Module II. Technical

Animation course

Topic 3. Animation as a tool.

Lesson 2. Use of the principles

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Creativity + Innovation & Technology

In this lesson, we will learn...

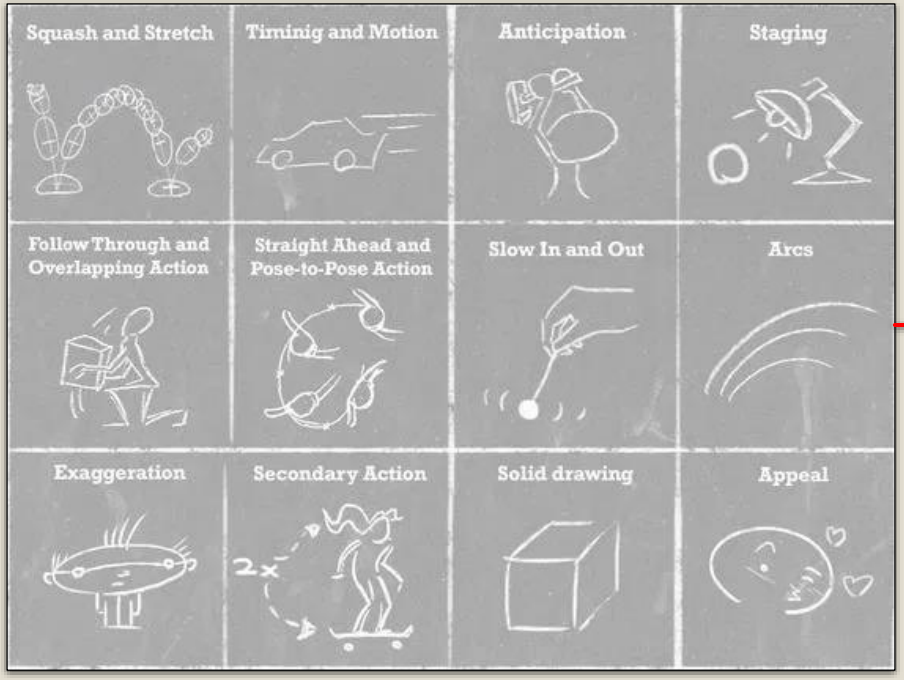
In this lesson we will review the principles of the last lesson, doing activities to reinforce concepts and explore the new principles.

Use of the principles

Objectives:

Understand and memorize the 12 basic principles of Disney animation.

- Perform software exercises that meet the 12 principles of animation.
- Understand how staging and composition can help give a more correct message.



THE 12 PRINCIPLES OF ANIMATION

How do you use the staging principle correctly in an animated scene?

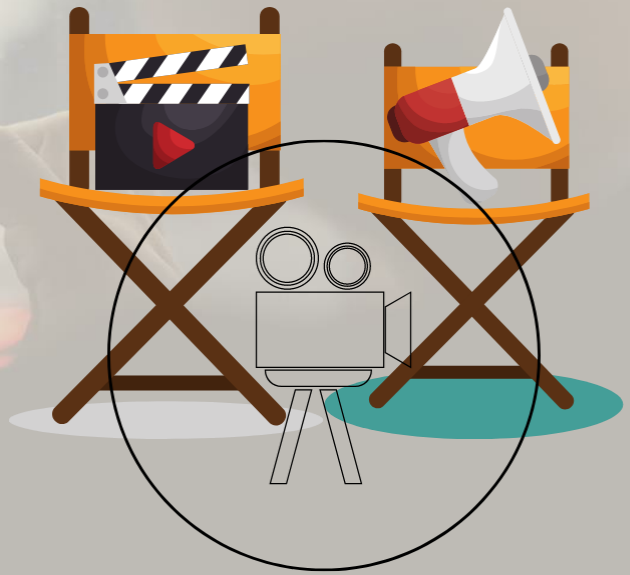
When defining how the actions of our characters or objects put into composition will be, time must be understood and how each action must respect a correct dramaturgical conception so that the viewer understands that the characters that act in my scene are real, in the same way as each action must have its temporary space so that the times and movements of the characters do not overlap.

By having a temporal clarity, we can help ourselves with the level of the shot that we can put in our scene and thus help us through a camera and the type of shot to be made to give a better understanding of the action.

Finally, we must consider the background, the costumes and the objects that we have on the screen to give our viewer even more clarity.

- ***Conclusions***

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.



REFERENCE

The illusion of life:Disney animation (1981)
Thomas, Frank; Ollie Johnston.

https://www.youtube.com/watch?v=uDqjIdI4bF4&ab_channel=AlanBeckerTutorials

CREDITS

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