



STOP-MOTION CHARACTER ANIMATION A 6-week Continuing Education Course

Génération(s) Start Motion, led by **Films en Bretagne** in partnership with the **European School of Art of Brittany (EESAB)**, is an ambitious training project covering initial, continuing, and professional education. Its goal is to strengthen and significantly renew the human resources in stop-motion animation in France, while supporting a cross-disciplinary and transformative adoption of new technologies.

The project is accompanied by 4 complementary projects: the "**Green Puppet Lab**" (applied research on materials, health, environment, and circularity), **Media Literacy activities**, an **Artist Residency programme**, and an **Applied Observatory**.

Génération(s) Start Motion is co-funded by the **Caisse des Dépôts** and the **Centre National du Cinéma et de l'Image Animée**, following the **France 2030 - La Grande Fabrique de l'Image** call for projects.

As part of the **Training** component, and in addition to the **National Arts Diploma in Stop-Motion Animation run by EESAB**, **Films en Bretagne** is launching a new cycle of continuing and professional training programs in 2025.

The stop-motion character animation continuing education programme aims to train recent graduates / new professionals in animation filmmaking at the level of assistant animators, enabling them to fully integrate stop-motion film and series production teams upon completion.

It consists of 5 modules covering all aspects of the stop-motion animator profession (stop-motion fundamentals, weight, walking/running, physical acting, interactions, subtle body acting, lip-sync and facial animation, emotions, and much more).

At the end of the training, participants will have produced enough animation to create a new demo reel for job applications.

Learning Objectives:

- Mastering the fundamentals of stop-motion animation
- Full-body action animation
- Advanced animation
- Facial animation and lip-sync
- Body language - animating emotions: creating a believable performance
- Throughout the course: building a new showreel

Teaching Methods:

The training modules will combine a small theoretical component (one 1h30 session per day) with a strong practical component (varied exercises increasing in complexity throughout the course).

Since several of the instructors are English-speaking and, in order to promote English learning among our French participants while also welcoming non-French-speaking international participants, **this course will be taught in English.**

Lead Instructor:

Christophe Peladan (*Orgiastic Hyper-Plastic, The Pirates! Band of Misfits, So You Want to Be a Pirate!, Max & Co..*)

Other Instructors:

Chris Tichborne (*Beetlejuice Beetlejuice, The House, Fantastic Mr Fox, Coraline...*)

Julia Peguet (*Dimitri, The Pirates! Band of Misfits, Shaun the Sheep, Creature Comforts...*)

Julianna Cox (*A Tale Dark & Grimm, Shaun the Sheep, Creature, Coraline, Creature Comforts*)

Lecturer:

Payton Curtis (*Guillermo del Toro's Pinocchio, ParaNorman, Fantastic Mr Fox, Coraline...*)

Target Audience: Recent graduates / new stop-motion technical professionals, 2D or 3D animators.

Prerequisites: Candidates must be recent graduates or professionals in the audiovisual or cinema industry with basic knowledge and beginner-level experience in stop-motion, 2D, or 3D animation.

Total Duration: 6 weeks

Dates: July 15 to August 29, 2025 (break from August 11 to 15)

Location: Training organised by Films en Bretagne at EESAB Lorient facilities

Price: €5,880 incl. VAT (€24.5/hour)

Training costs may be covered by AFDAS, another OPCO, or France Travail.

France 2030 scholarships may be granted to trainees without OPCO or France Travail funding, as well as to international participants. Applications will be reviewed on a case-by-case basis.

Meals and accommodation are the responsibility of the trainee. Accommodation and meal costs may be reimbursed by the training funder; consult your advisor for details.

Evaluation of Learning Outcomes:

Self-assessment by trainees at the beginning of the course. Regular check-ins with instructors throughout the training. Final self-assessment in collaboration with instructors and the training organisation

Application Requirements: Downloadable form below + motivation letter + CV + demo reel

Application Deadline: Before May 15, 2025

Response Time: 6 working days after the application deadline

Number of Participants: 6 to 8

Equipment: A complete animation set and animation station and a Sticky Bones puppet per participant

Detailed Programme

MODULE I - Introduction to Animating in Volume - Week 1

The purpose of this module is to ease the students into the bulk of the course by helping them acquire/refresh the foundational skills they will later rely upon to develop their animation craft. These basic skills are both the theoretical and technical knowledge required to get comfortably on the way to acquiring more and more complex skills throughout the course.

- Technology and equipment orientation (DragonFrame - rig - camera - light/tripods)
- Stop motion basics (history - bouncing ball)
- Animating in depth
- 12 vs 24 fps
- Holding/handling the puppet
- Importance of posing
- Working with video reference

MODULE II - Full Body Action Animation - Week 2

With the basics in place, this second module will teach you how to bring your puppet to life in an efficient manner. We will learn the foundational elements on which you will build your animation and later on add the micro details that will make it shine.

The module will culminate in an animation to incorporate in your showreel.

- Full body animation
- Stillness and motion: focusing on timing and rhythm in a scene
- Keeping the puppet alive
- Animating pose to pose
- Walk cycles 1
- Hair, etc...

MODULE III - Advanced Animation - Week 3

This module is geared towards developing the physicality and believability of your animation, and to start exploring the uniqueness of your character as well as your own personal style. This module will also result in an animation for your showreel.

- Blocking
- Interactions
- Secondary actions

- Importance of weight
- Walk cycles 2, running and secondary actions

MODULE IV - Lip-Synch and Facial Animation - Week 4

Module 4 is designed to delve into the small details of the face. We will work with pre-existing dialogue lines and learn how all the elements of the face react to the dialogue itself and how they interact with each other.

- The eyes block
- Animating sounds - form of sounds
- Lip Sync in conjunction with other facial features
- Importance of hands

MODULE V - Body Language - Animating Emotions: How to Create a Believable Performance - Week 5 & 6

This last module will focus on emotion and story rather than technique and explore the various ways to develop and express what is essential to the feeling of a scene.

- Basic shapes with personality
- Conveying emotions without dialogue. pauses and rhythm...
- Body language, according to the character's psychology and goals
- Slapstick vs Realistic animation (exaggeration - amplitude)