

00:59:32:24 CAT: How things are made
00:59:36:17 Item: Plasticine animation

00:59:37:13 Produced by: IBA Israel
00:59:43:02 Duration: 00:04:25

01:00:03:17 This is my dad Rony.
01:00:07:01 He's an animator.

01:00:07:04 Animators make
01:00:10:20 animated films.

01:00:10:22 My dad makes animated films
01:00:14:07 with plasticine.

01:00:14:09 It's a real miracle,
01:00:18:02 a tiny creation of the world.

01:00:24:17 We start off
01:00:29:06 with an uncluttered table.

01:00:29:23 But we end up with
01:00:34:15 an entire living, vibrant world.

01:00:36:16 How does this magic
01:00:40:00 come to be?

01:00:40:07 This my dad knows
01:00:43:12 better than anyone else.

01:00:44:04 My dad says that to make
01:00:48:05 a film in animation,

01:00:48:07 you need a story.
01:00:52:21 Sometimes he makes the story up,

01:00:52:24 and sometimes he takes
01:00:58:03 a fable or a fairy tale.

01:00:58:06 Then he becomes
01:01:03:23 an illustrator.

01:01:04:00 He starts visualizing
01:01:08:18 the characters and places

01:01:08:20 and draws them on paper.
01:01:11;19
01;01:12:10 My dad calls this
01;01:15:20 "the film's comics",

01:01:15:21 the drawings he'll base
01:01:20:01 his characters on.

01:01:25:19 That in fact is the next stage -
01:01:29:14 designing figures in plasticine.

01:01:34:05 How does he do it? How does he
01:01:38:07 make these figures?

01:01:38:11 If you want to know
01:01:41:14 how it's done,

01:01:41:17 listen up and you'll see
01:01:43:24 how simple it is.

01:01:46:01 The secret of
01:01:48:24 plasticine figures is

01:01:49:03 that they're all made up
01:01:52:15 of three simple forms:

01:01:54:24 Balls, sausages
01:01:59:07 and round pocket bread.

01:02:00:00 With these simple forms
01:02:03:13 you can create animals

01:02:03:14 and all kinds of objects.
01:02:05:20

01:02:07:21 This is how you make a frog:
01:02:10:07

01:02:10:10 You take pocket bread
01:02:13:14 and form a head,

01:02:13:17 take a sausage and form
01:02:19:02 one leg and then another,

01:02:20:13 take two balls and here are
01:02:23:14 the eyes

01:02:25:22 and you get a frog.
01:02:28:00

01:02:29:03 Next, my dad has to build
01:02:33:09 the scenery for the story.

01:02:33:13 The whole world that
01:02:37:01 surrounds the characters.

01:02:37:05 This can be a forest, a lake,
01:02:41:22 a desert, a palace

01:02:41:24 or anything that fits the story
01:02:45:17 created by the animator.

01:02:46:13 Now we can begin to shoot.
01:02:48:21

01:02:51:19 In animation, to get
01:02:56:10 the characters to move,

01:02:56:13 talk, laugh, sit down
01:02:59:17 and get up,

01:02:59:20 they have to be photographed
01:03:03:05 25 times per second!

01:03:03:14 For example, a character
01:03:07:12 lifting its hand

01:03:07:15 requires 20
01:03:10:11 different drawings.

01:03:10:19 When my dad finishes the single
01:03:14:15 shots and projects the film

01:03:14:18 in a sequence of 25 shots
01:03:18:05 per one second of film,

01:03:18:08 we're under the illusion that
01:03:21:11 the character is moving on screen.

01:03:23:02 Now we only have to create
01:03:26:14 a soundtrack,

01:03:26:17 which means music and
01:03:29:16 background sounds like

01:03:29:19 birds chirping, wind, etc.
01:03:32:04

01:03:35:23 My dad does
01:03:38:12 all these things.

01:03:39:05 He is the writer, the artist,
01:03:43:16 the scenery and lights designer.

01:03:43:19 He also creates the characters,
01:03:47:14 designs the sound and is also

01:03:47:17 the director who decides
01:03:50:14 how the story will be told.

01:03:50:17 At first it seems complicated,
01:03:54:18 but bit by bit

01:03:54:22 you begin to form the
01:03:57:11 characters and you realize

01:03:57:13 it isn't so complicated. I can
01:04:02:13 already make my own figures.

01:04:03:04 Here's one, for example.
01:04:06:18 And another.

01:04:07:24 With my dad I'll try to make
01:04:12:07 a short film of my own

01:04:12:11 and then maybe be an animator
01:04:16:10 and create a world...

01:04:17:03 Just like my dad.
01:04:20:00