

# Module II. Technical

## Animation Course

### Topic 3. Animation as a tool

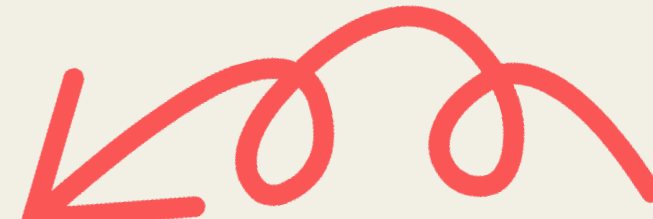
#### Activity T3.L3.1. Character illustration by principles



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

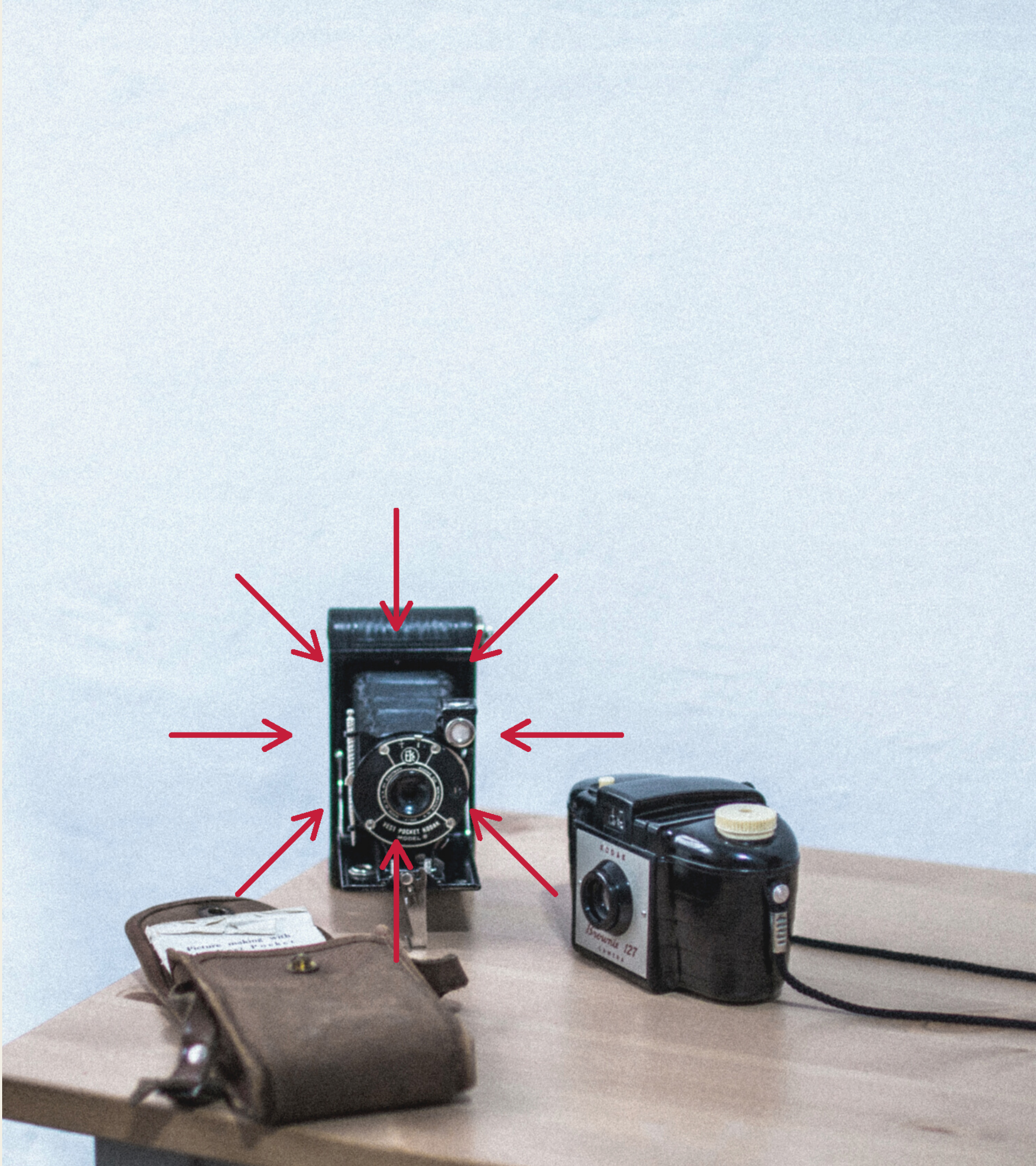


*This topic..*



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:



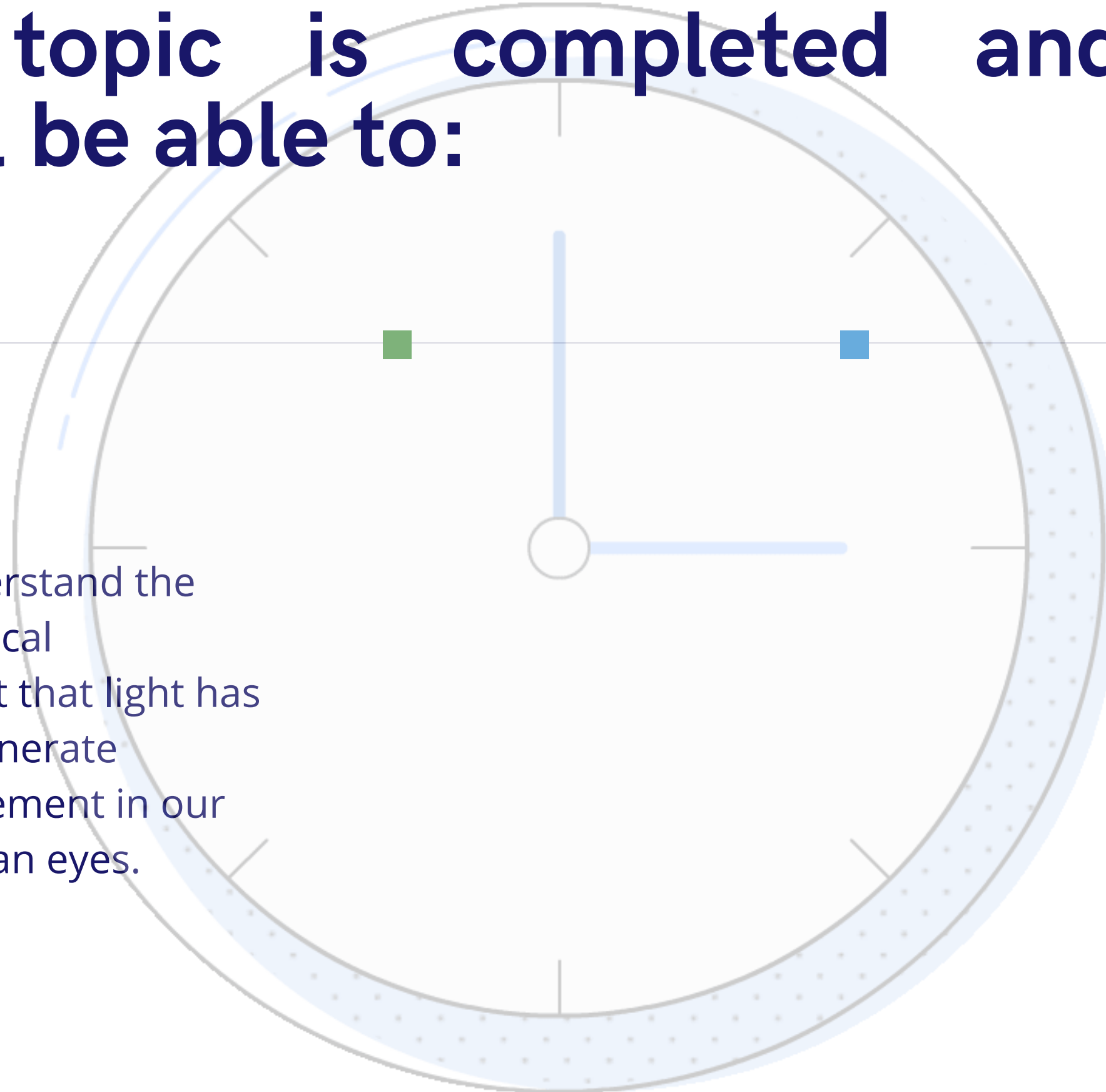
**1**

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



**2**

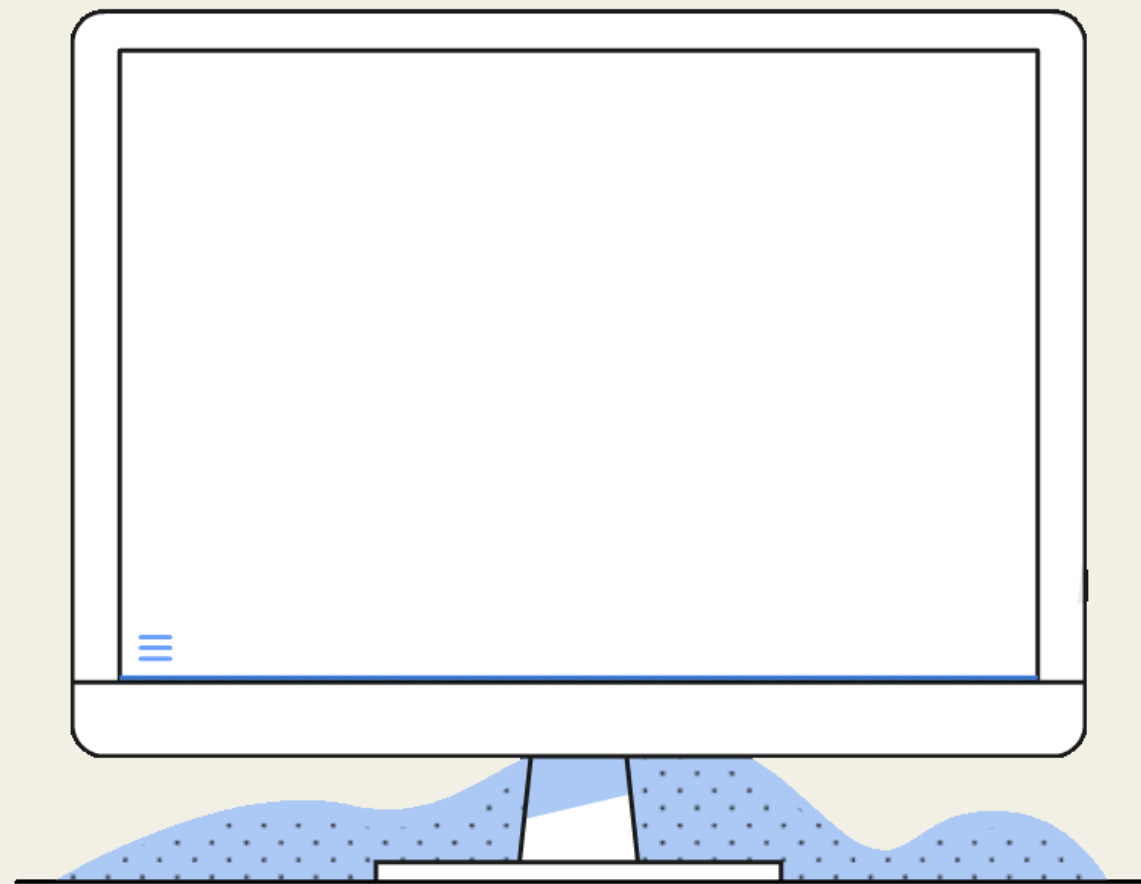
Understand the physical effect that light has to generate movement in our human eyes.



**3**

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

# Learning by doing



PC or tablet



Flip a clip/ Autodesk  
steckbook



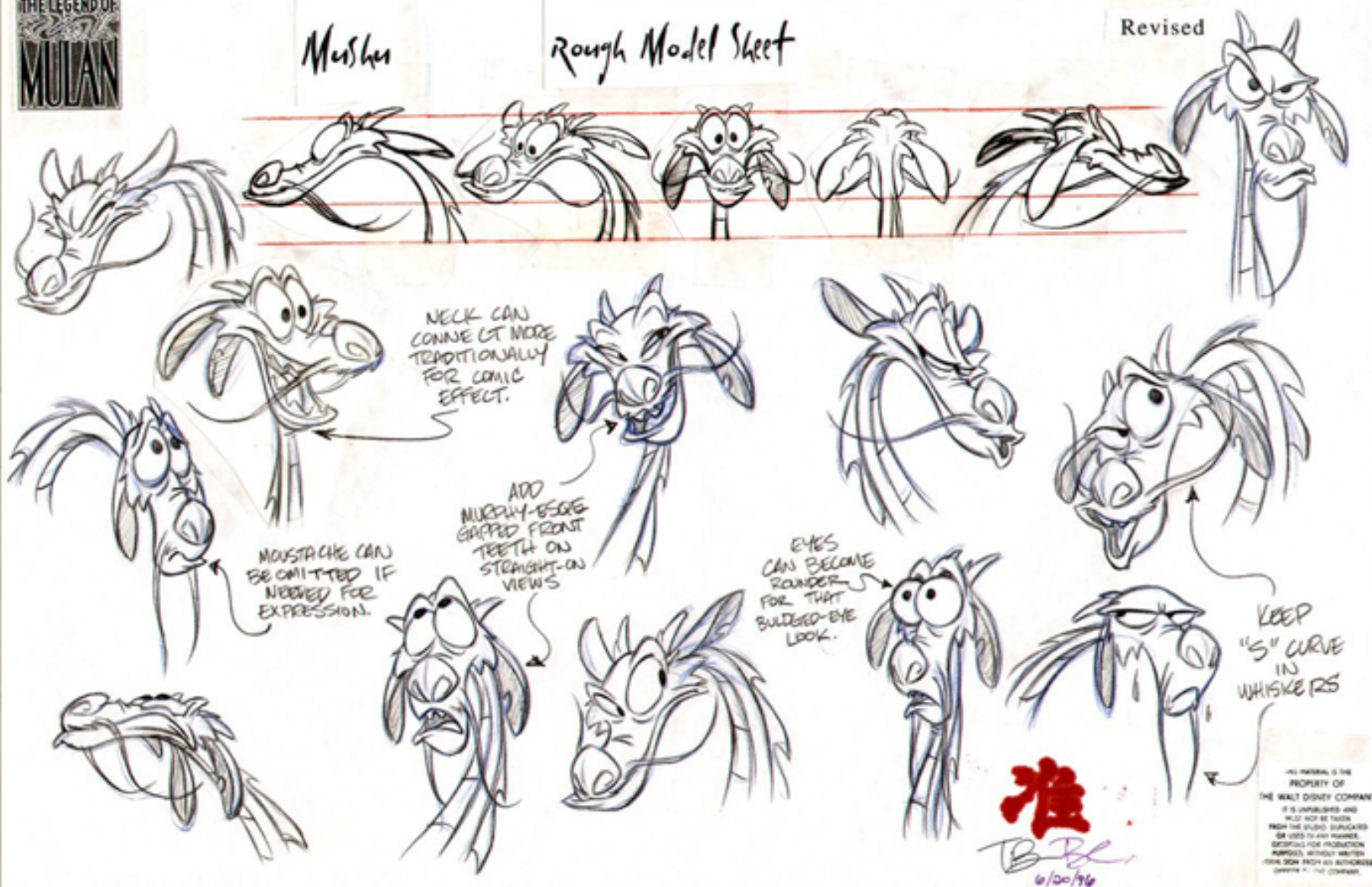
Pen and paper



Mushu

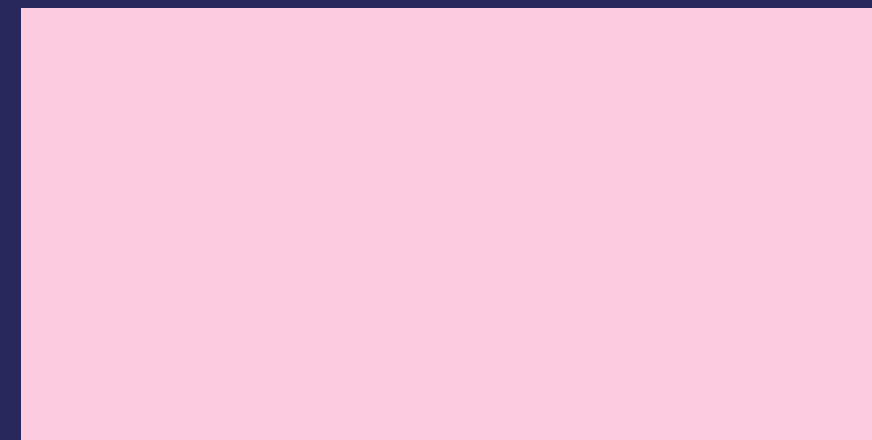
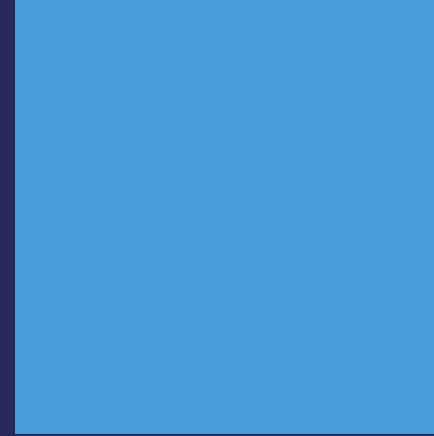
Rough Model Sheet

Revised



UNDERSTAND HOW THE DESIGN OF THE BODY THROUGH ARCS AND SHAPES GENERATES THE SENSATION OF MOVEMENT AND EXPRESSIONS OF THE CHARACTER

**Within character animation it is very important to take into account references of all kinds to understand correct movements and give a feeling of vitality to my character.**



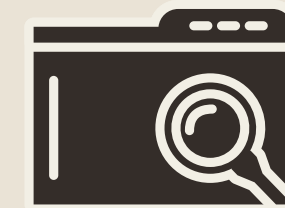
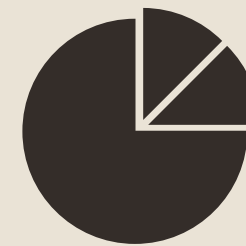
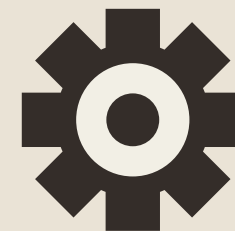
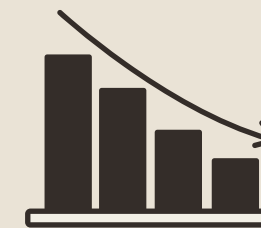
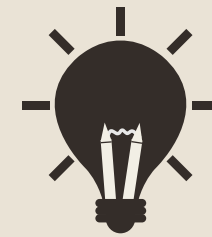
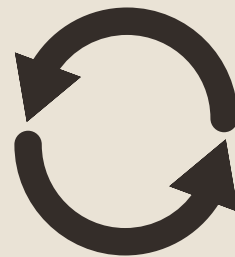
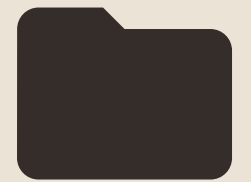
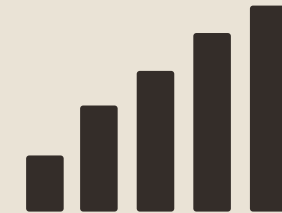
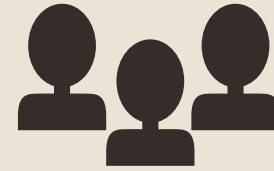


UNDERSTAND HOW THE MOVEMENT OF  
FEATURES IN DESIGN CAN  
GENERATE EXPRESSIONS AND  
VITALITY



# Activity

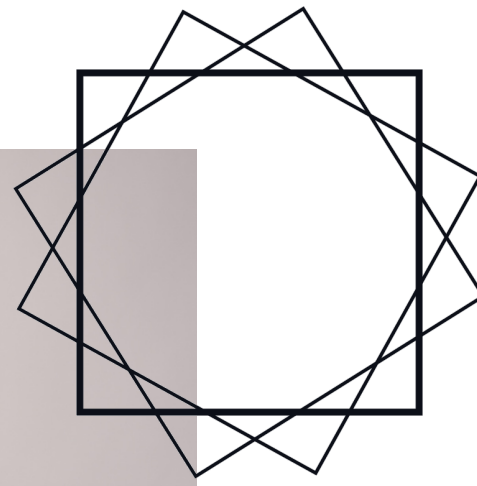
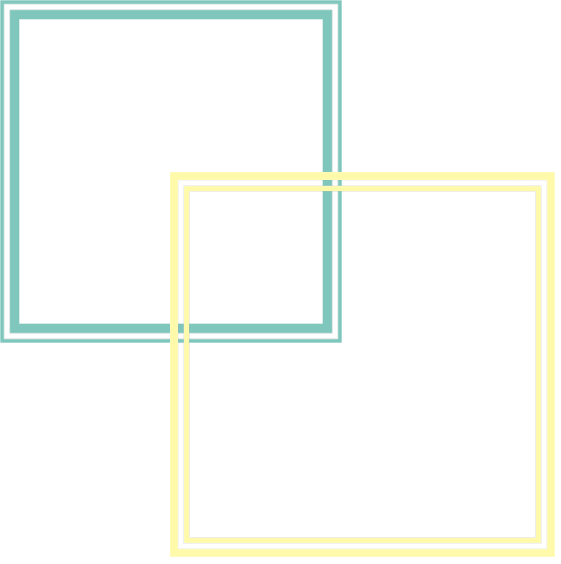
Application of character illustration following the principles of animation.







Apply the principles of design in animation to a clear illustration of a character.



**OCITY**

Creativity + Innovation & Technology

