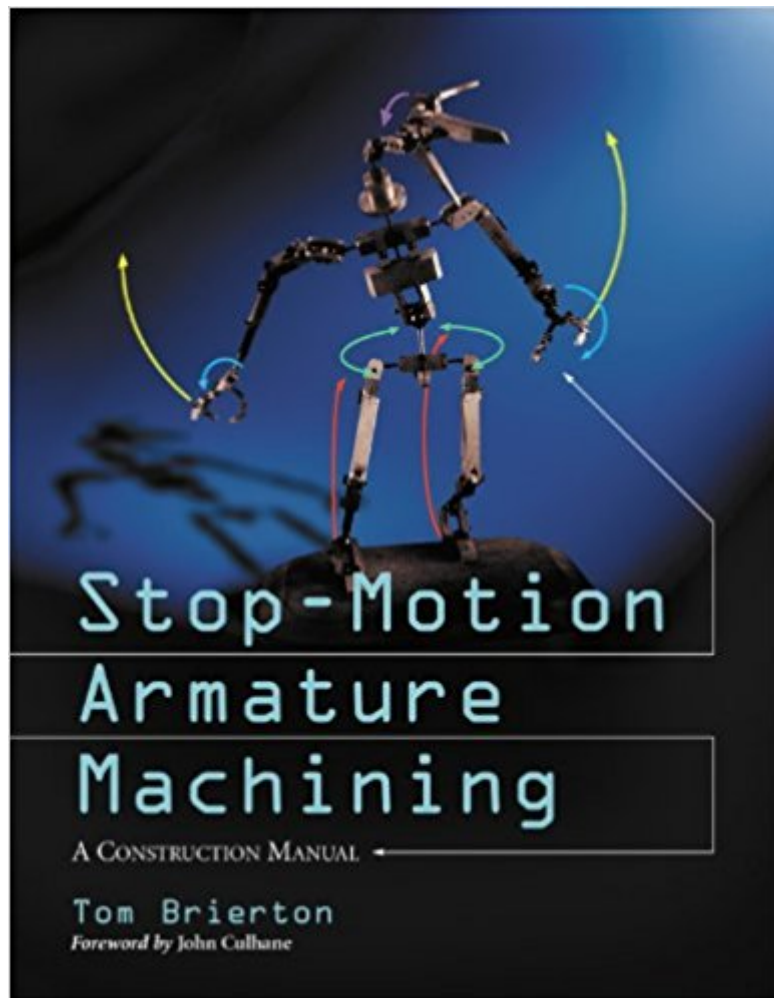




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Stop-Motion Armature Machining: A Construction Manual



Synopsis

Stop-motion puppet animation is one of the most unusual and demanding art forms in the world. It uses a variety of skills, including design, sculpting, metal work, mold making and casting, taxidermy, filmmaking, storytelling and acting, and can be seen in the simplest commercial spots on television to more complex animated shorts and science fiction and fantasy feature films. This work, with over 200 photographs and illustrations, demonstrates the construction of armatures for film industry stop-motion puppets and the technical aspects of how to machine metal into the desired shape. It describes in detail the milling machine and the metal lathe, the two main tools used in constructing the armature, other cutting tools, and how the anatomical makeup of the puppet determines the armature design. The book then examines the six main types of joints used in armature construction: the sandwich plate ball-and-socket joint, the ball-and-socket collet joint, the step-block ball-and-socket joint, the swivel joint, the hinge joint, and the universal joint. Also described are the different types of metals used in armature construction.

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Customer Reviews

Shows you what you need to know to design and construct high-quality stop-motion armatures using a mill and other machinists' tools. I have not yet tried to make one, but I feel confident that I can following the instructions included here.

This book explains how to machine the most common joints. Detailed instructions accompany shop drawings for each joint type. The author also covers advanced universal joints. The book assumes you have access to a lathe and mill. I believe the author uses Sherline equipment to demonstrate his work. Recommended for anyone who is interested in creating professional-quality armatures and also wants to learn machining basics.

First I'll state that as a shop manual the information contained within this book is great and indispensable. The author clearly describes the processes and tools needed to build stop motion armatures. What is disappointing is the quality of the book itself. I have a few books for which I have paid fifty dollars for (The Illusion of Life: Disney Animation, Ray Harryhausen: An Animated Life, Industrial Light and Magic: The Art of Special Effects) and I have never had buyers remorse. The same cannot be said here. The cover belies the interior quality. This book is approximately one quarter inch thick with poor quality paper stock which I can only describe as better than a child's coloring book. All of the photographs are black and white. Many are extremely grainy with contrast that is too high and resolution so poor that it is hard to see what is being described accurately (See figures 2-10, 3-4, 3-5, 3-10, 4-9, 4-10, 4-13 as examples). Not what I expected at this price point. The same information also applies to Stop-Motion Puppet Sculpting. I strongly suggest you either buy used or take what I have written into consideration before purchasing new.

Good book, lots of useful detail unfortunately the photographs are not up to the quality of the information. I would recommend the book with that reservation.

This book is a little pricey but for what you learn is priceless, my Stop-Motion Armature have gone to the next level. As we all know, a good Armature is well over 300 dollars, just for one, so you do the math.

Great intro to building armatures. Goes over the machining in great detail. Awesome for a beginner machinist like myself. Great job.

I was impressed with the information. Way better than the other reviews led me to believe. Pictures are decent. I still need to put it in practice.

This book has much less information than anticipated. It's still helpful and as a kindle download can be referenced on my phone.

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