

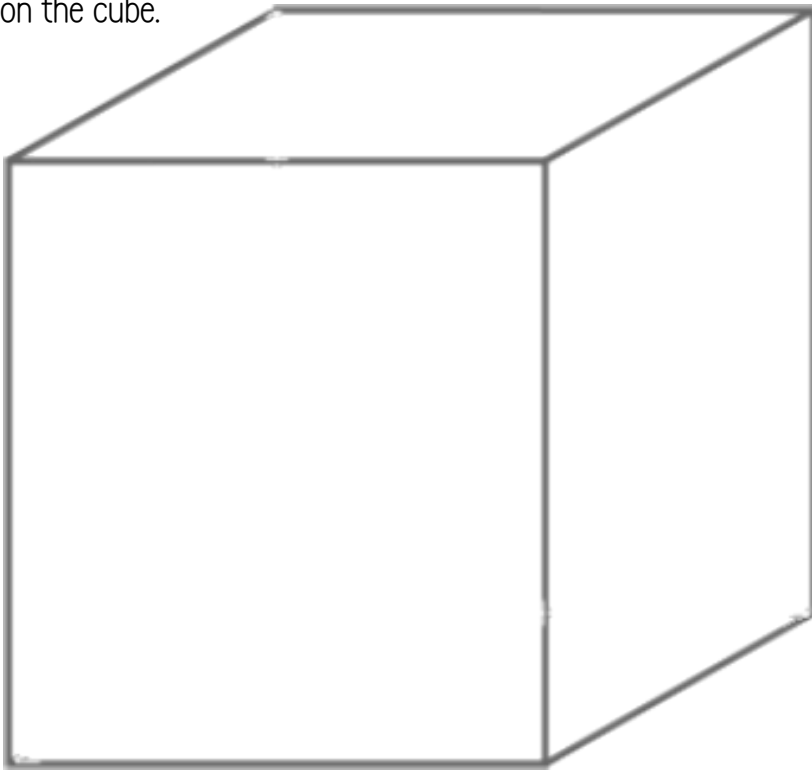
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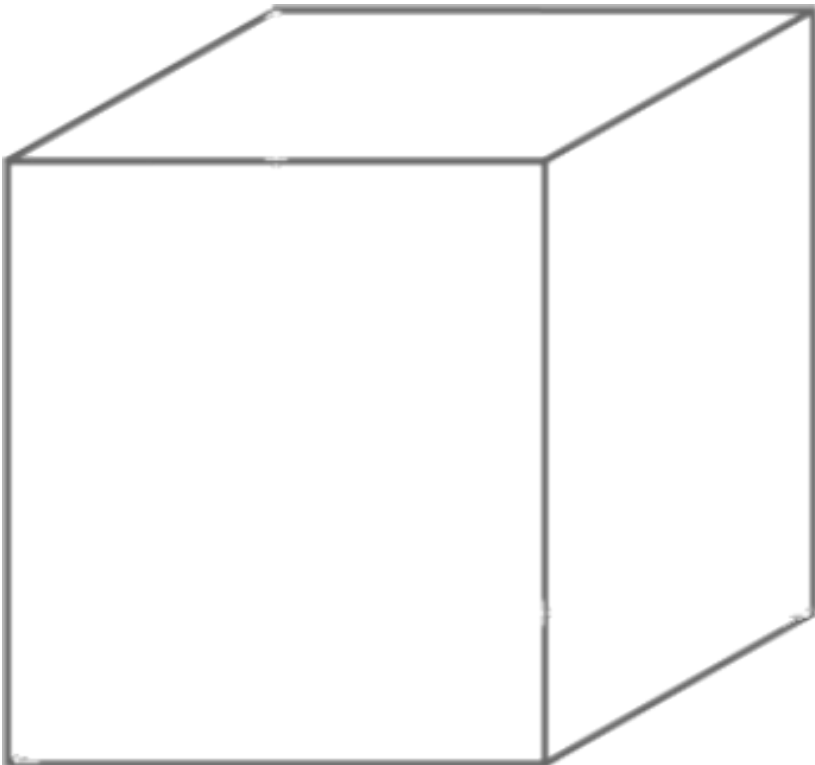
Class/Period

Date

CHARACTER *Totem*: Brainstorm Sketch

Directions: For each cube chose a different character trait. Then brainstorm and list to the right different qualities for that trait, colors and expressions that remind you of that trait. Example: Bossy - Flaring nostrils, wide, open mouth (yelling), small ears (bad listener), red, black, and gray, etc. Then illustrate your description on the cube.
(25 pts. Each = 100 pts. Total)



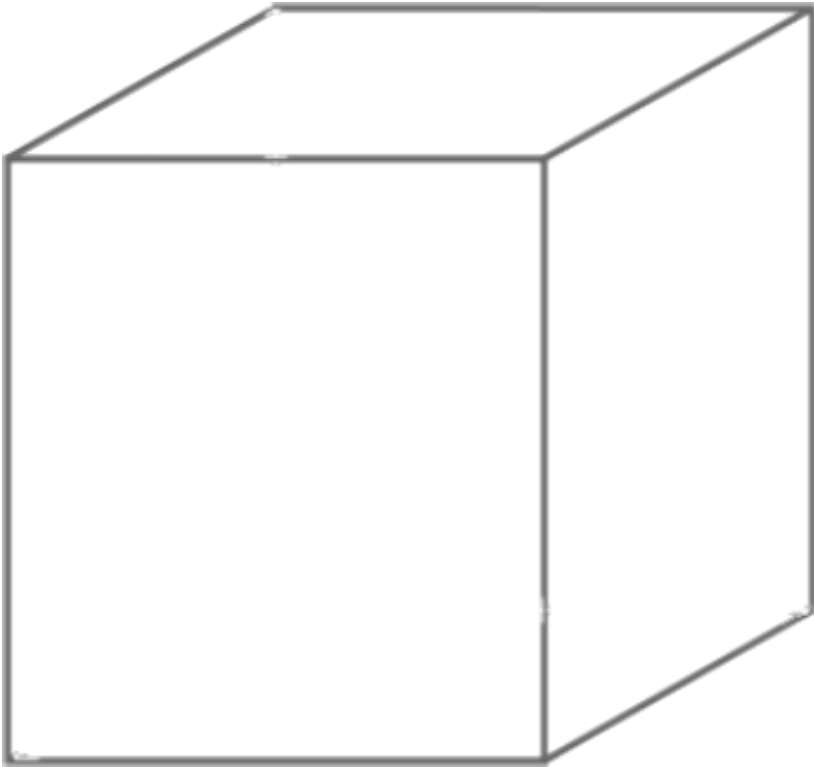


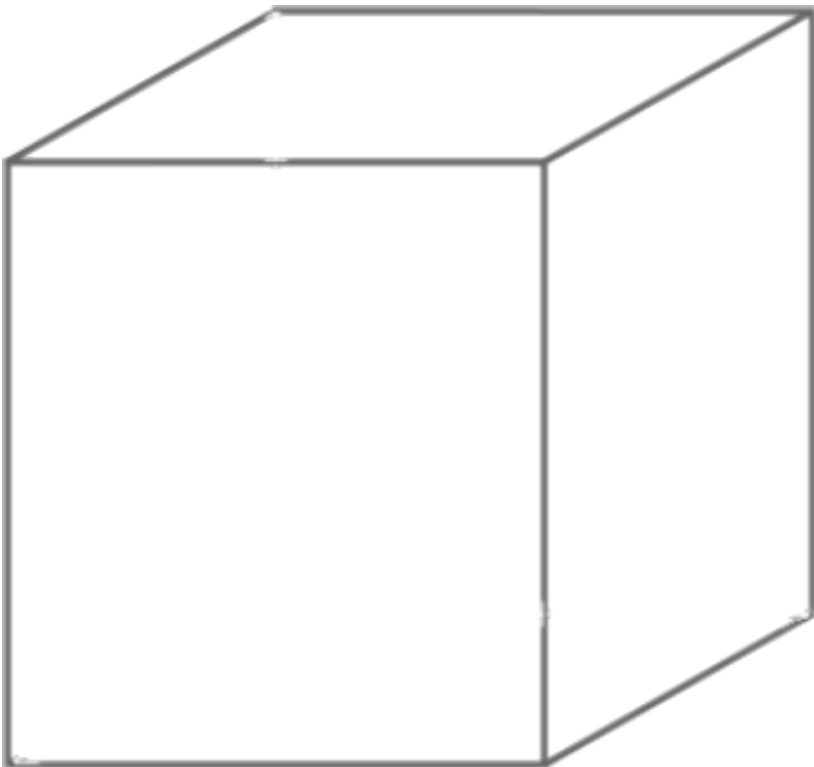
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CHARACTER **Totem**: Brainstorm Sketch





Name

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Date

CHARACTER **Totem**: Final Sketch

Directions: Choose your best character totem idea to use for your project. Write the chosen character trait in the bubble below. Then using color pencil illustrate the patterns and color scheme that exemplifies your chosen character trait. FOR A SUCCESSFUL TOTEM EACH SIDE, INCLUDING THE FRONT MUST HAVE A PATTERN (breaking up the large amounts of space)! The bottom is the only side that doesn't require a pattern, however, it must be painted!

