Animavision Overview

Detailed introduction into stop motion

Introduction Animated films are an integral part of our lives. Children love them for entertainment and education, adults for their artistic expression. Many times animation is used in music videos, video explainers or commercials. Most animated...

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Spatial and technical requirements for the production of animated films

Introduction In the chapter Detailed Introduction into Stop-Motion we described that there are basically only two different kinds of animation: the two-dimensional animation (2D) and the three-dimensional animation (3D). In this chapter we want to...

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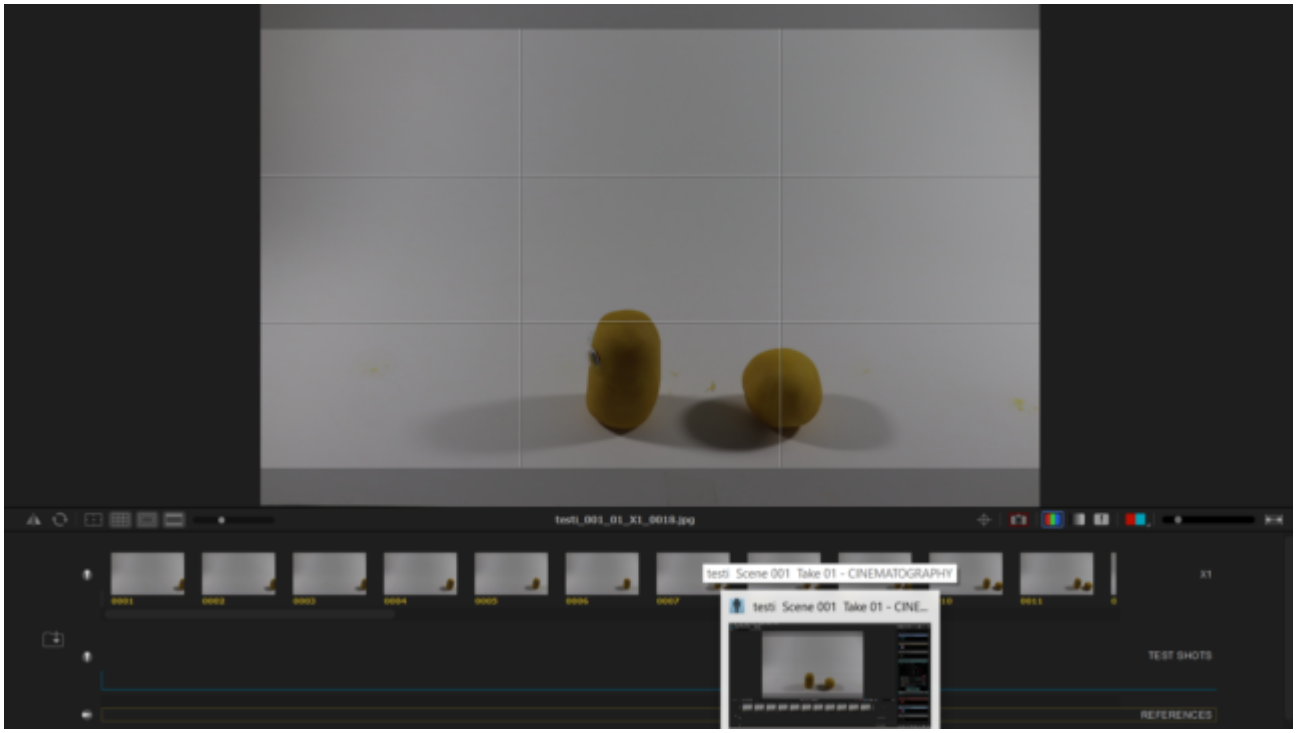

Camera settings and operation

Introduction In the previous chapter we described the basic spatial and technical requirements for producing two- or three-dimensional animated films. We also explained how to move the camera into the desired position using tripods or various...

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The camera as a creative tool in animated film

Introduction After you have become familiar with camera settings and operation and have gained some experience, you can deepen your skills in this chapter. This will open up many more creative possibilities for you and your animated films will become...

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Storytelling

Introduction A good story is a good foundation for a film to be understandable and make sense to the viewer. Even if the film looks good or has incredible special effects, a poorly-written story will not engage the viewers. Creating a story is an...

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Basics of creating characters, objects and backgrounds

Introduction Creating characters, objects and backgrounds is one of the most important steps in preparing your animated film, which is also very fun and creative. Unless you are using the so-called pixelation technique, where you use living people...

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Creating characters, objects and backgrounds in 2D

Introduction If you are following the Animavision part of the handbook systematically then you already have a

list of characters, objects and backgrounds with all sizes and movable parts that you will need to create in order to be able to film your...
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Creating characters, objects and backgrounds in 3D

Introduction If you are following our handbook systematically then you already have a list of characters, objects and backgrounds with all sizes that you will need to create in order to be able to film your story. If not please read the previous...
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Principles of animation

Introduction After preparing the story, characters, objects, backgrounds and setting up your camera, the time has come to animate. There are some tips or principles to be followed to make your characters look very alive and real even if you are a...
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Media

Here you find alle the results of children and young people and the tutorials for paedagogues that were produced during the project. ...
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