



Media Education

Pre-Event Materials

# IN YOUR CLASSROOM

## Behind The Animation





## In Your Classroom: Behind The Animation

We take 3rd-12th grade students on a journey of storytelling by going in-depth into the behind-the-scenes process of an animated film. A professional animator leads your students through the creative process with specific attention paid to storytelling elements, construction, impact of message, and the collaborative nature of this art form.

### On Animation

Animation is the illusion of movement by a usually static medium, whether it is a series of drawings by hand, sculpted puppets or clay, or computer-generated characters and environments. Animation has the potential to transport the viewer to new worlds, distant lands, ancient or futuristic times and even realities that may not be possible in live action films.

Audiences have been captivated by the magic of animation since the early 1900's, and it has since become a major source of entertainment and education for millions of people. It is an art form that can teach about social interaction, societies, culture, and even history while still being entertaining.



THE ADVENTURES OF PRINCE ACHMED (1926) – the oldest surviving animated feature film



**Familiarize your students with different animation styles by watching the short animated films below.**

## Animation Styles

### 1. Traditional

A series of drawings where each movement by a character or object is drawn out by hand. These are then sent to be inked and painted and then finally photographed. Once combined and viewed rapidly one after another, it gives the illusion of movement.

**DUCK AMUCK** - 6 MIN 58 SEC

How do the backgrounds help create the comedy? How would the character change with a different voice?

Link: <http://www.totalshortfilms.com/ver/pelicula/247>



DUCK AMUCK (1953)

### 2. Computer Generated (3D)

Characters, environments, and objects are created/sculpted in a three-dimensional plane on a computer. This allows you to create large vast worlds that can be viewed from any direction. This certainly cannot be done in traditional animation.

**SANJAY'S SUPER TEAM** - 7 MIN 6 SEC

How did culture drive the father and son apart? How did culture also bring them together?

Link: <https://vimeo.com/165239546>



SANJAY'S SUPER TEAM (2015)

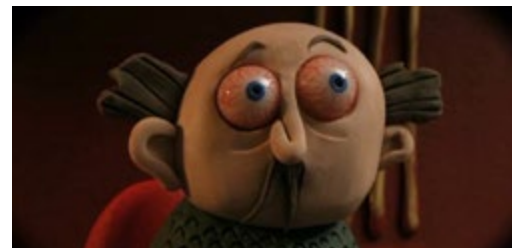
### 3. Stop Motion

Animation that is captured one frame at a time with physical objects that are moved between frames, creating the illusion of movement.

**AT THE OPERA** - 1 MIN 1 SEC

Did the ending surprise you? Why are surprises funny?

Link: <https://vimeo.com/17746950>



AT THE OPERA (2010)



## Animation Roles and Terms

**Script-** The written form of the film: first comes the idea, then comes the script.

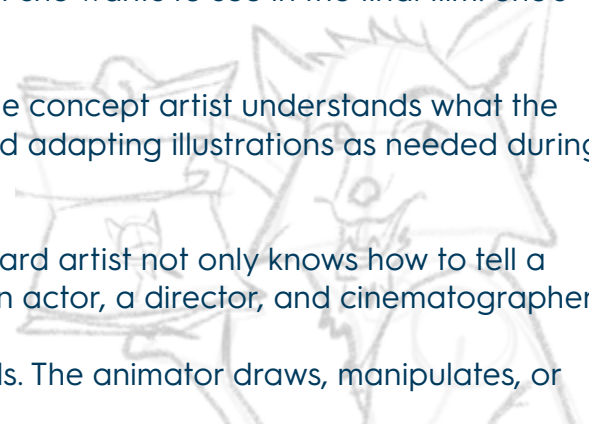
**Storyboards-** A visual representation of the script-shows the action of the characters, camera placement, and gives the animators a road map to follow while animating.

**Director-** Has overall responsibility for the quality of an animated product. The director instructs and guides the creative team working on the film on what she wants to see in the final film. She's the boss; every decision goes through her.

**Concept Artist-** Visually interprets the director's ideas. The concept artist understands what the directors and editors require from a scene, producing and adapting illustrations as needed during filming to help create the final look of the film.

**Storyboard Artist-** Creates the storyboards. The storyboard artist not only knows how to tell a good story, but must also be able to wear the shoes of an actor, a director, and cinematographer.

**Animator-** Provides the action outlined in the storyboards. The animator draws, manipulates, or creates the illusion of movement in an animated film.



## Pre-Event Questions For Students

What is your favorite animated movie? Explain why you like it.

How long do you think it takes to make an animated feature film?

How many people does it take to make an animated film?



What jobs do you think are involved in making an animation?



## Aligned Curriculum Standards

### Utah Media Arts Standards

Strand: RESPOND - Students will perceive and analyze artistic work and process. They will interpret intent and meaning, and apply criteria to evaluate artistic work and process.

Strand: RESPOND - Students will understand, evaluate, and articulate how works of art convey meaning for the observer as well as the creator.

Strand: CONNECT - Students will relate artistic skills, ideas and work with personal meaning and external context.

### Utah Core Standards for English Language Arts

Speaking and Listening

Anchor Standard 3 - Evaluate a speaker's point of view, reasoning, and use of evidence and rhetoric.

Reading Literature

Anchor Standard 3 - Analyze how and why individuals, events, or ideas develop and interact over the course of a text.

### Utah Core Standards for Library Media

Strand 10 - Awareness, modern citizenship, and informed decision making

Strand 11 - Analyzing, questioning, and thinking critically

