

IOWA

Angela Looney (she/her/hers)

-CLAS Production Unit Manager

-Adjunct Instructor Journalism and Mass Communications

-DITV Coach

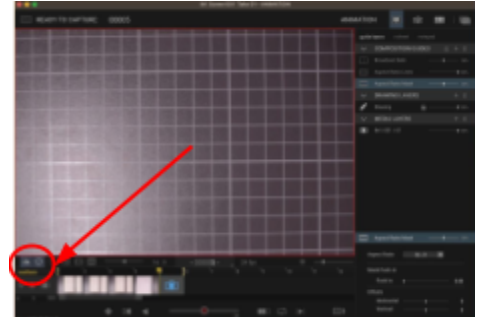
(319) 335-0583

angela-looney@uiowa.edu

Workstations

- Please do not move the workstations. There is a button within *Dragonframe* that lets you flip the camera in any direction, without having to adjust the entire station. Simply click on view → orientation → and then select your preferred setting...
- There are two adjustable Kaiser lights on each side of the workstation. Failure to use them will result in poor lighting, inconsistent animations, and improper white balance and they do not cause glare.
- When animating with cutouts, it is highly recommended to make the figures as large as possible with the heaviest paper. Smaller images will make it more difficult to adjust the animation. Additionally, flimsier paper will make it more challenging to make individual movements; one wrong move, and the entire image will be off-centered.
- If paper cutouts aren't working, 2D clay sculptures are a fantastic alternative; they're easy to work with, malleable, and the image isn't jeopardized by small adjustments. However, please remember to clean and sanitize your workstation once you're done using it. If you need cleaning supplies, please contact the Production Unit for assistance.
- Please do not draw/paint/color on the workstations themselves. If you accidentally get some permanent marker on the surface of the stand, it will be incredibly hard to remove. Please contact the Production Unit to help with cleanup.

*Research conducted by Isaac Morehead, *Cinema 2024*



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“Lotte Box “ in 221B-Studio B

- You will need to reserve the space at <https://clas.uiowa.edu/produnit/reservations/reserving-studio-space> as well as reserve the laptop to be used with the stand and Check@Uiowa.edu. Make sure you schedule a pick up time go here for scheduling: <https://app.acuityscheduling.com/schedule.php?owner=19781598>
 - Arrange a time with Angela Looney angela-looney@uiowa.edu or Randy Schildmeyer randal-schildmeyer@uiowa.edu before using “Lotte” in order to go over operational procedures.
 - To begin animating, connect the USB cable attached to the Lotte Box and plug it into the specified laptop. From there, make sure the camera is turned on, load up *Dragonframe*, and you can begin animating.
 - Make sure to use the black cardboard to block out any light/unused space. The black not only diffuses the lights from above, but also prevents light from leaking in from below. Failure to do so will result in an overexposed and glare-filled image.
 - Please remember to turn everything off once you’re done.
 - Be careful around the glass; wrong footing placement can cause one to break the glass and fall through, which would cost a minimum of \$300 to fix the glass or more.
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Wacom Drawing Tablet & Pen

- Available at Checkout@Uiowa.edu
- Go to Acuity Scheduler to arrange pick up time for the tablet & pen:
<https://app.acuityscheduling.com/schedule.php?owner=19781598>
 - Wacom Intuos S Tablet (CTL-4100), Pen with 4 Nibs (3 inside pen body, 1 installed), USB Cable, Pouch
- If you're not using the tablet on a school computer, you're going to need to install the driver onto your device. Simply click the link below, follow the instructions, and plug in the cable. Here's a link to the website to install the driver (free download). Make sure you find the correct driver for the correct tablet (it will say which kind of tablet it is on the back of the device).

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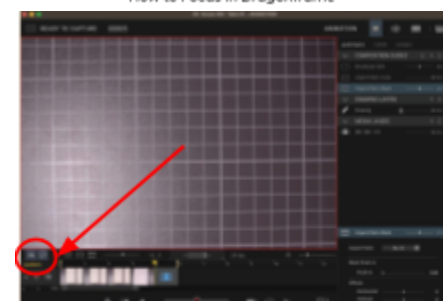
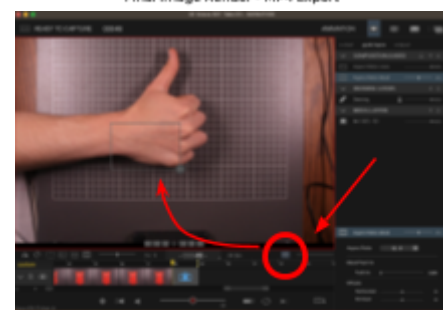
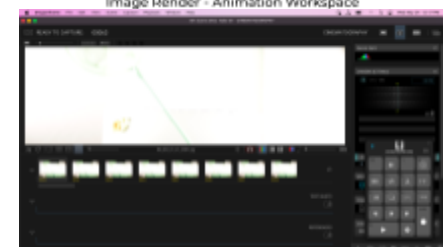
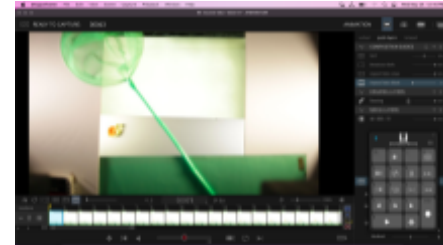
Dragonframe

- *Dragonframe* has three primary workstations: animation, cinematography, and audio. It is highly recommended that you go into cinematography mode before starting any animations, in order to adjust the exposure and white balance. In contrast to the focus, the white balance/exposure is primarily adjusted within *Dragonframe* itself. It is crucial that you adjust this before animating, in order to prevent your animations from being under/overexposed. There are differences between the animation image and the cinematography image. The animation images are not reflective of the final product, and while they might look well-lit, when exported they can sometimes be wildly under/overexposed. The exports are taken from the cinematography workspace, so it's crucial to make sure the images are well-lit and exposed within the cinematography workspace before beginning to animate. As far as exposure settings go, they operate very similarly to a traditional camera, so it's up to the user to experiment and figure out what exposure works best for an image project.
- In order to produce quality HD images, adjust the focus on the camera itself, not through *Dragonframe*. There is a focus bar within *Dragonframe*; however, this just zooms into the image to ensure that it's in focus. There is no way to adjust the focus manually from within *Dragonframe*.

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How to Flip Camera in Dragonframe

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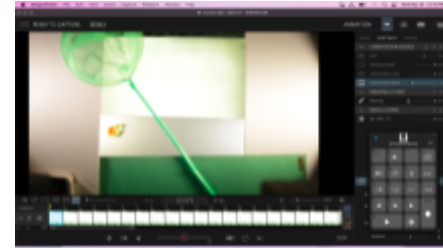
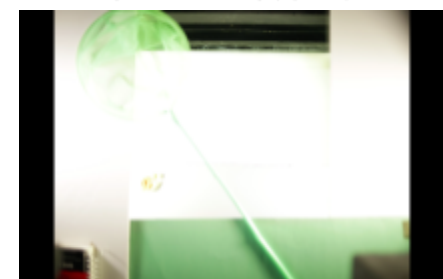


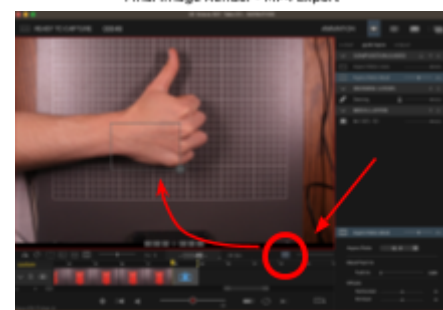
Image Render - Animation Workspace



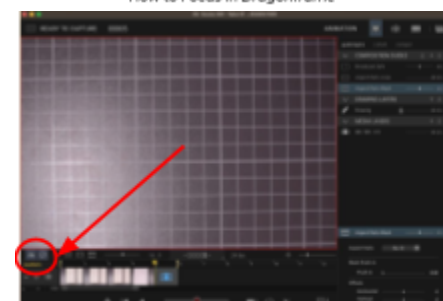
Image Render - Cinematography Workspace



Final Image Render - MP4 Export



How to Focus in Dragonframe



How to Flip Camera in Dragonframe

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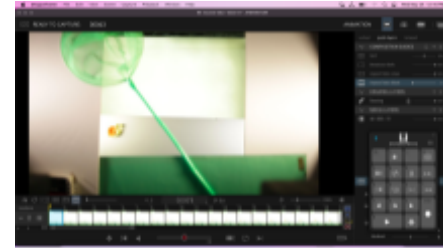


Image Render - Animation Workspace

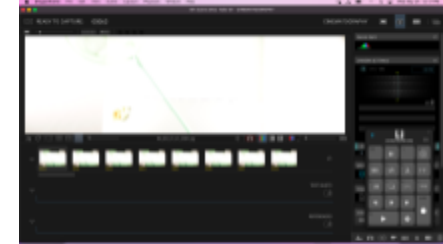
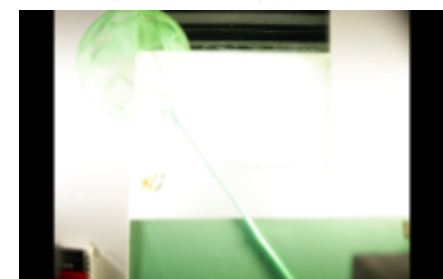
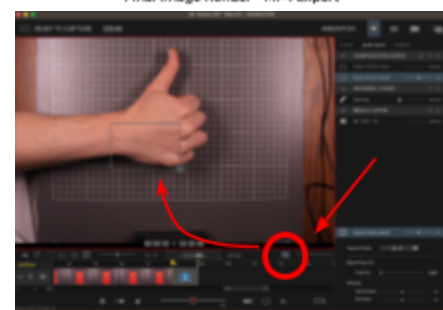


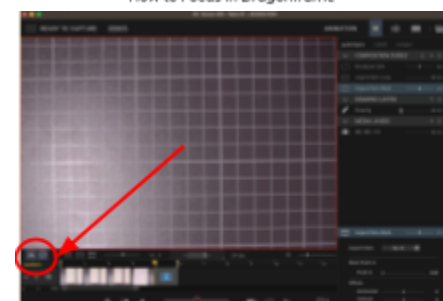
Image Render - Cinematography Workspace



Final Image Render - MP4 Export



How to Focus in Dragonframe



How to Flip Camera in Dragonframe