



Learning from Home
Term 4, Weeks 2 and 3

Key Learning Area: Industrial Technology: Multimedia

Year Group: 9

Student Name: _____

Please Circle Your Team:

1	2	3	4	5	6	7	8	9
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<p>Work Overview and Instructions</p> <p>Character Design:</p> <ol style="list-style-type: none">1. Page 1: Existing characters – Draw and describe your favourite animated character.2. Page 2: Describe your own character and complete the quick draw of initial ideas.3. Page 3: Design and draw your final character.4. Page 4: Design and draw two possible scenes that would suit your character <p>NOTE: You have 5 lessons over weeks 2 & 3 to complete the work.</p>	<p>Learning Intentions</p> <p>Students will:</p> <ul style="list-style-type: none">• apply design principles in the development of projects• use hand tools, equipment, and processes to produce quality projects• apply a range of suitable communication techniques in the development and presentation of ideas.
<p>Assessment Overview <i>(If required)</i></p> <p>Remote learning work packs from terms 3 & 4 will be for Semester 2 assessment in Multimedia.</p>	<p>Feedback Instructions</p> <p>Please attempt to submit via google classroom. You can photograph your work to submit online for marking via the google classroom app.</p> <p><i>Alternatively</i></p> <p>Please return your completed worksheet and project work to the school.</p>

Student Feedback

CHARACTER DESIGN



You are required to plan and design a character for an animation or video game. Once we return to face to face learning, we may use graphic and animation software to bring your design into digital life.

PART ONE: EXISTING CHARACTERS

Complete the table and questions below for your favourite existing animated character.

Name:
Draw or insert an image of the character.

1. Describe the character's personality and interests.

2. What physical characteristics do you like about this character Eg. Body shape, eyes, nose, head etc?

Explain why.

PART TWO: DEVELOPING YOUR OWN CHARACTER

Answer the following questions about your own character for an animation or game. Remember a character does not have to be a human. Consider shapes, animals, objects, robots – use your imagination.

1. What is your character's name? _____

2. What are your character's favourite things?

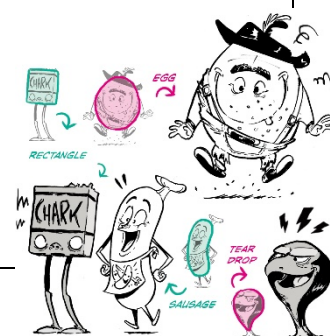
3. Where is your character from?

(eg. certain town, country, space, the garden, the ocean – be creative)

4. How does your character act around other people?

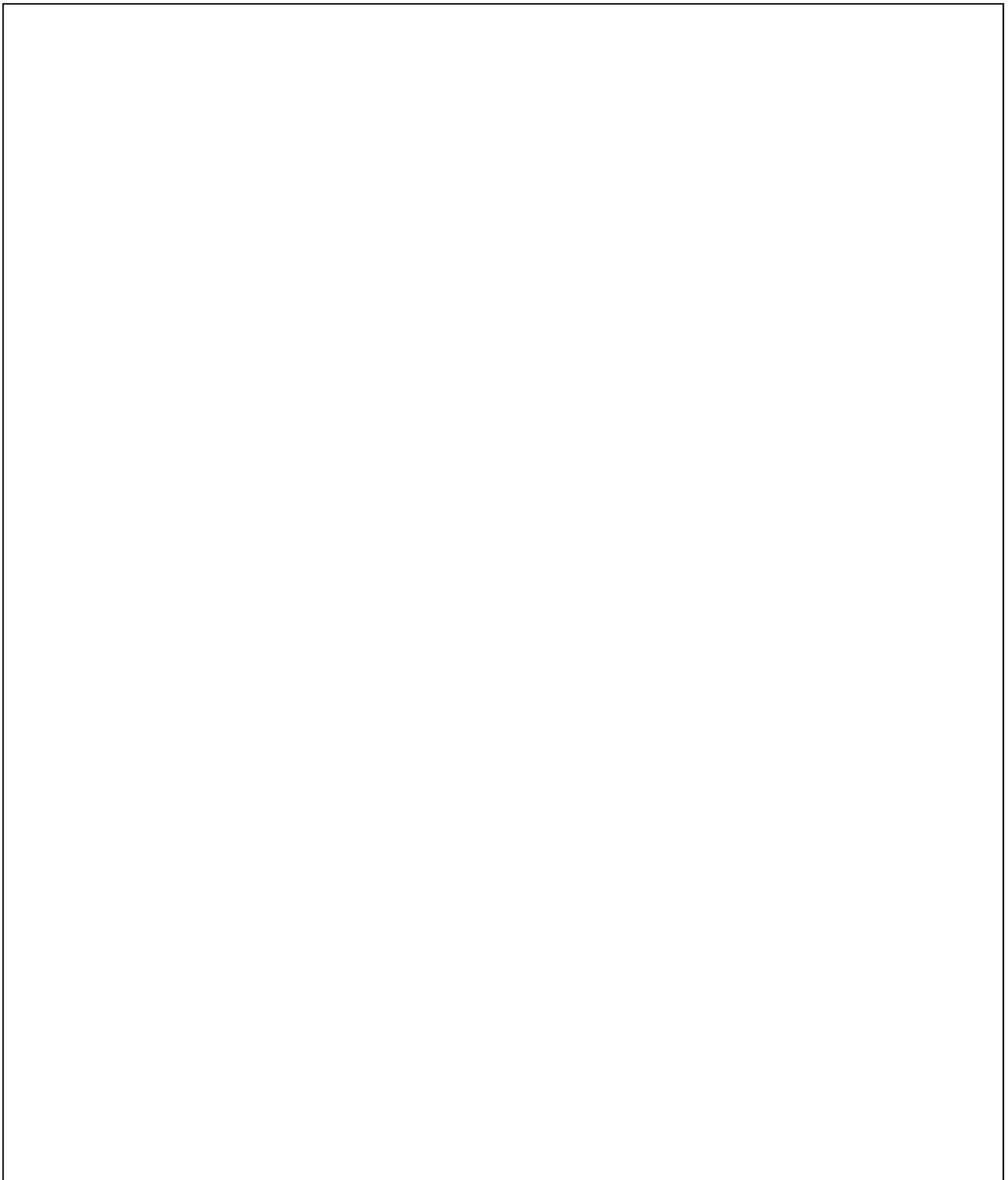
5. What does your character like to do?


QUICK DRAW – Make 4 or 5 quick mini sketches in this box of your initial character ideas. Remember characters do not have to be complex. They can be developed using simple lines and shapes.



FINAL DESIGN

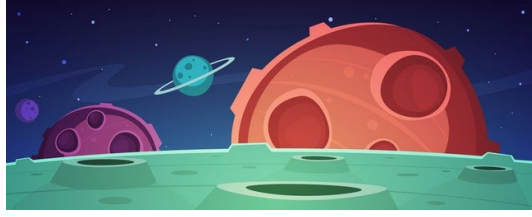
Draw a final sketch of your character. Start by using lead pencil and add colour to add detail to your design. Try and make the character sketch communicate the descriptions you completed on page 2.



Rate your final drawing out of 5: 

BACKGROUND SCENE

Draw two different background scene that would fit with your character. Use colour to help communicate the aesthetics of the setting.



SCENE ONE

SCENE TWO:

Which scene do you feel best suits your character? Explain why.
