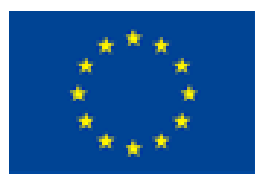


# Module II. Technical

## Animation Course

### Topic 2. Animation shape and background

#### Activity T2.L2.1. Real life based animation

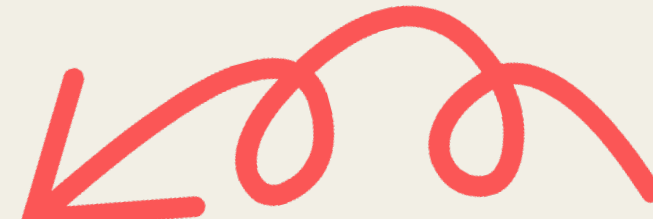


Co-funded by the  
Erasmus+ Programme  
of the European Union

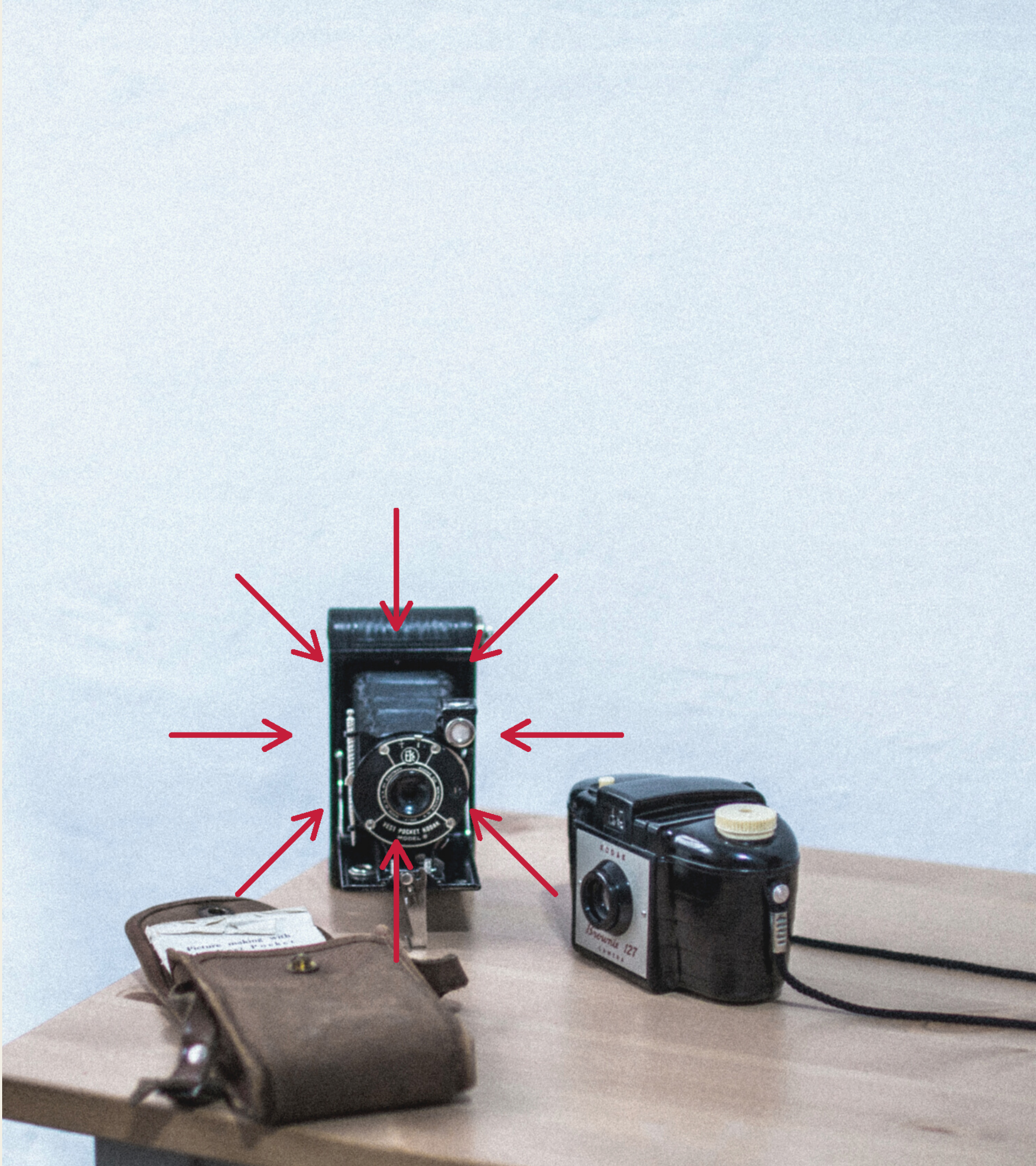




*This topic...*



In this lesson we will learn to distinguish the different genres within animation, the genre for children, pedagogical, documentary, horror, suspense, experimental among others and we will learn to distinguish between frame-by-frame, digital, stop motion, 3D, rotoscoping, movement readings, among others, with examples and clear techniques.





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



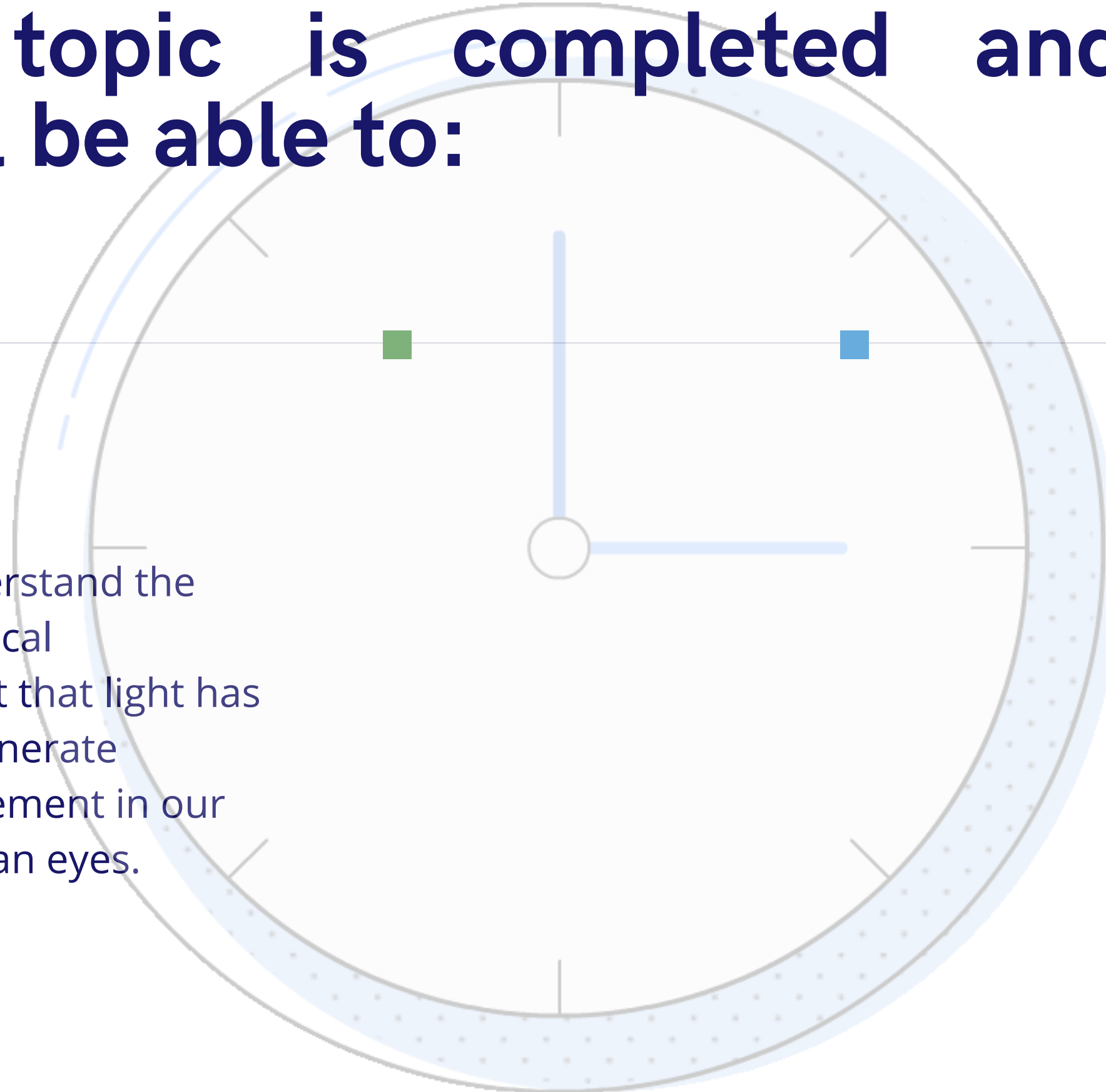
**1**

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



**2**

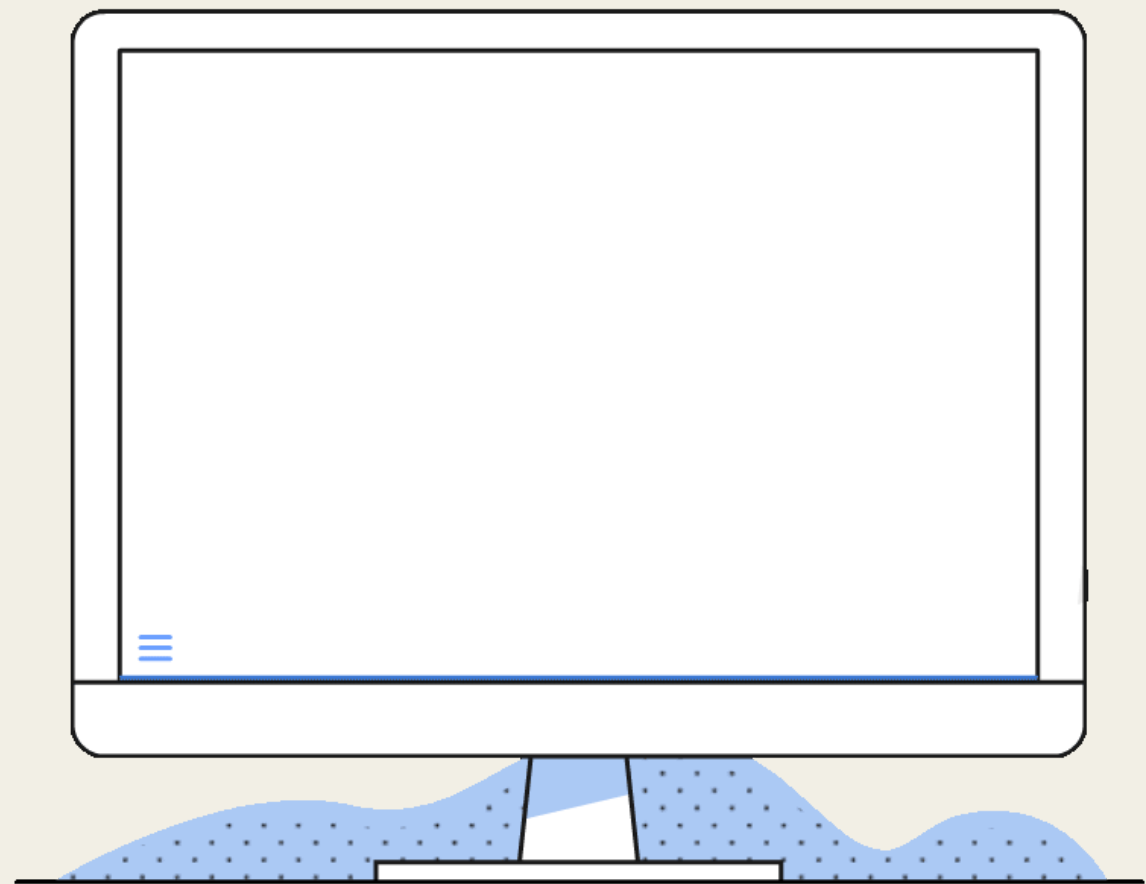
Understand the physical effect that light has to generate movement in our human eyes.



**3**

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

Learning  
by doing.  
Learning by  
remembering.



Phone or PC,  
Microphone



Video editing  
software



Pen and paper

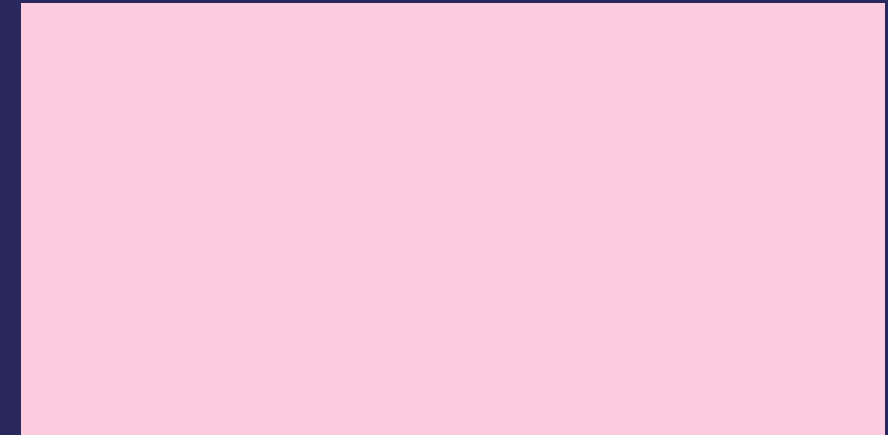
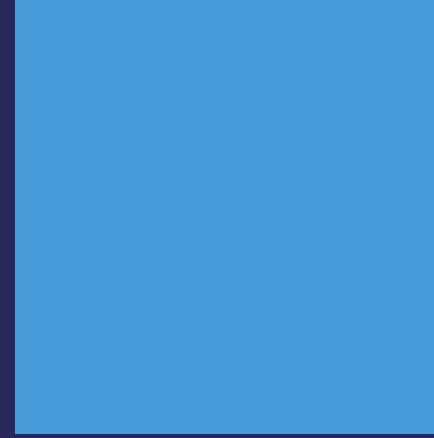




UNDERSTAND THE NARRATIVE  
VALIDITY OF  
A STORY TOLD THROUGH  
ANIMATION, DISTANCING IT FROM  
REALITY.



**Understand  
animation as a  
functional treatment  
of reality**







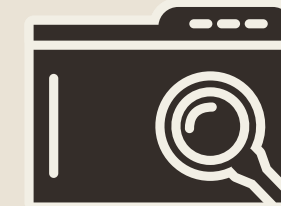
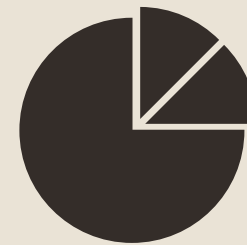
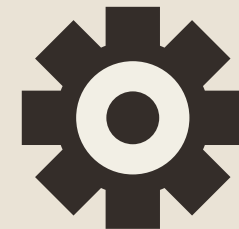
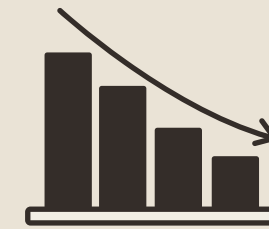
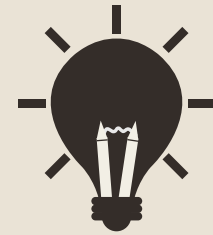
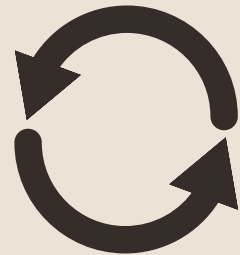
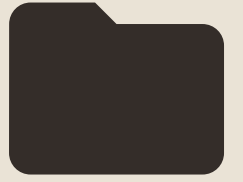
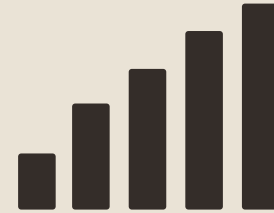
UNDERSTAND THE TIME IT TAKES  
THE VIEWER TO  
UNDERSTAND AND THE DIFFERENCE  
IT HAS WITH REAL TIME.





# Activity

Reference the stories to see if they start from the experiential or referential perception

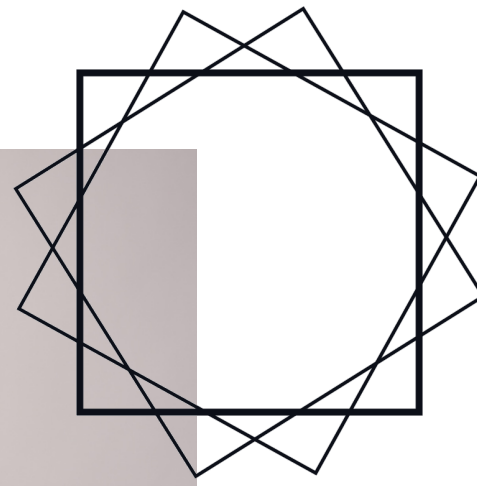






Know how to use animated and experiential referents for the animation created.





**OCITY**

Creativity + Innovation & Technology

