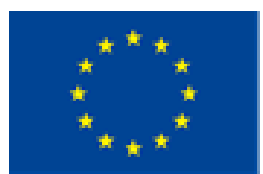


Module II. Technical

Animation Course

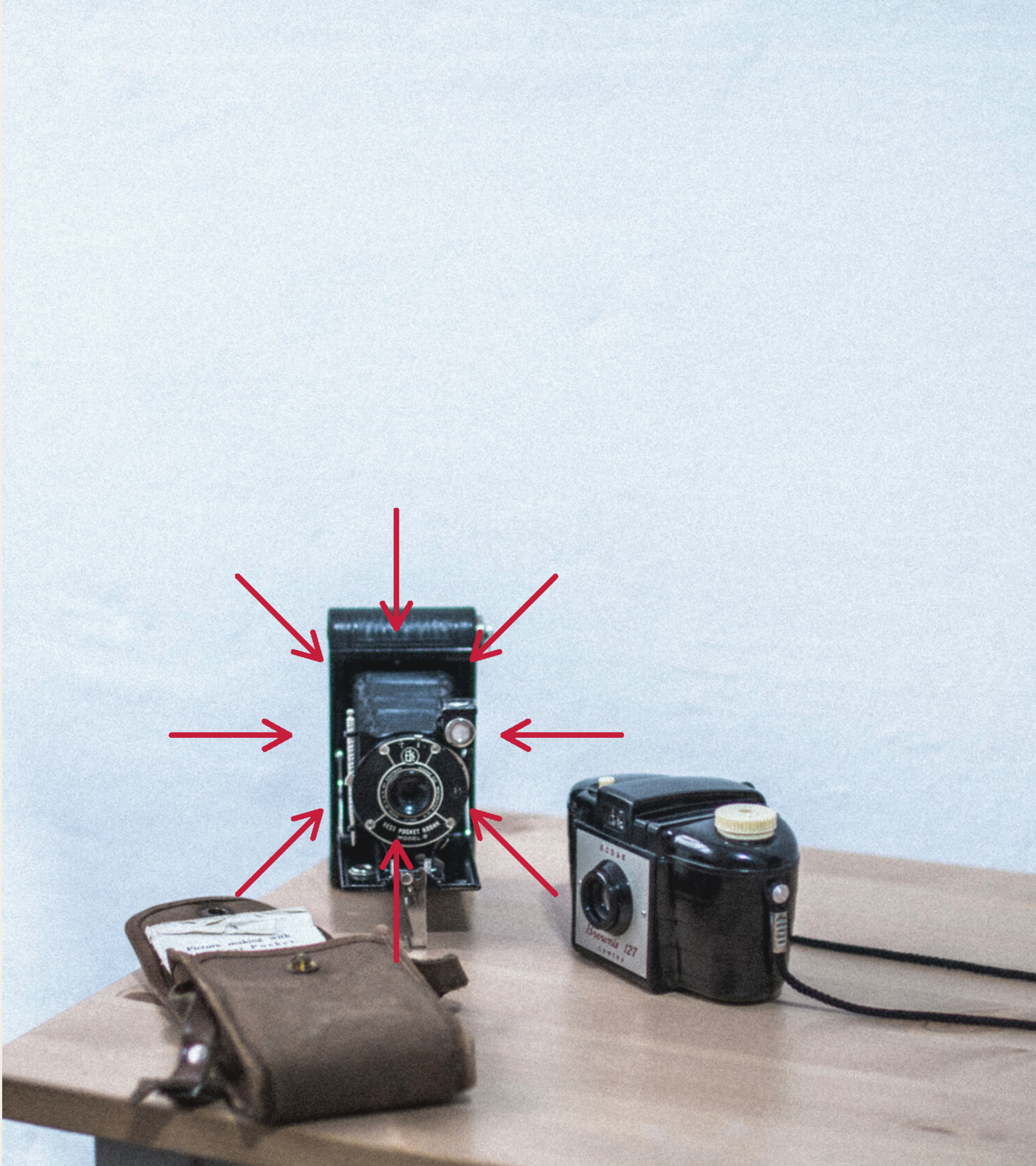
Topic 3. Animation as a tool

Activity T3.L2.2. Staging and timing



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





This topic...

In this lesson we will review the principles of the last lesson, doing activities to reinforce concepts and explore the new principles

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



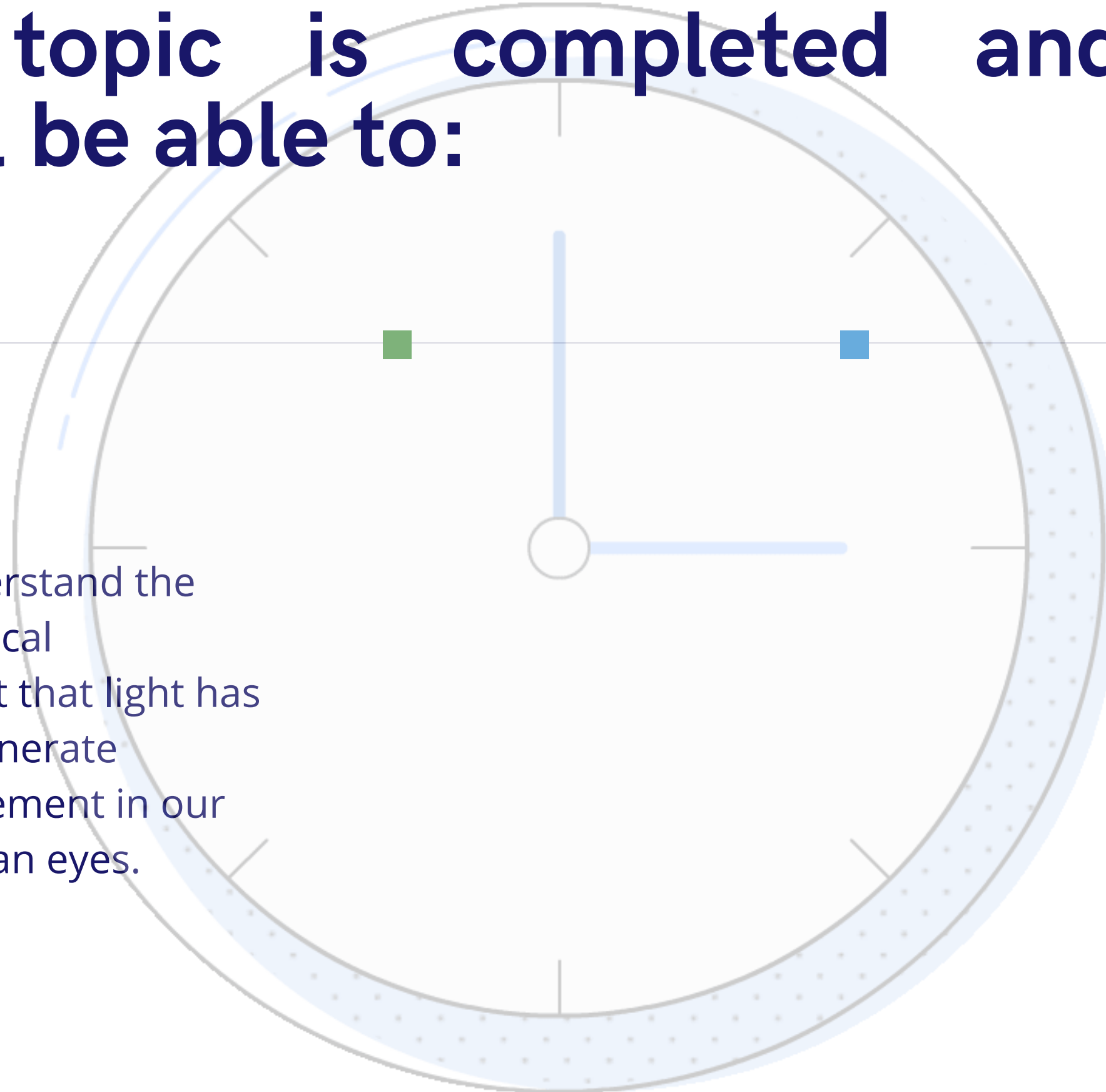
1

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



2

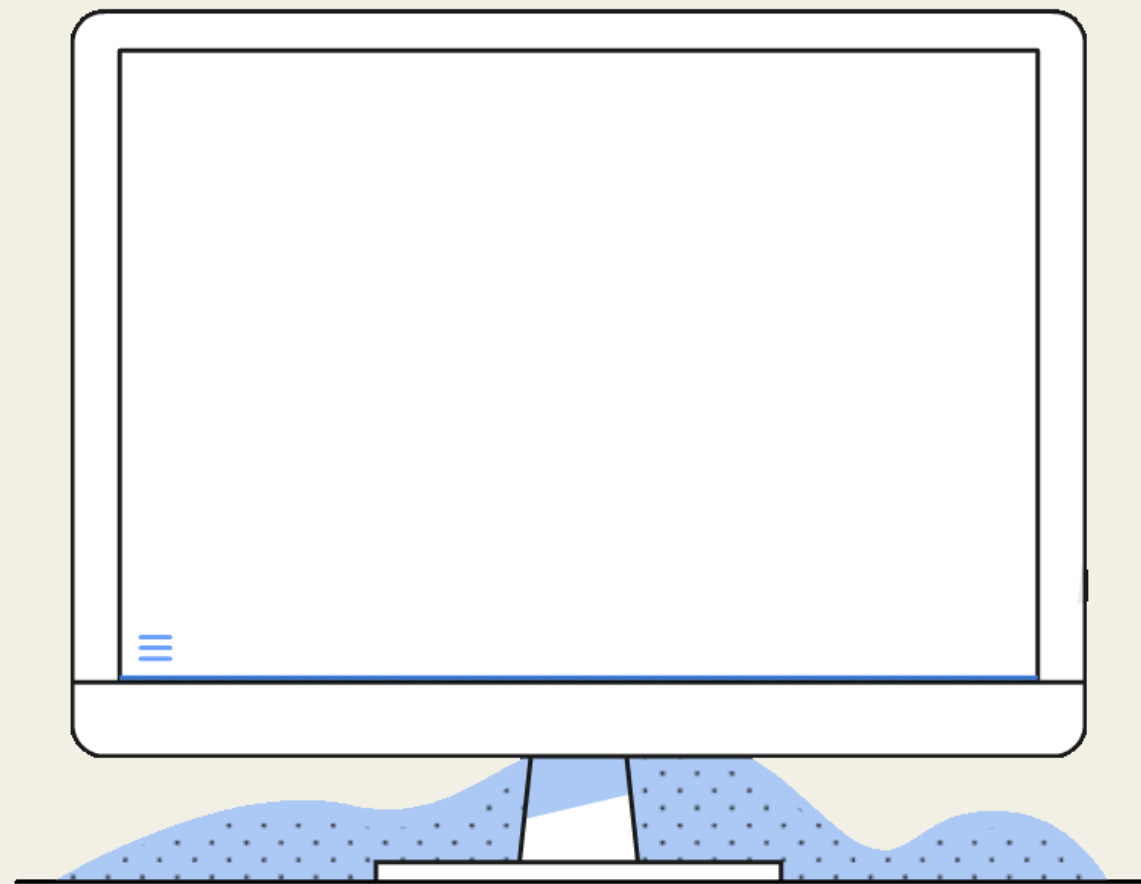
Understand the physical effect that light has to generate movement in our human eyes.



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
stackbook



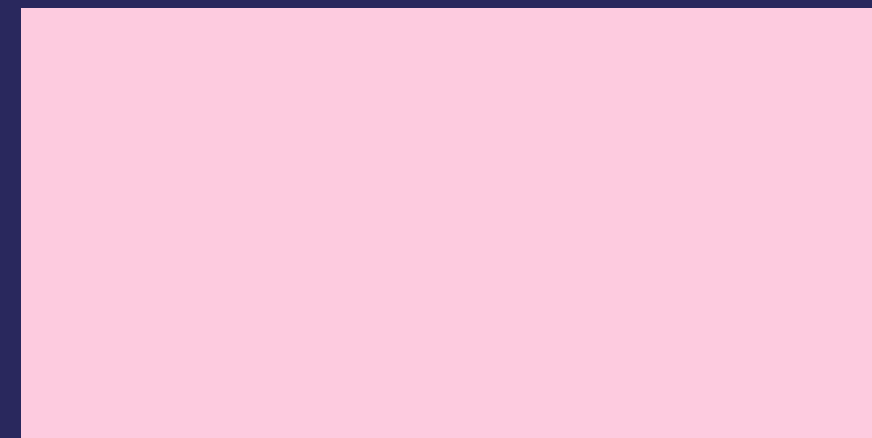
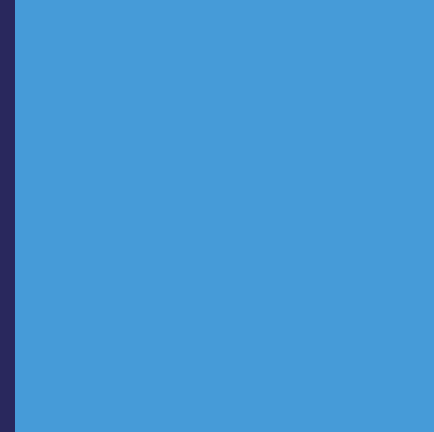
Pen and paper



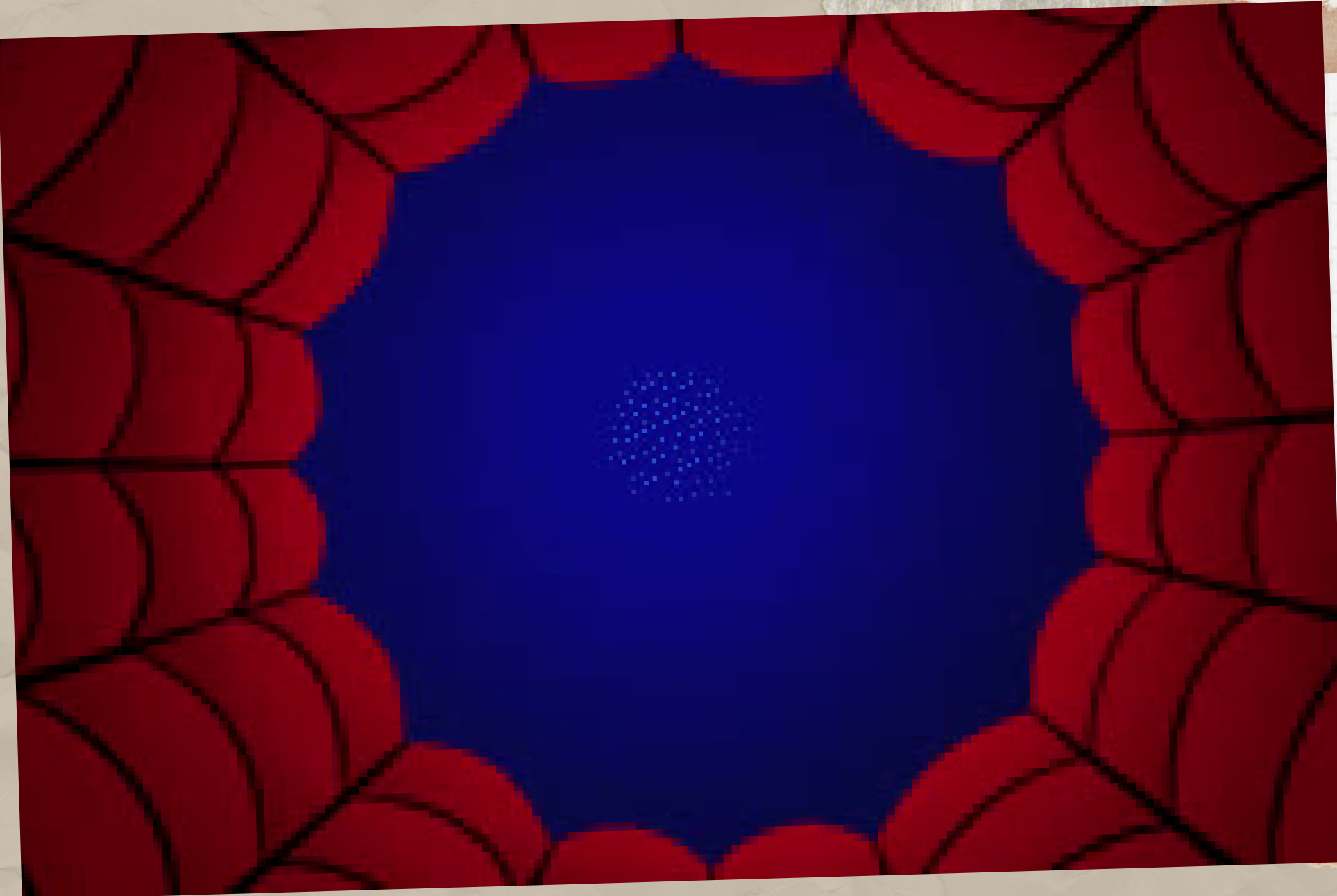
UNDERSTAND CAMERA AND
BACKGROUND MOVEMENTS AS A WAY
TO MAKE THE VIEWER UNDERSTAND
WHERE TO LOOK.

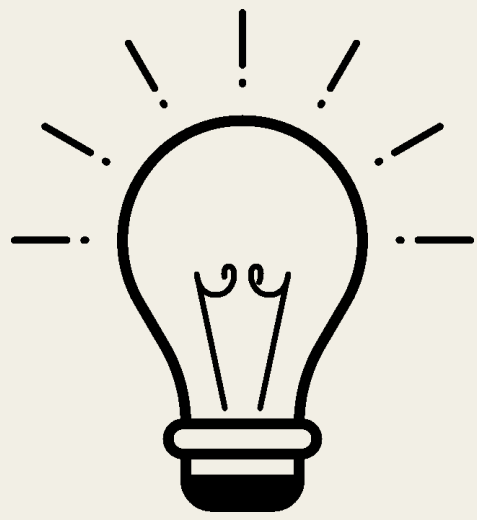


The principles of animation is the basis of the construction of animation, it is important to memorize them, identify them and use them correctly in simple animations.



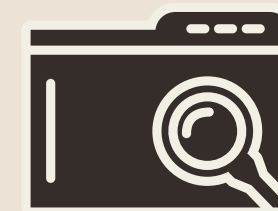
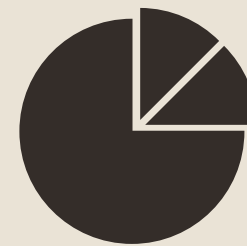
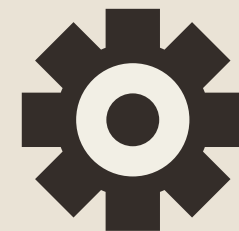
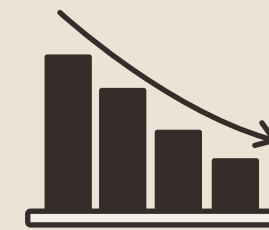
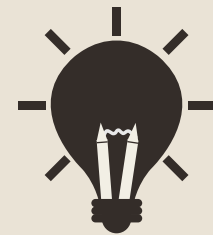
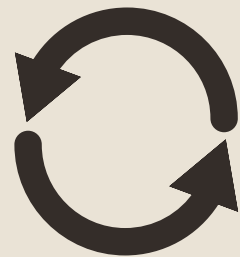
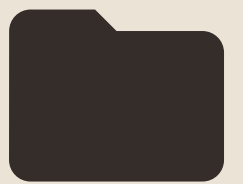
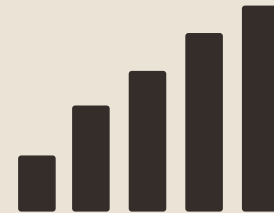
DESIGN OF BACKGROUNDS
CONGRUENT WITH THE ANIMATION
STYLE.

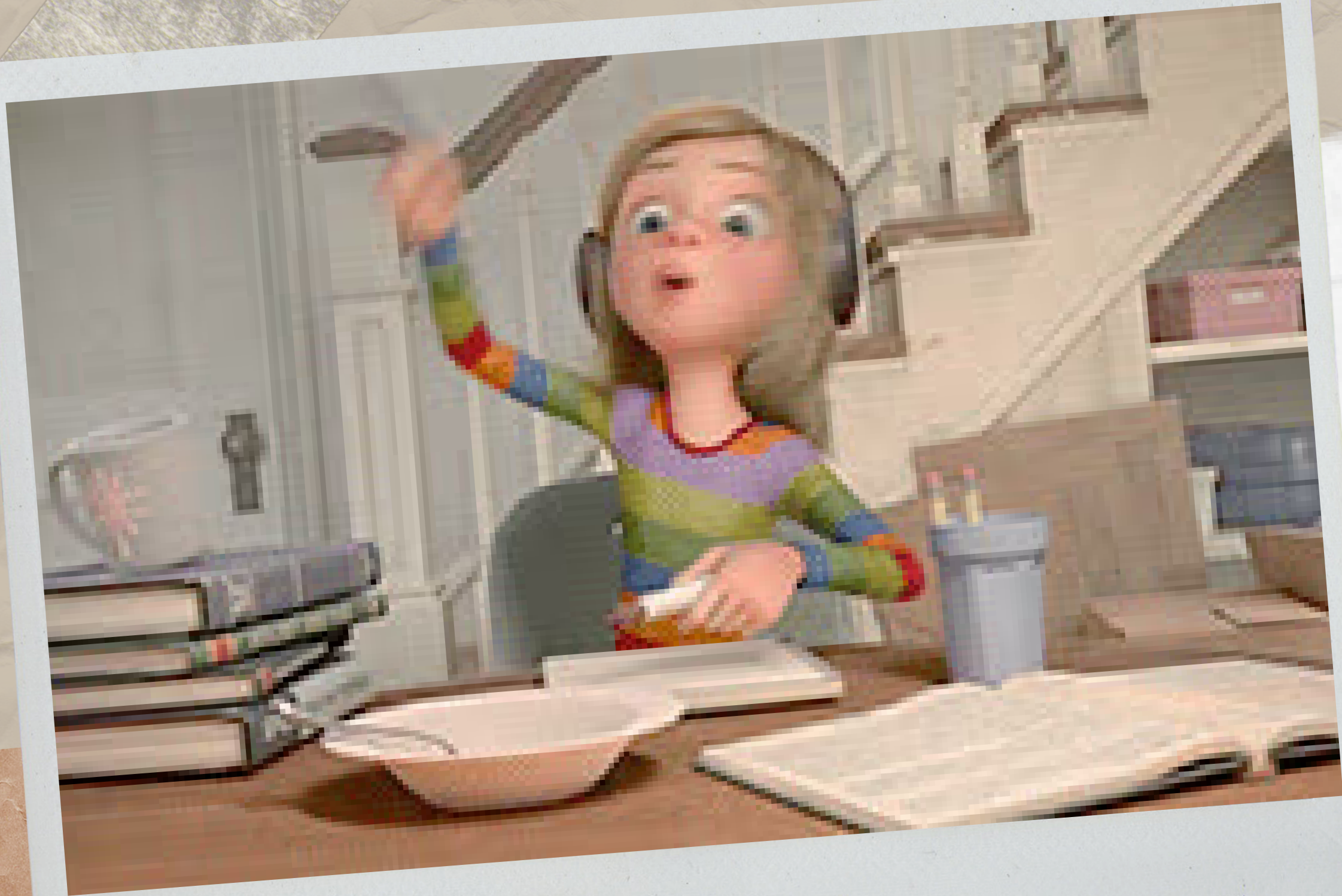




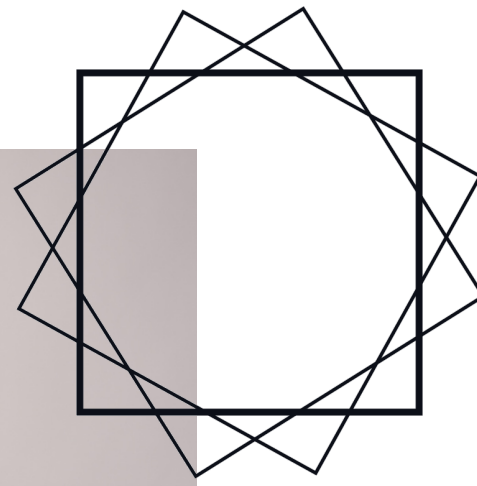
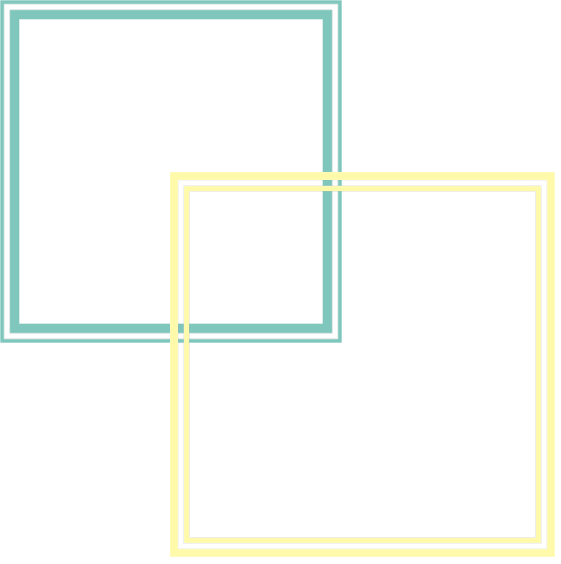
Activity

Software exercise to understand staging through scenography.





Timing: The most important principle, the basis of animation. It is the principle that tells us about how long each frame lasts on the screen to generate the sensation of movement.



OCITY

Creativity + Innovation & Technology

