



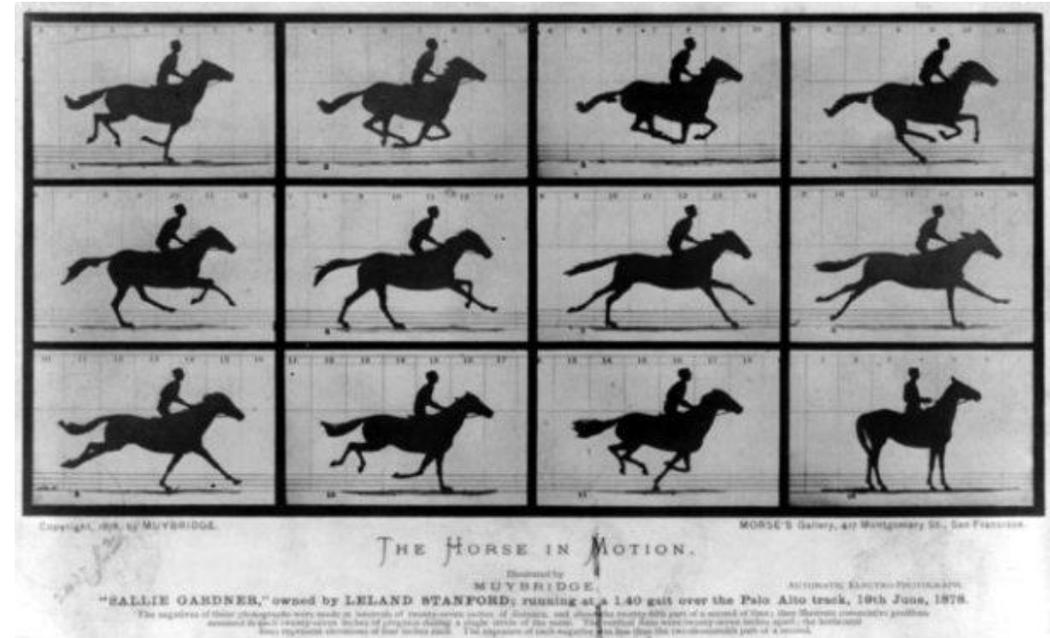
BASES TÉCNICAS

FUNDAMENTOS DE ANIMACIÓN – Manuel Tapias

PERSISTENCIA RETINIANA



La persistencia retiniana permite que una imagen permanezca en la retina humana una décima de segundo antes de desaparecer por completo. Esto hace que veamos la realidad como una serie de secuencias ininterrumpidas y no como una sucesión de imágenes estáticas e independientes.



BASES TÉCNICAS



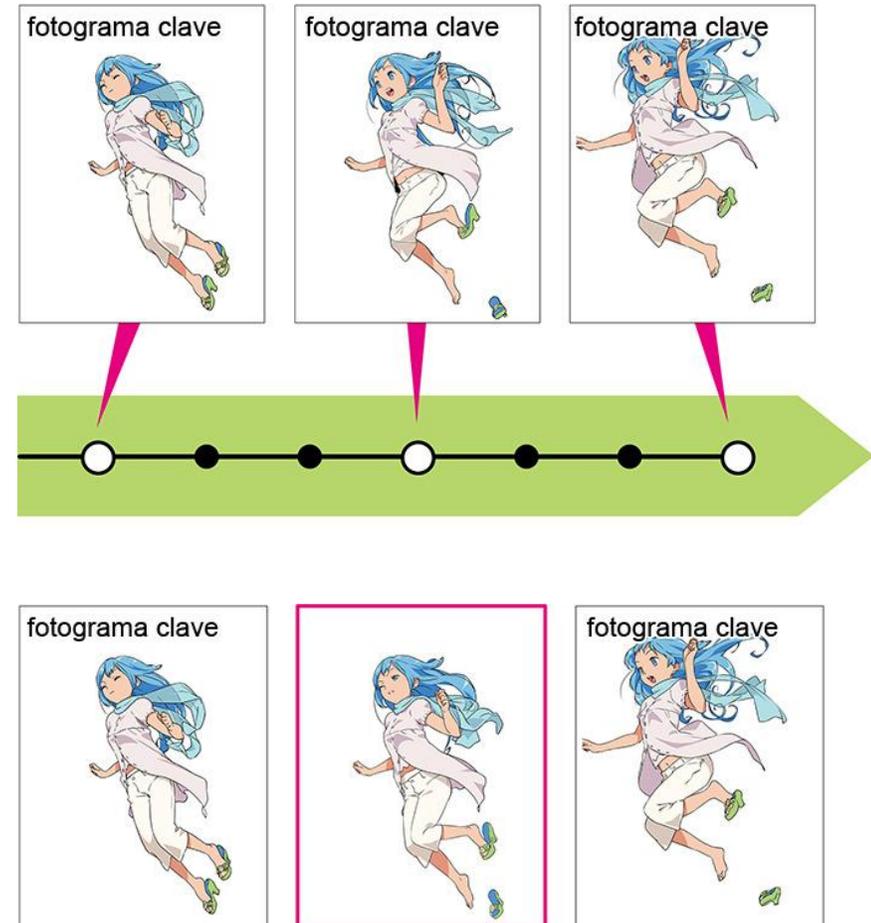
FOTOGRAMA

Imagen cinematográfica considerada aisladamente.

FOTOGRAMA CLAVE

Es un dibujo que define el estado inicial o final de lo que será una transición suave y continua.

Una **secuencia de fotogramas clave** define el movimiento.



FOTOGRAMAS FPS



Cine

24 fps

NTSC

National Television
System Committee

29,9 fps

Digital

30 fps

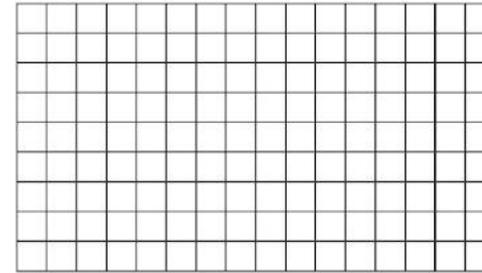
Digital

Phase Alternating Line

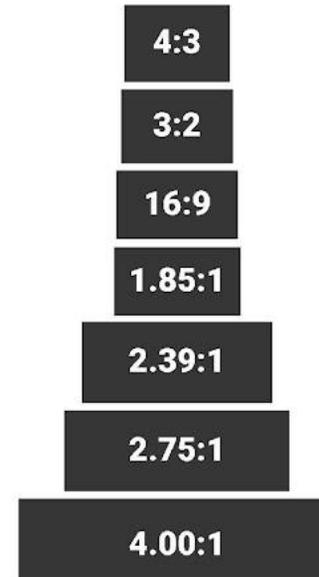
24 fps



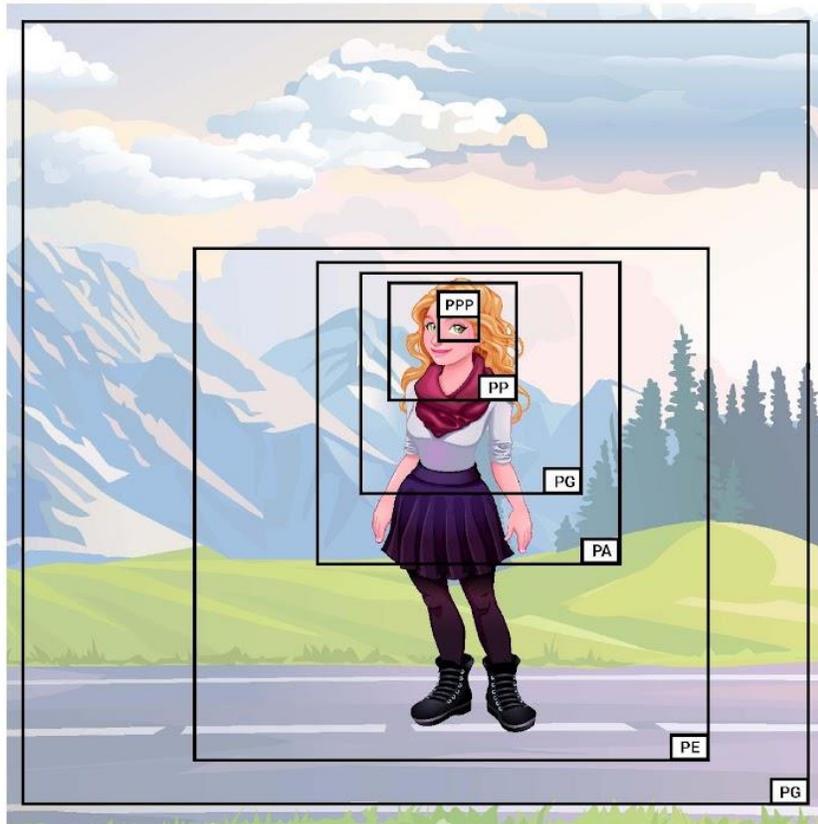
HD: 1280 X 720
FULL HD: 1920 X 1080
2K: 2048 X 1080
4K: 4096 X 2160



16:9



PLANOS



PG: Plano general



PE: Plano entero



PA: Plano americano



PM: Plano medio

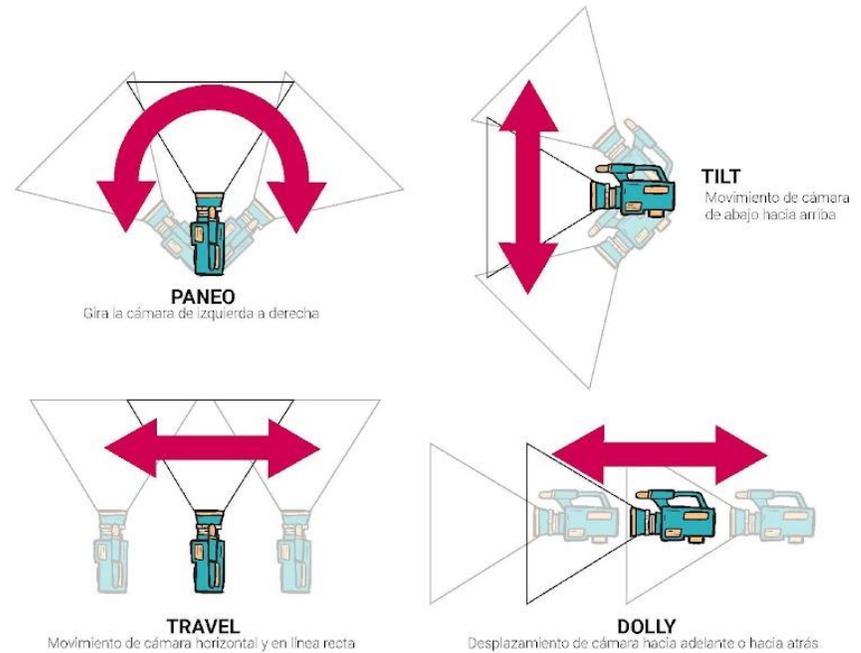
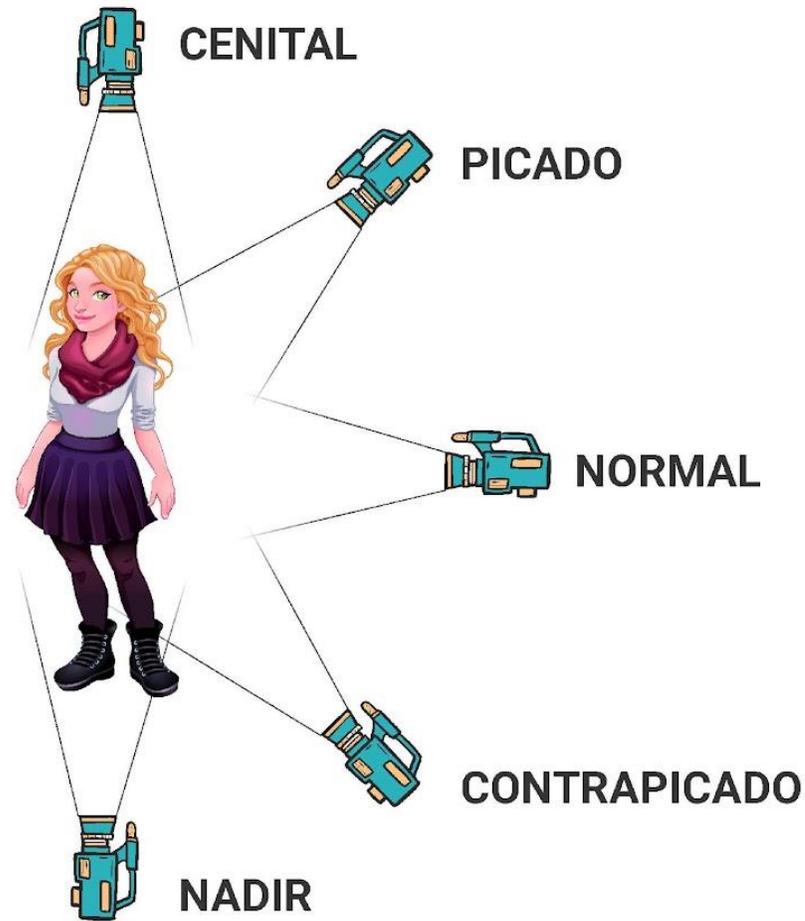


PP: Primer plano



PPP: Primerísimo primer plano
(plano detalle)

PLANOS

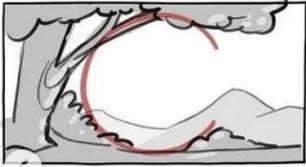
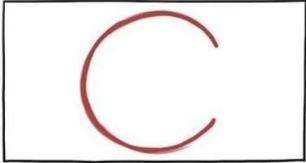


ZOOM
Cambio de distancia por medio del lente

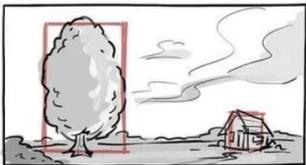
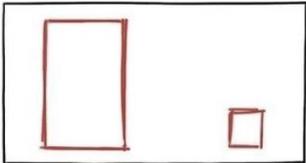


Composition examples

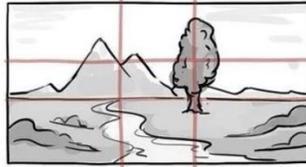
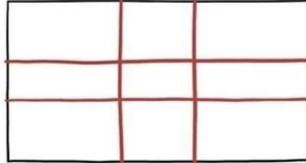
C-shape



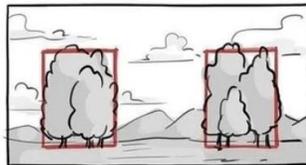
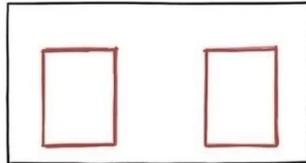
unbalanced



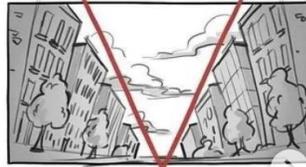
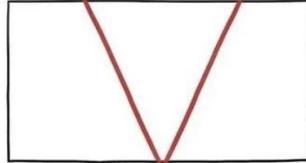
Golden section



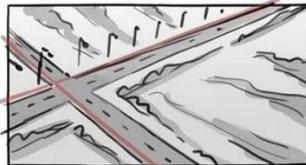
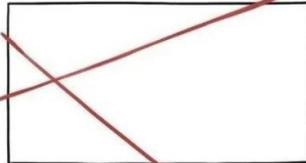
balance



V-shape



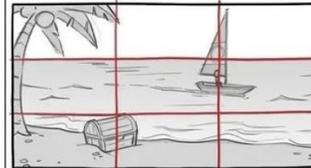
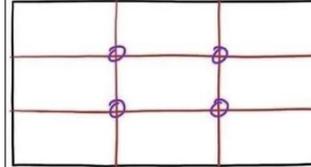
double diagonal



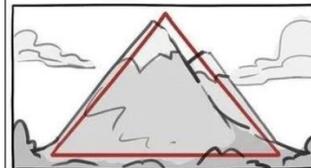
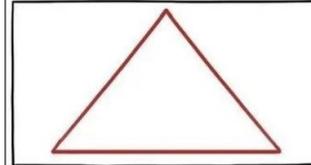
@mitchleeuwe

Composition examples

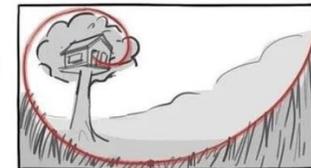
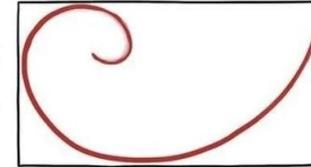
Rule of thirds



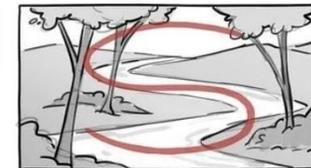
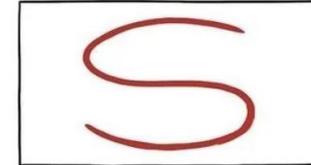
pyramid



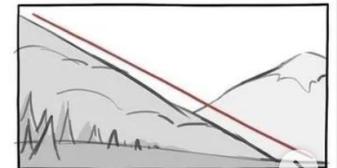
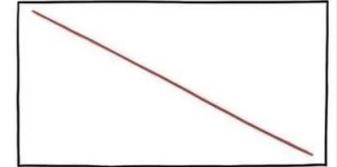
golden spiral



S-curve



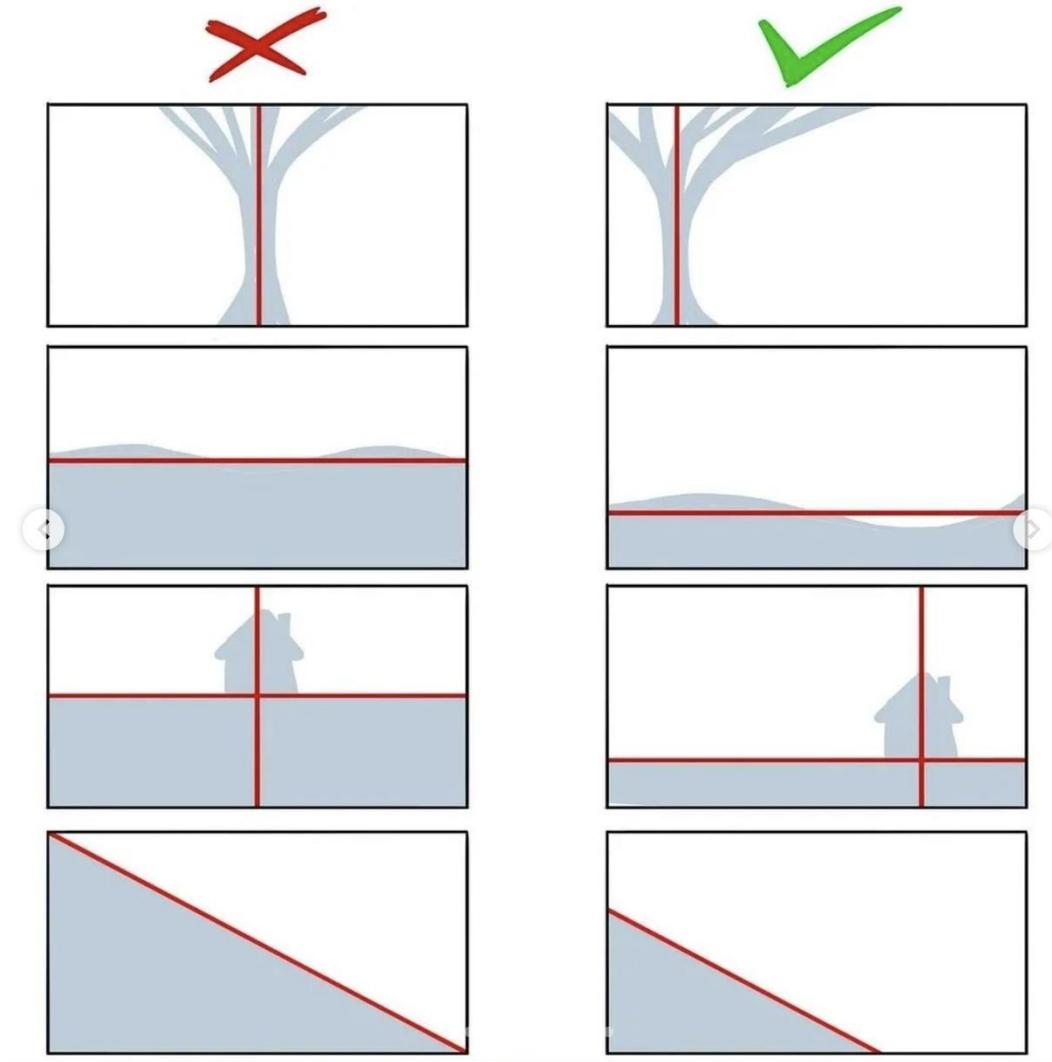
diagonal



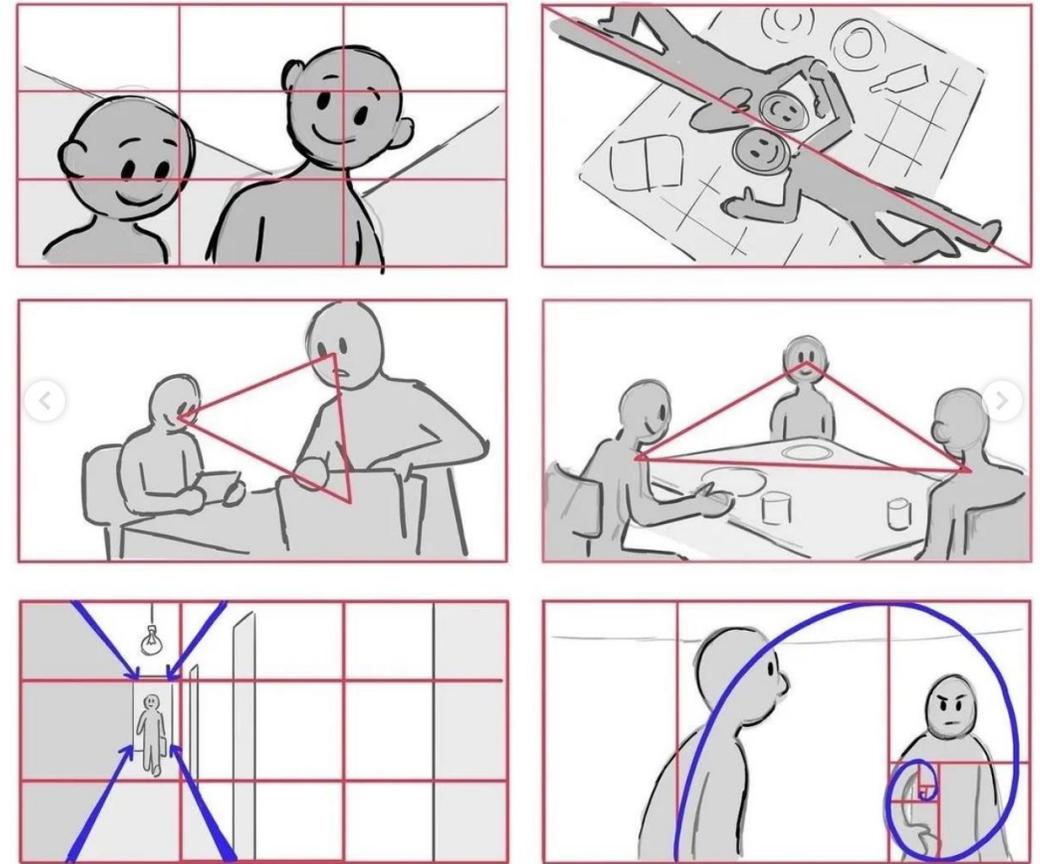
L-shape



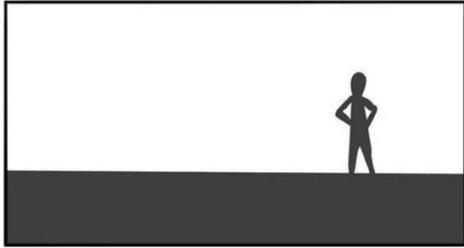
@mitchleeuwe



Compositions



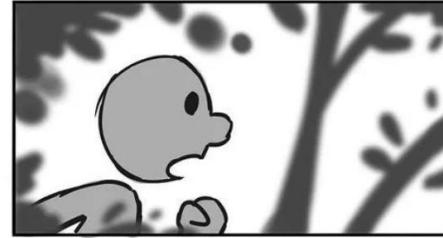
positive space



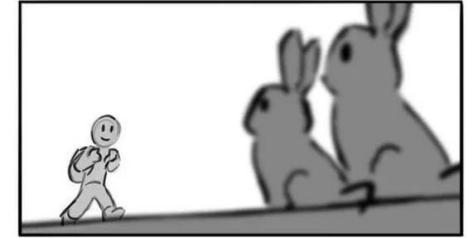
negative space



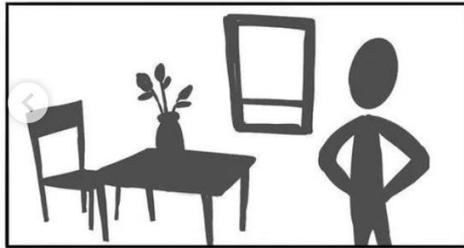
out of focus foreground



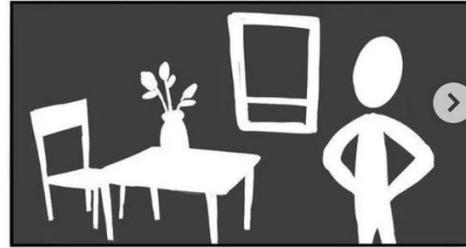
size difference



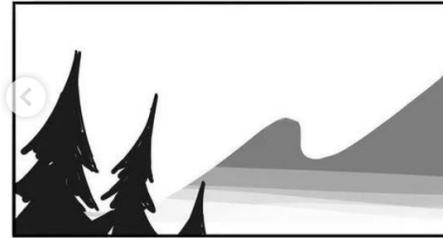
positive space



negative space



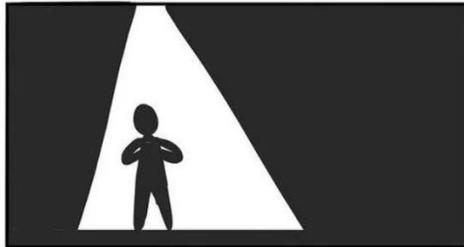
depth



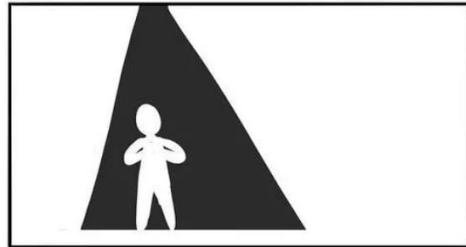
Framing



positive space



negative space



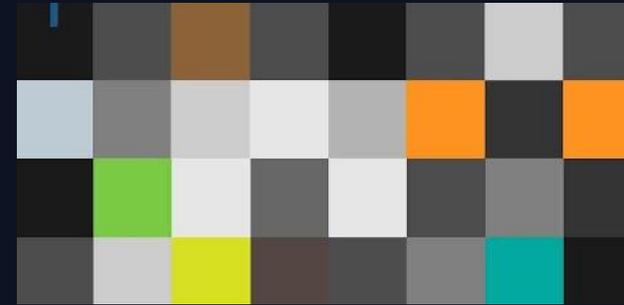
open space



effect (Reflection Rain)



MAPA DE BITS (BITMAP)



1 bits

FORMATOS



JPG

Compresión de imagen
con mucho color



PNG

Calidad y soporte de
transparencia



GIF

Poca calidad, soporta
transparencia y soporta
animación

COLOR



Luz

R Red

G Green

B Blue

Pigmento

C Ciam

M Magenta

Y Amarillo

K Negro



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