

# Module II. Technical

## Animation Course

### Topic 2. Animation shape and background



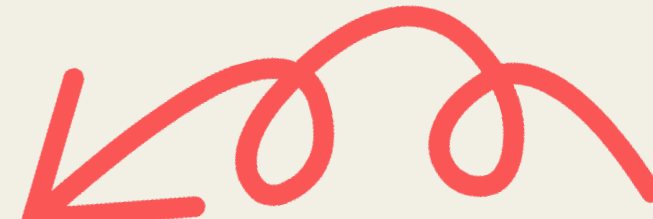
Activity T2.L4.1. Draw the main character



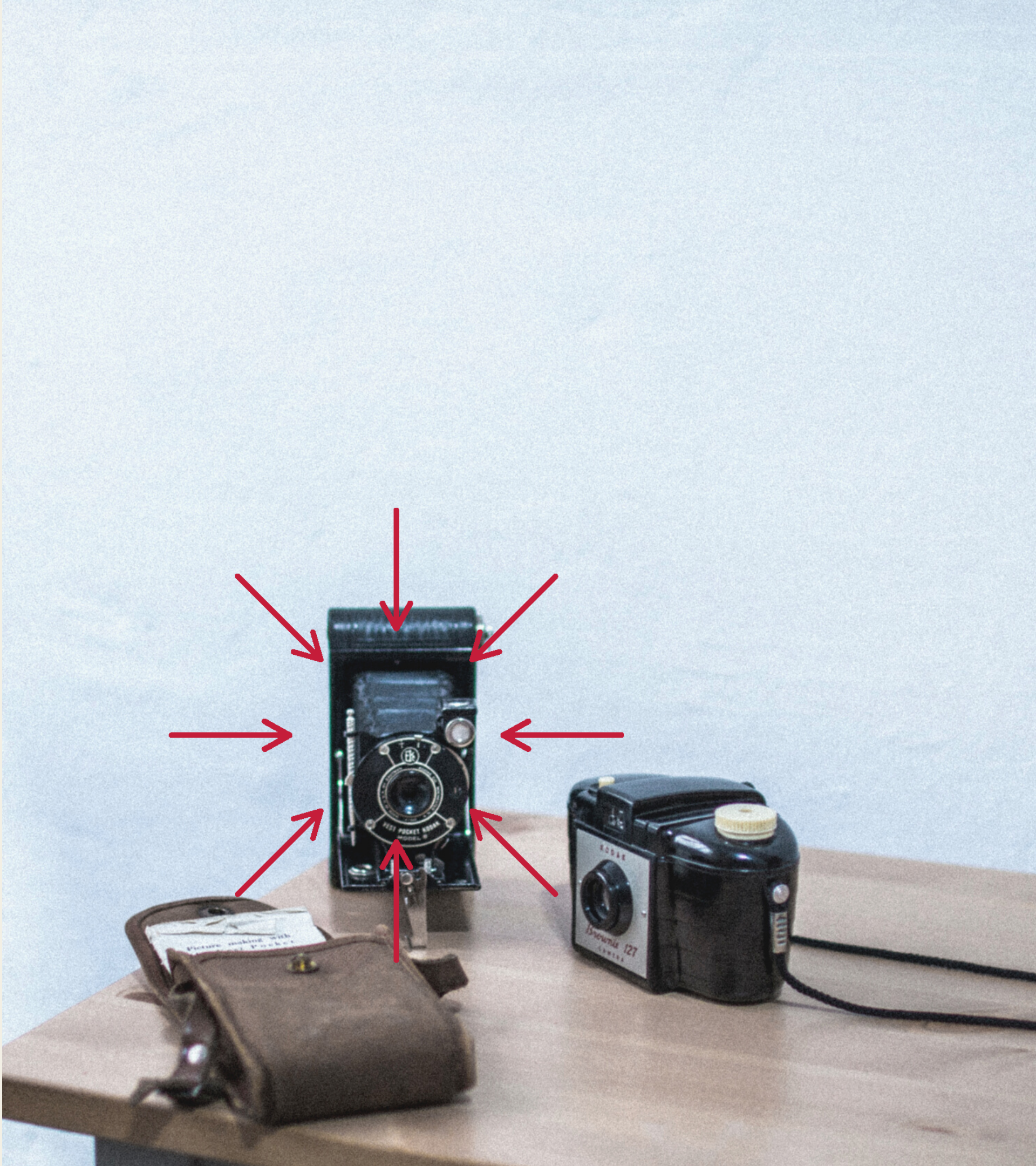
Co-funded by the  
Erasmus+ Programme  
of the European Union



*This topic..*



In this lesson we will learn to distinguish the different genres within animation, the genre for children, pedagogical, documentary, horror, suspense, experimental among others and we will learn to distinguish between frame-by-frame, digital, stop motion, 3D, rotoscoping, movement readings, among others, with examples and clear techniques.



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



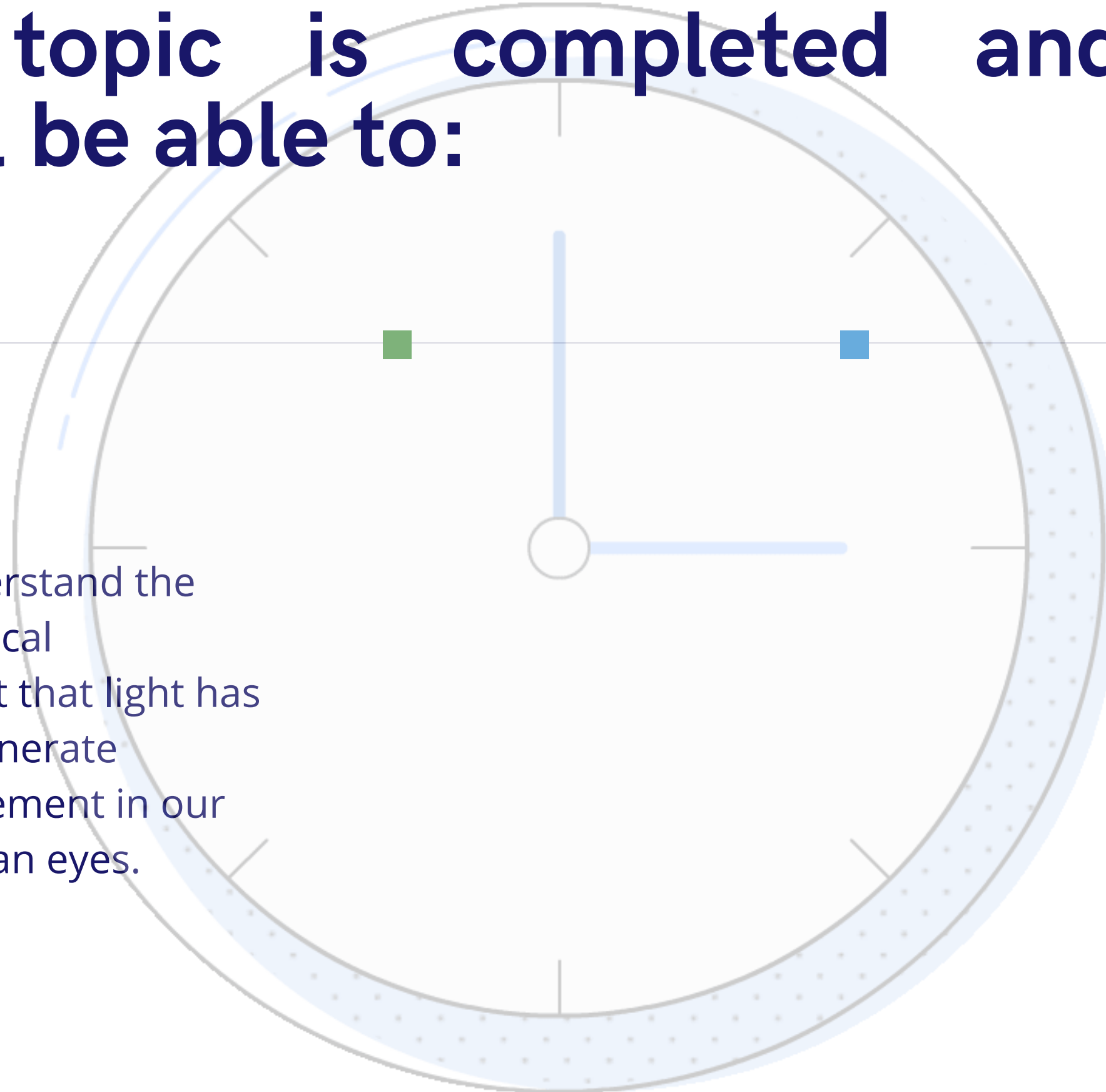
1

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



2

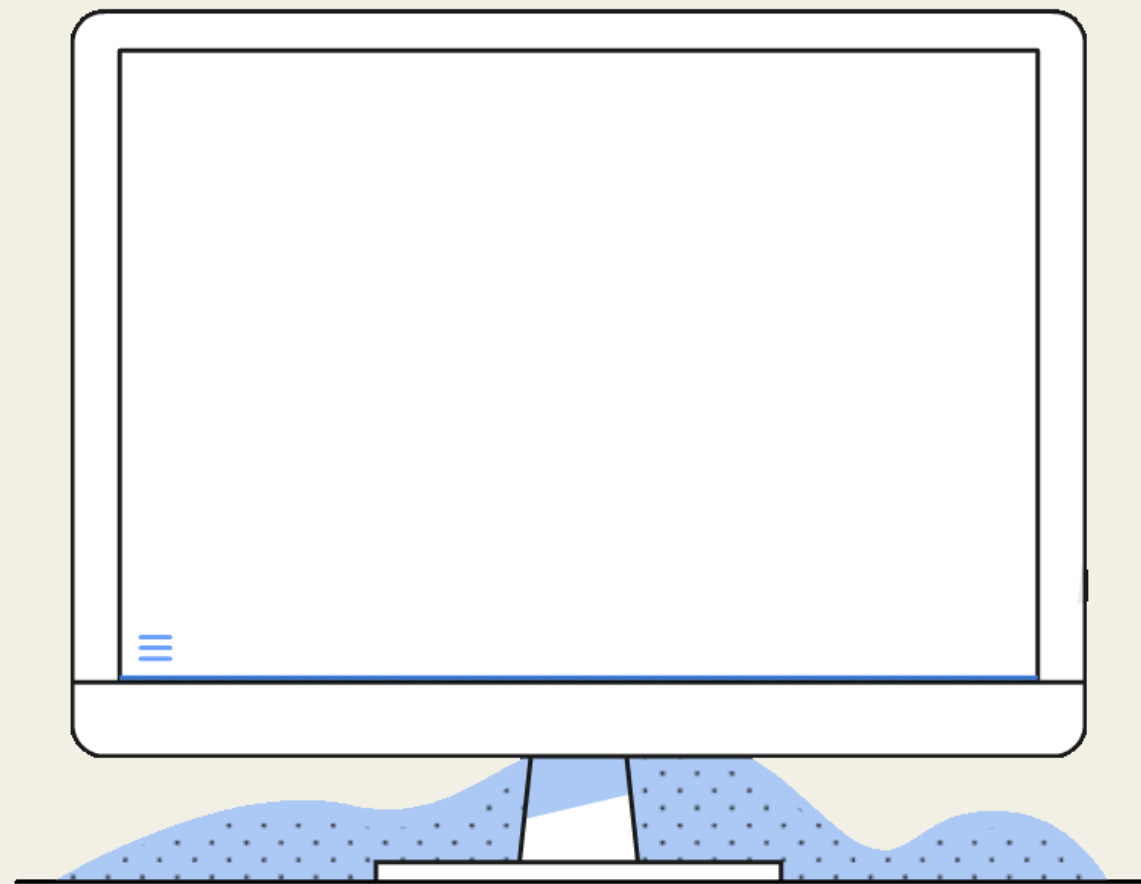
Understand the physical effect that light has to generate movement in our human eyes.



3

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

# Learning by doing



Phone or PC



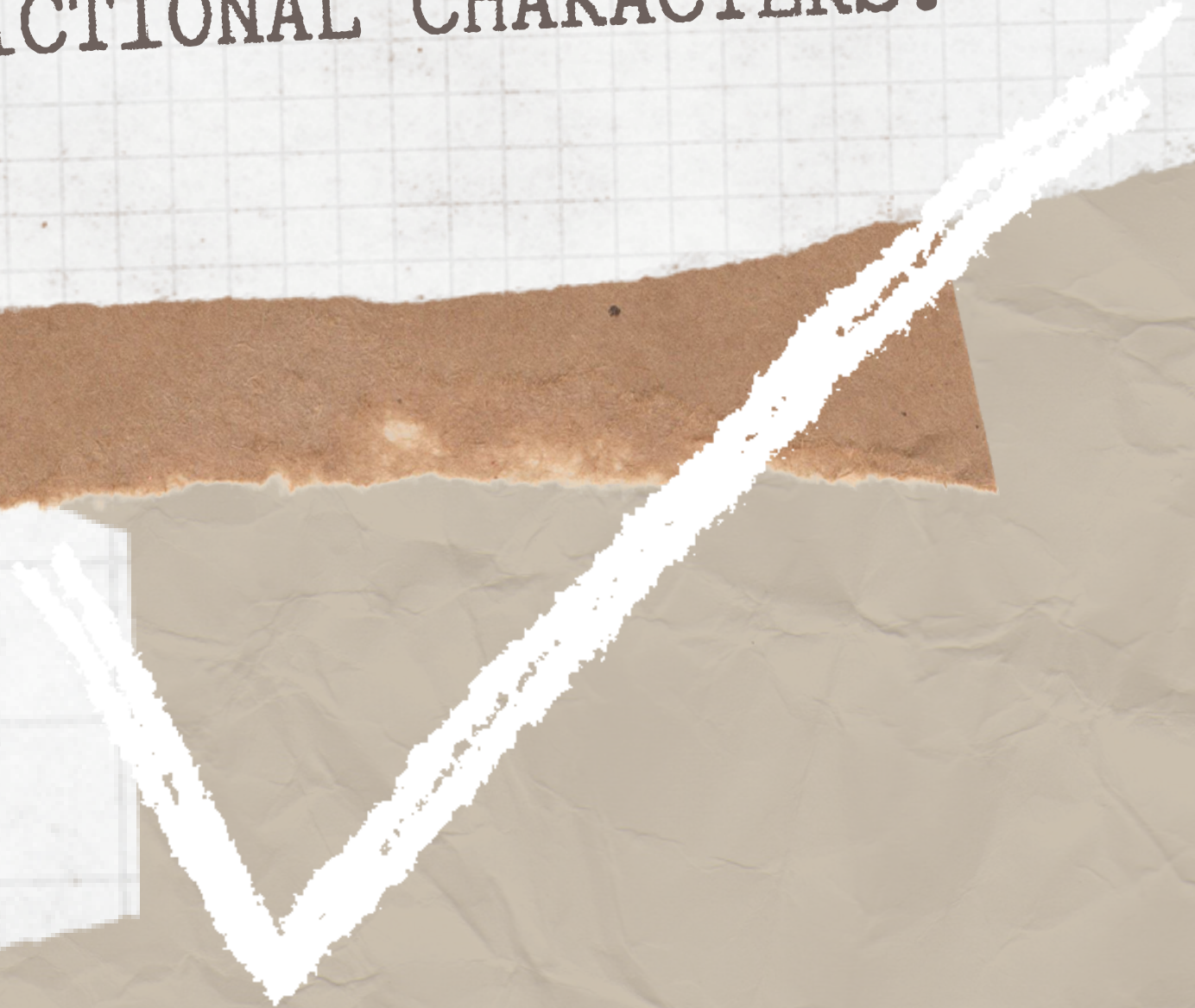
Video editing  
software



Pen and paper



HUMAN-LIKE MOVEMENTS WHEN MANY  
OF THEM SHOULD  
BE BASED ON ANIMALS OR  
FICTIONAL CHARACTERS.



**Understand  
how the characters  
are the engine of the  
story and how they  
are essential to  
tell it.**



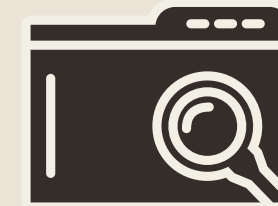
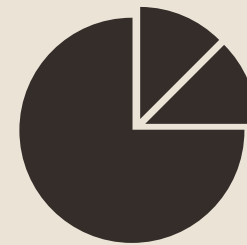
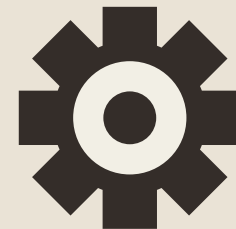
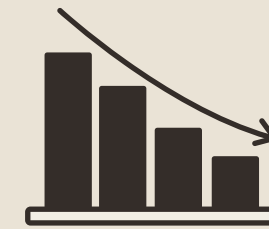
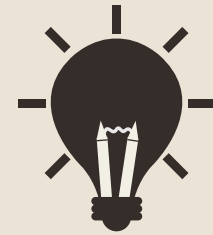
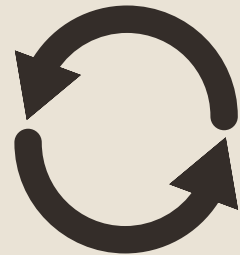
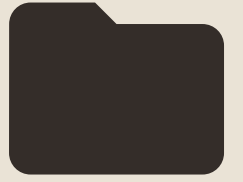
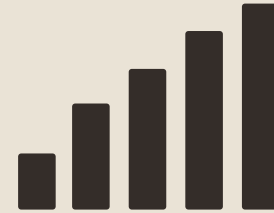


THE SECONDARY ONES ARE THOSE  
THAT ACCOMPANY THIS  
MAIN CHARACTER, LIKE HELPERS  
OR FUNNY CHARACTERS THAT ARE  
ALL THE TIME NEXT TO  
OUR MAIN CHARACTER.



# Activity

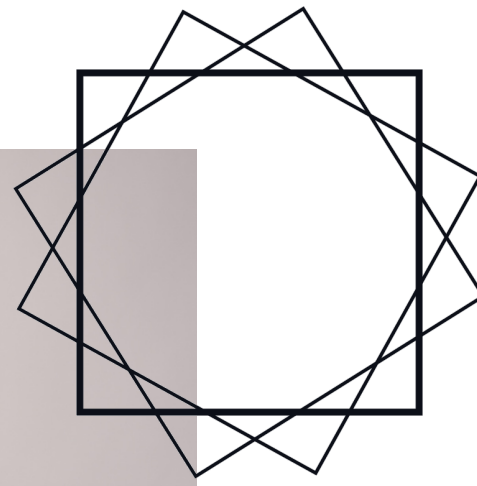
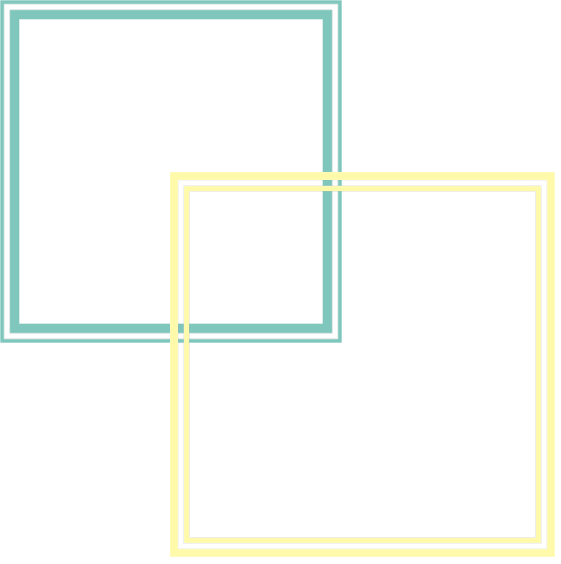
Design of the main characters to understand their movements within the story







A character must be indispensable, whether the story carries it or it is the one who carries the story, it will always be the engine.



**OCITY**

Creativity + Innovation & Technology

