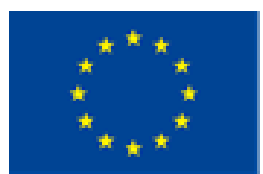


Module II. Technical

Animation Course

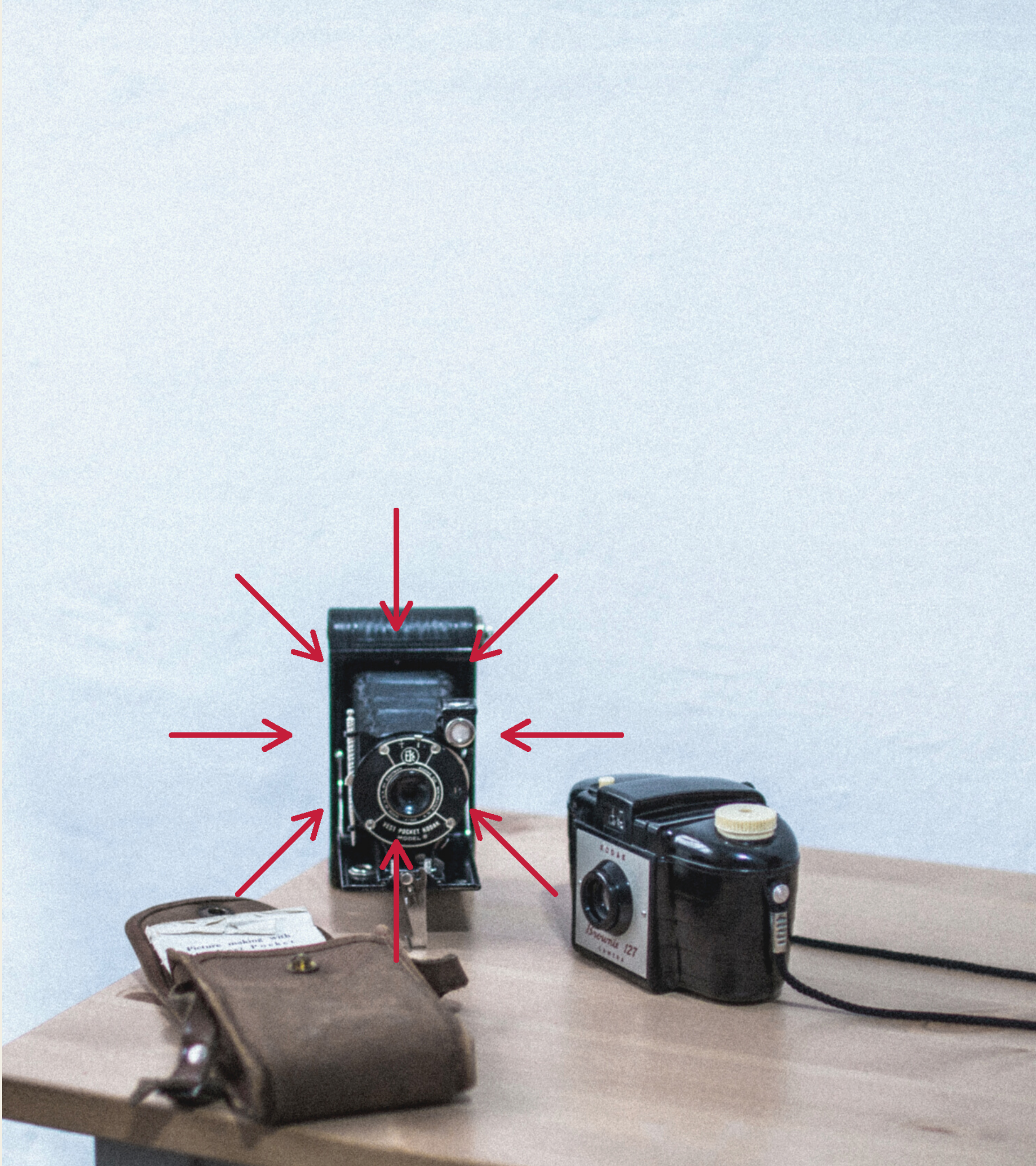
Topic 3. Animation as a tool

Activity T3.L2.1. Staging and timing

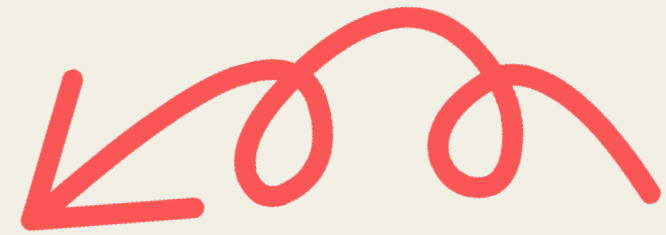


Co-funded by the
Erasmus+ Programme
of the European Union





This topic...



In this lesson we will review the principles of the last lesson, doing activities to reinforce concepts and explore the new principles

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

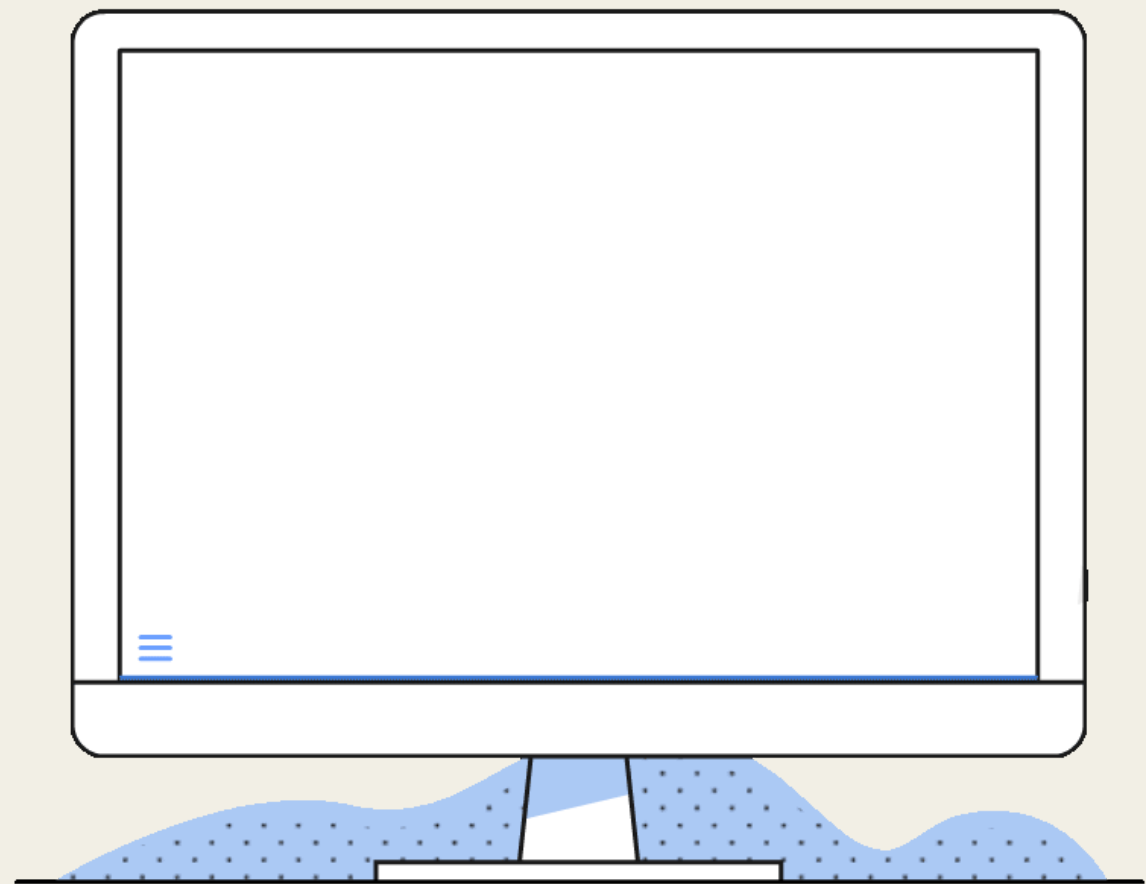
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by practicing, doing.



Phone or PC



Flip a clip/ Autodesk
steckbook



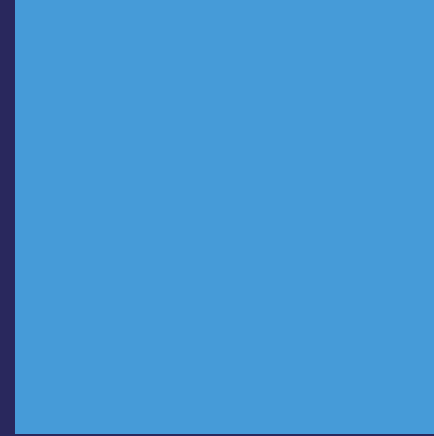
Pen and paper



PERFORM SOFTWARE EXERCISES
THAT MEET THE 12 PRINCIPLES OF
ANIMATION.



The principles of animation is the basis of the construction of animation, it is important to memorize them, identify them and use them correctly in simple animations.



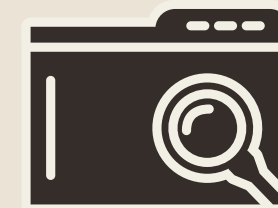
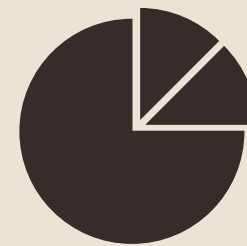
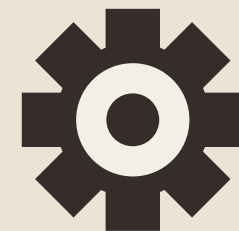
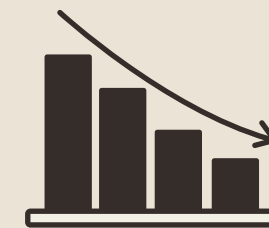
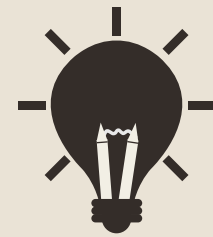
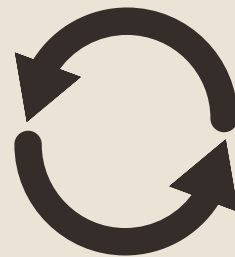
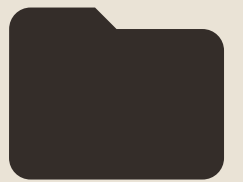
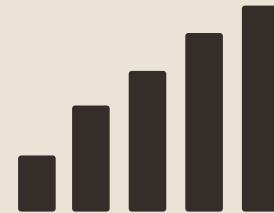


SCENES WHERE THE TIMING AND
PERFORMANCE ARE CORRECT.



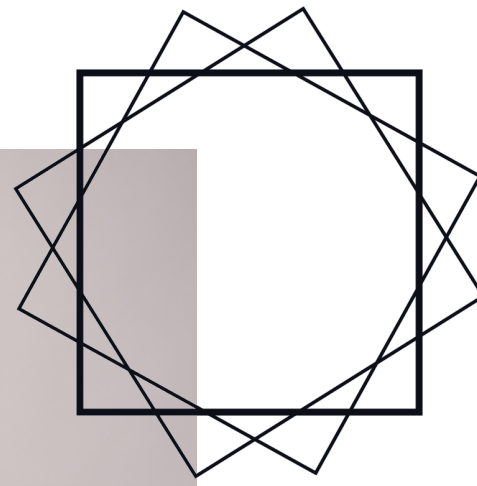
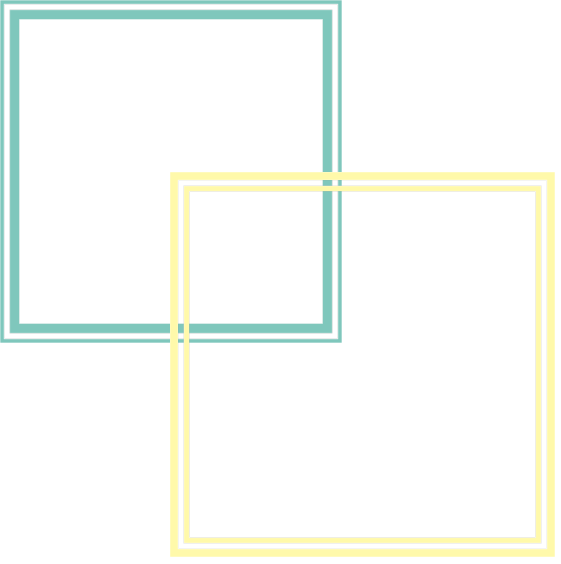
Activity

Software exercise to understand staging and timing.





We must consider the background, the costumes and the objects that we have on the screen to give our viewer even more clarity.



OCITY

Creativity + Innovation & Technology

