

Module II. Technical

Animation Course

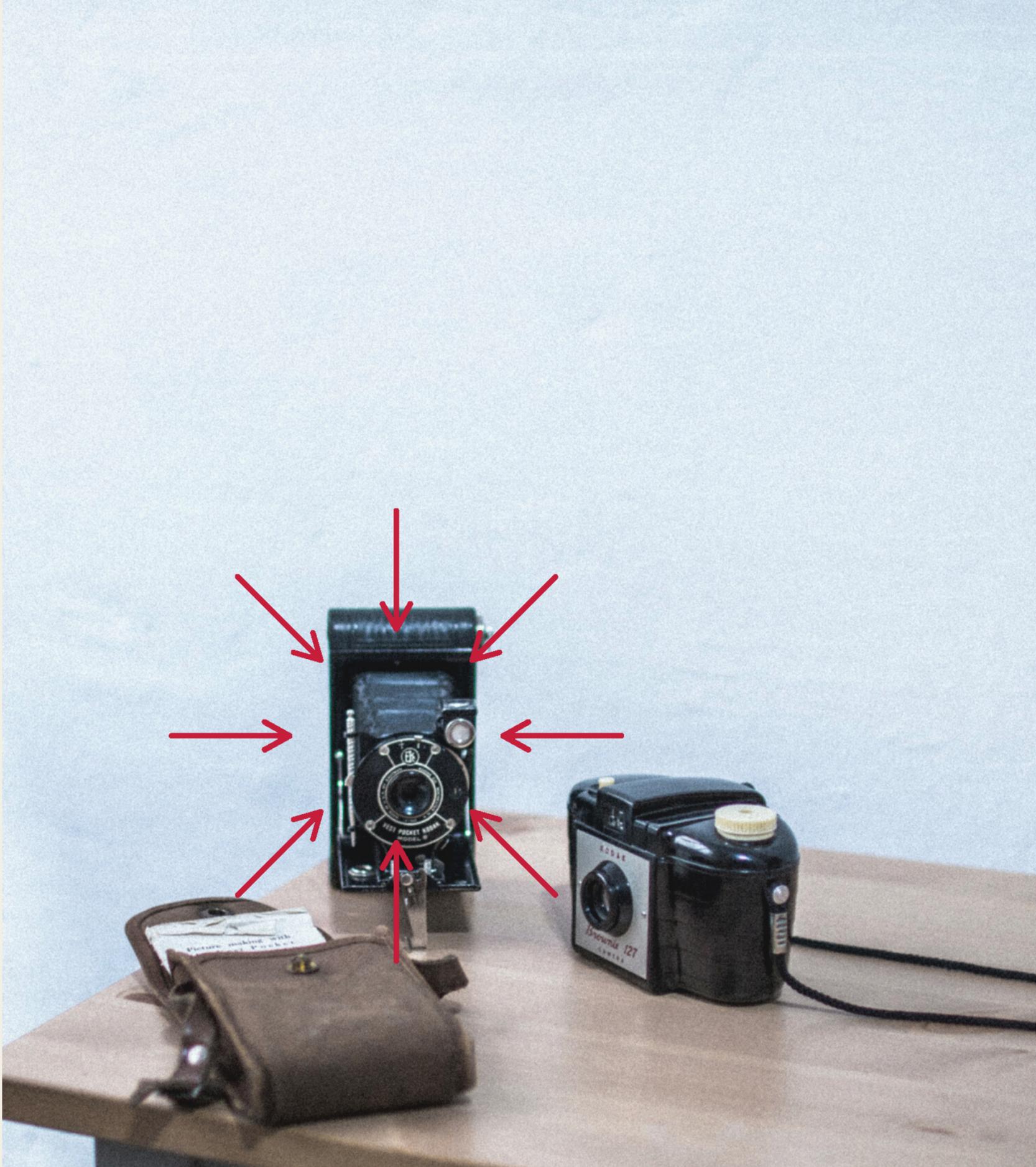
Topic 1. History and legacy of animation

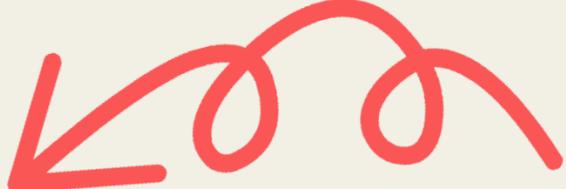
Activity T1.L1.1. Animation as representation



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





This topic.. 

In this lesson we will see how animation plays an important role in the history of audiovisual creation in humanity. We will also understand where it comes from and its physical explanation, understanding that its creation requires time and understanding of both movement and the physics that it entails, in addition to the capture of light made by the eyes

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

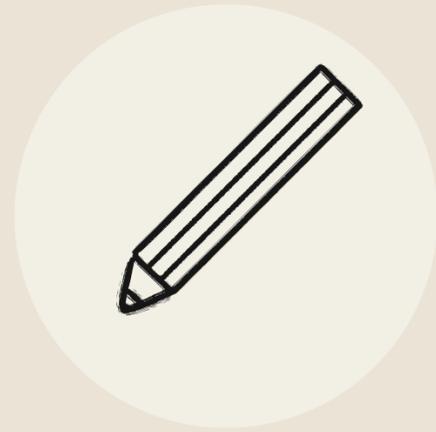
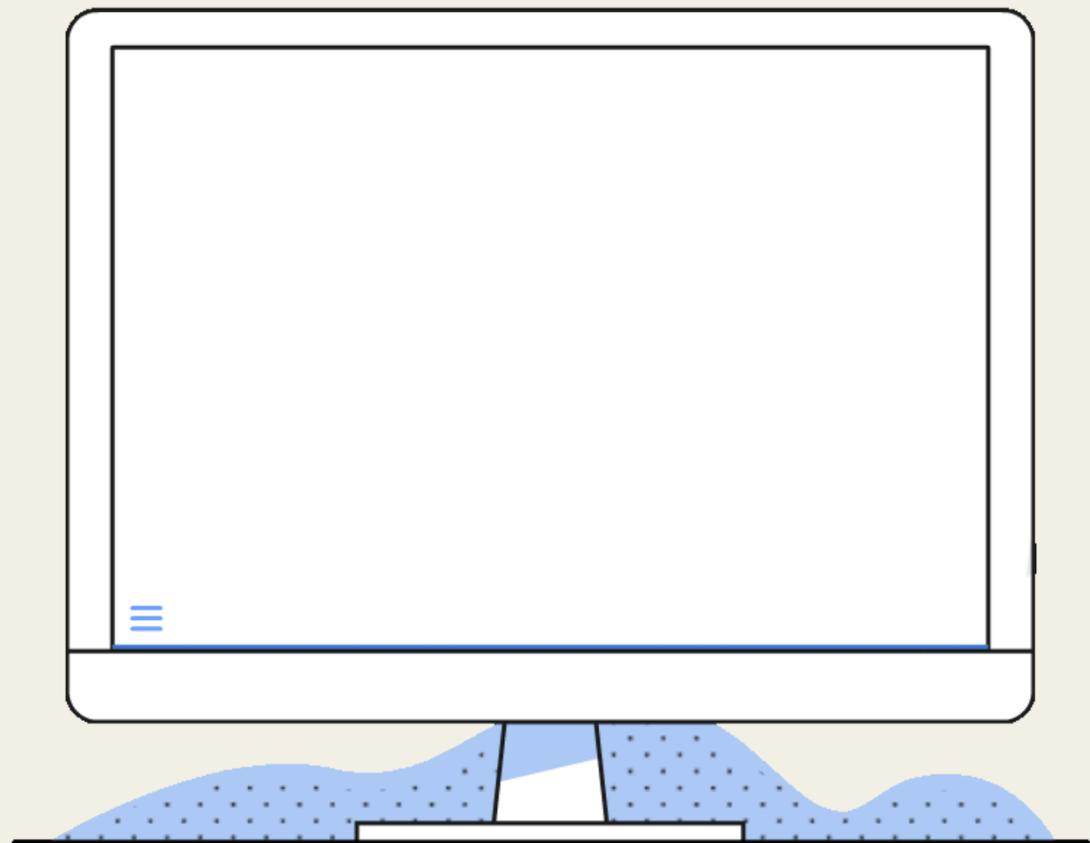
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Workshop



Evaluate
animation by
representation



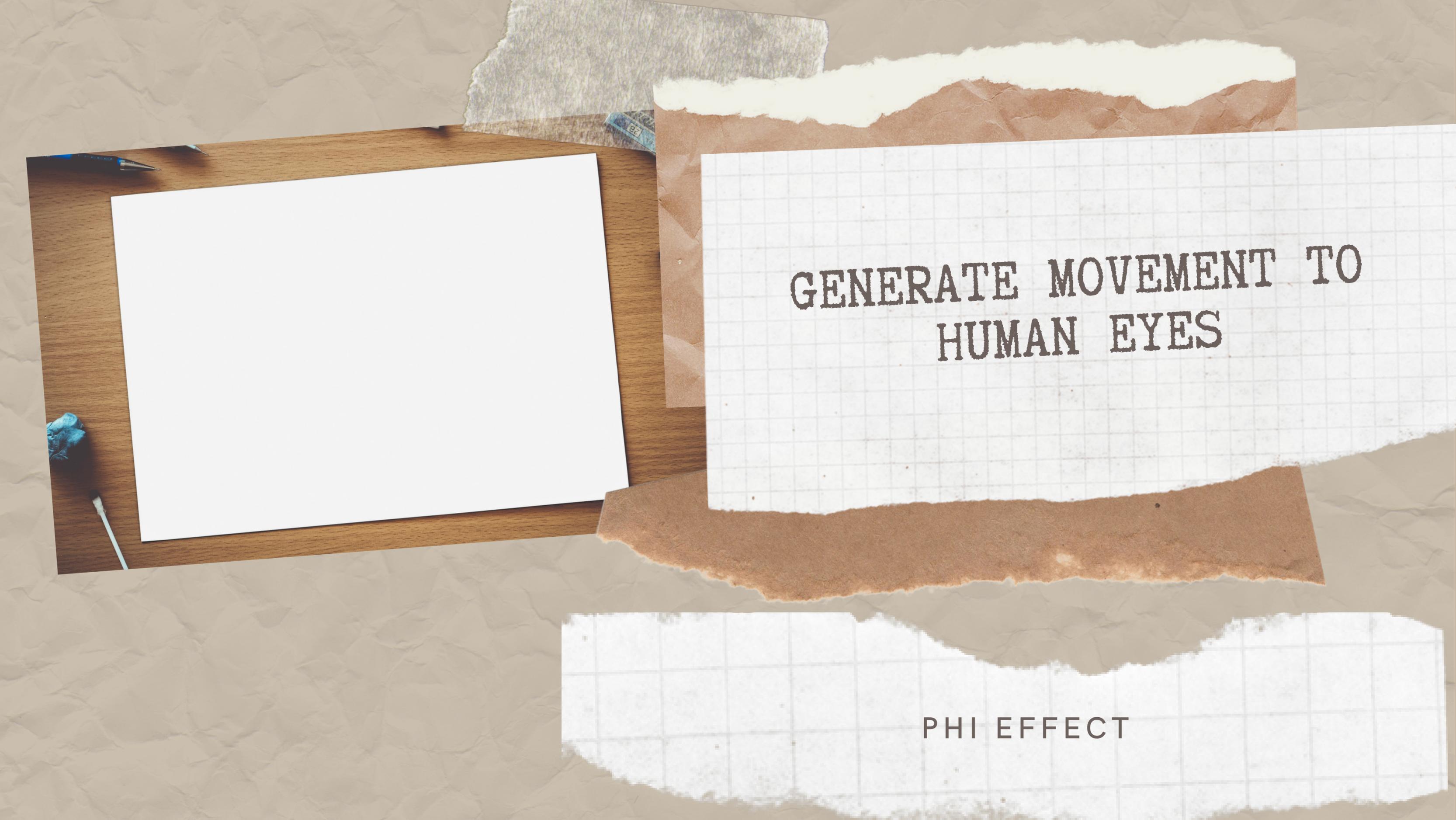


ANIMATION AS REPRESENTATION

MUYBRIGDGE HORSE

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



A collage of torn paper and a wooden clipboard. On the left, a wooden clipboard holds a blank white sheet of paper and a blue pen. The background is a textured, light brown paper. Several pieces of torn paper are layered on top. One piece is a strip of brown paper. Another is a piece of white paper with a grid pattern, containing the text "GENERATE MOVEMENT TO HUMAN EYES". A third piece is another strip of brown paper. At the bottom, a larger piece of white paper with a grid pattern contains the text "PHI EFFECT".

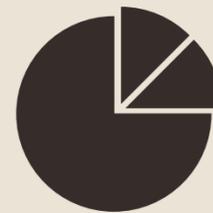
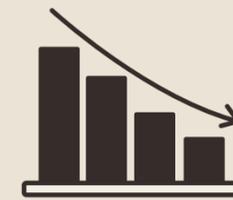
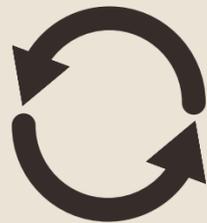
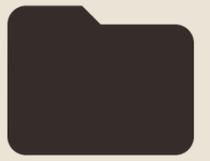
GENERATE MOVEMENT TO
HUMAN EYES

PHI EFFECT



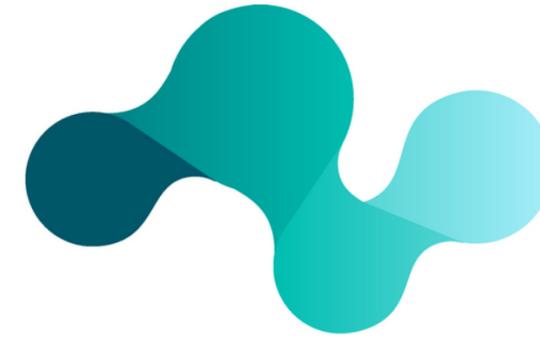
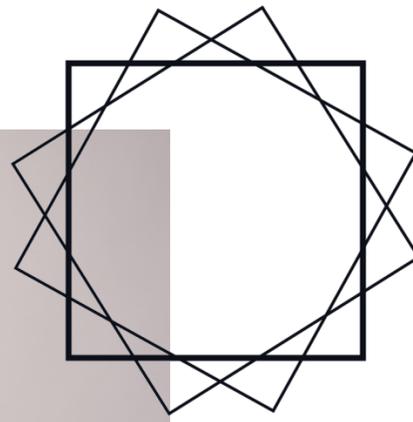
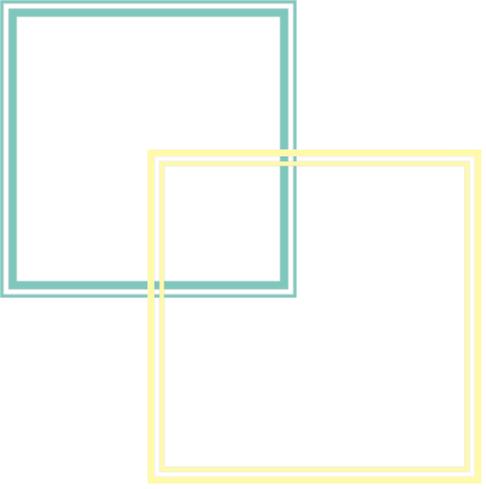
Activity

The teacher explains how animation is a different representation of reality. How this is part of each of the students and what are the types of stories to tell and types of animation.





Animation and referents



OCITY

Creativity + Innovation & Technology

