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Link to original story: <https://www.uwstout.edu/about-us/news-center/creature-collab-animation-game-design-students-bring-preschoolers-characters-life>

**Creature Collab: Animation, game design students bring preschoolers’ characters to life**

**Collaborative project with kids helps build communication, 3D design skills**

Captions

*1  
Creature drawings by 4K students at UW-Stout's Child and Family Study Center inspired 3D modelings by animation and game design students.* ***/UW-Stout photo courtesy of Professor Karl Koehle***

*2  
The 4K and university students met in an animation computer lab****/ UW-Stout***

*3  
'High five!' Our drawings and 3D creatures rock!****/ UW-Stout***

*4  
Game design major Sade Nagel shows her 4K student how to use the snake hook tool in Z Brush for added animation****/ UW-Stout***

*5  
Animation major Megan McDowell's 4K student colored a friendly Dracula****/ UW-Stout***

*6  
Game design major March Gutman and their 4K student work on Rainbow Butterfly****/ UW-Stout***

*7  
Game design major Alex Rowley shows his 4K student how to add green leaves to a forest scene****/ UW-Stout***

*8  
The collaboration was both a learning and teaching experience for the university students****/ UW-Stout***

*9  
The Creature Collaboration poster presented to the CFSC 4K class* ***/ UW-Stout***