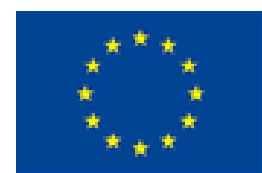
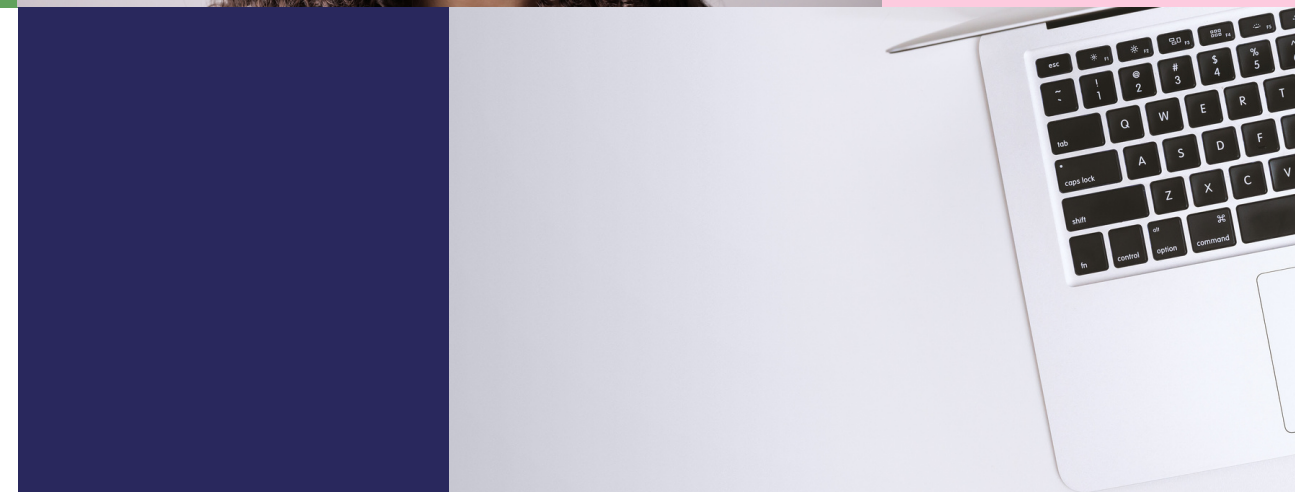


Module II. Technical

COMIC Course

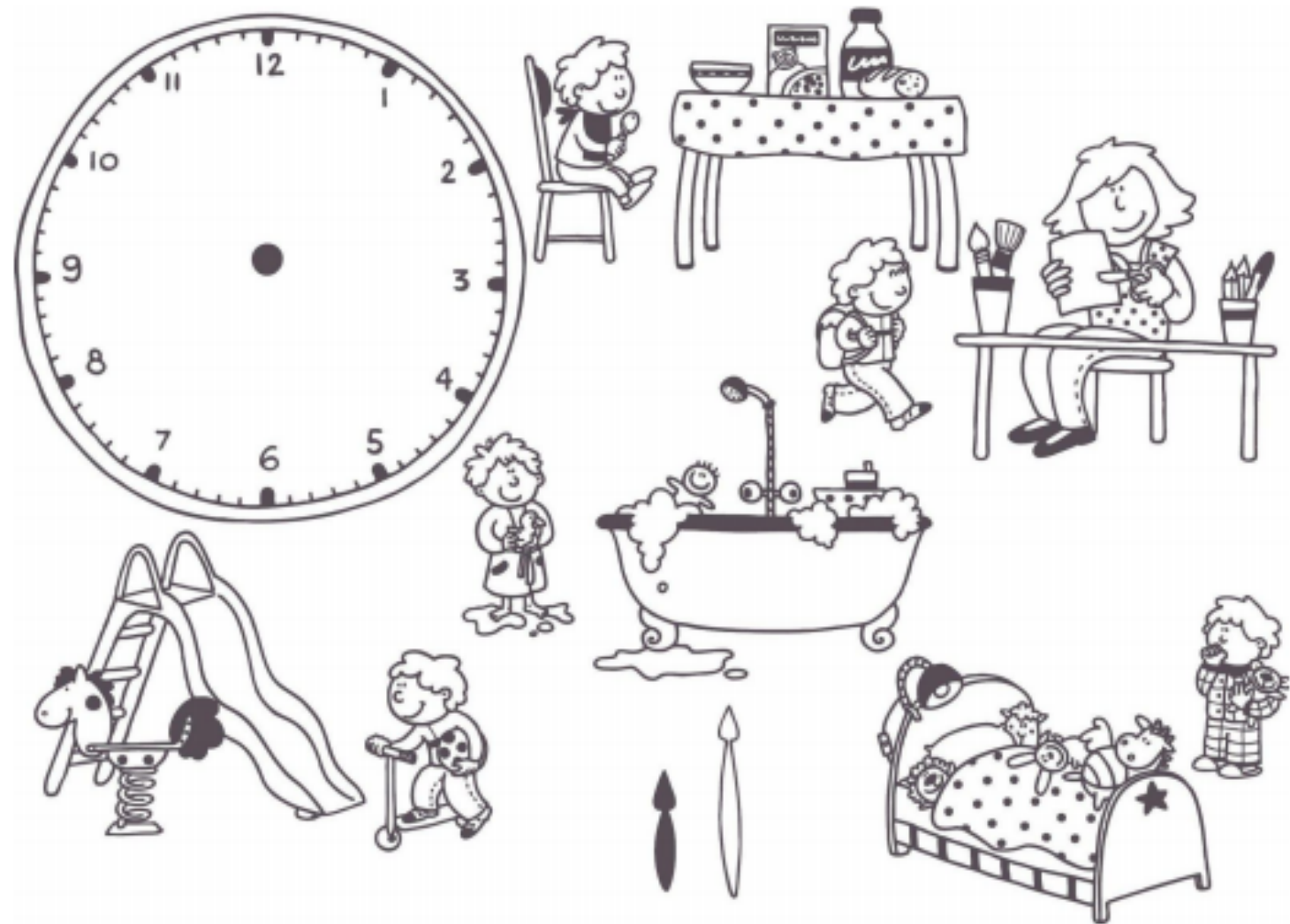
Topic 1. Understanding Comics

Activity T1.L1.

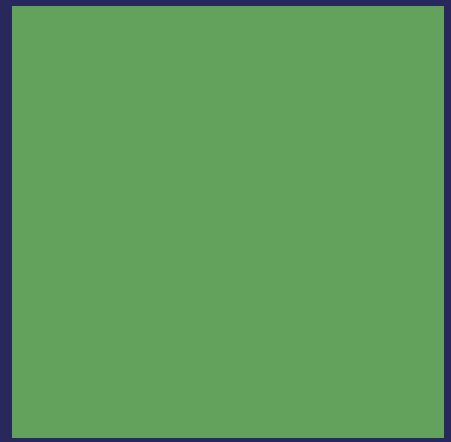
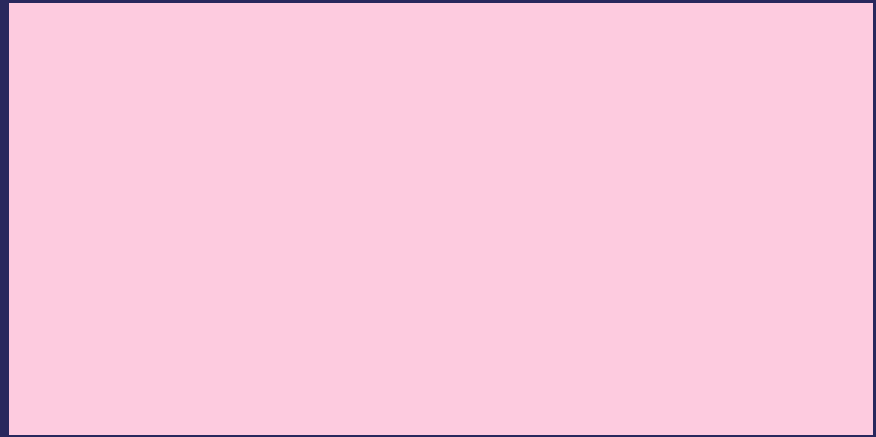
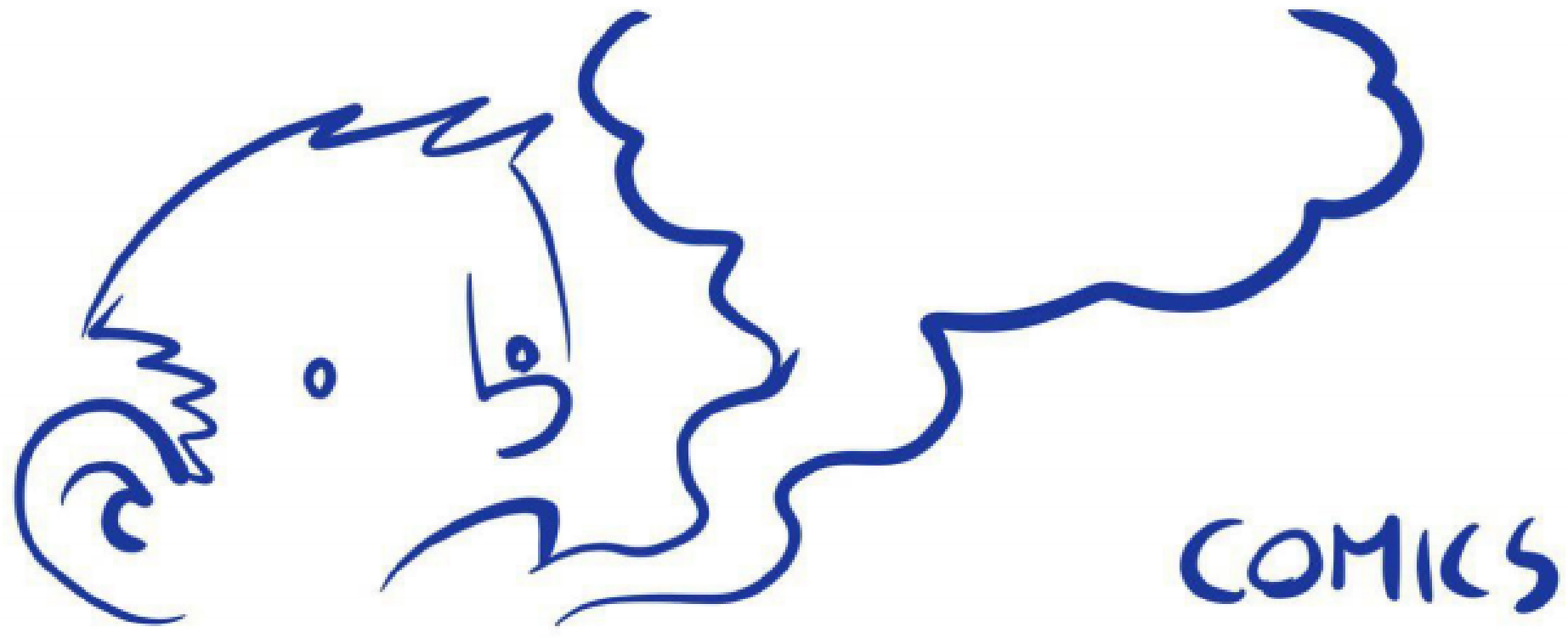


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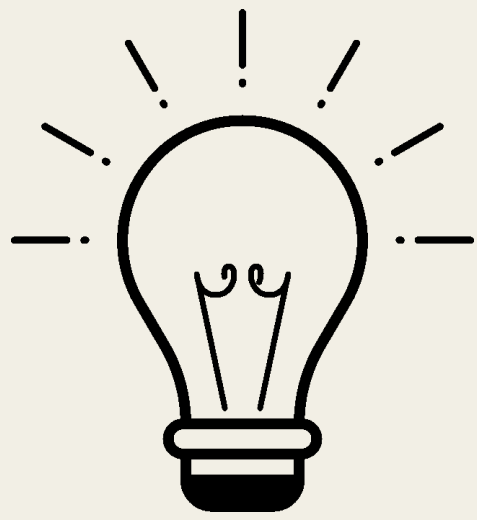


THE STUDENT HAS TO INVENT AND DRAW A SIMPLE, RECOGNISABLE CHARACTER WITH A FEW SIGNS, CARTOON STYLE.



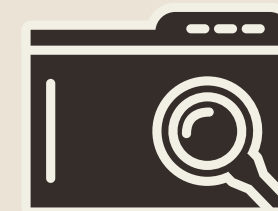
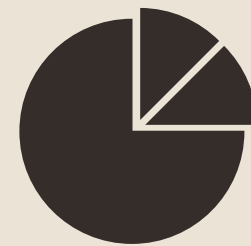
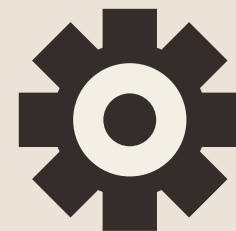
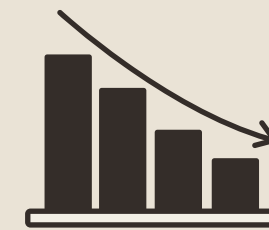
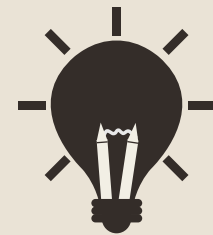
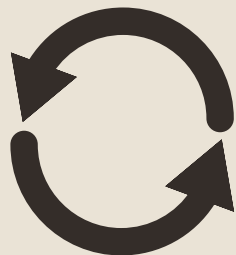
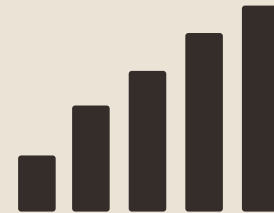
INSTRUCTIONS

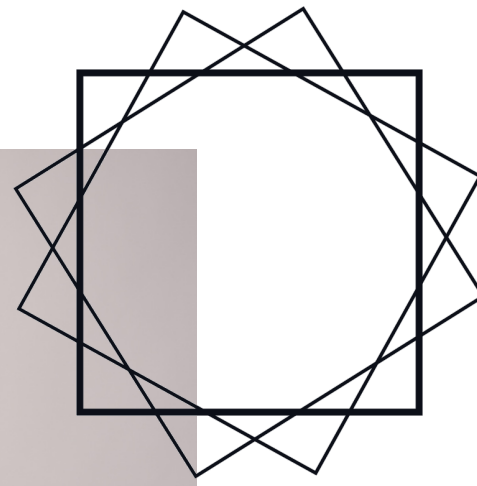
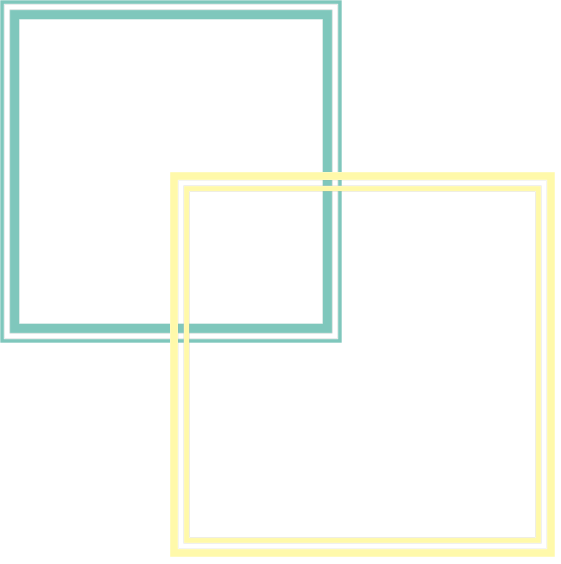
1. IMAGINE A CHARACTER 2. DRAW YOUR CHARACTER ON A PAPER SHEET 3. DRAW YOUR CHARACTER IN DIFFERENT MOMENTS OF HIS TYPICAL DAY 4. DO NOT HAVE TO USE BALLOONS OR CAPTIONS 5. DRAW AT LEAST 12 PANELS 6. WHEN YOU HAVE FINISHED, MAKE PHOTOCOPIES 7. CUT THEM OUT AND HAVE FUN MAKING UP DIFFERENT STORIES USING ONLY FOUR PANELS AT A TIME 8. IF YOU WANT, YOU CAN ALSO INVOLVE A FRIEND AND MAKE STRIPS OF FOUR PANELS WITH HIM.



Expected outcomes

The student will have gained confidence and started practising inventing and imagining stories.





OCITY

Creativity + Innovation & Technology

