

Module II. Technical

Animation Course

Topic 3. Animation as a tool

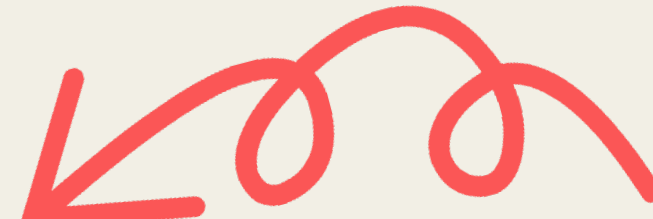
Activity T3.L3.2.Character conceptualization



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

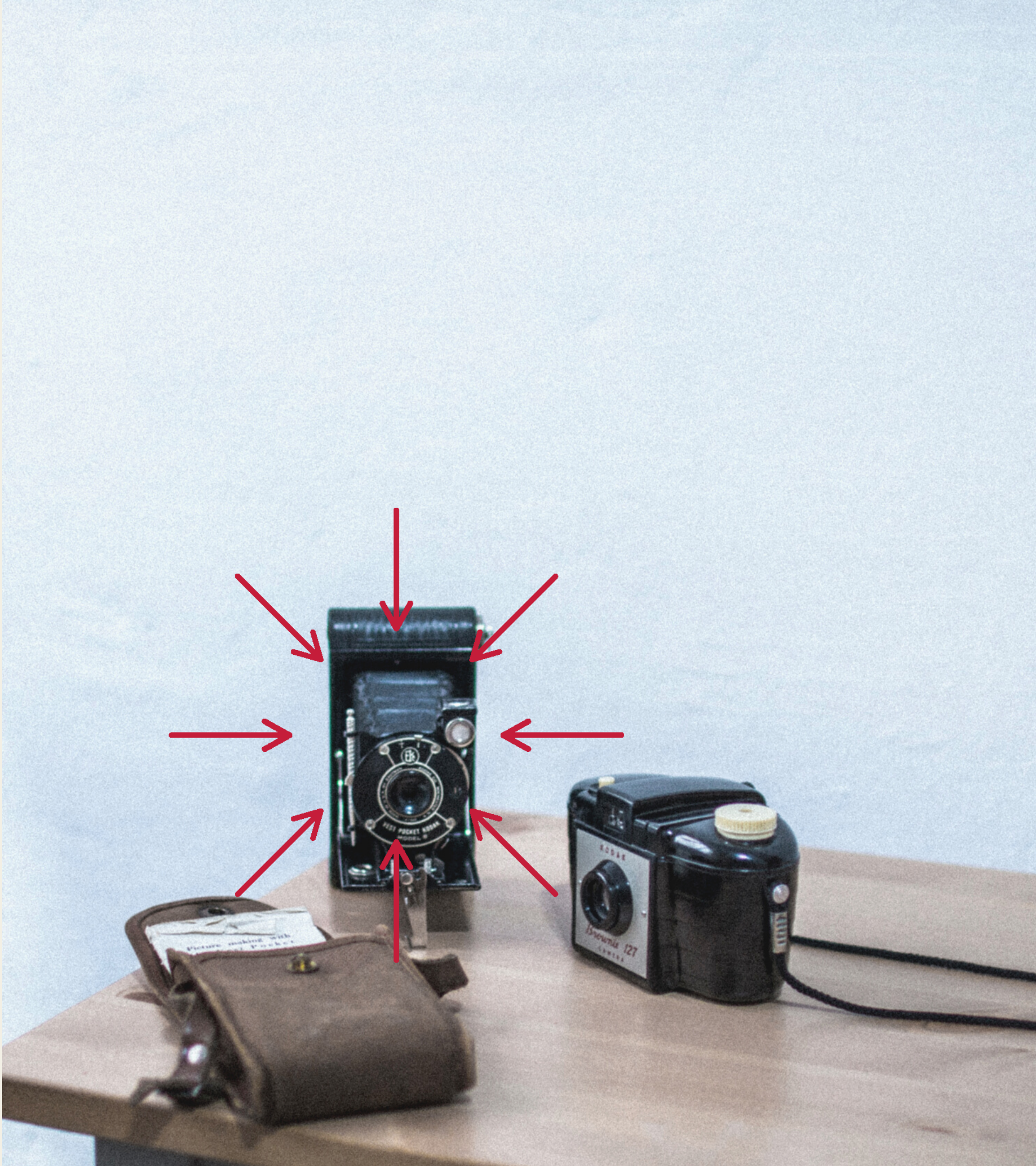


This topic..



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 to doing 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

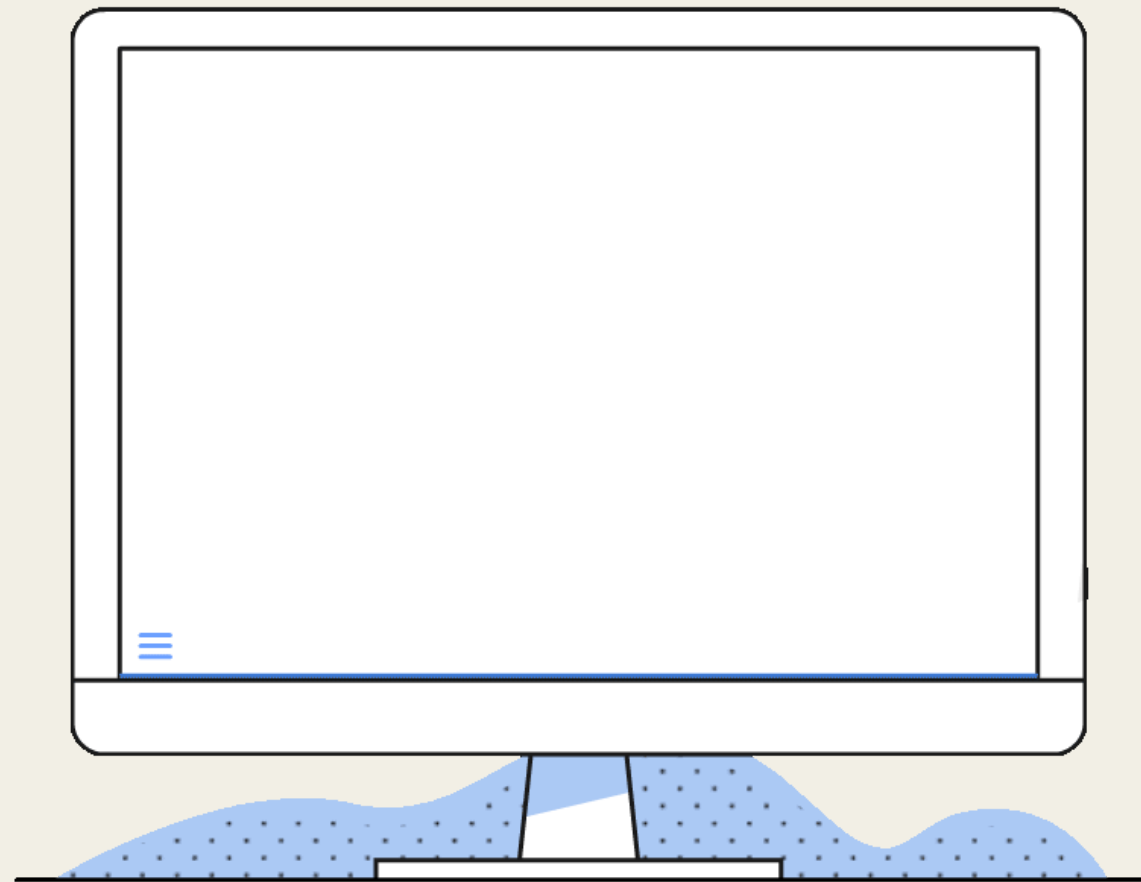
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by doing.



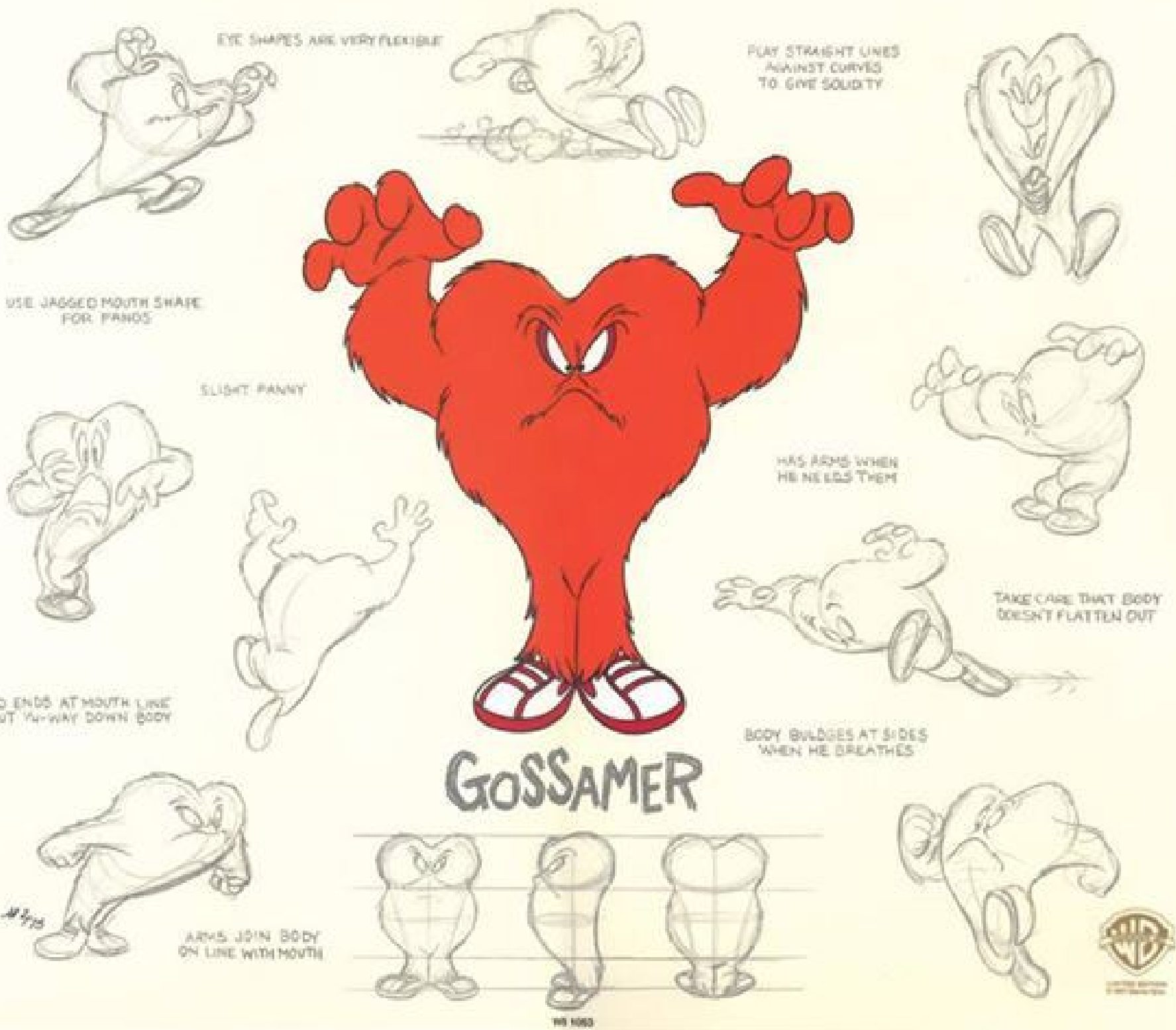
PC or tablet



Flip a clip/ Autodesk
stackbook

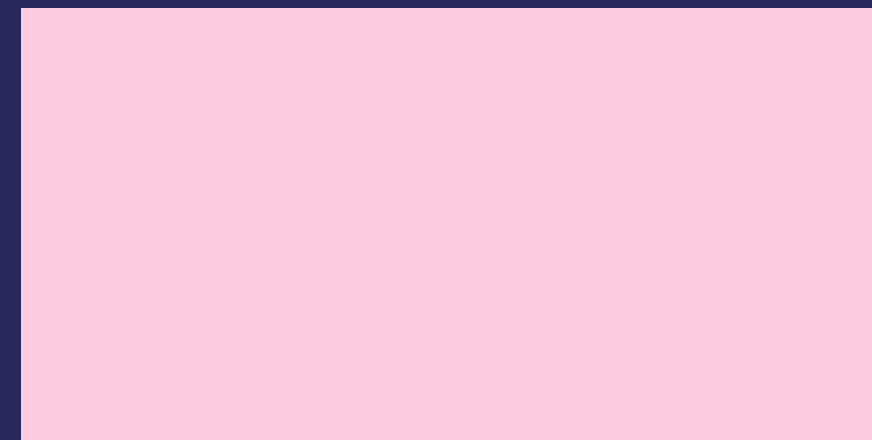
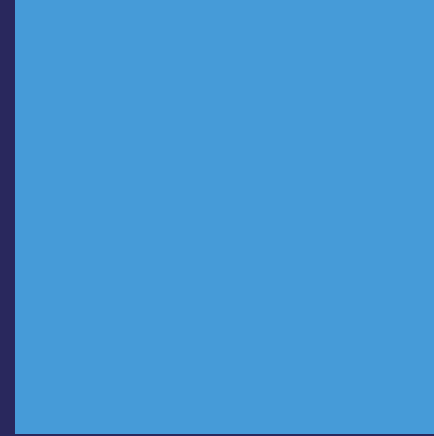


Pen and paper



APPLY THE PRINCIPLES OF DESIGN
IN ANIMATION TO A CLEAR
ILLUSTRATION OF A 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.



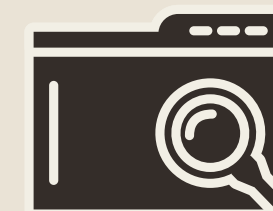
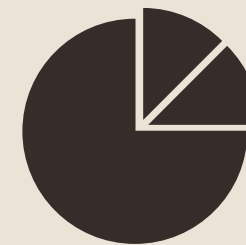
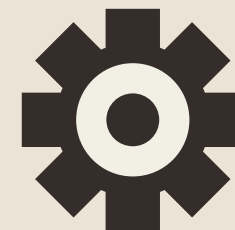
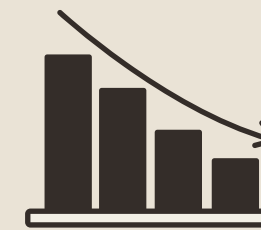
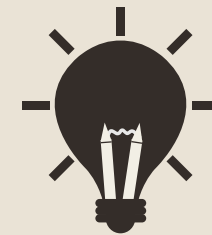
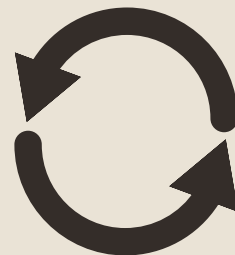
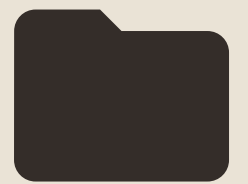
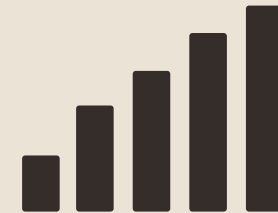
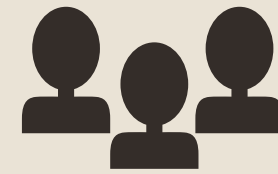


VERIFY THAT YOUR CHARACTER IS
ATTRACTIVE, EXAGGERATED IN ITS
UNIVERSE, UNIQUE IN ITS
UNIVERSE, THAT ITS MOVEMENTS
CAN PASS IN ARCS AND THAT IT IS
SEEN IN THREE DIMENSIONS



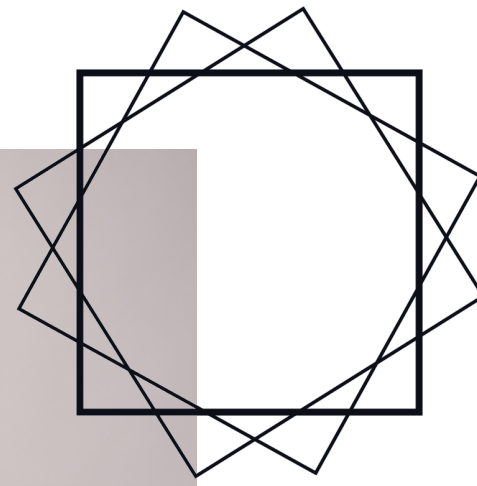
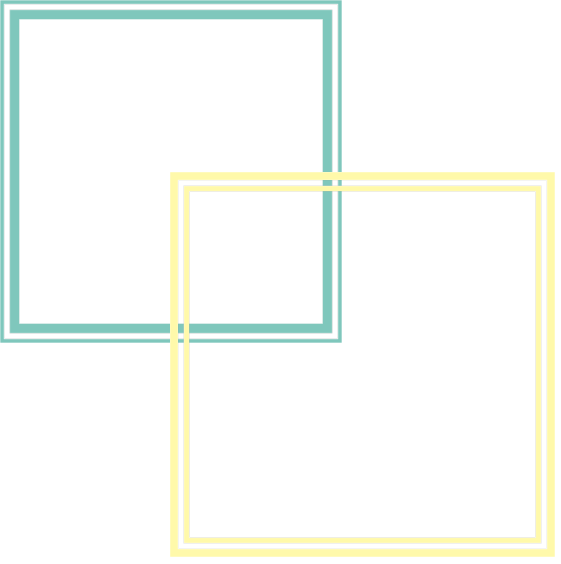
Activity

Conceptualization
of the character following the
principles of animation.





The key poses and movements of my character should always try to be referential



OCITY

Creativity + Innovation & Technology

