


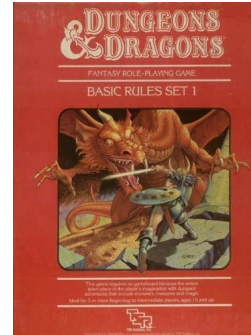


Unit Title: Intro to Character Creation (Advanced 2D Art)	Unit Concept: Artists will explore the process of creating fictional characters, and build narratives for them.
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Standards Connections	Lesson Concept	Visual Reference	Assignment
<p>VA:Cr1.1.Ia- Use multiple approaches to begin creative endeavors</p> <p>VA:Cr2.1.IIIa- Experiment, plan, and make multiple works of art and design that explore a personally meaningful theme idea or concept.</p> <p>VA:Cr2.2.IIa- Demonstrate awareness of ethical implications of making and distributing creative work.</p> <p>VA:Cn10.1.Ia- Document the process of developing ideas from early stages to fully elaborated ideas.</p> <p>VA:Pr6.1.IIa- Make, explain, and justify connections between artists or artwork and social, cultural, and political history.</p>	<p>Students will create characters with inspiration from performative art practices and social gatherings like Dungeons & Dragons.</p>	 <p>Nick Cave</p>  <p>Mari Lwyd</p>  <p>Asaro Mudmen</p>	<p>This lesson is made up of multiple assignments that can be broken up across the 6 week teaching period- with work days in between to allow students to refine their work further.</p> <ol style="list-style-type: none"> 1. Students will learn the basics of character creation involving a handout sheet containing a variety of preset building blocks to help ease them into this class. The handout will be inspired by a D&D character creation sheet- and will be demoed by the professor. 2. Students will develop a new character (or expand on their previous one.) While getting into aspects that deepen the character's personality, such as family, life events, cultural significance, or any other meaning they'd like to assign to it. The students will have access to the series of prompts in the form of questions to get them moving.



The character sheet template includes the following sections:

- Top Left:** H.P. (Hit Points) and a heart icon.
- Top Center:** MAX. HIT DIE, TEMP. (Temporary Hit Points), and AC (Armor Class) with a shield icon.
- Top Right:** PROFICIENCY BONUS, INSPIRATION, PASSIVE PERCEPTION, and DEATH SAVES (with a d20 icon).
- Left Column (Stats):** STRENGTH, DEXTERITY, CONSTITUTION, INTELLIGENCE, WISDOM, and CHARISMA. Each stat has a d20 icon and a proficiency bonus section.
- Center (MAGIC):** MAGIC, CASTING ABILITY, SPELL ATTACK BONUS, and SPELL SAVE DC.
- Right Column (WEAPONS):** WEAPONS, with three slots for weapon details: DAMAGE TYPE, ATTACK BONUS, DAMAGE OUTPUT, RANGE, and ADDITIONAL EFFECTS.
- Bottom (SPELL SLOTS):** SPELL SLOTS.

D&D character sheet (example-not of my own creation. It also does not directly reflect the sheet the professor will illustrate.)

- Where does your character live?
- Does your character have any special talents?
- Does your character love another?

3. Students will create a voice for a character they've created, (it can be executed verbally or written, or illustrated.) and they will have to construct a short scene revolving around the character speaking, or interacting with another character.

4. Students will be broken into groups, and they will have to create a larger scene (verbal, written, or illustrated) where their characters are all interacting. It can be through a conflict, or a simple meeting.

Additional information:

Between assignments, students will have short lectures/presentations about character artists and historical storytelling traditions- as hinted in the visual references.