

# TRACING ANIMATION



Module II



Course  
Animation



Topic  
History and  
legacy of  
animation



Lesson II

## Activity

- **Short Description:** Make a small animation with tracing paper to understand traditional animation.
- **Methodology:** Inductive Learning.
- **Duration:** 4h
- **Difficulty (high - medium - low):** high
- **Individual / Team:** Individual or teams (max 4 students)
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
  - **Hardware** Smartphone or tablet, camera or phone camera
  - **Software** Smartphone app, Camera, any montage application on computer or cell phone
  - **Other resources.** Paper, pencil, tracing paper and a light to observe the previous drawings

## Description

- **Text description:** Make a small animation on tracing paper



- **Illustration:**
- <https://sites.psu.edu/thebeautyofanimation/2018/03/20/keys-and-in-betweens-the-traditional-animation-process/>

### Instructions

1. Come up with an idea for a simple 2-second animation, animated at 12 frames per second.
2. Make it in the application to understand the movement on tracing paper
3. Take the photos or scan them to upload them in the software
4. Export the video
5. Share it with classmates

### Expected outcomes

- Understand the difficulty of traditional frame-by-frame animation
- Identify the group's ideas about the themes and movements of animation.
- Identify the skills of the conception of movement and drawing in the group

### **DIGICOMP (Competences developed):**

**1.1** Browsing, searching and filtering data, information and digital content; **2.1** Interacting through digital technologies; **2.3** Engaging in citizenship through digital technologies

### **ENTRECOMP (Competences developed): 1.2** Creativity

Example (when necessary):

[https://www.youtube.com/watch?v=WbXTsXk2yFo&ab\\_channel=PaolaDelgado](https://www.youtube.com/watch?v=WbXTsXk2yFo&ab_channel=PaolaDelgado)

