

Traditional apply of principles



Module II



Course



Topic



Lesson IV

Animation Animation
as a tool

Activity

- **Short Description:** Each student must make a simple animation in various poses, connecting them by means of drawings and then adding an appendix in traditional animation.
- **Methodology:** Project-based learning.
- **Duration:** 2h
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** individual
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
 - **Hardware:** pc/ tablet/smartphone/ camera
 - **Software:** any drawing software / notes software / flip a clip / autodesk sketch / 2d pencil (proposed in previous lessons)
 - **Other resources:** pen, paper.



Description

- **Text description:** Carry out an animation drawing after drawing using the pose-to-pose technique and complement it with direct animation
- **Illustration:**

Instructions

1. Choose an animation with a complete action.
2. Design the start / middle / end poses.
3. Design the intermediate poses.
4. Design the main poses.
5. Take the intermissions
6. Check that it is correct
7. Add an appendix applying the animation principle of complementary and overlapping animation.

Expected outcomes

- Understand static movements as the positions that are the minimum cell of the animation.
- Apply the concepts of important poses to be able to create intermediate ones.
- Understand and apply the sensation of stoppage of the objects added to the main shapes.

DIGICOMP (Competences developed): **2.4** Collaborating through digital technologies; **3.1** Developing digital content

ENTRECOMP (Competences developed): **1.1** Spotting opportunities; **1.4** Valuing ideas

