

Bouncing ball



Module II



Course



Topic



Lesson I

Animation Animation
as a tool

Activity

- **Short Description:** Perform a simple exercise on a ball that bounces on the screen, obeying the principles of animation.
- **Methodology:** Project-based learning.
- **Duration:** 1h
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** individual
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
 - **Hardware:** pc or smartphone
 - **Software:** flip a clip app/ autodesk sketchbook or pencil 2D animation
 - **Links:** <https://sketchbook.com/thankyou>
 - <https://www.pencil2d.org/download/>
 - https://play.google.com/store/apps/details?id=com.vblast.flipaclip&hl=es_CO&gl=US



- FlipaClip
- **Other resources:** pen, paper.

Description

- **Text description:** Perform a software exercise on acceleration and deceleration, anticipation, and stretching and shrinkage
- **Illustration:** https://www.youtube.com/watch?v=0JvGHbUHYWU&ab_channel=puuung

Instructions

1. Create a ball that makes a jump.
2. Take its volume into account to anticipate, stretching and shrinkage, and acceleration and deceleration in falls.
3. Correct the movements so that they are correct in arches.
4. Export and share.

Expected outcomes

- Animation principles to correct.
- Learn to use the principles and know them before animating.

This activity can be used in other (module, course, topic, lesson):

- **Module, Course, Topic, Lesson**

DIGICOMP (Competences developed): 2.2 Sharing through digital technologies.

ENTRECOMP (Competences developed): 1.2 Creativity.

Example (when necessary):

[Bouncing ball - How to make an animation](#)



