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computer graphics and always having parallels in the stop-motion of puppets.

This common language of the three techniques offers contributions towards the emotional response problems faced by robotics and entertainment with animatronics. Even more so when facial animation in stop-motion uses internal mechanisms, converging art, entertainment and science.

To this interface are added the knowledge about Human Facial Gestures studied in face recognition (machine vision) and in forensic science in its analysis of testimonies.

The design of internal mechanisms for facial animation in stop-motion takes advantage of animatronics and robotics studies, can have its operation simulated in computer graphics, and apply the possibilities that comes from cartoon animation, and pay back to all the fields involved.

Keywords: Cartoon Animation, Stop-Motion, Facial Animation.

O cinema e suas transformações espaciais: as múltiplas telas
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Abstract

The aim of this research is to discuss the presence of cinema in other alternative media, in multiple screens, analogous to that discussed by Philippe Dubois, in the sense of cinema and its transformation. In the displacements of the screen contaminating other spaces, as a spatial experience, their multiplication can be seen in different installations. In the artistic works of Doug Aitken, Electric Earth (2000) in which the spectator unfolds actions; or Agnès Varda (2005) in which two screens open as a painting triptych; or a polyptych, by the same author in "Les veuves de Noirmoutier" (2005) on screen installation and interview. On the other hand, we will discuss the concept of multiplicity, according to Deleuze (1990, 1992, 1999); Cardoso Júnior (1996); post-cinema Dubois (2013, 2015, 2016); pre-cinema and post-cinema Machado (1997); Almas e Saito e Almas e Baraúna (2015, 2017).

Keywords: Pós-Cinema, Multiple Screens, Multiplicity, Spatial Transformations, Expanded Cinema.

Os tutoriais audiovisuais no apoio ao uso das Tecnologias da Informação e Comunicação pelos seniores
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Abstract

In the context of Information and Communication Technologies, there is clearly a big difficulty of usage to the older people, somehow limited by their physical and psycho-sociological characteristics, lack of opportunities access and the functionality of technology. Even though they are still framed in an info-exclusion profile, the growth of the number of seniors that are using ICT is noticeable, as well as the concern for the construction of approaches that configure appropriate solutions for different types of users, where the use of audiovisual tutorials is specified.

This exploratory study focuses on the analysis of examples of projects and experiences, national and international, directed to the applicability of audiovisual tutorials to support the use of technological tools and services by older adults.

Keywords: Audiovisual tutorial, Information and Communication Technologies, Older adults.

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O cinema e suas transformações espaciais: as múltiplas telas

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Figura 1 - Sleepwalkers - Doug Aitken, 2007 - MoMA

Figura 2 - videoinstalação Electric Earth (2000) de Doug Aitken, composto por 8 canais de vídeo colorido com som e 8 projetores, 9.50 minutos.

Figura 3 - Les Veuves de Noirmoutier (2004) de Agnès Varda

Figura 4 - Le Tripytique (2005), Agnès Varda

Figura 5 - Apresentação de pesquisa científica em múltiplas telas. Autoria do Professor Shigehisa Kuriyama.
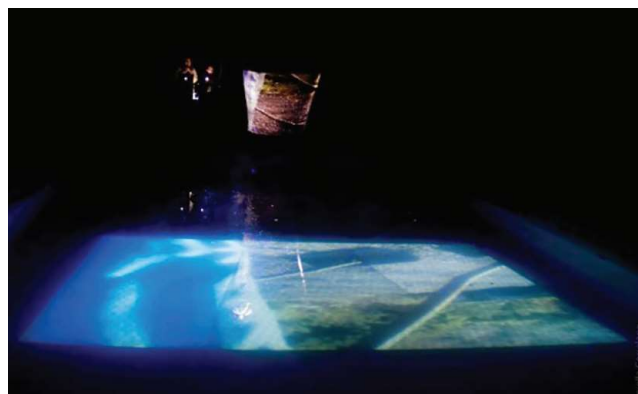

Figura 6 - O Apanhar do Sonho-Tempo (2014), cinema expandido, audiovisual ao vivo e videoinstalação de Almir Almas (USP), Clélia Mello (UFSC) e colaboração de Carlos José Martins (UNESP) no Human Connection Project 2014, na Pousada Salve Floresta, em Tapiraí, SP

Figura 7 - Corpo Cinesis (2013), de Almir Almas

Figura 8 - Corpo 4K (2014), de Almir Almas