Animation Movements

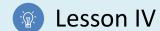




Module II







Activity

- **Short Description**: In groups, make a simple animation with objects reals to see how the movements can be distorted to give the feeling of vitality.
- Methodology: Project-based learning.
- Duration: 1h
- Difficulty (high medium low): medium
- Individual / Team: team
- Classroom / House: Classroom/house
- What do we need to do this activity?
 - Hardware: Camera
 - **Software:** any editing software such as flimora, vsdc, movie maker, openshot or another.
 - Other resources







Description

- Text description: Make an animation with real objects to generate other types of movements
- https://www.youtube.com/watch?v=mjVnb8wx7ss&ab_channel=GrantStephens

Instructions

- 1. Come up with the idea for an animation.
- 2. Take photos to cut and edit them and generate movements that express another type of animated movement.
- 3. Edit the images to generate movement.
- 4. Share the animation with classmates.

Expected outcomes

- Understand how movement speaks more about objects than the objects themselves.
- Understand how movement speaks more about the reality and volume of objects than the actual registration of them.
- Check how a story can be told with other movements.

This activity can be used in other (module, course, topic, lesson):

Module, Course, Topic, Lesson

DIGICOMP (Competences developed): 5.2 Identifying needs and technological responses

ENTRECOMP (Competences developed): 3.5. Learning through experience





