Funded by the European Union

Erasmus+ Project "Climate is Changing, What About Us?" Task: 3D Modelling for Stop Motion Animation

Task Overview

As part of our Erasmus project, you will work to design and 3D model tools for creating a stop motion animation.

You will create:

- A background holder (to support the animation scene).
- A phone holder (to keep the camera steady while filming).

After designing, you will 3D print, assemble, and test your models by filming a short stop motion sequence.

Instructions

1. Brainstorm & Sketch
    - Plan how your holders will look and function.
2. 3D Model Your Designs
    - Background holder: at least 30 cm × 18 cm × 17 cm.
    - Phone holder: stable and adjustable for filming.
    - Additional guidelines:
        - The holders can be assembled from several parts.
        - Include a system or method for attaching a background (e.g., clips, slots, or hooks).
3. Optimize for Printing
    - Use as little plastic as possible while keeping the design strong.
    - Export in a suitable file format (e.g., STL).
4. Print & Assemble
    - 3D print your models and put them together.
5. Test in Practice
    - Ensure they can hold the background and phone securely.
    - Try out your holders by filming a short stop motion test scene.

Additional Suggestions (Optional)

- Add adjustability (e.g., background angle, phone height).
- Consider modular design – easy to disassemble and transport.
- Test with different phone sizes or background materials (paper, cardboard, fabric).
- Think about reusability: could the holder also work for other classroom projects (photography, presentations)?

Tools for 3D modeling

- Fusion 360
- Tinkercad.com
- SketchUp

Evaluation Criteria

- Stability & Functionality – Does it work well in practice?
- Efficient Use of Material – Is the design smart and eco-friendly?
- Creativity & Innovation – Does it have original, practical features?
- Suitability for Stop Motion – Does it support filming smoothly?