




# Aesthetics for stories



-  Module II
-  Course  
Animation
-  Lesson I  
Animation as  
creation and  
composition

## Activity

- **Short Description:** Have a conversation about the stories already created and compare them with well-known and studied aesthetics in order to find the best-animated way to create them.
- **Methodology:** Collaborative Learning.
- **Duration:** 30 min
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** team (4 persons max)
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
  - **Hardware:** pc
  - **Software:** Any illustration software. (proposed in previous lessons)
  - **Other resources:** pencil and paper



## Description

- **Text description:** Confront the previous stories and find referents to which they want to be similar to build an aesthetic. A visual script is drawn.
- **Illustration:** none

## Instructions

1. Discuss the referents and techniques studied
2. Find an aesthetic, personal or narrative reason to use one.
3. Describe a way of using the technique and aesthetics
4. Draw a visual script.

## Expected outcomes

- Find aesthetics that are different and that have common points in the students.
- See the process of creation on the referential and the experiential.
- Complete style manuals for production.
- Production-ready visual scripts that suggest movement.

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

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

## DIGICOMP (Competences developed):

**ENTRECOMP (Competences developed):** 1.2 Creativity; 3.1 Taking the initiative

