

WORKSHOP PROJECT SHEET

Anno Accademico / Academic Year 2025/2026

Titolo Workshop / Workshop title:

STOP MOTION LAB - From puppet to animation

A cura di / By:

Proposed by: Fabrizio Dell'Arno

Entrepreneur: Isabel Wiegand

Indirizzato a / Intended audience:

To all students

Partecipanti / Participants

MIN 12 - MAX 16

Requisiti richiesti / Requirements Required

- Smartphone (Android or iOS) with the free version of the app Stop Motion Studio installed.
- No previous knowledge required.
- English Language

Durata e Crediti / Duration and Credits:

30 hours – 2 FC

Periodo di svolgimento / Course period:

13/17 October 2025

Giorni, orari ed aule di svolgimento / Days, times and classrooms:

Monday 13 October from 9.00 to 16.00 (1hour lunch)

Tuesday 14 October from 9.00 to 16.00 (1hour lunch)

Wednesday 15 October from 9.00 to 16.00 (1hour lunch)

Thursday 16 October from 9.00 to 16.00 (1hour lunch)

Friday 17 October from 9.00 to 16.00 (1hour lunch)

RUFA AUSONI – AULA A04

Mod. 05-11-B - Rev. 0 del 10-01-2018

Breve descrizione / Short description:

This workshop is designed to introduce students to the fundamental principles of stop-motion animation through a complete hands-on experience.

The course starts with an introduction to stop motion and a brief overview of techniques. Students will then move into puppet making, building a basic humanoid puppet using aluminium wire, epoxy, foam, and coloured latex, with felt for hair. Each puppet will include a simple rig, also made with aluminum and epoxy.

After this, students will explore basic animation exercises with plasticine and learn to use Stop Motion Studio, a user-friendly app available in a free version for smartphones. Each participant is required to use their own smartphone for shooting and editing their animation. With their handmade puppets, students will practice movement, timing, and performance, gradually leading up to the creation of a 15–20 second short animation.

The goal is to provide participants with both technical knowledge and practical skills to understand the essentials of puppet building and stop-motion performance in a compact, intensive format.

Day 1

- Introduction to stop-motion: fundamental principles and main techniques
- Overview of materials and tools
- Armature construction (aluminum wire + epoxy) – start

Day 2

- Armature construction – completion and drying
- Rig construction (aluminum + epoxy) – start and drying
- Introductory animation exercises with plasticine

Day 3

- Puppet padding (foam)
- Puppet coating with coloured latex
- Adding details (felt hair, colours and finishing touches)

Day 4

- Introduction to Stop Motion Studio (smartphone app, free version)
- Basic animation principles: timing, spacing, acting
- Animation exercises with student-built puppets

Day 5

- Final project: 15–20 second stop-motion animation with student puppet
- Option to include additional props or elements
- Export and presentation of final works

Short Biography:

Born in 1992, Isabel Wiegand developed an interest in stop-motion animation during her Sculpture studies at RUFA, graduating in 2017. She furthered her skills with a master's in stop-motion animation at BAU, Barcelona. Her short film *Unraveled* (2019), produced at BAU, won awards and was selected for festivals including Annecy and Raindance in 2020.

In 2018, she co-founded Fantasmagorie Studio in Rome, where she worked as a director, animator, and puppet maker until 2023. Since then, she has been working as a freelance stop-motion artist, continuing her practice as a puppet maker and animator on a wide range of projects, including short films, music videos, and advertising.

She also teaches stop-motion workshops at institutions such as Accademia Griffith and ITS Academy Roberto Rossellini.