Acceleration/deceleration

O·CITY

Creativity · Innovation · & Technology

| Module II	Course Animation	Topic Animation as a tool	Lesson IV

Activity

- **Short Description**: In groups, make a stop motion animation through direct animation to generate the sensation of acceleration and deceleration.
- **Methodology**: Collaborative Learning.
- **Duration**: 2h
- **Difficulty (high - medium - low)**: medium
- **Individual / Team**: individual
- **Classroom / House**: Classroom/house
- **What do we need to do this activity?**
    - **Hardware:** pc/ tablet/smartphone/ camera
    - **Software:** stop motion studio/ any editing software (proposed in previous lessons)
    - **Other resources:** people or objects that we can move in reality.

Description

- **Text description**: Make an animation where accelerated objects are shown through photos, whether they are people or objects created by the students

- **Illustration**:
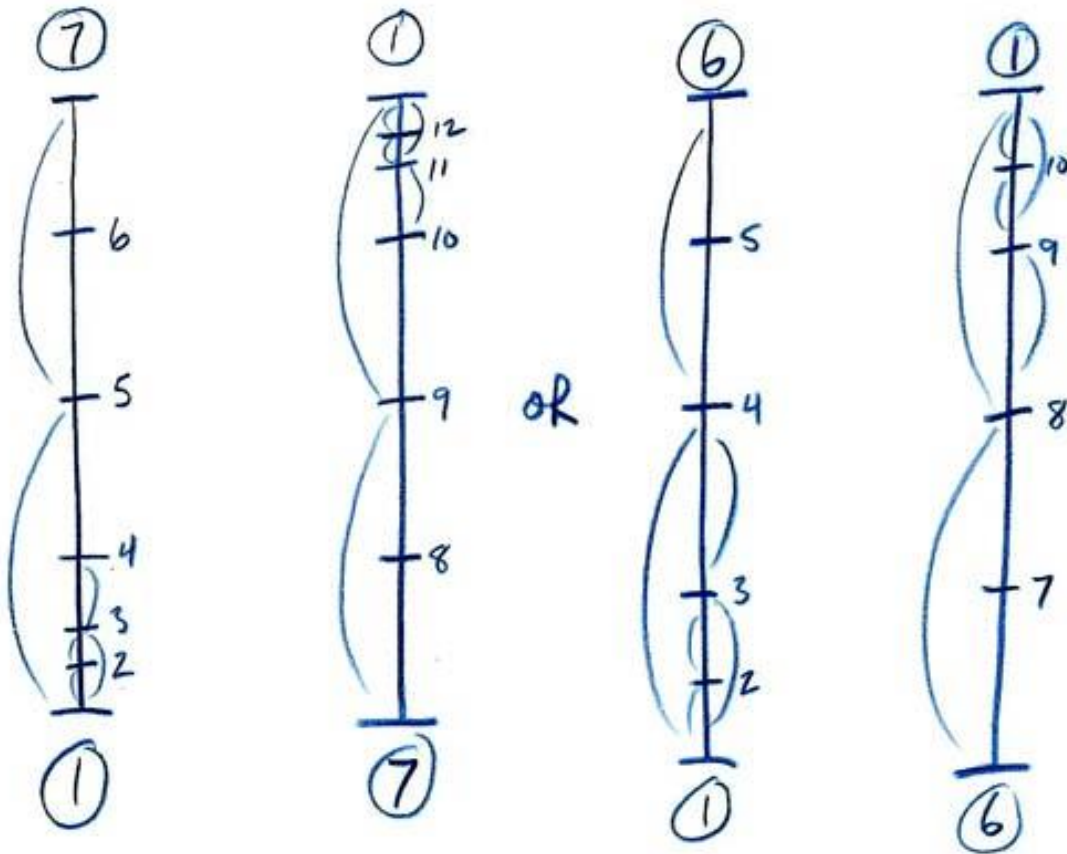
Instructions

1. Describe an animation that has an accelerated beginning and ending.
2. Take the photographs taking into account the amount of time they will have on the screen and the beginning and end that should have more frames.
3. Assemble in an editing software or a photo application to decide how many frames each video photo will last
4. Export and share.

Expected outcomes

- Understand the sequence of movements.

- Apply the principles of animation with animations with real objects
- Understand how the movements represented on camera and altered by means of editing and photography generate a sensation of movement different from reality.

DIGICOMP (Competences developed): 2.4 Collaborating through digital technologies; **3.1** Developing digital content

ENTRECOMP (Competences developed): 1.1 Spotting opportunities; **1.4** Valuing ideas.

Example (when necessary):

https://iwanttobeananimator.wordpress.com/2017/03/16/lesson-5-timing-and-spacing/