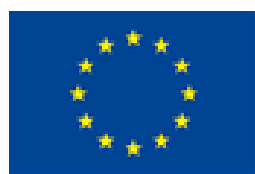
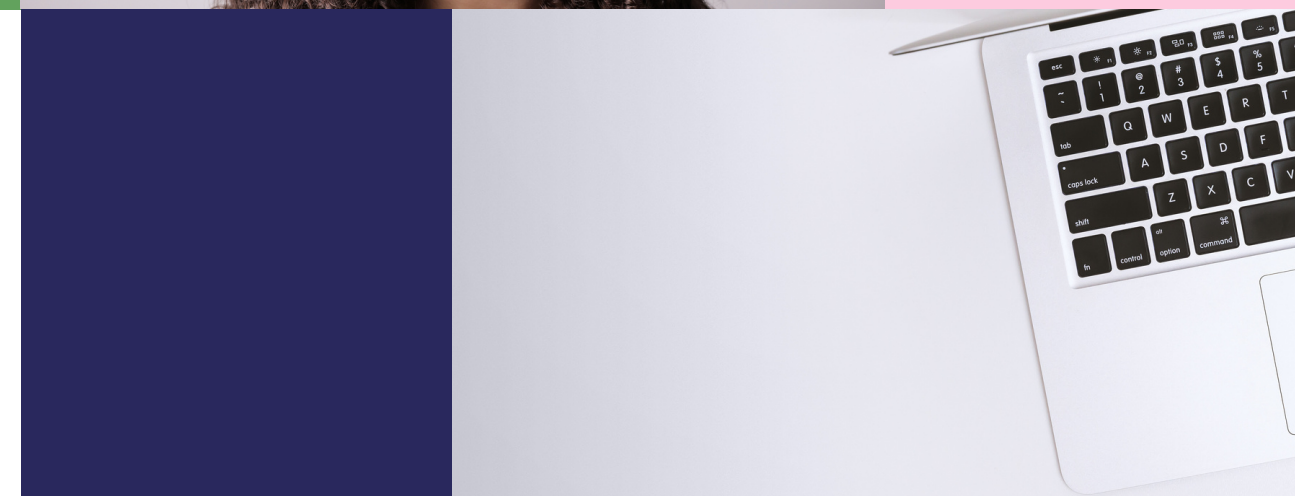
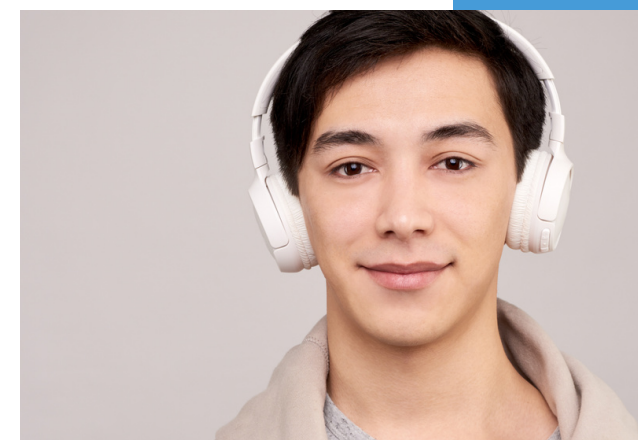


Module II. Technical

COMIC Course

Topic 1. Understanding Comics

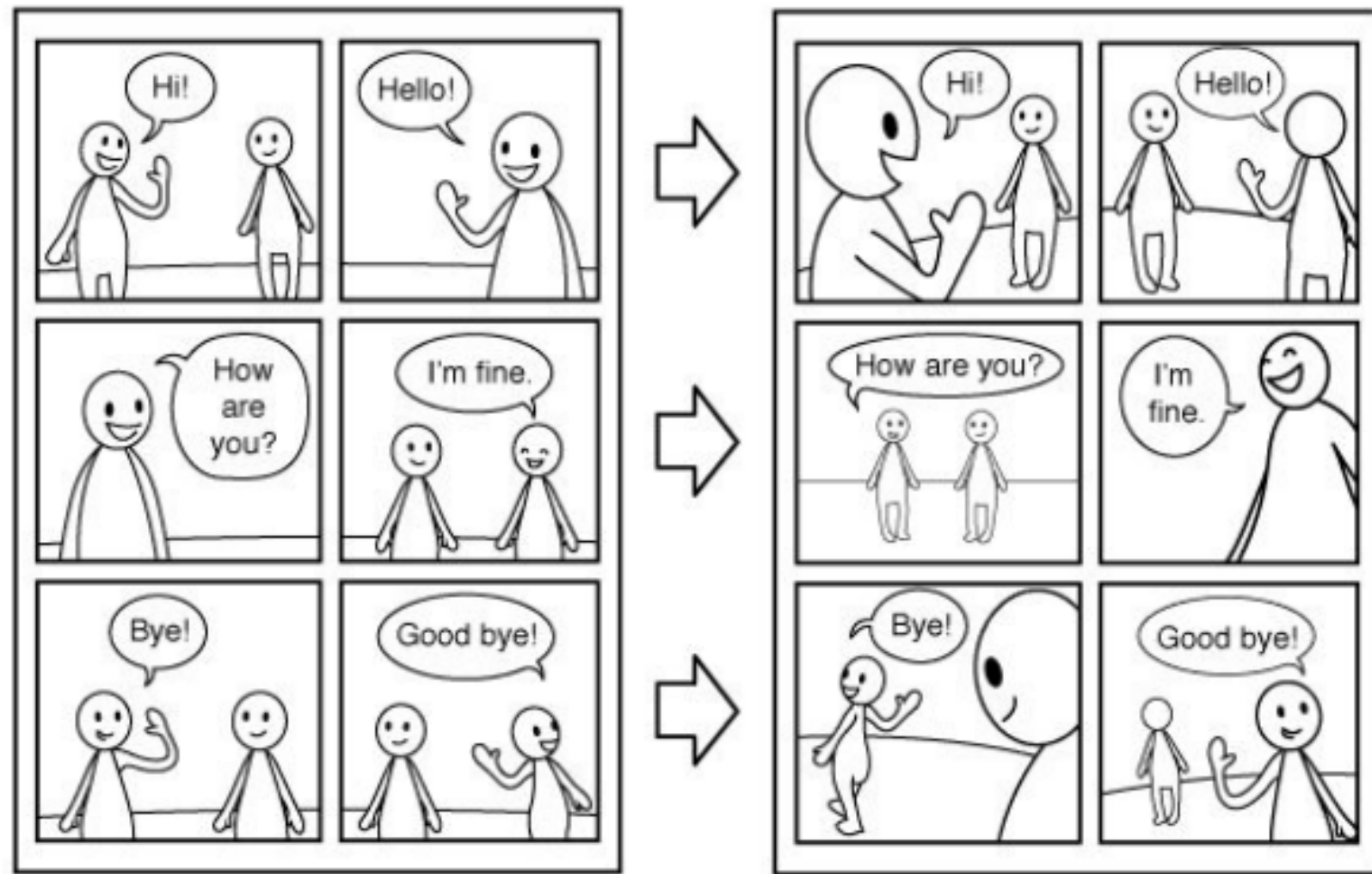
Activity T1.L3.



Co-funded by the
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ustration: an example



THE STUDENT HAS TO ADD DIALOGUES TO HIS COMIC STORY. THE STUDENT CAN ADD DIALOGUE TO HIS STORY AND MAKE IT NOW COMPLETE!

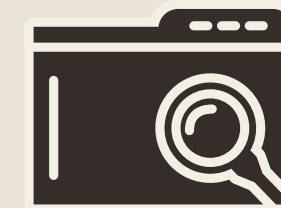
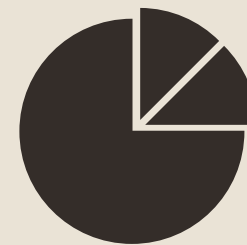
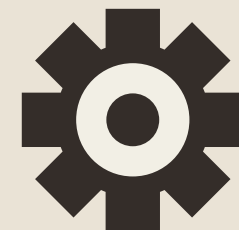
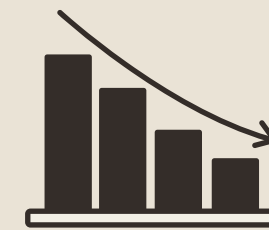
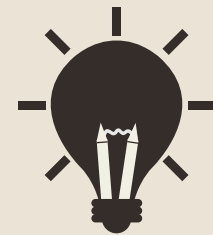
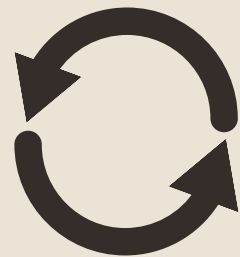
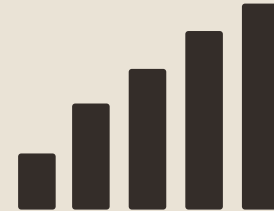
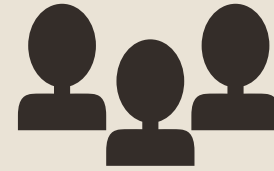
INSTRUCTIONS

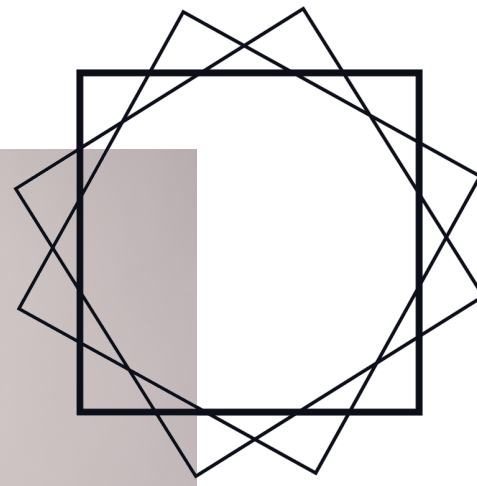
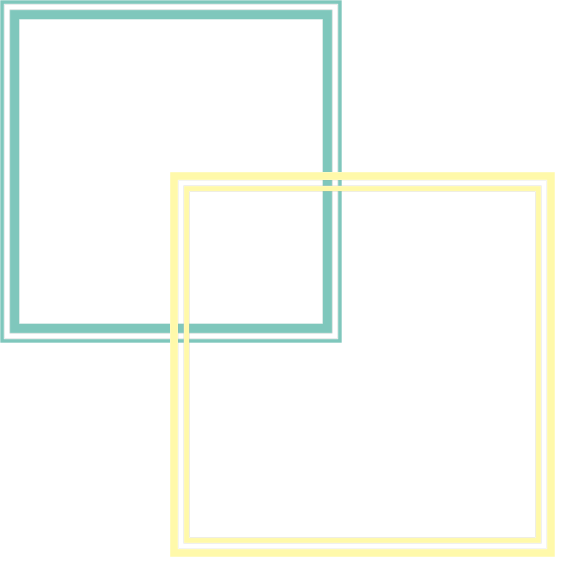
1. IMAGINE A DIALOGUE 2. ADD BALLOONS
AND DIALOGUES TO YOUR STORY EXTRA
ACTIVITY IN TOWN 1. GO TO YOUR HOME
TOWN AND ADD SETTING TO YOUR STORY
BASED ON THE MOST IMPORTANT HERITAGE
PLACES.



Expected outcomes

The student will complete his first story and contextualising it to its city





OCITY

Creativity + Innovation & Technology

