

## **How Pictures Learn to Walk - The Basics of Animation Film**

Animation is an art form with great potential. Our notions of things and beings are precisely defined, but not so in the imagination. Animated film, in particular, invites us to transform familiar objects and to find stories and pictures that do not exist in reality. In this course, we will transform, reinvent, try out and represent things. Film animation enables us not only to create a character that appears to think and live, but also to create one that provides the audience with the opportunity to take part in their emotional world and perceptions.

In this course, we will learn the basics of animation, the essential principles of animation, such as the timing and dynamics, and the stages of animated film production; from planning through to implementation. Animated film, in its overall appearance, consists of a multiplication of frames which together give the impression of movement. Animated film incorporates many artistic means of expression, such as photography, painting, sculpture, literature, music, graphics, typography, object art, or rather, occasionally borrows from all of these. However, animated film adds time and space to the artistic expression. We will be dealing with the classical, traditional 2D techniques, not computer animation or animation programs. Lay animation (film objects are placed on a horizontal surface, moved and filmed), in particular, lends itself well to this area.

Through the animation of figures, we become aware of motion sequences. Through the design of the film, we learn the principles of picture composition, the figure in space and the filmic visual language. Starting with brainstorming and after the story development, we come to the preparation of storyboards (visualised film scripts). This is followed by the preparation of characters and backgrounds. After shooting under the camera, editing and dubbing, the end of this course results in several short animation films.