Character conceptualization

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Module II	Course Animation	Topic Animation as a tool	Lesson III

Activity

- **Short Description**: Conceptualization of the character following the principles of animation in design and suggests movements.

- **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, tablet.

  - **Software:** any drawing software (proposed in previous lessons.)

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

Description

- **Text description**: Conceptualize a character that meets the principles of attractiveness, arches and solid drawing
- **Illustration**:
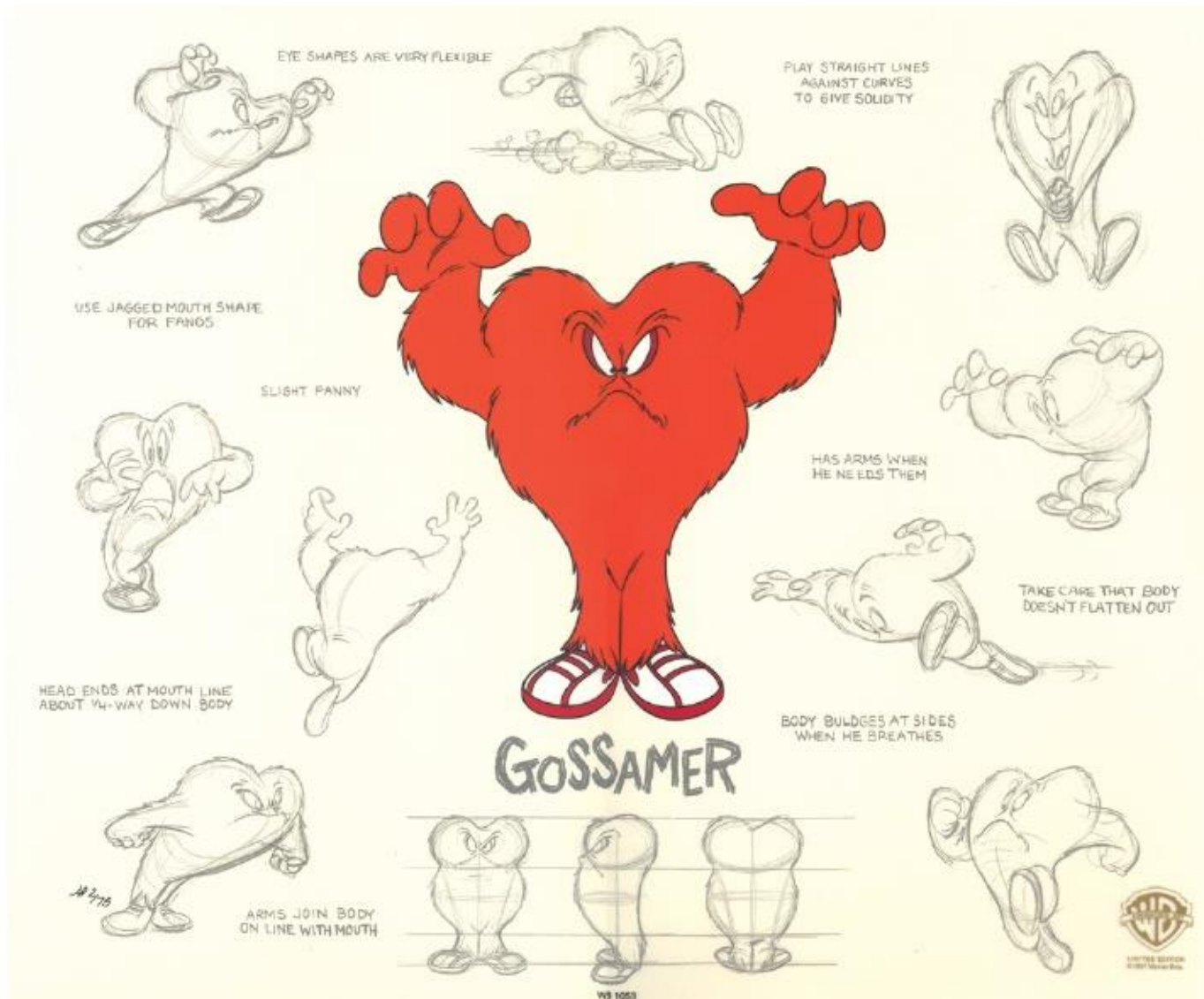
Instructions

1. Conceptualize a character on paper
2. Design character sketches
3. Verify that your character is attractive, exaggerated in its universe, unique in its universe, that its movements can pass in arcs and that it is seen in three dimensions

4. Compare it with other characters in the class and real characters.

Expected outcomes

- Apply the principles of design in animation to a clear illustration of a character.
- Find similarities in character referents.
- Locate a two-dimensional character in a three-dimensional world.

This activity can be used in other (module, course, topic, lesson): none

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

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):