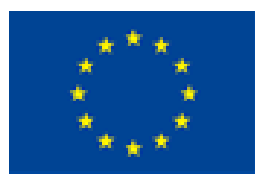


Module II. Technical

Animation Course

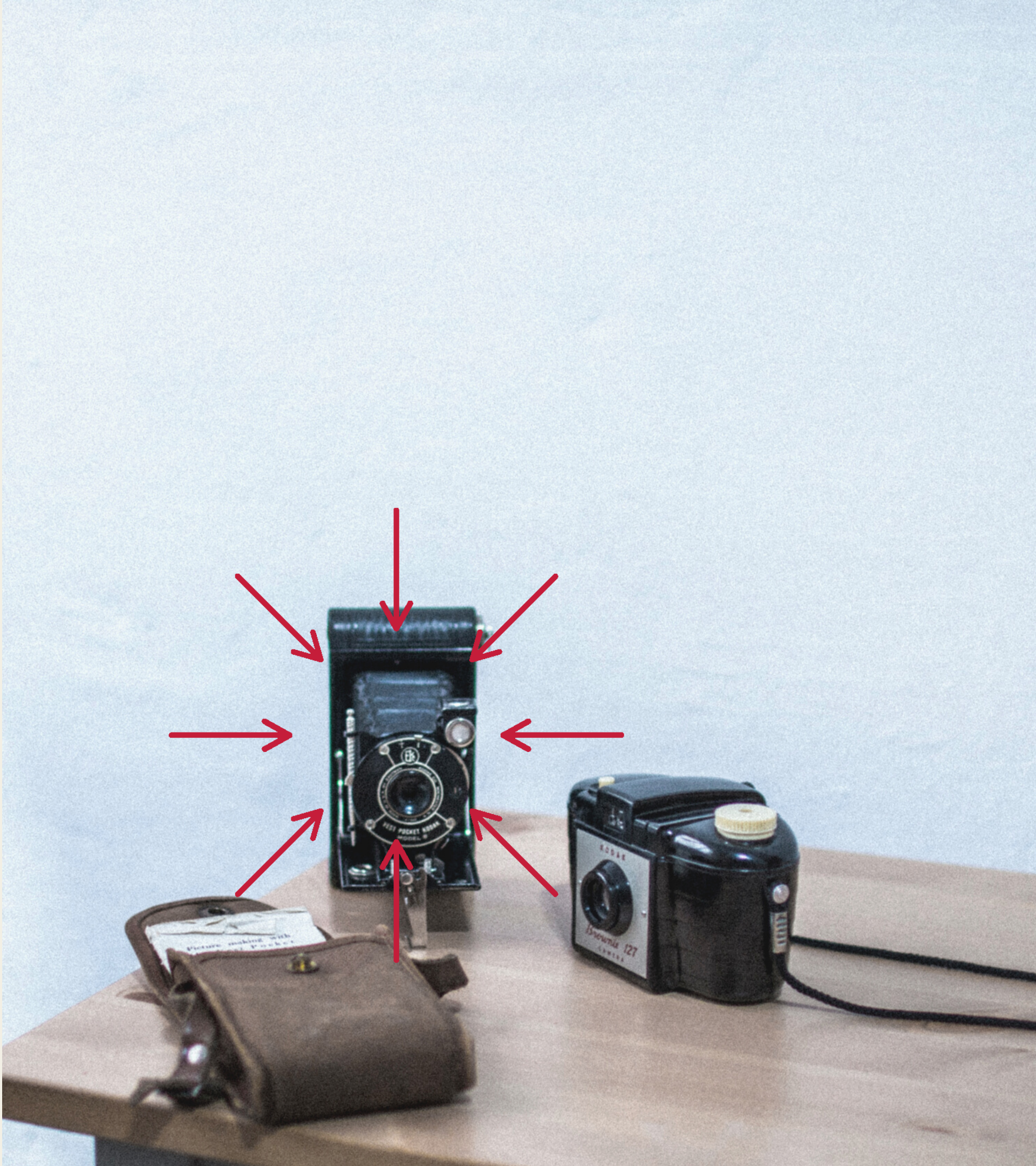
Topic 1. History and legacy of animation

Activity T1.L3.1. Different Short Films

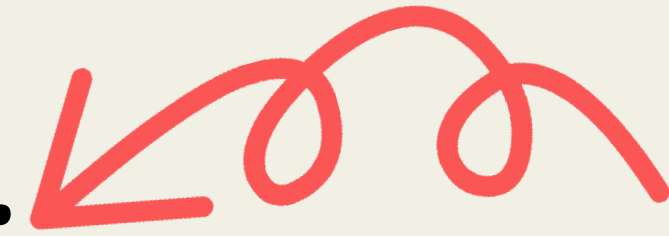


Co-funded by the
Erasmus+ Programme
of the European Union





This topic..



In this lesson we will understand what used to be presented in animation, what is told now and what is told in the place where we are. We will understand how the animation portrays non-existent or historical places in a correct or incorrect way with respect to its intention. We will understand why all animation is not exclusively for children and how animation gives us the advantage of not only crossing time and space, but also human sensations.

Once the topic is completed and approved, learners will be able to:



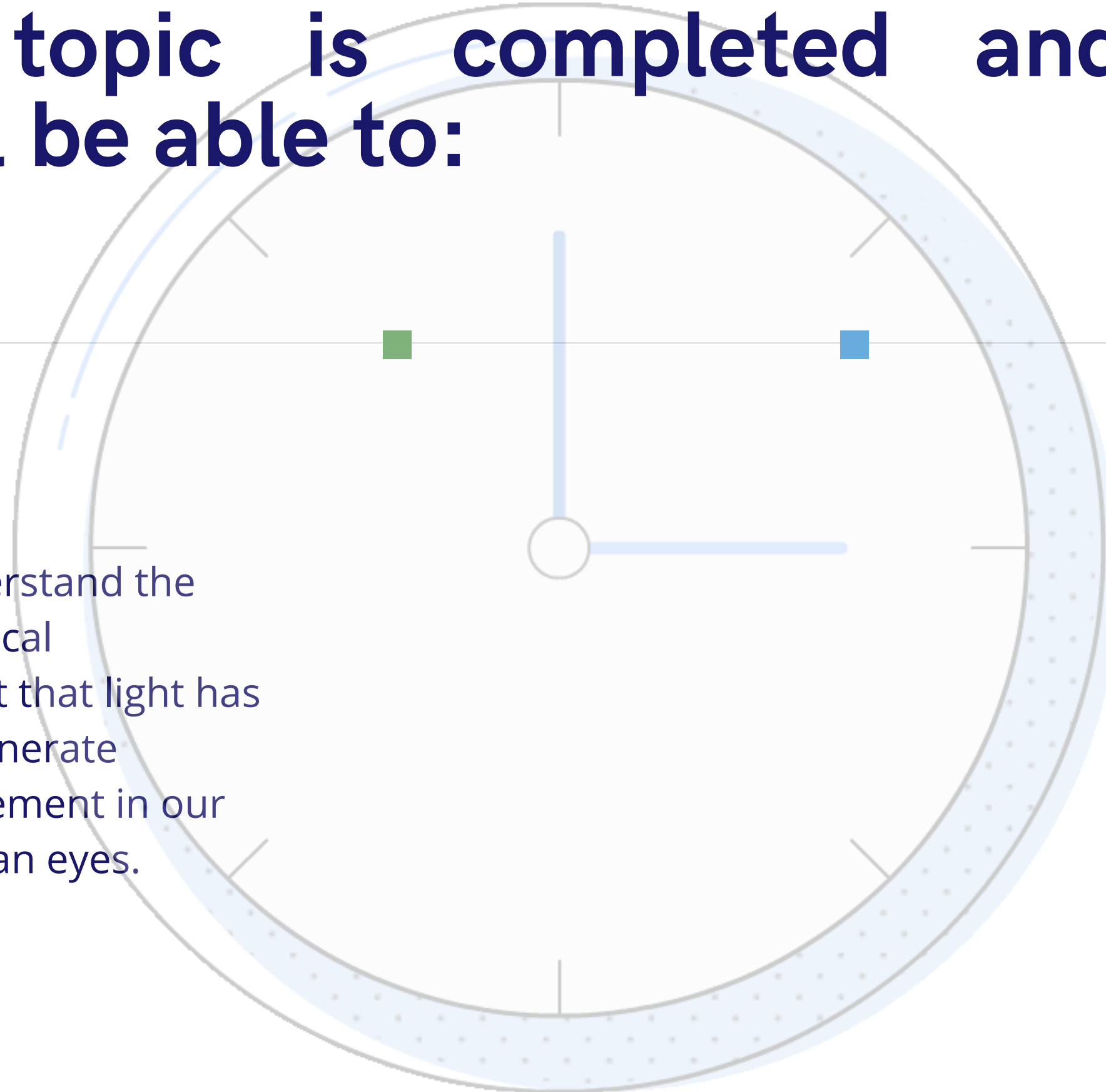
1

Understand the importance of animation for humanity from the creative and physical ambits.



2

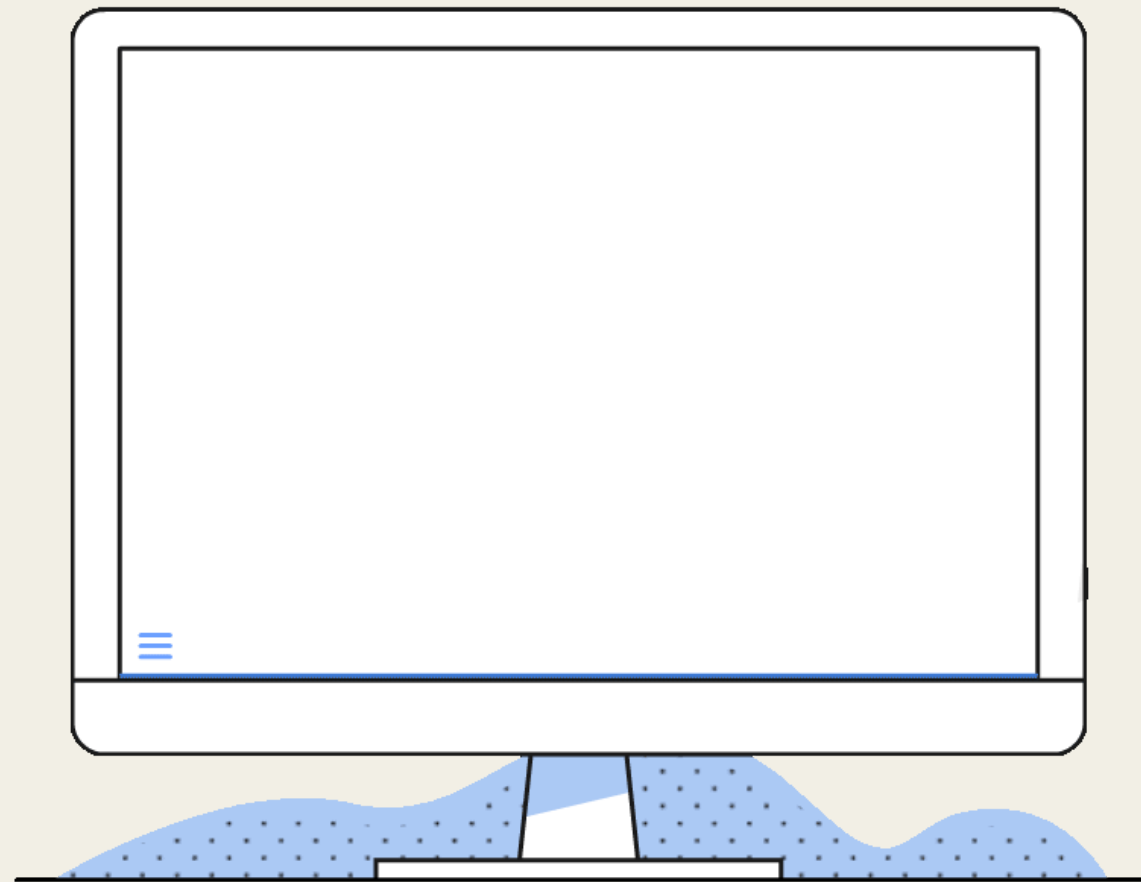
Understand the physical effect that light has to generate movement in our human eyes.



3

Understand the physical effect that light has to generate movement in our human eyes.

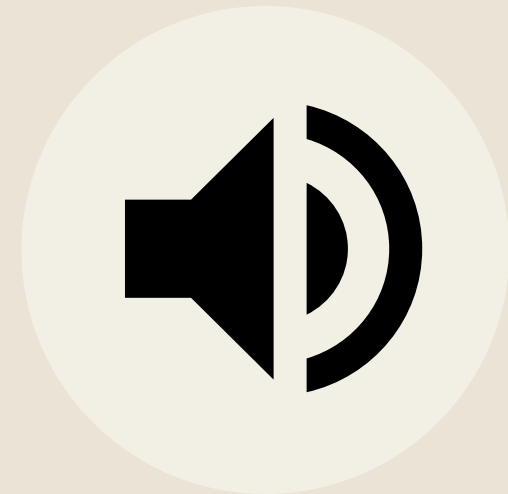
Learning by watching and analyzing.



TV or Video beam



3 animated short
films



Sound system

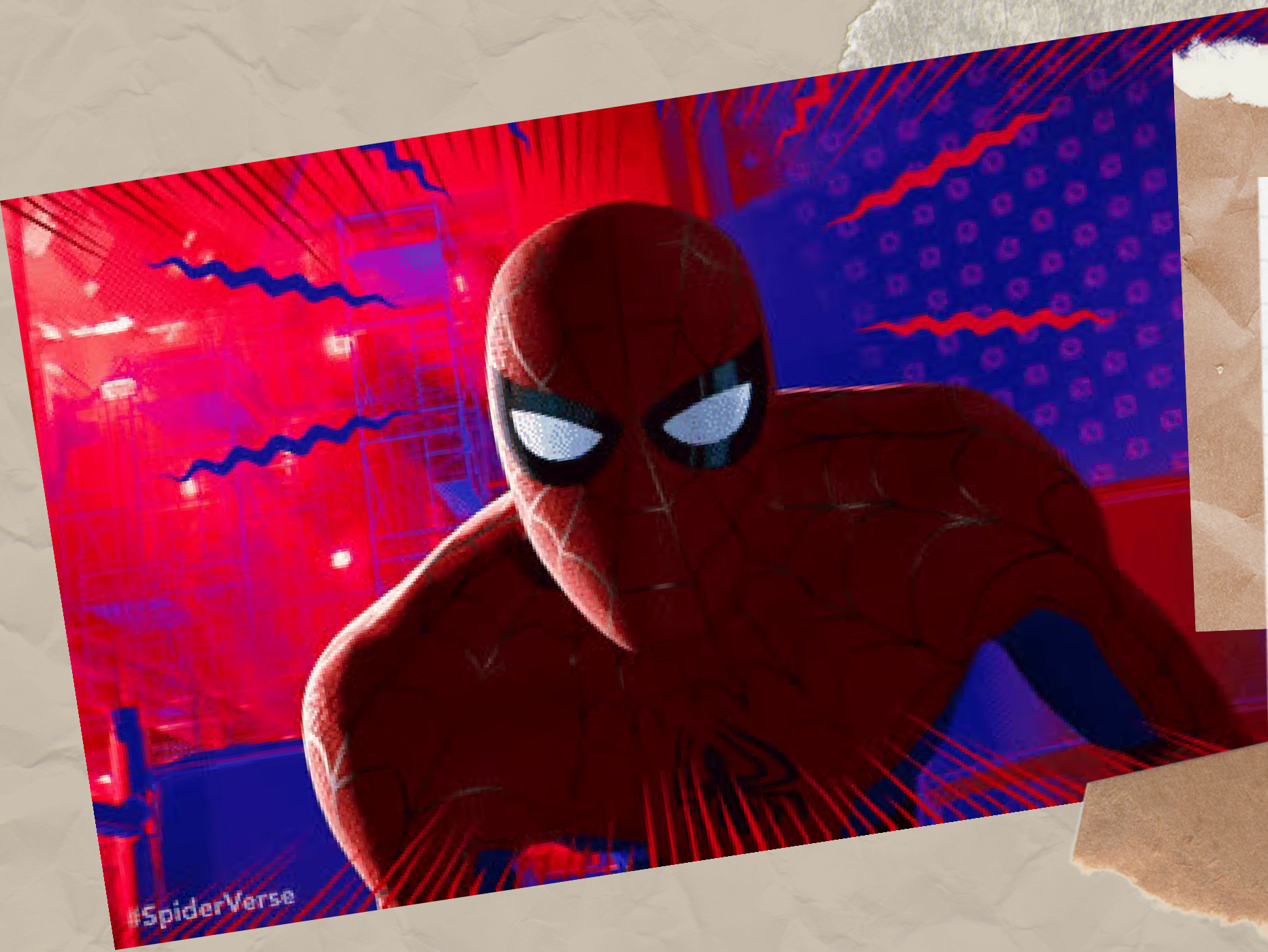


INFANTILE THEMES ARE THE MOSTLY USED IN THE ANIMATED WORLD BECAUSE ANIMATION IS RARELY TAKEN SERIOUSLY

MONSTERS INC. BY PIXAR

Identify the differences of productions located in different contexts.



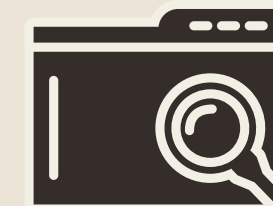
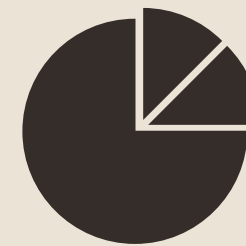
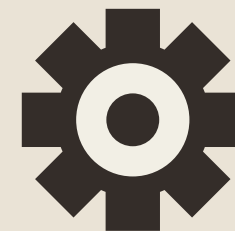
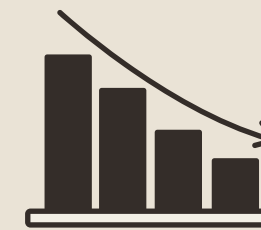
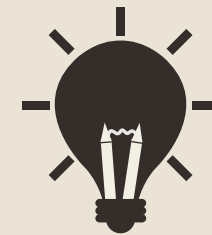
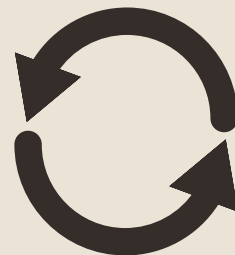
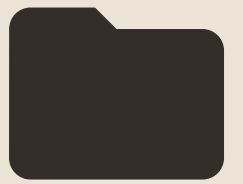
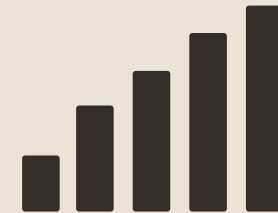


EACH
UNIVERSE CONCEIVED AND CREATED
BY THE STUDENTS IS VALUABLE,
UNDERSTANDING ITS
THEME, ITS BACKGROUND AND WHAT
WANTS TO BE TOLD.



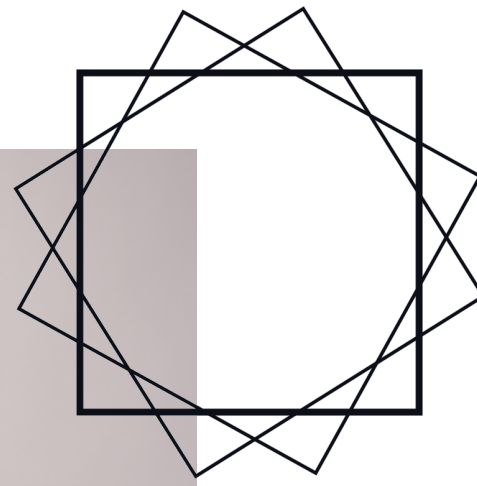
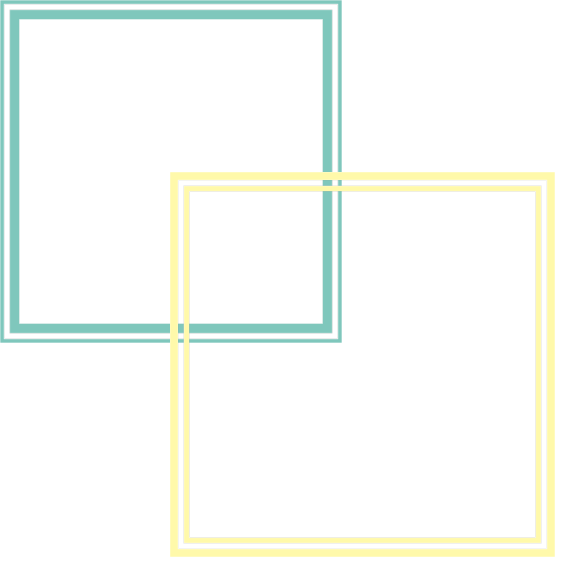
Activity

Observe three animated short films, one international, one from the country you are at and another made locally to analyze them and identify their differences.





Isle of Dogs animated by
Tobias Fouracre



OCITY

Creativity + Innovation & Technology

