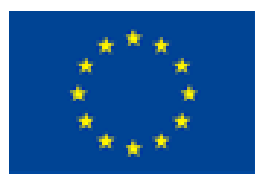


# Module II. Technical

## Animation Course

### Topic 3. Animation as a tool

Activity T3.L1.2.BALL WITH APPENDIX

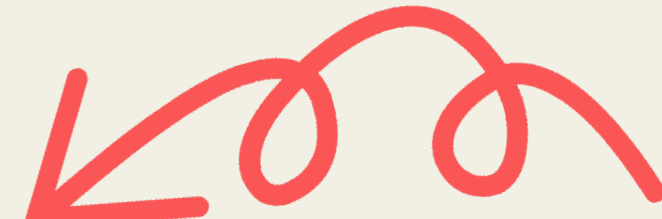


Co-funded by the  
Erasmus+ Programme  
of the European Union



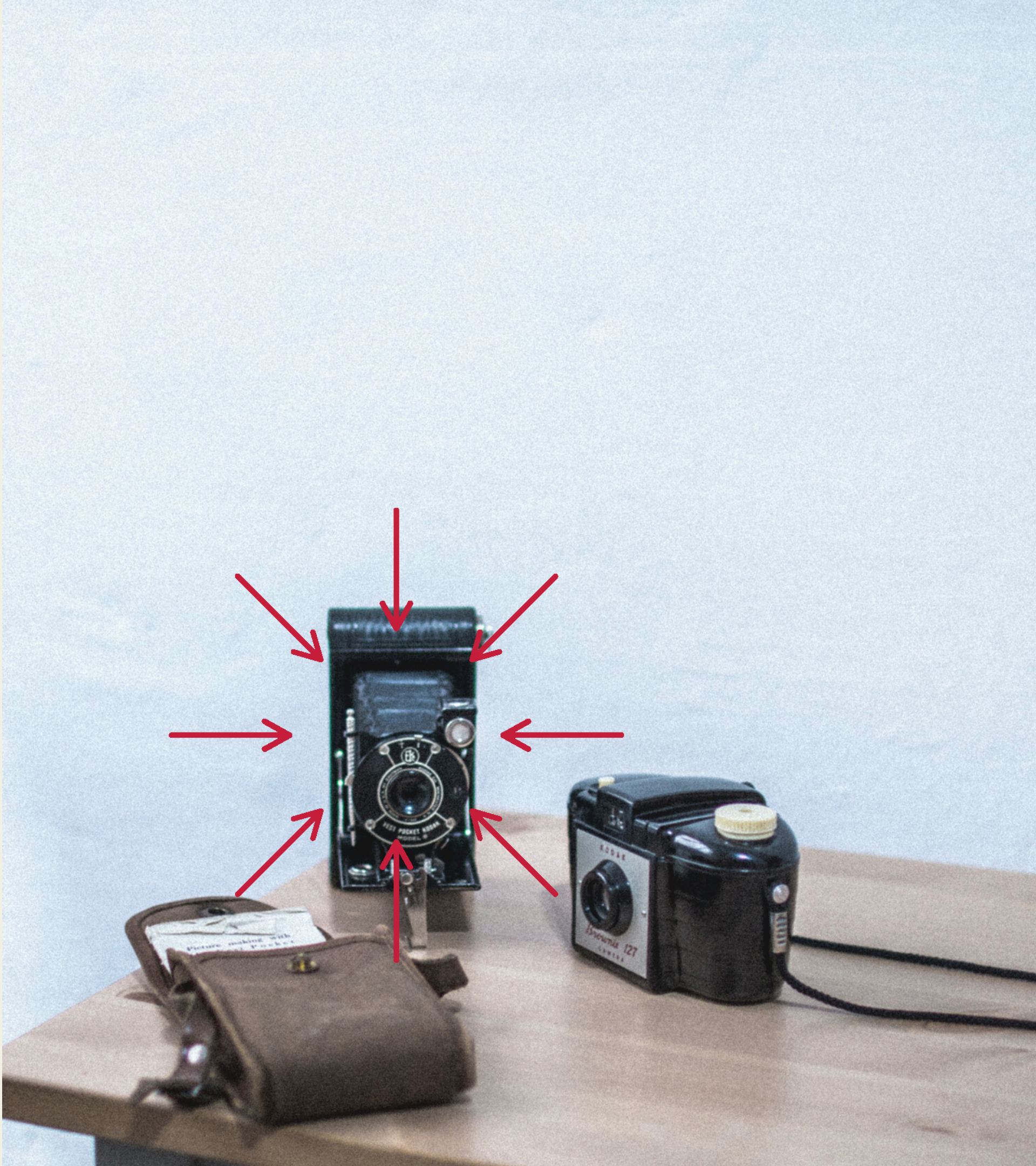


*This topic..*



In this lesson we understand how the animated image has been theorized by the wise men of animation. The very forerunners of contemporary animation.

Here we will review the 12 principles of Disney animation and how Warner Bros has applied them differently over time, making a clear comparison and differentiation. In addition, we will do simple software activities on some of the basic principles of animation.





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



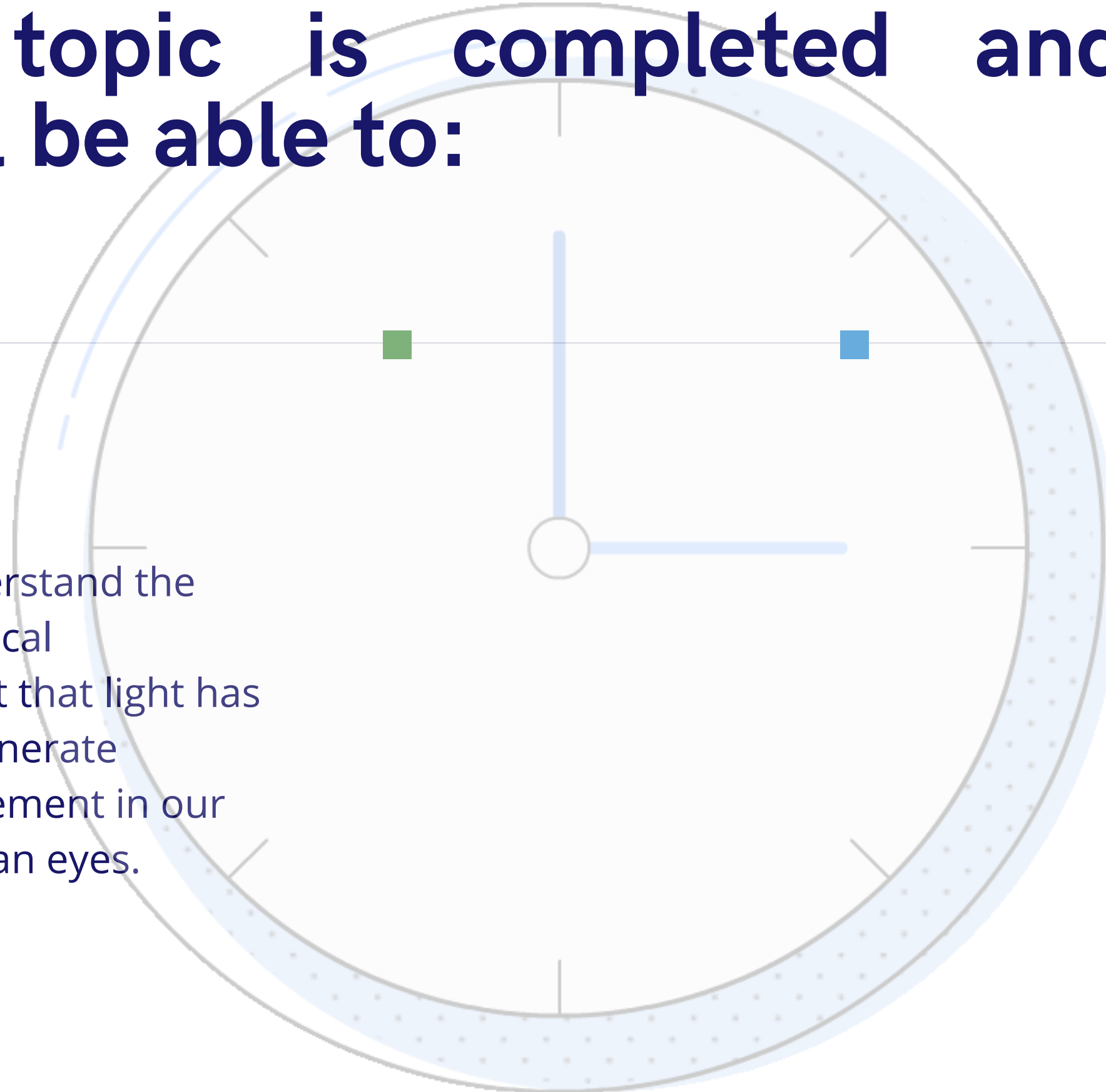
1

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



2

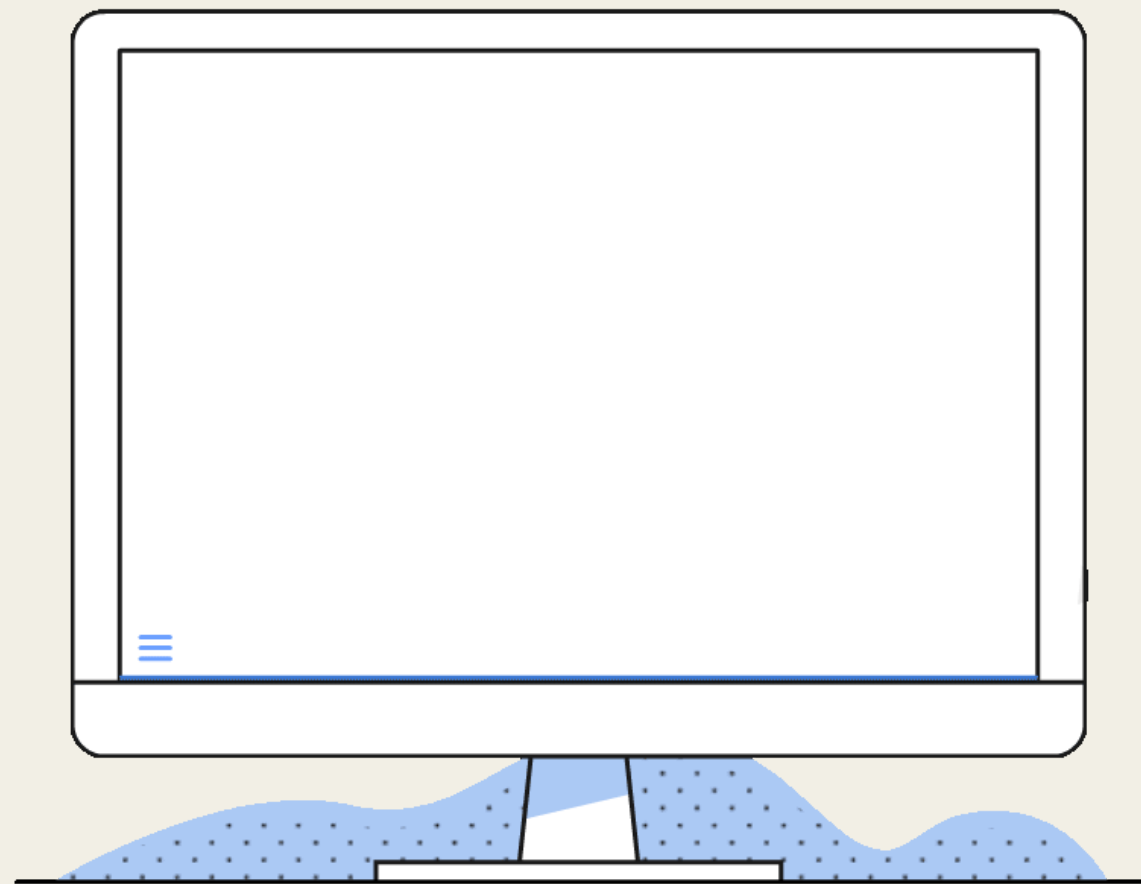
Understand the physical effect that light has to generate movement in our human eyes.



3

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

# Learning by doing



Phone or PC

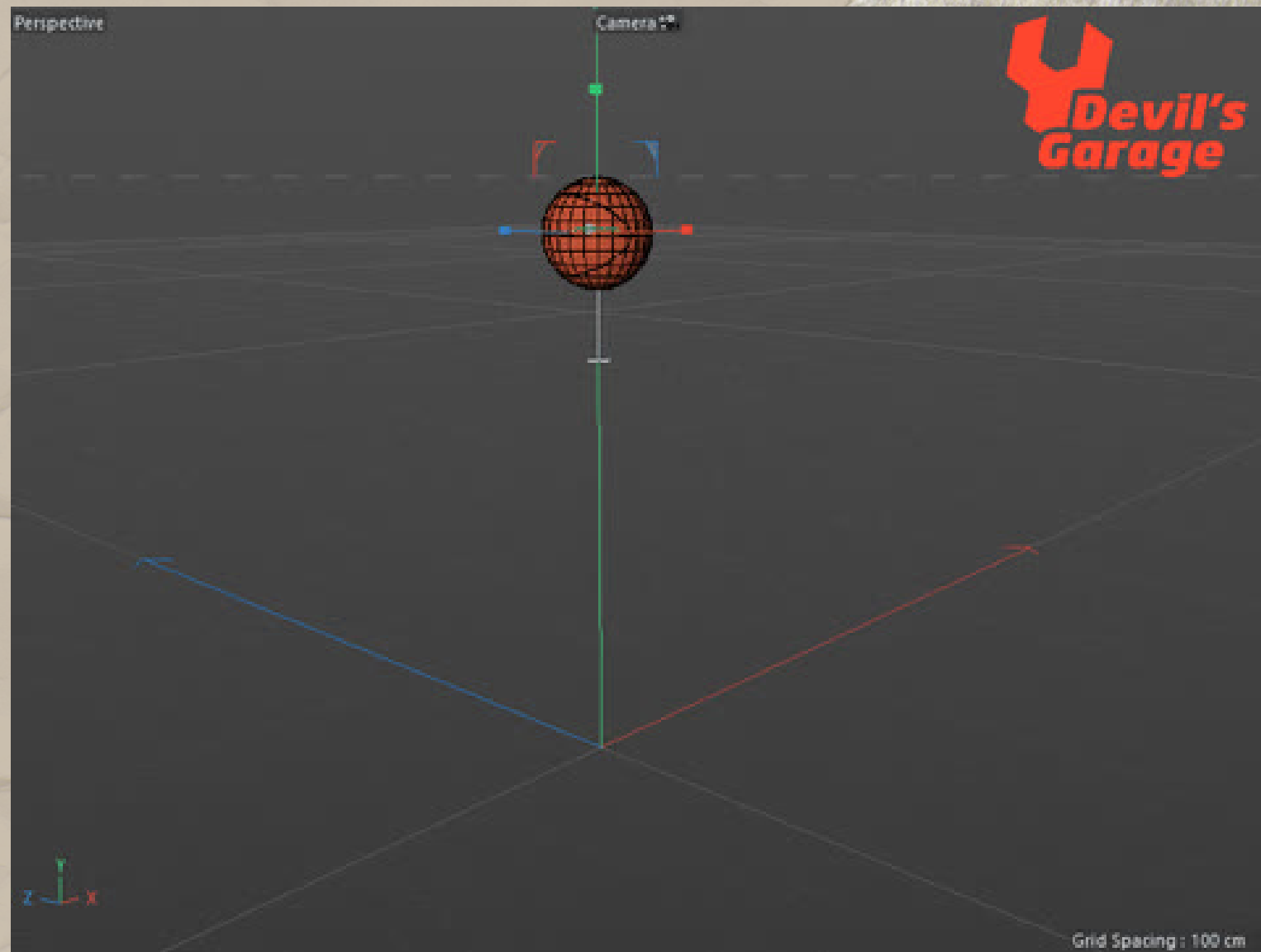


Flip a clip/ Autodesk  
steckbook



Pen and paper



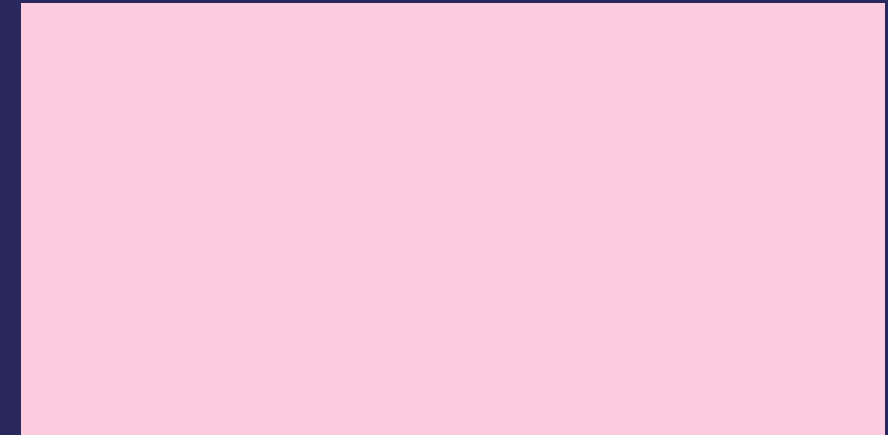
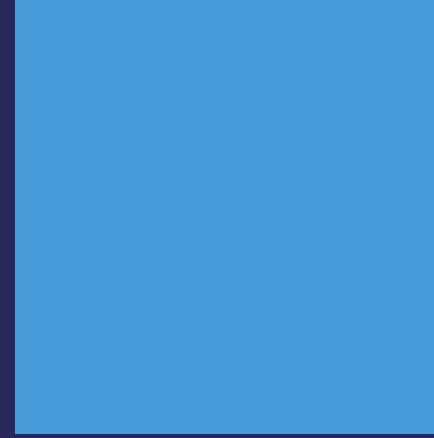


UNDERSTAND THE WEIGHT, VOLUME  
AND LENGTH OF THE APPENDIXES  
TO GIVE THE BALL A FEELING OF  
VITALITY





Understand the weight, volume and length of the appendixes to give the ball a feeling of vitality







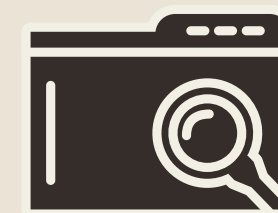
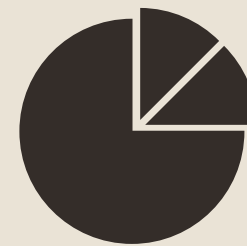
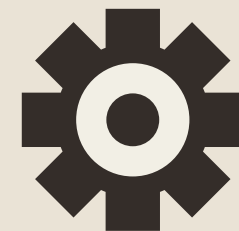
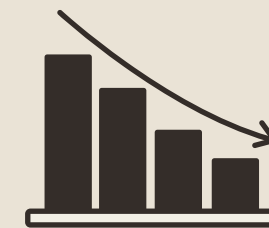
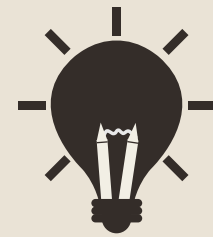
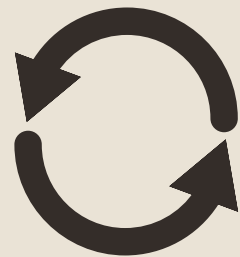
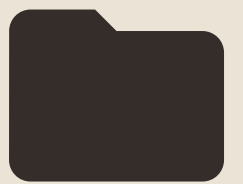
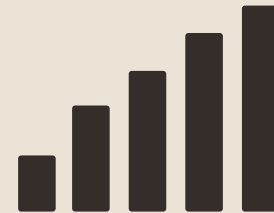
THE PRINCIPLES OF ANIMATION  
ARE SUGGESTIONS THAT AFTER  
FULL UNDERSTANDING CAN BE  
ALTERED BY EXPERIENCED  
ANIMATORS.





# Activity

Complement the previous exercise with an appendix.

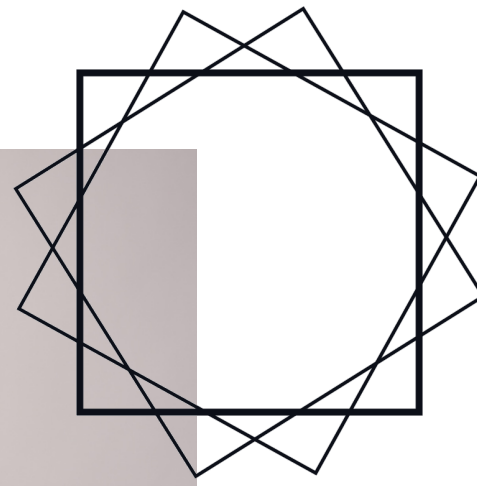






The principles of animation are the basis of the construction of animation, it is important to memorize them, identify them and use them correctly in simple animations.





**OCITY**

Creativity + Innovation & Technology

