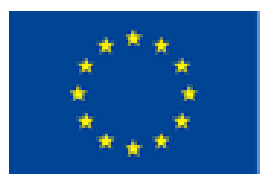


# Module II. Technical

## Animation Course

### Topic 3. Animation as a tool

#### Activity T3.L4.1. Traditional apply of principles

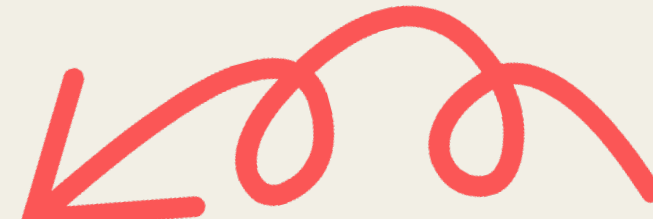


Co-funded by the  
Erasmus+ Programme  
of the European Union



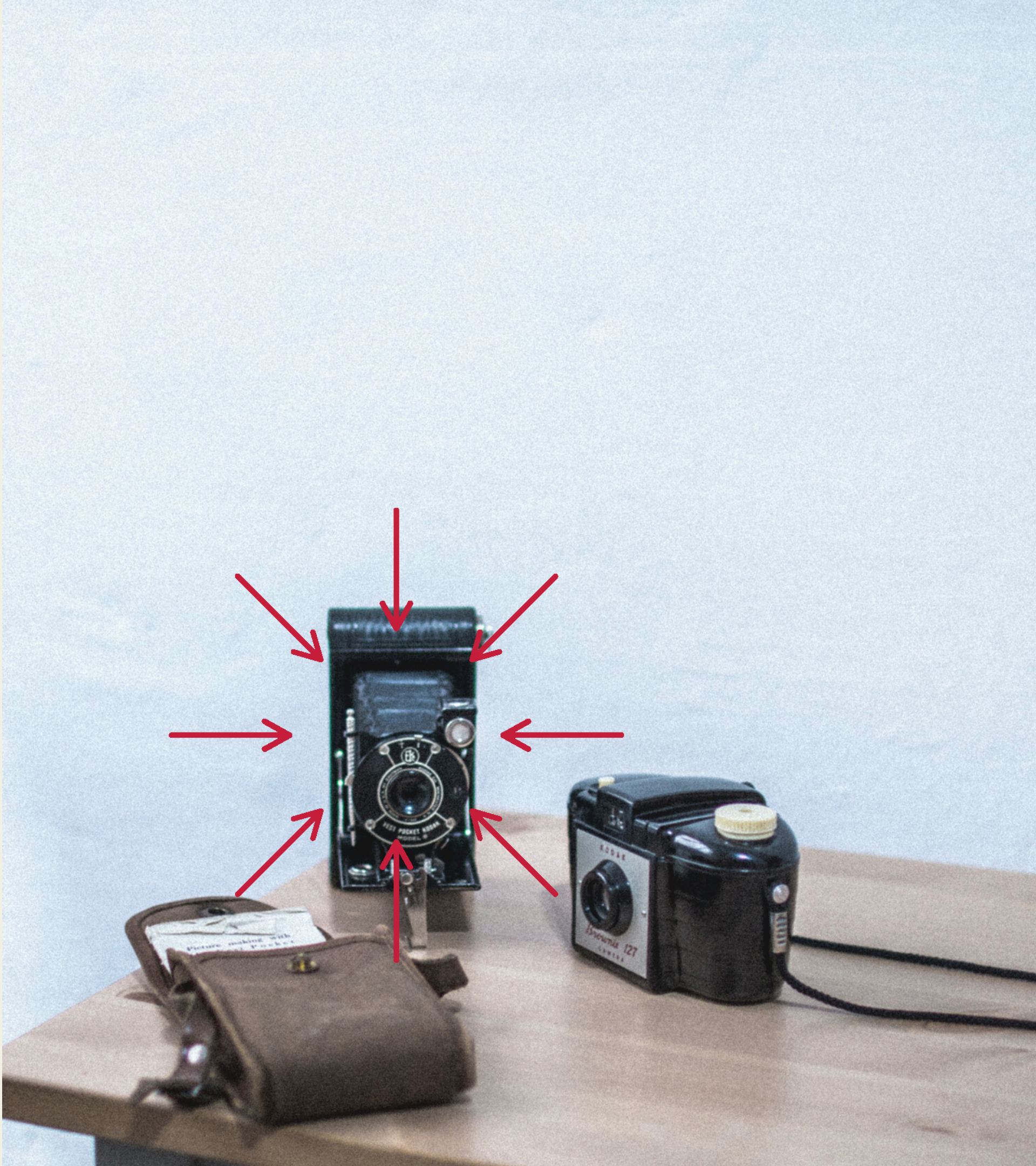


*This topic..*



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:



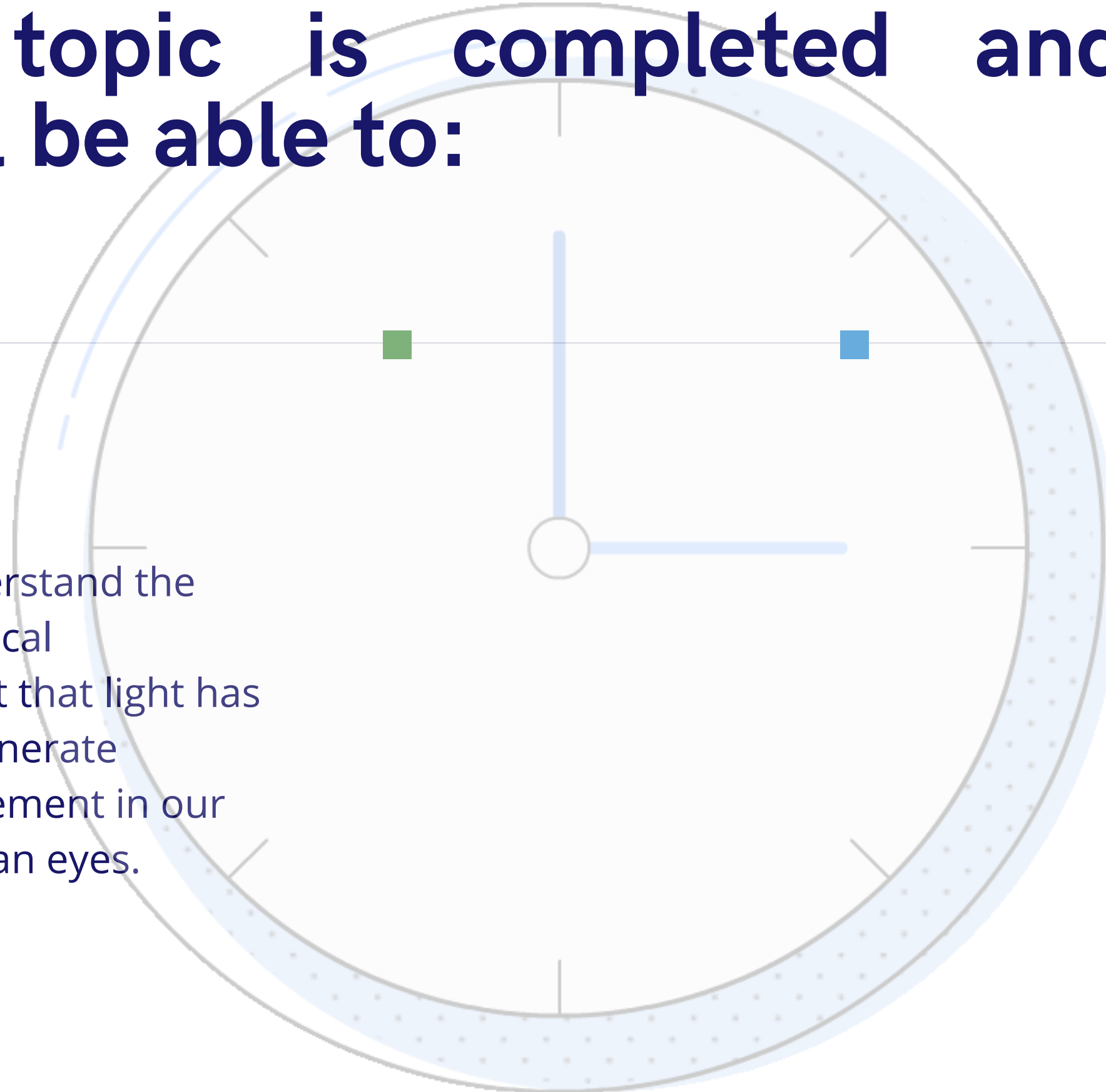
1

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



2

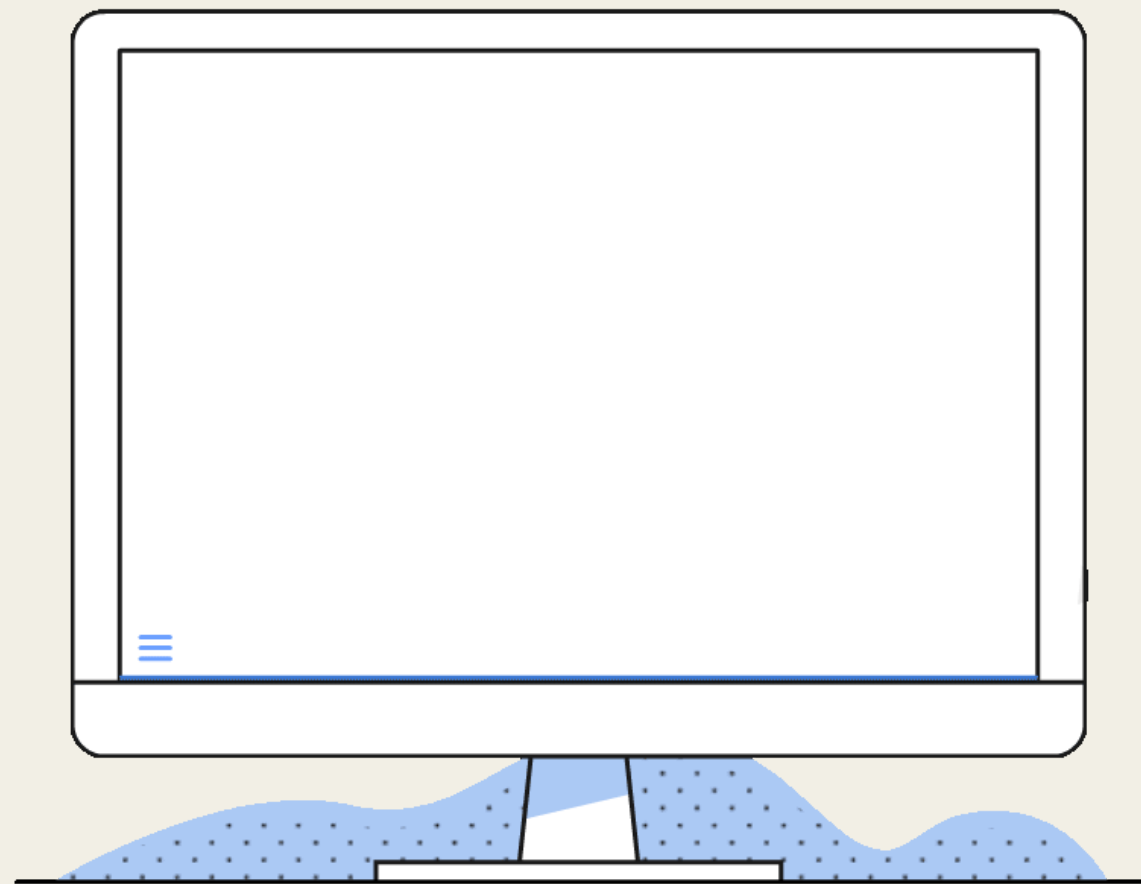
Understand the physical effect that light has to generate movement in our human eyes.



3

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

# Learning by doing



PC or tablet, Camera



Flip a clip/ Autodesk  
steckbook



Pen and paper

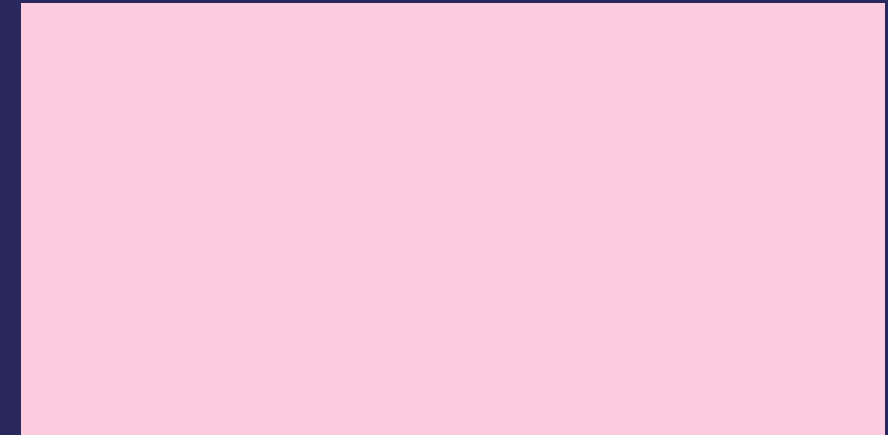
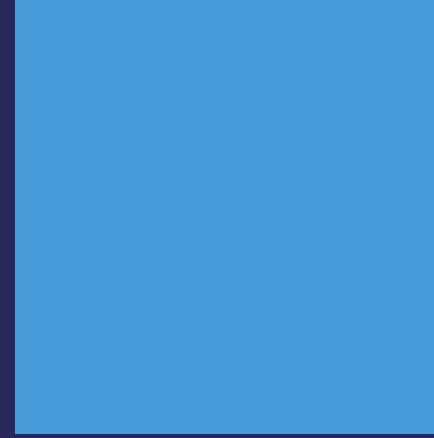




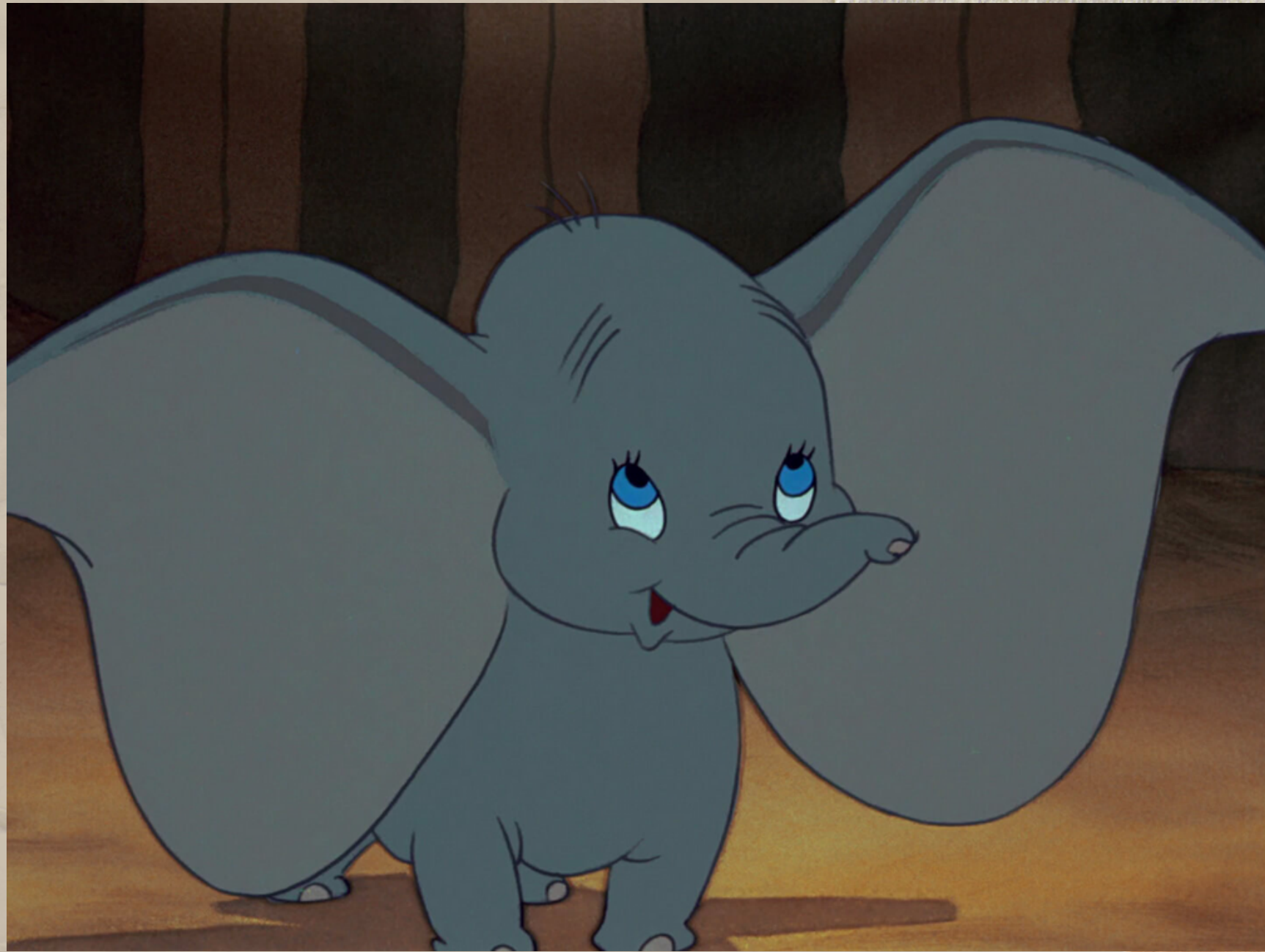
APPLY THE CONCEPTS OF  
IMPORTANT POSES TO BE ABLE TO  
CREATE INTERMEDIATE ONES.



**By using the principles in alternative animation we can generate animations with the aesthetic effect of analog and physical animation**







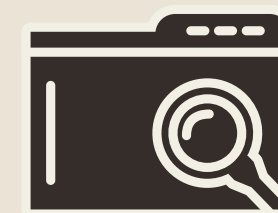
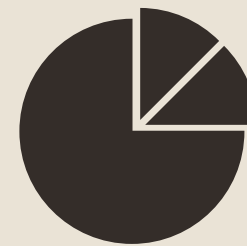
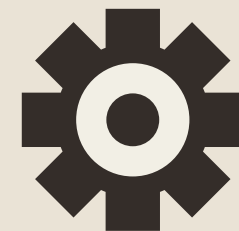
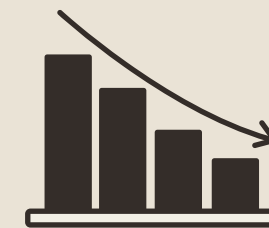
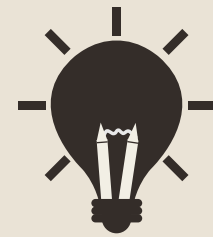
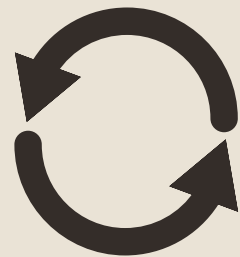
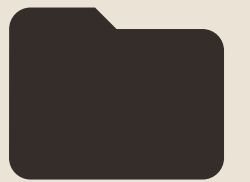
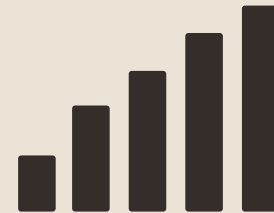
UNDERSTAND STATIC MOVEMENTS AS  
THE POSITIONS THAT ARE THE  
MINIMUM CELL OF THE ANIMATION.





# Activity

Animation drawing after drawing applying the principles of animation to traditional techniques.

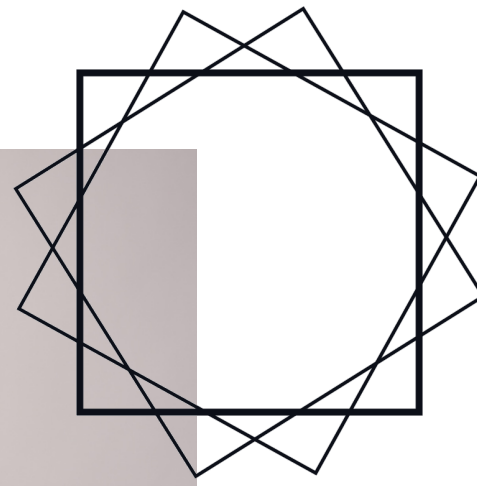






Apply the concepts of important poses to be able to create intermediate ones.





**OCITY**

Creativity + Innovation & Technology

