



## I. 327 PROJECT FOLDER STRUCTURE

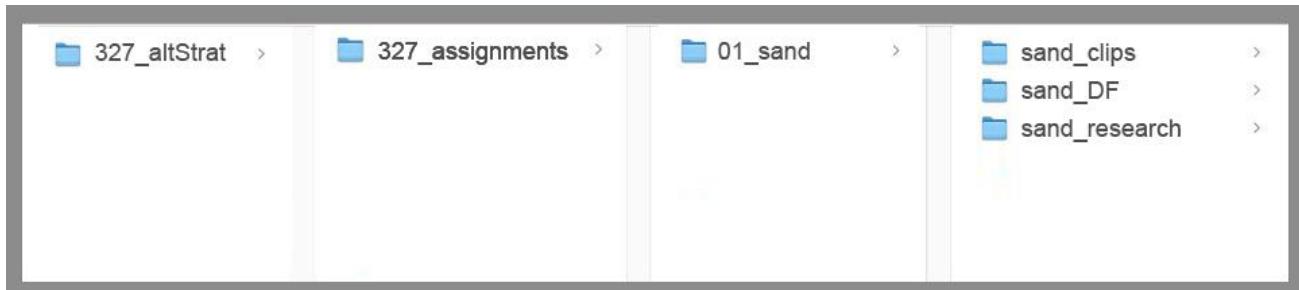
Capturing frames, adding sound, and editing for stop-motion animation/traditional media can quickly become unwieldy even in the simplest of projects. As your projects increase in complexity the unwieldy aspect increases exponentially. The following document outlines a directory structure that will give you creative flexibility while helping to preserve the quality and security of your animation files throughout the entire pipeline.

The more organized you are when you start out the easier things will be later on, especially as your projects become more complex.

1. **Create a Project File Directory for Each Class:** Project File Directory with a parent folder for each class.

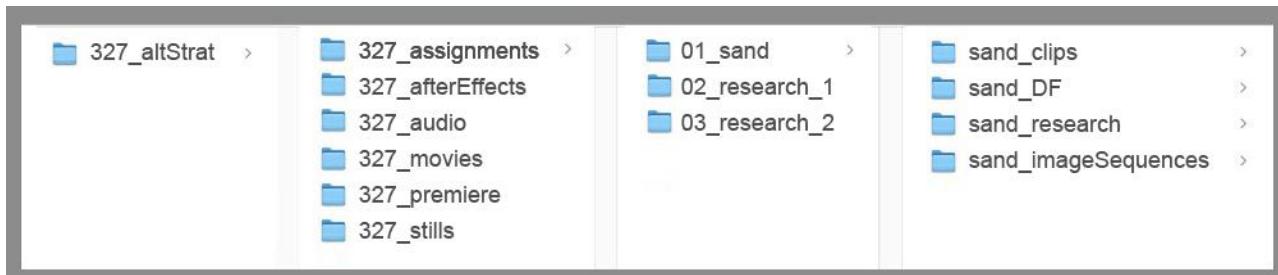


2. **Create Basic Project Folder for each Assignment:** Even before you start working on an assignment, quickly set up a basic file structure so you'll have a place to store all of your digital assets. The folders you begin with should reflect the assets you need for starting your project. For the Stop Motion class, you should begin with something like this:



- **Research Folder:** for storing the images you'll be downloading.
- **DF Folder:** to store your DragonFrame projects once you begin animating.
- **Clips Folder:** to store your original .mp4s and .mov exports from DragonFrame.

**3. Expand Project Subfolders for Post Editing and Sound:** As your project grows, so will the assets you will be working with. The following folders are recommended as you begin processing your stop motion movie clips in Post-Production.



- **After Effects:** As you'll see down the road, After Effects can be a powerful compliment to traditional media.
- **Premiere Folder:** Where you save multiples of your .prproj Premiere files.
- **Audio Folder:** Any sound files for your project including music, SFX, beeps and click tracks.
- **Stills Folder:** You never know when you'll need to import a still image into your final edit.
- **Movies Folder:** Final edited movies with sound. These files get turned in as your final assignment. The best ultimately will get cut into your Promo Reel.