

# **Nepogrešljiva znanja o filmu in animaciji**

Izobraževanje za mentorje, Timon Leder

**film**

**anima**

*star.ang.*

filmen = membrana

*lat.* duša

filmofil

filmski jezik

giblјive grafike

giblјive slike

**film**

zaporedje slik  
oko, persistenca vida

vid, pojav  $\varphi$

 število slik (fps)

   zaslonka

risanka, večerniček

animirani film

animacija

**animare**

oživljati neživo,  
vdahnuti življenje

# film

# animacija

kamera 


fotoapararat

30, 25, 24 fps 

12, 8, 24 fps

živi igralci 

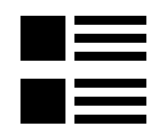
oživimo like

resničen+efekti 

sinhro.+efekti



resnična ali ustvarjena



realna ali fiktivna

vizualno, zvokovno in vsebinsko ustvarjanje

**forma**

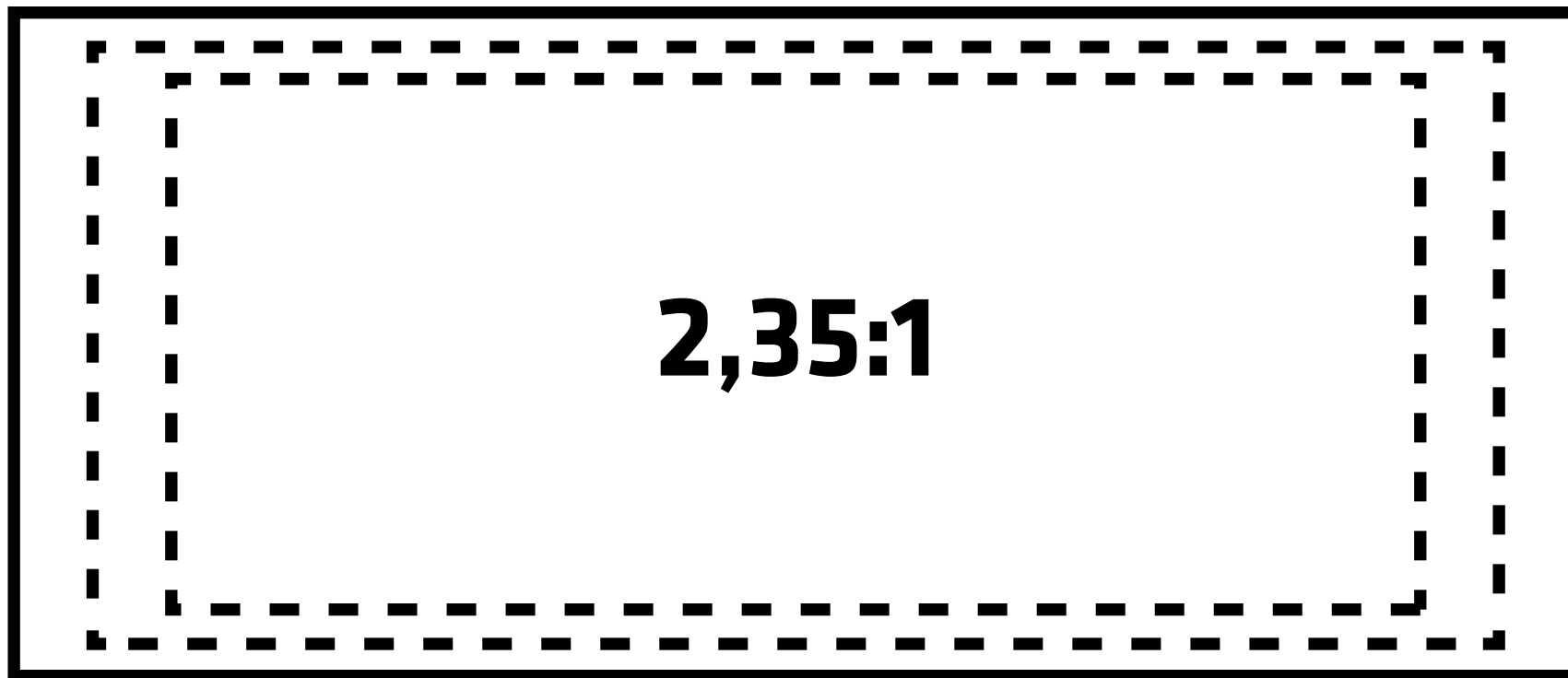
**funkcija**  
**vsebina**

**filmski jezik**

rez in globinska ostrina  
plan in kadriranje  
prizor in sekvenca

**diegeza**

filmski prostor  
filmski liki  
filmski čas



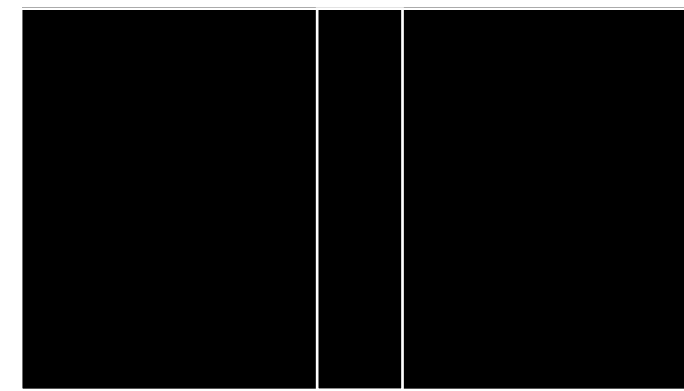
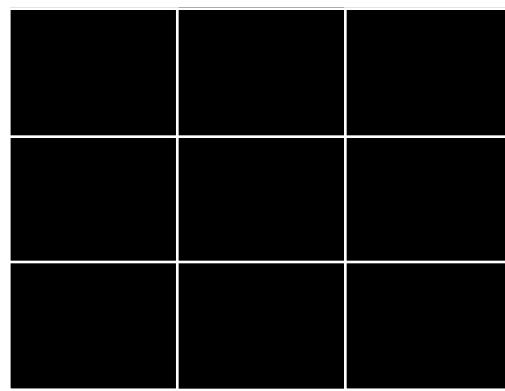
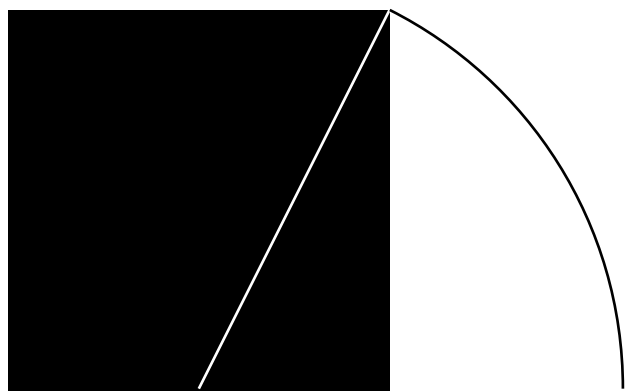
**format**

**4:3**

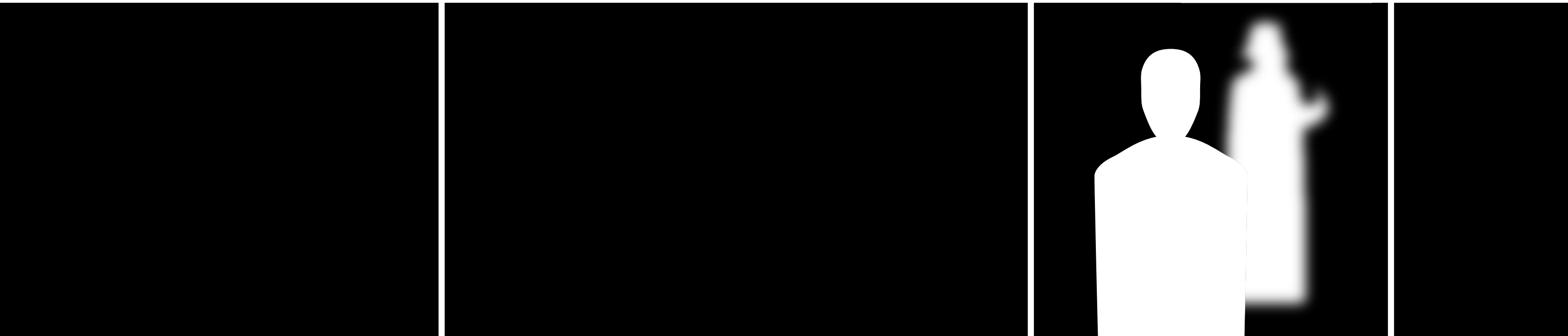
**16:9**

**1:1**

**...**



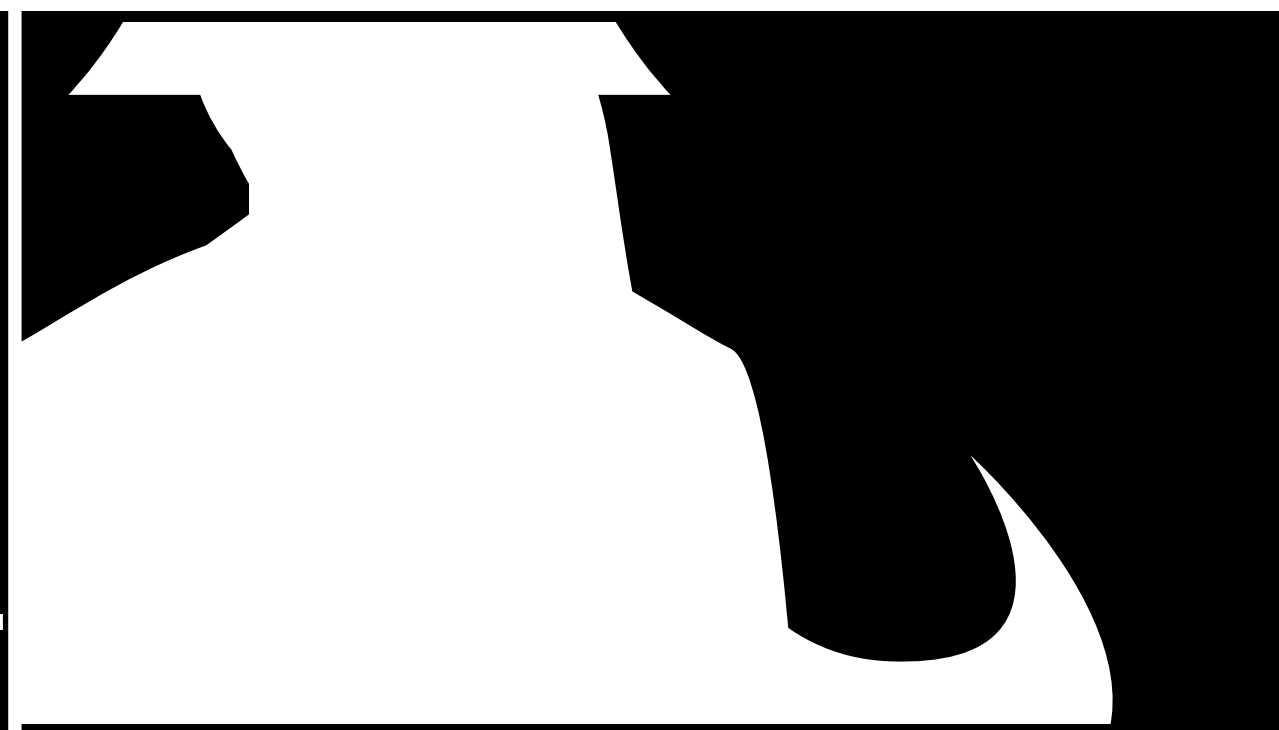
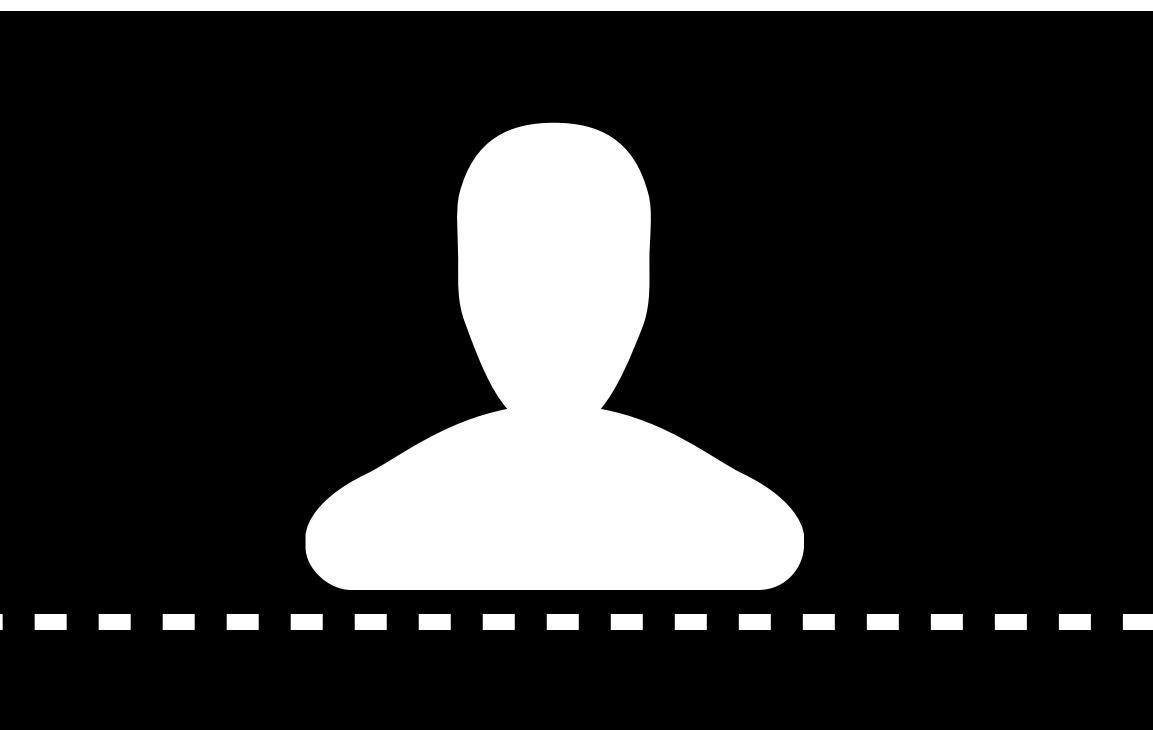
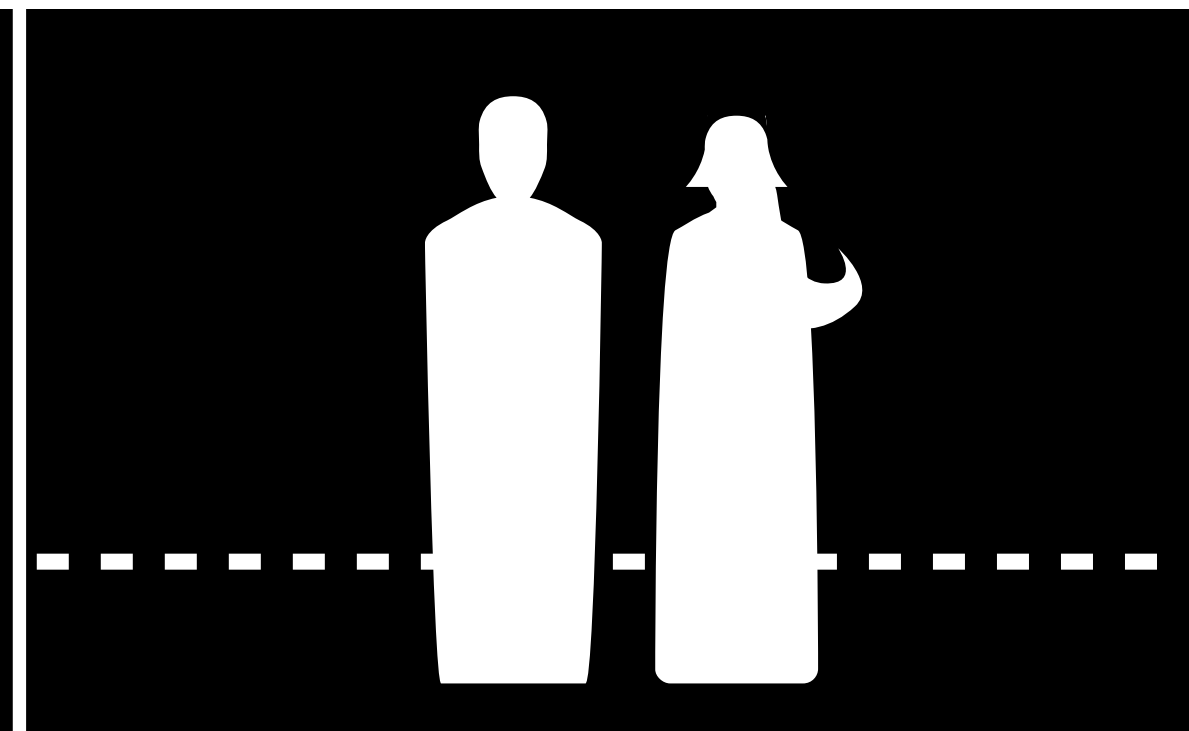
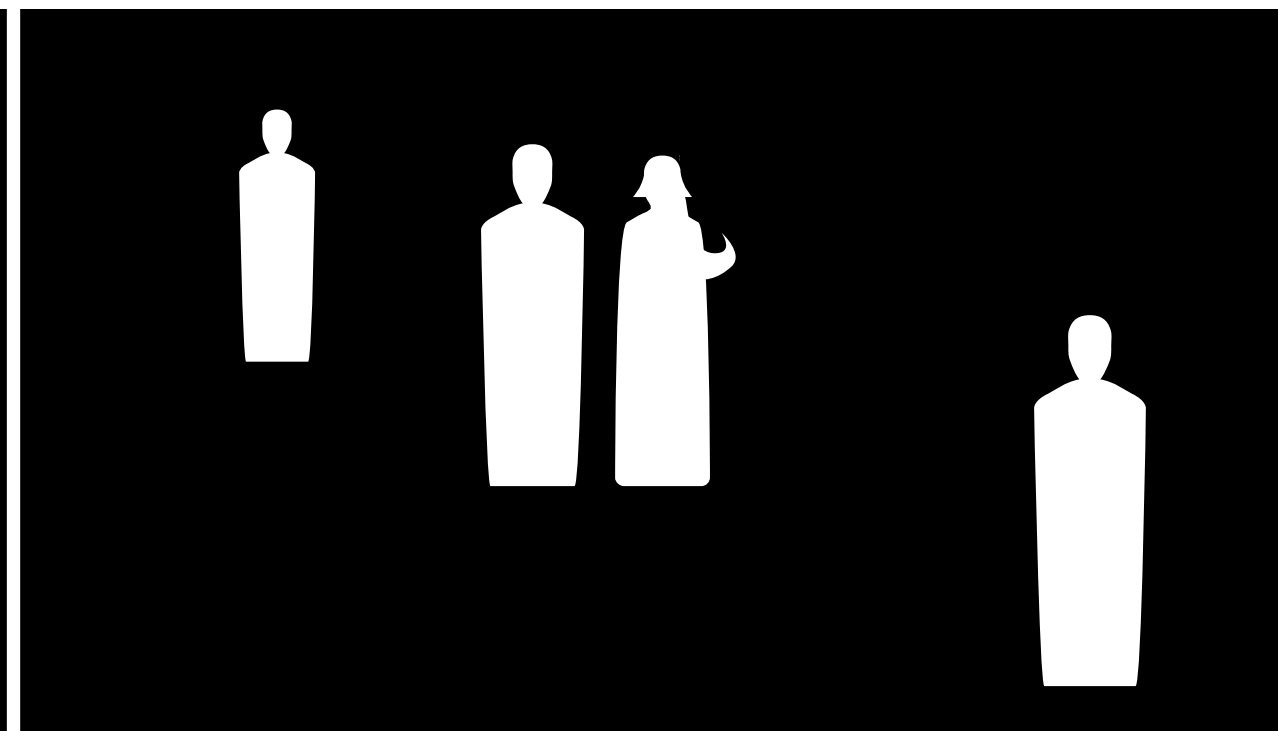
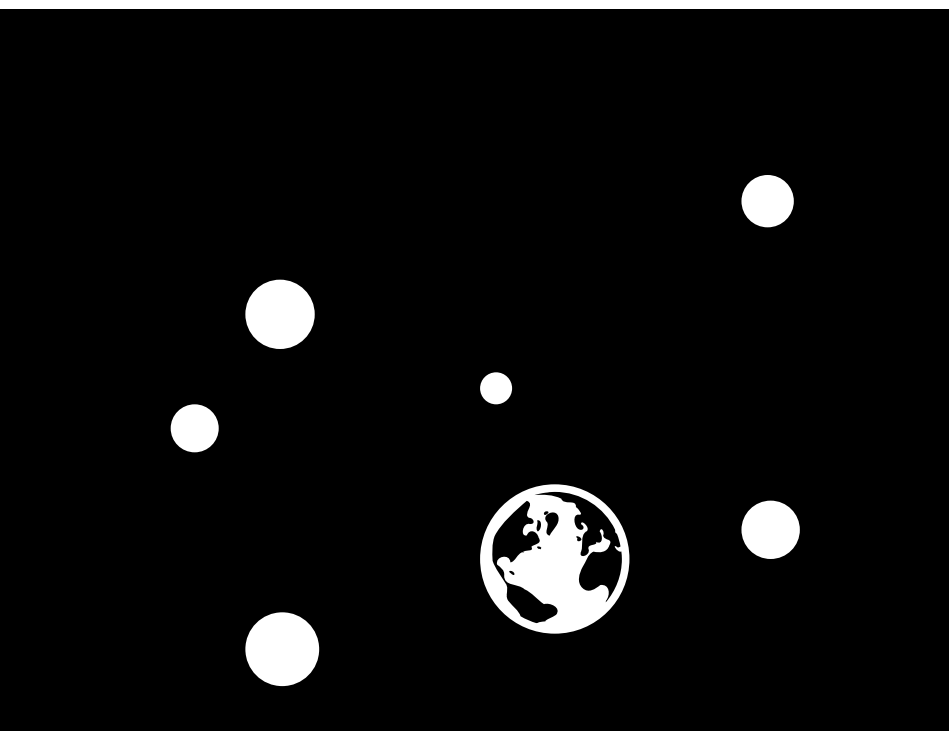
# rez in globinska ostrina



vodimo zgodbo in pozornost  
kader in elipse

# plan in kader

daljnji plan  
splošni plan / total  
srednji / ameriški  
bližnji / veliki  
detajl, kontraplan, dvoplan



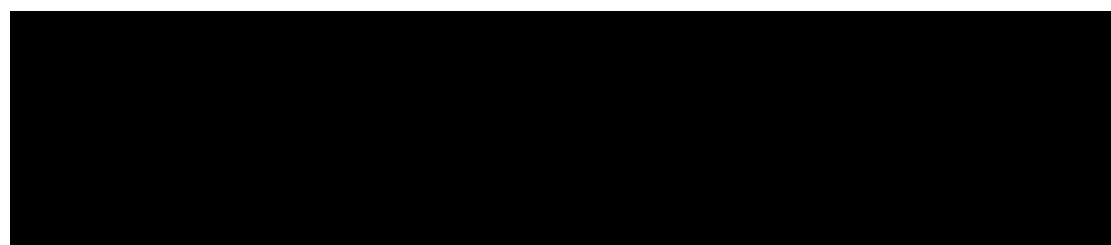


# sekvenca

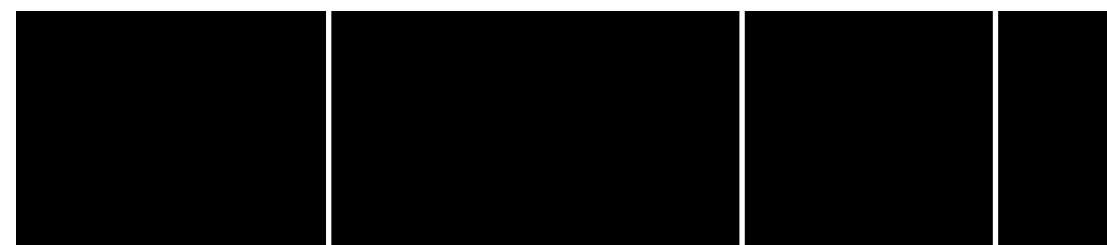


**prizor**

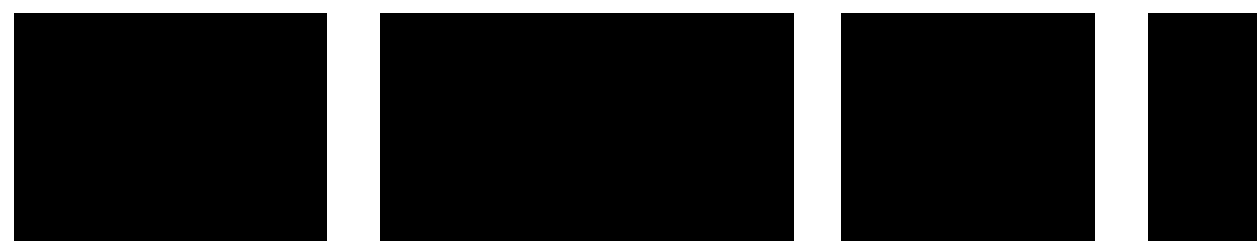
kader-sekvenca



enostavna sekvenca



sekvenca z epizodami



ritem in žanr  
del in celota  
kulturno ozadje





**Izdelava  
animiranega filma**

# osnove animiranja

## načini animiranja

slika za sliko [straight forward]

poza za pozo [pose to pose]

kombinacija

(ne omogočajo vse tehnike!)

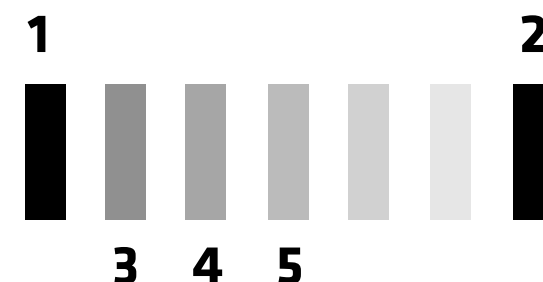
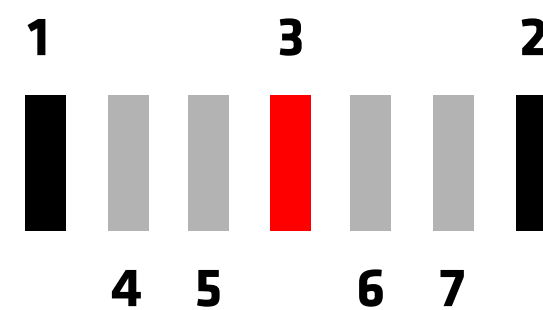
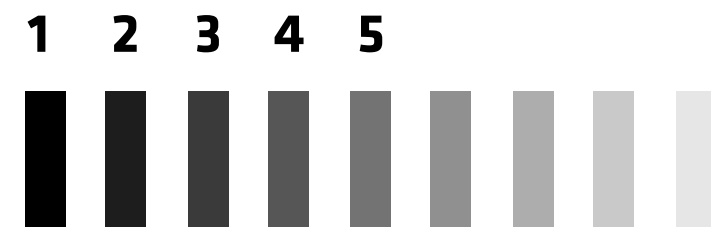
## proces animiranja

načrtovanje časa (dope sheet)

narišemo ključne poze [keyframes]

prehodne in vmesne poze [inbetweens, passing positions]

vmesne poze do želj.št.slik



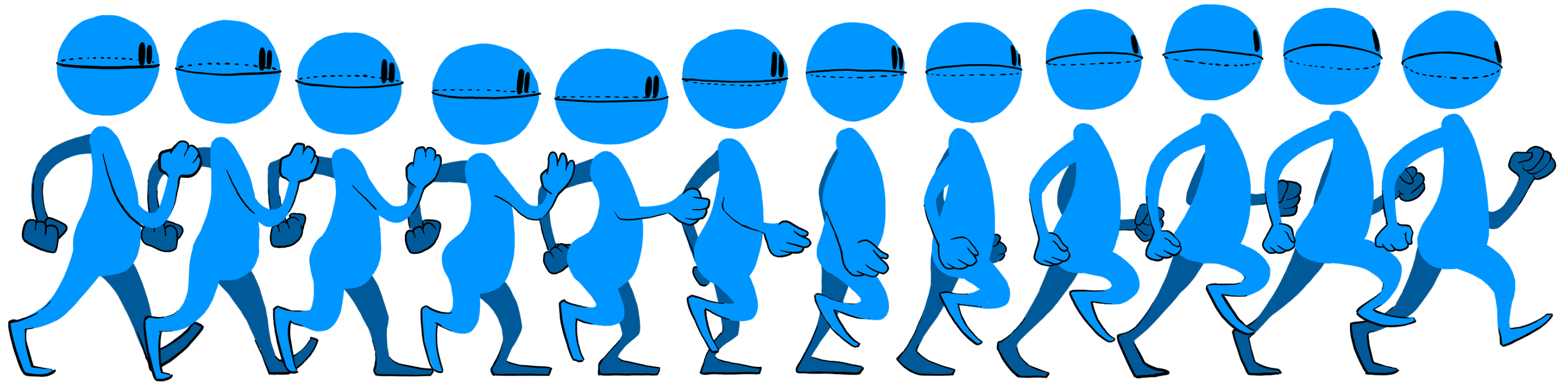
# osnove animiranja

**ne animira se vedno 12 fps,  
ne nariše se vseh 1440 slik za 1 min**

24fps premiki kamere, hitri gibi  
6/8fps počasnejši gibi, ali poceni animacija  
ponavljajoči gibi = cikli

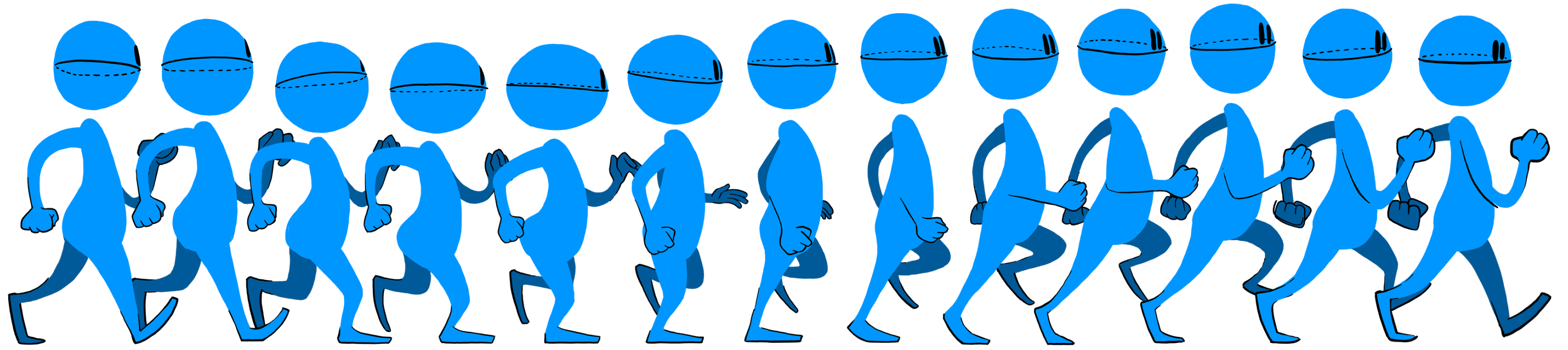
## **kako prihraniti čas**

dobro načrtovanje, kadriranje, uporaba ciklov  
statične slike ali enostavni cikli, kjer ni pozornosti  
snemanje več kadrov hkrati



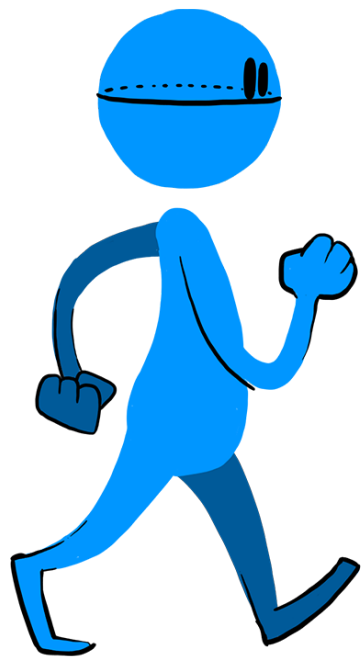
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12

*face slice*



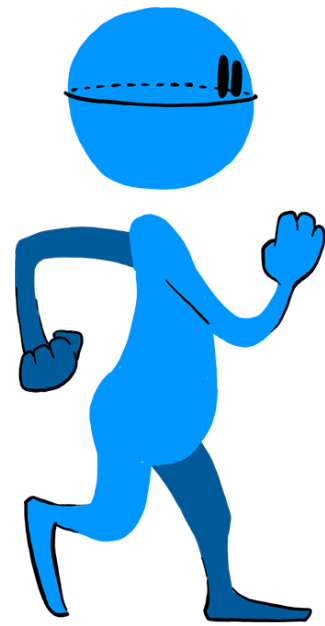
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
- 22
- 23
- 24
- 25





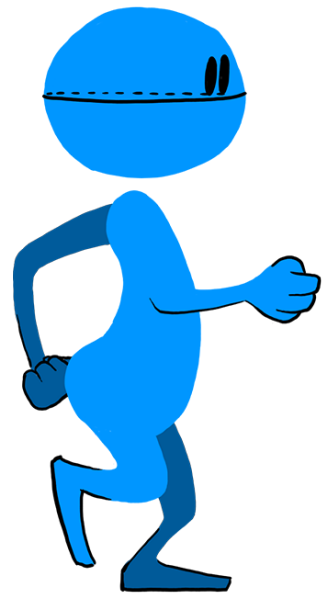
1

1 2



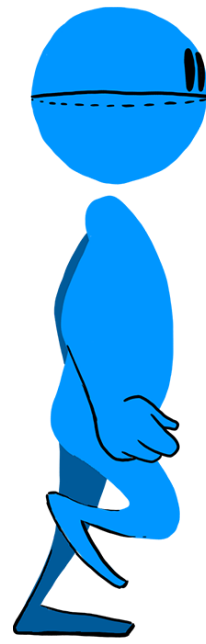
2

3 4



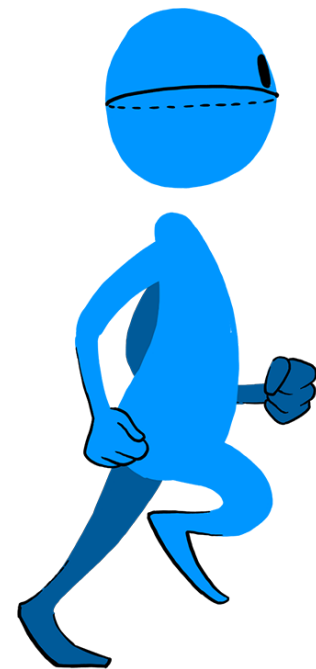
3

5 6



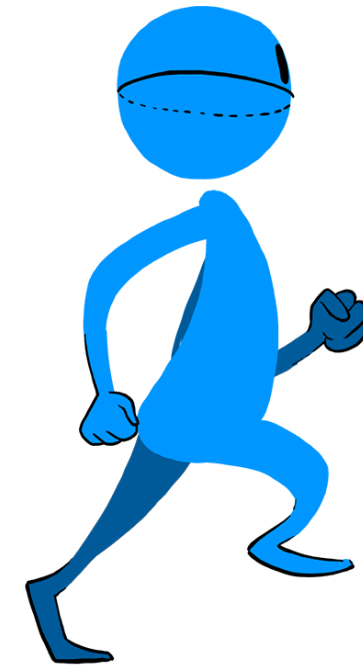
4

7 8



5

9 10



6

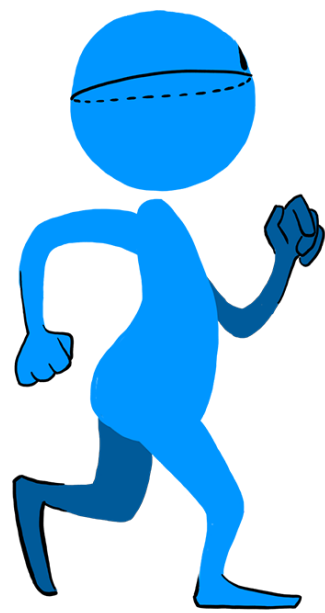
11 12

*face  
slice*



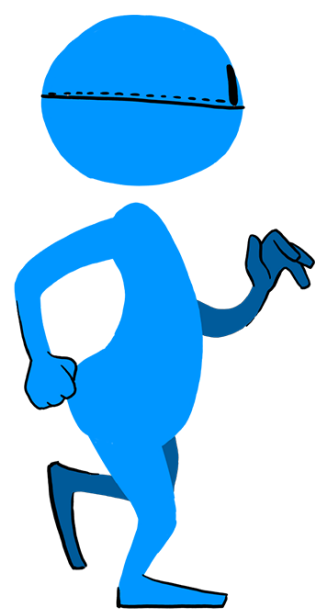
7

13 14



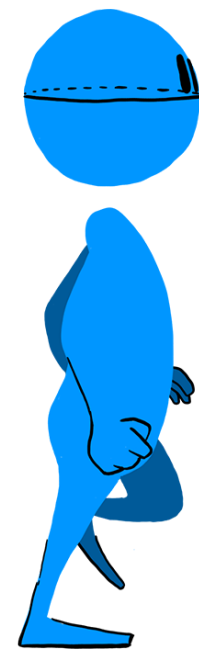
8

15 16



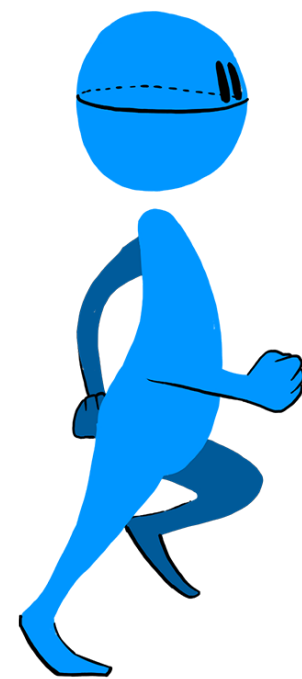
9

17 18



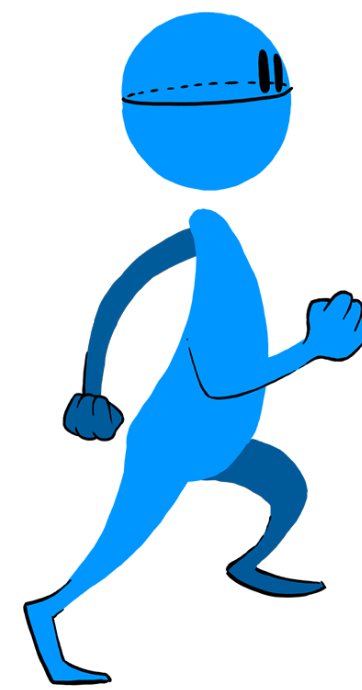
10

19 20



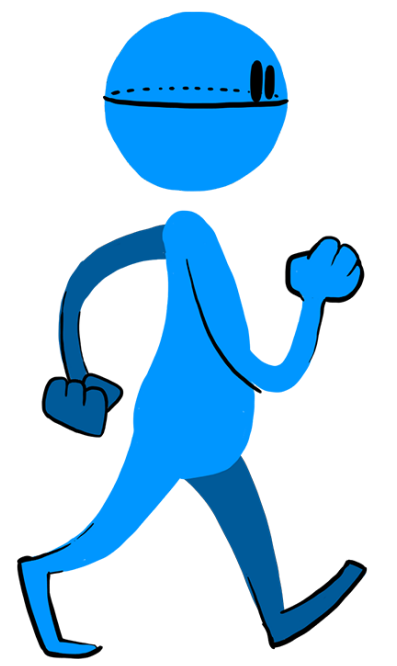
11

21 22



12

23 24



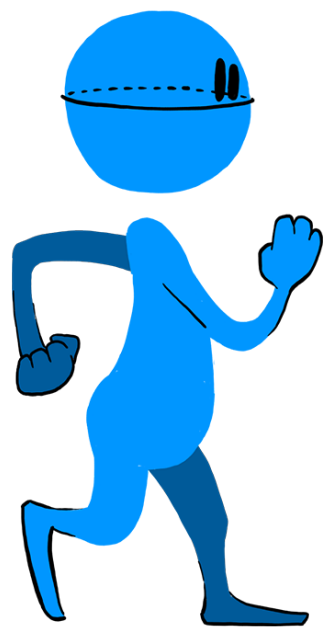
12.5

25



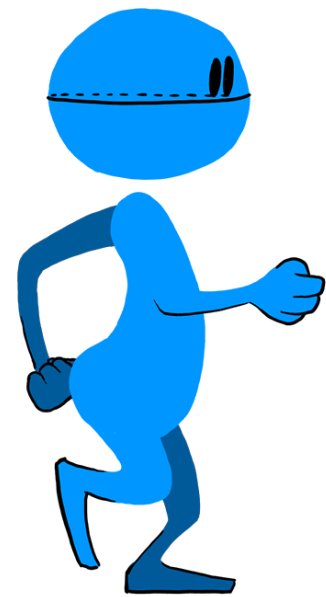
1

1 2



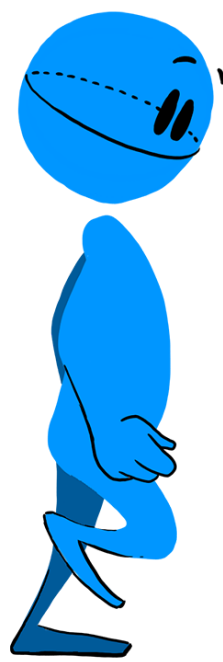
2

3 4



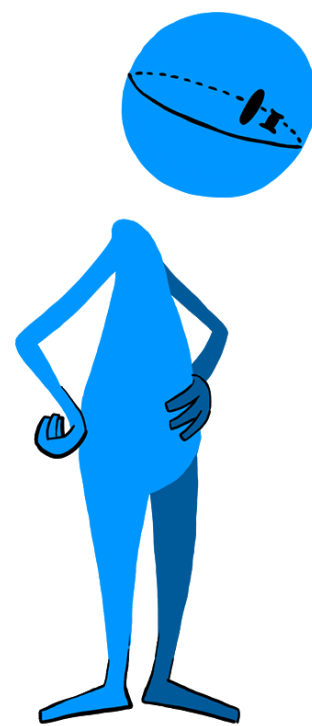
3

5 6



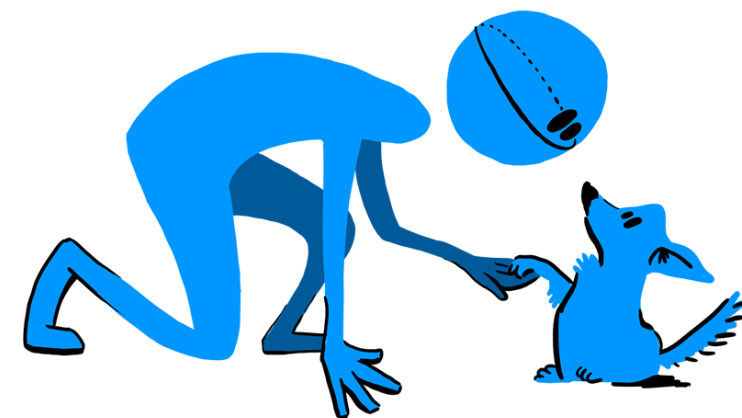
4

7 8



5

9 10 11 12 13 14 15 16



6

17 18 19 20 21 22 23 24 25

*faze  
slivice*

# osnove animiranja

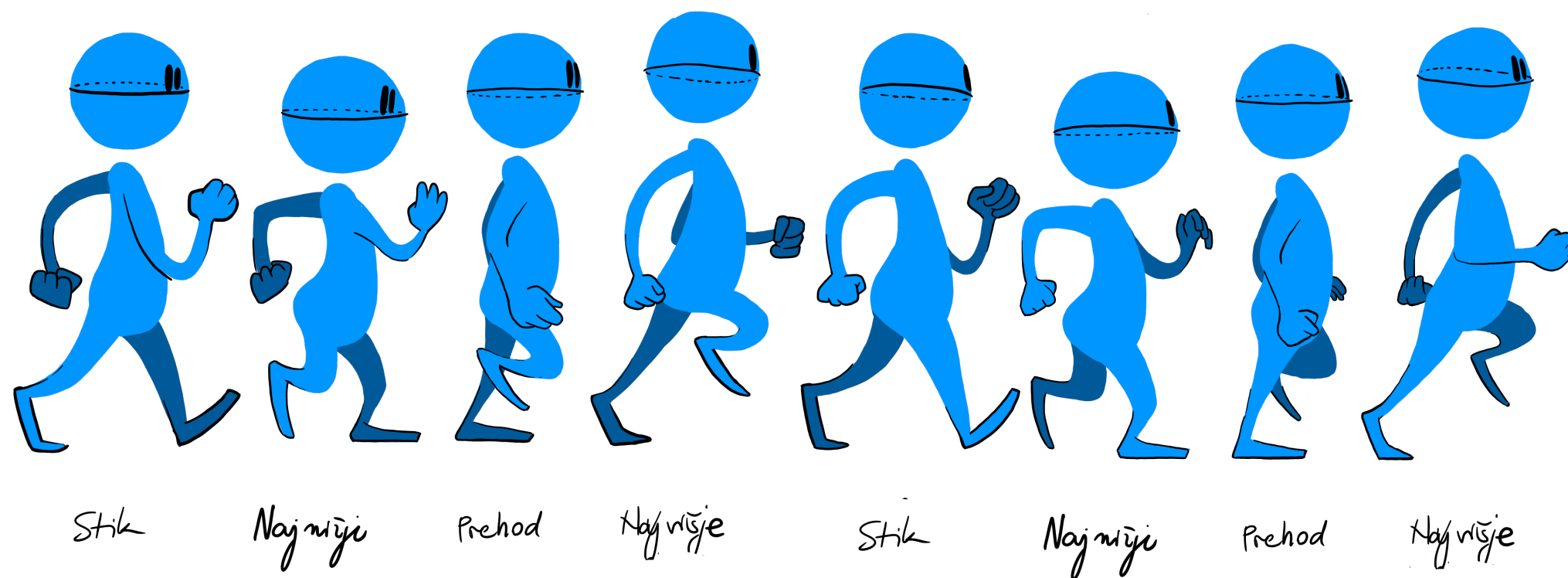
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snemanje več kadrov hkrati

# Faze hoje



# proces produkcije

ideja, sporočilo, koncept

zgodba, scenarij

zgodboris

(zvok, dialog)

animatik

(izbor tehnike)

načrtovanje, izdelava likov in scene

animiranje in snemanje

zvok

postprodukcija

# proces produkcije

ideja, sporočilo, koncept

zgodba, scenarij

**zgodboris**

(zvok, dialog)

animatik

**(izbor tehnike)**

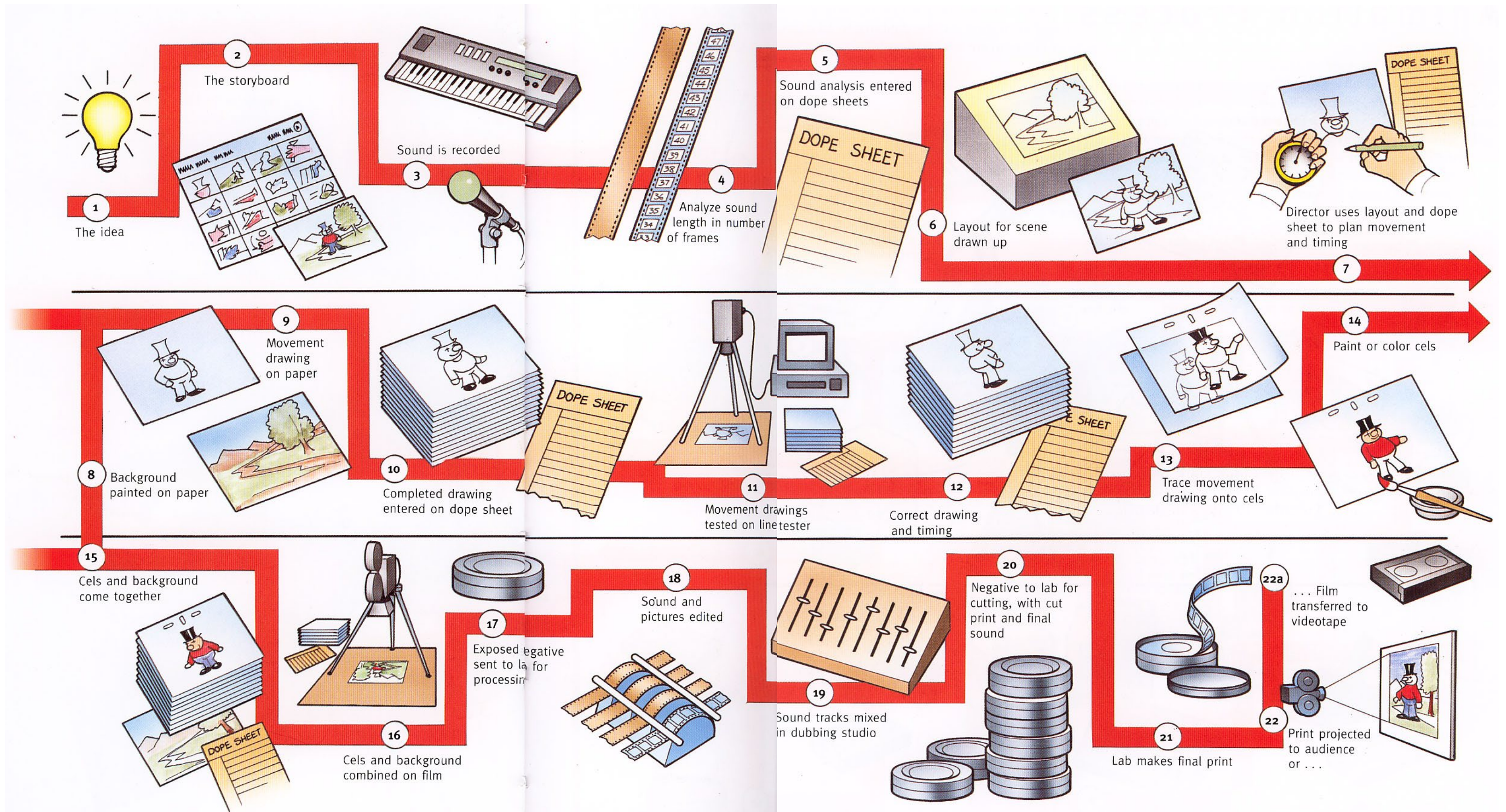
**načrtovanje, izdelava likov in scene**

**animiranje in snemanje**

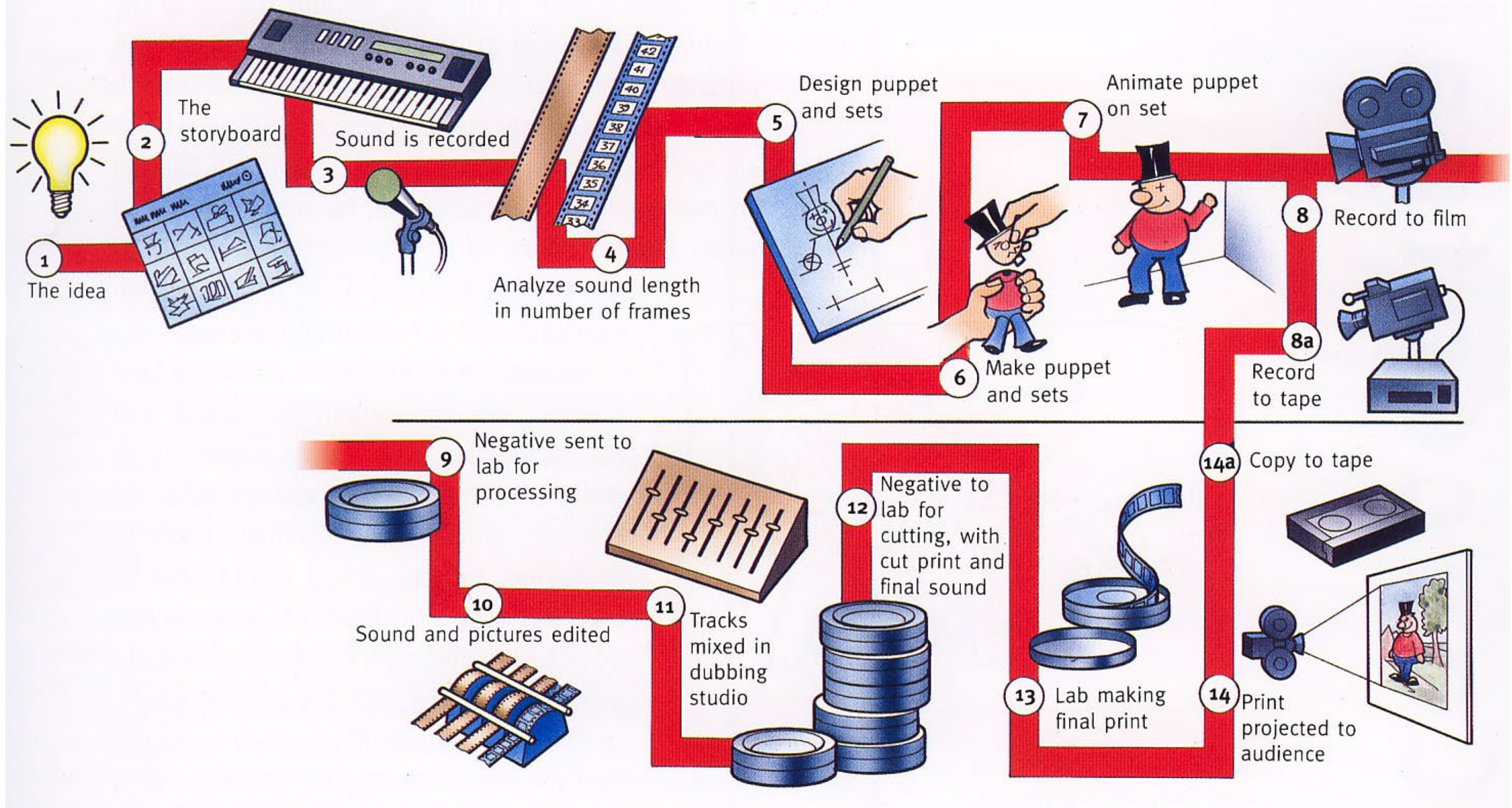
zvok

postprodukcija

# risani film

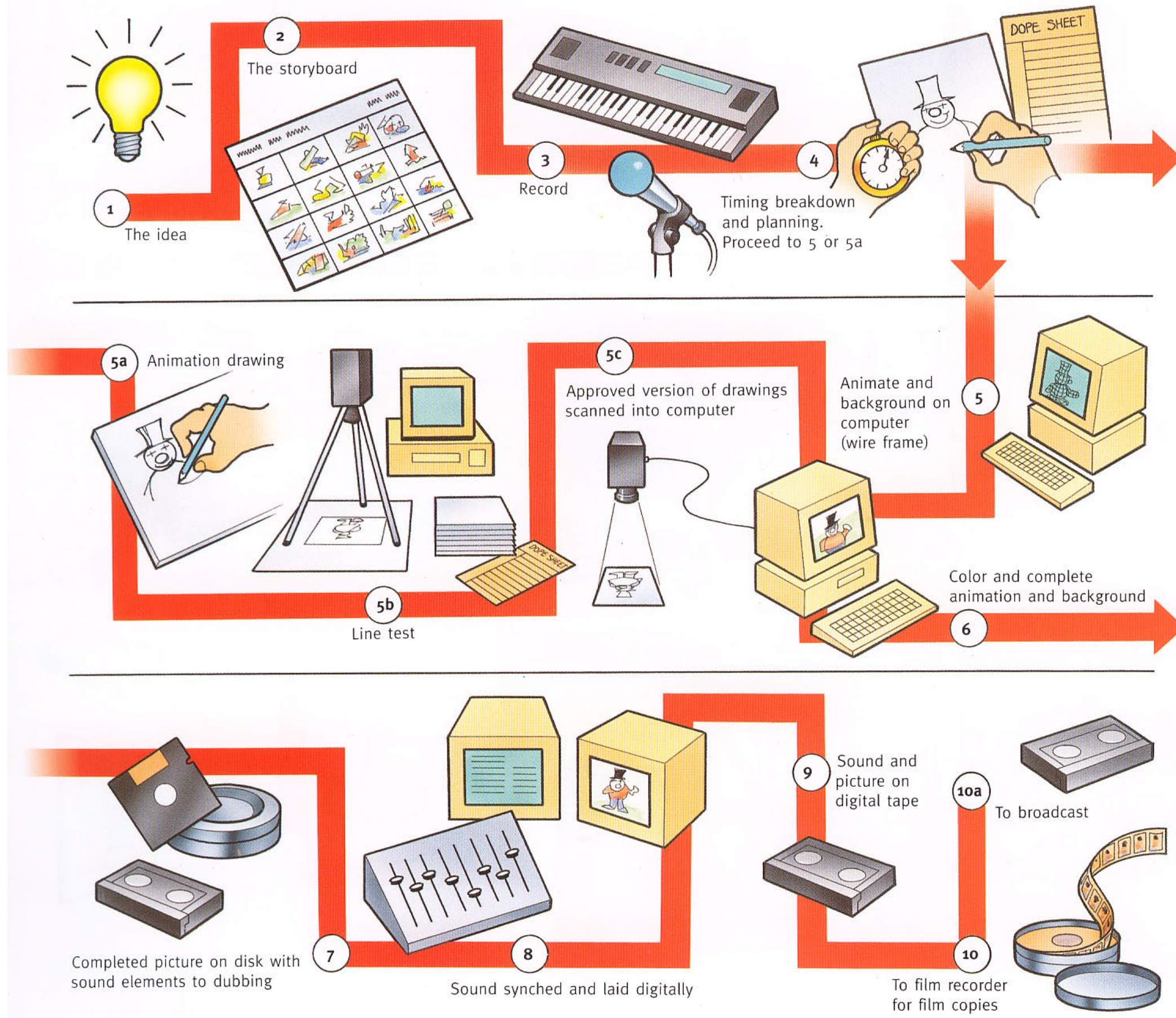


# lutkovni film

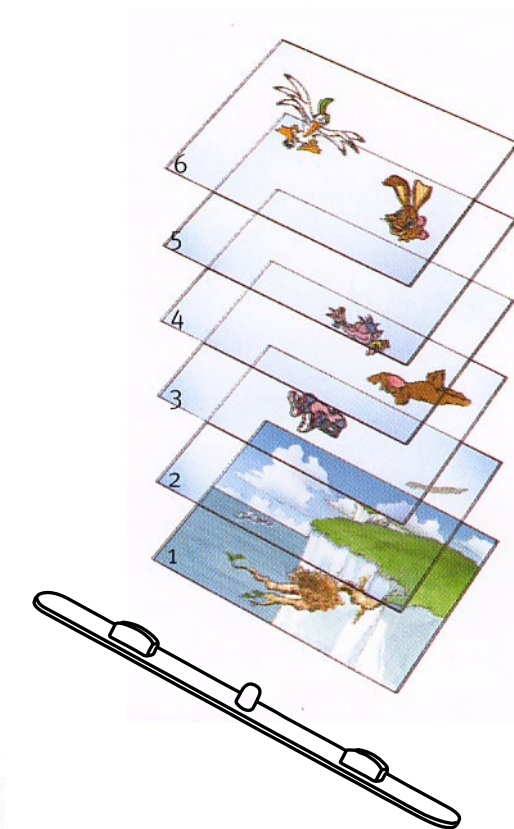
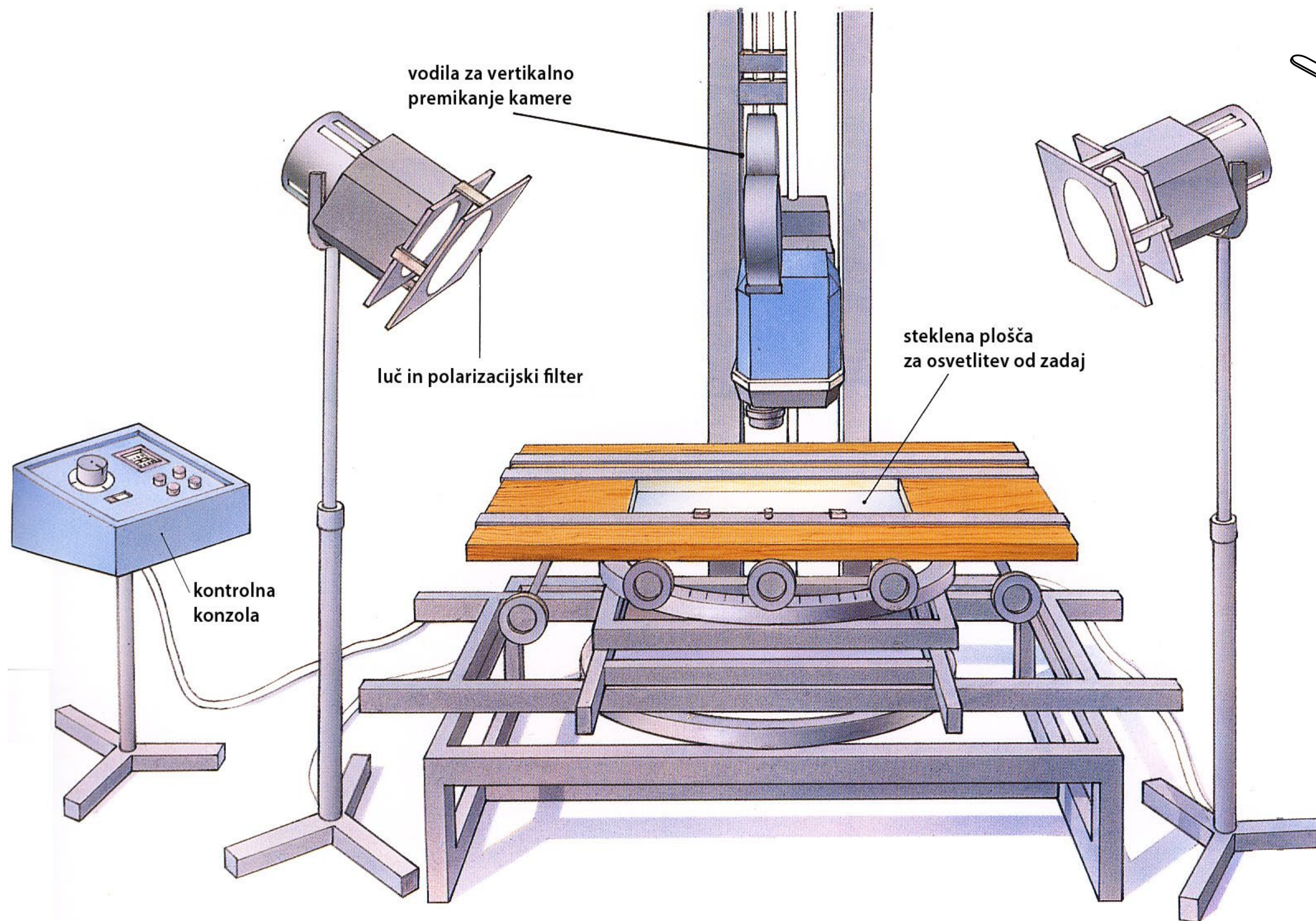




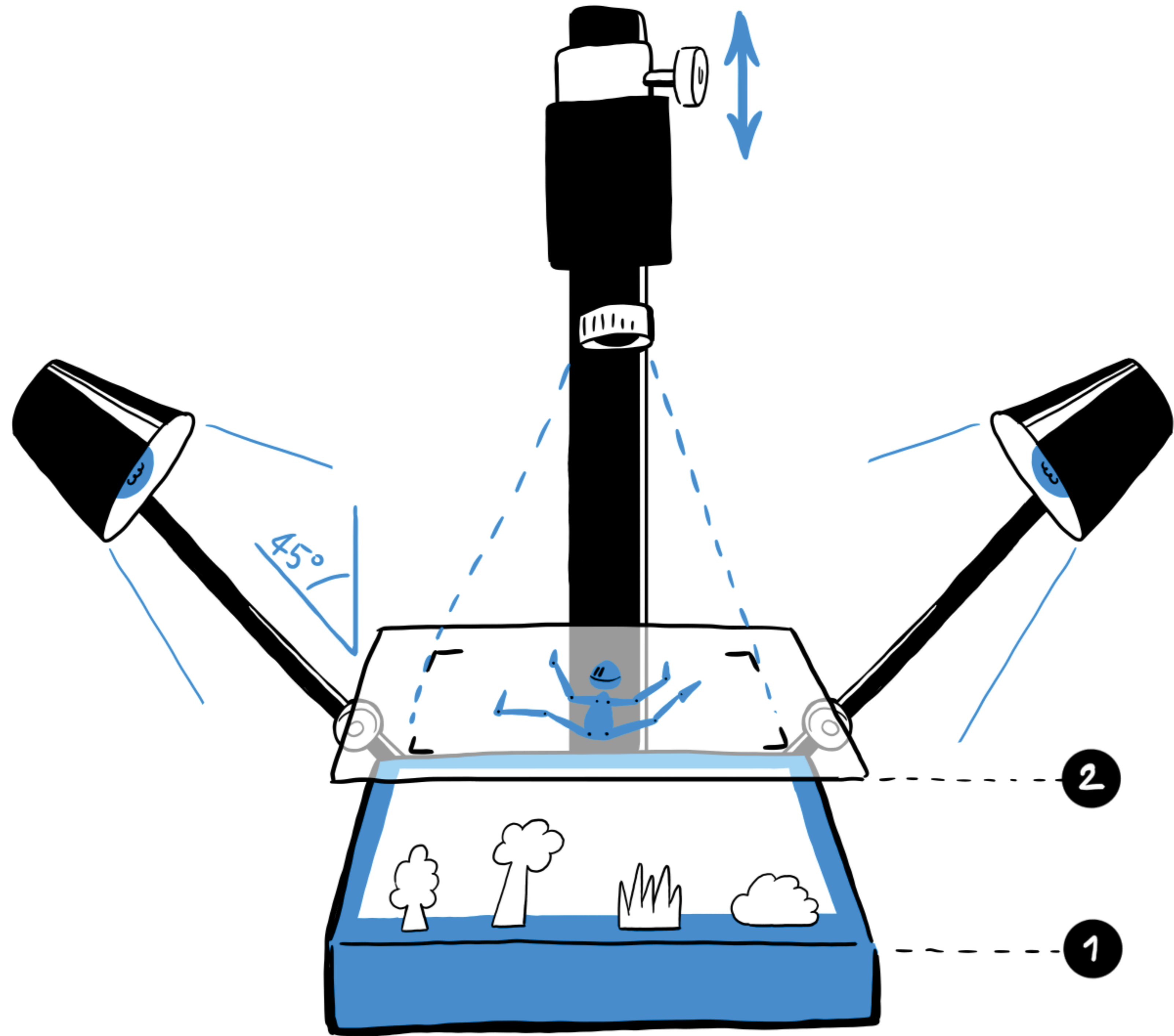
# računalniški film



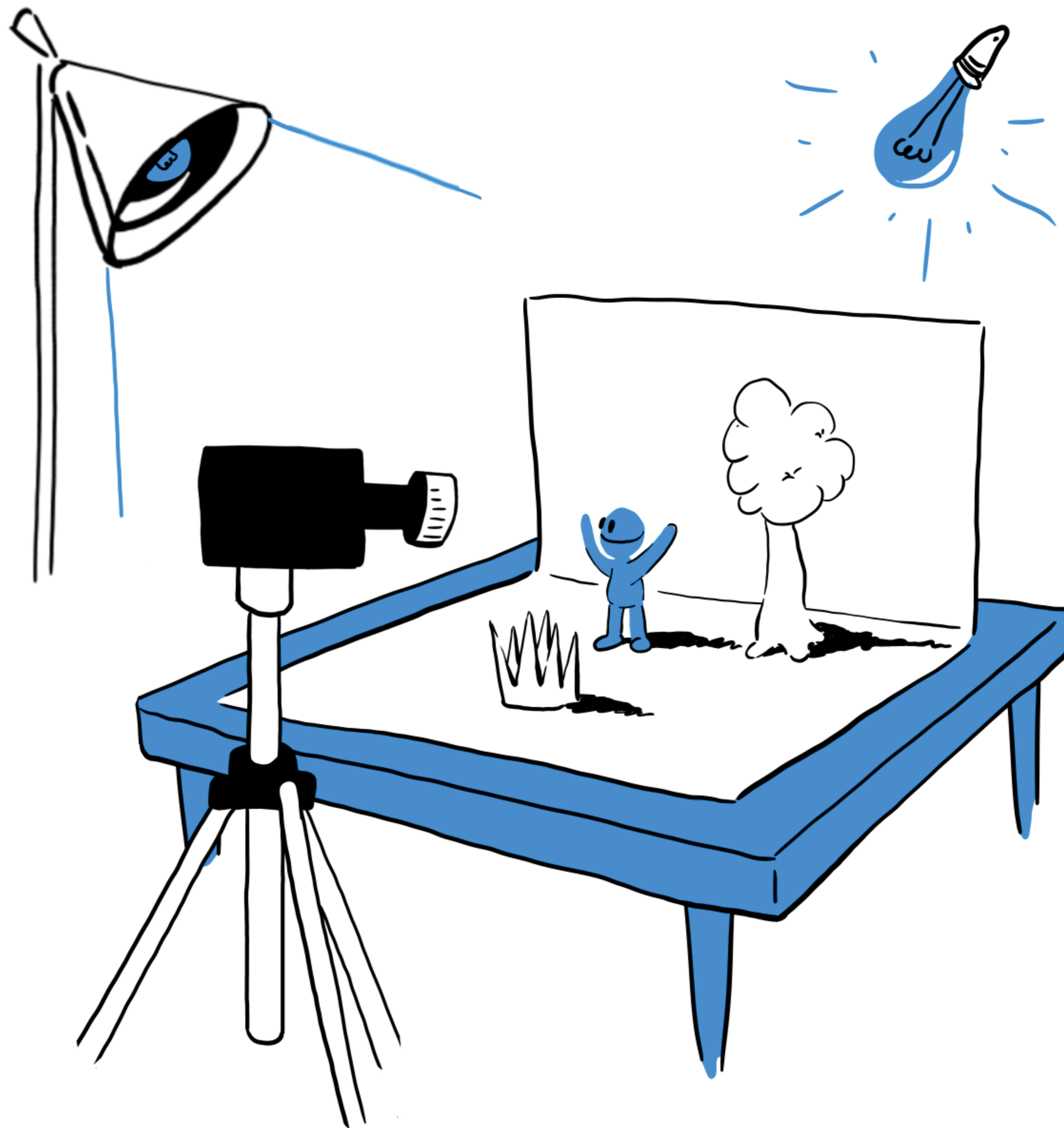
# snemanje, risani



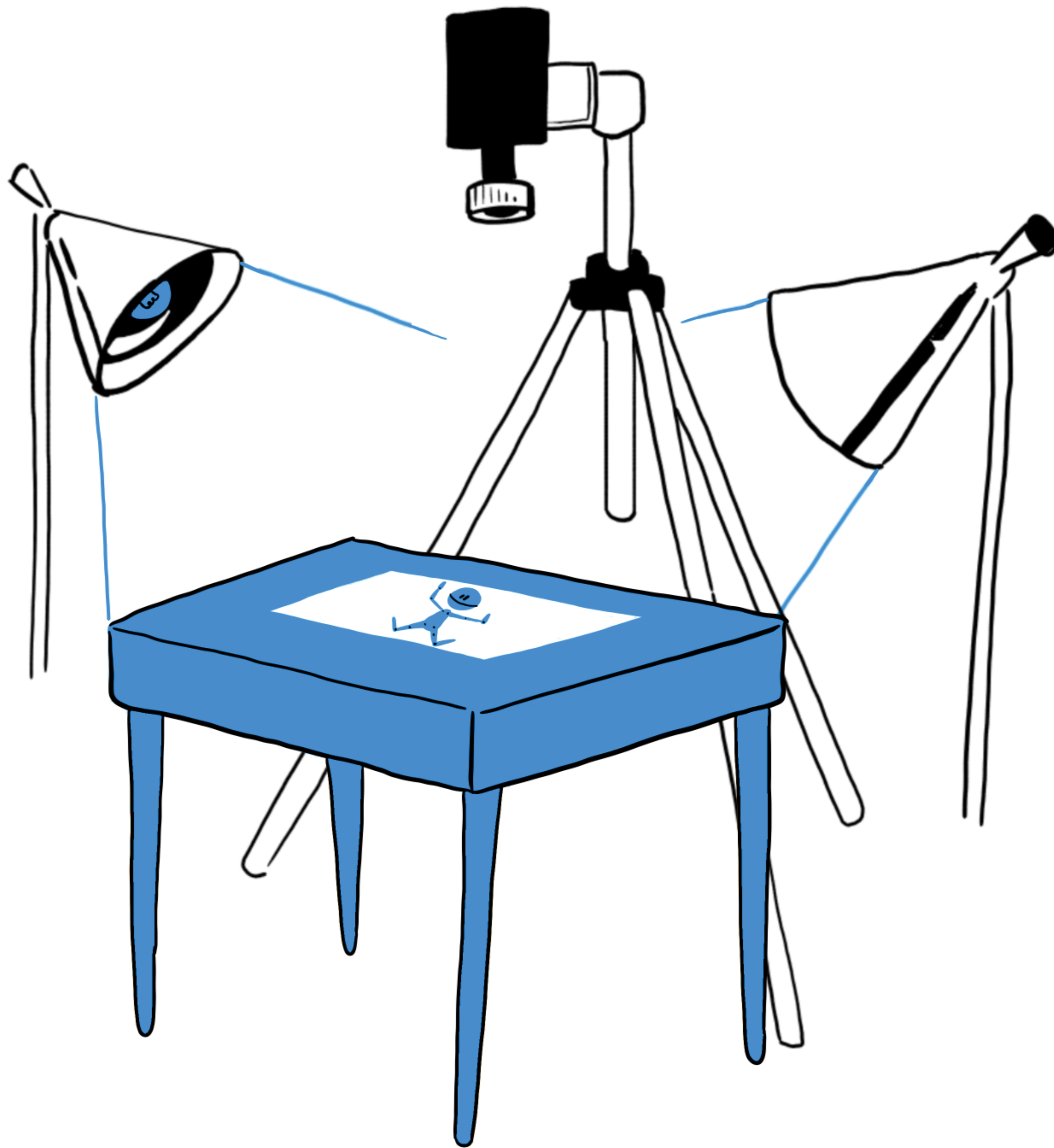
snemanje  
pod kamero



Snemanje  
pred kamero



improvizirano  
snemanje  
pod kamero

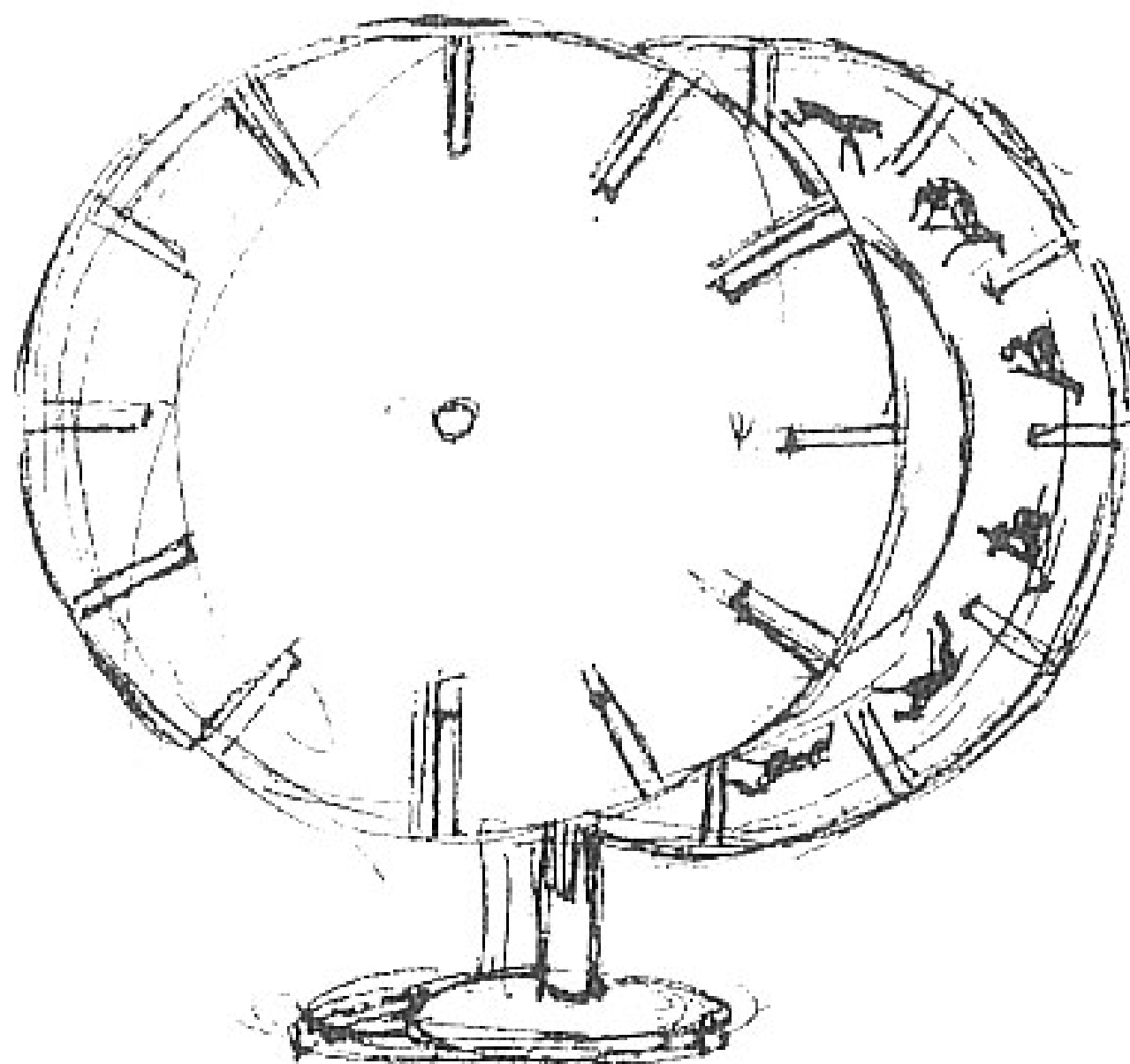
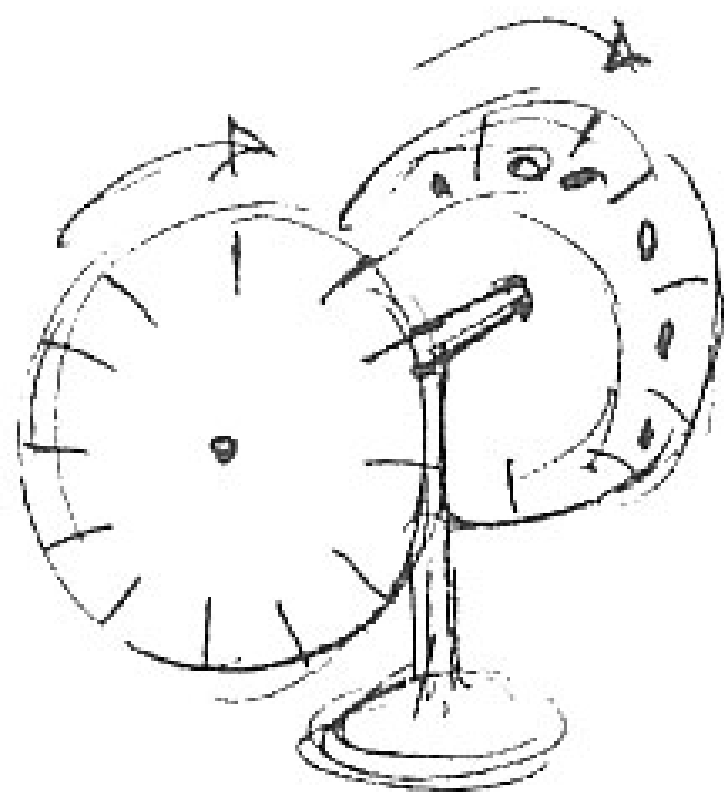
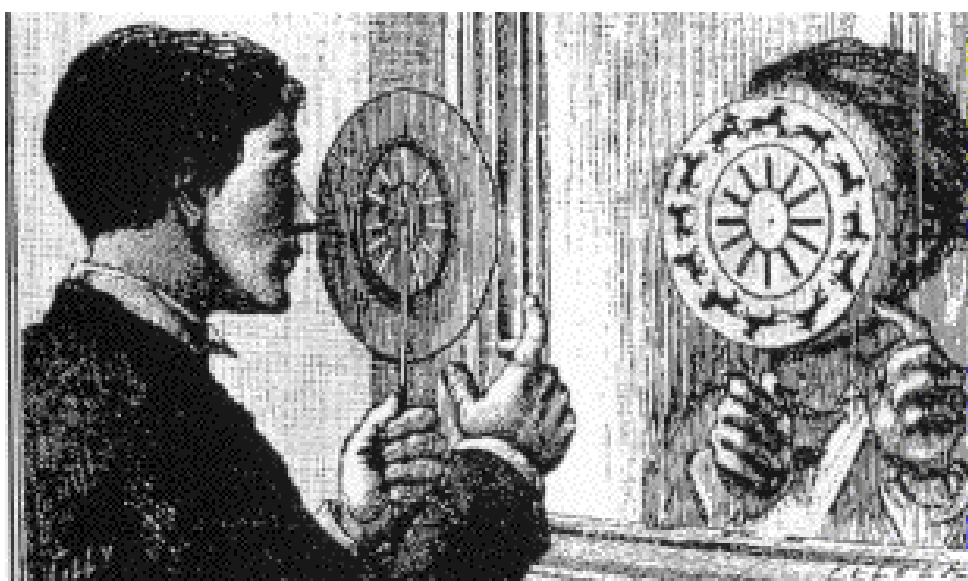




# Optične igrače

# fenakistoskop

1829, Joseph Plateau (princip že Evklid in Newton)  
grš. *phenakizein* zavajati, grš. *skopos* gledalec

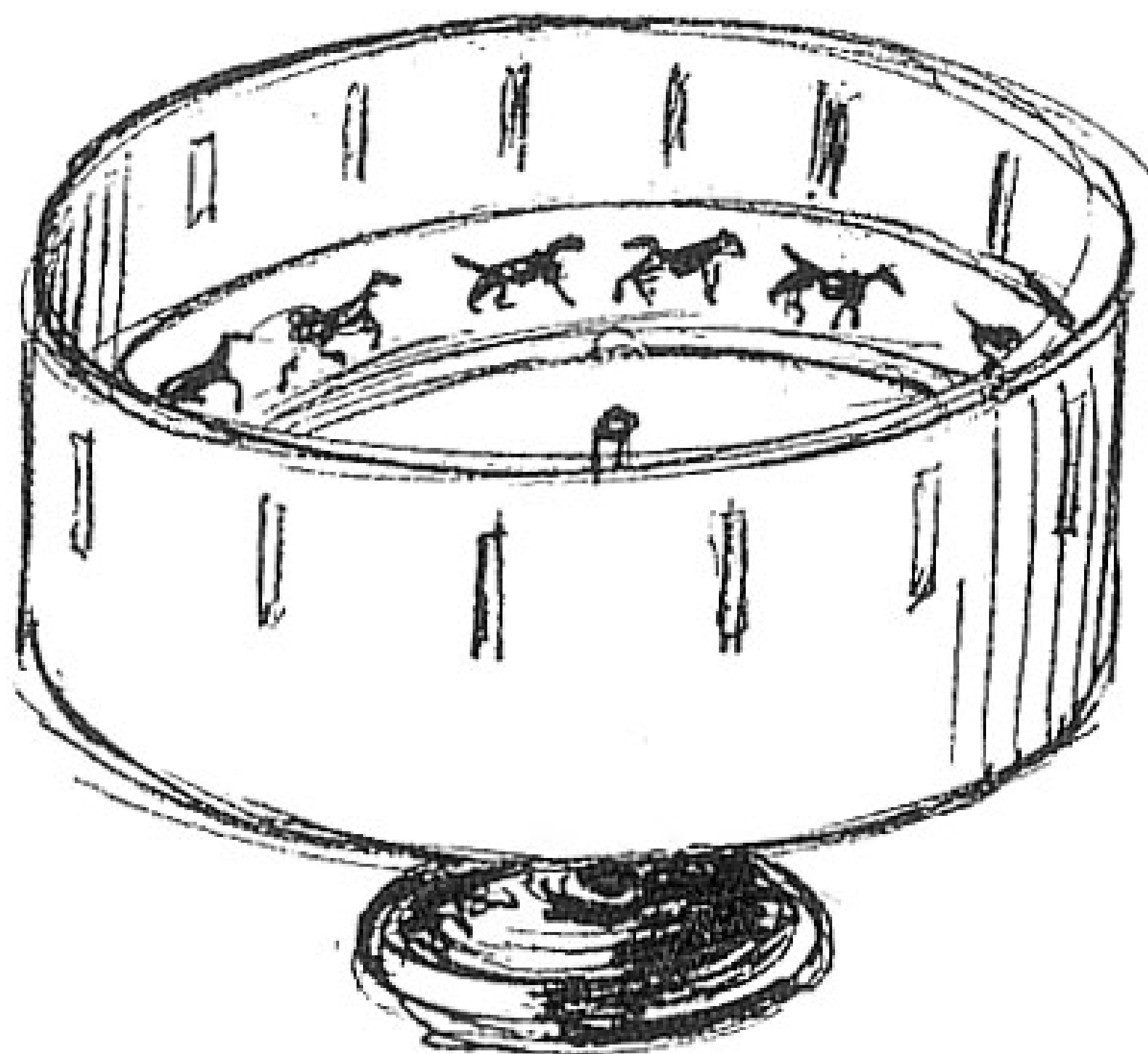




# zoetrop

*cca 180 n.š., Ting Huan*

*grš. zoe življenje, grš. trope vrteti*



# praksinoskop

1877, Charles-Émile Reynaud

grš. *praksis* dejanje, akcija, grš. *skopos* gledalec

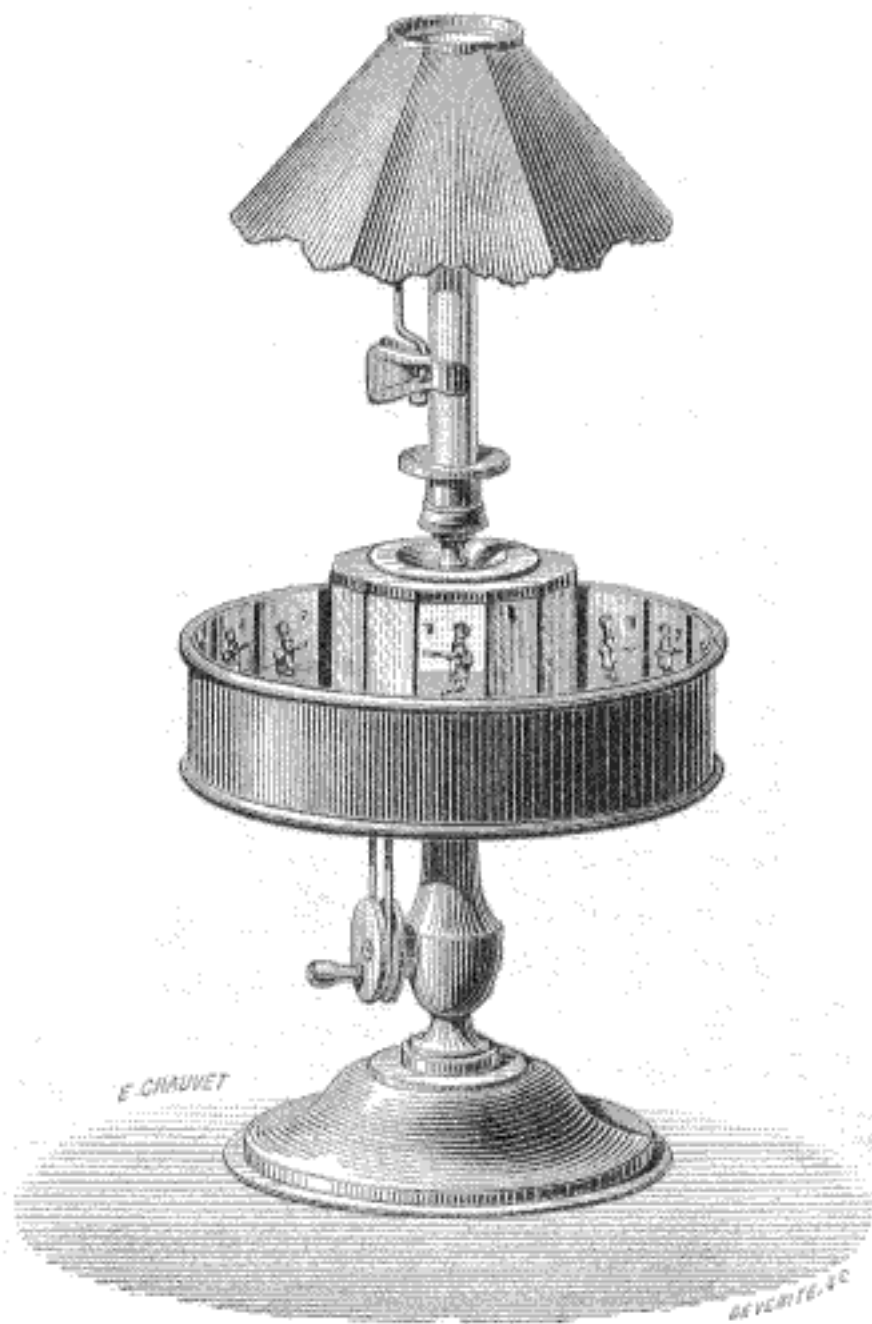
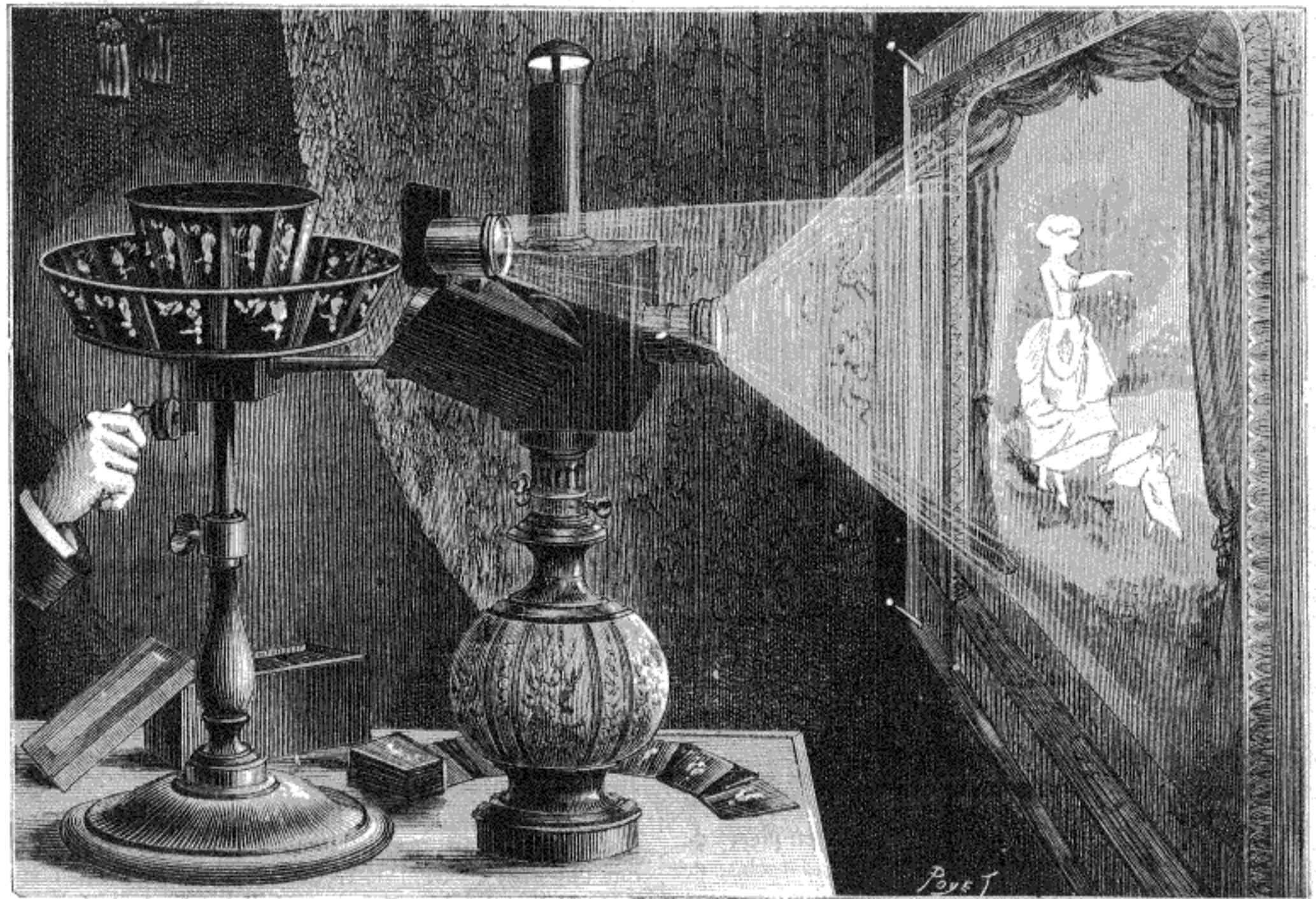


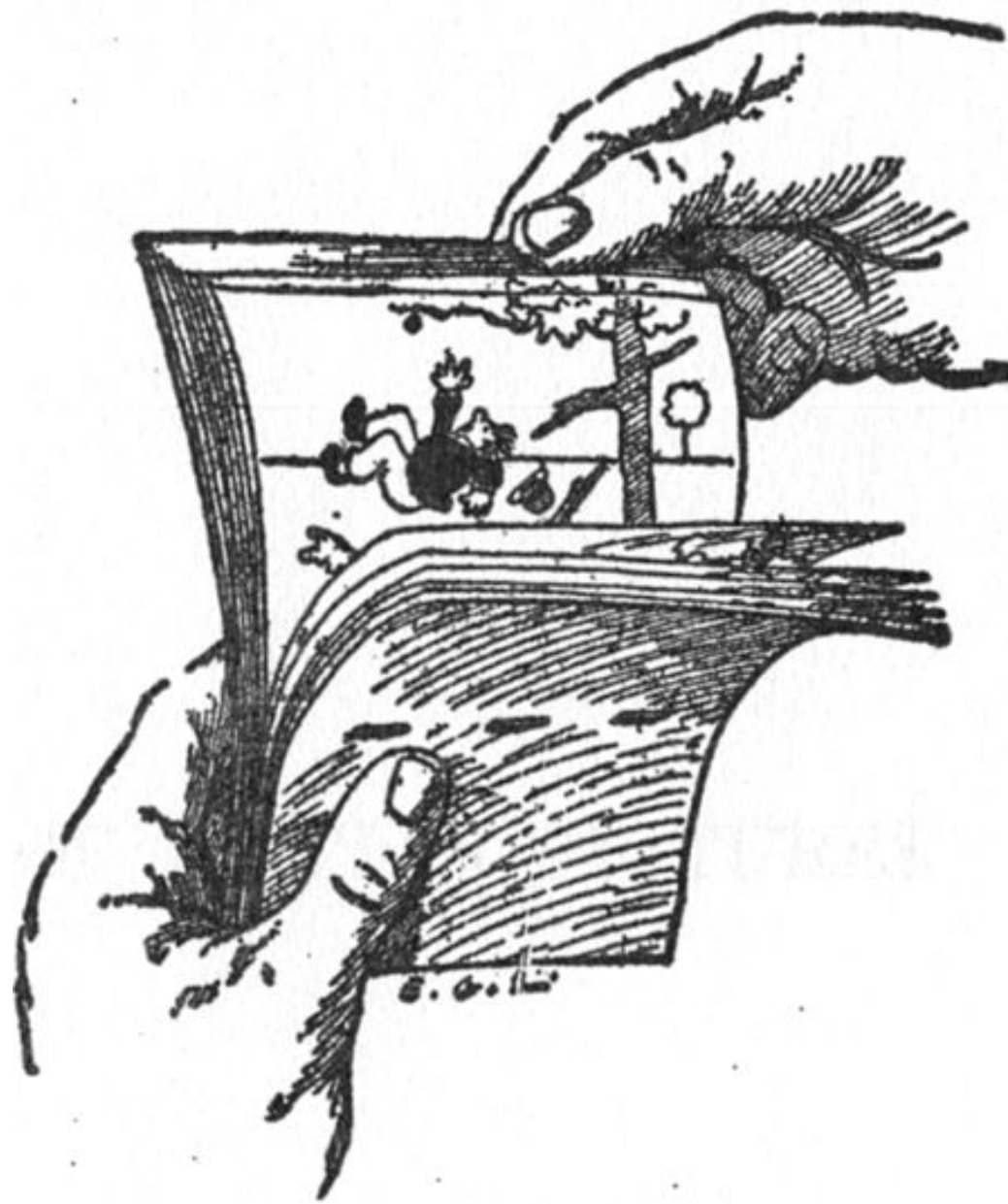
Fig. 2. — Le Praxinoscope.



Nouveau praxinoscope à projection de M. Reynaud.

# kineograf, flipbook, slikofrc?

*1868, patent: John Barnes Linnett*  
*grš. kineos graphos gibljive slike,*  
*nem. Daumenkino palčni kino*



THE KINEOGRAPH.

# taumatrop

*grš. tauma* čudež,  
*grš. trope* vrteti

