

# Go from storyboard to final



Module II  
Technical



Course II 4



Topic 3



Lesson 3

## Activity 1

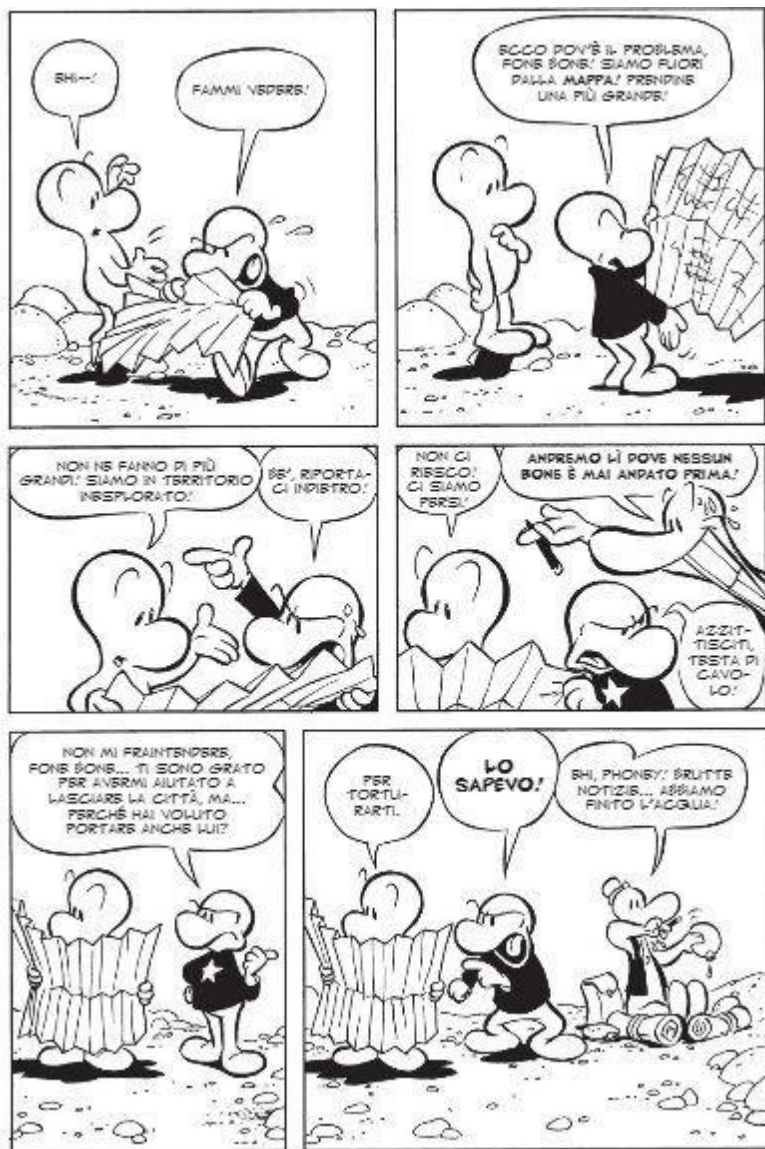
- **Short Description:** The student has apply drawing techniques to go from storyboard to final comic
- **Methodology:** Project-based learning / Collaborative learning
- **Duration:** 3 hours
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** Individual
- **Classroom / House:** The activity could be done in classroom or at home and it doesn't to be previously prepared
- **What do we need to do this activity?** (Indicate what resources we need to be able to carry out the proposed activity)
  - **Hardware** paper sheet, pencils, crayon colours
  - **Software** No
  - **Other resources** (

## Description

- **Text description:** The student has to draw his story



Illustration:







- Instructions
  1. take the story you made in the exercises in topic 2
  2. You now have all the tools you need to draw a final version of the story using the techniques you have learned.
  3. Create the final drawings of your story



4. Define your characters' dialogues definitively.
5. Check the settings, texts, drawings, balloons, onomatopoeia and fluidity of the story.
6. Revise everything in pen
7. Your first comic strip story is now complete!
8. Look at student's comics projects with the students, so that they are the ones who analyse the different parts and can recognize the mistakes and successes. Group revision.

#### Expected outcomes

- The student will have his own final comic story completed!

**DIGICOMP (Competences developed):**

**ENTRECOMP (Competences developed):** Creativity, Vision, Valuing Ideas, Working with Others

