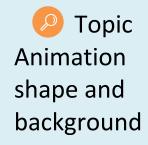
Draw the main character





Module II







Lesson IV

Activity

- **Short Description**: In groups, design the main characters to understand their movements and that comply with the fictional pact and the movements within the story.
- Methodology: Collaborative Learning.
- Duration: 2h
- Difficulty (high medium low): medium
- Individual / Team: team
- Classroom / House: Classroom/house
- What do we need to do this activity?
 - Hardware: pc or tablet
 - Software: any illustration software
 - Other resources: pen, paper.







Description

• **Text description**: Draw and design my character based on the fictional pact that exists in my universe to think about its movement.

Instructions

- 1. Draw sketches of the character.
- 2. Draw primary and optional poses thinking about the movements it is going to perform
- 3. Correct so that it has real movements within the sketches.
- 4. Make a final design for animation.

Expected outcomes

- Characters similar to the referents and characters known in the experience.
- Human-like movements when many of them should be based on animals or fictional characters.
- Characters very similar to their referents, try to find intermediate points with similar or novel things.

This activity can be used in other (module, course, topic, lesson):

Module, Course, Topic, Lesson

DIGICOMP (Competences developed):

2.3 Engaging in citizenship through digital technologies

ENTRECOMP (Competences developed):

1.2 Creativity; **2.1** Self- awareness and selfefficacy; **3.4** Working with others.

Example (when necessary):

















