



Republic of the Philippines
Department of Education
REGION III
SCHOOLS DIVISION OFFICE OF NUEVA ECija

LEARNING ACTIVITY
SHEET SPECIAL PROGRAM
IN ICT 8 FREEHAND DESIGN 8
Second Quarter, Week 3

Name of Learner: _____ Date: _____
Grade Level /Section: _____

**History of Animation &
Animation Workflow**

BACKGROUND INFORMATION FOR LEARNERS

“The PAST is the KEY to the FUTURE.” A Famous Philosopher George Santayana once said.

Learning, discovering and understanding the past makes our future better and brighter. The past and future are connected through present times. We have so many amazing animation nowadays, but have you ever wonder what animation looks like in the past?

Concept of Animation

The concept of animation came from things from the past. From the earliest civilization and until before the modern computer age.

1. Paleolithic Cave Wall Paintings

- Over a thousand of years ago, cavemen drew a series of actions to show their daily life by means of painting.

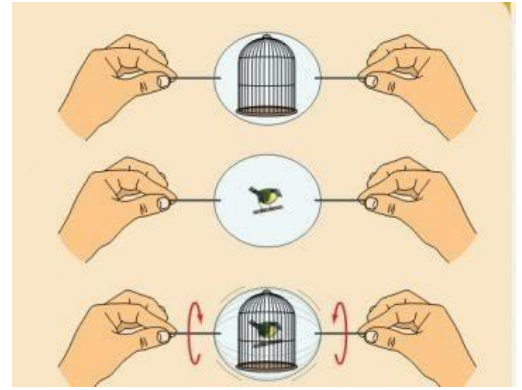


2. Ancient Civilization Cups and Jars

- Ancient Kingdoms usually used a series of pattern or cycle designed in a cup. When turning the cup looks like the design in it moves.

3. Thaumatrope Toy

- A toy from the past with 2 sided flat surface painted by 2 different things, holding the thred handle and turned will create an optical illusion that the 2 things will jive in one scene.

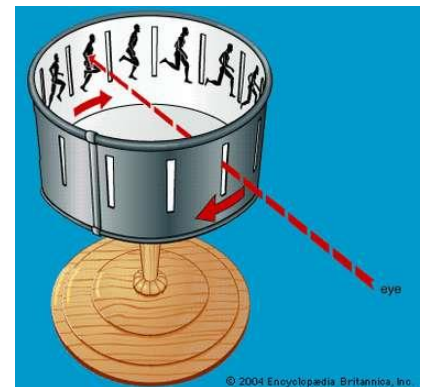


4. Phenakistoscope

- A disc with a sequence of drawings, when disc revolves it can create an illusion of motion.

5. Wheel of Life (Zoetrope)

- A toy; strip of paper with a sequence of drawings on them, inserted into a simple spinning machine (cylinder with slits). Spin the cylinder, peep at the slit and the drawing appears to move as the sequence of drawing pass at the slit.



Kineograph, 1868

6. Flip Book

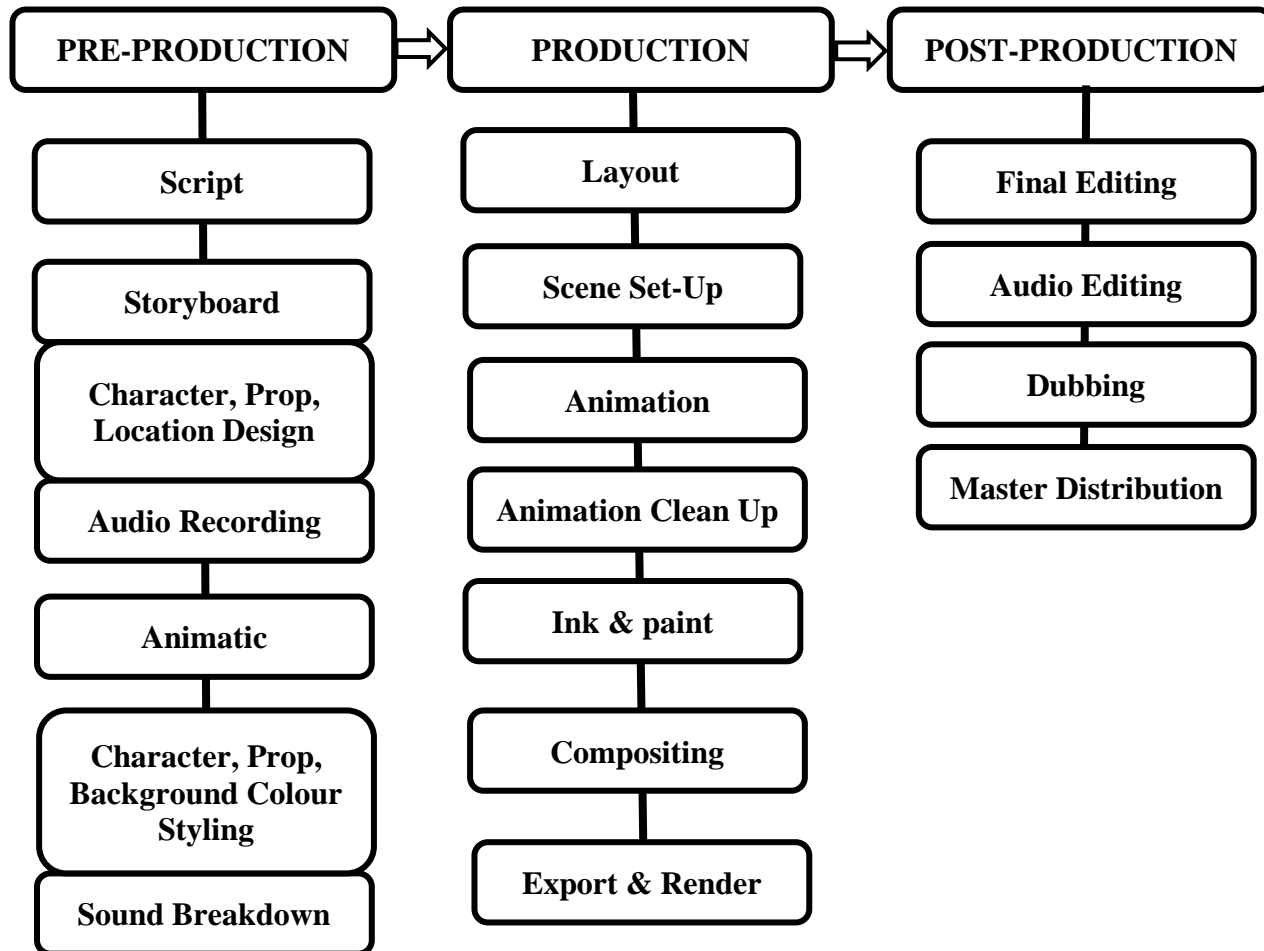
- A small book with series of drawing in each page, when flip by pages it creates an illusion that the drawings are moving.

Origin of Animation

1640	<p>Magic Lantern</p> <ul style="list-style-type: none"> - Created by Athanasius Kircher, it could project hand-painted glass slides. It had a candle and condensing lens that focused the light to the slide to project images with successive motions.
1877	<p>Praxinoscope</p> <ul style="list-style-type: none"> - Invented in France by Emile Reynaud, device using strips of picture (with successive motion) around inside a circle. When the wheel turned, it will create an optical illusion that the images seems moving.
1882	<p>Optical Theater</p> <ul style="list-style-type: none"> - Emile Reynaud improved the praxinoscope, the improved version can now project images in a screen/ wall to show in a larger amount of audiences.
1906	<p>James Stuart Blackton's Humorous phases of funny faces</p> <ul style="list-style-type: none"> - A recorded standard picture film in which the artist draws portraits in a chalkboard and animate the sequences later on.
1908	<p>Fantasmagorie</p> <ul style="list-style-type: none"> - Emile Cohl's creation is alike with Blackton's, black background with white drawings. The characters were morphing and transforming throughout his film. Became the earliest example of traditional animation.
1914	<p>Gertie the Dinosaur</p> <ul style="list-style-type: none"> - Windsor McCay's animated dinosaur was the first animation film to used key framing and tweening. Became the standard for traditional animation production.
1919	<p>Felix the Cat</p> <ul style="list-style-type: none"> - This black and white animated character was a real star and pop culture icon because of its real personality emerged in the film.
1928	<p>The arrival of Walt Disney</p> <ul style="list-style-type: none"> - The character Mickey Mouse was introduced and voiced by Walt Disney itself. Steamboat Willie starring Mickey Mouse was the first cartoon animated film with synchronized sounds.
1930	<p>Blooming of animation industry</p> <ul style="list-style-type: none"> - Popping of different animation studios such as warner brothers, whom created different cartoon characters that we know today.
1932	<p>Coloured Cartoon</p> <ul style="list-style-type: none"> - "Flowers and Trees" – first coloured animated film produced by Disney. The cost was nearly ruined Disney financially but luckily hit the spotlight and won an Academy Award.
1937	<p>Snow White and the Seven Dwarfs</p> <ul style="list-style-type: none"> - The very first full-length animated feature film watched for about 83 minutes.
1960	<p>Disney's Rival emerged</p> <ul style="list-style-type: none"> - The Flintstones was the first ever prime-time animated show.
1985	<p>Clay that moves</p> <ul style="list-style-type: none"> - Another type of animation popped up using moulded clays and stop motion animation.
1990	<p>2D Computer Animation</p> <ul style="list-style-type: none"> - The emerging of computer generated animation replacing the traditional way of animation.
1995	<p>The 3D Animation Begins</p> <ul style="list-style-type: none"> - With the emerging of computers and software, animators created a more complicated film. "Toy Story" was the first ever fully computer generated film.

Animation Workflow

Animation Workflow is steps, procedure or order in producing a movie.



- Categorized as Pre-Production, Production and Post-Production.
- Pre-Production is merely on planning and raw materials of the whole project.
 - Getting ready with script, story, characters, props, location and background.
- Production is focusing on the animation proper.
 - Creating the scene, the animation itself, fixing the colors and exporting the project.
- Post-Production focuses on the finishing kicks of the project.
 - Finalizing every remaining details and the distribution of the final project.
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LEARNING COMPETENCY

To discover the history of animation.

To understand the workflow concept of animation.

ACTIVITIES

ACTIVITY 1

Directions: Categorize each step into its correct category. Choose steps from the box, analyze whether it's from Pre-Production, Production or Post-Production and write on the category box.

Script Dubbing Animation Storyboard
Ink & Paint Final Editing Character Design
Scene Set Up Master Distribution Character Styling

Pre-Production	Production	Post-Production

ACTIVITY 2 – Who's First?

Directions: Based on the discussions about *Origin of Animation*, identify whose character comes first. Use the numbers from 1 to 5 and write your answer on a space provided beside the character.

1. Buzz and Woody of toy Story – _____
2. Felix the Cat – _____
3. Gertie the Dinosaur – _____
4. Mickey Mouse – _____
5. Snow White – _____

ACTIVITY 3 - Make your own Thaumatrope.

Directions: Based from the rubrics, make your own Thaumatrope toy with creativity and enjoyment.

Rubric for Scoring:

Creativity	50%
Neatness	50%
TOTAL	100%

For steps and procedures, watch on how to make a Thaumatrope toy.

https://www.youtube.com/watch?v=dIUggq_uvyM

<https://www.metmuseum.org/art/online-features/metkids/videos/MetKids-Create-an-Optical-Toy-Thaumatrope>

REFLECTION

What is the essence of learning the past or history of things, such as animation?

REFERENCES

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