



In this lesson, we will learn...

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.





We will perform activities in an analogous way or with applications that give the impression it is that way, in order to understand the principles in a more natural way for traditional and alternative animation.



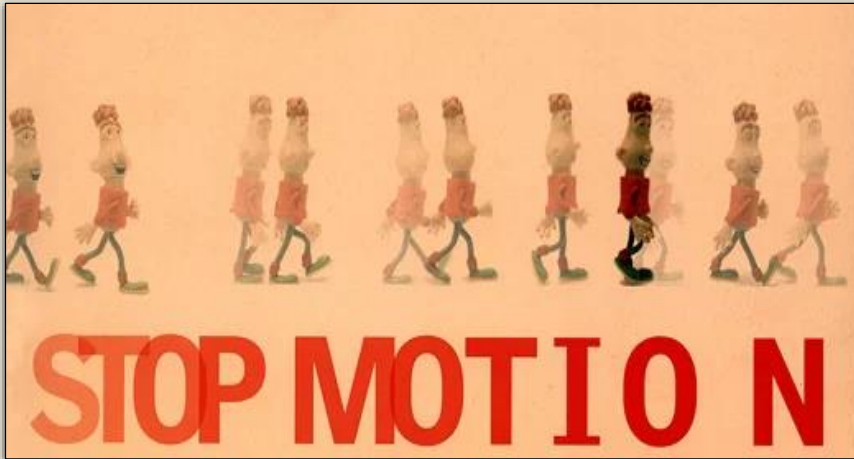


OBJECTIVES

1. Understand and memorize the 12 basic principles of Disney animation.
2. Carry out an exercise on paper or an application that resembles it in order to understand the principle of pose by pose and direct animation.
3. Make an animation with recognizable objects in reality, giving them an animated fictional pact to create content in pixelation.
4. Make an animation with objects of the city by means of photographs.



- *How are principles used within stop motion and traditional animation?*



Traditional animation challenges us to not be able to visualize our animation until we carry out the post-production process, in this way we have to be very clear about the principles to apply, modify, trace or take photos that agree with the amount of movement that each frame has, so that when assembling, the sensation of movement is created.



It is important to review the principles at each moment of the traditional animation process so that the animation comes out correctly.



- *How is a pixelation done?*



A pixelation contains the same theoretical basis as a stop motion animation, with the difference that it is made with recognizable elements from real life.

These types of animations are made with people, buildings and other elements of real life.



- *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.



- *Conclusions*



By using them in alternative animation we can generate animations with the aesthetic effect of analog and physical animation, combining them with the animation principles that are the generators of a vital and correct animation. It is important to take them into account in all animation processes because in traditional animation we cannot intervene in production.



CREDITS

Content: Mauricio Monsalve

Voice: Jorge Andrés Vélez Muñoz



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

