

# Character analysis



Module II



Course



Topic



Lesson III

Animation Animation  
as a tool

## Activity

- **Short Description:** Each student must make a writing and sketches about an animated character that they consider important and with different movements to be analyzed, recognize its real references.
- **Methodology:** Research-based learning.
- **Duration:** 1h (depends on the content the alumni watches)
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** individual
- **Classroom / House:** Classroom/house
- **What do we need to do this activity?**
  - **Hardware:** pc or tablet.
  - **Software:** any drawing software / note software (proposed in previous lessons)
  - **Other resources:** pen, paper



## Description

- **Text description:** Make a writing and sketches about an animated character that is believed to have unusual movements
- **Illustration:** none

## Instructions

1. Choose an animation character.
2. Observe videos where the character is performing specific actions
3. Describe the movement by analyzing what or who it resembles.
4. Find the important movements in the video and draw pictures to represent them.

## Expected outcomes

- The movements of high-quality cartoons are always referenced to reality but exploiting the principle of exaggeration.
- The characters express themselves not just with words, but also with movements that end up talking about themselves.
- Drawings are sources of inspiration for characters created by oneself.

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

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

**DIGICOMP (Competences developed):** 3.1 Developing digital content; 5.3 Creatively using digital technologies.  
**ENTRECOMP (Competences developed):** 1.2 Creativity.

