

Southeast Delco School District
Continuity of Education and Planned Instruction
May 11 – May 15

Special: **Art**

Teacher: Ms. Tara Chambers, Mrs. Christine Hall, Miss Riley Patrone

Email the completed work to **YOUR** art teacher at the following email-

Sharon Hill School- tchambers@sedelco.org

Harris School- chall@sedelco.org

Delcroft School- rpatrone@sedelco.org

Grade: 8

Resources: Paper, Pencil, Found Objects.

Lesson- *See the pages to follow.*

Manik and Ratan Interactive Art



No you are not seeing double!

Background Information:

Manik and Ratan are illustrators, graphic designers, cartoonists, animators, and yes, twins.

Manik and Ratan grew up in Bangladesh watching Mickey Mouse and Tom & Jerry. They used to dream of creating characters of their own, which is what inspired Drogo. Today, Drogo is available to use on social media sites as "stickers," and an animated film is in the works!

Drogo the Dragon:

Drogo is Manik and Ratan's most well-known character, who interacts with reality through everyday objects.



Interactive Art:

Interactive art often involves viewer participation with or around the art. In the artwork of Manik and Ratan, it's the artwork that interacts with everyday objects or the artists themselves.

Your Task:

Your task is to create your own animated character (colors optional) that will be able to interact with an object of your choice. Please see the pictures above of Drogo the Dragon. If you have access to the internet, there are plenty more pictures of Drogo the Dragon online to get ideas from.

<https://www.awesomeinventions.com/cartoon-dragon-adventures-in-real-world/>

1. Make a rough sketch of an animated character.
2. Decide what object you would like your character to be interacting with.
3. Create your final sketch of your animated character in a way that it looks like it is interacting with the object you chose.
 - a. Think about your characters facial reactions to the object.
 - b. Is there body movement in your character that correlates to the object you chose?
4. Take a picture of your animated character with the object. You're done.
5. If you'd like to challenge yourself, pick multiple objects and draw your character in different ways to interact with the various objects.



6. Have Fun!

Questions to answer:

1. What was your planning process like? Was it easier to pick an object before creating your character or vice versa?
2. Would you try interactive art again?