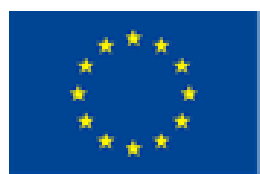


Module II. Technical

Animation Course

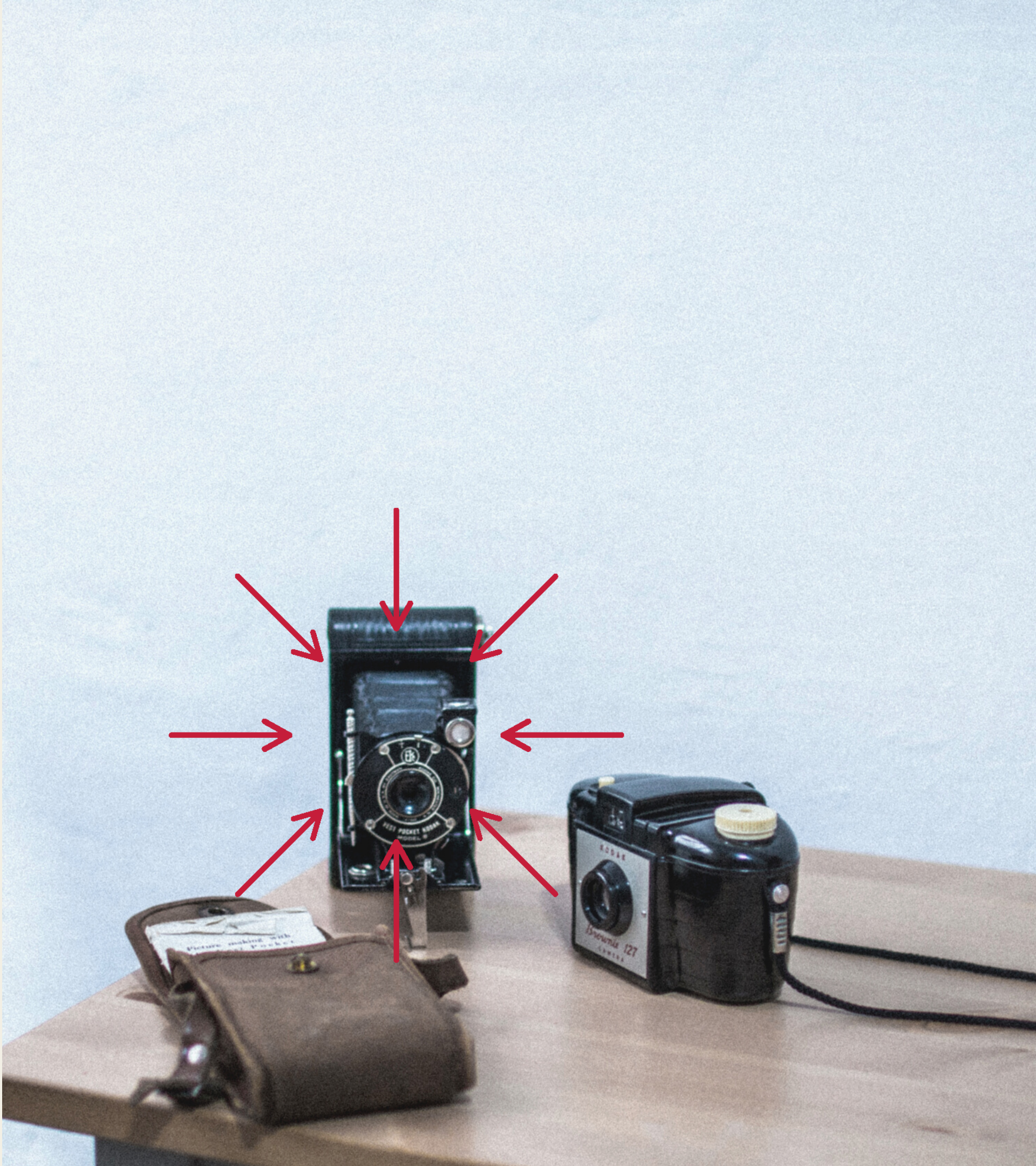
Topic 1. History and legacy of animation

Activity T1.L2.2. StopMotion practice



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





This topic.. 

In this lesson we will see the advancement of animation through time, how animators used to create animations with the means they possessed, explaining photography and tape in order to understand how the same beginnings can now be detected through the simplest techniques.

Once the topic is completed and approved, learners will be able to:



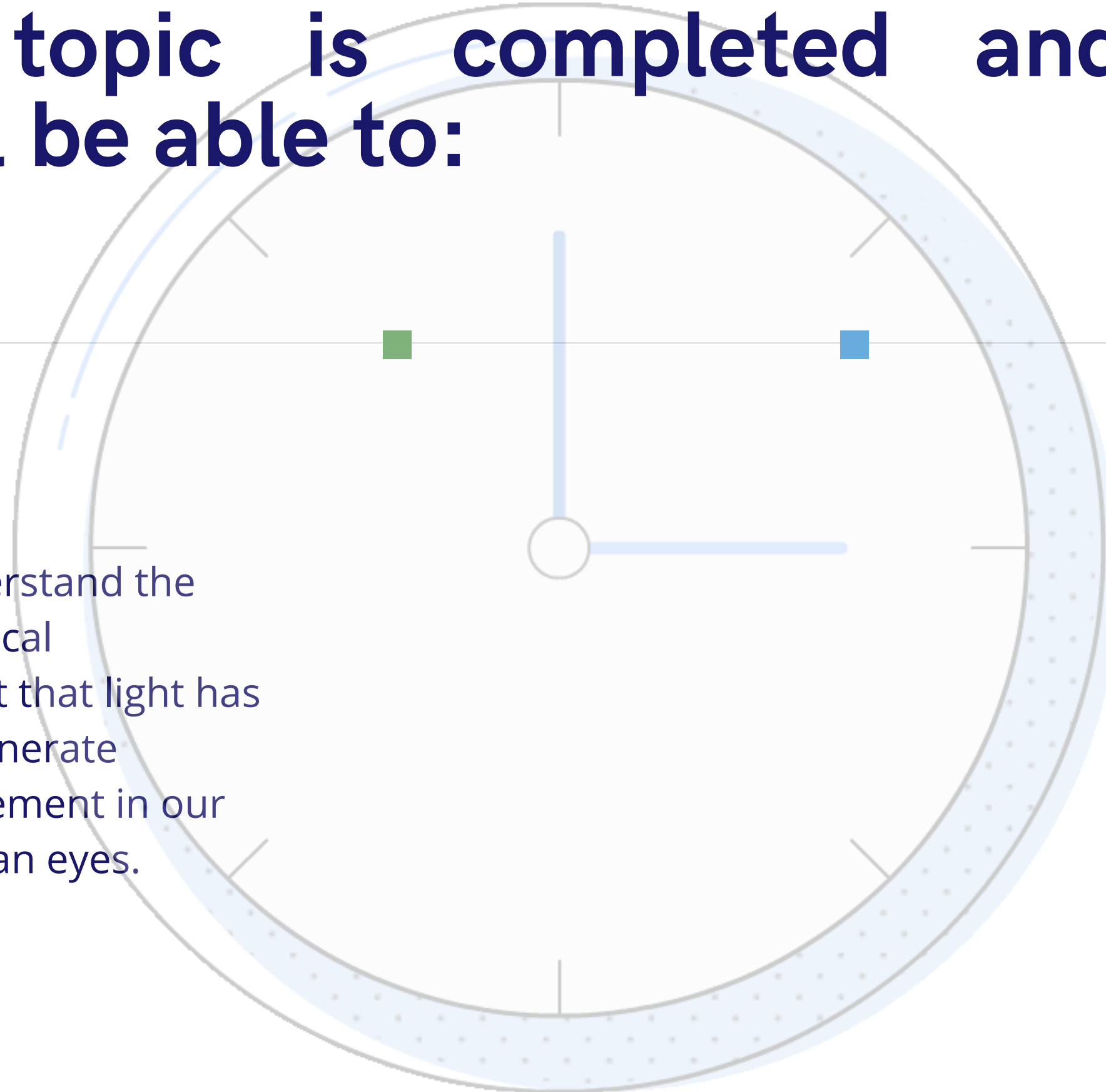
1

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



2

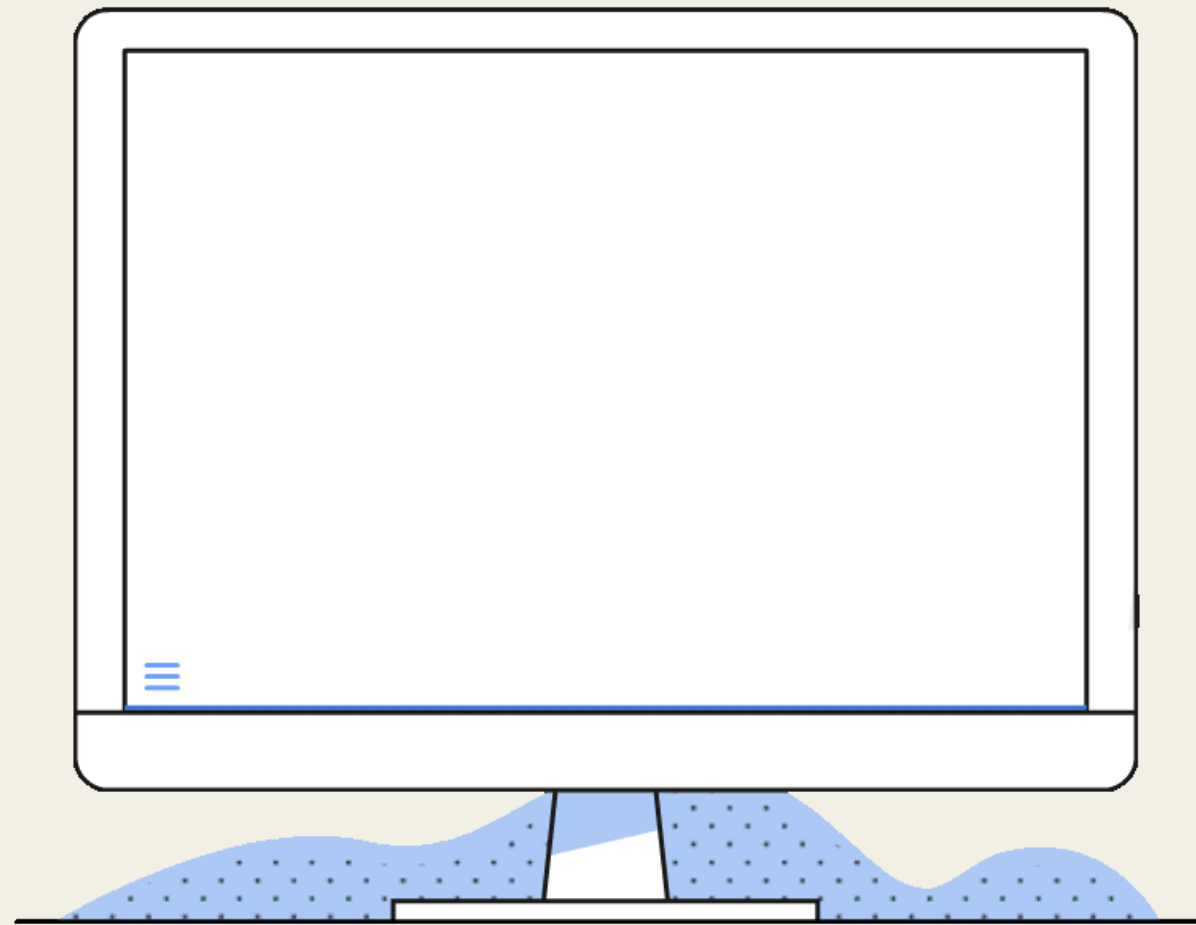
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by doing



Smartphone



An object



UNDERSTAND
HOW SEVERAL DRAWINGS OR
SEVERAL PHOTOGRAPHS CAN CREATE
THE SENSATION OF
MOVEMENT EVEN WITH CURRENT
TECHNIQUES

SPONGEBOB HAS SEVERAL SCENES SHOT IN
STOPMOTION

Understand
how several drawings
or several
photographs can
create the sensation
of movement even
with current
techniques



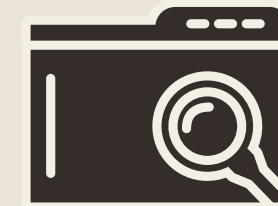
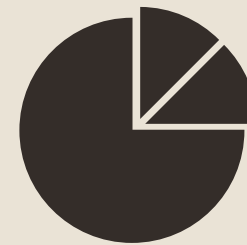
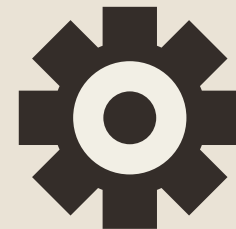
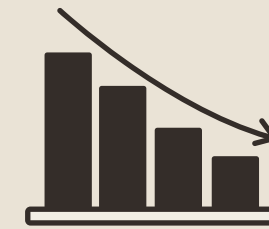
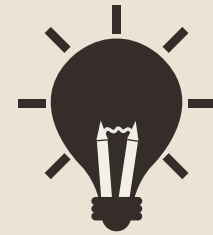
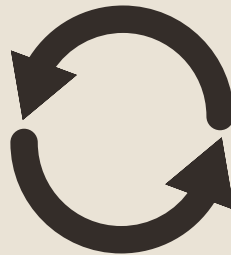
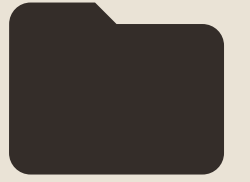
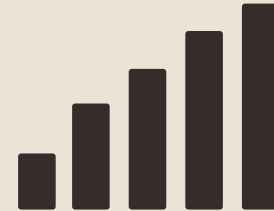
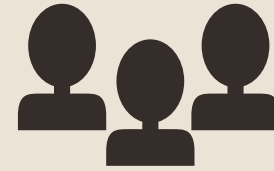


A STOPMOTION ANIMATION



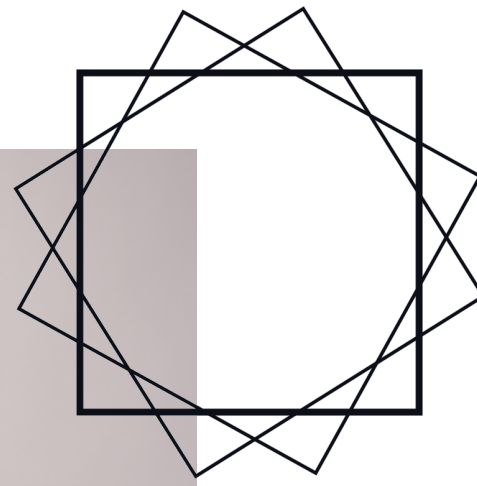
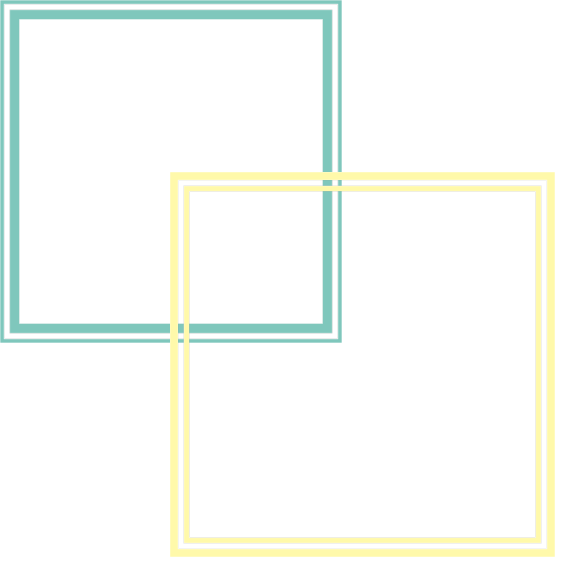
Activity

Students will make a short animation with the StopMotionStudio application to understand traditional animation in digital.





With Stop motion studio we can understand that photographs with correct spacing in time can generate movements, which can generate animated content.



OCITY

Creativity + Innovation & Technology

