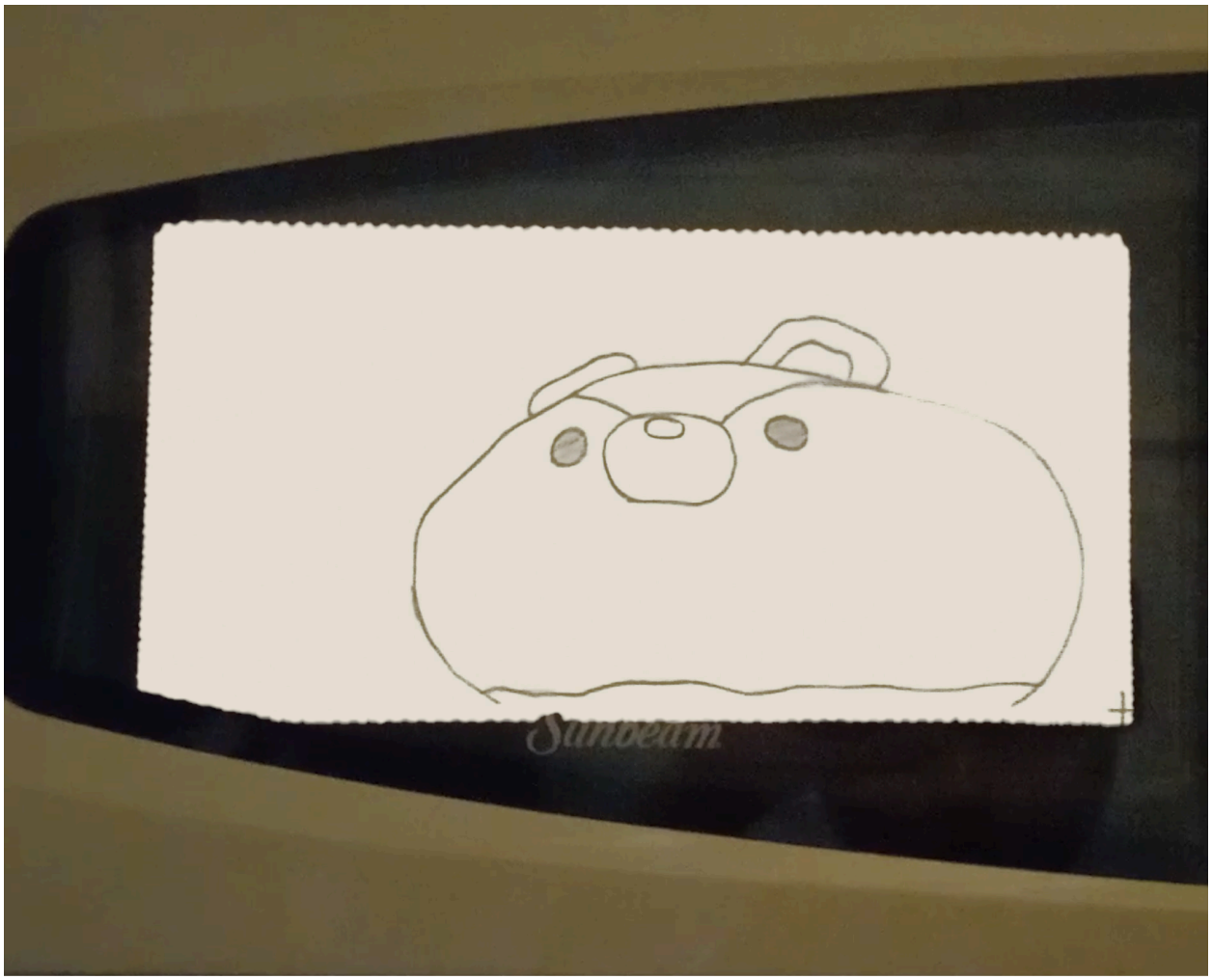
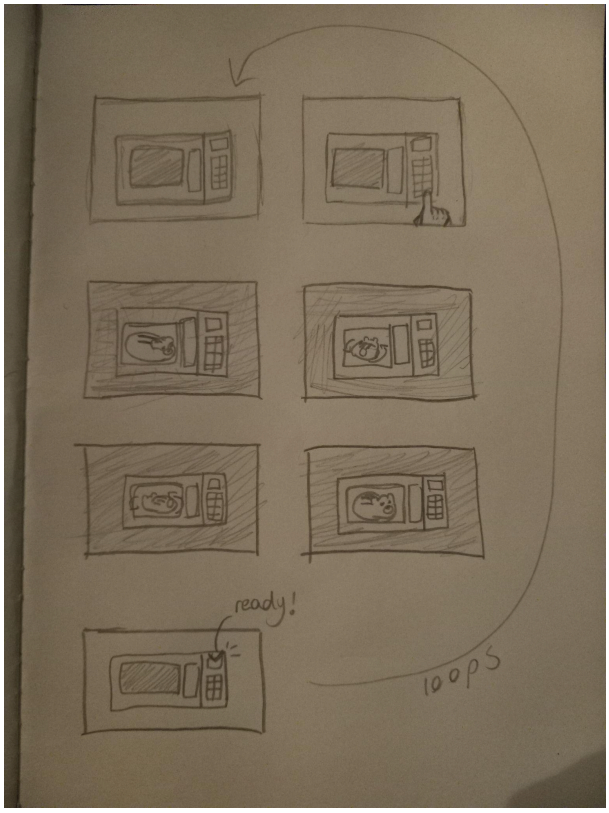
Microwaving Chip the Chipmunk: Rotoscoping Animation



This project was intended to experiment with rotoscoping techniques. While the assignment and tutorial outlines were focused on modern rotoscoping effects, I decided, as an illustrator, to tackle traditional rotoscoping in analog frame-by-frame animation.

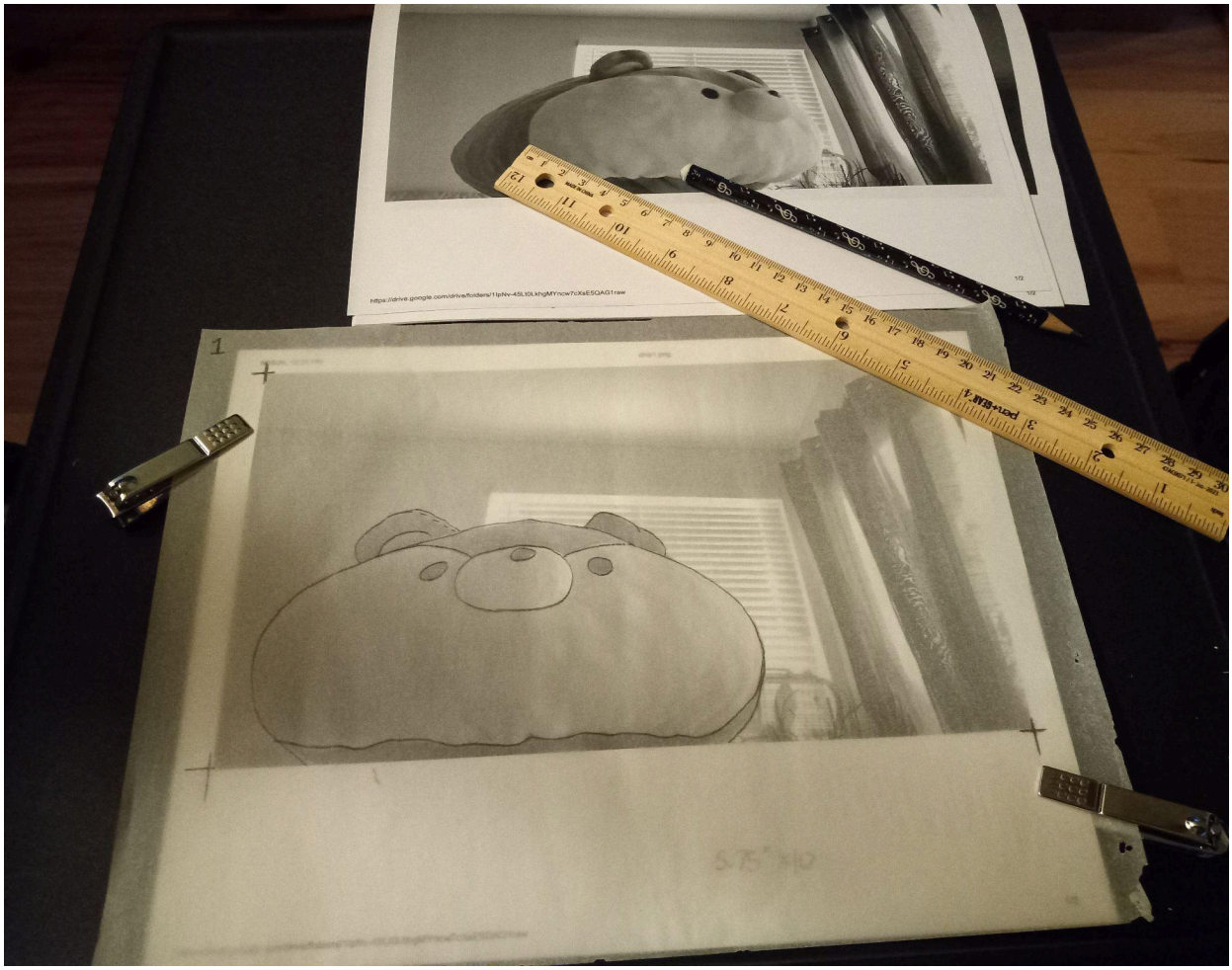
The video I created is a combination of analog and digital elements that depict a chipmunk stuffed animal getting microwaved (a friendly, running joke about my friend's stuffed animal that I consistently put in dire situations). The original video that was rotoscoped is my friend lifting the stuffed animal above his head and trying to smoothly rotate him around. In order to trace that video in an analog way, I printed out keyframes (every fourth frame, including the first frame, were all the ones traced), went over them with tracing paper, transferred them to regular paper, and then drew tween frames with tracing paper as well.



Original sketch storyboard

I drew a total of 29 frames by hand (for 8 frames per second) and scanned each one to place in adobe premiere pro. For the microwave, I took a picture on my own microwave, cut out the window to turn it into a transparent border, and placed a layer in between both the microwave and analog frames that is a partially transparent yellow rectangle to imitate the microwave light.

I'm really proud of how this turned out, especially with all of the time and effort that went into it. I had never done frame-by-frame animation before, and I am quite happy with how my tween frames turned out. I got used to the analog animation process as I went on, it was very rhythmic and meditative. I would totally do this again for another short animation, perhaps something with a bit more interesting movement and maybe utilizing squash and stretch techniques.



My rotoscoping process (I forgot to purchase paper clips so I improvised with nail clippers)