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## T3W3-5 • CHARACTER DESIGNER • CA2 MANIPULATION ASSIGNMENT

NAME: \_\_\_\_\_ (\_\_\_) CLASS: SEC 2\_\_\_



# Concept Sketch

### **REMEMBER**

#### **BEFORE SIGNING OUT:**

1. Ensure you save a copy of your work to iPad / Padlet
2. Ensure all files are uploaded to Adobe Cloud

#### **AFTER SIGNING OUT:**

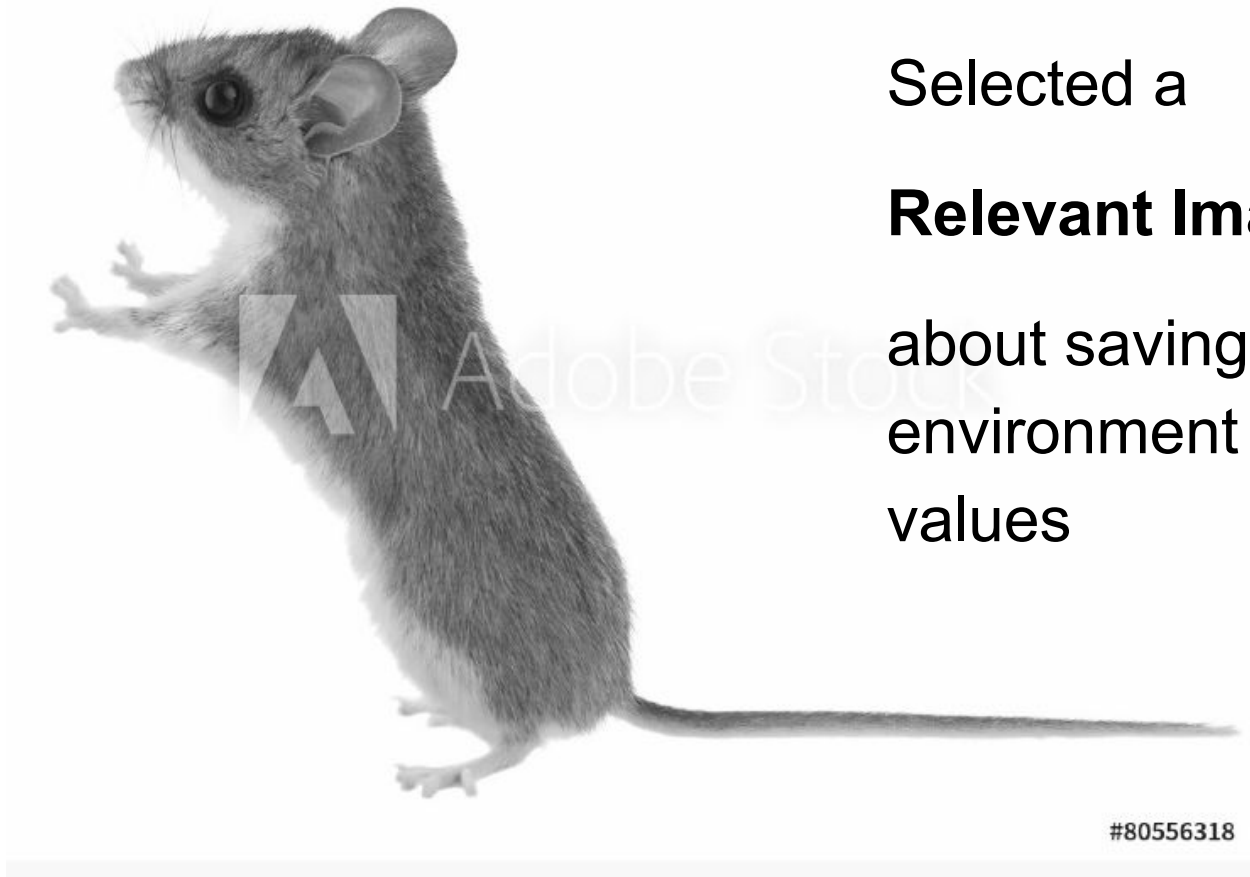
1. Return iPad to original slot neatly
2. Return stylus to your teacher

## Digital Tracing Feedback:

1. Check that your **brush size is 0.5 to 3.0**.
2. **Clean up** crooked lines.
3. **Add missing details** like claws, wrinkles in the animal's skin, etc.
4. To **fill a shape**, press and hold. Do not shade the shape manually.
5. Ensure that your **canvas size is A3** and your drawing fits the canvas.

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## What we have done so far:



Selected a

**Relevant Image**

about saving the  
environment & R3ICH  
values

4

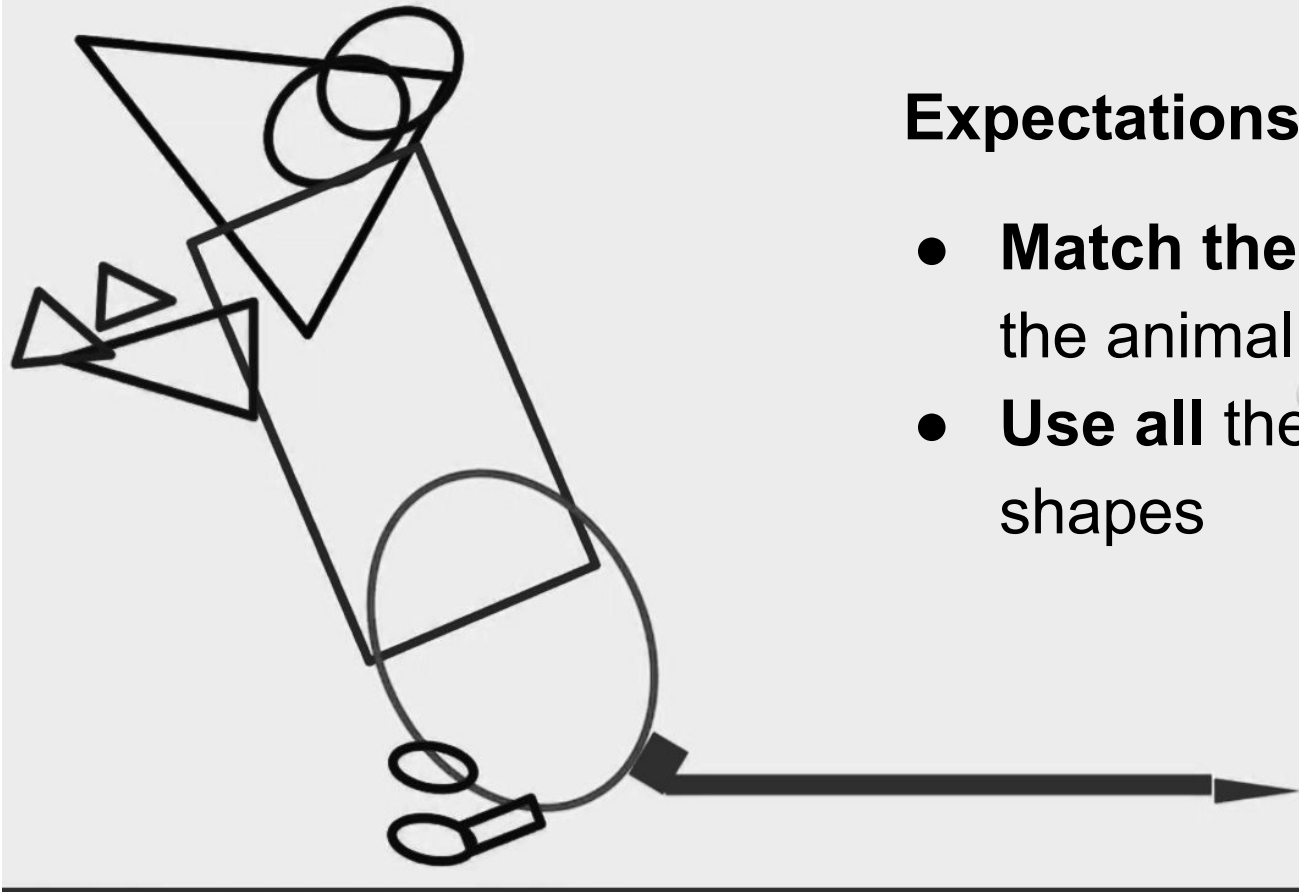
# Digital Tracing Project CA2 30%



Traced a **CLEAR, DETAILED** and **RELEVANT** image

\* Colouring is **optional**

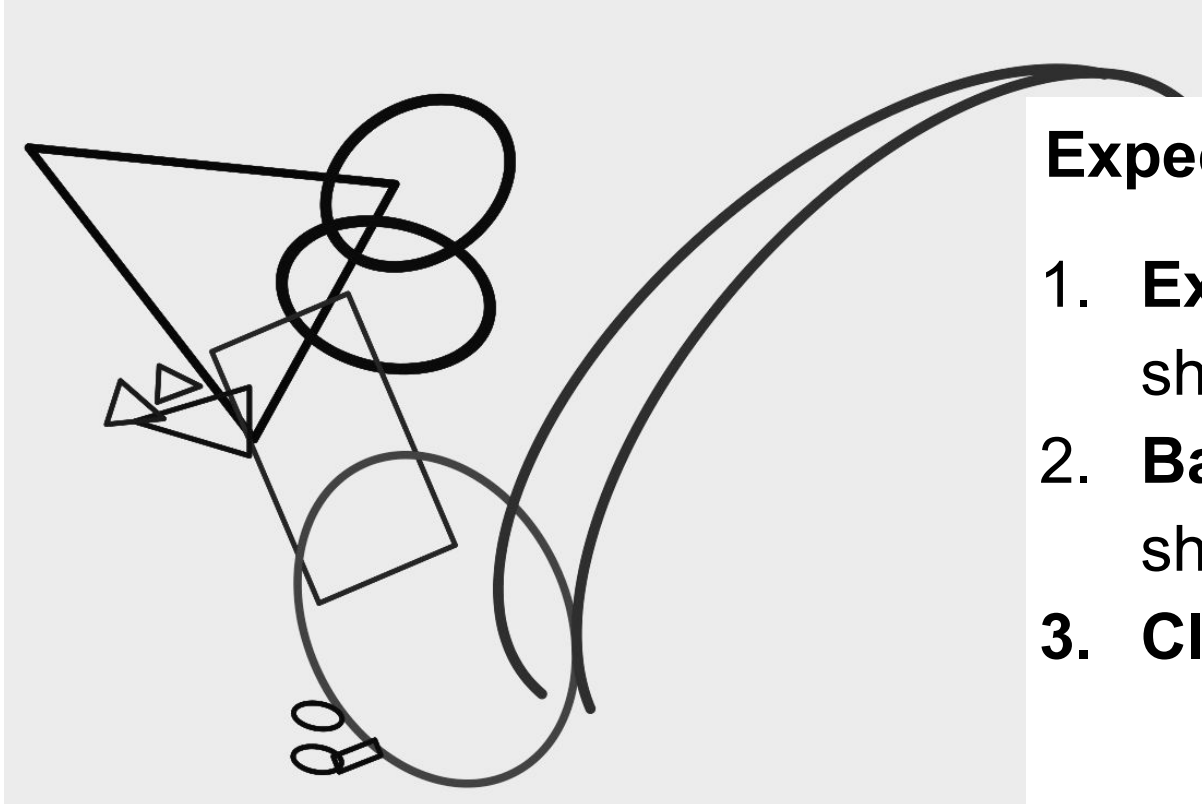
# Manipulation Project CA2 40% PART 1



## Expectations

- **Match the shape** of the animal closely
- **Use all** the basic shapes

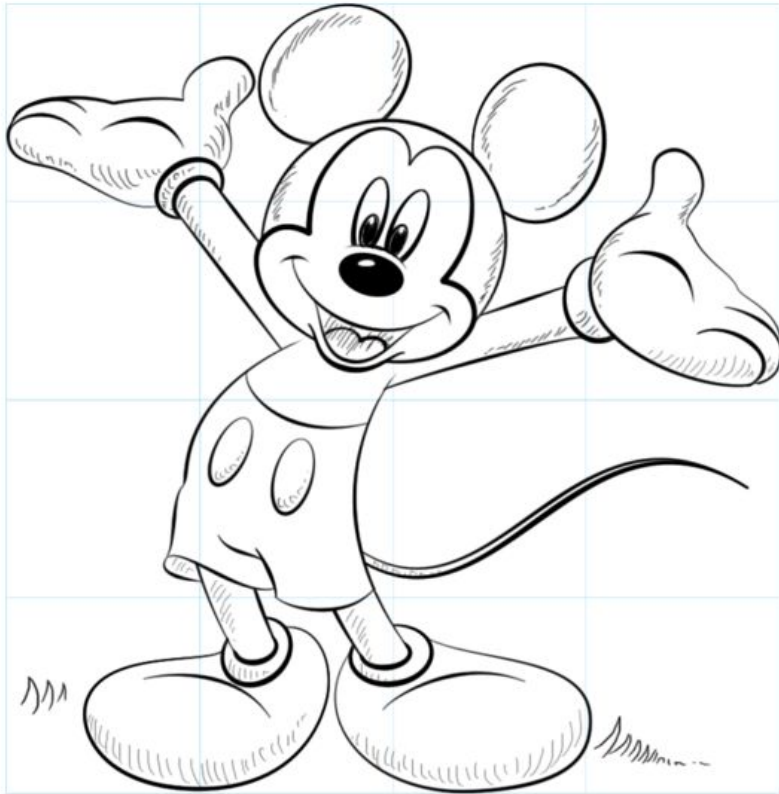
# Manipulation Project CA2 40% PART 2



## Expectations

1. **Exaggerate** some shapes
2. **Balance** the overall shape
3. **Clear** drawing

# Manipulation Project CA2 40% PART 3



## Expectations

1. **Combine** the shapes
2. Draw the **details** - facial expressions, clothes, etc.

# Colouring Project CA2 30%

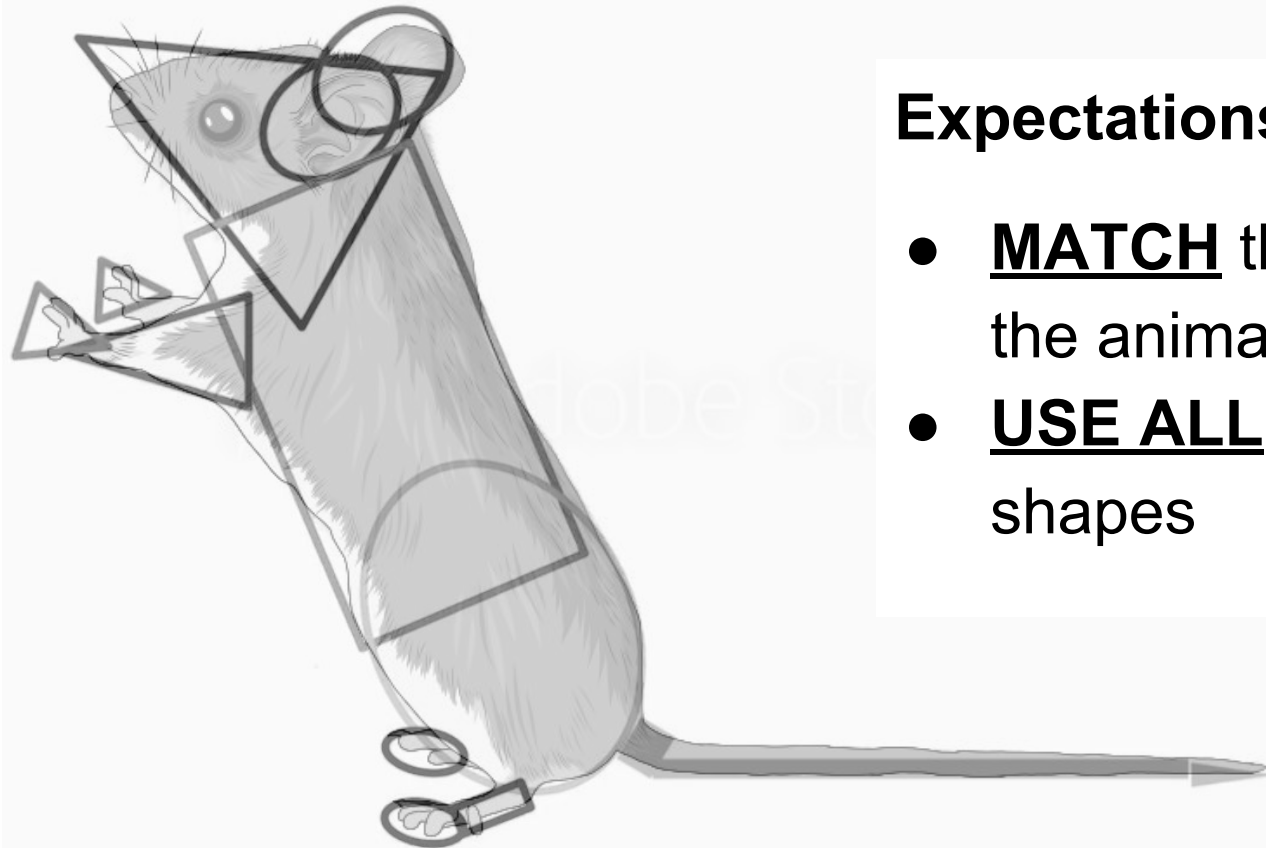


## Expectations

1. **Colour** entire character
2. Include **tonal values**
3. Shade **details**
4. Use **relevant** colours



# TODAY: DRAW BASIC SHAPES



## Expectations

- **MATCH** the shape of the animal closely
- **USE ALL** the basic shapes

# 10 PART I: Draw Basic Shapes

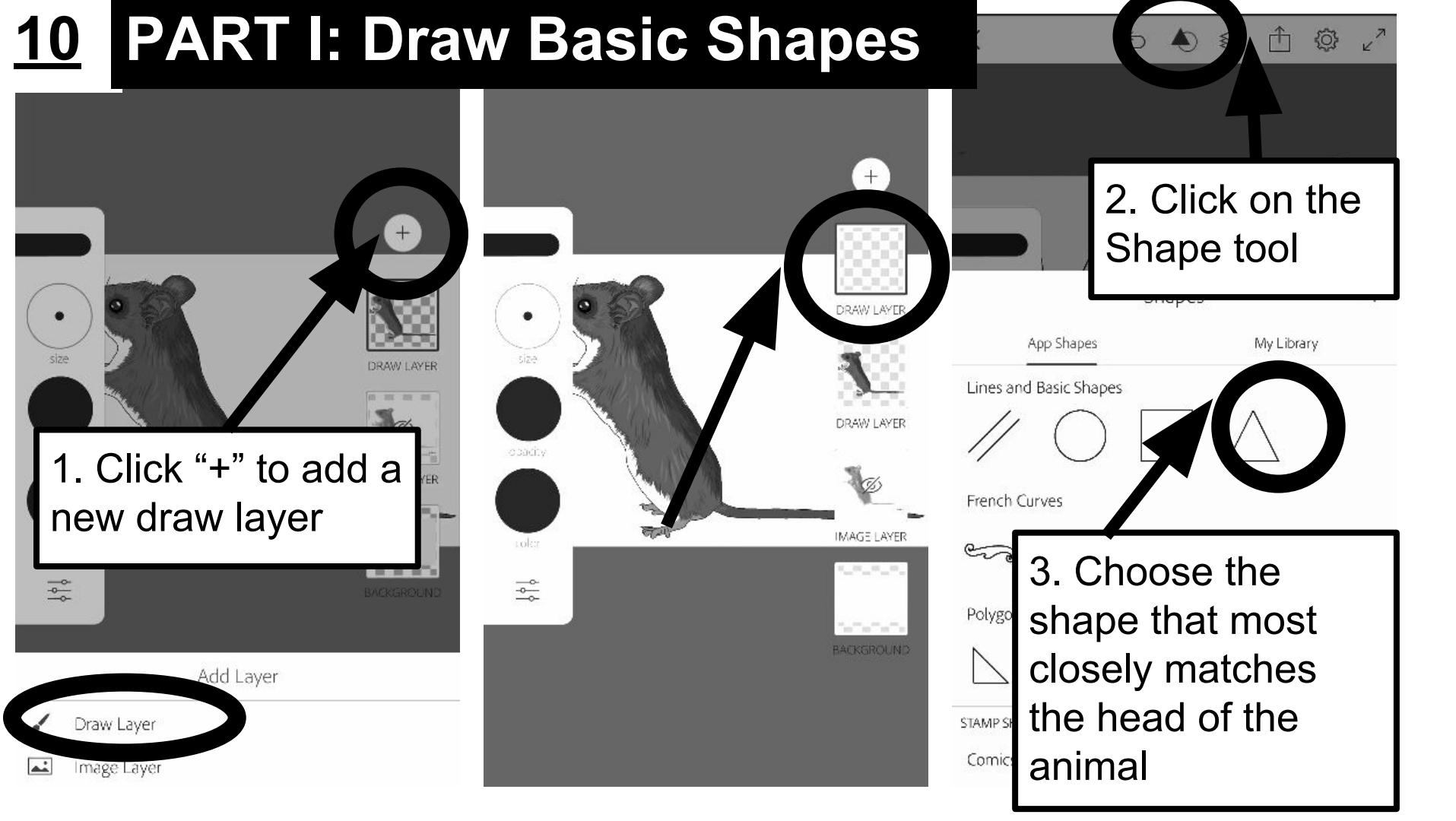
1. Click "+" to add a new draw layer

Draw Layer

Image Layer

2. Click on the Shape tool

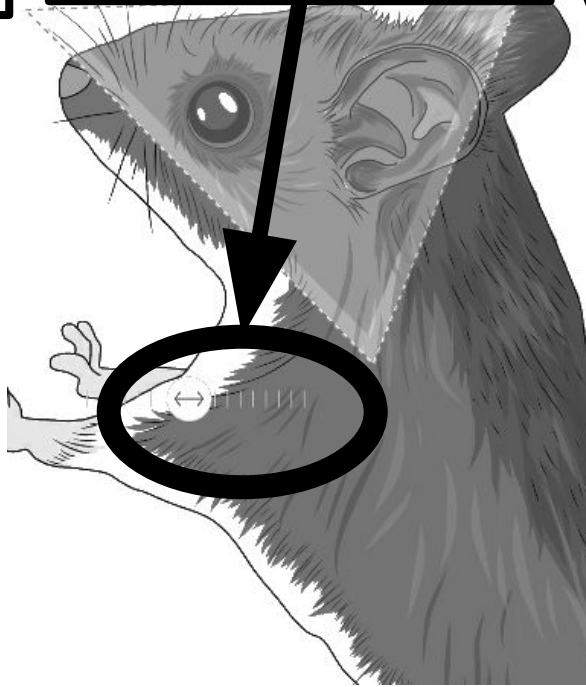
3. Choose the shape that most closely matches the head of the animal



3. Use two fingers to move or change the size of the shape



4. Use this tool to adjust the shape further to match your animal's head.

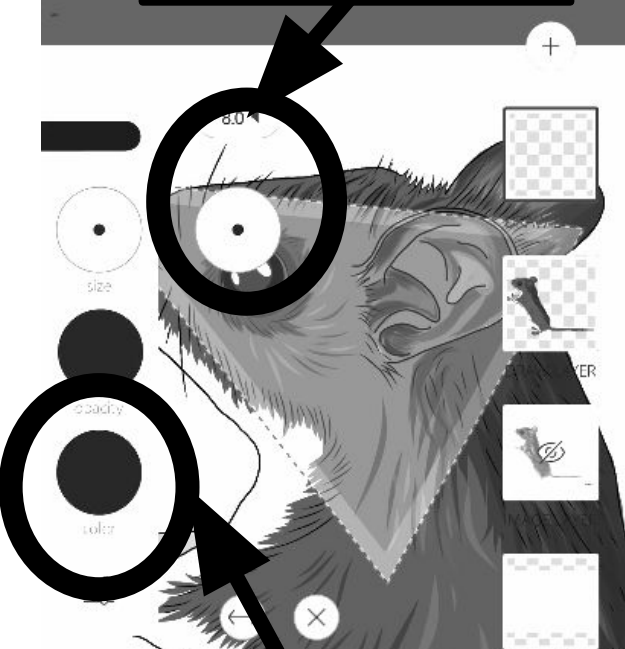


5. Select the round brush.

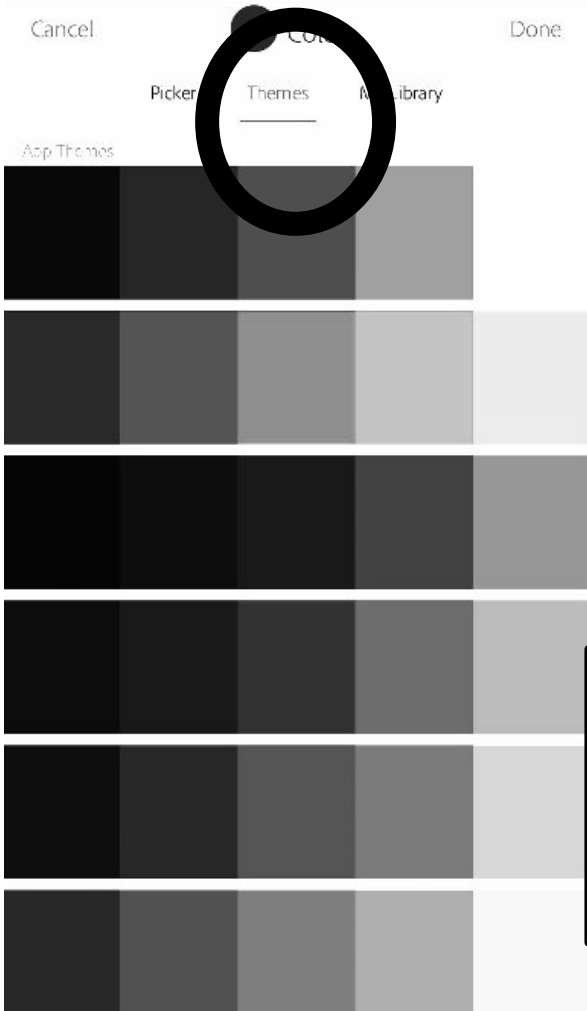


# 12

6. Adjust brush size to 8.0



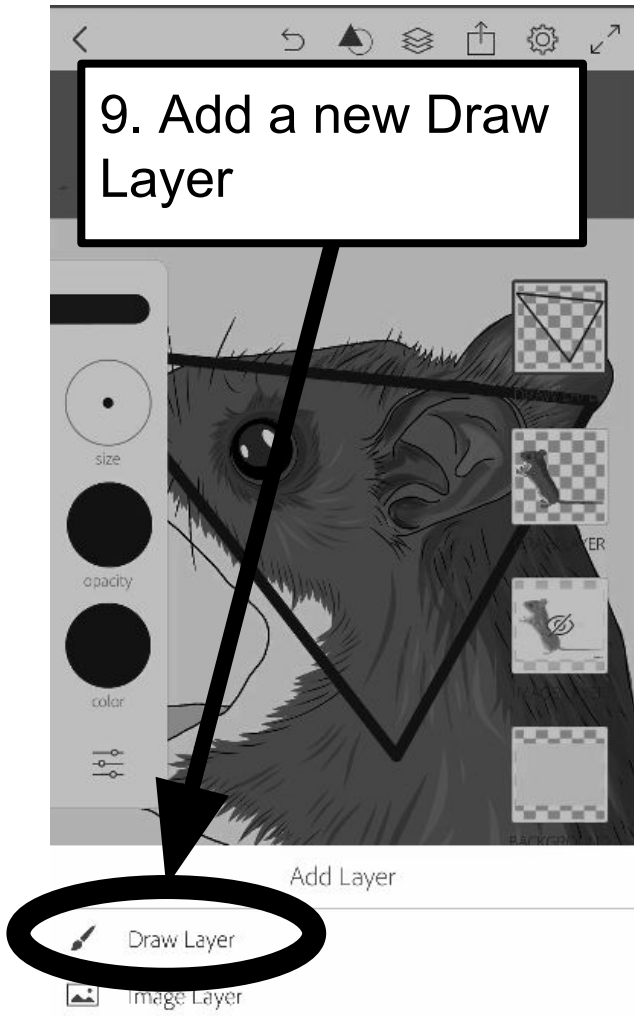
7. Change the colour to a bright colour



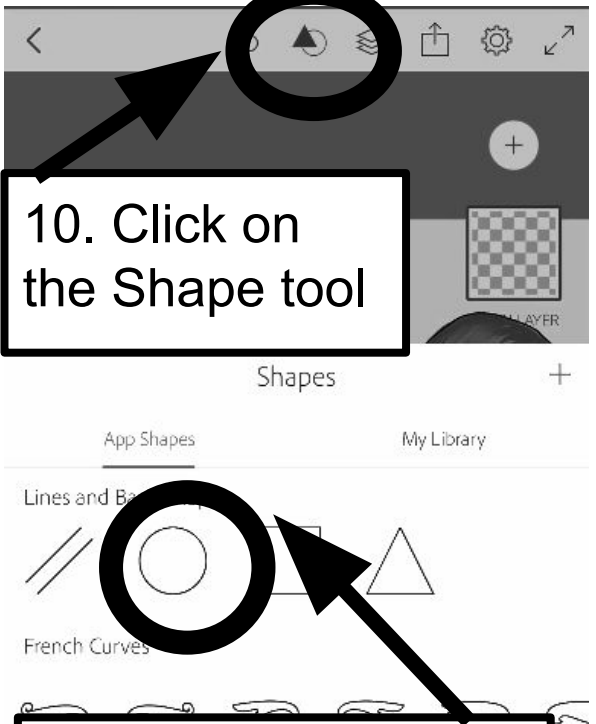
8. Use the round brush to draw your shape using the guide.

# 13

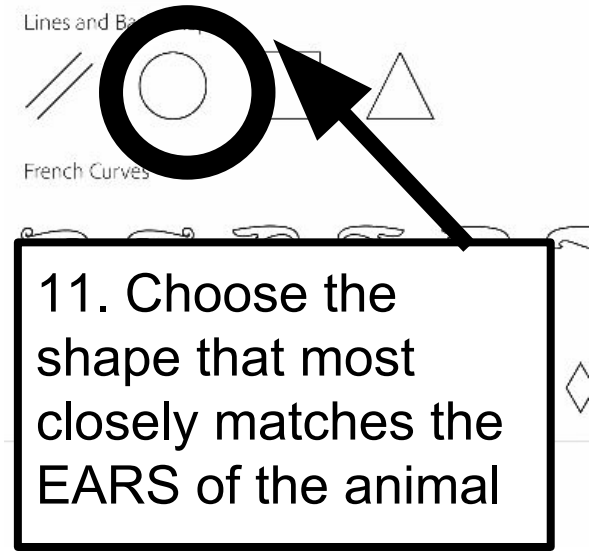
9. Add a new Draw Layer



10. Click on the Shape tool



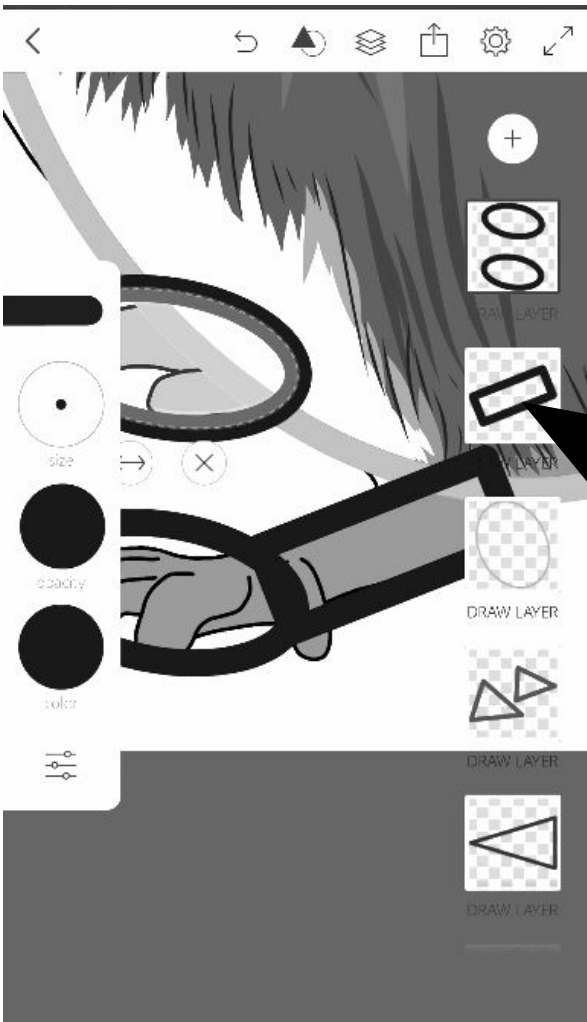
11. Choose the shape that most closely matches the EARS of the animal



12. Draw the next part of the animal.  
13. Repeat step 1-8 to draw other parts of the animal.



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\*Remember to always draw a new part in a NEW LAYER.

Each shape is a different colour.

As you keep drawing shapes, you will have many layers with different shapes.

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## Checklist

- 1. I have **finished** my **Digital Tracing** assignment.
- 2. I have **traced** a **clear** image.
- 3. I have **traced** a **detailed** image.
- 4. I have **watched the Drawing using Basic Shapes video** on Weebly
- 5. I have **started drawing Basic Shapes** on top of my Digital Tracing.
- 6. **Each** of my Basic Shapes is in a **new Draw Layer and colour**.
- 7. My Basic Shapes **follow** the image **closely**.
- 8. I have **used all 3** Basic Shapes.
- 9. I have **completed my Basic Shapes drawing**.
- 10. I have **watched the Exaggeration video** on Weebly.

