



LABORATORY on MEDIA EDUCATION OUTLINE DESCRIPTION for the FINAL PUBLICATION

ORGANISATION

Associação Juvenil de Peniche

TITLE OF THE LABORATORY

Animated Film Laboratory

TARGET

21 youngsters between 11 to 18 years old.

DESCRIPTION OF THE PROJECT AND AIMS

This lab is one of the parts of a bigger project: the making of the movie, the final product that our organisation created for the project “Media for Inclusion”.

The objective of this lab was showing and teaching how we can produce an animated film. Several animation techniques were learned and put into practice in the creation of the final movie.

TOPICS PROJECT

1) OBJECTIVES

- Learning “What is animation”;
- Learning “How animation works”;
- Learning “The principles of the moving picture”;
- Background and foreground, how to place information for the spectator to “read”;
- Analysing different types of animation films, for different audiences;
- Learning different animation techniques (drawing, sand technique; clippings technique; stop motion animation);
- Drawing the characters;
- Choosing the actors for the scenes and the technical staff;
- Photography, as the beginning of our stop motion project;
- Animating the drawings and the photographs.

2) STEPS AND METHODS

We started with an explanation in Power Point of what is animation and how it works.

We showed them some movies with different techniques of animation and discussed them.

We made a first exercise with the youngsters, showing how it is possible to create the illusion of movement with just paper and pencil.

Next, examples were shown, as we experienced working with different animation techniques (the sand technique, clippings technique, stop-motion and traditional drawing technique). Their knowledge was applied in the final movie, as the basis of the story was written by the participants. Also they chose the backgrounds, framings and timings for each scene. All the images, photographs and props were made by the group responsible for the production.

3) LENGTH

6 meetings of 2 hours each, from the 13th of June to the 31st of August.

4) MATERIALS, INSTRUMENTS AND SOFTWARE

- 2 educators;
- Digital cameras;
- Tripod;
- Light box;
- Memory Cards;
- Reading Cards;
- Computers;
- Pencils;
- Rubbers;
- Paper;
- Sand;
- Magazines;
- Scissors;
- Scanner.

RATING and FINAL REMARKS

They made 4 different exercises and the final movie of 8 minutes. Learning the different steps of how to create a animation movie was a major incentive for the participation of this group of youngsters.

EVALUATION ON MEANS OF COMMUNICATION USED

(gives a short consideration about each point mentioned in the description project approved in the section "EXPECTED RESULTS"):

- 1) to stand out and create new skills among young people by using media as a means of inclusion and access to new information channels and new ways of communication;

Participation in the process involved in the creation of an animated movie gives new communicational skills to the participants and promotes their critical interaction with society, also promoting their capacity to choose their own goals and personal objectives.

2) enhancing the skills of educators in designing and managing learning paths useful to promote among young people an access and a critical and conscious use of means of communication and information;

The formation in animation showed new ways of working with the youngsters, further developing the capacities of the educators and their skills to interact with and through media.

3) to test and define a model and a new methodological approach to media education applicable in the contexts of informal education and replicable in different European contexts

The methodological approach was created towards the goals of the project itself and, mainly, towards the development of the products that the participants group defined as important.

IN YOUR OPINION, THE MEANS OF COMMUNICATION USED (videocamera, photcamera, ecc..) HAS BEEN CONSIDERED BY YOUNGS AN AIM OR A MEANS?

They used the means like a “mean” to reach the final objective.
They had to learn how to use the and now they purchase the know-how.

IN YOUR OPINION, THE MEANS OF COMMUNICATION USED (videocamera, photcamera, ecc..) HAVE MAINLY VEHICLE INFORMATION AND DATA OR EMOTIONS AND AFFECTIVITY?

The means of communication have both functions: they are vehicle information / data and emotions/affectivity.