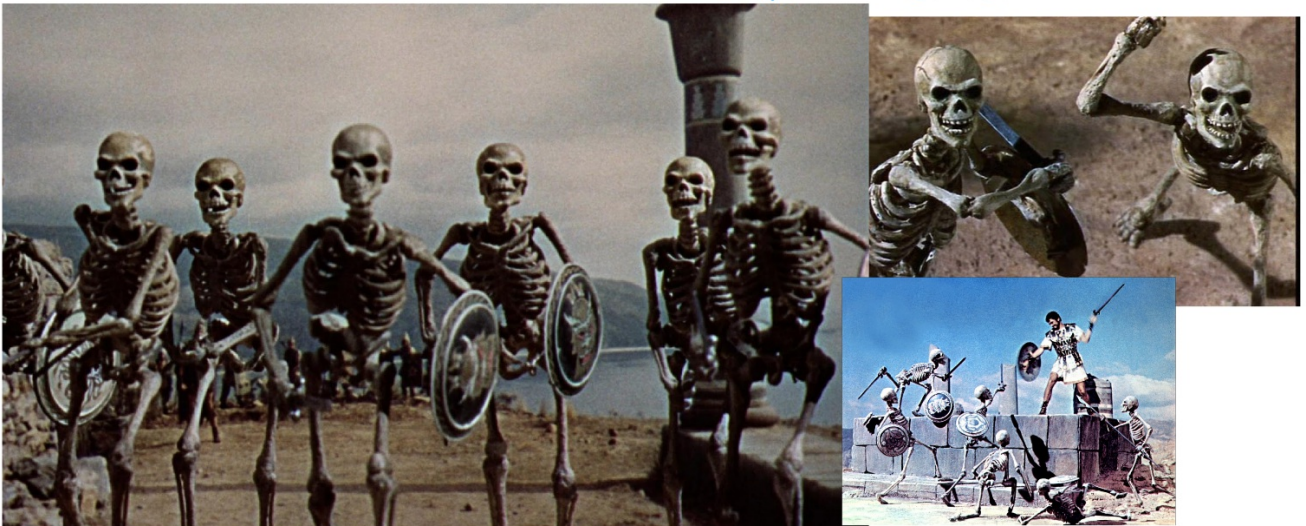



Digital Animation

Lesson 5
Storyline Construction



GRADING CRITERIA

LO	Pass	Merit	Distinction
	The assessment criteria are the Pass requirements for this unit.	To achieve a Merit the evidence must show that, in addition to the Pass criteria, the candidate is able to:	To achieve a Distinction the evidence must show that, in addition to the pass and merit criteria, the candidate is able to:
1. Understand the types and uses of animations	 <p>P2: Describe the uses for digitised animation in the media</p>	M1: Assess the suitability of animations for the target audience	D1: Compare the different styles of animations across global cultures
2. Be able to plan an animation to a client brief	<p>P3*: Develop concept ideas and sequence for an animation to meet a client brief <i>(*Synoptic assessment from Unit 2 Pre-production and planning)</i></p> <p>P4*: Create a pre-production plan for the animation <i>(*Synoptic assessment from Unit 2 Pre-production and planning)</i></p>	M2*: Complete a SWOT analysis for the intended animation for the client <i>(*Synoptic assessment from Unit 2 Pre-production and planning)</i>	
3. Be able to create a planned animation	<p>P5: Create the content for the animation</p> <p>P6: Complete and edit the animation content in line with the plan</p>	M3: Optimise the content for use in the final animation	D2: Justify the choice of animation technique for the frame rate and duration



Learning Outcome

Explore how storylines have been constructed.

Starter



Learning Outcome

Explore how storylines have been constructed.

If you had all the resources and money in the world to make an animation movie of any sort - what would the story be about do you think?



Events?



Character Driven?

Situation?



Who was Ray Harryhausen?



Learning Outcome

Explore how storylines have been constructed.

Much of his later work was based on mythology as the central theme the main character having a mission to find something or save someone. Take a look at some of his amazing work...



Explore



Think of your
story...

In a group..

Research - What are some of the stories in Ray
Harryhausen movies?

Choose an animation film or short you know well.
Using Todorov's theory plot the story into:
EQUILIBRIUM, DISEQUILIBRIUM, RECOGNITION, REPAIR

Then take your story from the starter, how could
you chart it in the same way?

Have a go!



Learning Outcome

Explore how storylines have been
constructed.



Learning Outcome

Explore how storylines have been constructed.

How do you "construct" a storyline for an animation?

Explore the ways you could come up with an award winning story idea!

Useful Links LO1

- Types of Animation Styles 1
- Types of Animation Styles 2
- Types of Animation Styles 3
- How to make a Live Action Animation
- Target Audience 1
- Target Audience 2
- Target Audience 3
- Target Movie 1
- Target Movie 2
- Target Movie 3
- Target Movie 4
- Animation Studio 1
- Animation Studio 2
- Influential Animation Studios
- Storytelling in Animation
- Story Ideas
- Harryhausen
- Stop Motion 1
- Stop Motion 2

Story Construction

<http://www.skwigly.co.uk/come-great-story-ideas-animation/>



Learning Outcome

Explore how storylines have been constructed.



How have you met
today's learning objective?

U10 L01 P2

P2: TITLE - DESCRIBE THE USES FOR DIGITISED ANIMATION IN THE MEDIA

You must explain the different genres (at least two) and uses of digital animations (at least two) as outlined below; you must give examples to illustrate your explanation.

Refer back to P1 for the choice of genres and techniques.

In this you should explain

- > The use of characters,
- > The use of environments and themes in the global culture context of animations,

for example from the following studios:

Aardman, Ray Harryhausen, Ghibli, Pixar and DreamWorks

- > The use of storyline based on a situation or series of events, > or
- storyline based on a character

U10 L01 D1

You must compare and contrast different genres of animation across global cultures.

Go back to P1 and choose 2 genres find examples from animations that fit those genres. For example, if you chose TV Programme you could look at an animation like USA shows The Simpsons, Family Guy and then compare and contrast that genre to say the Far East, Manga Anime films.

Alternatively you could choose UK Children's TV Programmes like Hey Duggee, Charlie and Lola, DipDap and compare and contrast those with USA Films like Cars or finding Nemo.

You could compare and contrast them in terms of: > Type of Animation used (see P1)

- > Target Audience
- > Durations
- > Resources / Constraints
- > Characters / Stories
- > Colours used
- > Cultural Messages/Themes > Studios that made them
- > Distribution

You should evidence this by:

- > Creating a video discussing the animation, use clips from the actual animations or stills or > A Presentation complete with supporting images, video and notes.