

Module II. Technical

Animation Course

Topic 2. Animation shape and background

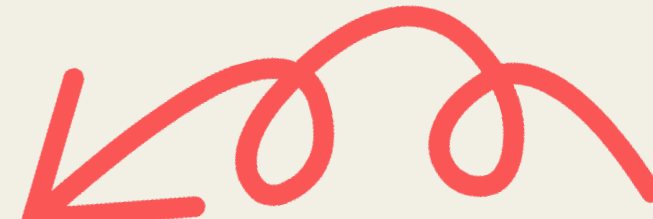
Activity T2.L1.2. REFERENTS



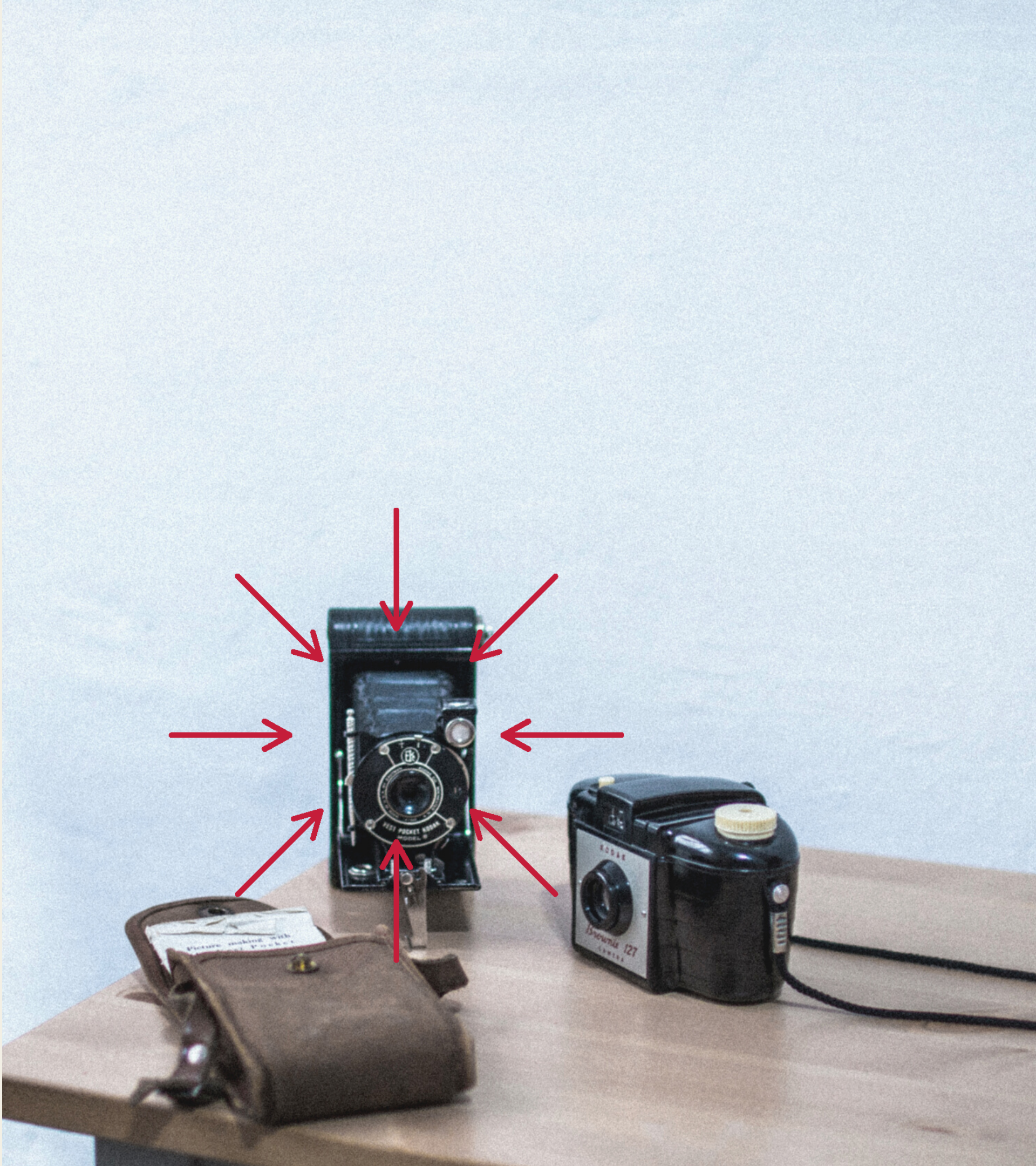
Co-funded by the
Erasmus+ Programme
of the European Union



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:



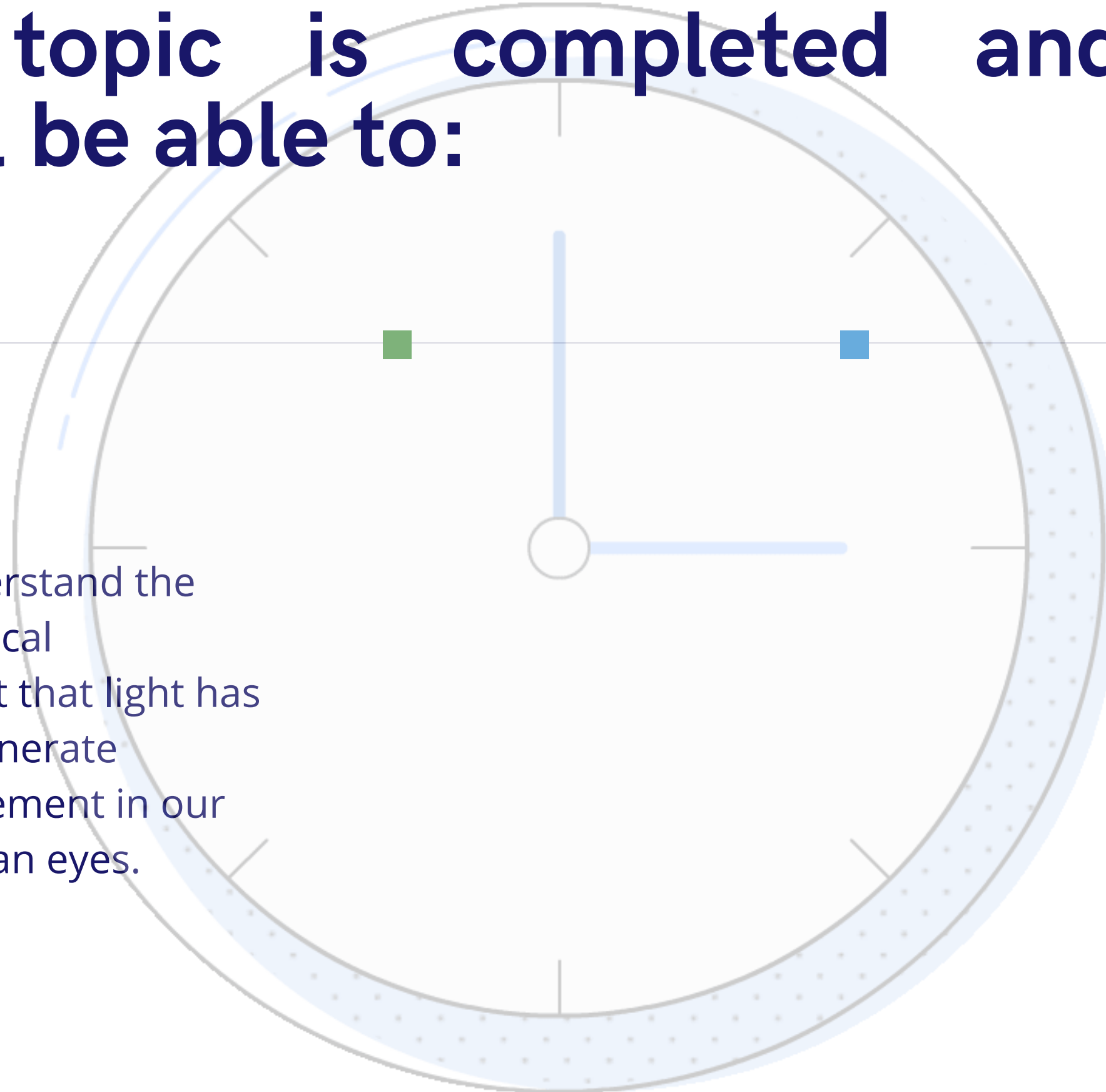
1

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



2

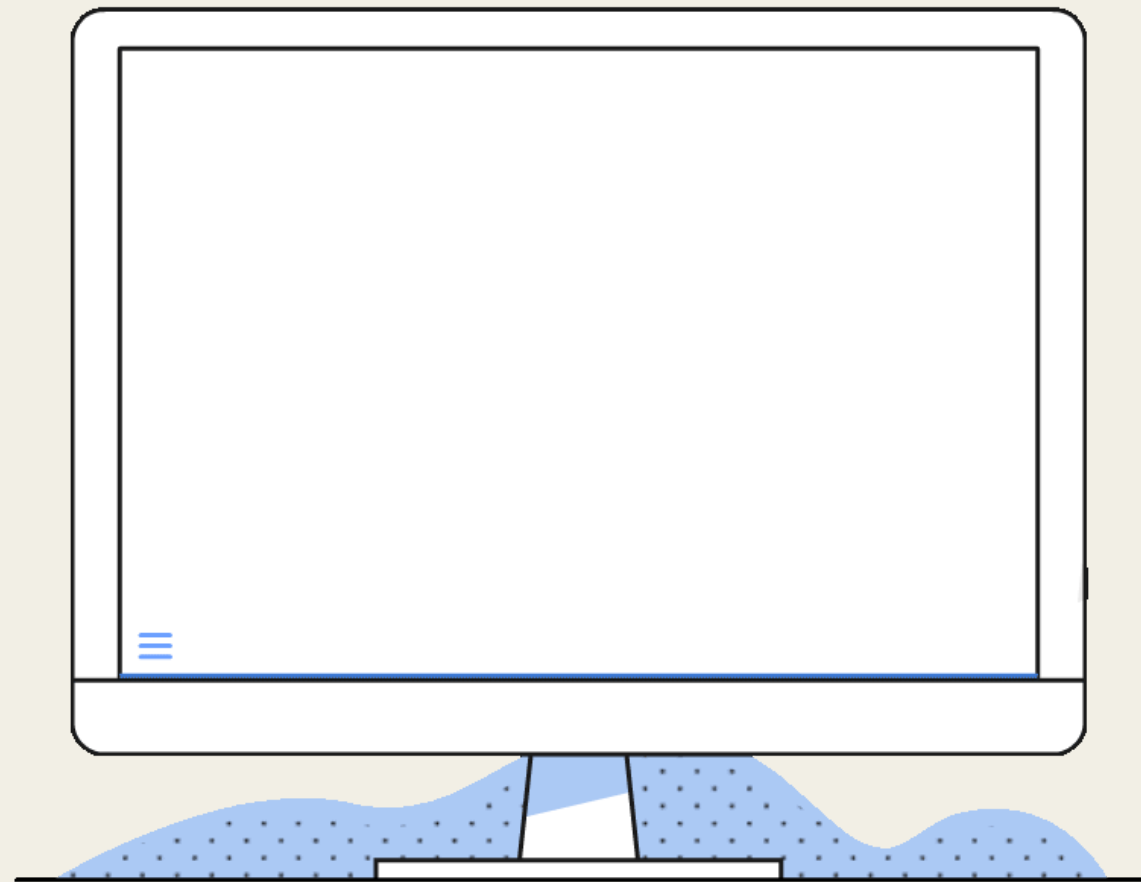
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by identification.



Phone or PC



Software



Pen and paper



BUILD GROUPS ON CONGRUENT
NARRATIVES
THAT CAN CREATE A CORRECTLY
PERFORMED ANIMATION.



**Understand
and distinguish the
different narratives
within the animation.**



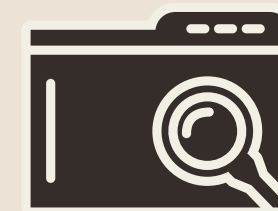
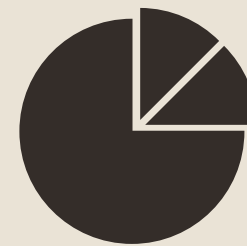
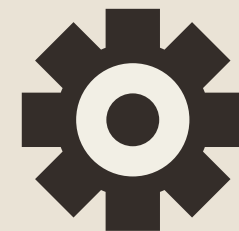
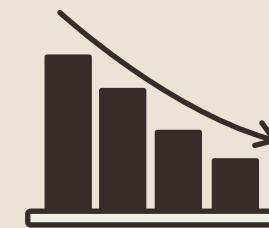
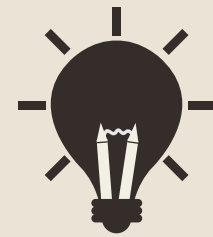
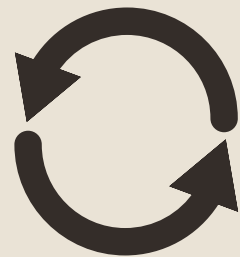
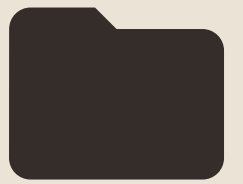
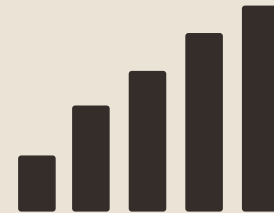


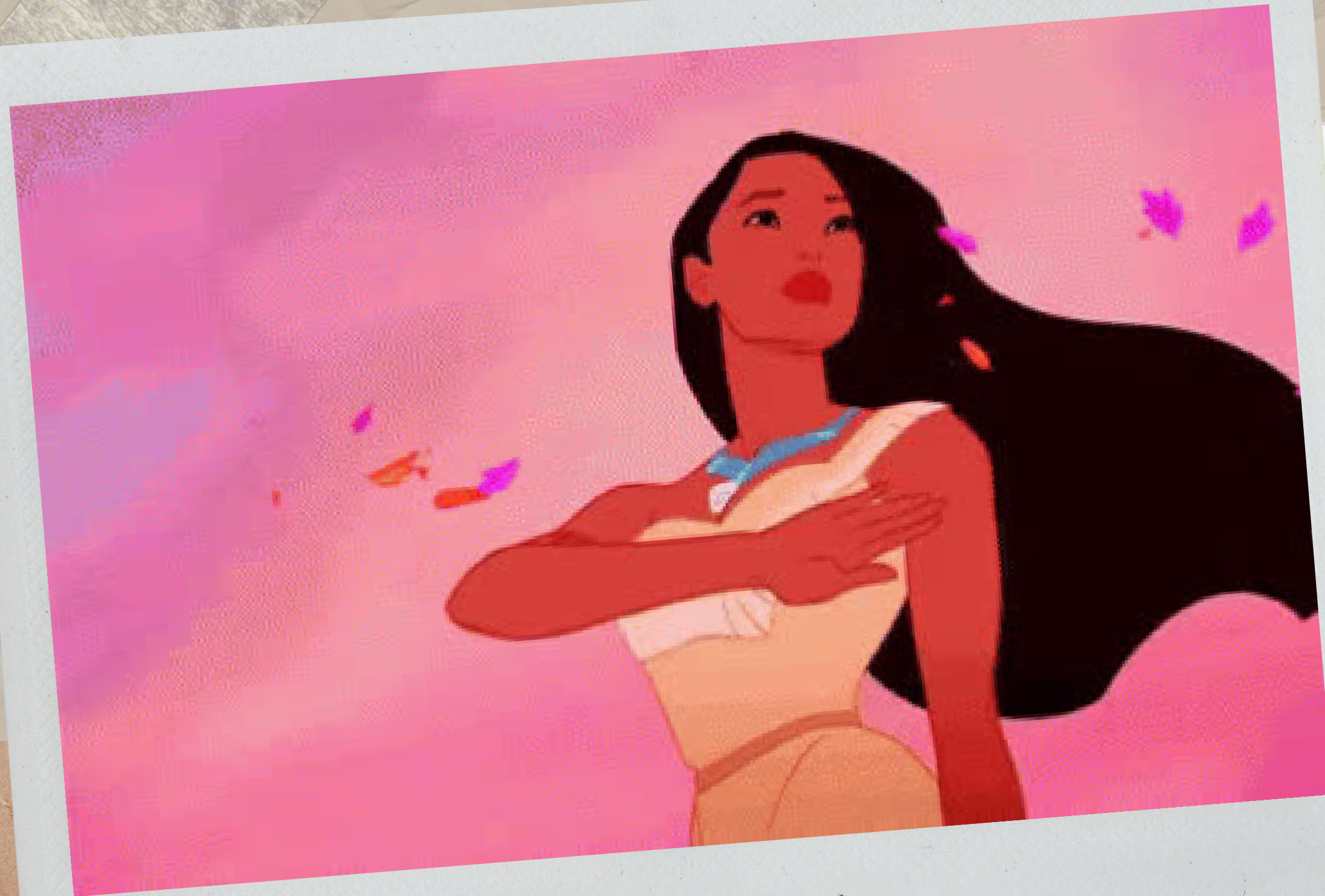
THE STORIES CAN FIND COMMON
POINTS THAT ARE REMOTE BY THE
SOCIAL CONSTRUCTION OF
ANIMATION.



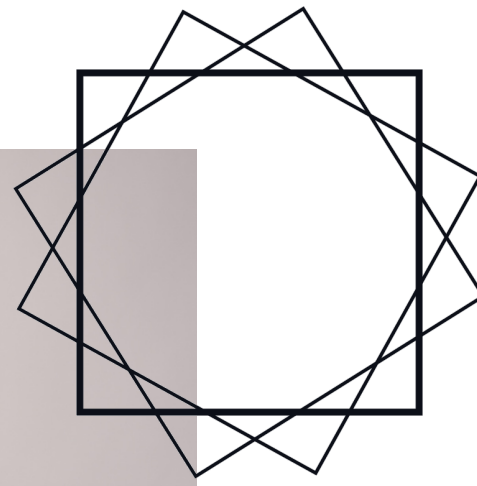
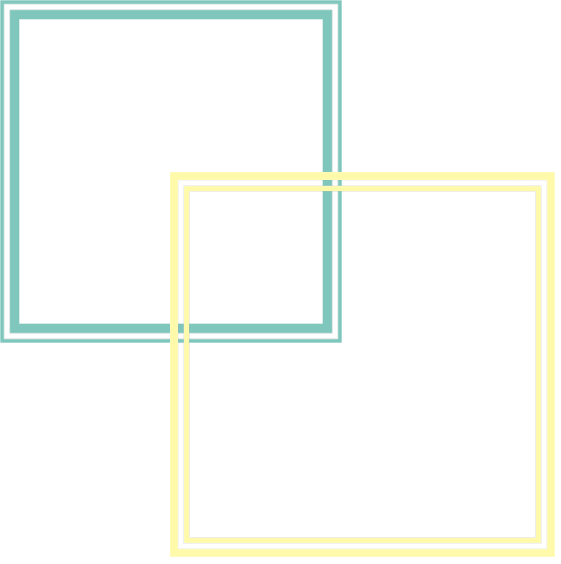
Activity

Build a clear referent to the story you want to tell.





In animation we can find stories traced from reality, stories that explain reality, stories that experience reality, stories that document reality, among several others.



OCITY

Creativity + Innovation & Technology

