New characters/ old universes

O·CITY

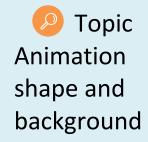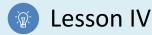| Module II | Course Animation | Topic Animation shape and background | Lesson IV |

Activity

- **Short Description**: Design and describe a character in an animated world already created by someone else.
- **Methodology**: Inductive Learning.
- **Duration**: 2h
- **Difficulty (high - medium - low)**: hard.
- **Individual / Team**: team (max 4)
- **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**: Design in description and illustration a character equivalent to the student immersed in a cartoon world that is proposed.

Instructions

1. Choose the universe to which it will belong
2. Define the character in words.
3. Draw sketches of the character.
4. Make a final design for animation including some important movement.

Expected outcomes

- Characters similar to the referents and characters known in the experience.
- Difficulties adapting to the universe, emphasizing on understanding movements and animation more than design.
- Understanding other creations such as universes to base on, inspire or even share them.

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

- **Module, Course, Topic, Lesson**

DIGICOMP (Competences developed): 1.3 Managing data, information and digital content; **2.4** Collaborating through digital technologies; **3.1** Developing digital content; **3.2** Integrating and re-elaborating digital content; **5.1** Solving technical problems.

ENTRECOMP (Competences developed): 1.3 Vision; **3.1** Taking the initiative.

Example (when necessary):