

# DREAMWORKS ANIMATION THE EXHIBITION

JOURNEY FROM SKETCH TO SCREEN

WORKSHEETS



Kung Fu Panda, Po Study. Artist: Nicolas Marlet. Pencil and marker.





# WORKSHEET 1

## Dreamworks Animation Character Design

Use your knowledge of the character design process (as explored in the DreamWorks Animation exhibition at ACMI) to complete the following worksheet.



Kung Fu Panda, BW Line Art

Select a Film: \_\_\_\_\_

Name of Favorite Character: \_\_\_\_\_

|  |  |
|--|--|
| Face and body<br>(What features stand out?)  |  |
| Color and shape<br>(What does the character look like?)                                    |  |
| Funny expressions, gestures and movements<br>(What animated movements stand out?)          |  |
| Voice<br>(How would you describe the character's voice?)                                   |  |
| Personality<br>(Is the character confident, timid or something else?)                      |  |
| Key or important events<br>(What are some of the key scenes that involve the character?)   |  |
| Standout feature/element of the character's design<br>(What makes this character special?) |  |

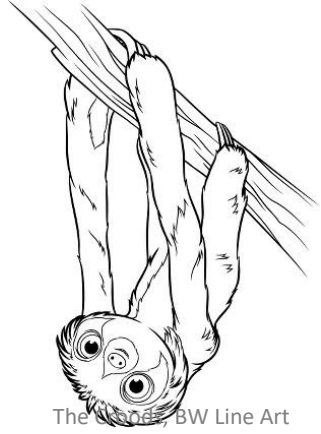
# WORKSHEET 2

## Dreamworks Animation Character Design

Use your knowledge of the character design process (as explored in the DreamWorks Animation exhibition at ACMI) to complete the following worksheet.

Select a Film: \_\_\_\_\_

Name of Least Favorite Character: \_\_\_\_\_

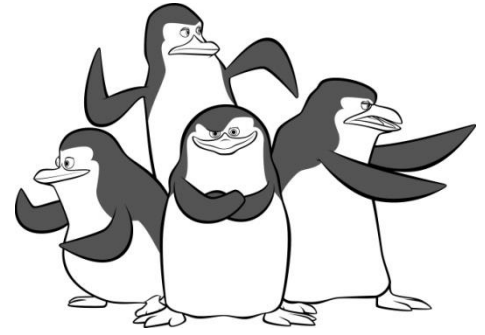


The Sloth, BW Line Art

|  |  |
|--|--|
| <p>Face and body<br/>(What features stand out?)</p>  |  |
| <p>Color and shape<br/>(What does the character look like?)</p>                                    |  |
| <p>Funny expressions, gestures and movements<br/>(What animated movements stand out?)</p>          |  |
| <p>Voice<br/>(How would you describe the character's voice?)</p>                                   |  |
| <p>Personality<br/>(Is the character confident, timid or something else?)</p>                      |  |
| <p>Key or important events (What are some of the key scenes that involve the character?)</p>       |  |
| <p>Standout feature/element of the character's design<br/>(What makes this character special?)</p> |  |

# WORKSHEET 3

## Dreamworks Animation Character Design: MINOR CHARACTERS



Madagascar, BW Line Art

Think about the minor characters in the film you have selected.

|  |  |  |  |
|--|--|--|--|
| Name of minor character  |  |  |  |
| Who or what are they?  |  |  |  |
| What is their role in the film?  |  |  |  |
| How do they contribute to the story?   |  |  |  |
| What do they look like?  |  |  |  |
| How does their appearance link up with and add to the main characters and their story? |  |  |  |

# WORKSHEET 4

## Dreamworks Animation Character Design:

### CHARACTERS AND THE LOOK OF THE FILM

Each DreamWorks Animation film has a different and distinctive look and this influences the design of the characters.

How would you describe the look of the film you selected? Are the colors bright, dark, faded? Is it realistic, fantastical, cartoonish? What shapes dominate?



How to Train Your Dragon,  
BW Line Art

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How do the characters add to this way of imagining the world of the story? Do they contrast with or complement the world?

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# WORKSHEET 5

## Character Development

Select a Film: \_\_\_\_\_

Name of Character: \_\_\_\_\_



| What do you know about this character at the beginning of the film?                        | How has this character changed by the end of the film?                               |
|--|--|
| 1.   | 1.   |
| 2.   | 2.   |
| 3.   | 3.   |
| Find a quote or line of dialogue that sums up what the character is like in the beginning. | Find a quote or line of dialogue that sums up what the character is like in the end. |

What do we learn through seeing this character change?

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Do characters always change? List some characters in this film that do not change. Why do you think the creators decided these characters would not change?

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# WORKSHEET 6

## Narrative Structure



Shrek, BW Line Art

**Beginning:** Draw pictures to show the main character in the film, the setting and the time of day when the story began

**Middle:** Draw a picture of the key scene that shows a reveal, change or twist.

**End:** On the back of this page draw a picture showing how the film ends.



# WORKSHEET 7

## Plot and Sub-Plot

Thinking about the narratives explored in *Shrek*, *How to Train Your Dragon* and *Madagascar* complete the following table:



Puss in Boots. BW Line Art

|   | <b><i>Shrek</i></b> | <b><i>How to Train Your Dragon</i></b> | <b><i>Madagascar</i></b> |
|---|---------------------|--|--------------------------|
| Who is the main character in the story? |                     |  |                          |
| What is the central or main story?      | Beginning           | Beginning                              | Beginning                |
|   | Middle              | Middle                                 | Middle                   |
|   | End                 | End                                    | End                      |
| What are the sub-plots?                 | Beginning           | Beginning                              | Beginning                |
|   | Middle              | Middle                                 | Middle                   |
|   | End                 | End                                    | End                      |
| How are the plot and sub-plots linked?  |                     |  |                          |

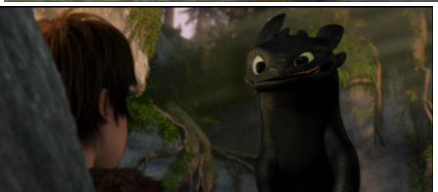
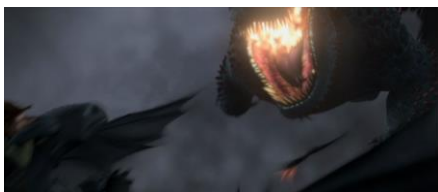
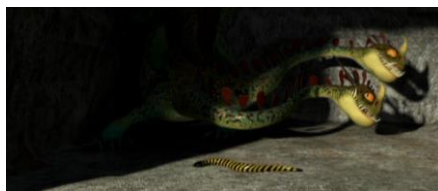
# WORKSHEET 8

## Key Plot Points

Cut out the following screen shots from How to Train Your Dragon and put them in the correct order.



How to Train Your Dragon,  
BW Line Art



# WORKSHEET 9

## Real and Imagined Worlds

The following films feature either imaginary worlds or locations based on real places, or a mix of both. Complete the following table, answering yes or no to each question. If you answer yes list the locations used in the DreamWorks Animation film.



The Croods, BW Line Art

|   | Does the film have imaginary worlds? If yes, list these locations. | Does the film have worlds based on real places? If yes, list these locations. |
|---|--|---|
| <i>Madagascar</i>                           |  |   |
| <i>Shrek</i>                                |  |   |
| <i>Spirit: The Stallion of the Cimarron</i> |  |   |
| <i>The Croods</i>                           |  |   |
| <i>How to Train Your Dragon</i>             |  |   |

Animation allows us to create imaginary worlds. Why is it easier to do this in an animated film rather than a live action film?

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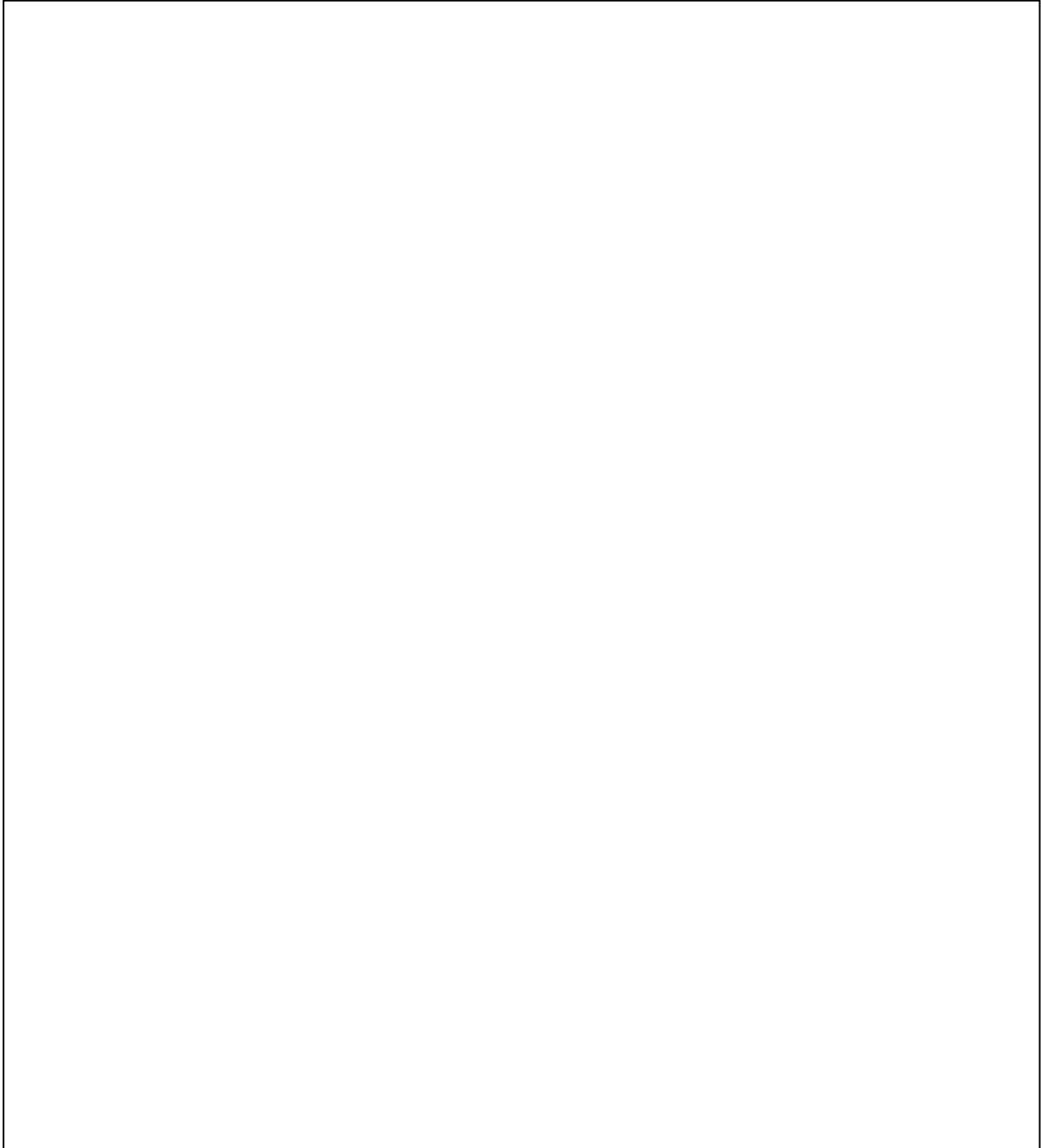
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# WORKSHEET 10

## Creating Worlds

Draw the world described below:

The island is composed of jagged, black, lava-formed structures that blend into dark skies; it is an eerily imposing and ominous environment. It has an infernal, volcanic atmosphere and is rather stylized. It is a tough and unforgiving environment where only the strong can survive.

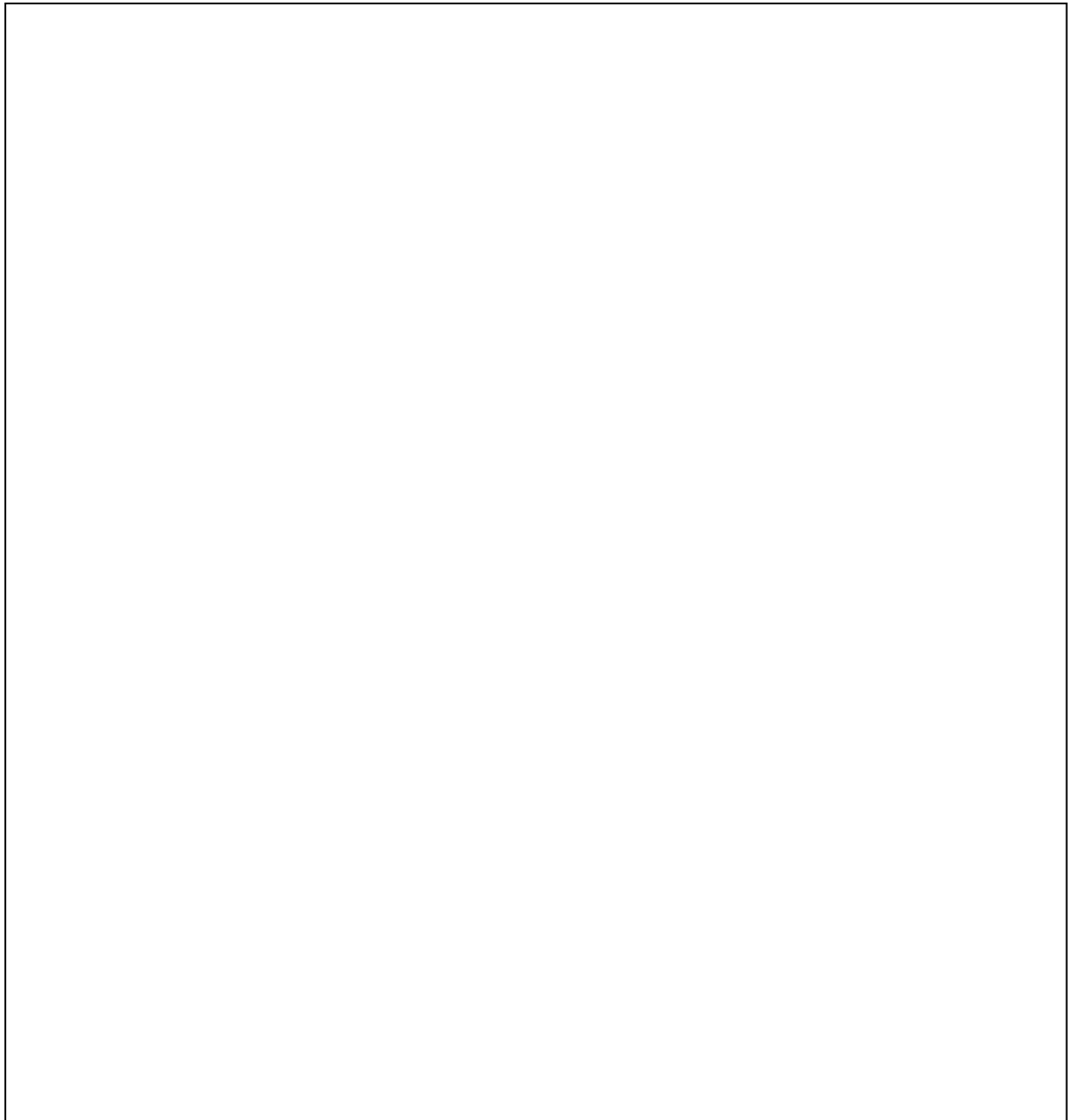


# WORKSHEET 11

## Creating Worlds

Draw the world described below:

It is a small round island which contains many interesting geological landforms. It is a lush, sweepingly whimsical, and natural wonderland. It is a tough landscape to inhabit, but carries a weight of reality. A village can be found on a gentle slope and it is filled with houses with architectural references to the monsters that torment the occupants; however, they are very mismatched as they are constantly being rebuilt.



# WORKSHEET 12

## Creating Worlds

Draw the world described below:

This textured, picturesque world was inspired by Asian color theory and the contrasting principles of yin and yang. Majestic hillsides, sweeping valleys and grand palaces draw the viewer into an accessible yet imaginative space, rich in detail and thoughtful in its portrayal of an elegant historical culture.

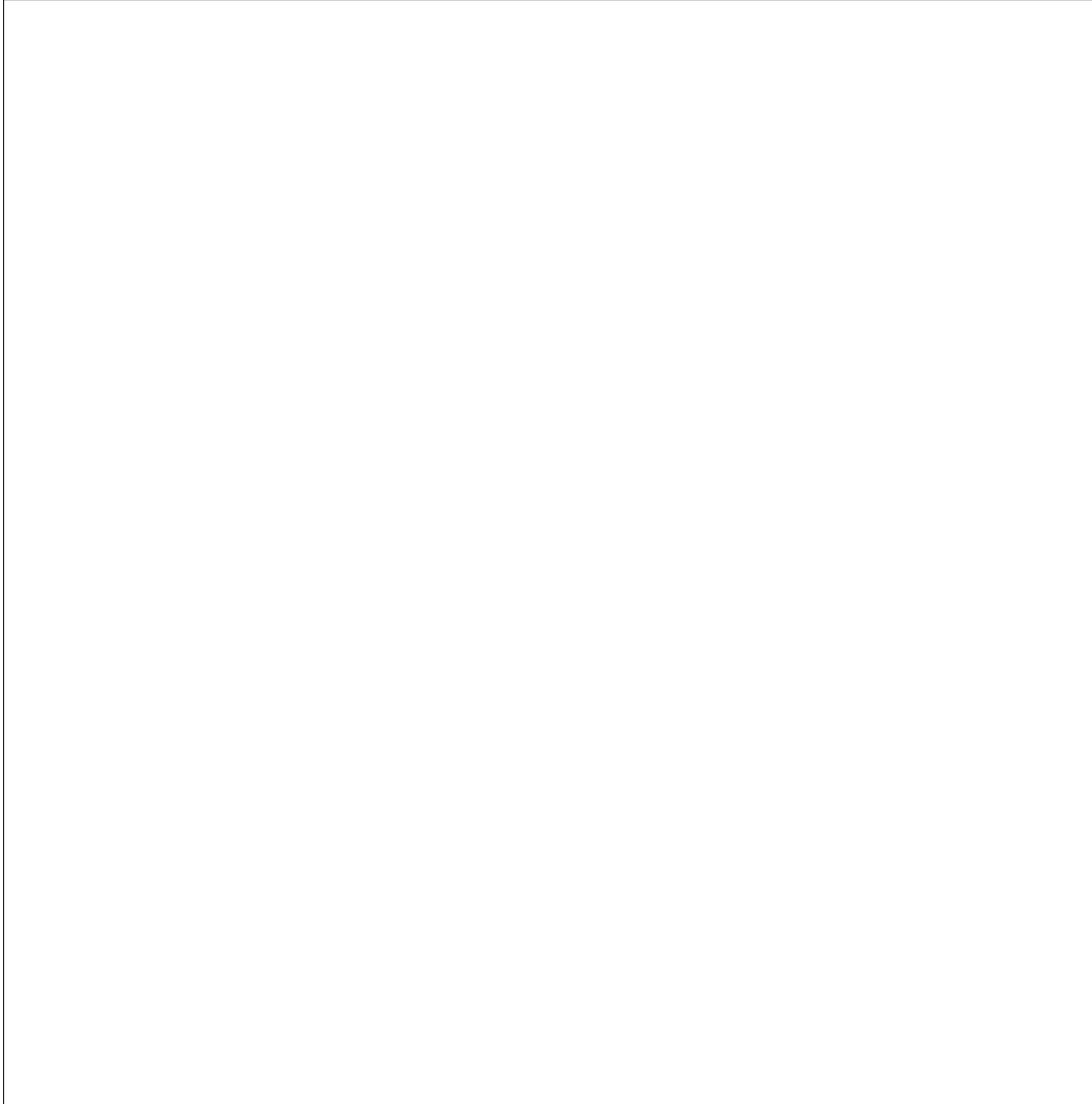


# WORKSHEET 13

## Creating Worlds

Draw the world described below:

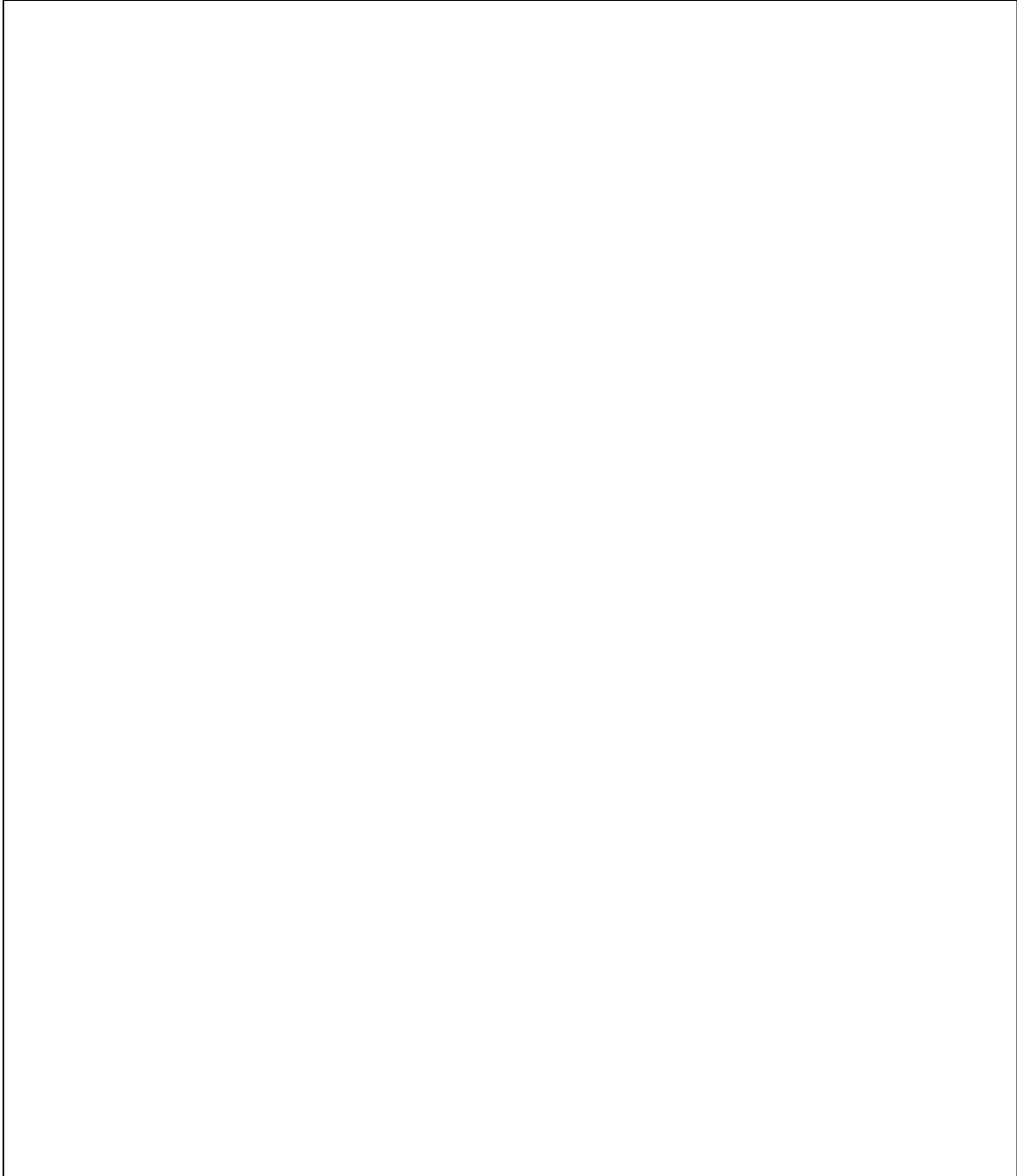
The island is isolated in the middle of the ocean covered in forest, ranging from lush, colorful tropical rain forests to cooler, dense and grimy evergreen forests and sparse and muddy woodlands. There is a wide variety of wildlife living amongst these different habitats. The island also features a rocky terrain and a beautiful open lake where many of the native wildlife go to drink.



# WORKSHEET 14

## Creating Worlds

The swamp is green and murky and contains both small and big ponds of muddy, bubbly brown water. The swamp also contains the wooden cabin of an ugly, monstrous creature. It is a horrid place where only the most disgusting and slimy insects and bugs feel comfortable.





# WORKSHEET 15

## World and Character

**Wide Shot:** Draw a full body shot of the character and put him/her in a location (place) important in the film. This is telling the audience who the character is and where the scene is happening. Describe what is happening in the side box.



Puss in Boots, BW Line Art

|                          |  |
|--------------------------|--|
| Description of the scene |  |
|                          |  |

**Mid Shot:** Draw the character interacting with another character, showing their bodies from the waist up in a location. This shot is telling us about how these characters relate to each other and if they're comfortable together in that setting.

|                          |  |
|--------------------------|--|
| Description of the scene |  |
|                          |  |

**Extreme Wide Shot:** Draw this shot with the character situated in a landscape with the background taking up the majority of the frame. This shot is used to situate the character in a vast location with the world as the focus.

|                          |  |
|--------------------------|--|
| Description of the scene |  |
|                          |  |

# WORKSHEET 16

## My Reflections

What did you enjoy most about the DreamWorks Animation exhibition?



Puss in Boots, BW Line Art

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What was something you learnt while visiting the exhibition?

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What do you want to find out more about?

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What will you create as a response to this exhibition?

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