

### Activity

- **Short Description**: Video essay on one of the principles of animation comparing them with some principles discussed in class, seeing the difference between a classical animation and a contemporary animation.
- Methodology: Learning by discussion or debate.
- Duration: 1h
- Difficulty (high medium low): medium
- Individual / Team: individual
- Classroom / House: Classroom/house
- What do we need to do this activity?
  - Hardware: pc or smartphone
  - Software: Any video editing software. (proposed in previous lessons)
  - Other resources: pen, paper.

### Description







- Text description: Make a video essay on an animation principle applied nowadays and in classical animation
- Illustration: <u>https://www.youtube.com/watch?v=uDqjldl4bF4&t=4s&ab\_channel=AlanBeckerTutorials</u>

# Instructions

- 1. Analyze fragments of new and ancient audiovisual contents.
- 2. Find where the animation principle is used.
- 3. Analyze if it is repeated, if it is used in the same way or if it has changed.
- 4. Make a video essay through texts or voices to analyze its similarities and differences.

# **Expected outcomes**

- Comprehensive analysis of ancient and contemporary animations.
- Analysis of the text and the principle in depth.
- Reflective rather than animated content on the chosen animation principle.

# This activity can be used in other (module, course, topic, lesson):

• Module, Course, Topic, Lesson

DIGICOMP (Competences developed): 3.1 Developing digital content; 5.3 Creatively using digital technologies

ENTRECOMP (Competences developed): 1.4 Valuing ideas; 3.5. Learning through experience

Example (when necessary):

https://www.youtube.com/watch?v=uDqjIdI4bF4&t=4s&ab\_channel=AlanBeckerTutorials





