


Animation as visual effect



 Module II

 Course
Animation

 Topic
History and
legacy of
animation

 Lesson I

Activity

- **Short Description:** Students will make a flipbook, a trick with paper which generates the sensation of movement. Creation of a simple animation.
- **Methodology:** Inductive Learning
- **Duration:** 2h
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** Individual
- **Classroom / House:** Classroom
- **What do we need to do this activity?**
 - **Other resources** paper and pencil, a notepad or notebook that you can flip the corner to generate this visual effect.

Description

- **Text description:** Make a flip book on several sheets of paper to try to understand the effect it causes on the eyes



- **Illustration:** https://www.youtube.com/watch?v=JVzf9rtgf9Y&ab_channel=Andymation

Instructions

1. Conceive the idea of a simple animation of 1 to 2 seconds
2. Draw a simple movement sheet by sheet
3. Present it to the teacher and classmates

Expected outcomes

Understand that many drawings at a constant speed make a simple animation

DIGICOMP (Competences developed): 1.1 Browsing, searching and filtering data, information and digital content.

ENTRECOMP (Competences developed): 3.5. Learning through experience.

Example (when necessary):

https://www.youtube.com/watch?v=JVzf9rtgf9Y&ab_channel=Andymation

https://www.youtube.com/watch?v=iExiCGV7jzl&ab_channel=Howcast

