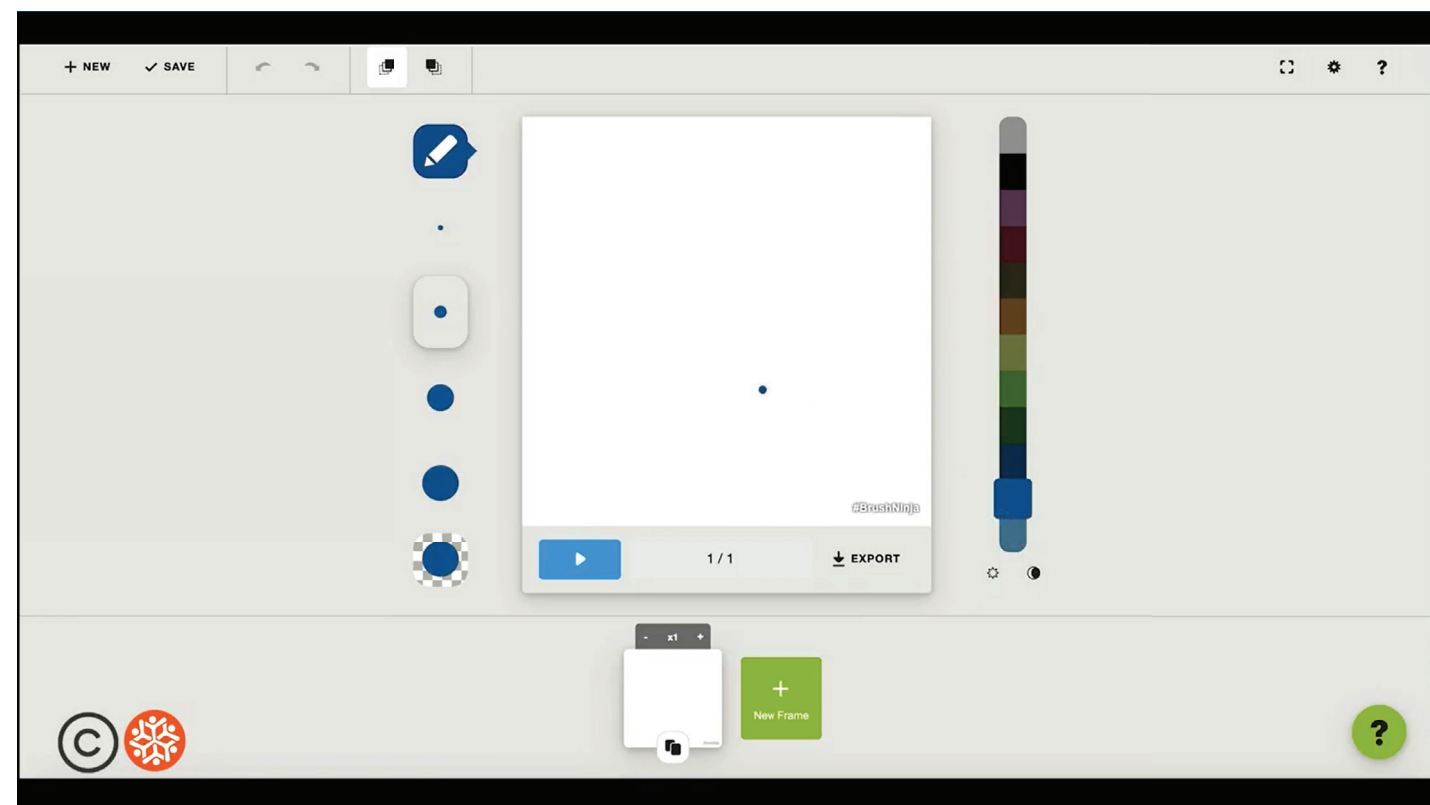
Next, select the **pen** icon on the top left corner near the page. Below this button, select the thickness of your pen by pressing one of the **circle** icons.



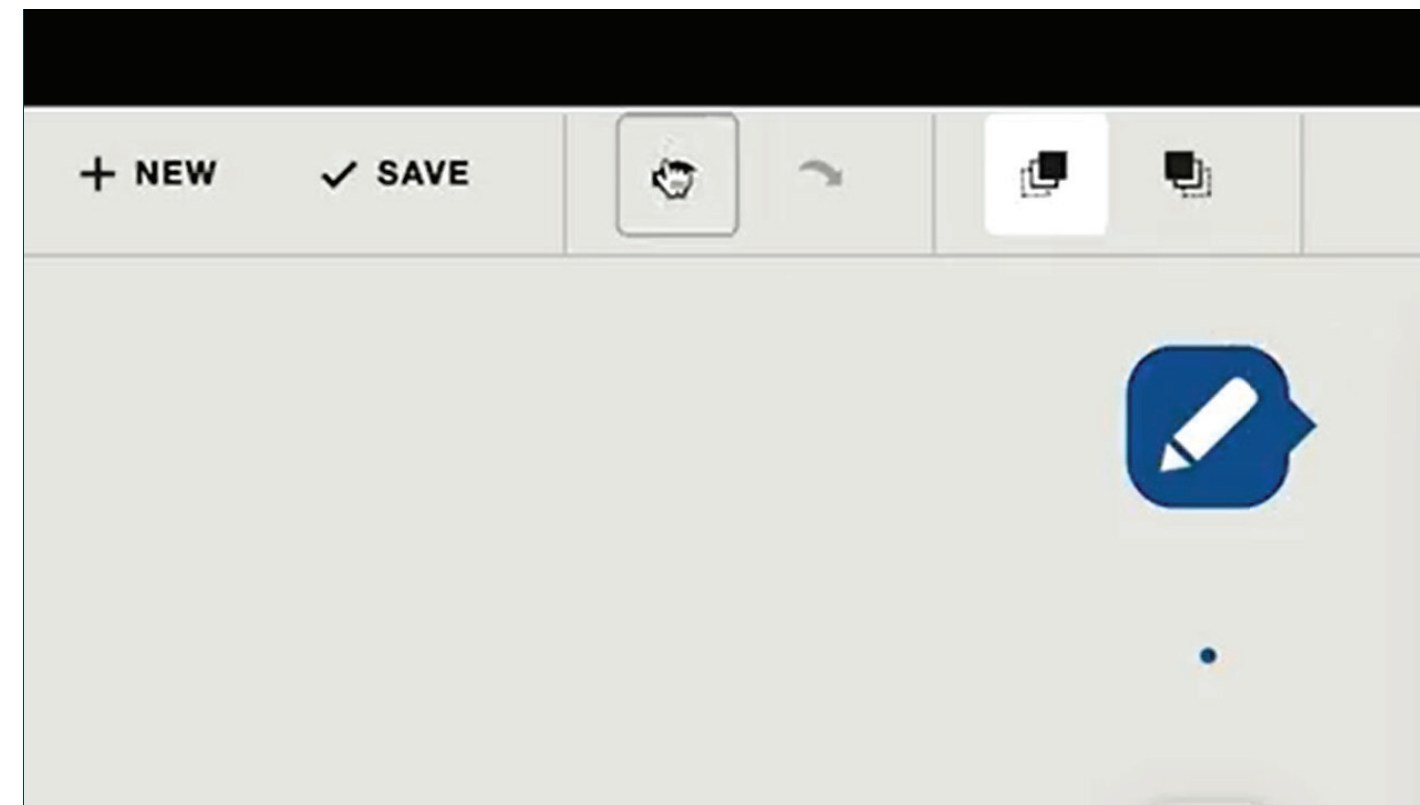
If you press the bottom circle with the **transparency checkerboard**, you can change the strength and opacity of your stroke.



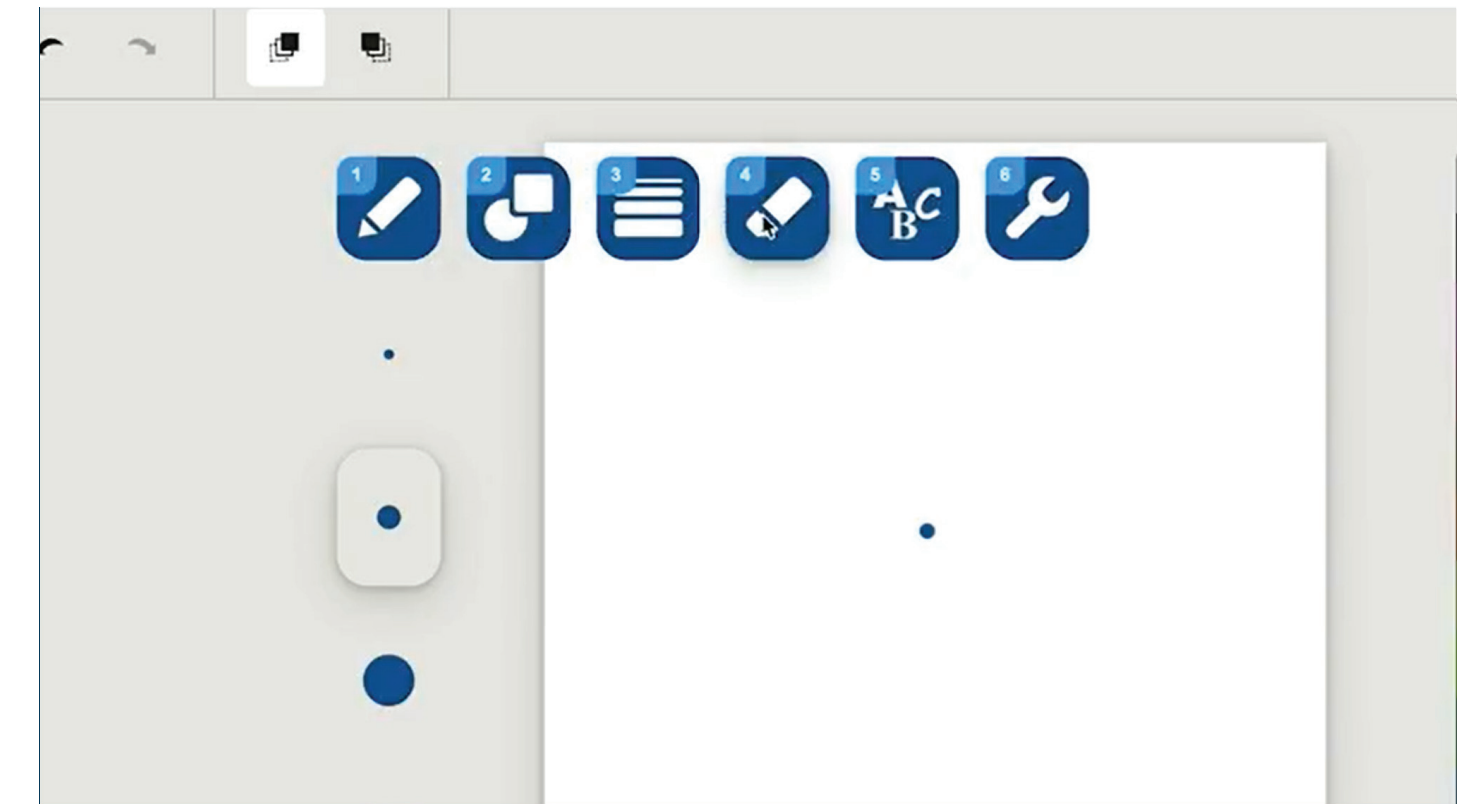
On the right side, you will see the **color bar**. Select your color here, and use the **sun** and **moon** icons to change the lightness and darkness of the color.



Now that you have your pen, tip size, and color selected, make the dot on the page using the trackpad.

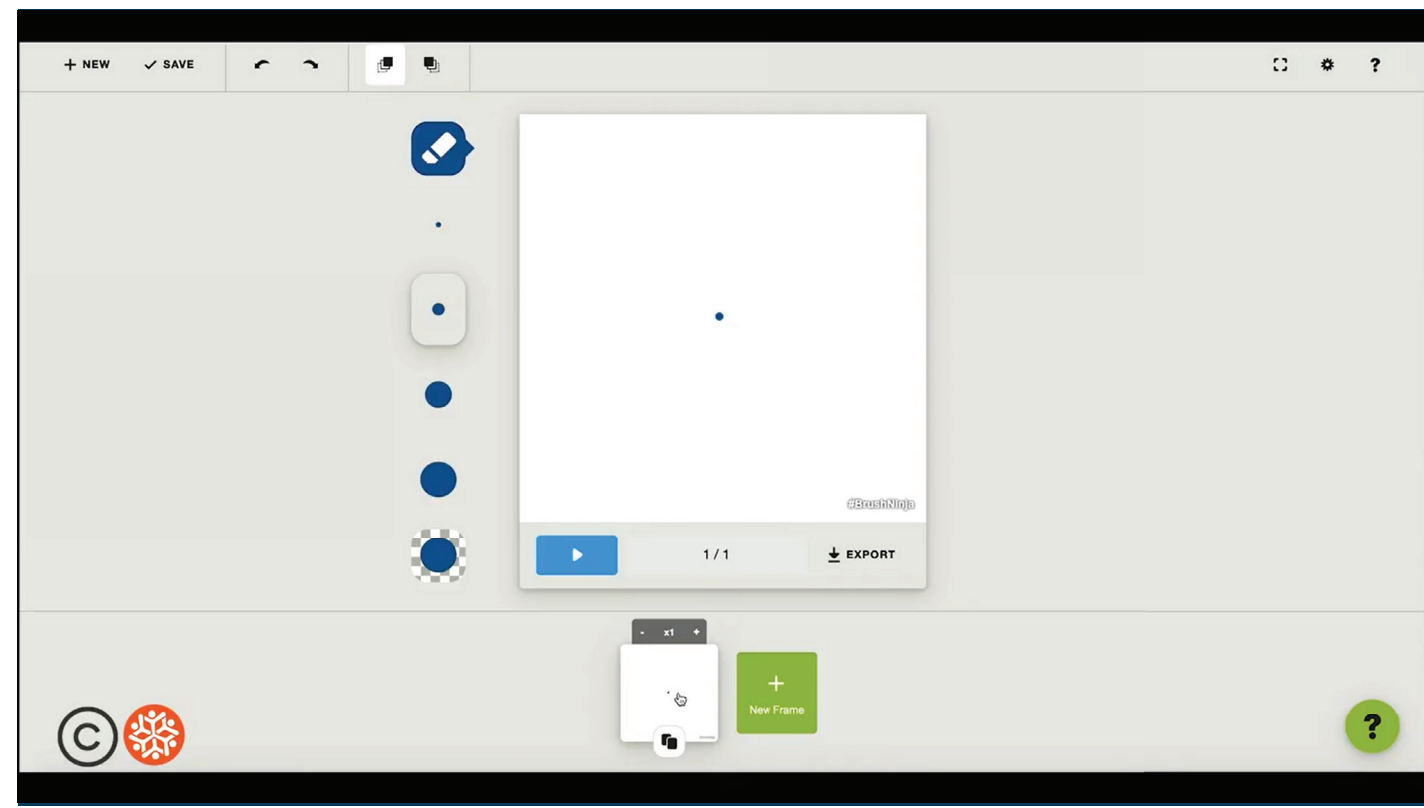


If you make a mistake, look to the top left of your screen for a curved arrow icon that points to the left. This is your **undo** button. Press this button, and undo your last move. You can also **redo** with the curved arrow that points to the right.

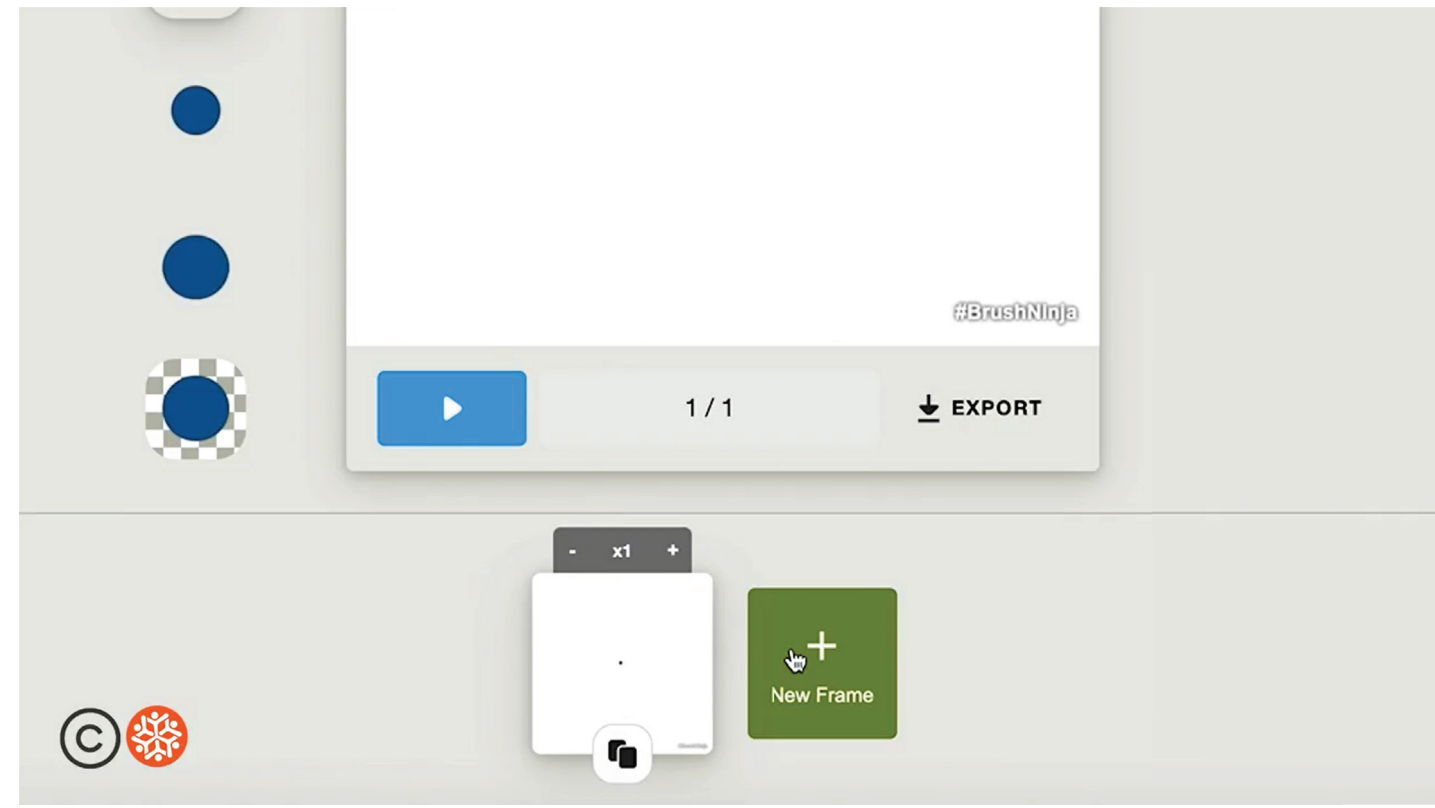


You can also press the pen icon again and select the **eraser** icon in order to manually erase your mark. Now you're ready to draw and animate!

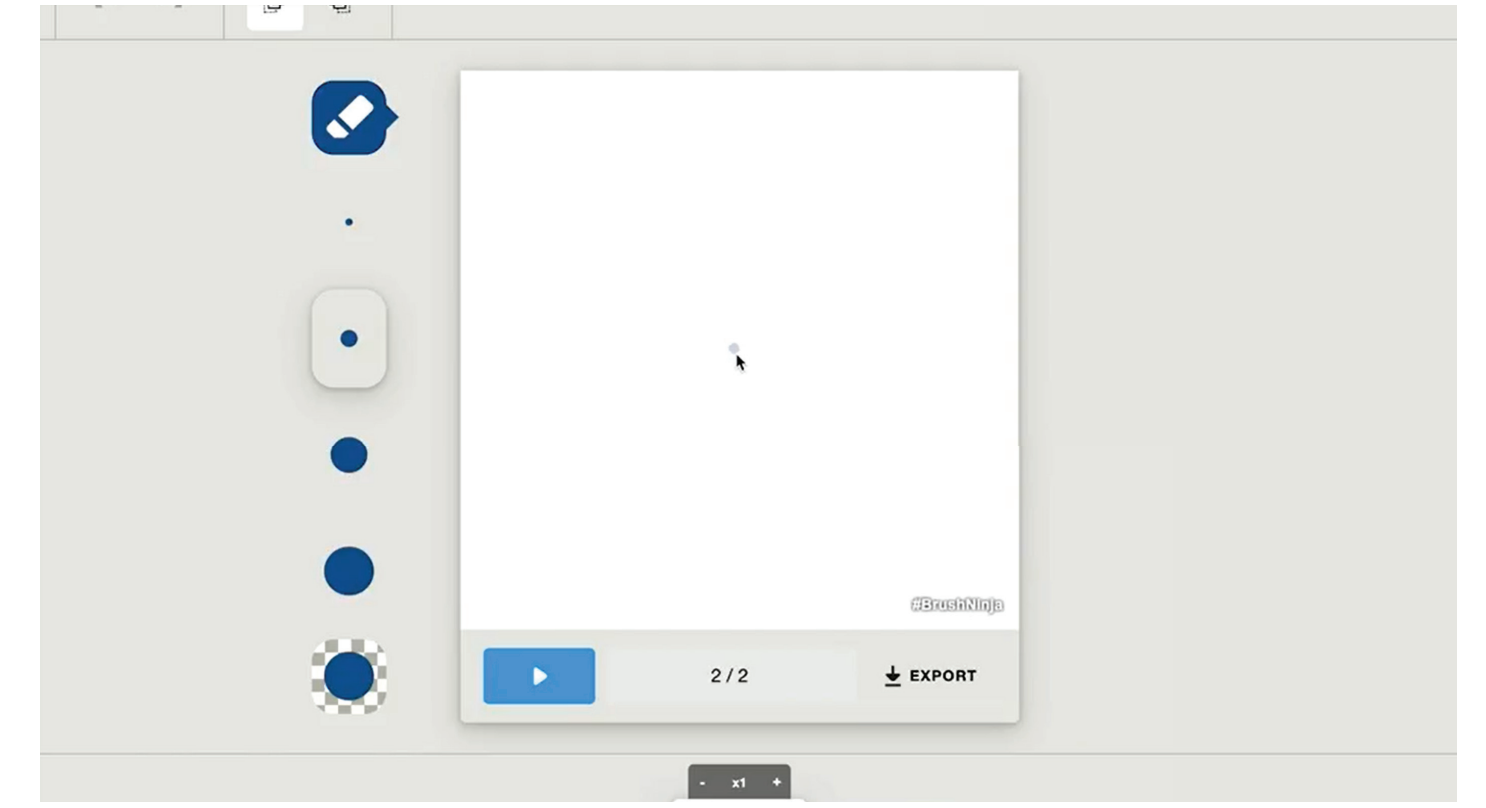
INSTRUCTION CONTINUED:



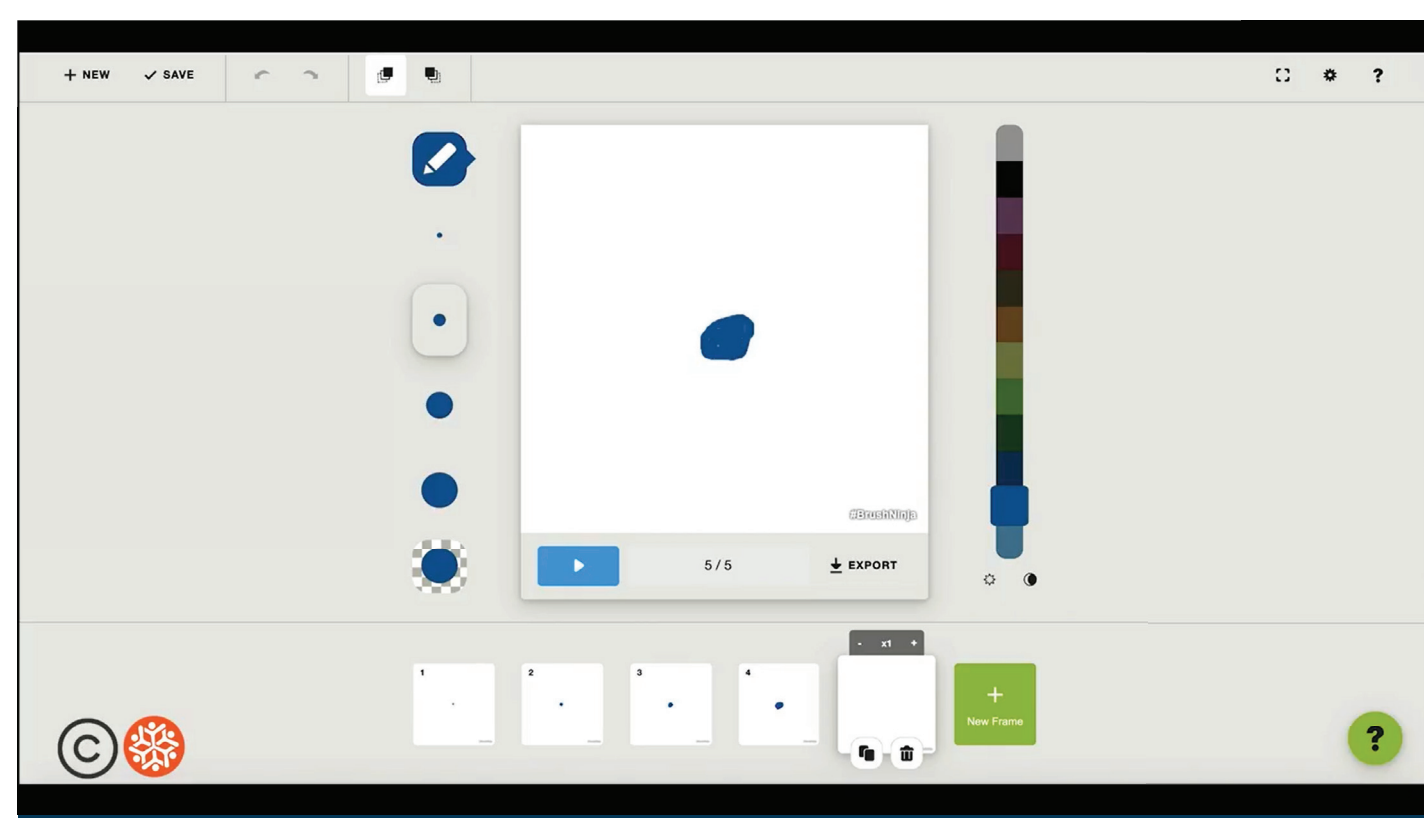
Using the trackpad, draw a small dot on the screen.



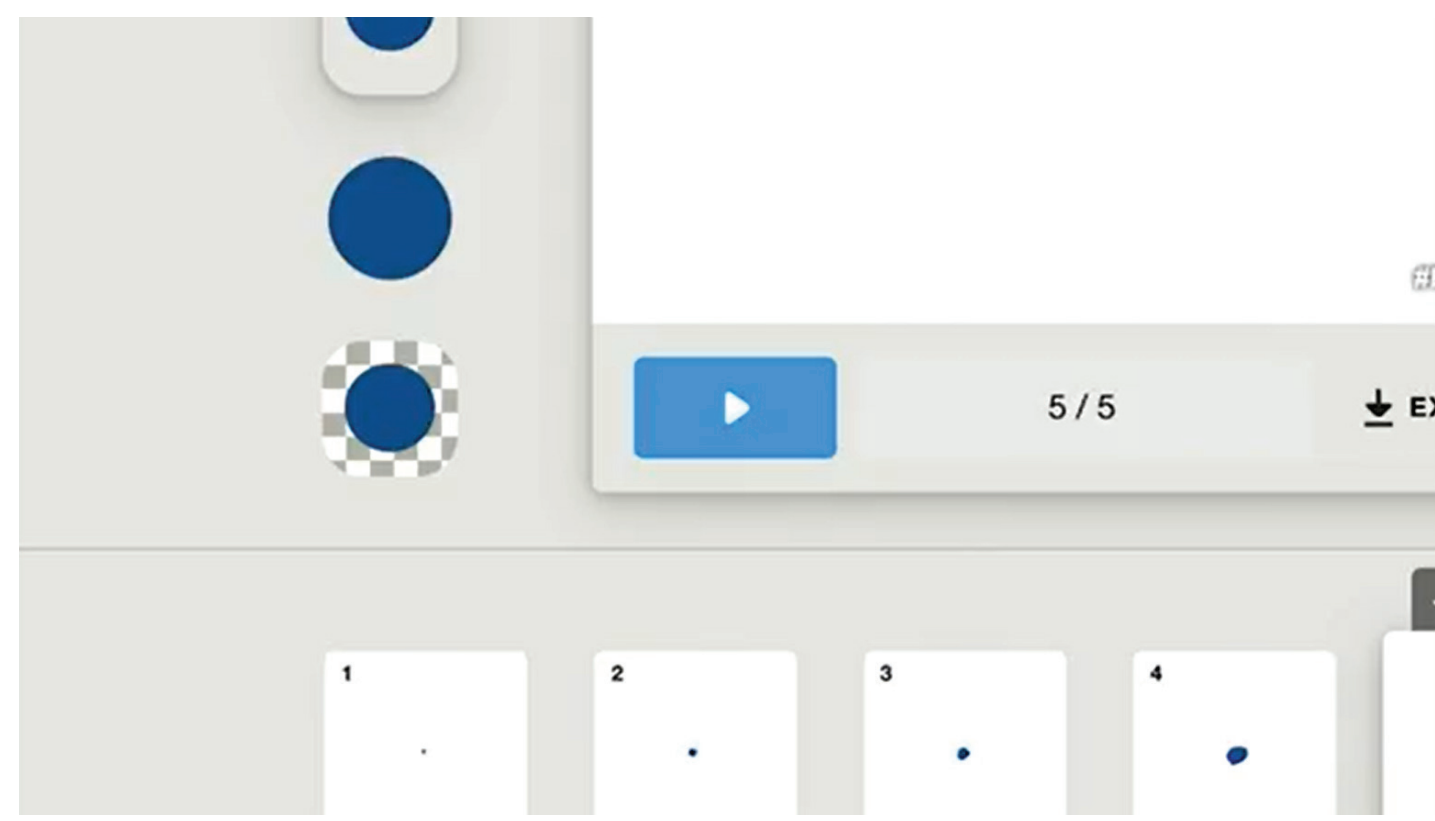
There are two small squares on the bottom of your screen. The one on the left represents the frame that you're currently drawing. The square on the right is used to add the next frame. Press the square on the right that says **+ New Frame**.



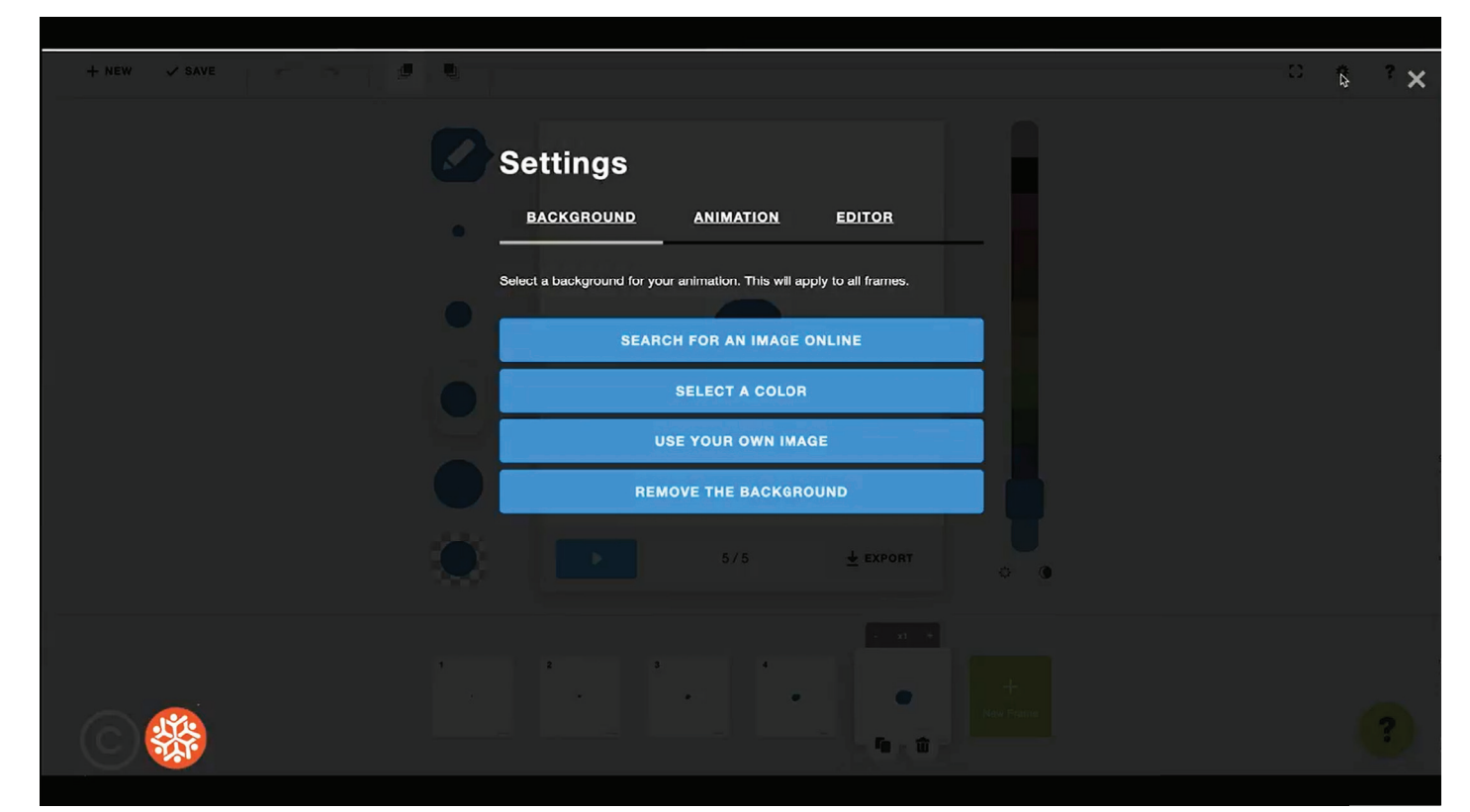
You will see that your last illustration is now muted. This is so that we can draw our next frame in reference to our previous one. Draw a slightly larger dot on top of the last one.



Now repeat this process at least five times. Duplicate and draw your dot larger until it's a larger circle.



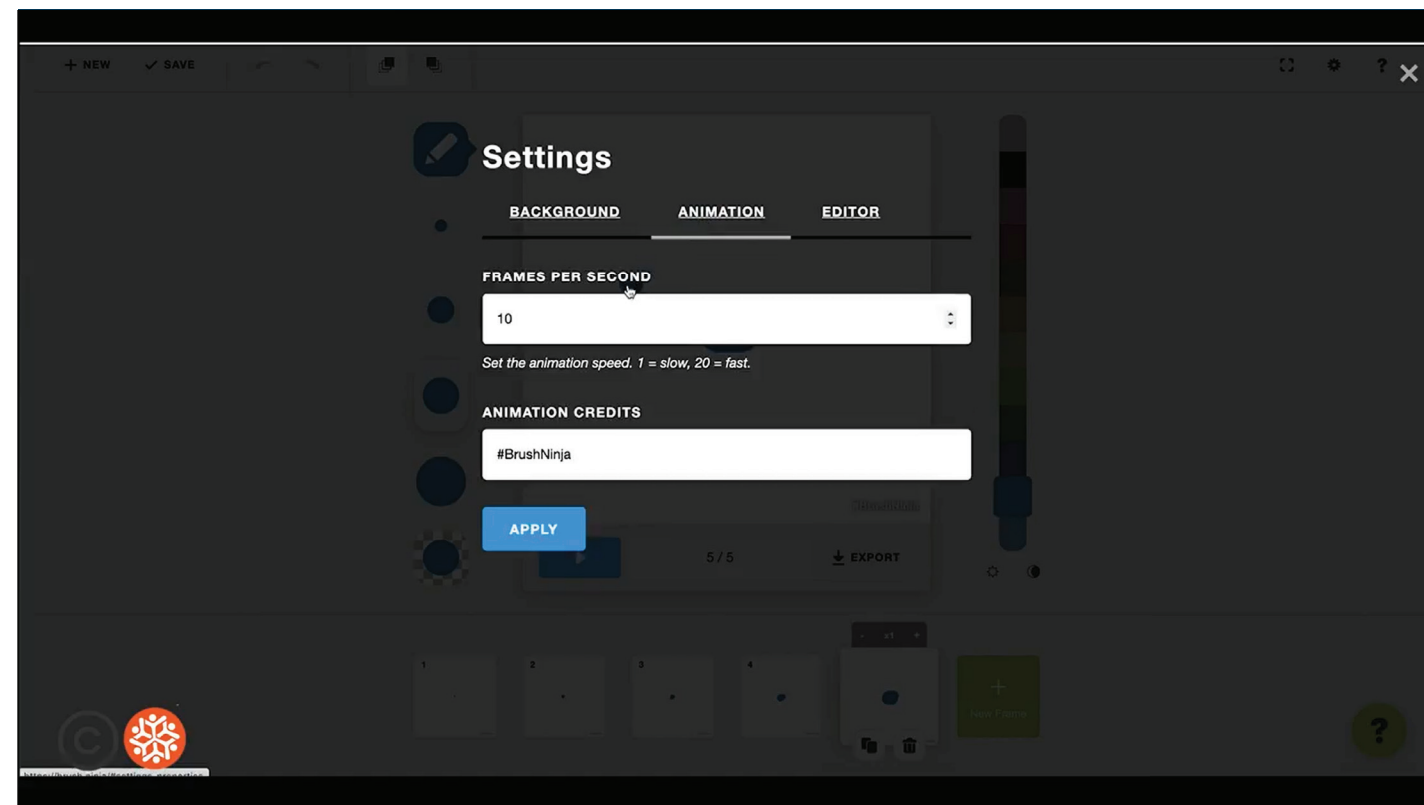
Once you have at least five frames drawn, press the blue **play** button at the bottom left of the screen. This will show your animation.



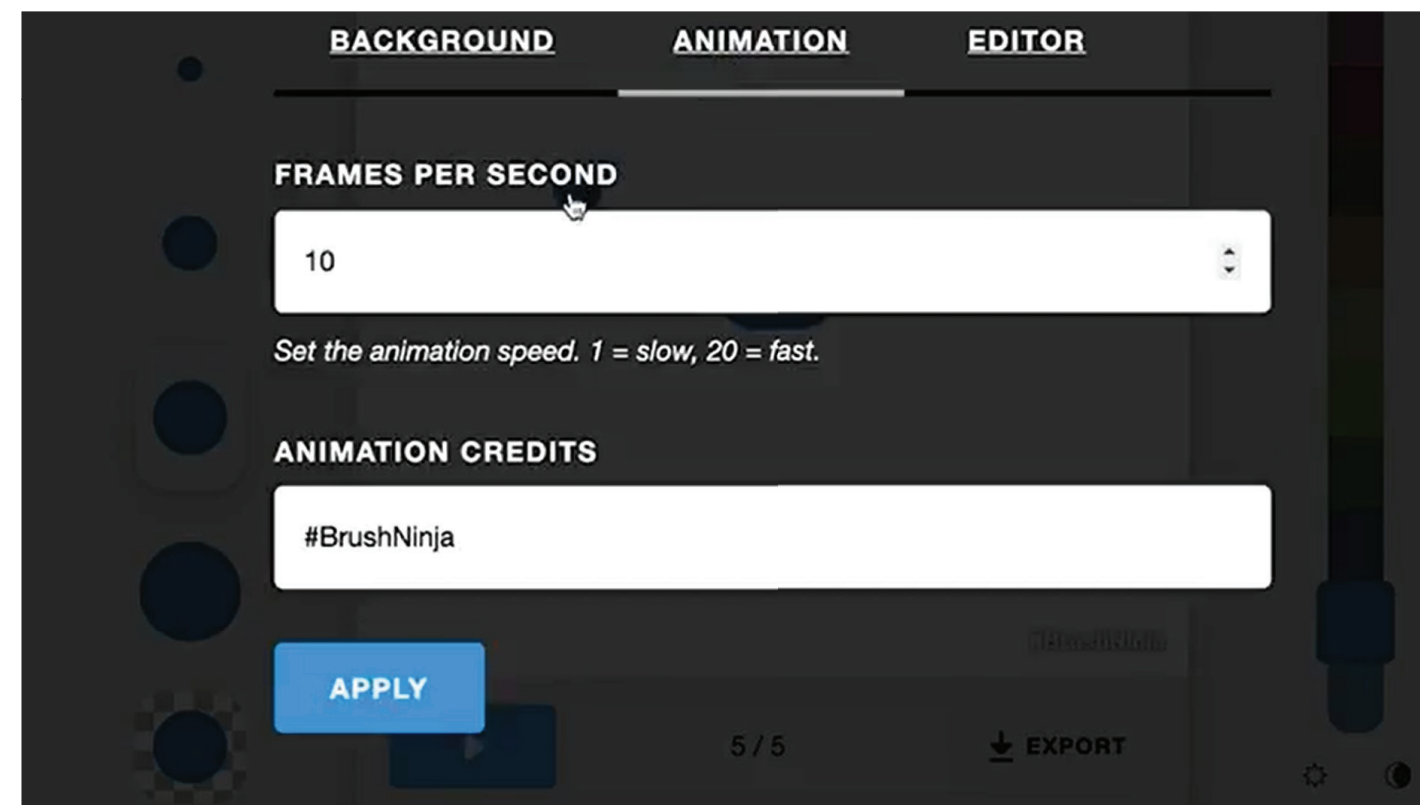
Let's change the speed of our animation. Press the **cog icon** in the upper right side of the screen to bring up the settings.



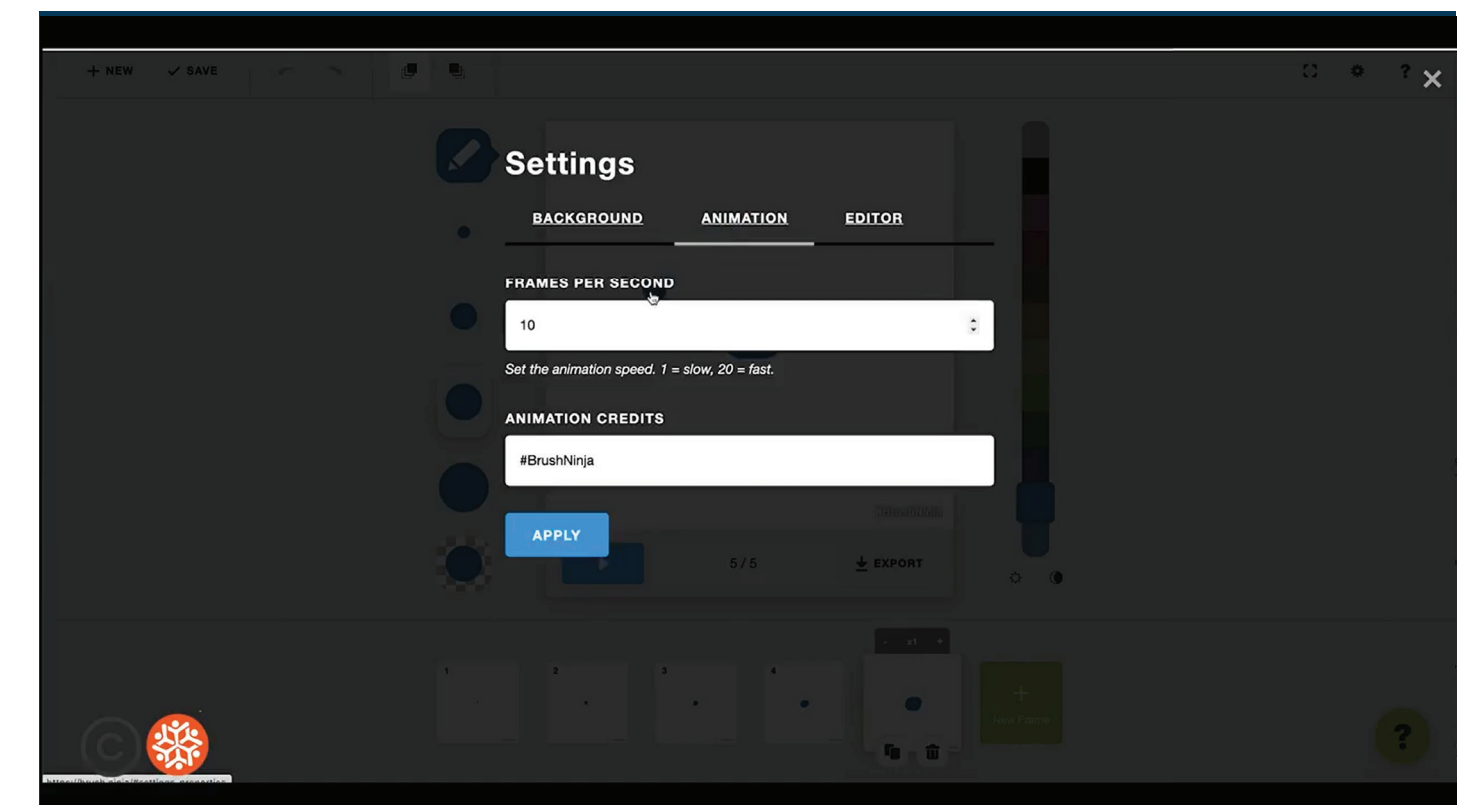
INSTRUCTION CONTINUED:



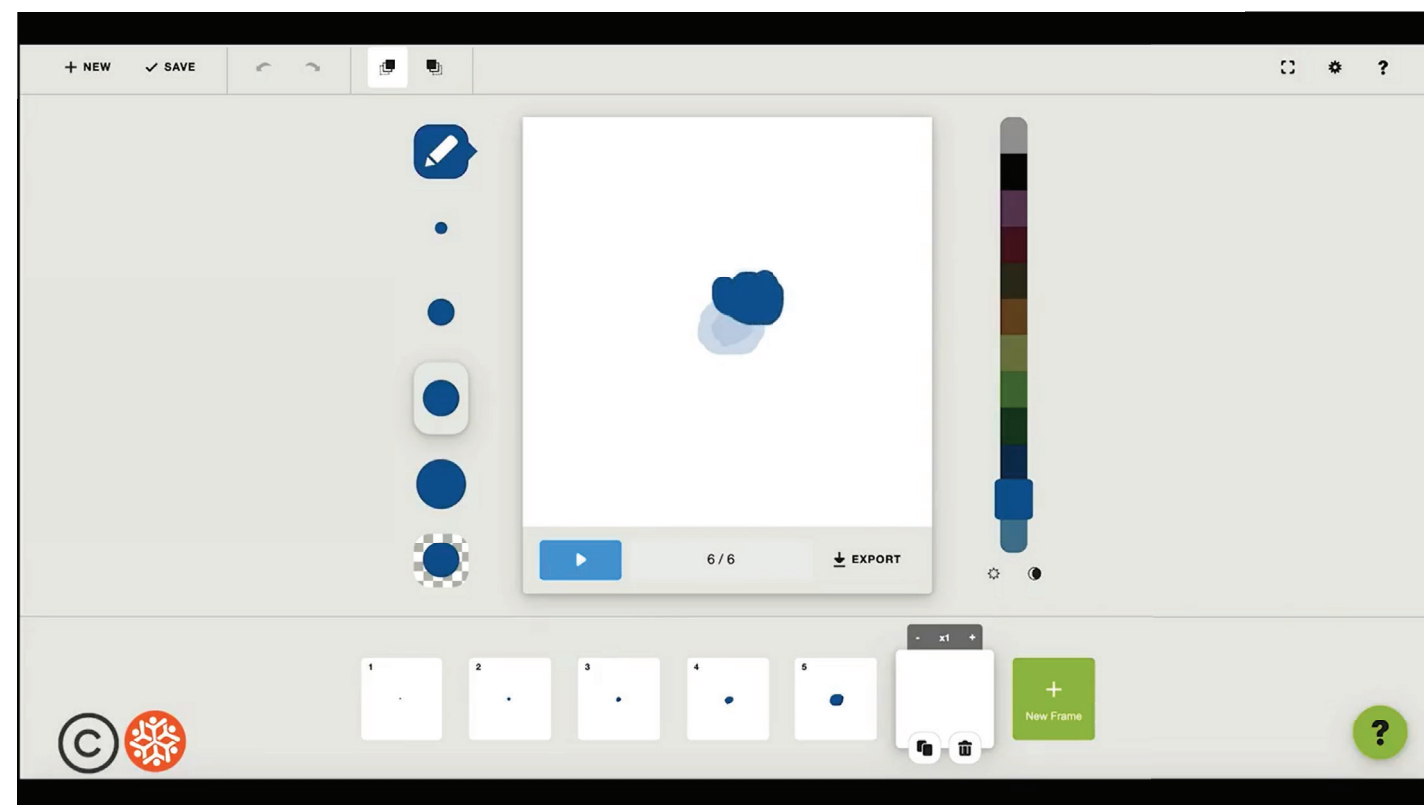
Press **animation** and you should see that your frames per second are set at 10.



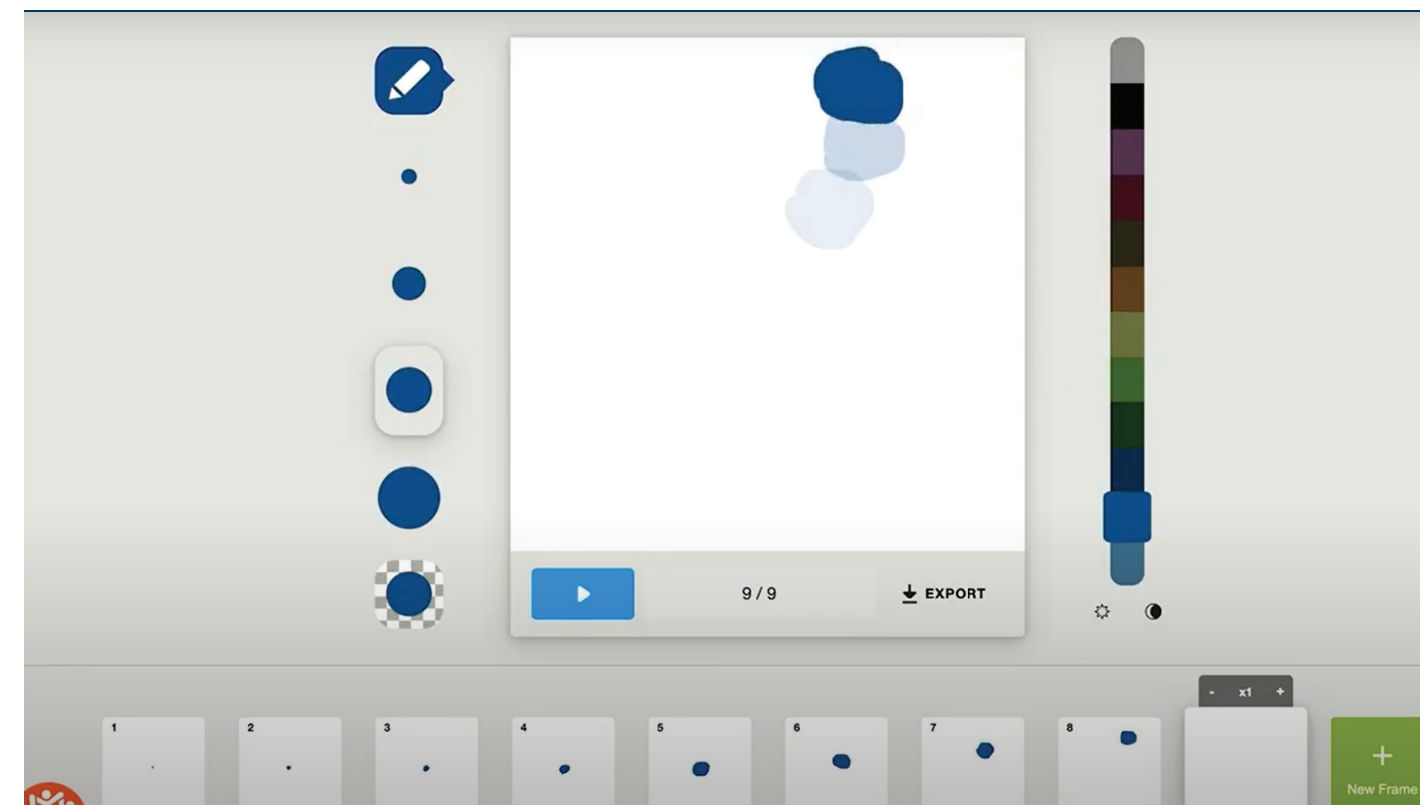
If you want your animation to be faster, enter a number greater than 10. To slow down your animation, enter a number less than 10.



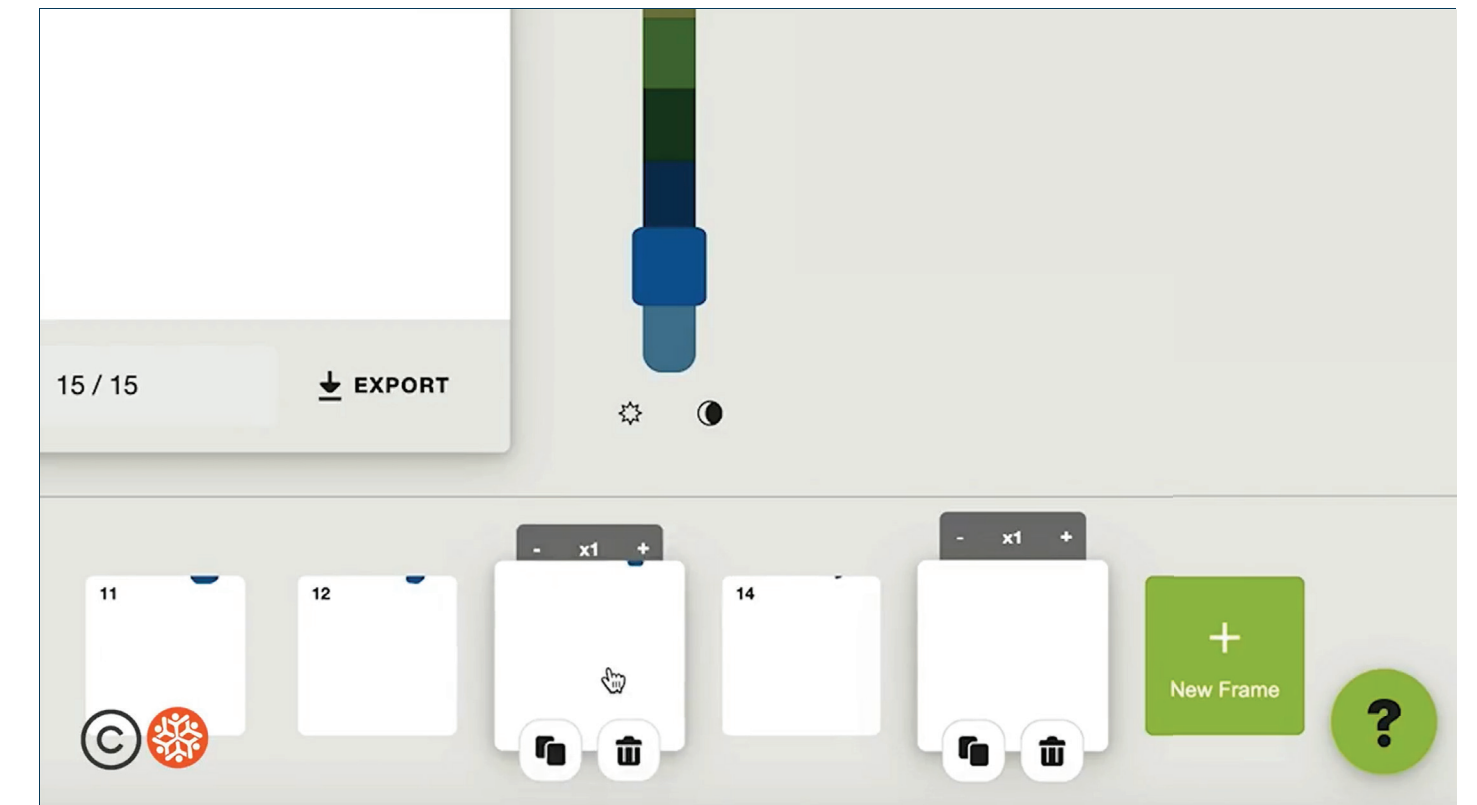
Pick your desired speed, and also delete Brush Ninja from the animation credits field.



Click the “X” at the upper right of the screen, and this will take you back to the drawing animation interface.



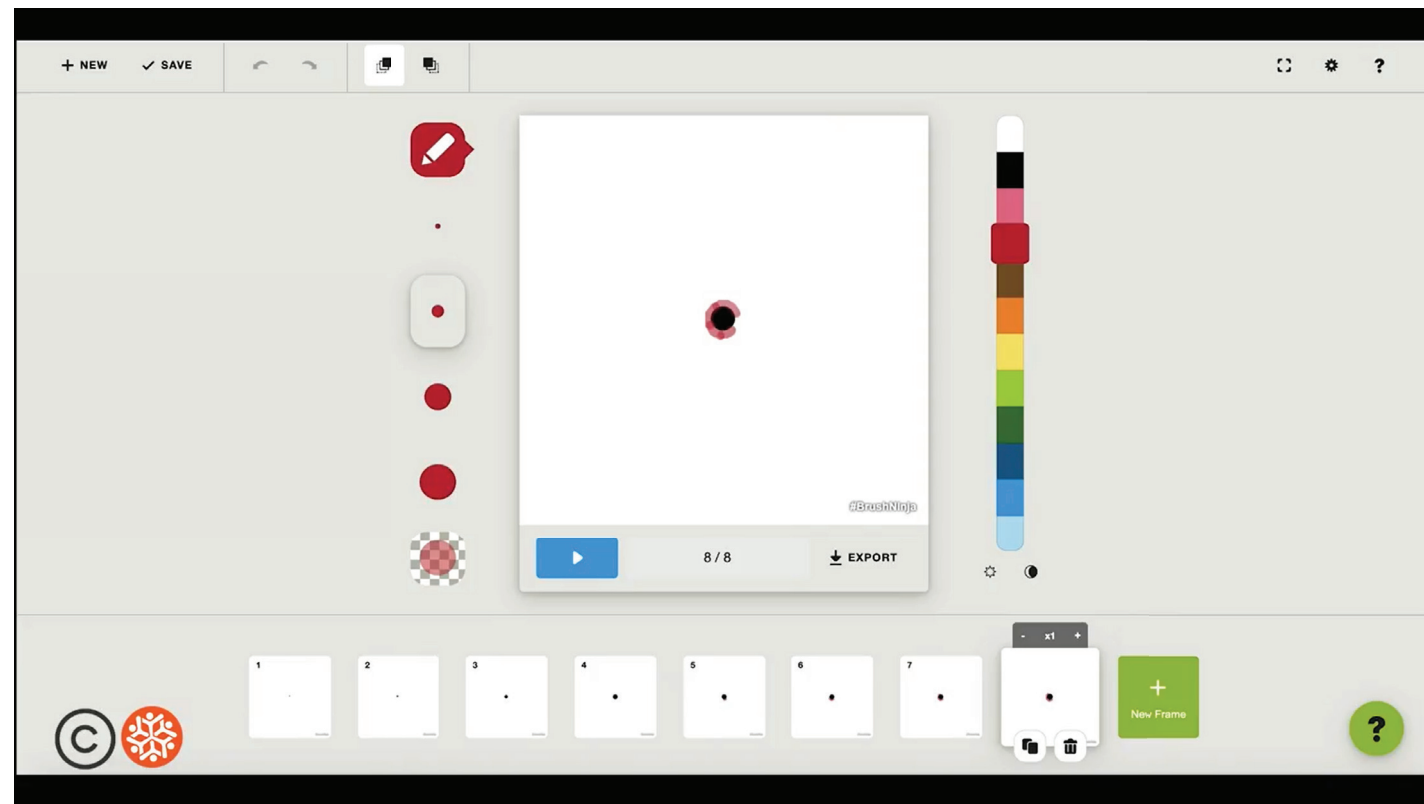
Now experiment with drawing your image slightly beyond the previous illustration. Repeat this process several times, and then hit the **play** button.



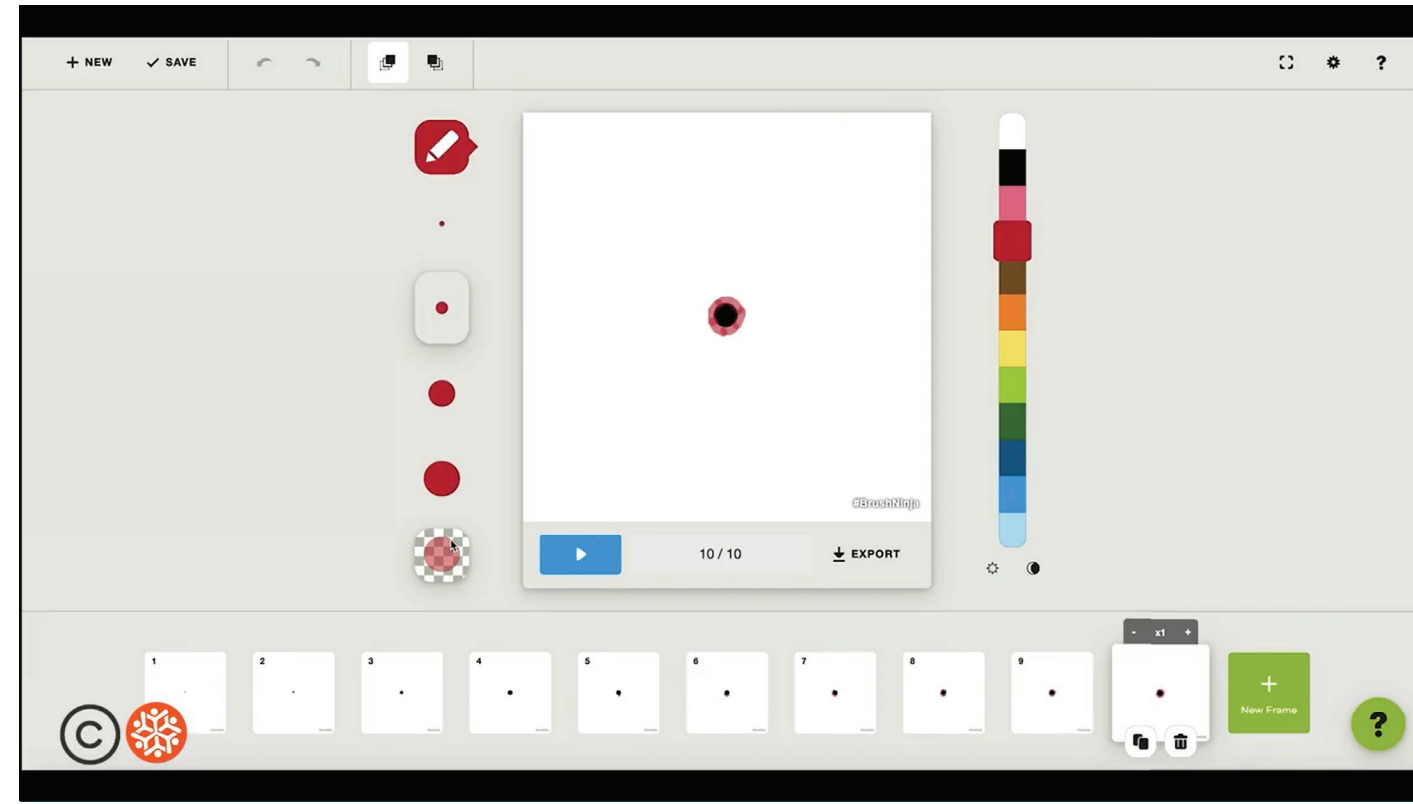
If you need to delete a frame, press the **trash can** icon button attached to the frame you want to delete. If you want to duplicate your frame, press the **double square** icon.



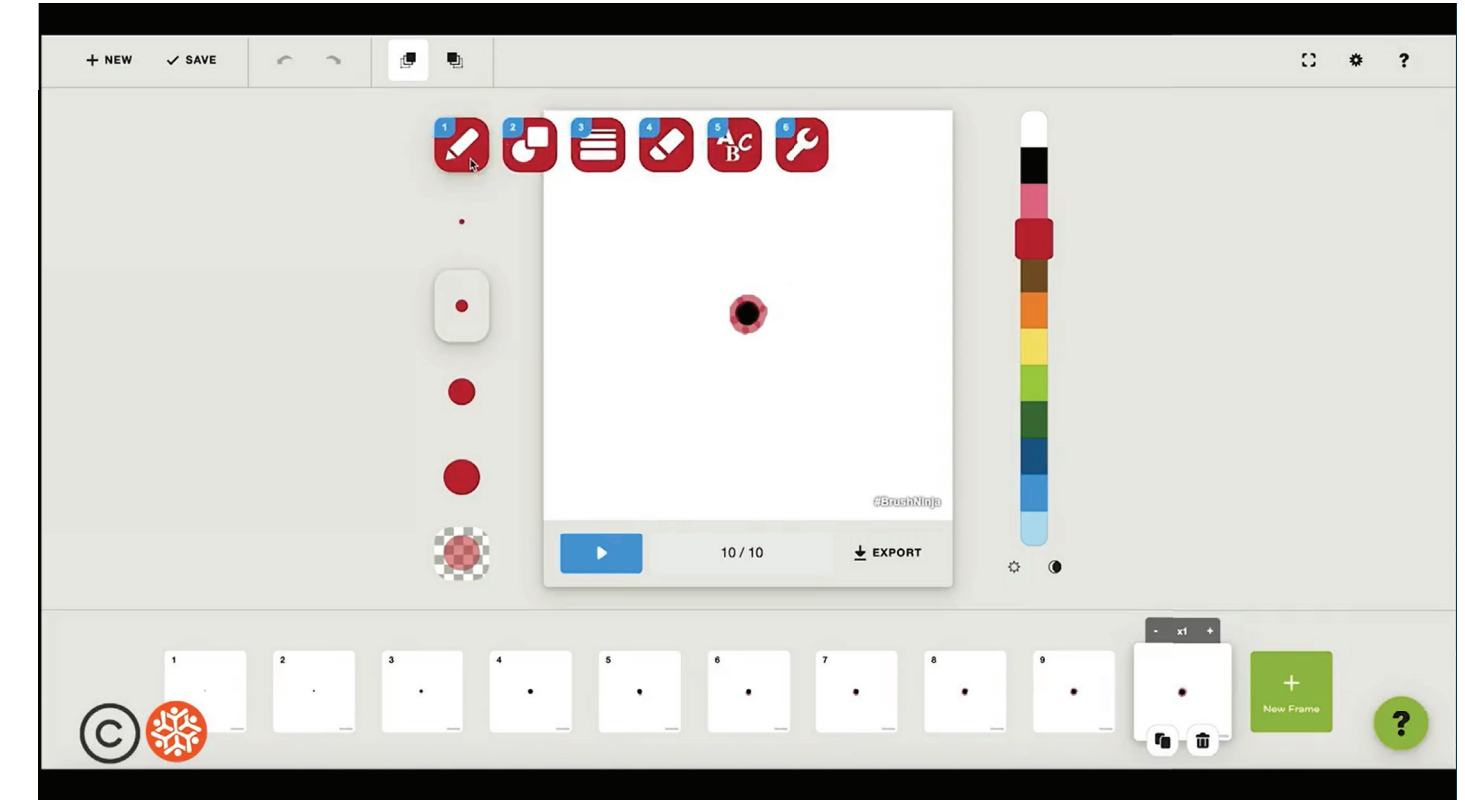
INSTRUCTION CONTINUED:



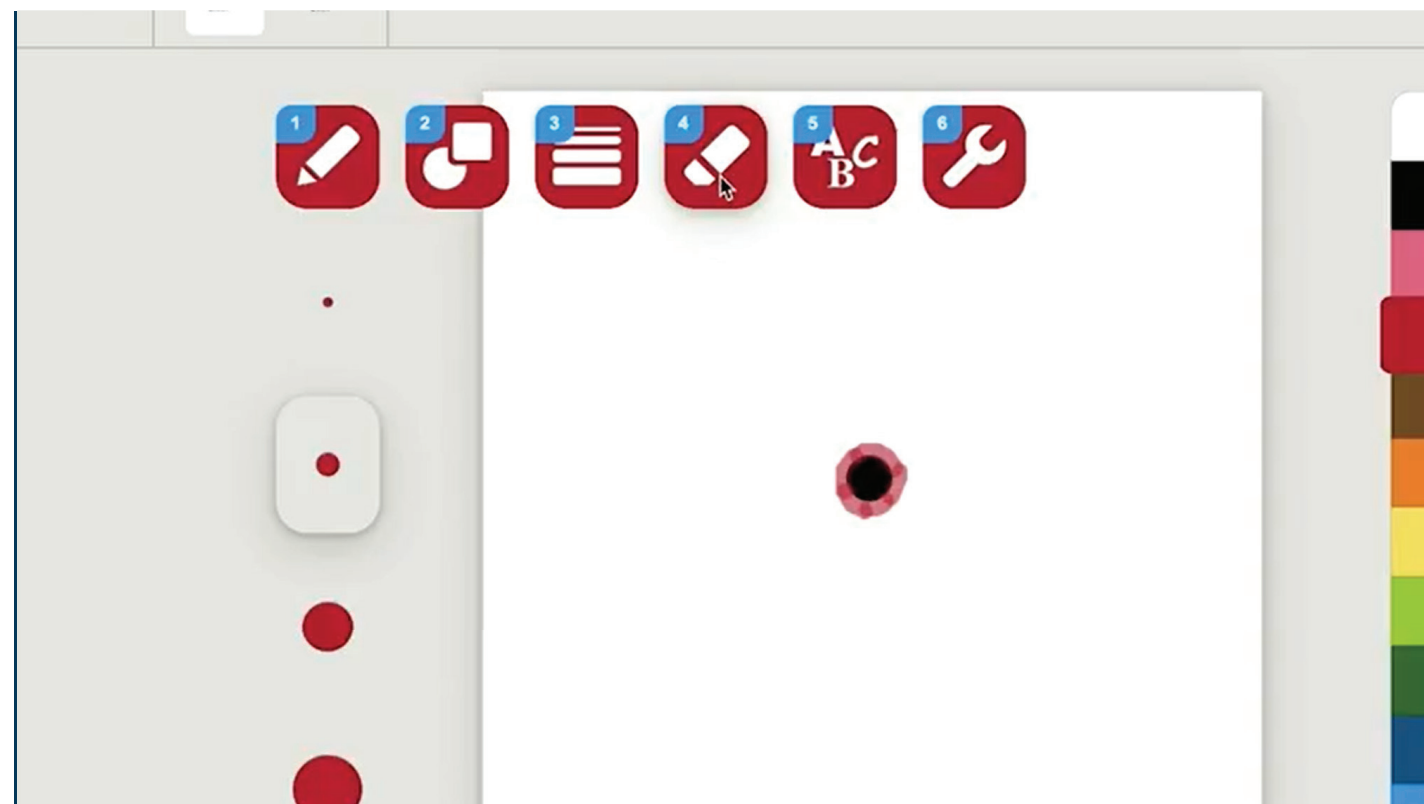
You can now experiment with all these tools to create unique abstract shapes that morph and move into new ones.



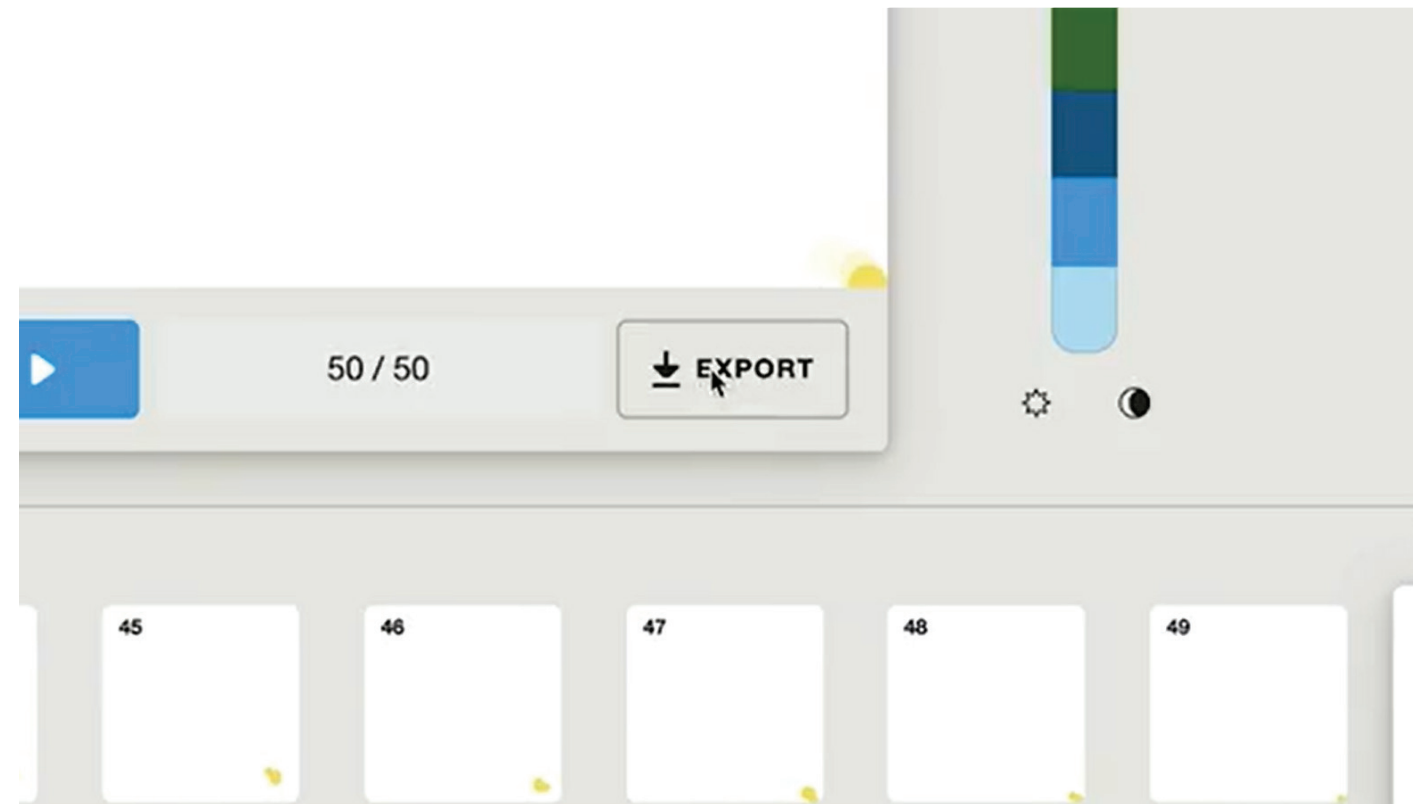
Determine how your shape will move through animation, and what shape it will become as it transforms.



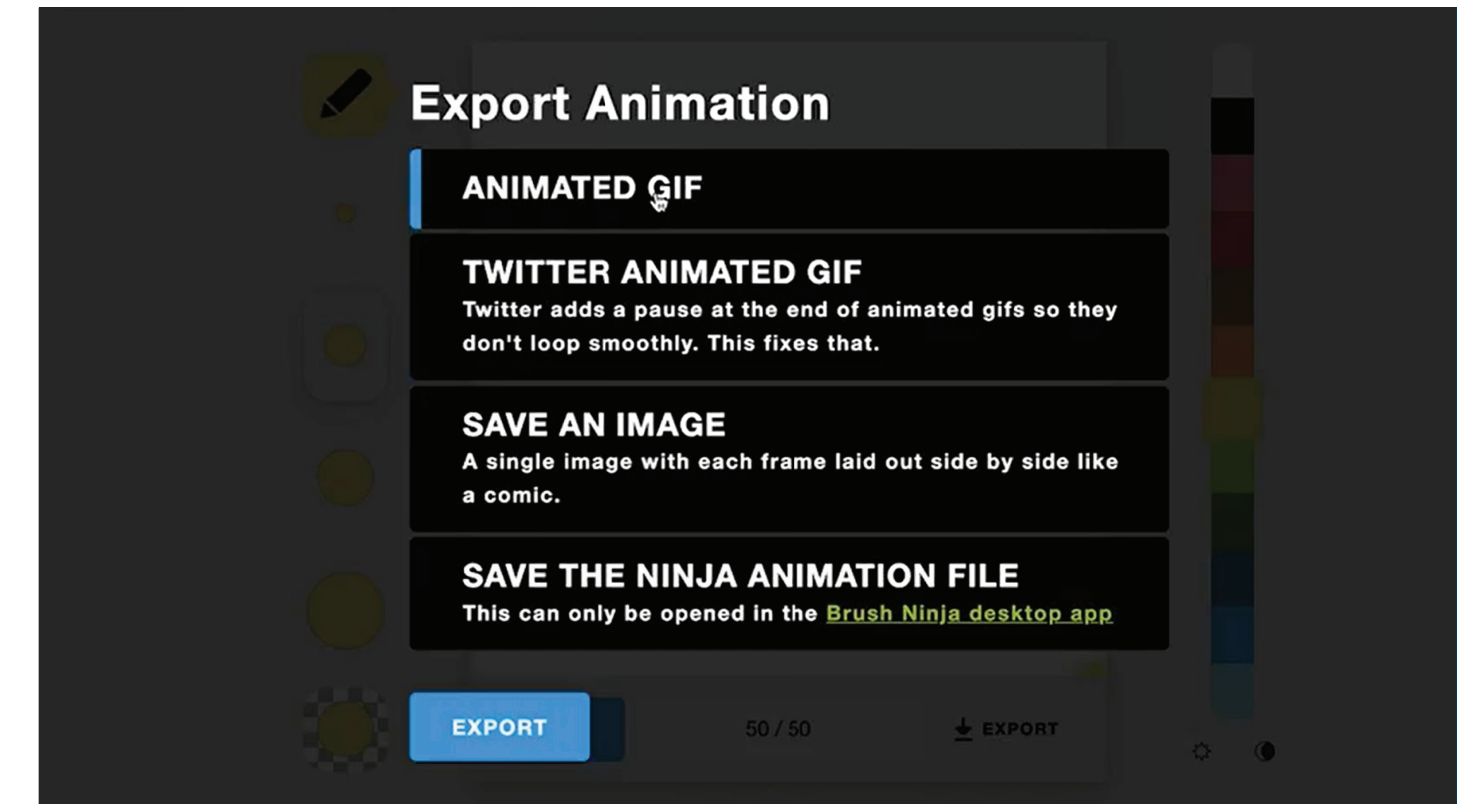
For example, I'm going to with a black dot that morphs into a red circle, and spins into a yellow blobby amoeba-like shape. I'll do this by experimenting with the shape, color, lines, scale and position within the application.



You can 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.



Once you are finished with the animation, 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! Please note that GIF files will only animate if opened in an Internet browser.



INSTRUCTION CONTINUED:



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.



LEARNING STANDARDS

This workshop is aligned to the following state and national anchor standards. It can be differentiated for learners at every grade level. (For arts performance standard alignments at specific grade levels, feel free to email programs@snowcityarts.org.)

ILLINOIS ARTS LEARNING STANDARDS

Anchor Standards: Creating

- **CR1.** Generate and conceptualize artistic ideas and work.
- **CR2.** Organize and develop artistic ideas and work.
- **CR3.** Revise, refine, and complete artistic work.

Anchor Standards: Performing, Presenting, Producing

- **PR4.** Select, analyze, and interpret artistic work for presentation.

COMMON CORE STATE STANDARDS

English Language Arts: College and Career Readiness Anchor Standards

Reading

- **CCSS.ELA-Literacy.CCRA.R.7.** Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.

Speaking and Listening

- **CCSS.ELA-Literacy.CCRA.SL.5.** Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.

Standards for Mathematical Practice

- **SMP.2.** Reason abstractly and quantitatively.
- **SMP.7.** Look for and make use of structure.





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 artwork displayed** in a Snow City Arts exhibition space or virtual gallery, please visit <https://snowcityarts.org/consent-releases/>

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





Workshop Duration: 35-45 Minutes | ALL LEVELS



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snowcityarts.org

Snow City Arts inspires and educates children and youth in hospitals through the arts.

Contact us if you have questions,
or would like to offer feedback at
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