

Filmmaking at Your Library

University City Public Library

Camps at UCity Library

- Week long sessions, three hours per day
 - Offered one December camp, spread out over two Saturdays
- Open to ages 12-18, with a cap of 12 campers per camp
- Offering Live Action, Stop Motion Animation, and Green Screen Effects
- Expanding to offer camps to younger campers (8-12)
- Offering a Spring Break camp in March 2019

Stop Motion Studio (cateater.com)



With [Stop Motion Studio](#) you can create stop motion animated movies anywhere instantly on your device. Everything you need is right at your fingertips. No computer needed. It's simple to use, deceptively powerful and insanely fun to play with. Cool themes, titles and sound effects are easy to add, too.

Stop Motion Studio (cateater.com)



Stop Motion Studio has these features:

- Overlay mode to show you the differences between frames for precise control
- Grid mode to position animated objects more easily
- Ability to use the volume button on your device to capture images
- Integrated movie editor with frame-by-frame preview at different speeds
- Cut, copy, paste, delete and insert frames at any position
- Automatically capture frames with an adjustable time interval feature
- Zoom in and out on the timeline view so you never get lost, even if you have hundreds of frames
- Fade your movie in or out for a professional look

Stop Motion Studio (cateater.com)

Available for iOS and Android

Free, or \$4.99 to unlock all features (strongly recommended)



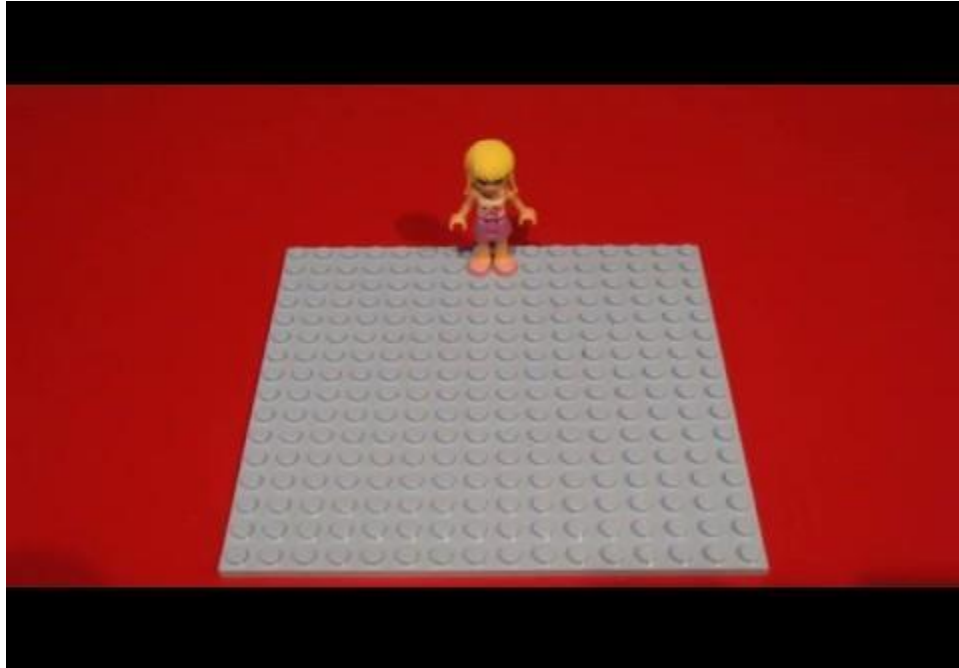
How To Get Started

Materials Needed

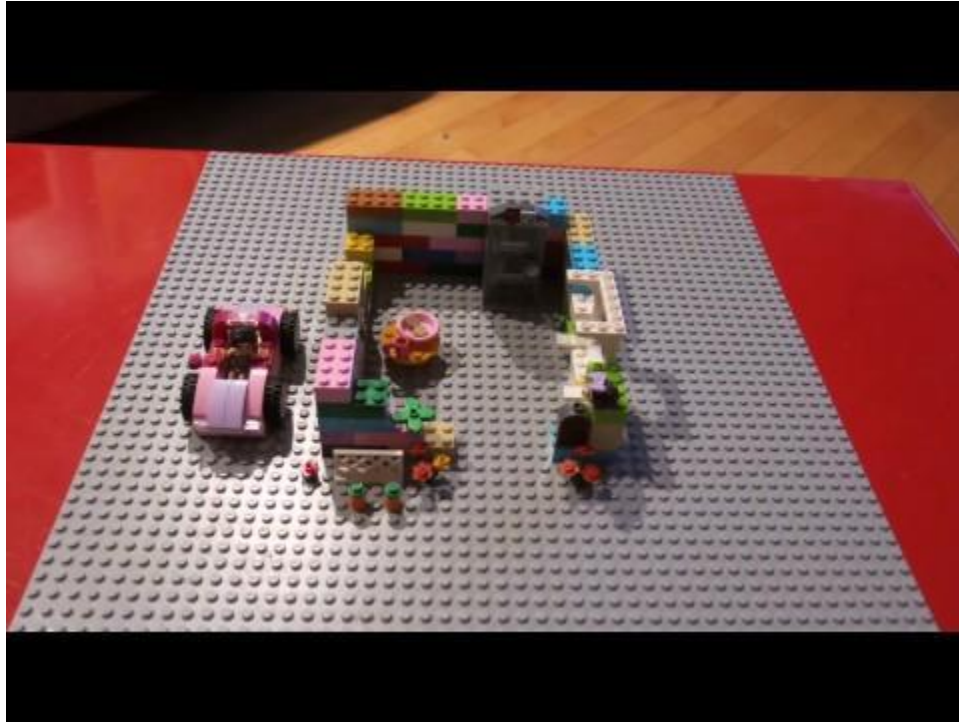
- iPad (or similar tablet)
- Tripod w/iPad holder
- Legos (or Play-Doh, action figures, paper)

How To Get Started

Begin with a basic example



Stop Motion Animation Examples



Stop Motion Animation Examples



Stop Motion Animation Examples



Stop Motion Animation Examples



Stop Motion Animation Examples





**You held a
filmmaking
program...
now what?**



**Showcase the work created by your
participants!**



Hold a film festival



Hold a film festival



Hold a film festival



Invite the filmmakers' families

Provide
POPCORN

Share completed
films on social
media



University City Public Library

Published by Karen Young · July 15, 2018

There are only SIX days left to report for UCPL's Summer Reading Program! If you haven't had a chance to spin our prize wheel yet, don't worry - there's still time! Check out this short film featuring our famous prize wheel, created by one of the attendees at our Stop Motion Film Camp earlier this summer.



158
People Reached

10
Engagements

Boost Post

University City Public Library, Sarah Saffold and Desiree LaBoube Koczan 73 Views

Like

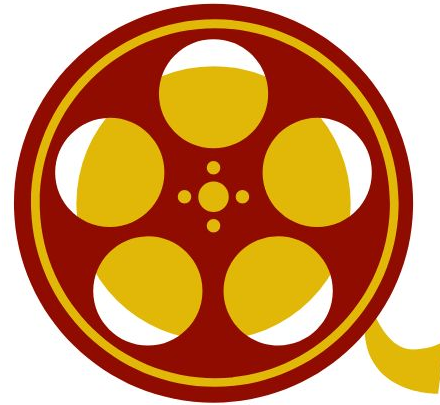
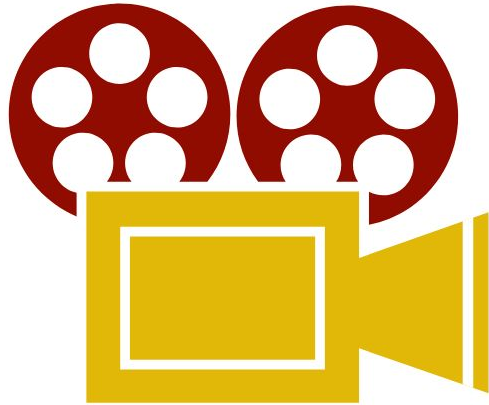
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Share

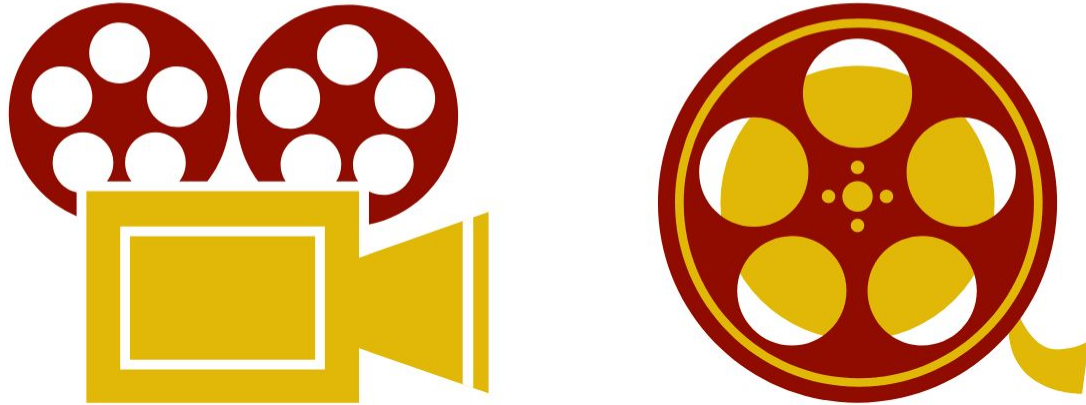


Write a comment...

Why Filmmaking?



Why Filmmaking?



STEAM

Storytelling

**Content
Creation**

Why Filmmaking?



Issues & Advocacy

- [Advocacy & Public Policy](#)
- [Banned Books](#)
- [Equity, Diversity & Inclusion](#)
- [Intellectual Freedom](#)
- [Literacy](#)
- [Privacy](#)
- [Public Awareness](#)

Q&A: Makerspaces, Media Labs and Other Forums for Content Creation in Libraries

Statement of Purpose: This Q&A can be used as a guide by libraries as they create policies for makerspaces or other content creation forums within their facilities. It is not intended to be a template for such policies but rather a source for answers to questions that are likely to be asked as libraries formulate content creation policies. This document should not be construed as legal advice but may serve as insight as to when a library may need to seek legal advice.

Is a library really an appropriate space for hands on creative activities?

Historically libraries have often included in their functions the creation, as well as the preservation and dissemination, of content in many different formats. Libraries have supported and encouraged scholars, writers, inventors, artists and artisans, and provided study rooms, carrels, meeting, exhibit and performance spaces, as well as tools and equipment for individual and group use.

Providing 3D printers and other tools and technology in makerspaces, tech labs, STEM (Science, Technology, Engineering, and Math) or STEAM (Science, Technology, Engineering, Arts, and Math) labs, media labs, exhibit and performance venues, as well as other physical and virtual spaces for creative endeavors, is only the latest manifestation of the library's natural role in encouraging and facilitating the creativity and ingenuity of its community of users.

How does the public forum concept under the First Amendment apply to makerspaces, media labs and virtual spaces in libraries?



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Any questions?