

Department of Education REGION III

SCHOOLS DIVISION OFFICE OF NUEVA ECIJA

SPECIAL PROGRAM IN ICT 8 FREEHAND DESIGN 8

Second Quarter, Week 1

Name of Learn	ner:	
Grade Level /Se	ection:	Date:

Clean-up requirements for Cartoon – simple and Types of model sheets

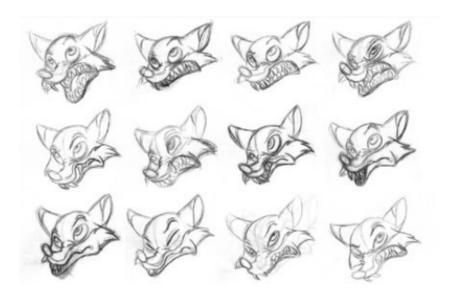
BACKGROUND INFORMATION FOR LEARNERS

Cartoons do not need to be realistic, so anyone and anything can be a part of your cartoon.

Once you have completed your character, you must consider the types of actions that are appropriate for it. The movements of the character convey a message to the view about its actions and intended actions. One way to do this is by using the line of action that is the basis of rhythm, simplicity, and directness.

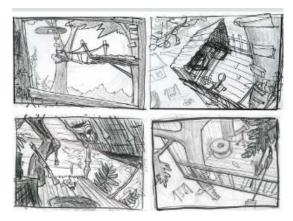
KEY ANIMATION

These are poses drawn by the animator representing the action and narrative required they their scene/ sequence.



Layout

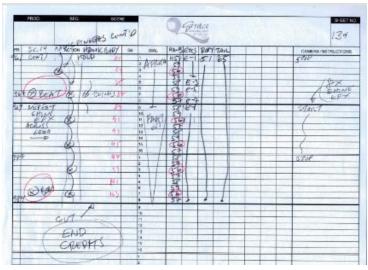
It is a guide to the positions of the elements in the scene and their size relationship to each other and to the location of the scene.





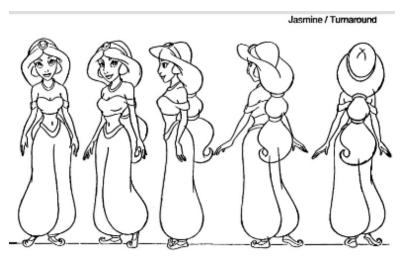
Exposure Sheet

It is a chart that shows frame by frame of all drawings of every animated scene.



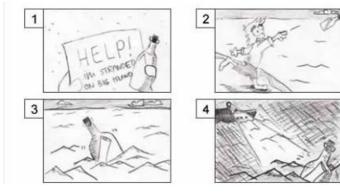
MODEL SHEET (turn arounds, expressions, mouths, charts)

It is a reference sheet of an animator that shows how a character is constructed and how they would pose.



Storyboard

It is a visual narrative of the script in the form of thumbnail drawings that shows the different scenes organized in a sequence of panels.



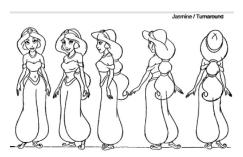




Collecting all relevant model sheets

Character Model

Final reference of the construction, proportion unique details of any given character.



and

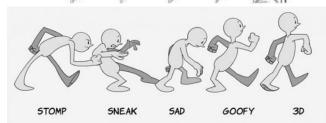
Character Expressions

Shows the local expressions that represent emotions of the character.



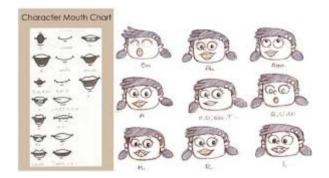
Character Attitudes

Shows the different behaviours, moods and attitudes of the character.



Mouth Charts

Shows the breakdowns of the mouth movement into at least 8 different mouths.



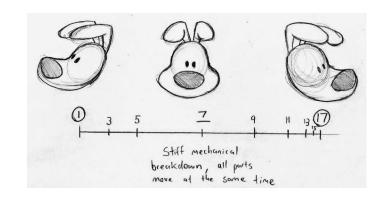
Turn Arounds

All the different views of a character. It is used as reference in a modelling character during the animation process.



Action Breakdown

A rough sketch at the center mark of in-betweens provided by the animator for the use of the in-betweener.



LEARNING COMPETENCY

Identify requirements for cleaned up-drawings in actual scene folder (cartoon simple)

ACTIVITIES



Directions: Use the given pattern below and draw the sequence of eyes that are about to fall asleep.





ACTIVITY 2

REFLECTION:

What is the importance of clean – up requirements for drawing cartoons?

REFERENCES

https://prezi.com/c3py-saqh43f/requirements-for-clean-up-drawings/reusable license by Fhem Sigua, July 14, 2017

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