LESSON CONTENT TEMPLATE

1. Animation shape and background

What and how to tell

Introduction

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.

Objectives

1. Understand and distinguish the different narratives within the animation.
2. Understand and distinguish the different techniques within the animation.
3. Understand and identify how the union of narratives and techniques is more than the union of the parts.
4. Know how to use animated and experiential referents for the animation created.

Through the knowledge we have acquired:

What are the different narratives in animation? Why is it important to observe different examples and mix them with my reality?

In animation we can find stories traced from reality, stories that explain reality, stories that experience reality, stories that document reality, among several others. The narrative that we are going to choose depends on the story that we want to tell but also on the way in which it is wanted to be told, what periods of time, in what way and in what way we can tell it. Within the audiovisual, the determinations about the time and the shots are a way of being able to orient ourselves on the content that we intend to create. These examples are captured from what we have seen, our referents that teach us the important parts of the stories, important for the creator and the audience. In the same way that they are mixed with life and social experiences, which are what help to understand the world, interpret it and shape it.

Why doesn't the story of an animated short film speak for itself?

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We must understand that the story must be mixed with the way in which we are going to tell it,the narrative could be linear, circular or any other narratives that we know, animation techniques are processes that, in addition to being temporary, as we have seen in previous lessons, are aesthetic processes that we must analyze regarding what is seen, what is lived and the aesthetics that surround each society. For this reason, an animation must take into account what is going to be told and how which includes the aesthetic influence of the creator and its context.

What universes and characters exist that I can identify with? How can I create from them?

The characters are always creations of a reality that we have in our mind, both real and fictional. Within these thoughts we can find characters with whom we feel we have things in common, in this way we can reflect on them, understand their universe, their context and create from them to use them as a reference or as a place in which our stories can be created, relying on the creation of reference and in our context, thus mixing known and real characters with fictional and referential universes.

Images

1.
2.
3.
4.

Conclusions

The stories can come from anywhere, understanding genre, narrative and technique as combinations that we must take into account for the creation of animated content. Based on real and fictional references to support a valuable animation for the creator and the viewer.