

# Staging and timing



Module II



Course



Topic



Lesson II

Animation Animation  
as a tool

## Activity

- **Short Description:** Software exercise to understand staging and timing. Each student or in groups must make an animation that involves at least two characters that have actions.
- **Methodology:** Collaborative Learning.
- **Duration:** 15 minutes per exercise. 2h approx.
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** individual/teams
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
  - **Hardware:** pc or smartphone
  - **Software:** flip a clip app/ autodesk sketchbook or pencil 2D animation
    - **Links:** <https://sketchbook.com/thankyou>
    - <https://www.pencil2d.org/download/>
    - [https://play.google.com/store/apps/details?id=com.vblast.flipaclip&hl=es\\_CO&gl=US](https://play.google.com/store/apps/details?id=com.vblast.flipaclip&hl=es_CO&gl=US)



- **Other resources:** pen, paper.

## Description

- **Text description:** Carry out a software exercise to understand timing and staging. The students should do a little animated scene, or blocking scene, in which they can exercise when the time of the scene is correct, and that everything should be understandable in scene.
- **Illustration:** none

## Instructions

1. Create a short synopsis for the scene
2. Write a script with the dialogues and actions indicated.
3. Animate in bloc with the times indicated for the dialogues and actions.
4. Export and correct with visualization.

## Expected outcomes

- Correct animations where the time is not right.
- Use of dialogs to contain the action and use of actions to support the dialogues.
- Scenes where the timing and performance are correct.

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

- **Module, Course, Topic, Lesson**

**DIGICOMP (Competences developed): 5.3** Creatively using digital technologies

**ENTRECOMP (Competences developed): 3.4** Working with others

