

Character illustration by principles



Module II



Course

Animation Animation
as a tool



Topic



Lesson III

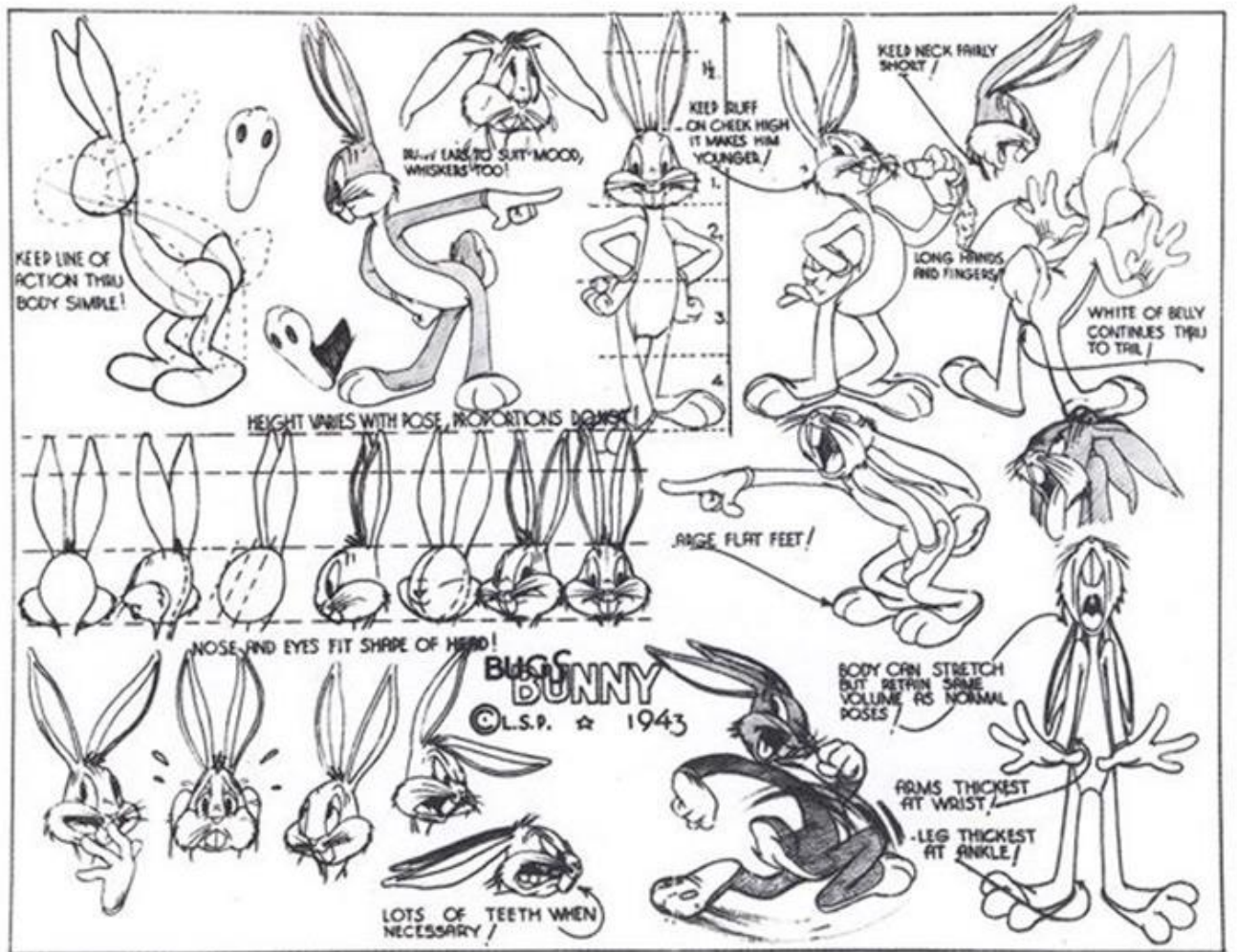
Activity

- **Short Description:** Each student or in groups should draw some main poses on a character that meet the principles of animation in design and suggest movement.
- **Methodology:** Project-based learning.
- **Duration:** 1h
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** individual/teams
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
 - **Hardware:** Pc or tablet
 - **Software:** any drawing software (proposed in previous lessons)
 - **Other resources:** pen, paper.



Description

- **Text description:** Create poses in a character that fulfill two actions, one main and one secondary, and understand how the poses will make the movement look natural
- **Illustration:**



Instructions

1. Base on the character already created
2. Draw some faces of the character that express 3 emotions
3. Draw 3 body poses that represent movement
4. Design the complete character with a face and a body position that suggest movement and expression

Expected outcomes

- Understand how the movement of features in design can generate expressions and vitality



- Understand how the design of the body through arcs and shapes generates the sensation of movement and expressions of the character
- Apply the principles of design in animation to a clear illustration of a character.
- Locate a two-dimensional character in a three-dimensional world.

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

- Module, Course, Topic, Lesson
- none

DIGICOMP (Competences developed): 5.2 Identifying needs and technological responses.

ENTRECOMP (Competences developed): 3.1 Taking the initiative; 3.4 Working with others.

Example

(when

necessary):

