

# Piximatey – Mini-world

## (Perspective & scale)

With Piximatey, you can get started with stop-motion quickly and easily. This beautiful wooden case is packed with equipment, so it only takes a few minutes to set up a scene.



In this lesson, students will create a mini-world and discover how to play with perspective and scale. They will learn how to make something appear big or small and how this affects the image.

### Learning objectives

- Nature and technology
- Artistic orientation
- 21st-century skills:
  - Creative thinking and acting
  - Problem-solving thinking
  - Basic ICT skills

Students learn how perspective works and how they can apply this in a stop-motion film.

### Supplies

- Piximatey Education Animation Studio
- Clay
- Small objects (LEGO, figures, toys)
- Cardboard, paper and craft materials
- Phone or tablet

### Duration and structure of the lesson

Duration: 2 lessons of 45–60 minutes



## 1. Introduction

Explain to the students that they are going to create a mini-world today. Discuss what perspective is. Ask questions such as:

- Why does something close up seem bigger?
- How can you make something look small?

Show examples or demonstrate with your hands or objects how distance affects size.

## 2. The design

Divide the students into groups.

Have each group come up with a mini-world, such as:

- A city
- A jungle
- A fantasy world

Let them think about:

- What is happening in this world?
- Which characters are there?

Develop this into a storyboard with a beginning, middle, and end.



## 3. Experimenting with perspective

Let the students experiment first before they start filming. They discover:

- Closer to the camera = larger
- Further away = smaller

Let them play with:

- The distance
- Heights
- Backgrounds



A small doll can appear large when it is close by; a large object can appear small when it is further away.

## 4. The movie

The students are making their stop-motion film.

Attention:

- Camera remains stationary
- Objects are moved a small amount each time.

Let them consciously experiment with perspective while filming.

For example:

- A giant walking through the city
- A mini-human in a big world

## 5. Conclusion

Watch the videos together.

Discuss:

- What looks big or small?
- How did they do that?

Let students reflect on their choices.

### Perspective in focus

By changing the distance, you can make something appear large or small.

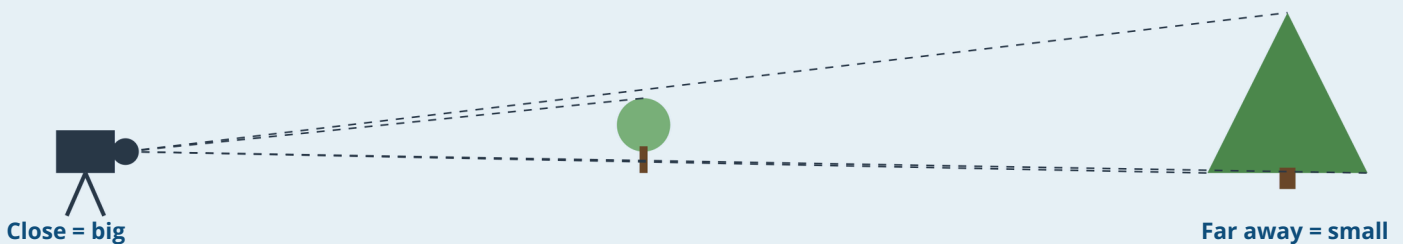


Close = big



Far away = small

### This is how perspective works



### Extra options

- Combine with optical illusions
- Create a “giant world”
- Make objects change size

### Theory – Perspective

Perspective means how you see things from a certain position.

In film and photography, perspective is used to:

- to create depth
- Influence size
- To make stories more exciting