

BALL WITH APPENDIX



Module II



Course



Topic



Lesson I

Animation Animation
as a tool

Activity

- **Short Description:** Complement the previous exercise with an appendix to understand the principles of animation about compound movements and stoppage.
- **Methodology:** Inductive 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:** Complement the previous exercise with an appendix added to the object thus using the principles of complementary and superimposed action and arcs
- **Illustration:** https://www.youtube.com/watch?v=pnhTHwHDoSs&ab_channel=fcsca

Instructions

1. Create an appendix for the ball so that it moves correctly next to it.
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. Correct the stoppage so that the movement of the appendix is correct and follows the ball, not parallel to it.

Expected outcomes

- Parallel animations where the movement is correct, but has no timing.
- Learn to use the principles and know them before animating.
- Understand the weight, volume and length of the appendixes to give the ball a feeling of vitality.

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

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

DIGICOMP (Competences developed):

ENTRECOMP (Competences developed): 3.1 Taking the initiative.

