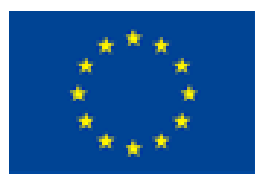


Module II. Technical

Animation Course

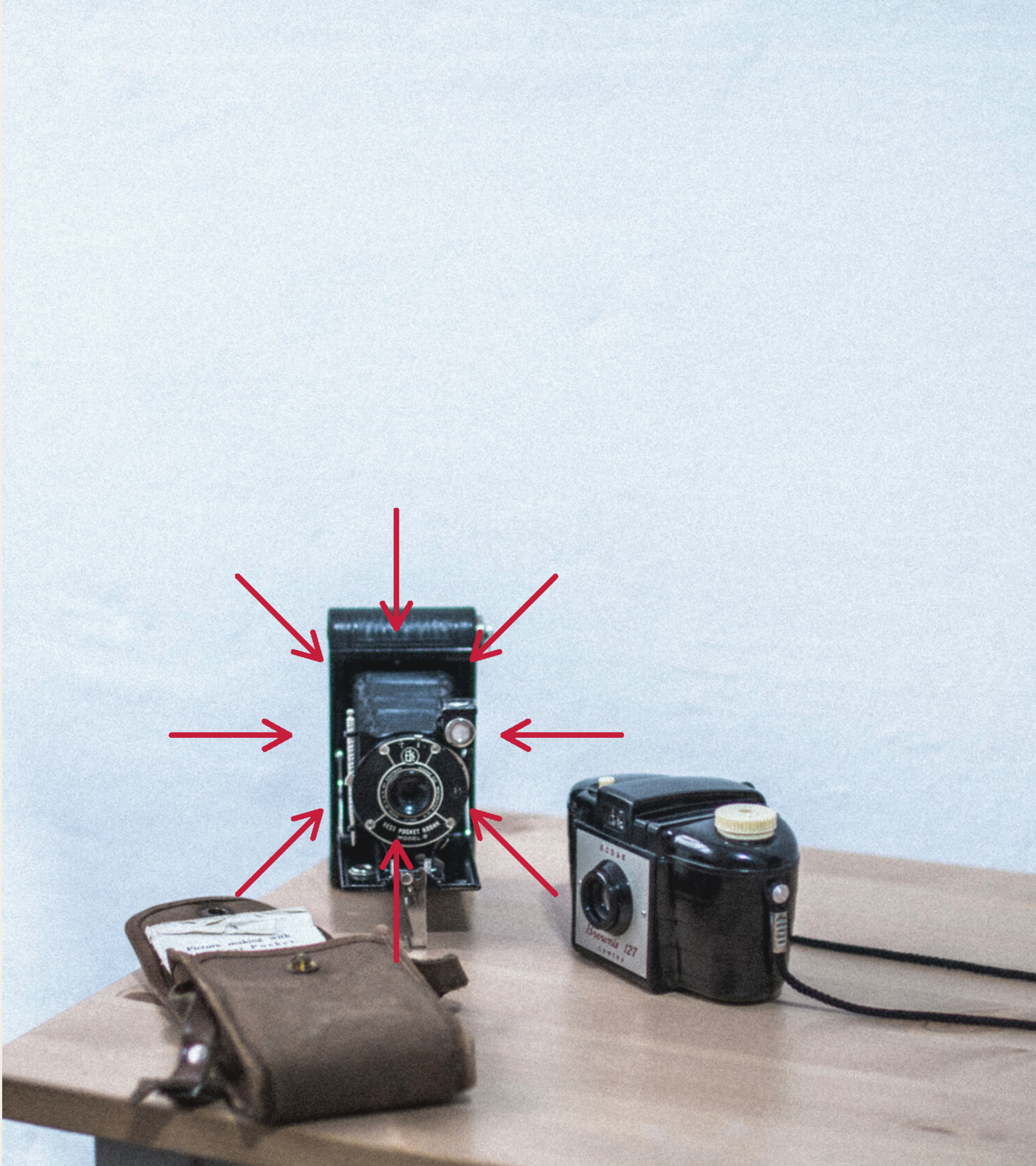
Topic 1. History and legacy of animation

Activity T1.L3.2. ANIMATION HERITAGE CHARACTERIZATION



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





This topic..



In this lesson we will understand what used to be presented in animation, what is told now and what is told in the place where we are. We will understand how the animation portrays non-existent or historical places in a correct or incorrect way with respect to its intention. We will understand why all animation is not exclusively for children and how animation gives us the advantage of not only crossing time and space, but also human sensations.

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



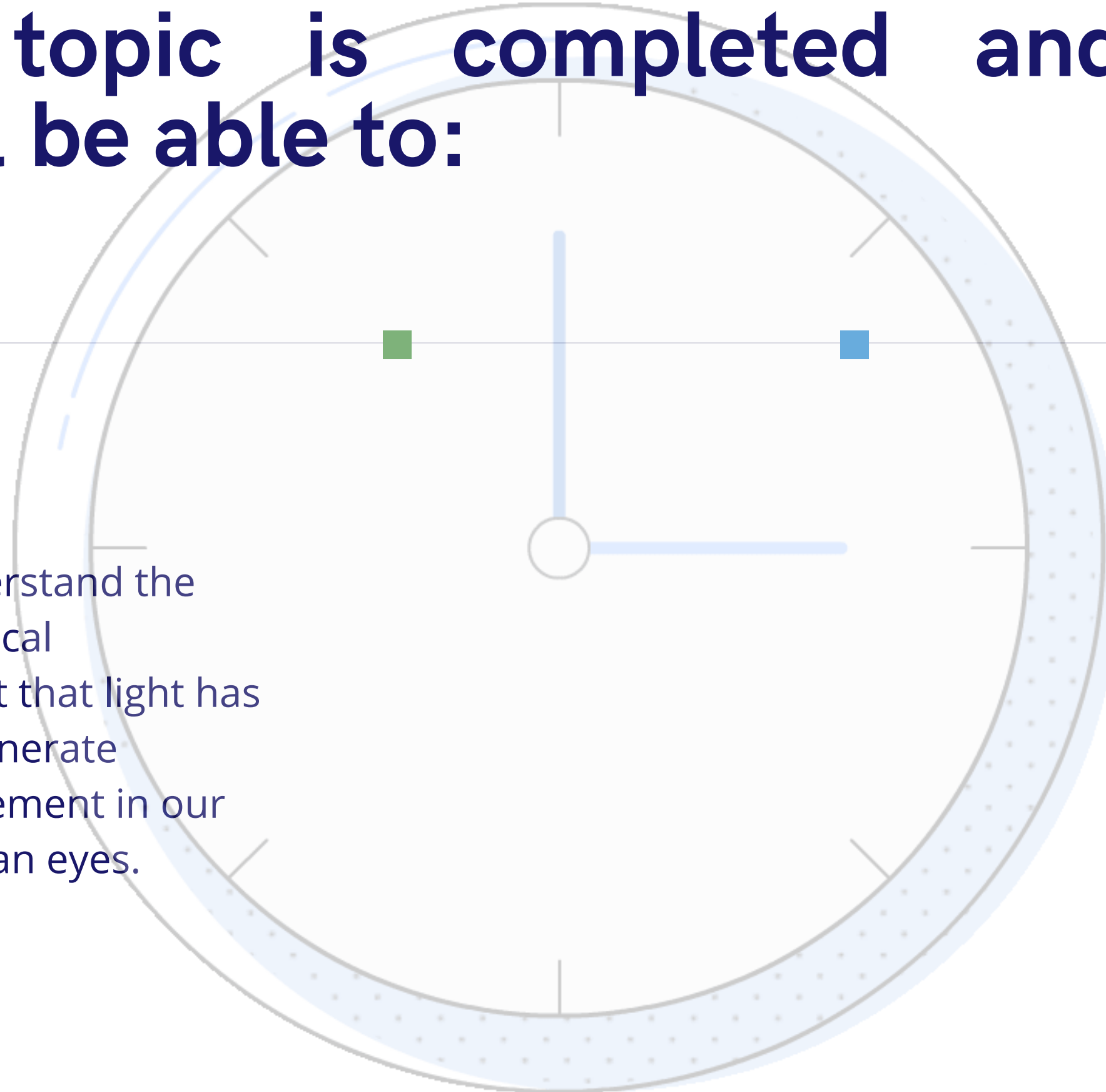
1

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



2

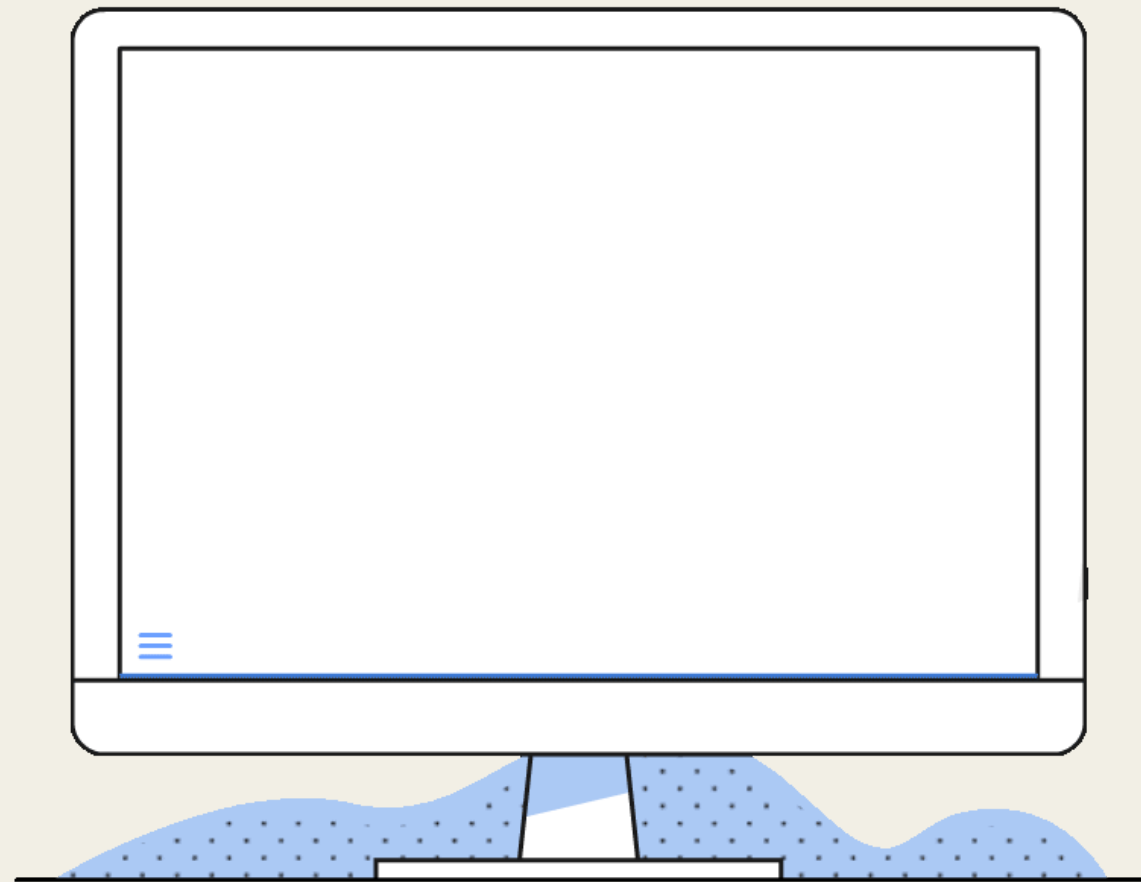
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by doing.



PC



Design or Illustration
software



Pen and paper



SEE CONCEPTUALIZATION SKILLS
ABOUT IMPORTANT IDEAS AND
THEIR CHARACTERS



**Begin to think about
the story that
surrounds us and how
in this way a world
can be
animated or created
in itself.**



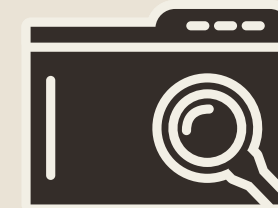
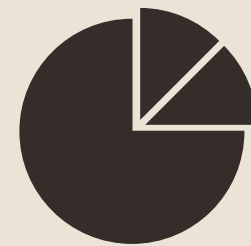
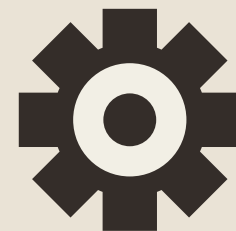
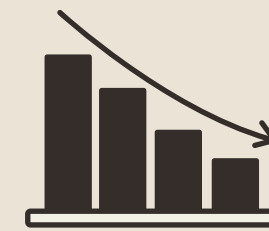
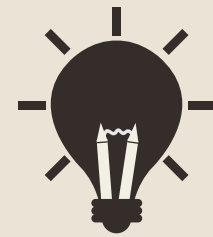
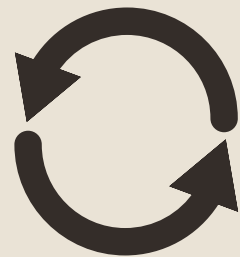
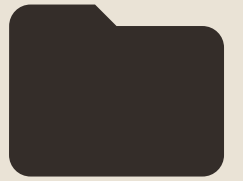
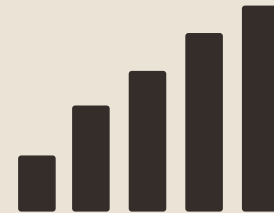
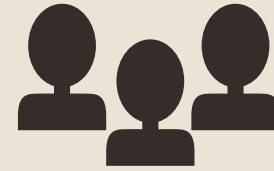


IDENTIFY
SUGGESTED MOVEMENTS IN A
CONTEXT IN ORDER TO TRANSLATE
THEM INTO A STATIC IMAGE
THAT SUGGESTS MOVEMENT



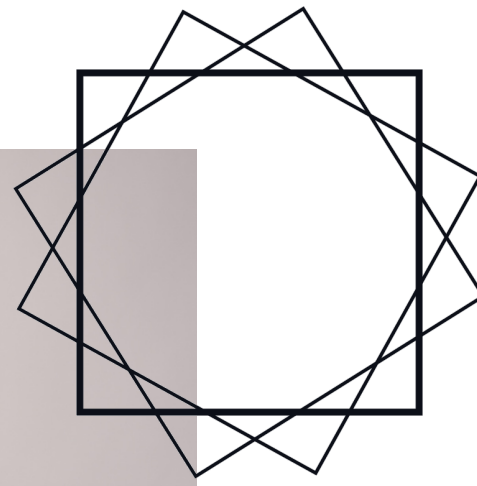
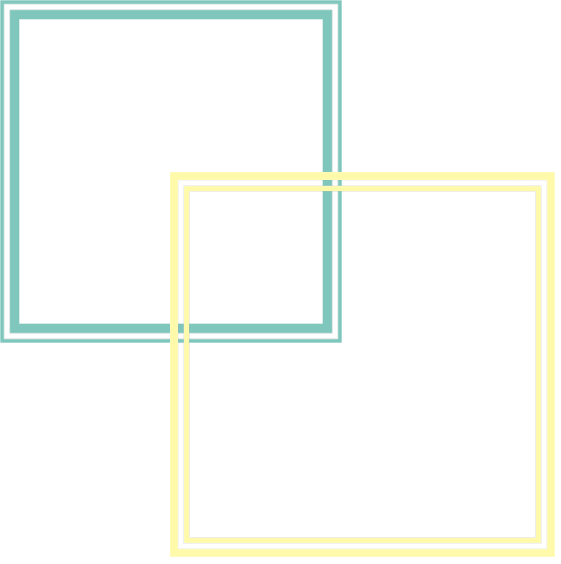
Activity

Draw a character, background or historical or social moment of the region on which an animation could be created. Try to represent a significant place or character in an animated style by analyzing its movements





All animation is not exclusively for children and how animation gives us the advantage of not only crossing time and space, but also human sensations.



OCITY

Creativity + Innovation & Technology

