

# COMPUTER ANIMATION AND GAMING STANDARDS

## STANDARD 1: Digital Animation Software

Understand and use Flash.

Use 3D software to explore the fundamentals of animation including posing, timing, key-framing, interpolation, transformations, and rendering.

## STANDARD 2: Trends

Demonstrate knowledge of approaches and trends in animation and special effects.

Demonstrate knowledge of the changing technology in animation and special effects.

## STANDARD 3: Character Design

Understand art elements and design principles as they apply to animation and special effects.

Understand and apply aesthetic aspects of art to animation and special effects.

Create a character concept on paper.

Understand the role of animation and special effects and their relationships to other forms of visual and media arts.

Design a character using character concept and digital software

## STANDARD 4: Game Design

Understand how to create a game description.

Understand design documents and the necessary principles to create them.

Create a game description and design document.

## STANDARD 5: Digital Gaming Software

Understand and use Construct.

Use software to explore sprite creation, background, layouts, layers and objects.

Demonstrate the ability to add events and actions to instances.

Understand the purpose of events and the different types of events.

Understand the purpose of actions and the different types of actions.

Create a layout with the necessary objects and coding necessary for the game to work.

## OREGON SKILL SETS

**VMZC01.01** Understand the history and evolution of animation and special effects.

VMZC01.01.01.00 Understand the role of animation and special effects and their relationships to other forms of visual and media arts.

VMZC01.01.01.01 Demonstrate knowledge of approaches and trends in animation and special effects.

VMZC01.01.01.02 Demonstrate knowledge of the changing technology in animation and special effects.

**VMZC02.01** Understand the elements of two- and three-dimensional media as they relate to animation and special effects.

VMZC02.01.01.00 Understand art elements and design principles as they apply to animation and special effects.

VMZC02.01.01.01 Understand and apply aesthetic aspects of art to animation and special effects.

VMZC02.01.01.03 Create a character concept on paper.

**VMZC03.01** Understand and use software for the purposes of digital animation and special effects.

VMZC03.01.01.00 Understand and use Photoshop.

VMZC03.01.01.02 Use 3D software to explore the fundamentals of animation including posing, timing, key-framing, interpolation, transformations, and rendering.