

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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