

Module 1.4 – Kar2ouche

Introduction

Kar2ouche is a highly creative and interactive multimedia authoring software program. It allows the manipulation of images, sound and text to produce a storyboard of frames that can be played back as animations or movies and printed out as posters or comics.

Kar2ouche presentations are made up of a series of screens that make up a **storyboard**. One frame of a storyboard will contain a **background, characters** and **props**. To this frame you can add text and audio files.

All tasks in this module will be done in **pairs**.

All instructions are part of Kar2ouche contained in a series of **online tutorials**.



Starting Kar2ouche

From the Start Menu, choose Immersive Education and launch Kar2ouche Composer.

You will be presented with the following screen:



To return to this homepage at any time, choose the Home icon at the top of the screen:

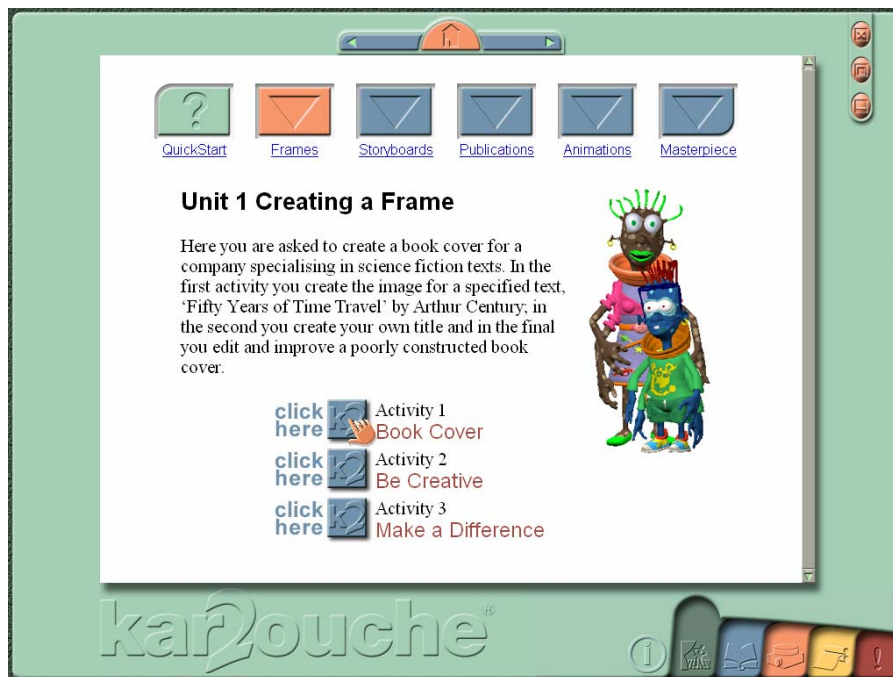


You can also use the left and right arrows to move to the previous or next task.

You are going to complete a series of activities contained under the following headings:



For example, if you choose Frames, the following screen will appear:



And from this screen you would choose to do one of the three Activities.

It is not necessary to complete all the activities in class but, if you wish to, then you may attempt the extra tasks in ICT4 outside of class time.

Since you are working in pairs it is recommended that one person keep the instructions on the screen of one computer while completing the tasks on the other machine.

The following sheet describes which activities are compulsory.

Unit 1 – Frames

Task 1 – Book Cover

In this task you create a single frame by choosing a background and adding a character to this frame. By using the Manipulator, you will learn how to rotate, pose and change the size of this character.

Task 2 – Be Creative

Text can be added to a frame. In this task you learn how to add text boxes and change the appearance of this text.

Task 3 – Make a Difference

Do not complete this task at this time.

Unit 2 – Storyboards

Task 1 – Planning

Do not complete this task at this time.

Task 2 – Cartoon Strip

Cartoon strips are made up of a series of frames with text and graphics in each frame. In this task you will create a simple cartoon strip by creating and designing several different frames.

Task 3 – Presentation

Having created your cartoon strip you will now play the cartoon back to your partner, perhaps some friends or, if your teacher allows, the whole class.

Unit 3 – Publications

Task 1 – Templates

In this task you will design a storyboard for a children's story. You will take the single frame from the task and break it down into several frames. You will then learn how to print a storyboard in the form of a comic.

Task 2 – Poster Art

Do not complete this task at this time.

Task 3 – Comic / News Page

Do not complete this task at this time.

Unit 4 – Animations

Task 1 – Sound and Movement

By combining frames and adding sounds it is possible to make a 'movie style' presentation. In this task you will take a pre-prepared story board and learn how to sequence them as an animation with pre-recorded audio.

Task 2 – Opening Sequences

Do not complete this task at this time.

Task 3 – Film Trailer

In this task you will continue to experiment with animation and sound but you will also learn how you can record your own speech to use in your presentations.

Unit 5 – Masterpiece – Extension Tasks

Complete these three tasks only if instructed to do so by your teacher.

Task 1 – Master Class

Task 2 – Tougher Stuff

Task 3 – This is Hard

Assessable Task

Having completed the above tasks, it is now time for you and your partner to use all of these skills to create your own animation/presentation.

You are free to choose the topic of your presentation but you must consider the backgrounds, characters and props installed in Kar2ouche.

You must create a multimedia storyboard with at least 6 frames.

Alter the timeline to play back your presentation.

Add pre-recorded and your own sounds.

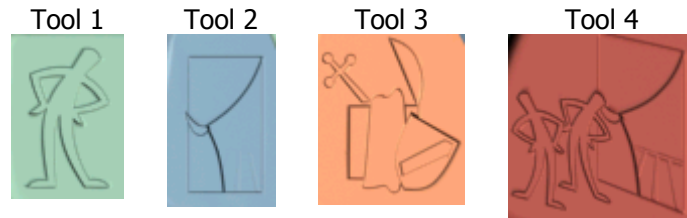
Create a printed version of your storyboard.

You will be graded on the quality of your printed storyboard and your presentation on the computer.

Homework Exercise 1

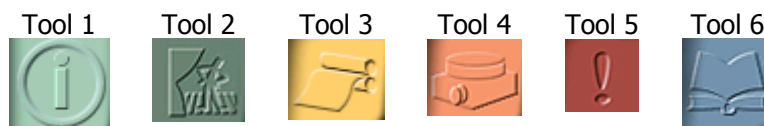
In this homework exercise it may be necessary to go to ICT4 and use Kar2ouche to find the correct answers.

1. Look at the following tools:



- (a) Which tool would you choose to select a background? (1)
- (b) Which tool would you choose to add a prop to a frame? (1)
- (c) How would you see 16 different characters at once? (1)
- (d) Describe how you would use tool 4. (1)

2. Look at the following tools.



- (a) Which tool would allow you to print a storyboard? (1)
- (b) If you wished to present a storyboard to your class, which tool would you select? (1)
- (c) Which tool would you choose to save a storyboard? (1)
- (d) Which tool do you keep using to go back to the activity instructions? (1)
- (e) Which tool would you use to add and record sounds to a frame? (1)
- (f) Which tool would you use to add backgrounds, characters and props? (1)

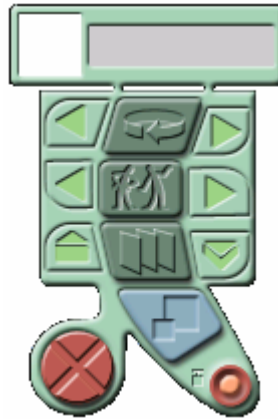
Total (10)

A+	10,9	A-	8,7	B+		B-	6	C+		C-	5	N	
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Homework Exercise 2

In this homework exercise it may be necessary to go to ICT4 and use Kar2ouche to find the correct answers.

- The following picture is the Manipulator. With this tool you can alter the properties of characters and props in a frame.



- If you have added a character or prop, how do you obtain the Manipulator? (1)

Describe the function of the following tools. (4)

	Tool	Description
(b)		
(c)		
(d)		
(e)		

- Describe two ways of deleting an unwanted character or prop. (2)

- The following tools can each add text to a frame. Describe the difference between the three tools. (3)



Total (10)

A+	10,9	A-	8,7	B+		B-	6	C+		C-	5	N	
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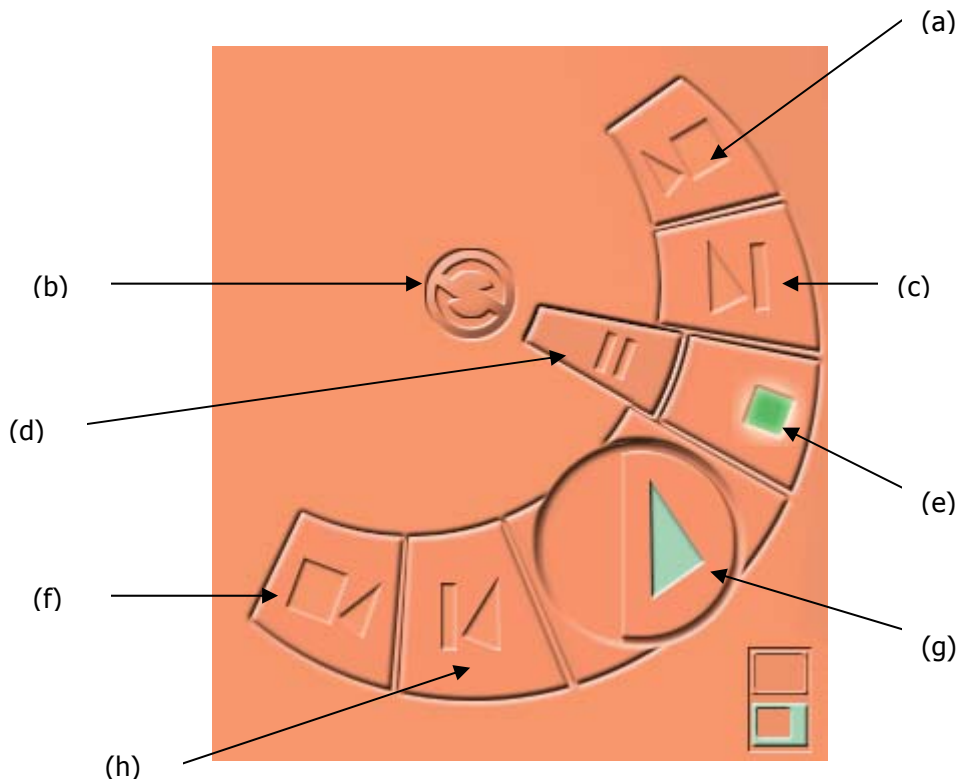
Homework Exercise 3

In this homework exercise it may be necessary to go to ICT4 and use Kar2ouche to find the correct answers.

1. Explain why the following two tools are extremely important. (2)



2. Label and describe the following presentation tools. (8)



Total (10)

A+	10,9	A-	8,7	B+		B-	6	C+		C-	5	N	
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Homework Exercise 4

In this homework exercise it may be necessary to go to ICT4 and use Kar2ouche to find the correct answers.

1. The following tools are transition effects. (5)



- (a) Describe the visual effect of tool 1.
- (b) Describe the visual effect of tool 3.
- (c) Describe the visual effect of tool 4.
- (d) Describe the visual effect of tool 5.
- (e) Describe the visual effect of tool 7.

2. The Timeline tool allows you to alter the length of time that one frame is displayed for.



Why is this useful? (1)

3. Copy and complete the following table. (4)

Utility	Description

Total (10)

A+	10,9	A-	8,7	B+		B-	6	C+		C-	5	N	
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