

Motion graphics

In their 1981 book, *The Illusion of Life*, Disney animators Ollie Johnston and Frank Thomas introduced the twelve principles of animation. The pair were part of Disney's "Nine Old Men," the core group of animators who were instrumental in creating Disney's animation style. The twelve principles have now become widely recognized as a theoretical bedrock for all artists working on animated video production.

<https://idearocketanimation.com/13721-12-principles-of-animation-gifs/>

learning objectives

Level 4

- Recognise the more easily understood principles of animation in existing work.
- Apply the principles of animation to short animated sequences.
- Use simple animation software to convey a short story or message.

Interactions, engagements and activities

Describe the types of interaction and activities that could help achieve the objectives.

Level 5

- Describe the role of key frames in an animated sequence.
- Apply the principles of animation with consistency to...
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Interactions, engagements and activities

Describe the types of interaction and activities that could help achieve the objectives.

Level 6

- Learning objectives for level 6, consider blooms taxonomy, learning outcomes, GPOs and learner engagement.
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Interactions, engagements and activities

Describe the types of interaction and activities that could help achieve the objectives.

Revision #5

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