

Module II. Technical

Animation Course

Topic 3. Animation as a tool

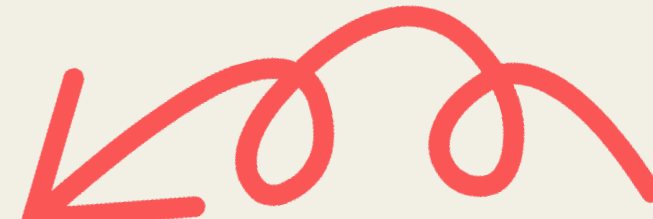
Activity T3.L4.2.Acceleration/ deceleration



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



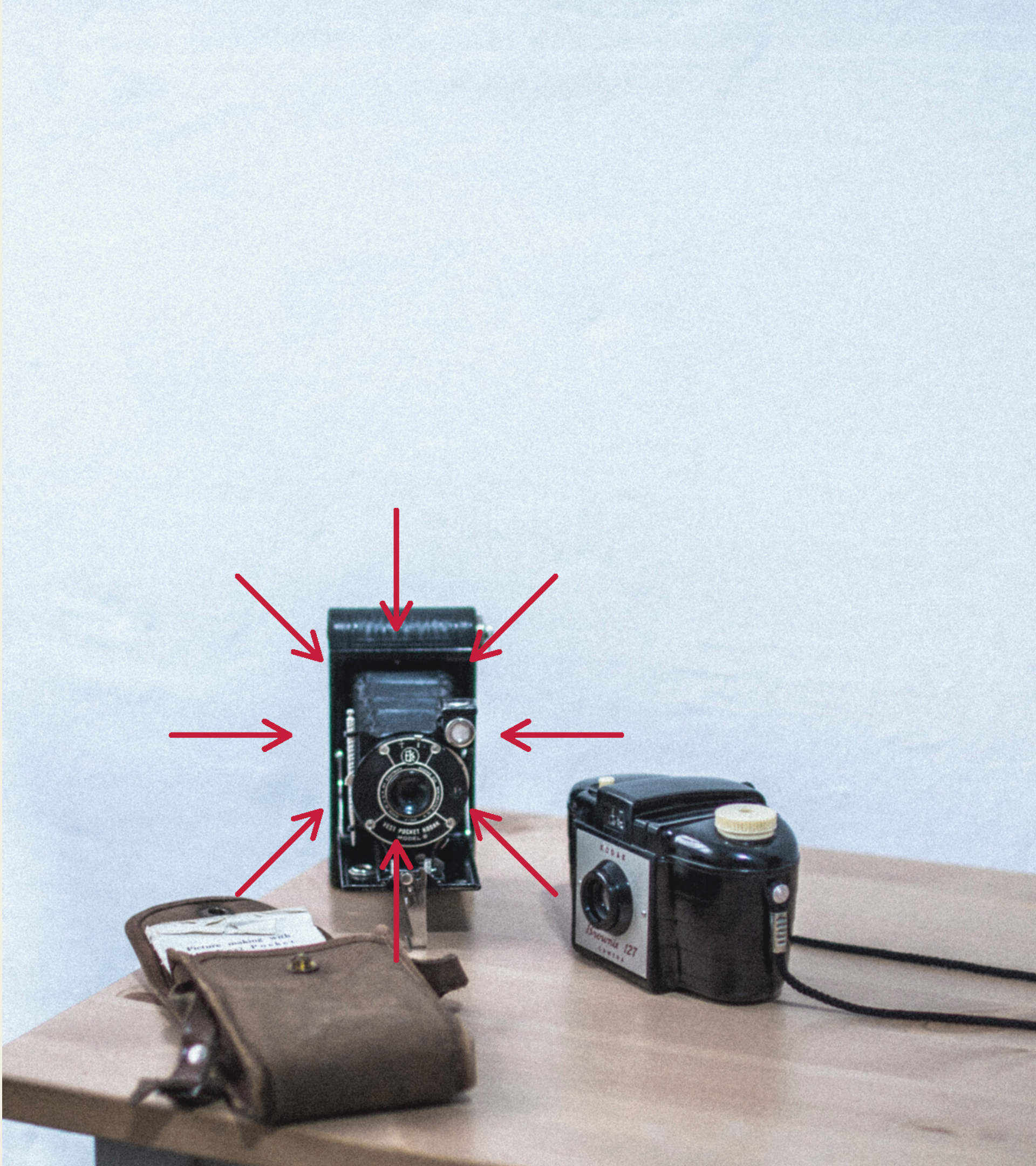
This topic..



In this lesson we understand how the animated image has been theorized by the wise men of animation. The very forerunners of contemporary animation.

Here we will review the 12 principles of Disney animation and how Warner Bros has applied them differently over time, making a clear comparison and differentiation.

We will perform activities in an analogous way or with applications that give the impression it is that way in order to understand the principles in a more natural way for traditional and alternative animation.



Once the topic is completed and approved, learners will be able to:



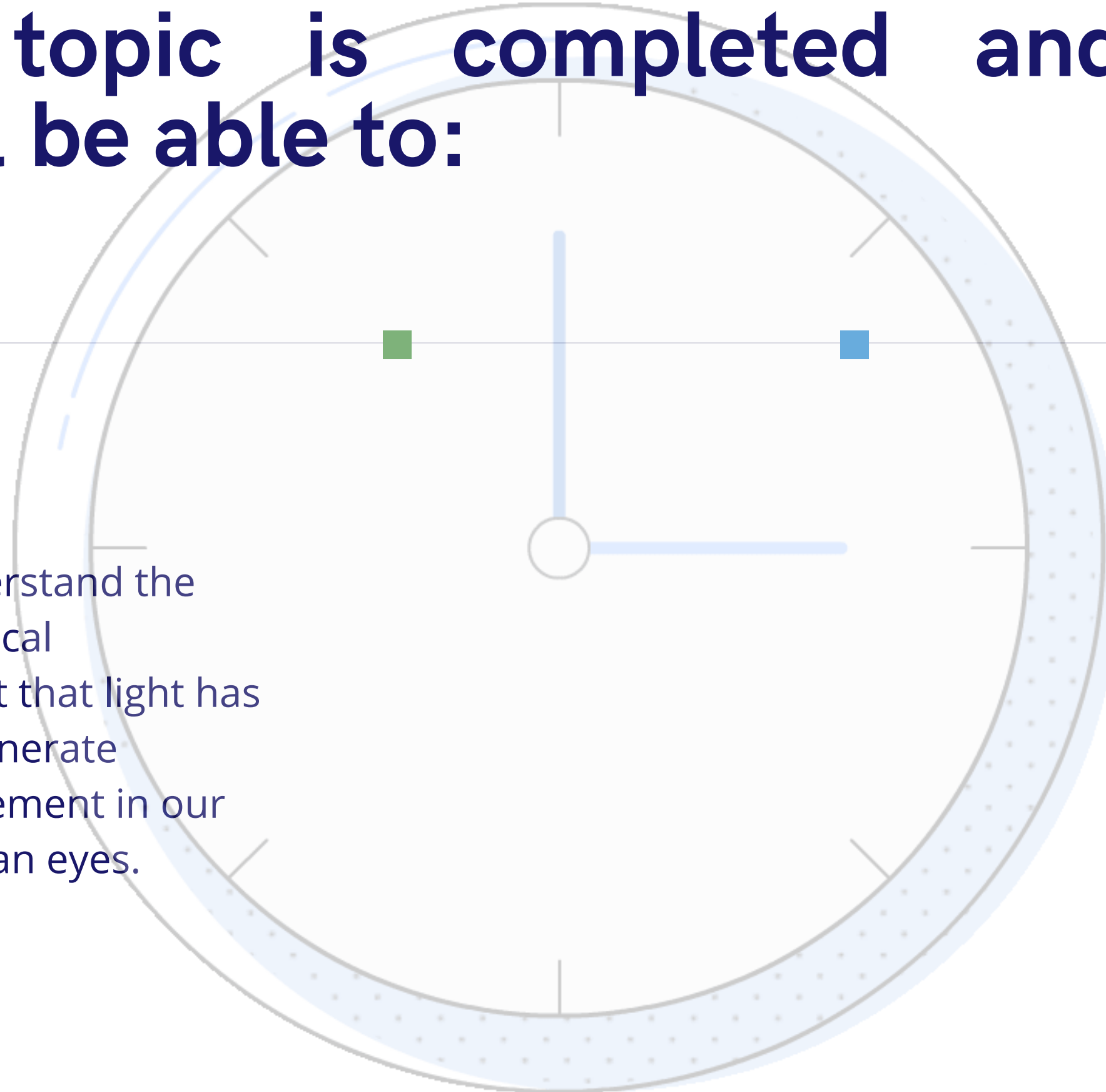
1

Understand the importance of animation for humanity from the creative and physical ambits.



2

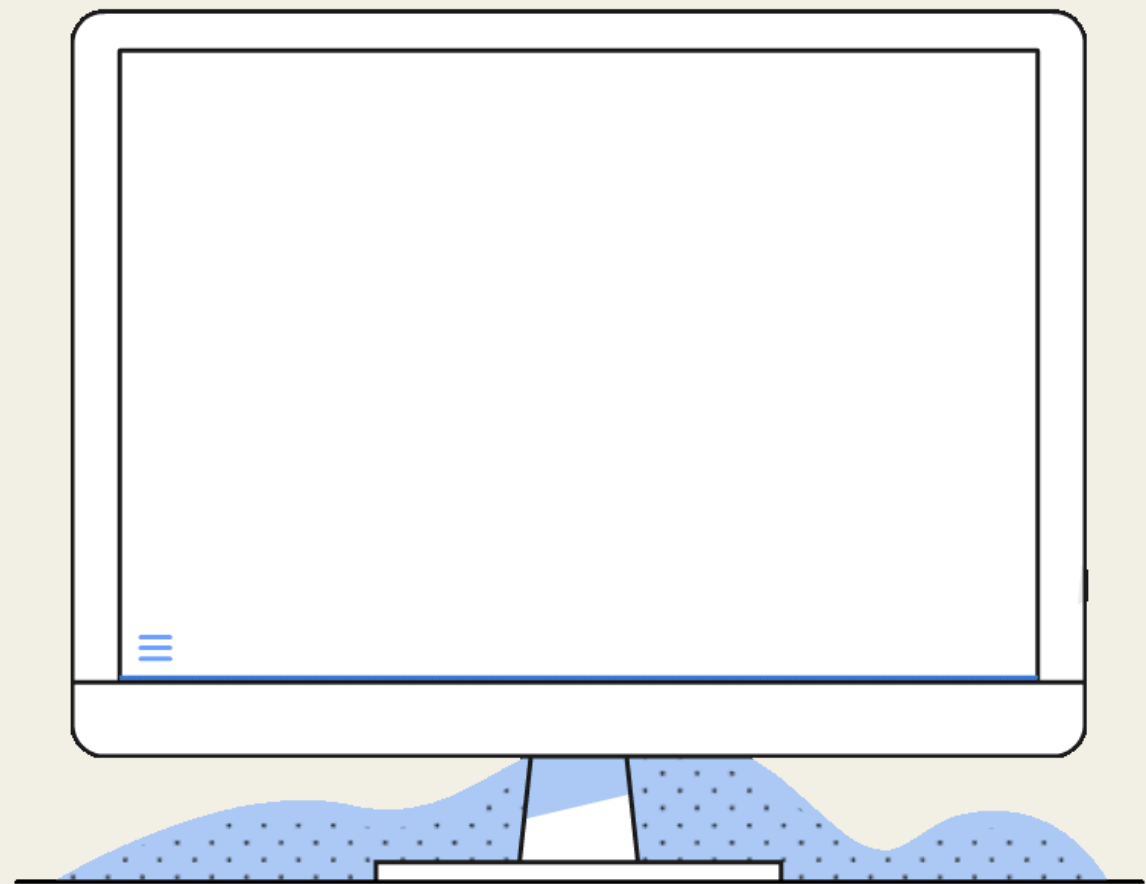
Understand the physical effect that light has to generate movement in our human eyes.



3

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

Learning by doing.



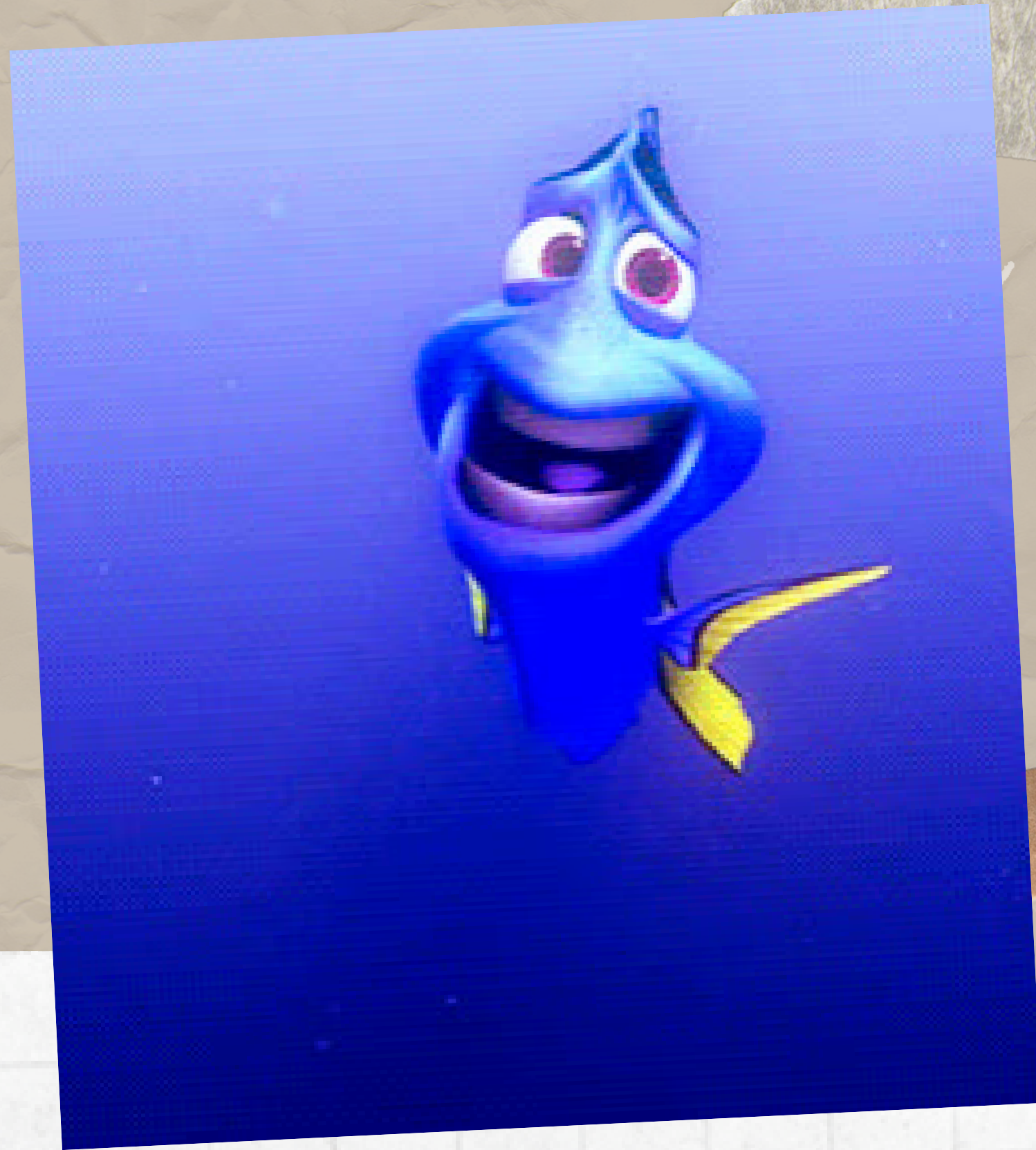
PC or tablet



StopMotion studio



Objects



UNDERSTAND THE
SEQUENCE OF MOVEMENTS

**Traditional animation
challenges us to not
be able
to visualize our
animation until we
carry out the post-
production process**



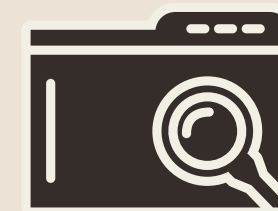
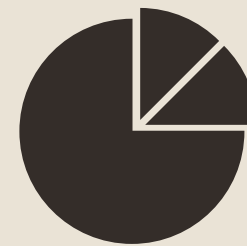
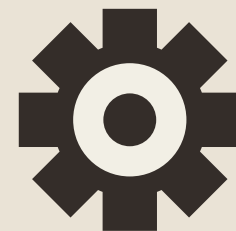
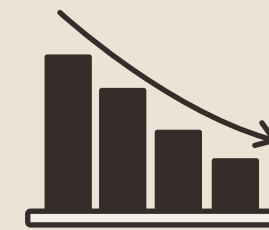
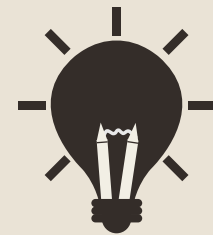
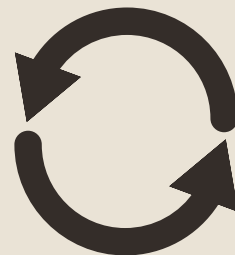
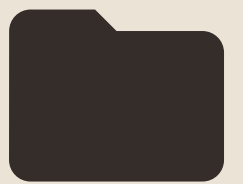
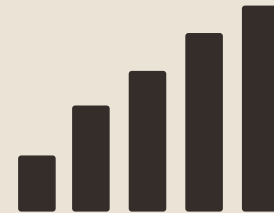


UNDERSTAND HOW THE MOVEMENTS
REPRESENTED ON CAMERA AND
ALTERED BY MEANS OF EDITING AND
PHOTOGRAPHY GENERATE A
SENSATION OF MOVEMENT DIFFERENT
FROM REALITY.



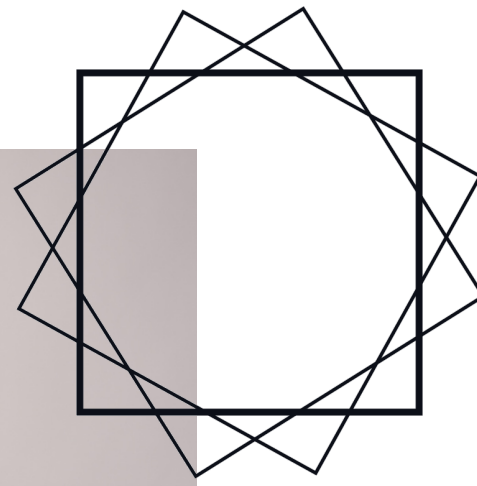
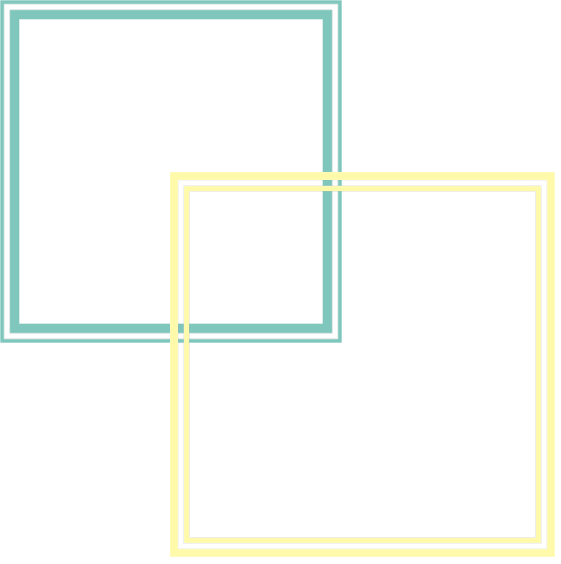
Activity

Make a stop motion animation through direct animation to generate the sensation of acceleration and deceleration.





Apply the principles of animation with
animations with real objects



OCITY

Creativity + Innovation & Technology

