INDIVIDUAL STOP-MOTION BRAINSTORM NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SETTING:

CHARACTERS:

PLOT

SOLUTION:

IMPORTANT EVENTS:

PROBLEM:

SOLUTION:

GROUP STOP-MOTION BRAINSTORM GROUP MEMBERS: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SETTING:

CHARACTERS:

PLOT

SOLUTION:

IMPORTANT EVENTS:

PROBLEM:

SOLUTION:

CHARACTER DEVELOPMENT FOR STOP-MOTION ANIMATION GROUP: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

WHICH PARTS WILL CHANGE AND MOVE?

CHARACTER DRAWING:

WHAT MATERIALS ARE NEEDED?

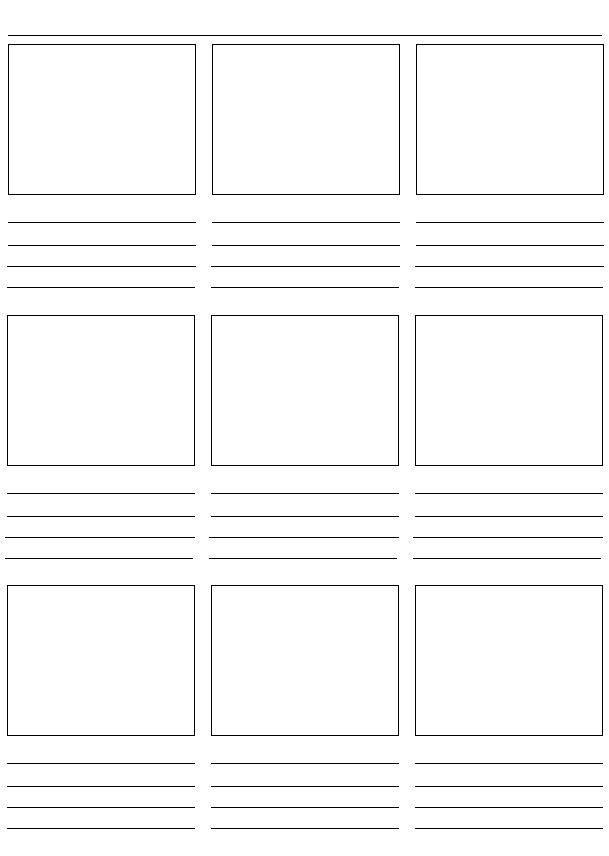
CHARACTER NAME:

SET DEVELOPMENT FOR STOP-MOTION ANIMATION GROUP: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

WHAT MATERIALS ARE NEEDED?

DRAW WHAT YOUR SET WILL LOOK LIKE

WHICH PARTS WILL CHANGE AND MOVE?



GROUP: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ MOVIE TITLE: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_