ANIMATION HERITAGE CHARACTERIZATION

Module II	Course Animation	Topic History and legacy of animation	Lesson III

Activity

- **Short Description**: Draw a character, background, or historical or social moment of the region on which an animation could be created. In groups, try to represent a significant place or character in an animated style by analyzing its movements.

- **Methodology**: Collaborative Learning.

- **Duration:** 2h

- **Difficulty (high - medium - low)**: medium

- **Individual / Team**: team (4 max)

- **Classroom / House**: Classroom/house

- **What do we need to do this activity?**

    - **Hardware:** PC

    - **Software** Some design or illustration software (optional)

    - **Other resources** Paper, pencils, colors or markers

Description

- **Text description**: Conceptualization and design of a character or situation that can be animated and suggests movement.

Instructions

1. Choose a character

2. Give it context and a situation in which it can move.

3. Draw the character with a background and give it a context and a position that suggests movement, as if it were a painting.

Expected outcomes

• Find the contexts and successes of the students in their choice.

• See conceptualization skills about important ideas and their characters

• Identify suggested movements in a context in order to translate them into a static image that suggests movement

DIGICOMP (Competences developed): **1.2** Evaluating data, information and digital content.

ENTRECOMP (Competences developed): **3.4** Working with others; **3.5.**Learning through experience.

Example (when necessary):