



Cartoon Away (Fuga Animada)

Dir: Augusto Bicalho Roque

Brazil 2013/ 3m 40s

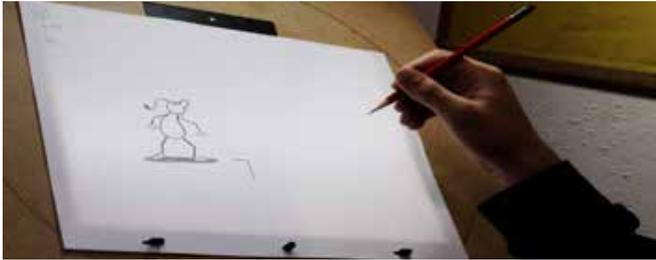
Synopsis

An animated character tries to break free from the hands of his creator to the point where the character rebels against his creator and escapes from the drawing table, passing through different animation techniques. The human manages to bring the character back but only to find out that he no longer can control his creation.

After the film

Discuss the different media used to create the character. He is drawn using pencil and paper, sculpted using clay and created using technology on a computer screen. The film can be viewed again in full here: <https://vimeo.com/86370954> It can then be paused to look closely at the different techniques. Explain to the children that these are some of the different ways that animators use when animating characters.

Animation Techniques



Hand Drawn Animation

Hand drawn or traditional animation was originally popularised by Disney but has been around since the 1900s. It is a sequence of drawings that, when filmed one after the other, gives the impression of movement.



Stop Motion Animation

This involves the filming of three-dimensional models; for example, *Shaun the Sheep* is filmed using stop-motion techniques. The models are positioned and filmed before being moved ever so slightly and filmed again.

There is even a short computer animated sequence when the character passes through the laptop.

Information on these techniques can be found at:

http://www.filmeducation.org/resources/primary/teaching_with_film/primary_animation/animation_techniques/

and <http://www.movingimageeducation.org/create/production/animation>

Children's Activity

Have the children create their own flick book by designing a simple stick figure character of their own.

For simple flick book instructions or alternatively a simple flick book template follow this link.

<http://www.edenproject.com/sites/default/files/aardman-make-a-flick-book.pdf>

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