

Module II. Technical

Animation Course

Topic 2. Animation shape and background

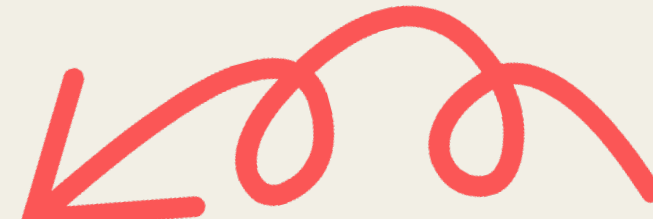
Activity T2.L1.1. REFERENCE STORIES



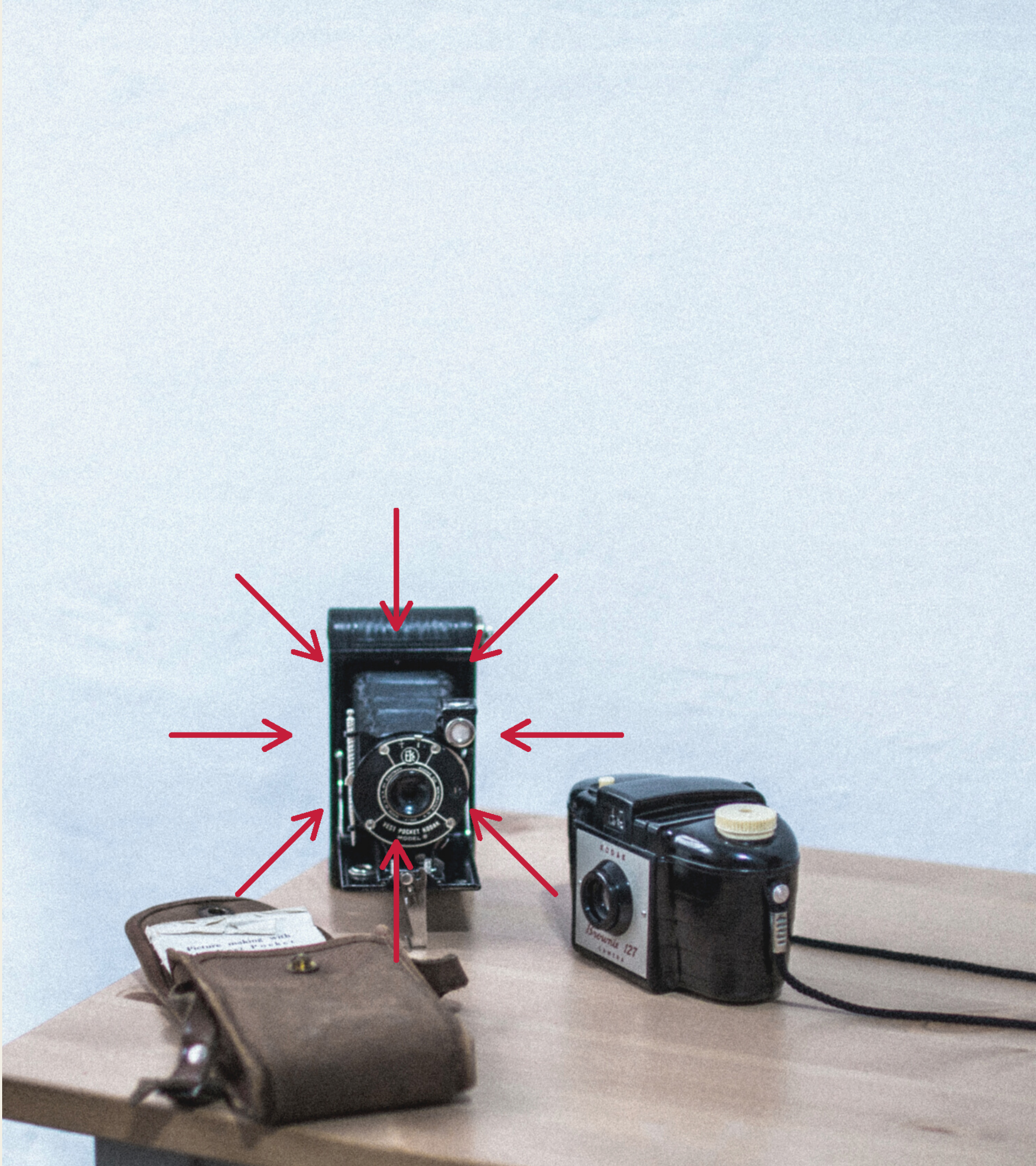
Co-funded by the
Erasmus+ Programme
of the European Union



This topic...



In this lesson we will analyze the types of narrative within animation, children's narrative, documentary narrative, experimental narrative and more adult narrative. In order to understand that the different techniques adhere to the different narratives to obtain a content told correctly.



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



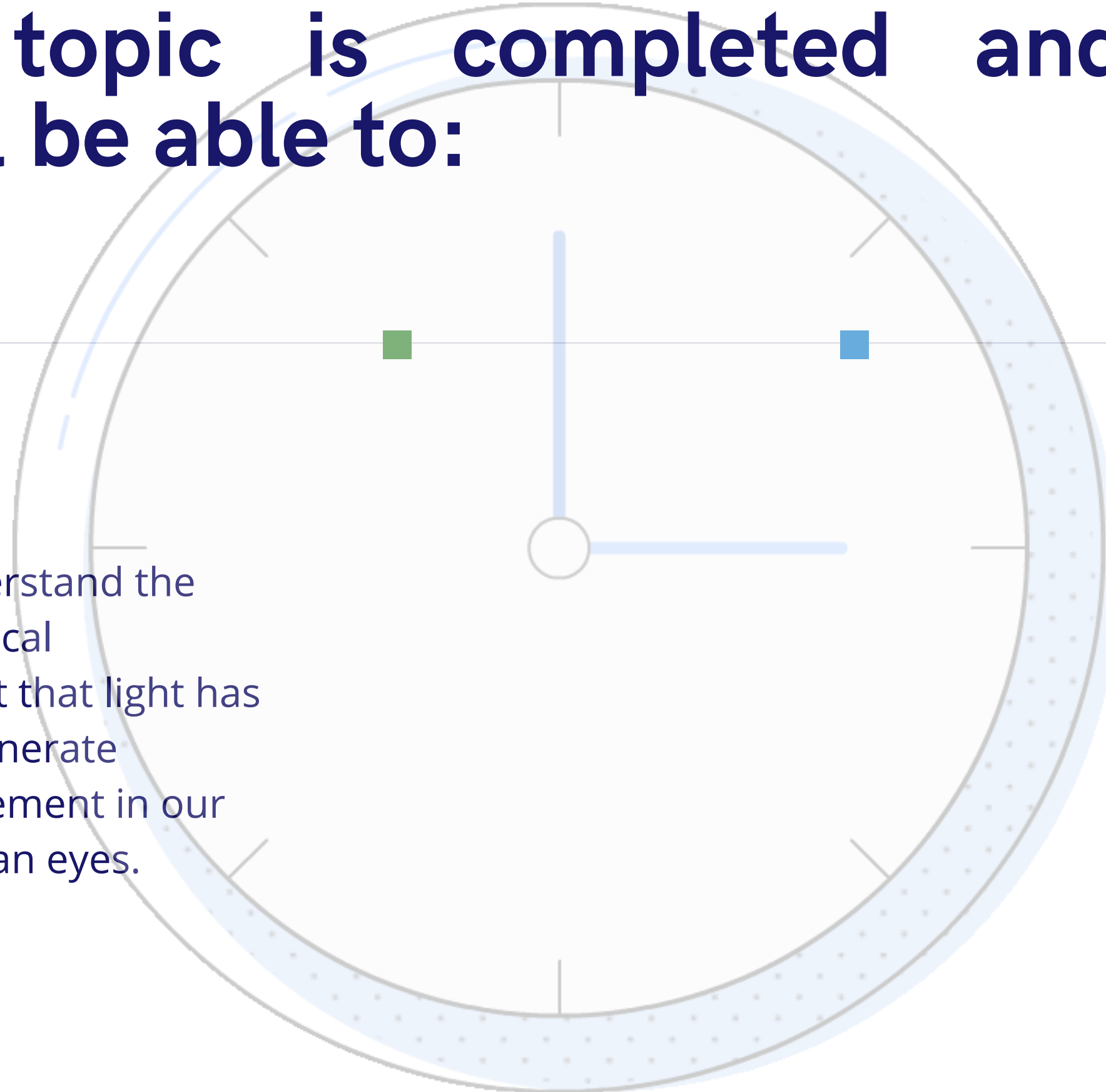
1

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



2

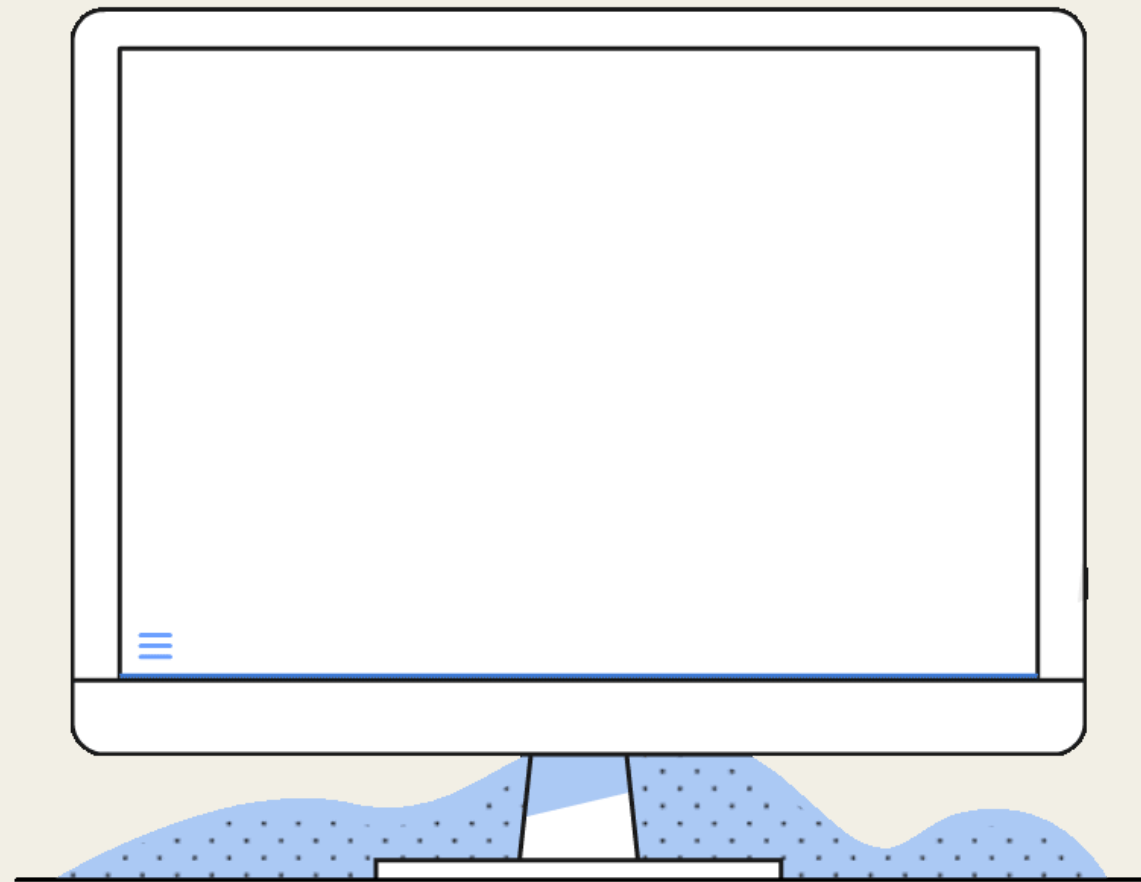
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by reference.



Phone or PC



Software



Pen and paper



THE STORIES COME FROM COMMON
PLACES.

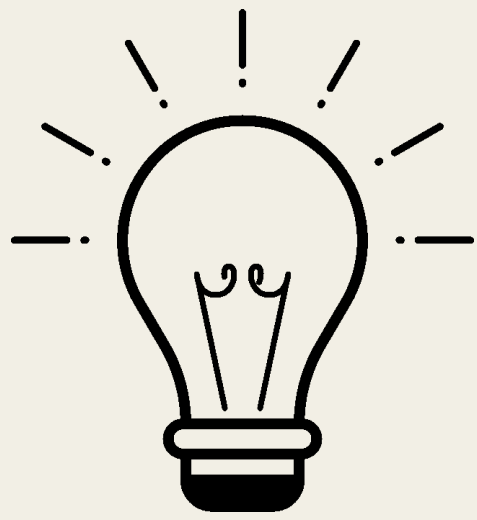


Understand and identify how the union of narratives and techniques is more than the union of the parts



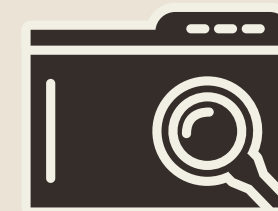
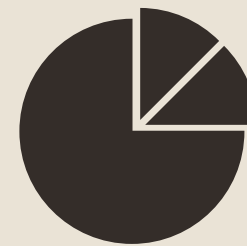
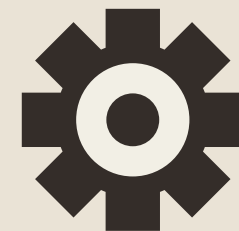
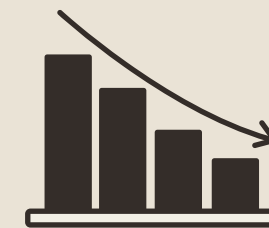
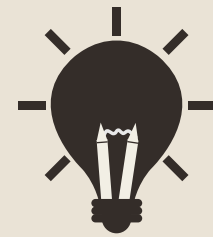
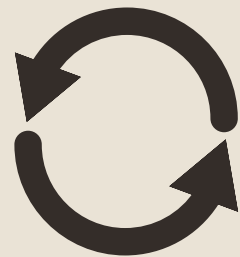
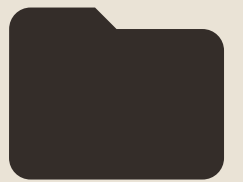
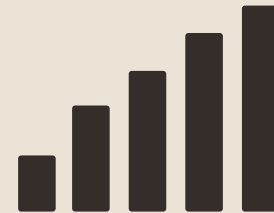


THE STORIES CAN FIND COMMON
POINTS THAT ARE REMOTE BY THE
SOCIAL CONSTRUCTION OF
ANIMATION.



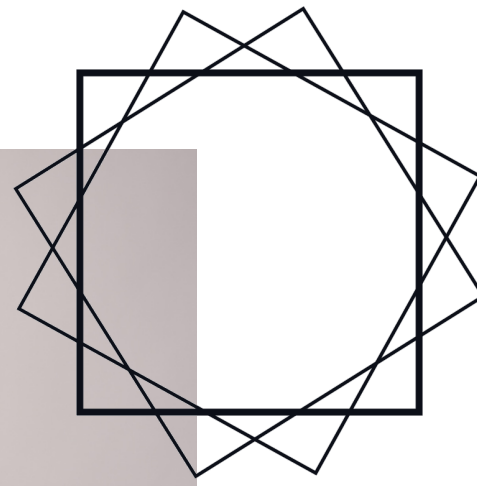
Activity

Reference the stories to see if they start from the experiential or referential perception





Know how to use animated and experiential referents for the animation created.



OCITY

Creativity + Innovation & Technology

