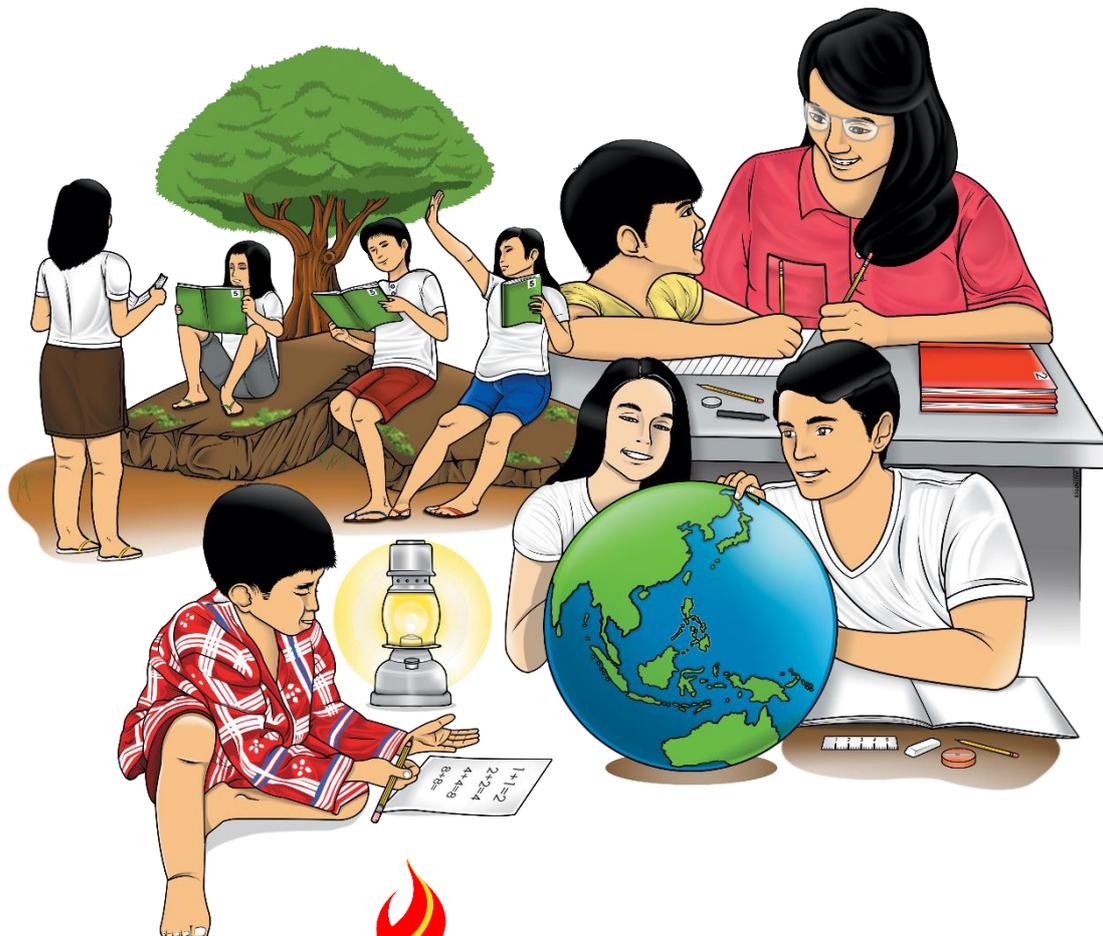**6**

MAPEH - Arts
Quarter 1 – Module 10:
Utilizes Art Skills (Software and Hardware) in Cartoon Character Making

MAPEH - Arts
Alternative Delivery Mode
Quarter 1 – Module 10: Utilizes Art Skills (Software and Hardware) in Cartoon Character Making
First Edition, 2020

6

MAPEH - Arts
Quarter 1 – Module 10:
Utilizes Art Skills (Software and Hardware) in Cartoon Character Making

Introductory Message

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests. And read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.

What I Need to Know

This module was designed and written with you in mind. It is here to help you master how to utilize art skills in using new technologies (hardware and software) in cartoon character making. The scope of this module permits it to be used in many different learning situations. The language used recognizes the diverse vocabulary level of pupils. The lessons are arranged to follow the standard sequence of the course. But the order in which you read them can be changed to correspond with the module you are now using.

The module aims that a learner utilizes Art Skills (hardware and software) in cartoon character making (A6PR-IVg) and is divided into three lessons, namely:

- Lesson 1 – Art Skills vs Hardware Tools and Computer Software
- Lesson 2 – Common Cartoon Character Making Software Applications
- Lesson 3 – Getting Started with Software Applications

After going through this module, you are expected to:

1. familiarize or acquaint yourself in hardware tools and computer software;
2. learn how to manipulate and follow steps in using hardware tools and computer software applications; and
3. make an artwork using any computer software.

What I Know

Identify if the following are Hardware Tools by writing HT and SA for Software Applications. Use a separate sheet of paper for your answers.

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.
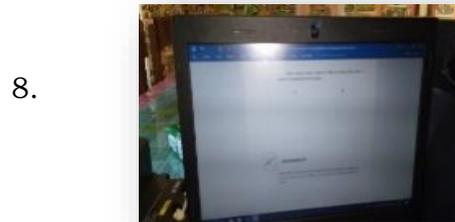
Lesson	Art Skills vs Computer Software and Hardware Tools
1	

In this lesson, you can learn many things about Art Skills, Software and hardware. These things had been discussed in the past lessons, but we need to deepen our understanding about this.

What's In

Arrange the following steps in making a cartoon character. Write the corresponding 1 - 5 on the box before the steps.

☐ Add a head

☐ Practice drawing a box, a sphere, and a cylinder

☐ Master the flour neck

☐ Stretch them, bend, and twist them

☐ Add limbs

Notes to the Teacher

The teacher will provide pictures as examples so that the learner can easily understand what is being discussed in this module. He/she should also monitor closely the progress of the child. It is strongly advised that there will be a once a week interaction between the teacher and the learner.

What's New

Look at the two pictures.

Illustration by Gerry Almanon
Unpublished, reproduced with permission
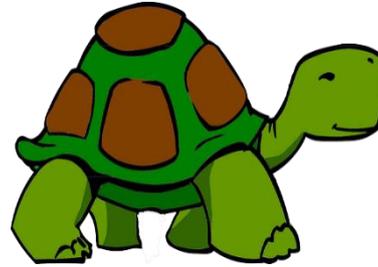
Illustration from Green-Free Vector
graphic on Pixabay

1   2

- ✓ What can you say about these pictures?
- ✓ Can you identify what picture was done by the use of hardware tools and what is by digital?
- ✓ Are you interested to make one like these?
- ✓ Ask yourself if you have the skills.

What is It

Art Skills

Artistic ability includes skills and talent to create fine works of art: painting, drawing, sculpting, musical composition, etc. Creativity ability is the skill and talent to use our imagination to create and solve. A better artist is creative. Art skills can be applied thru drawing by hand and digital or using computer (hardware or software).

What is a Hardware?

Computer hardware includes the physical, tangible parts or components of a computer, such as the cabinet, central processing unit, monitor, keyboard, computer data storage, graphics card, sound card, speakers, scanners, printers, mouse, and motherboard.

Pencils, Crayons, canvas, brushes, pens and papers are also hardware tools used in art.

What is a Software?

Software is a collection of instructions that enable the user to interact with a computer, it's hardware, or perform tasks. Without software, most computers would be useless.

CO_Q1_Arts6_Module10

Computer software that are of help in drawing, designing, and editing of pictures and illustrations are the following:

✓ MS Paint
✓ GIMP
✓ Adobe Photoshop
✓ Inkscape
✓ Powerpoint
✓ Publisher
✓ Photo editor
✓ Others
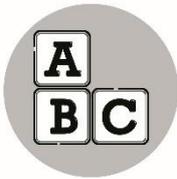
What's More

Identify the following by writing HARDWARE or SOFTWARE on a separate sheet of paper.

1.

2.

3.

4.

5.

What I Have Learned

✓ Software is a collection of instructions that enable the user to interact with a computer, it's hardware, or perform tasks. Without software, most computers would be useless.
✓ Hardware includes the physical, tangible parts or components of a computer, such as the cabinet, central processing unit, monitor, keyboard, computer data storage, graphics card, sound card, speakers, scanners, printers, mouse and motherboard.
✓ Other hardware tools are pencils, crayons, brushes, papers, canvas, boards and others.
✓ Artistic ability includes skills and talent to create fine works of art: painting, drawing, sculpting, musical composition, and acting.

What I Can Do

Try to answer the following questions.

✓ What is an Art Skill?
✓ What is a Software? Give examples.
✓ What is a Hardware? Give some examples.

Assessment

Read the sentences comprehensively. Write YES if the statement is right and NO if not. Use another sheet of paper for your answer.

1. A mouse of a computer is an example of Hardware.
2. Painting belongs to Software.
3. Sculpture or sculpting is an Art skill.
4. Composing music is a software.
5. Photoshop editor is a software.

Additional Activities

Discover software that could be of help for making art works.

What I Know

Match the icon in column A with the correct application name in column B. Write the correct letter of your answer on a separate sheet of paper.

Column A	**Column B**

1.

    A. Synfig Studio

2.

    B. Inkscape

3.

    C. Pencil

4.

    D. Tupi

5.

    E. Cartoonize

6.

    F. Scratch

7.

    G. Wooz World

8.

    H. WeeWorld

Lesson 2

Common Cartoon Character Making Software Applications

In this lesson, you can learn many things about common cartoon character making software applications. The last lesson introduces you to the definition of art skill, computer software and hardware tools. Here, you will focus your attention on what software applications were suitable in making cartoon characters. This will help you appreciate more and enhance your hidden talent.

What's In

Read the following sentences carefully. Write check (✔) if the statement is correct and an **X** if it is wrong. Write your answer in a separate sheet of paper.

1. A mouse of a computer is an example of software.
2. Painting belongs to art skill.
3. Sculpture or sculpting is a software.
4. Composing music is an art skill.
5. Photoshop editor is a software.

Notes to the Teacher

The teacher will provide pictures as examples so that the learner can easily understand what is being discussed in this module. He/she should also monitor closely the progress of the child. It is strongly advised that there will be a once a week interaction between the teacher and the learner.
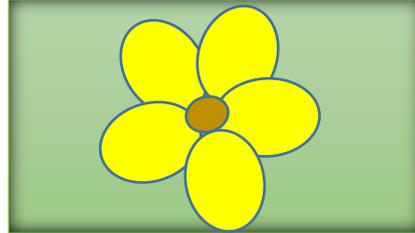
What's New

Try to analyze the two given pictures. Where is an original photo? Where is a cartoonize photo?

A	**B**

✓ How can you differentiate a cartoonize picture from an original one?

What is It

Top Thirteen (13) Cartoon Making Software Programs
https://blog.udemy.com/cartoon-making-software/

Cartoons (animated or not) aroused the interest of young and old today. Children love to sketch or draw their favorite cartoon character or even buying them in stuffed toys form.

Here are some common Cartoon Making Software Programs that can develop your skills in creating your own cartoon character.

1. **Inkscape**

This is a free software program that has imaging editing and creating abilities similar to Adobe Illustrator. It is an open software that will run on a variety of programs, such as windows, Mac and Linux. Here are some features that Inkscape provides:

- Create logos and other forms of artwork from scratch.
- It can draw cartoons and artwork for animation use.
- It will convert bitmap images into vector images.
- Can be used to design websites and interface mockups in a quick and timely manner.

2. **Pencil**

If you are looking for a free and easy to use cartoon making software program, Pencil might be a good program to start off with. It is an open source 2D cartoon animation and drawing program. It will run on Windows, Mac and Linux and provide you with the following tools:

- Import background images from a file and draw backgrounds for a picture.
- Use multiple layers to create cartoons and other animated objects.
- Draw each of its frames manually or apply copy and paste to create images.
- It will export your cartoon animation in FLV format or in individual images for each frame.
- You can easily add sound to your cartoon animation.

3. **Tupi**

A free 2D cartoon and animation drawing program that is limited to Linux processing systems. It is a lot like pencil and can do everything that pencil can do as well as:

- Use a variety of common video formats to export animations.
- It can "tween" objects from one another. This allows users to not have to manually draw each frame.
- Use and work with vector images.

4. **Scratch**

This is an educational cartoon making software produced by MIT, and can be used to create fun and basic animations and cartoons. Scratch is open source and will run on windows, Mac and Linux. It will help you do the following things:

- Create cartoons and animations by drawing sprites and triggers that can make the sprites move and change.
- Develop interactive games by using dropping and dragging commands to build a code.
- You can share your Scratch creations online with the other Scratch users.

5. **SynfigStudio**

A 2D animation and drawing program for more advanced cartoon and animation making. It is an open source platform and is compatible with Windows, Mac and Linux. If you are just starting out with cartoon making, you might want to stick to some of the simpler programs above. This particular cartoon making software has a steep learning curve and will enable you to work with vector images.

6. **WeeWorld**

A free cartoon making website that will allow you t create a cartoon that you can share online. It gives you the chance to explore and expand your knowledge with thoughtful game play applications from charitable campaigns to drug awareness programs.

7. **Manga Avatar Face Maker**

A popular website that allows you to create a cartoon character of yourself using an Avatar face Maker. This program allows you to select your specific eyes, hair, lips and mouth to create the ideal cartoon character for you.

8. **Custom Anime**

This is a great place to create a very specific cartoon character for yourself that focuses not only on your face but your entire body as well. You will be in charge of the dress of your character and any accessories you might find handy.

9. **Cartoon Pho.to.**

With this, you can take any picture that you want and cartoon it. You can cartoon your face into different emotions, and also cartoon still life photos.

10. **Wooz World**

A great and safe online place for kids to dive into a virtual world. There are no downloads required and you can play entirely online. It will enable you to cartoon yourself and play in an alternate cartoon world.

11. **Build Your Wild Self**

This is a fun and interactive website where you can create a cartoon character of yourself using different wild and imaginative body parts. For instance, you can add the wings of a dragon onto your body for a cool and fun effect. Basically, you are combining body parts from various wild animals with that of a human for fun and imaginative take on the cartooning process.

12. **OSOQ**

This is a very easy and fun place to create a cartoon character online that requires almost a little to no effort. It is a basic and fun photo avatar editor.

13. **Cartoonize**

Another website that will allow you to cartoon your face, Cartoonize provides a simple solution to creating a cartoon of your photo. The site will easily allow you to upload a photo directly from your computer and alter it and apply effects as you wish.
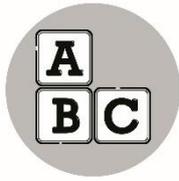
What's More

Using any of the given software application and website, try to make a cartoon out of your own photo. The rubric below will determine your rating.

Category	Very Good Artist	Developing Artist	Beginning Artist
	8 - 10	5 -7	0 - 4
Material Application & Techniques	Demonstrates qualities & characteristics of various media techniques & processes.	Demonstrates some qualities & characteristics of various media techniques & processes.	Lacks demonstration of qualities & characteristics of various media techniques & processes.
	8 - 10	5 -7	0 - 4
Understanding of Content	Insight and depth of content understanding are evident.	Some depth of content understanding is evident.	Lacks content understanding and is clearly a work in progress.
	8 - 10	5 -7	0 - 4
Completion	Most of the steps are completed to the best of student ability.	Some of the steps are completed but needs finishing touches.	Artwork appears to be a work in progress.
	8 - 10	5 -7	0 - 4
Tool/ Material Responsibility	Demonstrates respectful use of tools and materials.	Demonstrates some respect for art tools and materials.	Demonstrates little or no respect for the art tools and materials.
	8 - 10	5 -7	0 - 4
Craftsmanship	Artwork reflects deliberate control having good craftsmanship.	Artwork reflects adequate control and having some craftsmanship.	Artwork appears to be a work in progress with little or no control of craftsmanship.
	8 - 10	5 -7	0 – 4
Creative process	Expresses original idea and insightful perspectives with an appropriate amount of details.	Expresses original ideas but has few details.	Lacks original idea and has few details.

A Handy Rubric for Art Teachers – Educational Technology
https://i.pinimg.com/originals/e4/78/19/e47819bef0f9692588ca6546f5612867.jpg

What I Have Learned

The top thirteen (13) Cartoon making Software Programs that can help us create cartoon characters even ourselves.

- ✓ Inkscape
- ✓ Pencil
- ✓ Tupi
- ✓ Scratch
- ✓ Synfig Studio
- ✓ WeeWorld
- ✓ Manga Avatar Face Maker
- ✓ Custom Anime
- ✓ Cartoon Pho.to.
- ✓ Wooz World
- ✓ Build Your Wild Self
- ✓ OSOQ
- ✓ Cartoonize

What I Can Do

Using Inkscape application software, draw any artwork that you wish. Print it in a clean bond paper and submit next meeting. Your work will be rated by this rubric below.

Points	1	2	3	4
Elements of Design	The student did the minimum or the artwork was never completed	The student did the assignment in a satisfactory manner, but lack of planning was evident.	The artwork shows that the student applied the principles discussed in class adequately.	The artwork shows that the student applied the principles discussed in class in unique manner.
Creativity	The piece shows little or no evidence of original thought.	The student's work lacked sincere originality.	The student work demonstrates originality.	The student work demonstrates a unique level of originality.
Effort	The student did not finish the work in a satisfactory manner.	The student finished the project, but it lacks finishing touches or can be improved upon with little effort.	The student completed the project in an above average manner, yet more could have been done.	The students gave an effort far beyond the requirements of the project.

Skill	The student showed poor craftsmanship or lack of understanding.	The student showed average craftsmanship and understanding.	The student showed above average craftsmanship and understanding.	The artwork is outstanding and was finished with a great deal of patience.
Responsiveness	The student displayed a negative response throughout the development of the piece.	The student displayed a negative response at times during the development of the piece.	The student displayed a positive response most of the time during the development of the piece.	The student displayed a positive response all of the time during the development of the piece.

Houston Academy-Art/Assessment/Pinterest/. https://www.pinterest.ph/pin/171699804516114541/

Assessment

Read the statements carefully. Write TRUE if the sentence is correct and FALSE if not. Write your answer on a separate sheet of paper.

1. Artworks also affects emotions of viewers.

2. There were limited software applications for cartoon character making.

3. Online websites are an easy way to learn cartoon character making.

4. Inkscape can create logos and other forms of artwork from scratch.

5. Cartoons are likely a form of entertainment.

Additional Activities

Explore the different given application software and websites.

What I Know

Arrange the steps in creating a saucer using Inkscape. Number it chronologically from 1 to the last number. Use a separate sheet of paper for your answer.

Creating the saucer

_____ Fill the ellipse with a radial gradient.

_____ Create the center of the plate. Draw a smaller ellipse.

_____ Adjust the size and center of the gradient relative to your ellipse.

_____ Once again duplicate one of your existing ellipses and fill with another radial gradient with two heavy dark shades.

_____ Add a blurry drop-shadow. Duplicate the bottom-most ellipse.

_____ Open up a new document. Get ready to draw. Select the circle/ellipse tool (F5) from the tool box.

_____ Add another ellipse to form the white lip around the plate.

In this lesson, it is nice to use the art skill a learner. Using the Inkscape Software, let the learner show their expertise in all the elements and principles studied. Starting with a simple artwork and following religiously the steps, it is certain that the learner can produce a nice output.

What's In

As a sort of review in the past lesson, can you give me the Five (5) Cartoon Making Software Programs? List it down on a separate sheet of paper.

Notes to the Teacher

The teacher will provide pictures as examples so that the learner can easily understand what is being discussed in this module. He/she should also monitor closely the progress of the child. It is strongly advised that there will be once a week interaction with the teacher and learner.

What's New

- ✓ What application icon can you see in the picture?
- ✓ Do you have an idea on how to use it?

What is It

Creating an Avatar/Cartoon using Avatoon

By: Roselyn T. Navida

Nowadays, there were many software and applications budding in the net that helps young artist to create a cartoon character. Avatoon is one application that can be downloaded thru Play Store or App Store.

How to use Avatoon?

1. Download the app from Play/app Store in your Android Phone or PC.
2. Open the application.
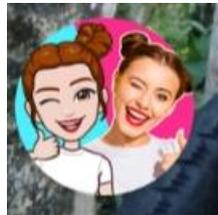
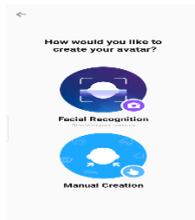3. Click Avatar Gallery.

4. Tap the + sign from the avatar gallery.

5. Choose a gender that you want to create by tapping Male or female.

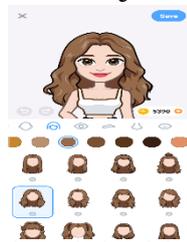*Note: All illustrations on this page were created by Roselyn T. Navida*

6. Choose on the way How you are going to create your character – Facial Recognition or Manual Creation.
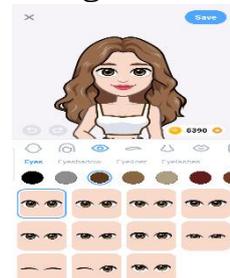

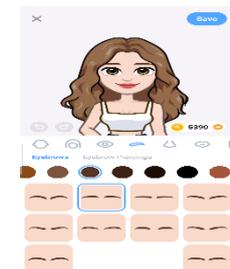7. Choose the shape of the face from the choices given.

8. Choose a hairstyle.

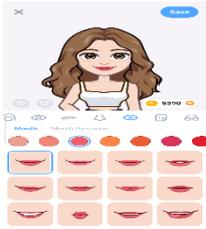9. Choose the right kind of eyes.

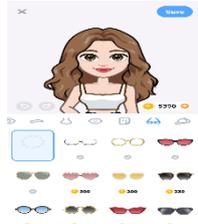10. Select an eyebrow.

11. Select the right nose.

Note: All illustrations on this page were created by Roselyn T. Navida
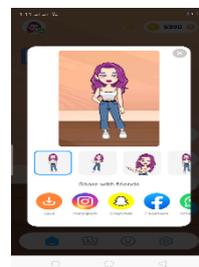
12. Choose a beautiful lips.

13. Add an accessory like eyeglasses or cap.

14. Click save. Choose an outfit for your creation. This includes clothes, shoes, etc.
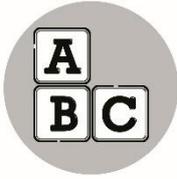

15. Click save. Then, you can share or just save to gallery your creation.

16. You can edit or add a pose for your avatar.

Note: All illustrations on this page were created by Roselyn T. Navida

CO_Q1_Arts6_Module10

What's More

Now that you have somehow had an idea of creating an avatar from avatoon app, create a male avatar and send/share it to your art teacher thru messenger after you are done. If you have a printer at home, you can print it and pass the hard copy to your teacher.

What I Have Learned

Avatoon is an awesome way to show the world how unique you really are. Tons of customation options really let your personality shine through.

It is easy to follow the steps and you will enjoy creating your own character.

What I Can Do

With your prior knowledge on the use of software, create a simple artwork, preferably a cartoon character. Apply all that you have learned from this lesson. Your work will be rated by this rubric below.

Points	1	2	3	4
Elements of Design	The student did the minimum or the artwork was never completed	The student did the assignment in a satisfactory manner, but lack of planning was evident.	The artwork shows that the student applied the principles discussed in class adequately.	The artwork shows that the student applied the principles discussed in class in unique manner.
Creativity	The piece shows little or no evidence of original thought.	The student's work lacked sincere originality.	The student work demonstrates originality.	The student work demonstrates a unique level of originality.
Effort	The student did not finish the work in a satisfactory manner.	The student finished the project, but it lacks finishing touches or can be improved upon with little effort.	The student completed the project in an above average manner, yet more could have been done.	The students gave an effort far beyond the requirements of the project.

Skill	The student showed poor craftsmanship or lack of understanding.	The student showed average craftsmanship and understanding.	The student showed above average craftsmanship and understanding.	The artwork is outstanding and was finished with a great deal of patience.
Responsiveness	The student displayed a negative response throughout the development of the piece.	The student displayed a negative response at times during the development of the piece.	The student displayed a positive response most of the time during the development of the piece.	The student displayed a positive response all of the time during the development of the piece.

Houston Academy-Art/Assessment/Pinterest/. https://www.pinterest.ph/pin/171699804516114541/

Assessment

With the ample knowledge that you have gained from our lessons/tutorials, show now your skills by creating your cartoon designing any of the cartoon character software presented. Your work will be rated accordingly with a rubric below.

Category	Very Good Artist	Developing Artist	Beginning Artist
	8 - 10	5 -7	0 – 4
Material Application & Techniques	Demonstrates qualities & characteristics of various media techniques & processes.	Demonstrates some qualities & characteristics of various media techniques & processes.	Lacks demonstration of qualities & characteristics of various media techniques & processes.
	8 - 10	5 -7	0 – 4
Understanding of Content	Insight and depth of content understanding are evident.	Some depth of content understanding is evident.	Lacks content understanding and is clearly a work in progress.
	8 - 10	5 -7	0 - 4
Completion	Most of the steps are completed to the best of student ability.	Some of the steps are completed but needs finishing touches.	Artwork appears to be a work in progress.
	8 - 10	5 -7	0 - 4
Tool/ Material Responsibility	Demonstrates respectful use of tools and materials.	Demonstrates some respect for art tools and materials.	Demonstrates little or no respect for the art tools and materials.

	8 - 10	5 -7	0 - 4
Craftsmanship	Artwork reflects deliberate control having good craftsmanship.	Artwork reflects adequate control and having some craftsmanship.	Artwork appears to be a work in progress with little or no control of craftsmanship.
	8 - 10	5 -7	0 – 4
Creative process	Expresses original idea and insightful perspectives with an appropriate amount of details.	Expresses original ideas but has few details.	Lacks original idea and has few details.

A Handy Rubric for Art Teachers – Educational Technology.
https://i.pinimg.com/originals/e4/78/19/e47819bef0f9692588ca6546f5612867.jpg

Additional Activities

Surf the net, open the free websites that will enhance your skills in cartoon character making.

Answer Key: Lesson 1

What I Know

1. SA
2. SA
3. SA
4. HT
5. HT
6. SA
7. HT
8. HT
9. HT
10. SA

What's In

1. 5
2. 1
3. 3
4. 2
5. 4

What I Can Do

✓ Art Skill is a talent to create an art.

✓ Hardware is physical, tangible components of a computer.

✓ Software is a collection of instructions that enable the user to interact with a computer, it's hardware, or perform tasks.

What's New

Answers vary

What's More

1. Hardware
2. Software
3. Software
4. Hardware
5. Hardware

Assessment

1. YES
2. NO
3. YES
4. NO
5. YES

Answer Key: Lesson 2

What I Know

1. B
2. C
3. F
4. A
5. H
6. G
7. E
8. D

What's In

1. x
2. ✓
3. x
4. ✓
5. ✓

What's More

c/o Rubric

What I Can Do

c/o Rubric

Assessment

1. TRUE
2. FALSE
3. TRUE
4. TRUE
5. TRUE

Answer Key: Lesson 3

What I Know

2
6
3
5
7
1
4

What's In

1. Inkscape
2. Pencil
3. Scratch
4. Tupi
5. Synfig Studio
6. WeeWorld
7. Manga Avatar
   Face Maker
8. Cartoonize
9. Custom Anime
10. OSOQ
11. Cartoon Pho.to.
12. Wooz World
13. Build Your Wild Self

What's New

Answers may vary

What's More

c/o rubric

Assessment

c/o rubric

References

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http://2.bp.blogspot.com/-
D3spQgmNNfU/Ve5IerBAk4I/AAAAAAAAAA4/o9u6EWhFd6k/s1600/ArtRubric.jpg

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