Main character

Module II

Course
Animation

Topic
Animation shape and background

Lesson IV

Activity

- **Short Description**: Description of the main characters, taking into account their personalities and questioning their movements to understand their structure within the story.
- **Methodology**: Research-based learning.
- **Duration**: 1h
- **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 as photoshop, procreate, adobe sketch, Autodesk sketch, krita, clip studio paint, sketchbook and others.
    - **Other resources:** pen, paper.

Description

- **Text description**: Specifically describe my main characters, designing their dimensions in order to know if my story is moved by the character or vice versa.

Instructions

1. Socialize the ideas of characters and the stories in which they will be immersed.

2. Obtain referents of them to have concrete ideas about what they are like.

3. Describe their physical, psychological and sociological dimensions.

Expected outcomes

• Characters similar to the referents and characters known in the experience.

• Rich character backgrounds that help build the story.

• Characters that are supported by the story and must be corrected so that they have more personality and their own vigor.

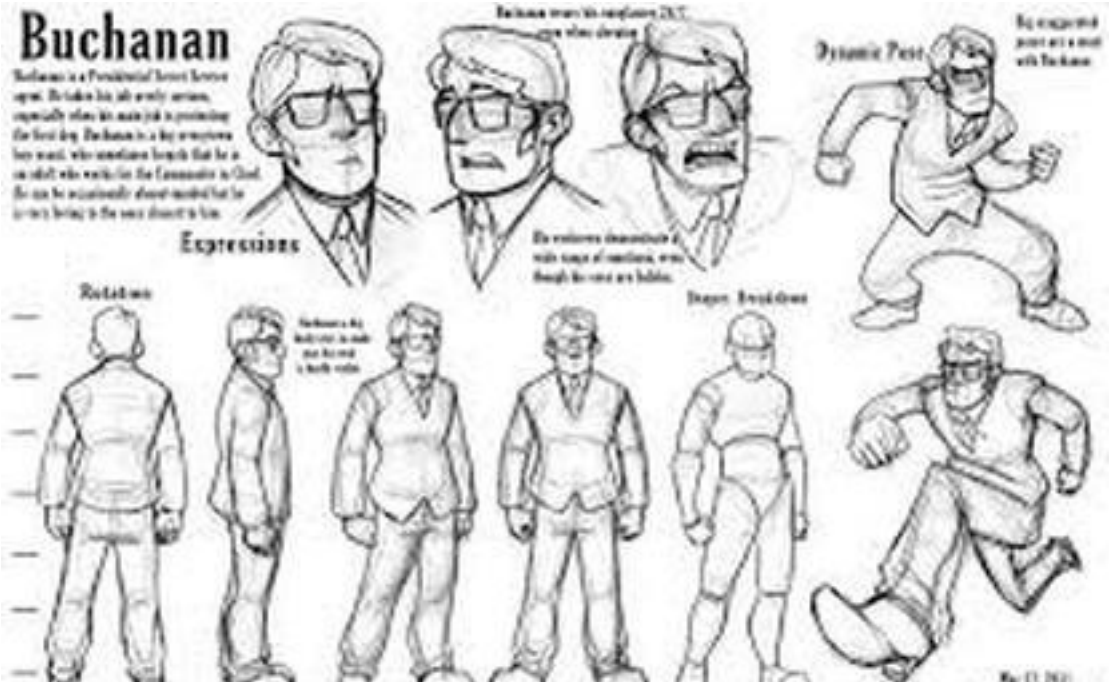
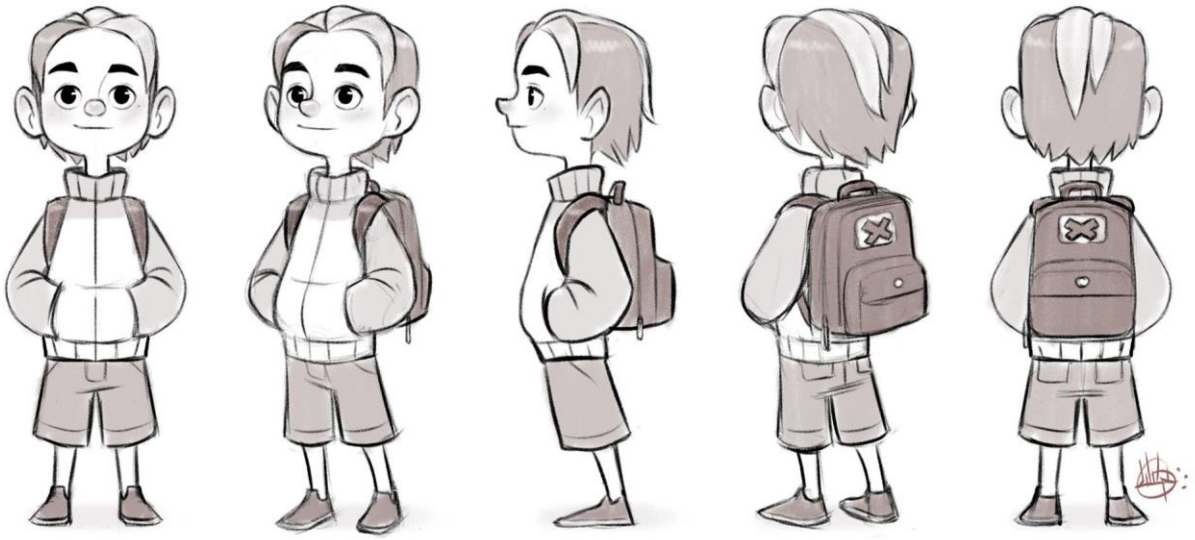
DIGICOMP (Competences developed):

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):


Buchanan
Expressions
Dynamic Pose