Imaginality Create Activity:
Story Creator - On The Moon

Aim

Make your own illustrated story that takes place on the surface of the moon. Choose from a list of characters including astronauts, aliens and giant bugs. Use props including rocks, apples and UFOs. Or follow our tips to add your own characters and props. You will be guided through planning, preparing and producing a story by arranging the paddles in scenes, taking pictures of them and then writing the story that goes with them.

Loading the Module and Models

1. Download **'Story Creator - On The Moon.module'** from here and save it to **'My Documents/Imaginality/_Activities/On The Moon'.**

2. Double Click on the module file. This will open Imaginality Create and load the module.

3. Click **Run in Webcam Mode** and explore Paddles 1-10 . Notice how:

   a. **MoonSurface.mesh** on Paddle 1 also includes stars, so whenever it is in view, it completely covers the webcam view.

   b. The other objects are not sitting on a base (usually a grey square) or on a virtual paddle. (This is more obvious in **Mouse Mode**). Tip: This is achieved under **Model Setup -> More** and unticking **Bases Visible** and **Paddle Visible** respectively.

4. Under **3D Models -> +**, click **Add 3D Model From Sketch-Up** and from the 3D Warehouse search for and add the model **'Moon Buggy (Lunar Roving Vehicle, LRV)'** and export to Create. For more details, see the activity **Become an Astronaut**, steps 8-12. *See* 4

Plan and Prepare Your Story

First you need to plan what will happen in your story and prepare the 3D models you will need.

5. Think about what kind of story you could tell with these characters, props and environment. Here's a few questions to get you started:

   a. Which characters are the main ones? What are their names?

   b. Have they met before? How do they meet?
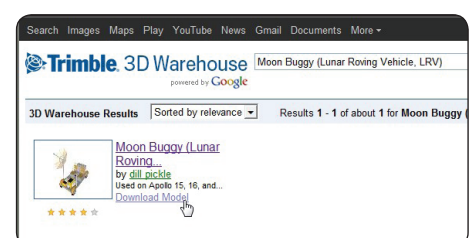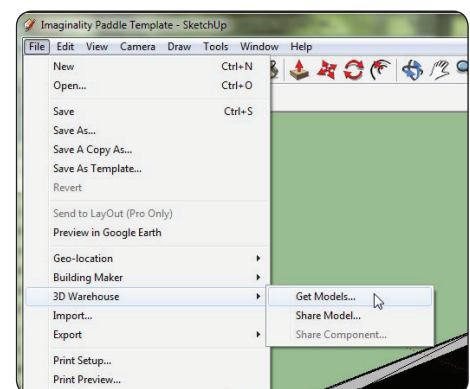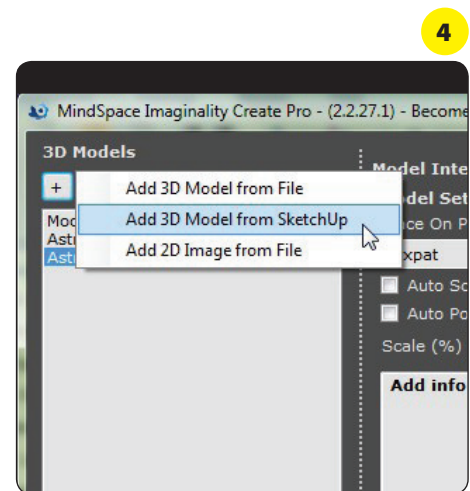
c. Are they friendly to each other or hostile? Does this change over time?

d. Can the alien(s) talk or are they animal-like?

e. Can the characters communicate with each other? How?

Bear in mind the following things that make a good story.

f. A good story has believable characters that people can relate to.

g. A good story introduces some conflict which is resolved by the end of the story. This can be anything – conflict between characters, or obstacles the characters have to overcome.

h. Your story should have a **beginning**, which sets the scene and introduces the characters and conflict, a **middle,** where the events unfold, and an **end**, where the conflict is resolved and any loose ends are tied up.

6. You can add any models you think will help you tell your story. Remember to hide the Bases and Paddle as in step 3b. You could try the following:

a. **Add 3D Models from Files** in the _**Sample 3D Models** folder.

b. **Add 3D Models from SketchUp** – either **browse** SketchUp's 3D Warehouse, **make** your own 3D models, or **modify** models from the 3D Warehouse.

c. **Add 3D Models from 2D Images** in the _**Sample 2D Images** folder. These can take on a variety of shapes under **Place 2D Image On.**

d. You can change the texture (i.e. colour) of any 3D Model by selecting it and modifying **Change Texture To:.** You can choose any texture that is already used in the module, or **<browse>** to _**Sample 2D Images**, or photos you have taken yourself, or photos you have found with a Google Image Search.

7. You can place multiple models on the same paddle, or you can take models off paddles by setting **Place on Paddle to None.**

8. You can change any models size under **Model Setup** by adjusting **Scale.**

9. You can change any models position, rotation or size (even stretching in just one axis) by adding an **Interaction** with **Trigger** of **Paddle on Screen** and with **Result** of **Reposition, Rotate** or **Resize.**

10. Plan your story to have about 9 scenes, with 2 to 4 scenes for each of the beginning, middle and end.

Make Your Story

Now you are ready to arrange your scenes, take screenshots of them and write the story that goes with them.

11. Click **Run in Webcam Mode** and arrange the relevant paddles on your desktop. You can raise some paddles up or tilt them at different angles – either using your hands (you could get someone to help you) or by resting them on other objects (like a book or a pencil case). You could also move the webcam to capture a shot from a different angle, e.g. up high looking down.

12. Use the **screenshot** button (looks like a camera) in the top-right of the window to capture a picture of what you see on screen. You will use these pictures to illustrate your story. Save these pictures in the same location as the module file, with useful names like **'Picture 1'** etc. *See* 12

13. Open Word to write your story. Insert your picture onto the page and then write the story that goes with that picture. Then insert a page break (Ctrl+Enter) to create a new page for the next picture.

14. Repeat steps 11-13 for each page of the story.

15. You have now made a story. Go back to the start of the Word document (Ctrl+PgUp), insert a page break (Ctrl+Enter), and enter a title for your story in big letters. Below this, you should enter your name, e.g. **'by John Smith'.**

Other things to try

16. Print your story out and make it into a book. Add a title page at the start and a credits page at the end. Take it home to show your family.

17. Show your story to other students. Discuss your story in a group: present your story; listen to comments from other students; ask what they liked about it; ask what suggestions they might have to make it better; respond to these comments; then listen to other student's stories and comment on them.

18. Do you want to set the **AstronautFace.mesh** to your face or to the face of one of your friends? Look at the "Become an Astronaut" worksheet if you've forgotten how to do that.
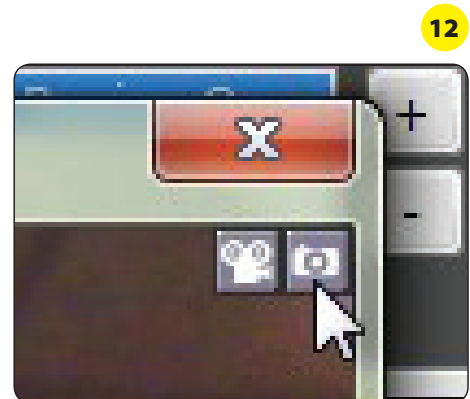
19. Which flag do you want displayed on the Flagpole? The Malaysian one (**Flagpole_Tex_Malaysia.jpg)**? Or the American flag (**Flagpole_Tex_USA.jpg**)? Or perhaps an Alien Flag (**Flagpole_Tex_Allen.jpg**)? You could even make a very strange flag from the **_Sample 2D Images** folder (e.g. **AbstractBlue. jpg or FireFlames.jpg).**

20. Do you want 2 flags? To do this click on the **Flagpole.mesh** and click export. Select which folder you want to export it to, then rename the exported mesh (e.g. **Flagpole2.mesh)** and add it back to Imaginality Create.

21. Make **Apple.mesh** freeze by changing its texture to **Ice.jpg.** See step 6d for details.

22. You could make the UFO hover, using a **Reposition** described in step 9.

23. **Rotate** the pen to be pointing down, then **Scale** it up to make it into a post or an obelisk.

24. Could you make the rocks into asteroids? Try to **Scale** up the rocks and **Reposition** them up in the sky, possibly even **Rotate** them.

25. Instead of capturing still screenshots, you might want to record a video for each scene (looks like a movie camera) in the top-right corner of the window. In each video, you could act out the story. You could then use a video editor to join the videos together, add sound tracks and narration, add a title at the start and credits at the end.

26. You might want to act out your story live to your class. For this story, you could add interactions to, for example, play animations or play sound effects. You might want to do this as a group activity and give different team members different roles, e.g. actor, narrator, producer (who can get the relevant paddles ready for the next scene).