



## You Can't Teach an Old Dog New Tricks

The original animated films were drawn by hand, frame by frame, by talented artists at major studios. Each of them was painstakingly illustrated and then sent to a colorist to add color. Finally, a camera joined all the shots, moving through them quickly enough to make it appear like the characters were moving through largely static landscapes.

The use of technology and artificial intelligence (AI) is changing the world of animation. Now, major studios use large teams of digital animators to create mostly realistic characters that move through backgrounds that morph with the characters.

While the films can be enjoyed worldwide, the people capable of creating such masterpieces are presumably to be younger. This is because younger people worldwide are more likely to have or be in training than adults over 25. In fact, the UN calculates that globally, only three percent of adults between the ages of 25 and 55 are engaged in any education or training, meaning that they are at a greater disadvantage regarding awareness of technological advances. This is worrying because, in a global market, many employers looking to hire for more sophisticated and well-paid jobs need employees who have the right skills and training. Without up-to-date technological knowledge, many adults will be left with more basic, lesser-paid positions, thus less able to provide for their families.

DO

## Flip Books



In this Maker, you will make an animation in a flip book. Before the advent of CGI and VFX, people relied on old-fashioned techniques to create animation. Nowadays, there is a concern about the overuse of technology by young people. Given an overreliance on AI, educators and parents fear youngsters will lose interest in building fine motor skills and creativity, such as drawing and crafts. Striking a balance between technology and old-fashioned know-how is healthier, especially when the brain is still developing.

1. Cut 30-40 rectangles (approx. 5x10 cm). Staple them together into a book.
2. Draw a simple illustration on the first page, such as a ball or a tree.
3. Move the illustration slightly or make it bigger on subsequent pages. For example, the ball could move to one side, or the tree could get slightly larger.
4. Continue modifying the illustration on all book pages until it ends in the final position.
5. To view your flipbook, thumb through the pages quickly, in approximately two seconds, to see how the original animators created hand-drawn animation.

### 01 Present!

Once your Maker is done, make videos of your flip books in motion. Have a viewing and vote for the most creative.

### 02 Discuss!

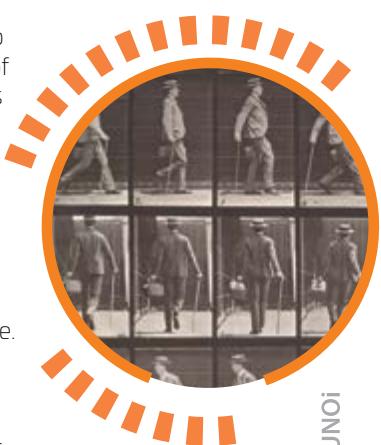
- › What did you learn while creating your illustrations?
- › What challenges did you face that you problem-solved?

### 03 Get Informed!

Research simple illustration software. Use it to digitalize your drawings.

### 04 Take It on the Road!

Design and deliver a workshop for adults, teaching them how to use illustration software.



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