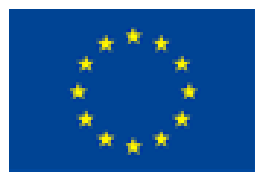


# Module II. Technical

## Animation Course

### Topic 3. Animation as a tool

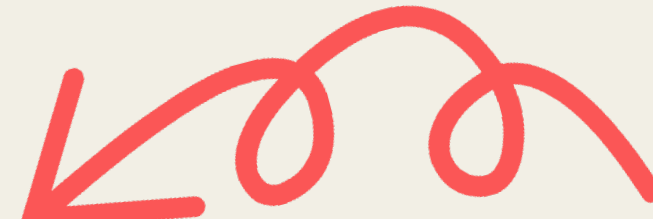
#### Activity T3.L1.1. Bouncing ball



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

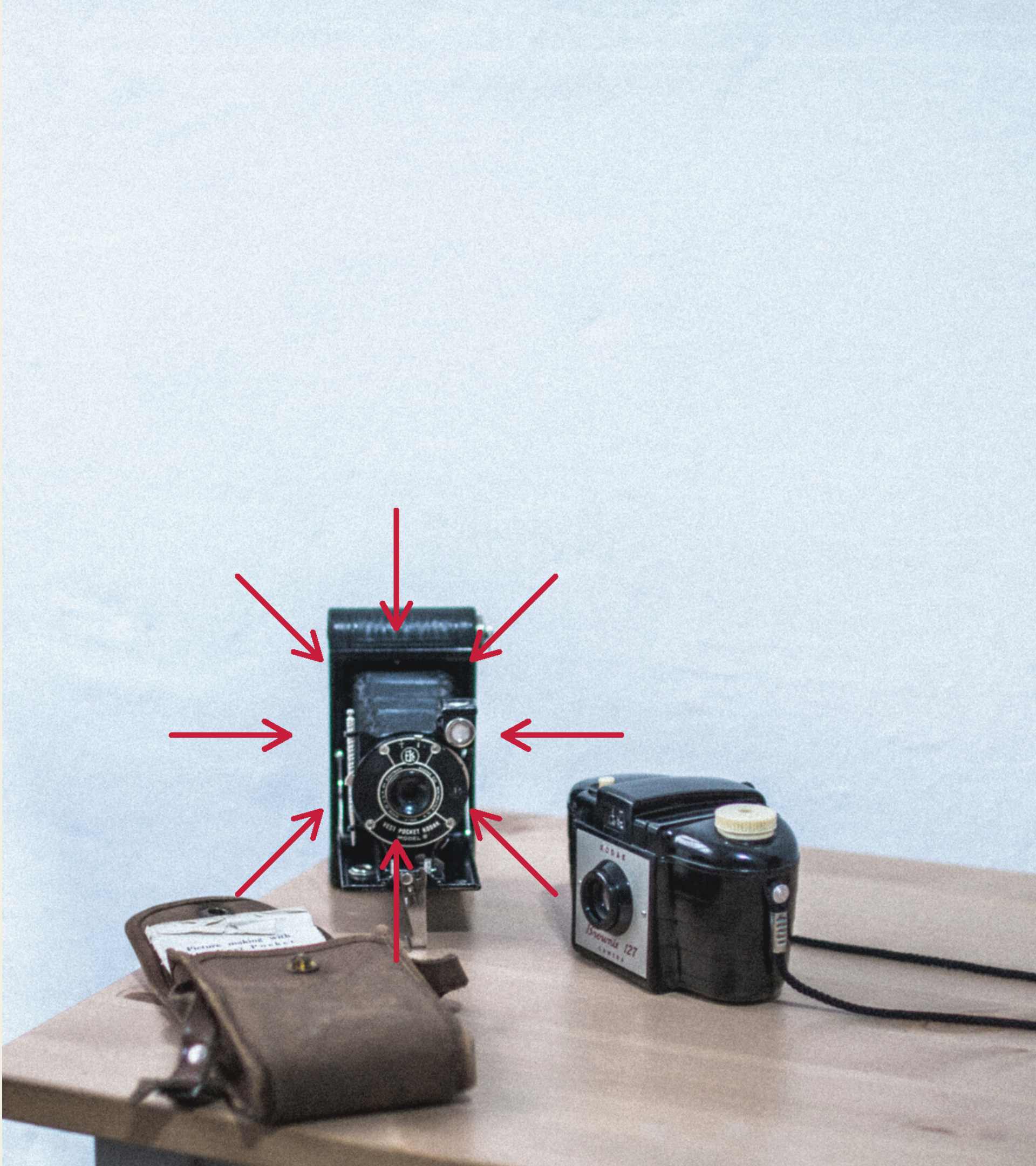


*This topic..*



In this lesson we understand how the animated image has been theorized by the wise men of animation. The very forerunners of contemporary animation.

Here we will review the 12 principles of Disney animation and how Warner Bros has applied them differently over time, making a clear comparison and differentiation. In addition, we will do simple software activities on some of the basic principles of animation.



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



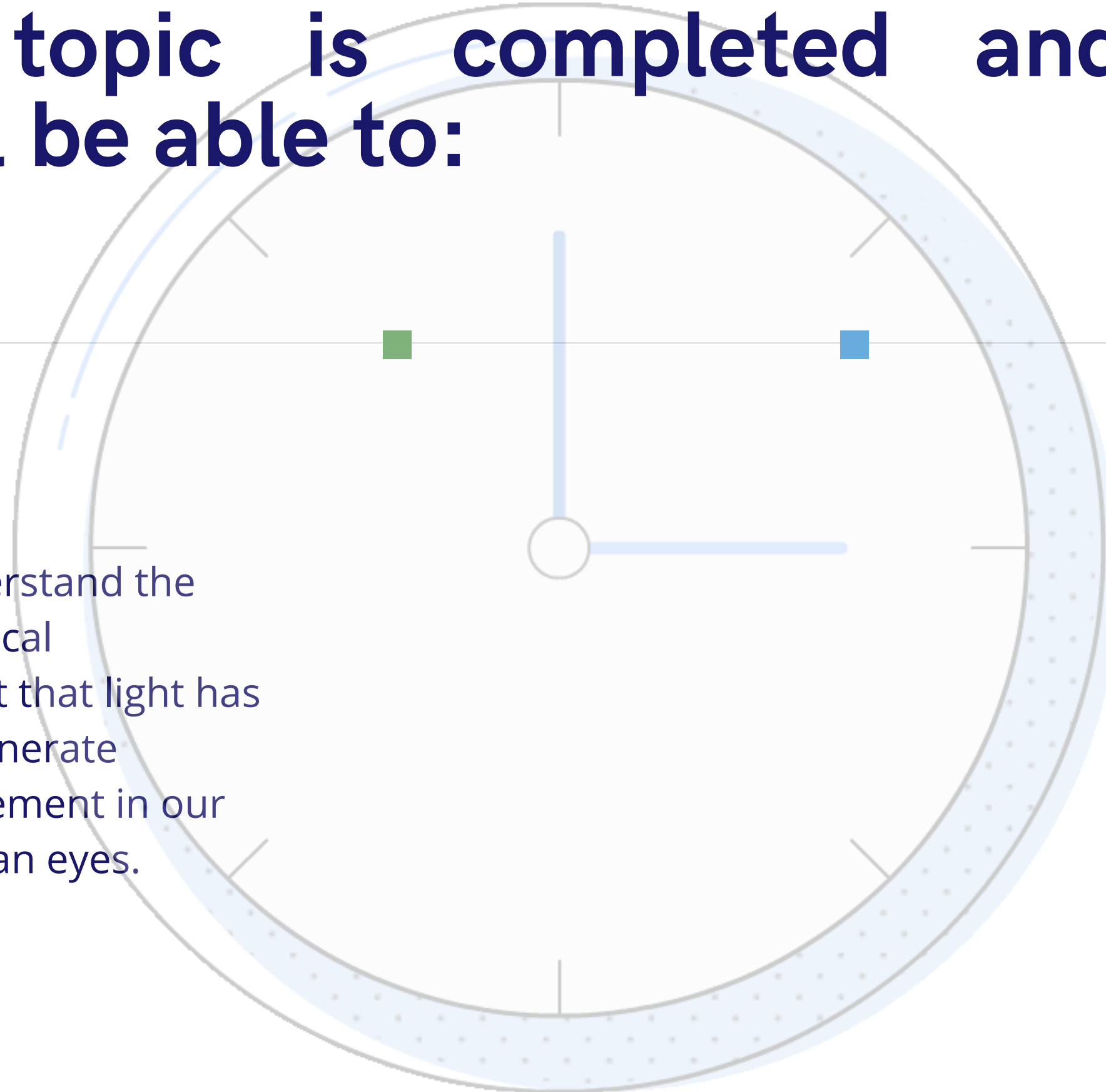
1

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



2

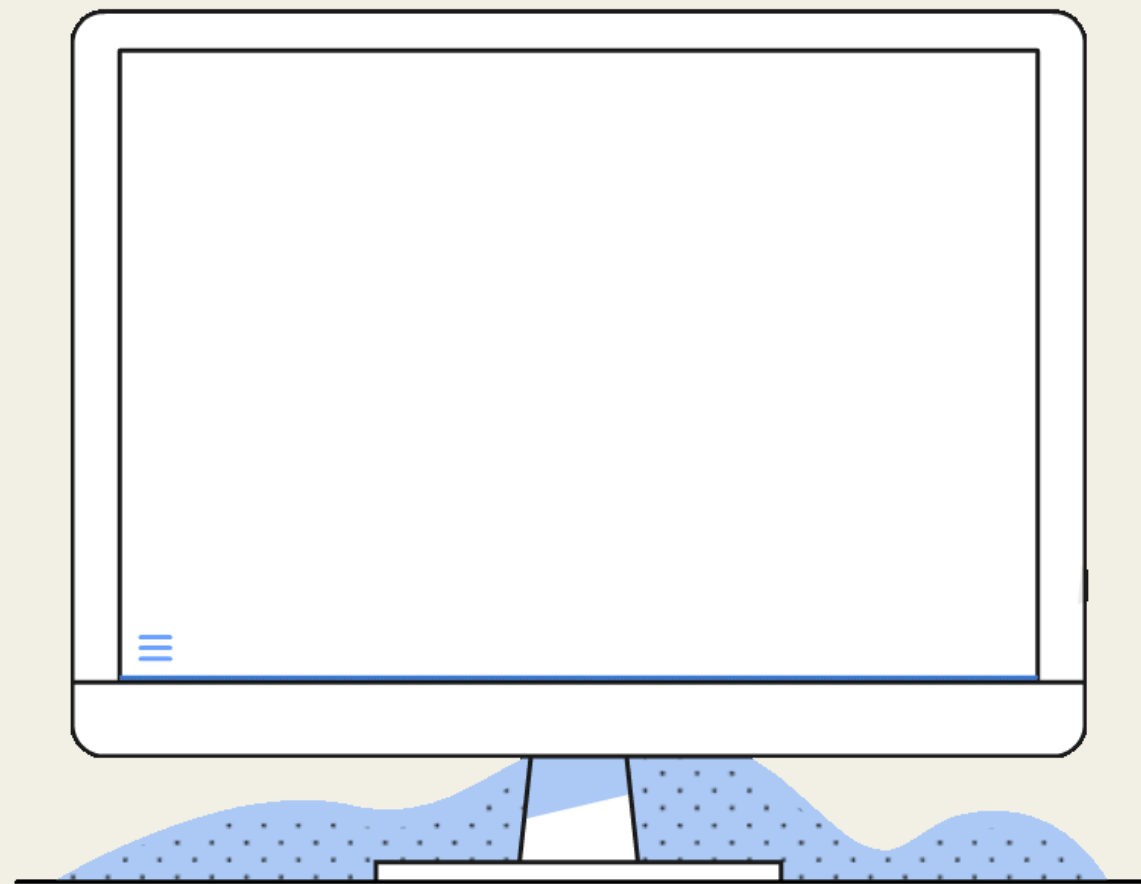
Understand the physical effect that light has to generate movement in our human eyes.



3

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

# Learning by doing



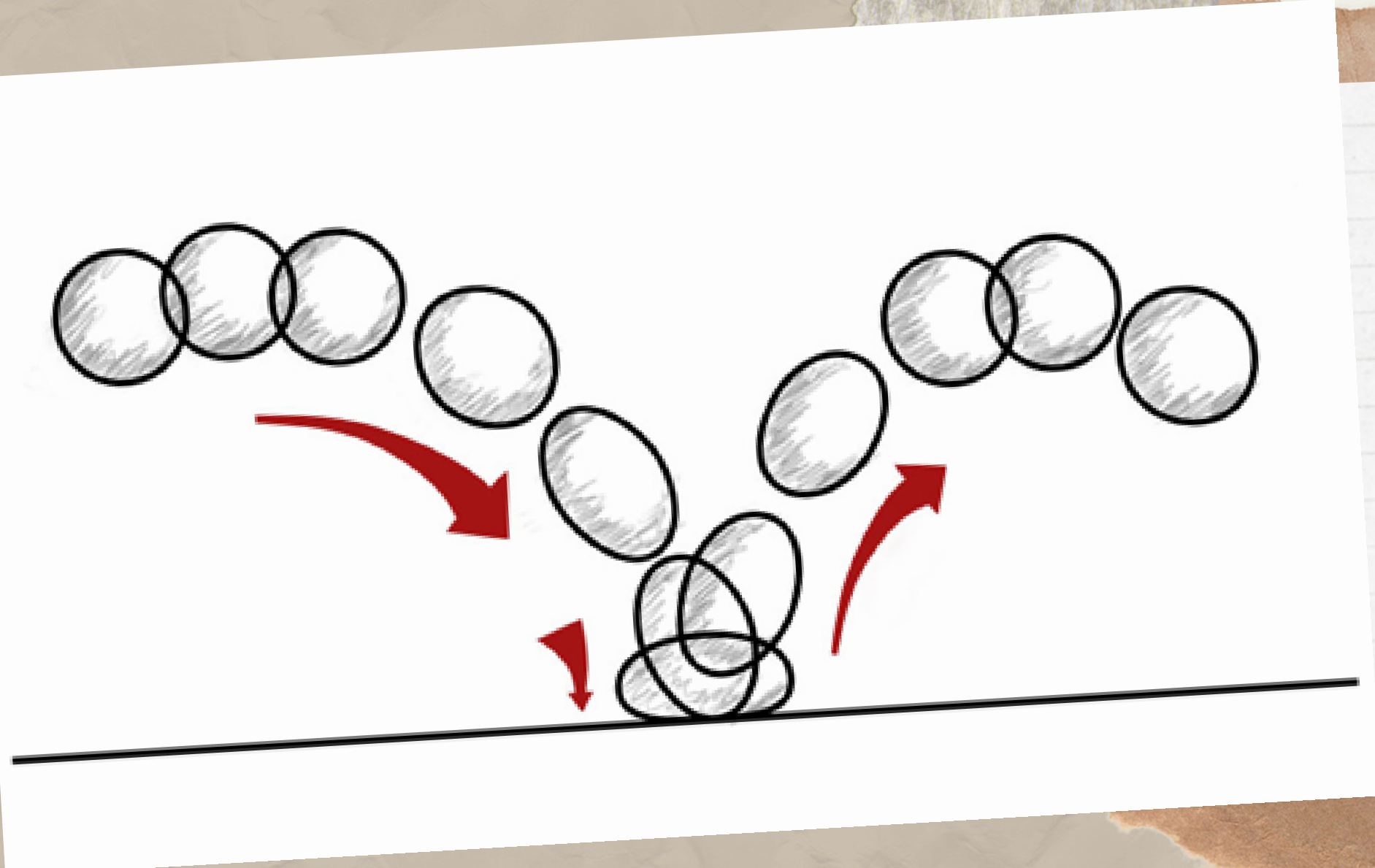
Phone or PC



Flip a clip/ Autodesk  
steckbook



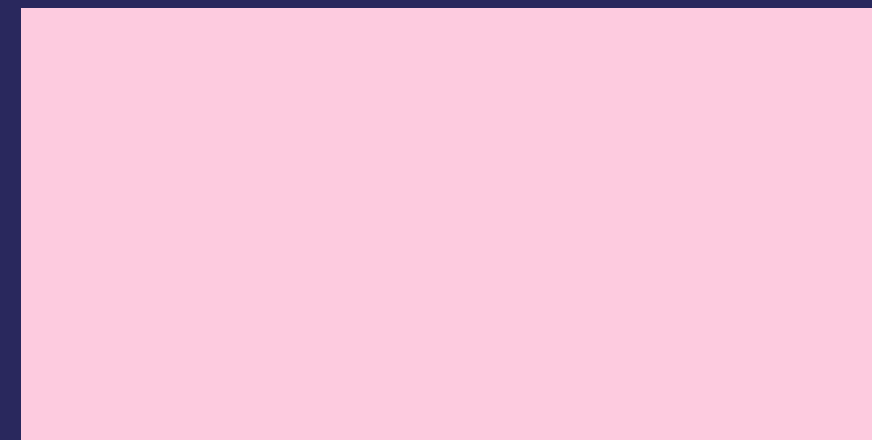
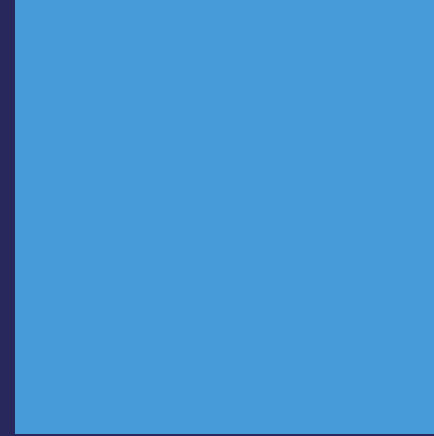
Pen and paper



UNDERSTAND  
AND MEMORIZE THE 12 BASIC  
PRINCIPLES OF DISNEY  
ANIMATION.



Understand some of the principles such as stretching and shrinking, complementary and overlapping animation, arcs and anticipation



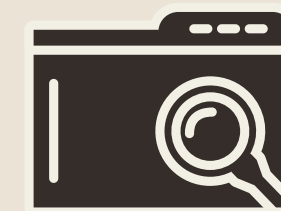
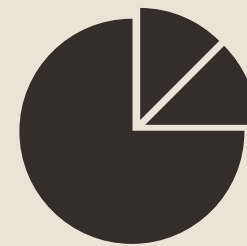
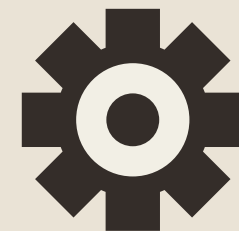
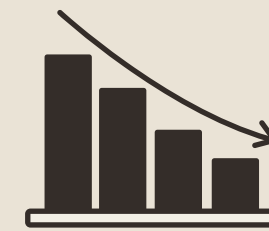
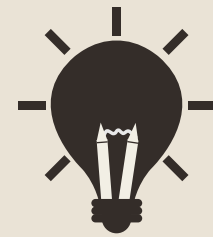
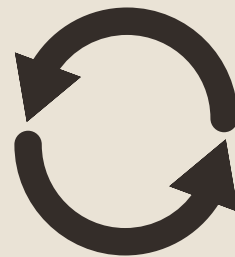
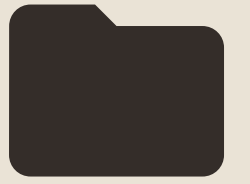
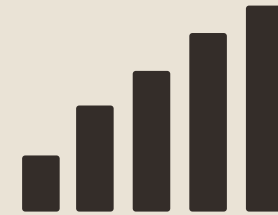
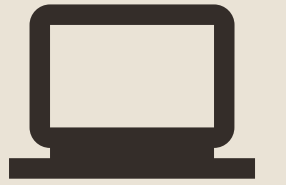


THE PRINCIPLES OF ANIMATION  
ARE SUGGESTIONS THAT AFTER  
FULL UNDERSTANDING CAN BE  
ALTERED BY EXPERIENCED  
ANIMATORS.

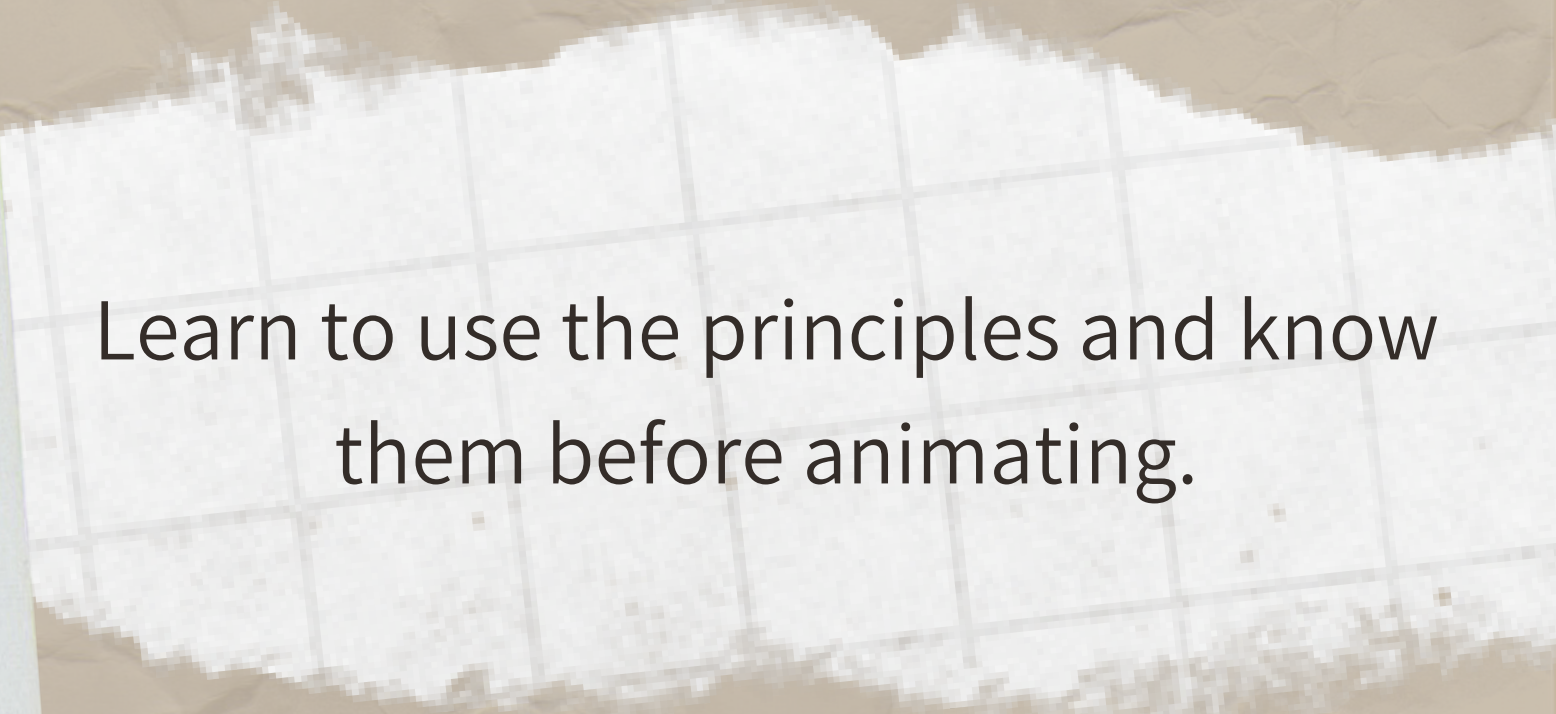
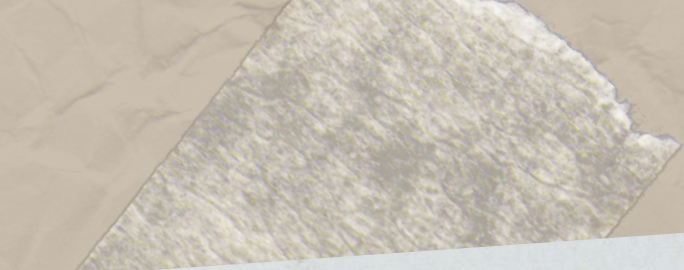


# Activity

Perform a simple exercise on a bouncing ball on the screen.

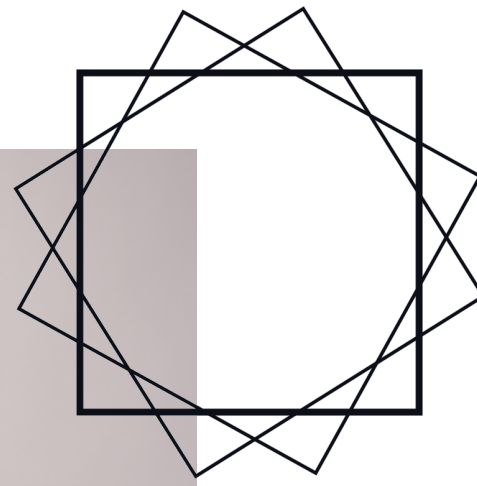
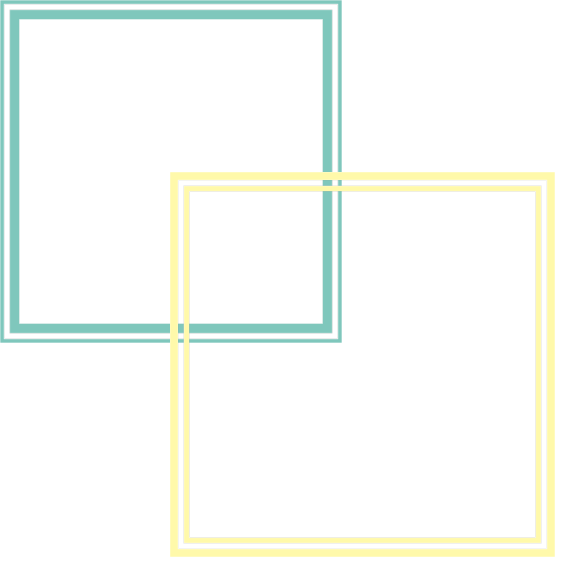






Learn to use the principles and know them before animating.





**OCITY**

Creativity + Innovation & Technology

