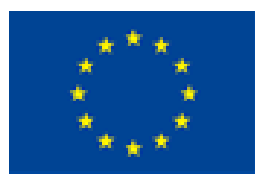


Module II. Technical

Animation Course

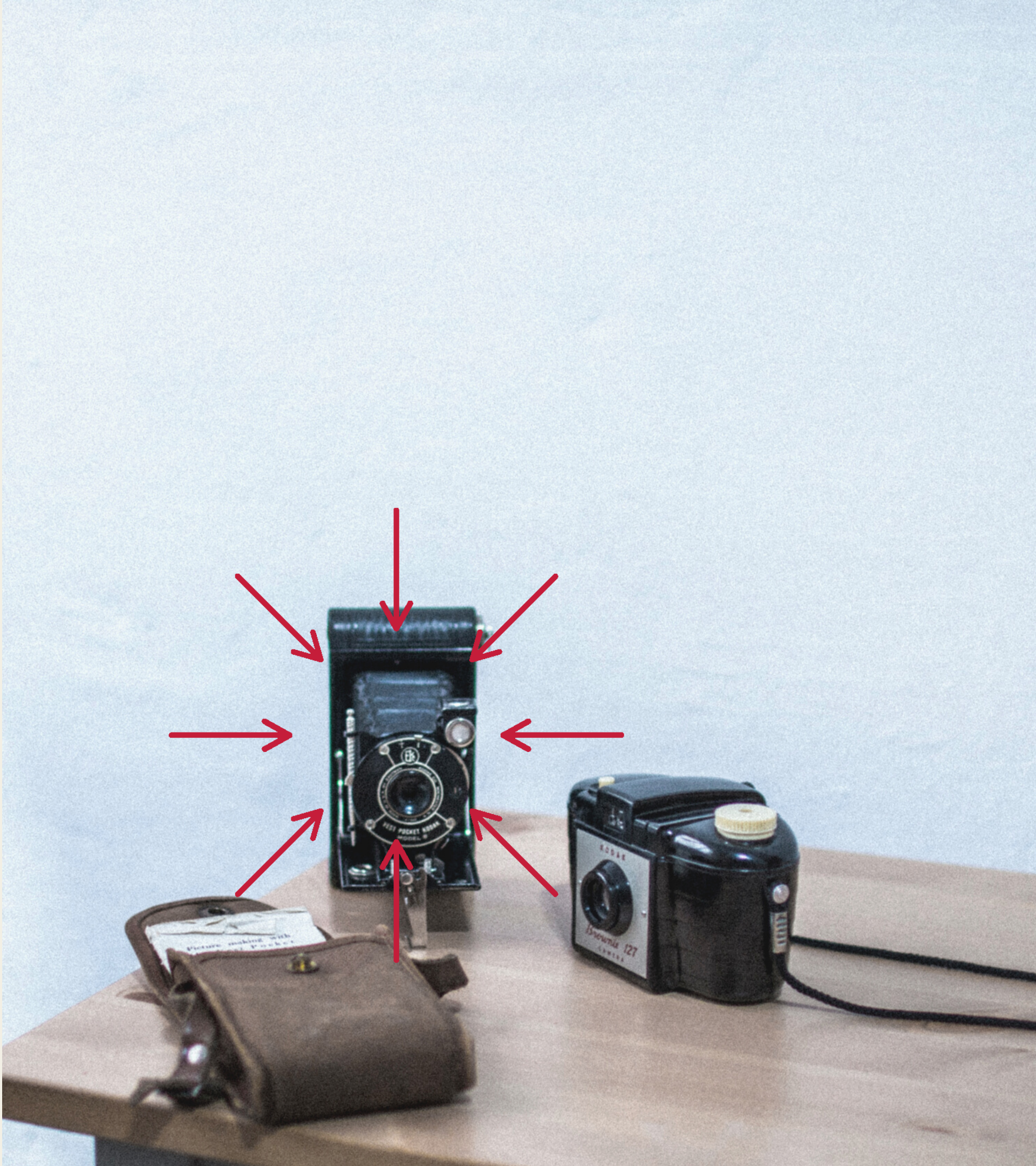
Topic 1. History and legacy of animation

Activity T1.L4.2. Animation Movements

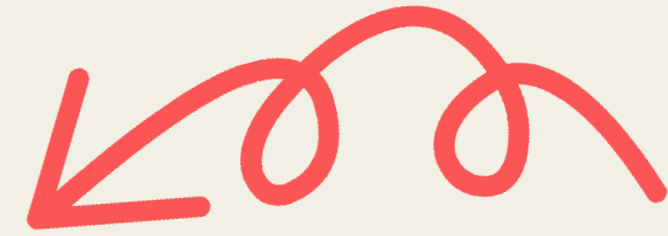


Co-funded by the
Erasmus+ Programme
of the European Union





This topic..



This lesson focuses on the understanding of light from the base of it, how this is what makes us have natural movements and we can perceive animation.

See examples of old toys and in this way understand the dimensions of the movement, how they are reproduced in time and how they must be aesthetic to be well perceived by the viewer who observes the composition.

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



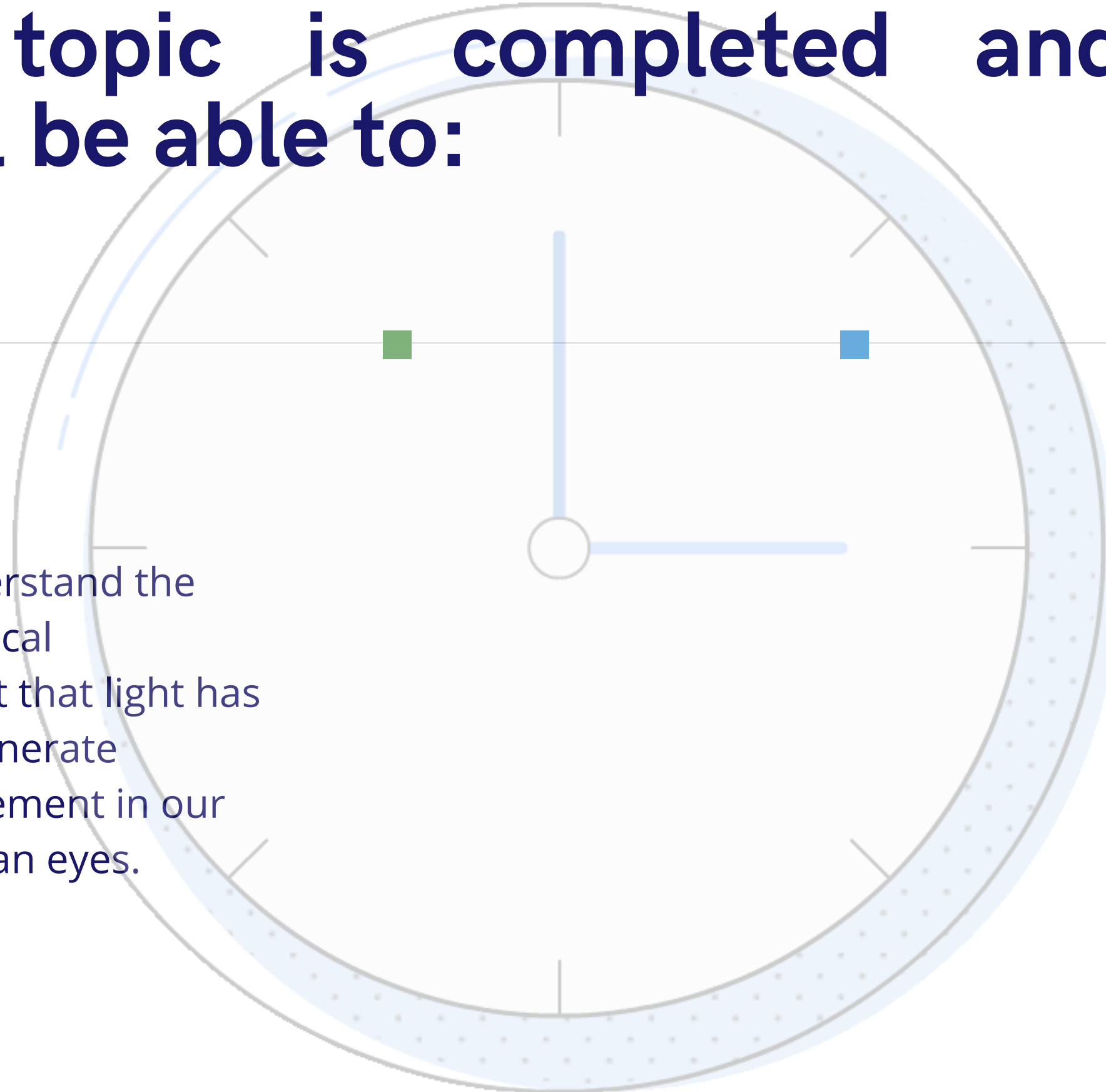
1

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



2

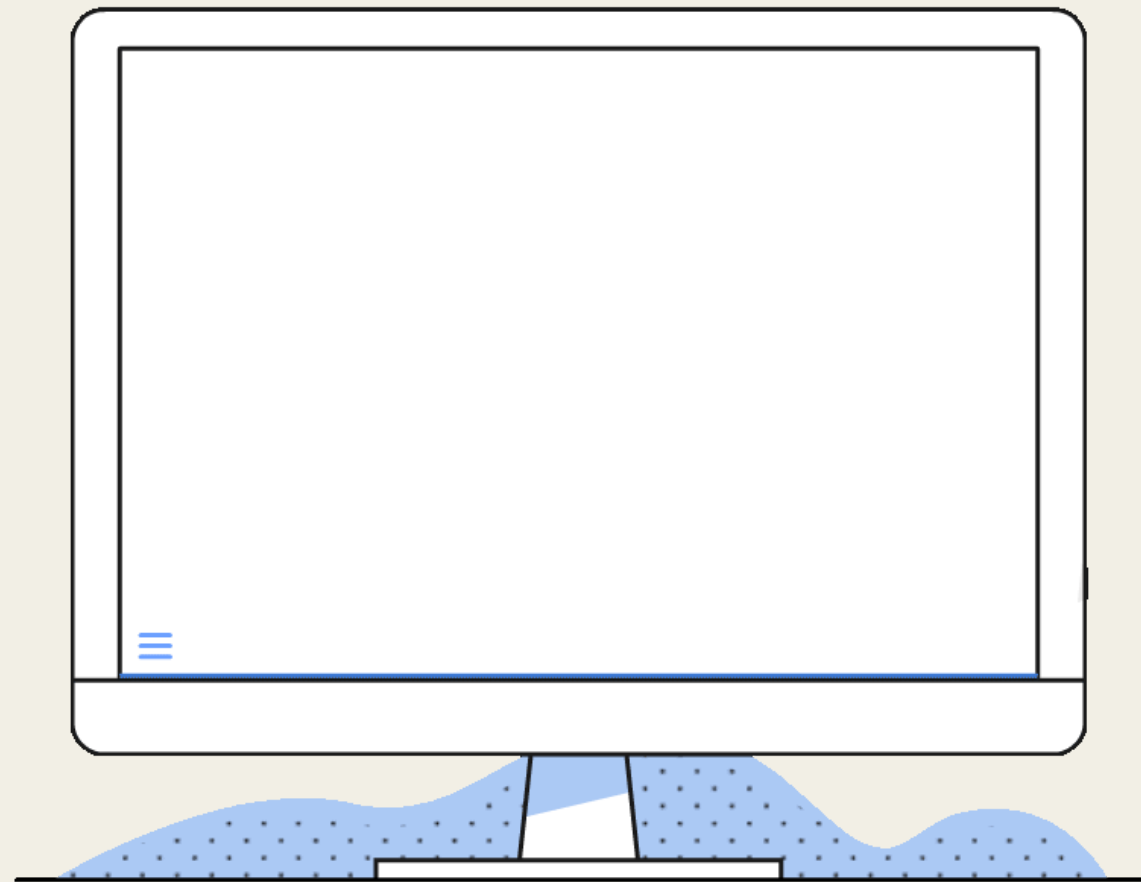
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by doing.



Phone or PC



Video editing
software



Pen and paper



UNDERSTAND HOW MOVEMENT SPEAKS
MORE ABOUT THE REALITY AND
VOLUME OF OBJECTS THAN THE
ACTUAL REGISTRATION OF THEM.

Make animations with shadows and real-life objects to understand their movement on the screen.



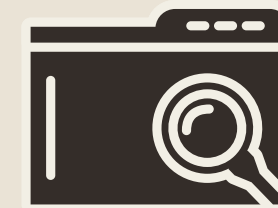
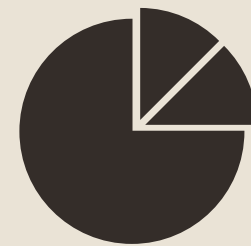
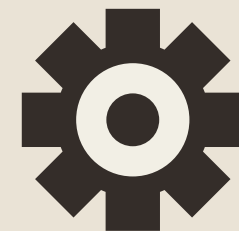
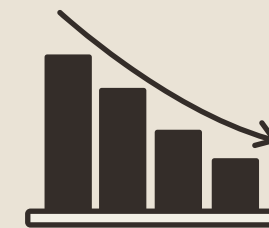
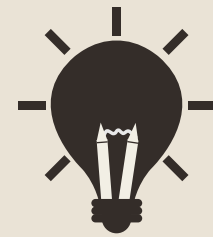
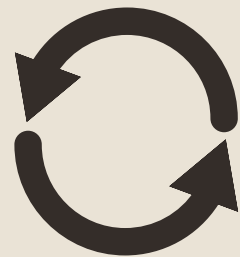
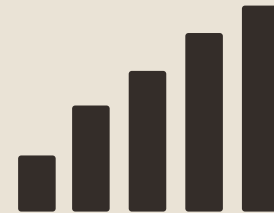
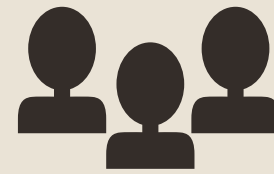


DO SIMPLE EXERCISES TO
BUILD A LIGHT TOY.



Activity

Make a simple animation to see how the real movements can be distorted to give the feeling of vitality.





Copyright, 1878, by MUYBRIDGE

THE HORSE IN MOTION.

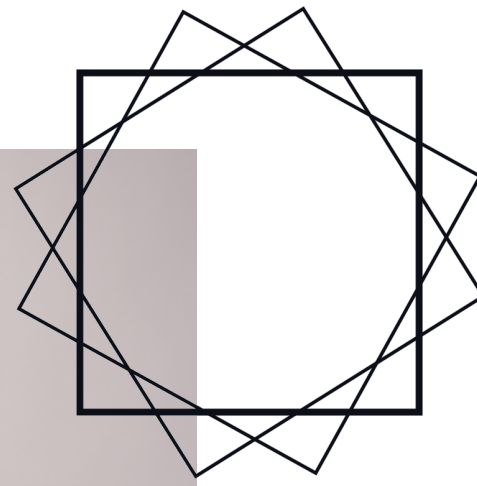
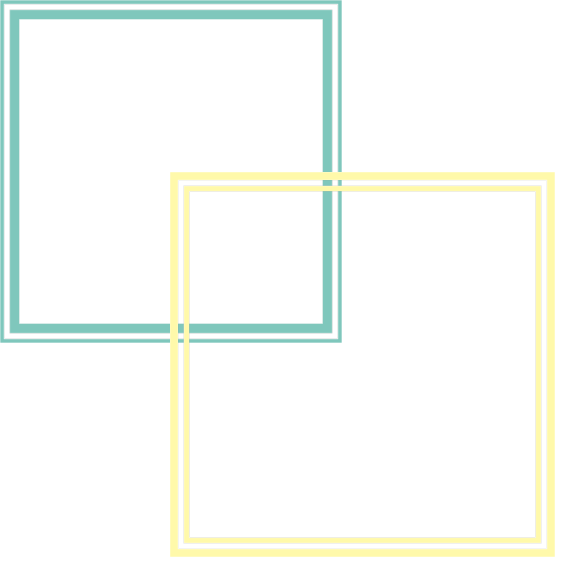
Illustrated by
MUYBRIDGE.

"BALLIE GARDNER," owned by LELAND STANFORD, running at a 140 gait over the Palo Alto track, 16th June, 1878.

The regularity of the horse's motion, and the fact that the feet do not touch the ground at the same time, but that they touch it successively, is the basis of the animation of the horse's motion. The regularity of the horse's motion is the result of the fact that the feet do not touch the ground at the same time, but that they touch it successively, is the basis of the animation of the horse's motion.

MORSE'S Gallery, 47 Montgomery St., San Francisco

Retinal persistence is the basis of animation and of the audiovisual itself



OCITY

Creativity + Innovation & Technology

