

# Mini Animation Studio project

## Part 1 - A versatile stage and backdrop

In this article you will make a simple animation stage and backdrop that you can use to film your own animation. It consists of a stage on risers that lets you fix puppets and a solid backdrop for attaching backgrounds, lights and even a webcam for table top style animation.

#### Uses:

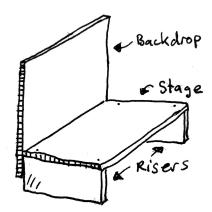
Table top animation puppets
Cut out
Object animation

## Time taken to complete this project:

1-2 hours

#### Complexity:

Easy, some skills with hand tools, electric drill and adult supervision required.



#### **Material list:**

Material list.							
Material	Quantity	Dimensions	Notes				
Plywood Stage and Backdrop	2	1 x 2 ft x ½ in.(300mm x 600mm x 5mm) Plywood board / MDF / Particle board	Purchase a 2 x 2 ft board and have it cut in half at the hardware shop.				
Risers	2	1 in. x 4 in. x 1 ft (19mm x 90mm x 300mm)					
Screws	8	#9 x 1-1/2 in. (8G x 40mm) Phillips Flat Head Zinc Plated Wood Screw	To attach base, slats and back  Make a 3/16 in. (4mm) pilot hole prior to				



			installing the wood screw	
Wood glue	Small amount		Optional	
Clamps or clips	1-2	Plastic or metal	To attach webcam to support	7
Clamp	1-2	Quick release clamp	To secure rostrum to table	

## Tools required:

- Drill, electric or hand drill with 3/16 in. (4mm) bit.
- Screw driver
- Safe secure workbench or table
- Tape measure
- Marking pencil



# Steps:

Collect materials, tools and find a place to work



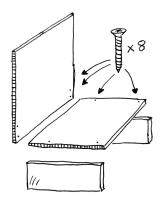
Cut any timber to size as per the materials list above



You should have 4 pieces as pictured



Drill pilot holes and screw together the pieces as shown





When drilling holes, mark with pencil first.



Note we glued the stage and risers together before screwing to give added strength and rigidity.



Offsetting the hole on the stage meant the screws holding the backdrop in place are not blocked.



The finished product should look like this. Congratulations! You now have a solid "Mini Animation Studio" ready to shoot your animation!

