City Stop Motion
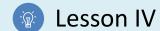
Activity

- **Short Description**: In groups, make a stop-motion animation or through illustration that is set in representative places of the city or the place where you live in order to generate the sensation of vitality and movement mixed with social exploration.

- **Methodology**: Inductive Learning.

- **Duration**: 4h

- **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:** stop motion studio / any editing software / 2d pencil / sketchbook (suggested in previous lessons)

    - **Other resources:** people or objects that we can move in reality / pencil and paper

Description

- **Text description**: Make a short animation with real people using elements of the city that complement the use of the principles through social and geographical exploration

- **Illustration**: https://www.youtube.com/watch?v=v2RF-jQX7Lw&feature=emb_logo&ab_channel=AntonioMontoyaRdz

Instructions

1. Think of an animation that can involve spaces, people and illustrations.
2. Take the photographs and make the illustrations taking into account the amount of time they will have on the screen and the beginning and end that should have more frames.
3. Adapt photos and illustrations to generate animated movements in software.
4. Assemble in an editing software or a photo application to decide how many frames each video photo will last
5. Export and share.

Expected outcomes

- Analyze social movements and contexts to create ideas for animations set in reality.
- Understand the sequence of movements.
- Apply the principles of animation on real objects animations
- Understand how the movements represented on camera and altered by means of editing and photography generate a sensation of movement different from reality.
- Connect illustrated animation with real object animation to generate different and powerful narratives.

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): 1.2 Creativity; **1.4** Valuing ideas; **3.1** Taking the initiative; **3.4** Working with others

Example (when necessary): https://www.youtube.com/watch?v=v2RF-jQX7Lw&feature=emb_logo&ab_channel=AntonioMontoyaRdz