Real life based animation

Module II **Course Animation** **Topic Animation shape and background** **Lesson II**

Activity

- **Short Description**: Make a small animation or design based on a true story that has happened, to understand the performance and the voices within the animation.
- **Methodology**: Project-based learning.
- **Duration**: 1h
- **Difficulty (high - medium - low)**: medium
- **Individual / Team**: team (4 max)
- **Classroom / House**: Classroom/house
- **What do we need to do this activity?**
    - **Hardware:** pc or smartphone, microphone.
    - **Software:** any video montage software.
    - **Other resources:** pen, paper.

Description

- **Text description**: Evoke and extract a piece from a real story within an animation

Instructions

1. Remember a true story and record the voices.
2. Recreate the context and characters in pictures.
3. Put the characters on stage with the correct time so that the story is understood
4. Share the story with classmates.

Expected outcomes

• Finding the validity of the moments of the stories is complicated, finding common places between the experiences of the students.

• Understand the time it takes the viewer to understand and the difference it has with real time.

• Understand the narrative validity of a story told through animation, distancing it from reality.

DIGICOMP (Competences developed):

ENTRECOMP (Competences developed): 2.1 Self- awareness and self-efficacy; **2.2** Motivation and perseverance

Example (when necessary):

https://vimeo.com/237823870