

Character sheets/ movement



Module II



Course
Animation



Lesson II
Animation as
creation and
composition



Lesson II

Activity

- **Short Description:** Make design sheets for all the characters, specify their movement and animate a small scene.
- **Methodology:** Project-based learning.
- **Difficulty (high - medium - low):** hard
- **Individual / Team:** teams (4 people max)
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
 - **Hardware:** pc or smartphone
 - **Software:** flip a clip app/ Autodesk sketchbook or 2D pencil animation
 - **Links:** <https://sketchbook.com/thankyou>
 - <https://www.pencil2d.org/download/>
 - [FlipaClip](#)
 - Text software
 - Illustration software. (Suggested in previous lessons)



- **Other resources:** pen, paper.

Description

- **Text description:** Make design and personality sheets for all my characters. Make at least one full. Animate a scene with it.
- **Illustration:** none

Instructions

1. Select all the characters with the scripts.
2. Design all the characters
3. Make character sheets for the main ones
4. Design their main poses for the visual script
5. Animate a scene frame by frame with text and sound.

Expected outcomes

- Understand the importance of the characters and their creation, how they must come together among themselves to generate clear narratives.
- Understand the difficulty of animation and how important a good character design is.
- Complex scenes with several shots where it is understood which is the objective to be carried out.

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

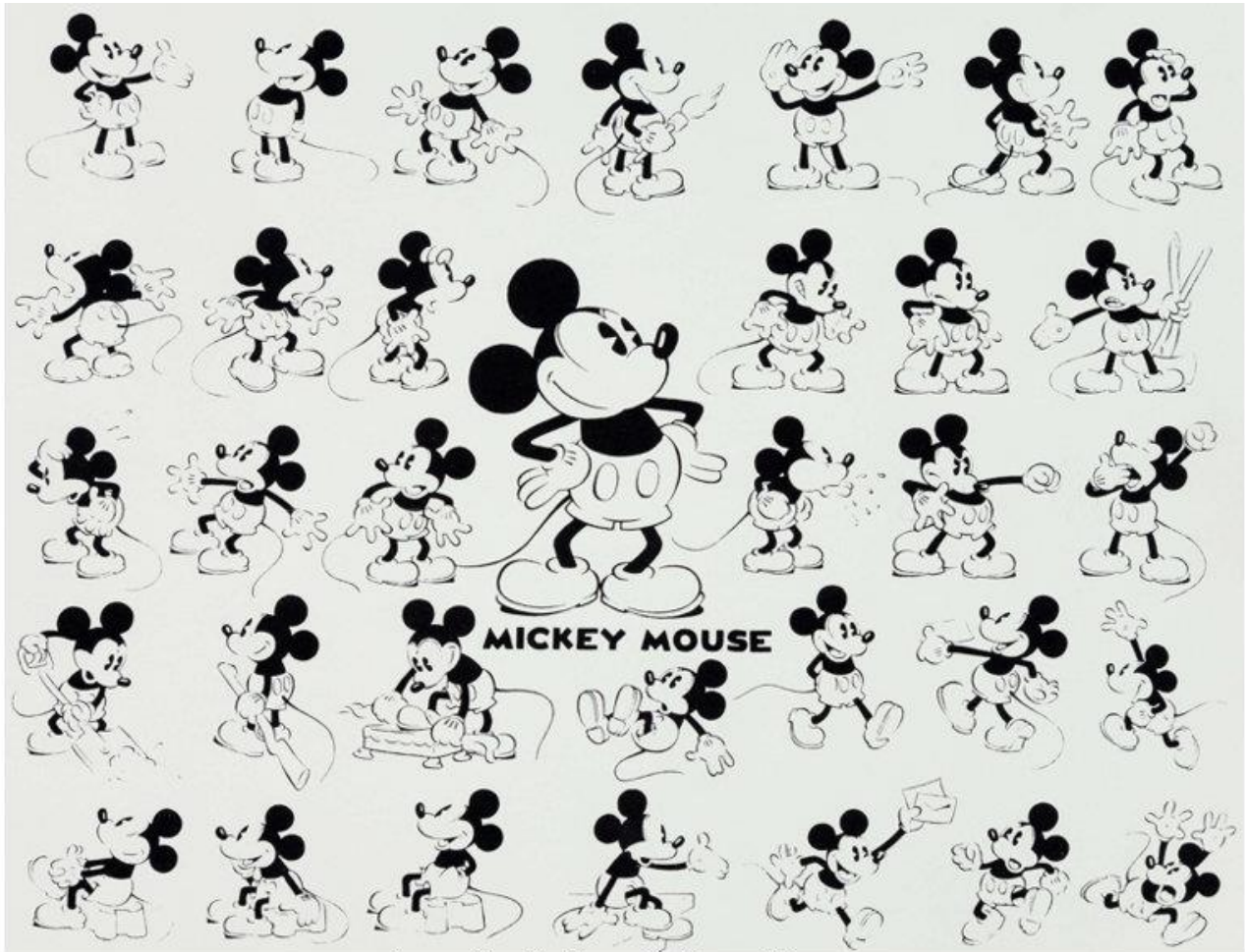
- **Module, Course, Topic, Lesson**

DIGICOMP (Competences developed): 5.4 Identifying digital competence gaps

ENTRECOMP (Competences developed): 3.1 Taking the initiative

Example (when necessary):





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