Staging through scenography

Module II   Course Animation   Topic Animation as a tool   Lesson II

Activity

- **Short Description**: Software exercise to understand staging through scenography. Each student or in groups should complement the past animation with a camera or background movement that suggests where the viewer should look.
- **Methodology**: Project-based learning.
- **Duration**: 1h
- **Difficulty (high - medium - low)**: hard
- **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: https://sketchbook.com/thankyou**
    - https://www.pencil2d.org/download/

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

Description

- **Text description**: Complement the previous scene with a background that makes the viewer understand where to look, propose a previous shot and a next shot
- **Illustration**: none

Instructions

1. Analyze the action of the animation previously performed
2. Design and locate a background for it
3. Propose a previous shot and a next shot.
4. Export and correct with visualization

Expected outcomes

• Understand camera and background movements as a way to make the viewer understand where to look.

• Design of backgrounds congruent with the animation style.

• Understand the shot as part of the assembly.

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): 1.1 Spotting opportunities; **2.1** Self- awareness and selfefficacy.

Example (when necessary):