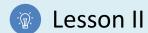
# Staging and timing





Module II

Course Propic Animation Animation as a tool



## Activity

- **Short Description**: Software exercise to understand staging and timing. Each student or in groups must make an animation that involves at least two characters that have actions.
- Methodology: Collaborative Learning.
- **Duration**: 15 minutes per exercise. 2h approx.
- Difficulty (high medium low): medium
- Individual / Team: individual/teams
- 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: <a href="https://sketchbook.com/thankyou">https://sketchbook.com/thankyou</a>
    - o https://www.pencil2d.org/download/
    - https://play.google.com/store/apps/details?id=com.vblast.flipaclip&hl=es CO&gl=US







Other resources: pen, paper.

# Description

- **Text description**: Carry out a software exercise to understand timing and staging. The students should do a little animated scene, or blocking scene, in which they can exercise when the time of the scene is correct, and that everything should be understandable in scene.
- Illustration: none

#### Instructions

- 1. Create a short synopsis for the scene
- 2. Write a script with the dialogues and actions indicated.
- 3. Animate in bloc with the times indicated for the dialogues and actions.
- 4. Export and correct with visualization.

### **Expected outcomes**

- Correct animations where the time is not right.
- Use of dialogs to contain the action and use of actions to support the dialogues.
- Scenes where the timing and performance are correct.

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

• Module, Course, Topic, Lesson

**DIGICOMP (Competences developed): 5.3** Creatively using digital technologies

ENTRECOMP (Competences developed): 3.4 Working with others





