

Module II. Technical

Animation Course

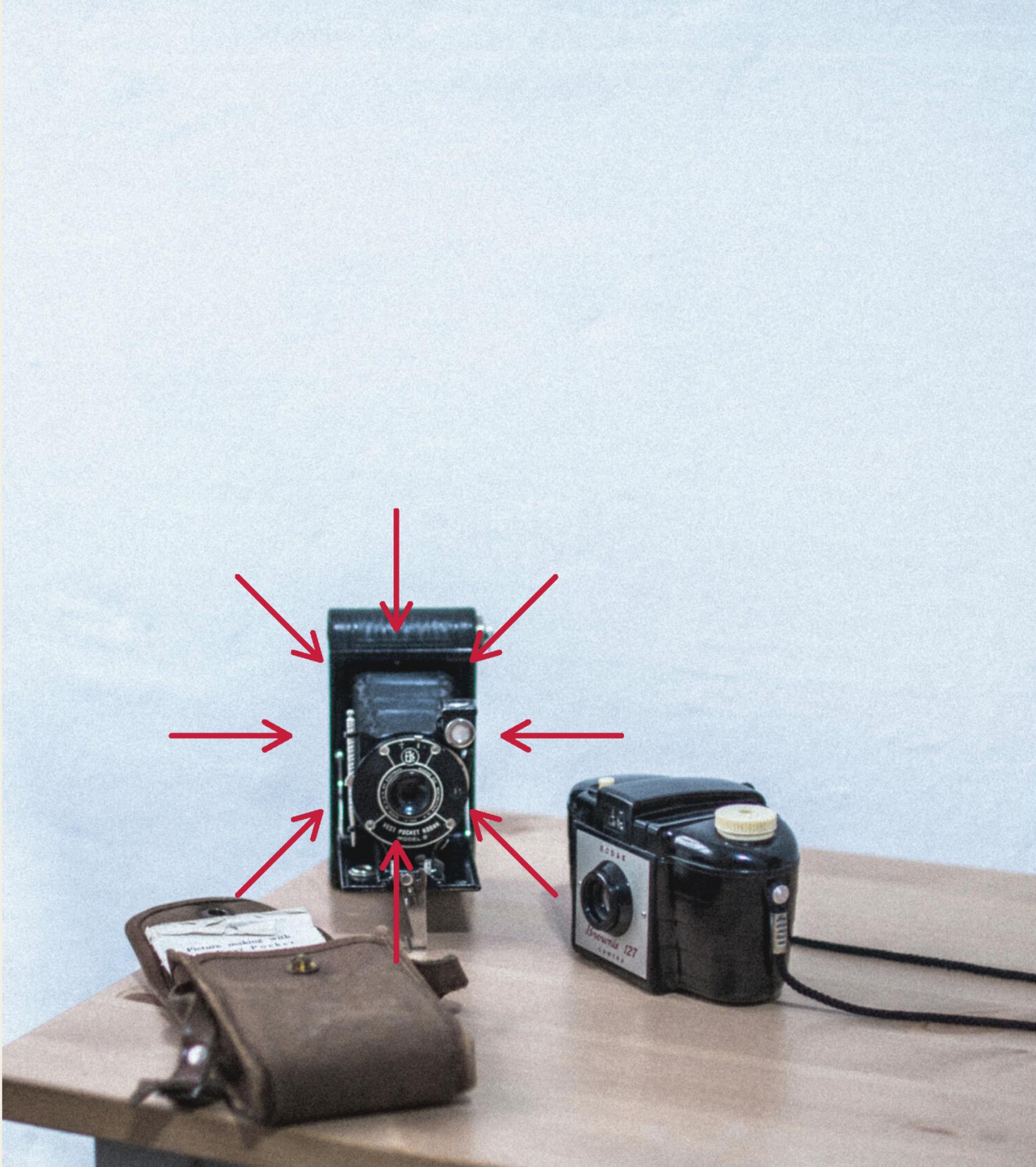
Topic 1. History and legacy of animation

Activity T1.L1.2. Animation as visual effect

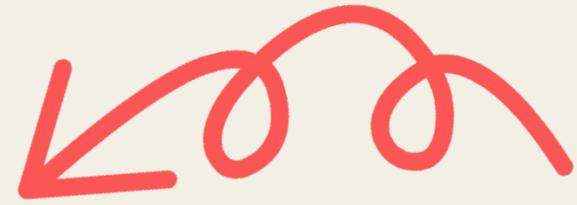


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Erasmus+ Programme
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This topic..



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:



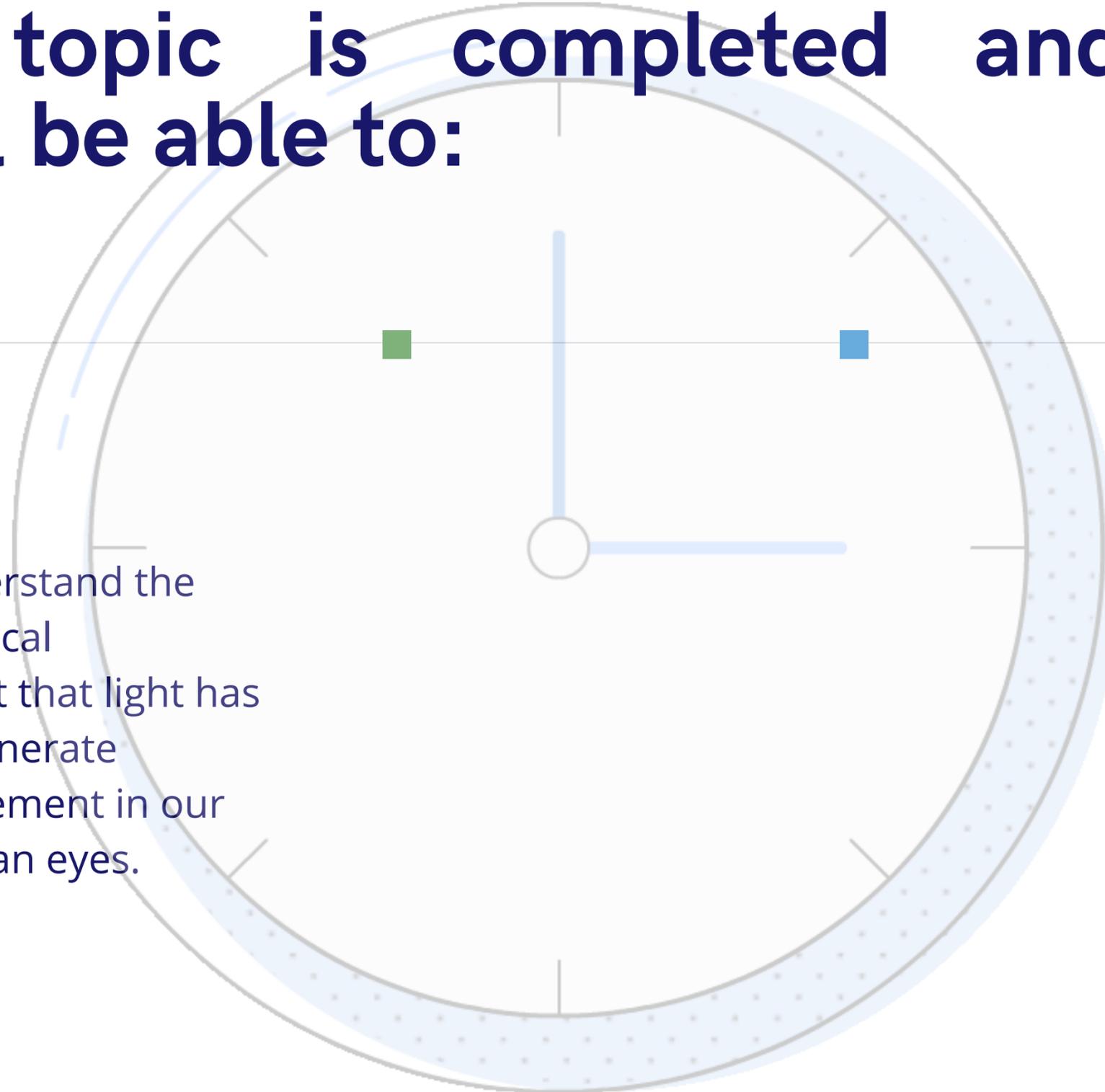
1

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



2

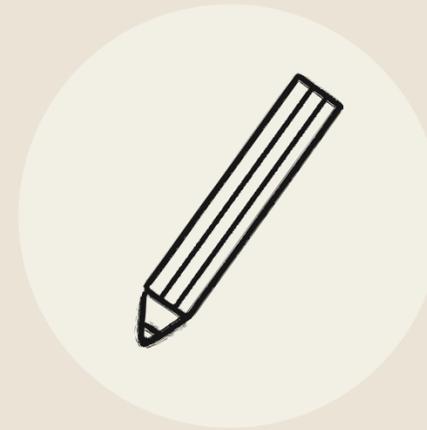
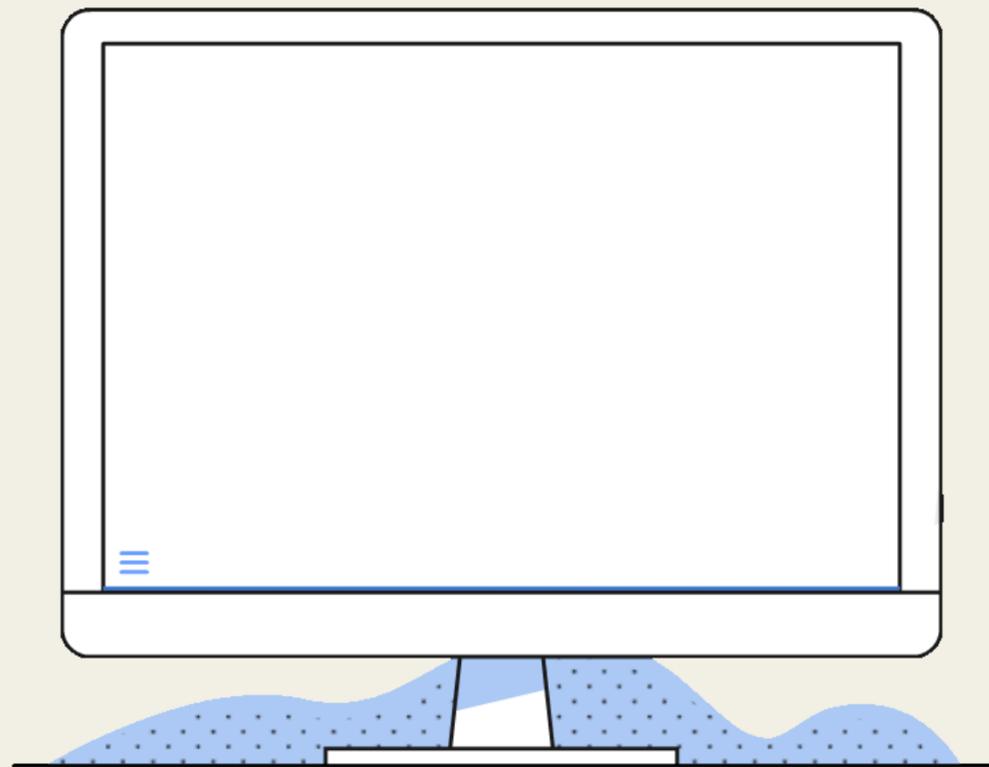
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by doing



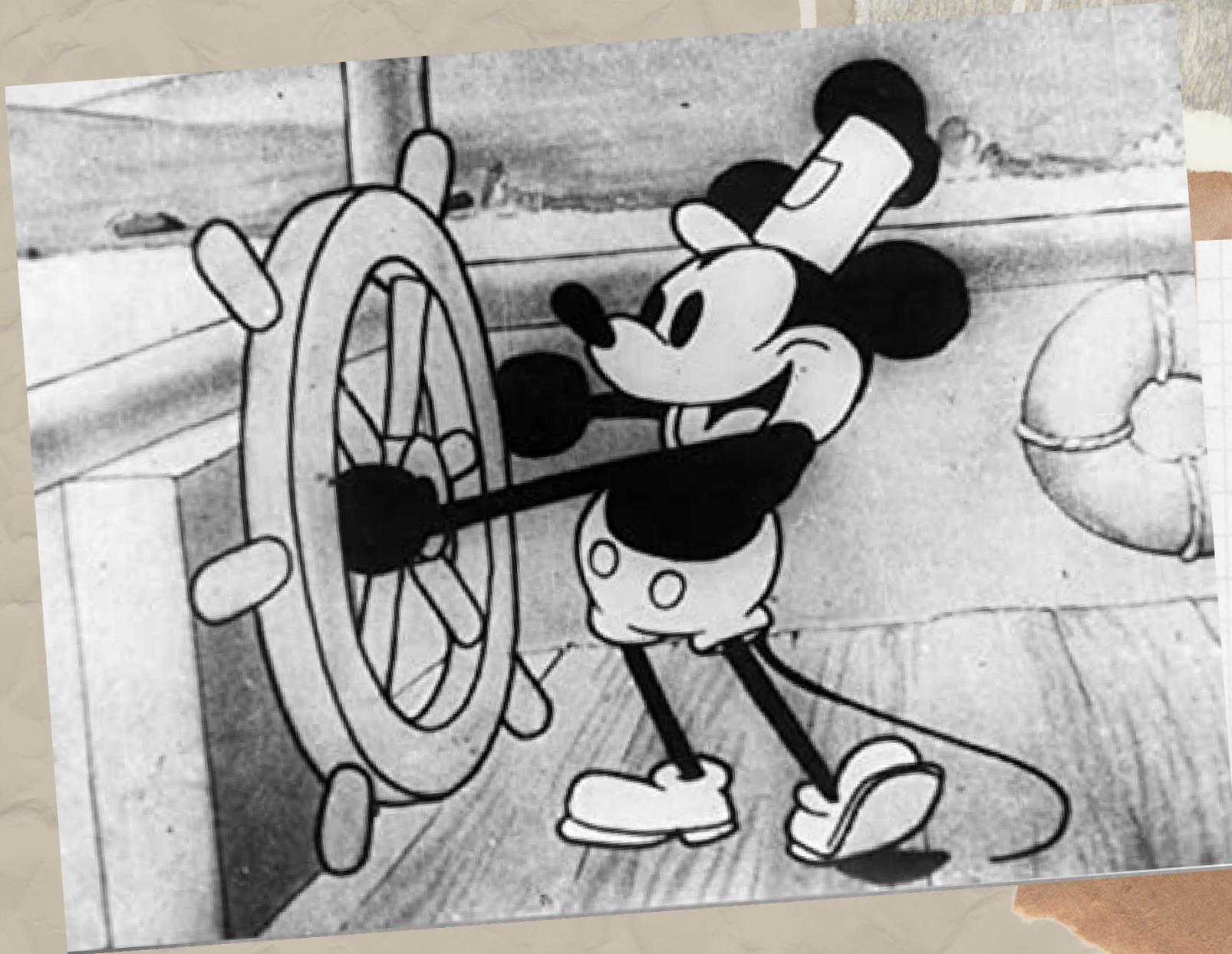
Pencil or pen



Notebook or notepad



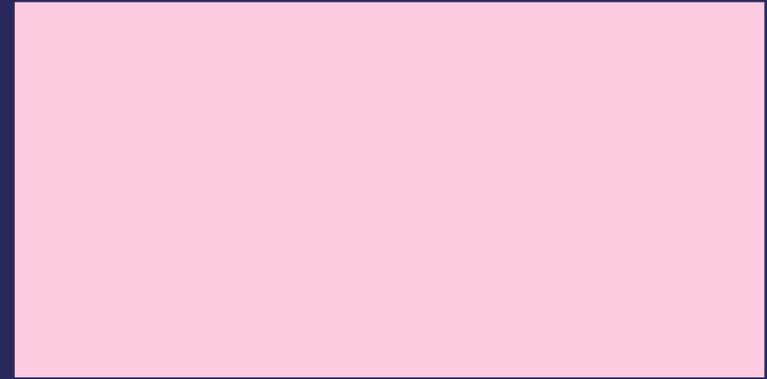
Patience

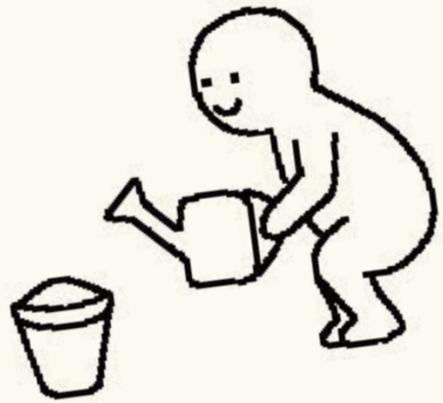


ANIMATION AS VISUAL EFFECT

ORIGINAL MICKEY MOUSE ANIMATION
FIRST ANIMATION THAT SINCRONIZES AUDIO
AND VIDEO.

Identify ancient and modern animations to be able to distinguish them in their narrative and physical processes.



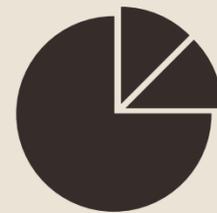
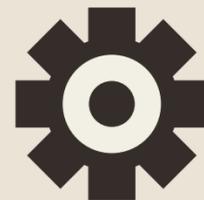
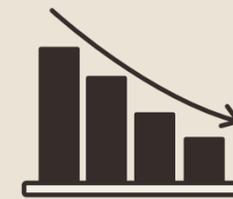
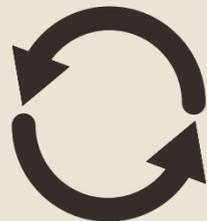
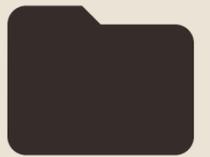


UNDERSTAND THAT MANY
DRAWINGS AT A CONSTANT
SPEED MAKE A SIMPLE
ANIMATION



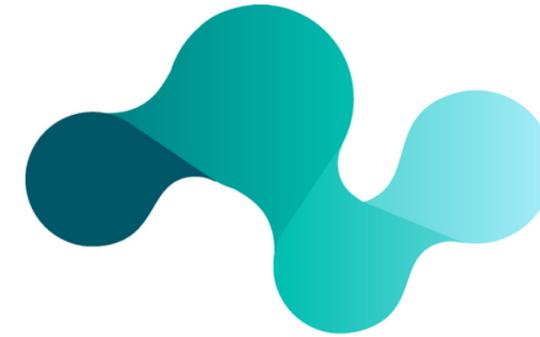
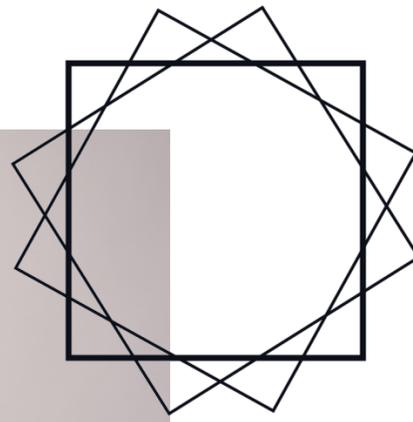
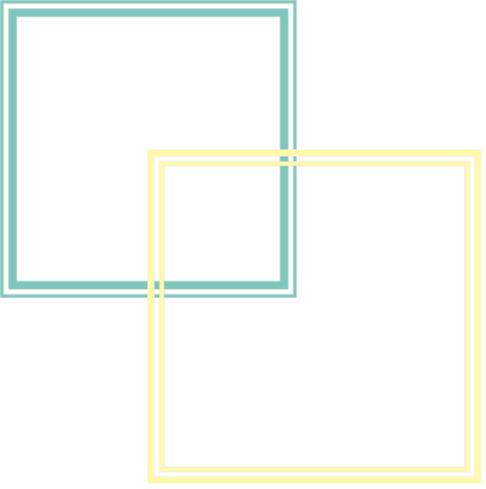
Activity

Students will make a flip book, a trick with paper which generates the sensation of movement.





Flipbook example



OCITY

Creativity + Innovation & Technology

