

Computer Graphics & Animation

Module Activity Sheet

Name _____ Block _____

Enter Date example: Oct. 25

Session # 1

Module Guide Score = _____ / 10 Date Completed _____
Digital Stop-Motion Activity Date Completed _____
Review Game (Bloop or Critter Cross Played) Date Completed _____

Session # 2

RCA 's Score = _____ / 30 Date Completed _____
Image Morphing Activity Date Completed _____
Vocabulary Page Completed in Packet (Pg. 5) Date Completed _____

Session # 3

RCA's Score = _____ / 30 Date Completed _____
Virtual Reality Activity Date Completed _____
Technical Writing Page Completed in Packet(Pg. 6) Date Completed _____

Session # 4

RCA's Score = _____ / 30 Date Completed _____
VR Walk Through Activity Date Completed _____
Assessment Answers Completed in Packet (Pg. 2)... Date Completed _____
Career Sheet Page Completed in Packet (Pg. 7)..... Date Completed _____

Session # 5

RCA's Score = _____ / 30 Date Completed _____
3-D Logo Design Activity Date Completed _____
Assessment Answers Completed in Packet (Pg. 3)... Date Completed _____
Word Search Page Completed in Packet (Pg. 8)..... Date Completed _____

Session # 6

Test Review "Game"..... Date Completed _____
3-D Animation Activity Date Completed _____
Test Review Page Completed in Packet (Pg. 10)..... Date Completed _____

Session # 7

Post Test Score = _____ / 100 % ... Date Completed _____
Final 3-D Animation Challenge Activity (Pg. 9)..... Date Completed _____
Assessment Answers Completed in Packet (Pg. 4)... Date Completed _____
I Have Inspected My Packet – It is Complete..... Date Completed _____

Computer Graphics & Animation

Assessment Worksheet for Session 7

Instructions: On the session day indicated above, please write the answers to the assessment questions.

If you need more room to write a response – use the back of this page.

Session 7 – Final 3-D Animation

1. **List** the basic steps for altering or importing a background.
2. **How** could you improve the final animation project that you have completed (list 1 way)?
3. **Provide** at least one advantage of using a computer in generating graphics or animation.
4. Identify at least two examples of computer-generated graphics. (In the real world, where would you see computer-generated graphics?)
 - 1.
 - 2.

Computer Graphics & Animation Vocabulary Worksheet

Please write a definition for each vocabulary term.

1. Animation-

2. Bug-

3. Chip-

4. Cursor-

5. Fade-

6. Hardware-

7. Interface-

8. Minicomputer-

9. Modulate-

10. Optical-

11. Pixels-

12. Resolution-

13. Slow-motion-

14. Virtual reality-

15. Virus-

Computer Graphics & Animation Career Investigation

From the ***Occupational Outlook Handbook*** –Look up the career that is assigned to your module topic. Using the information in the book answer the following question about the assigned career. The career for your module is:

Archivists, Curators and is on Page 212

1. **Nature of the work** (What does the occupation do?):
 - A.
 - B.
2. **Working conditions** (Ex. inside / outside, clean / dirty, safe / hazardous etc.):
3. **Training or education needed, other qualifications required, and possible advancements / promotions:**
4. **Job Outlook** (In the future, what is the demand / forecast for this job):
5. **Earnings** (What is the average salary / income for this career):
6. **Related occupations** (What other occupations are part of the selected topic):
 - A.
 - B.
7. **Sources of additional information** (Sites, agencies or references to provide more information on your selected occupation):
 - A.
 - B.

Computer Graphics & Animation WordSearch

S T O M R O S H E C G P Y S D I M S H R
 J A Y S M G A K L A T C A R F E T T C I
 I P F W Z L M A E R O Y R Z Z F O A I T
 E C N E U Q E S B V Y B M U G O O N X X
 N S A X I E E V J I S E E S O R A P I T
 H N E Y F E S S I R N R A S O R U Y D U
 E T R R E N O O S T R S M P V P L Y A A
 H R A P R T O U C U C P I O I R W Q N E
 R G G A G T A I D A U A C A R D Q I P R
 E O E I W H G P T L A C R E U P M F A A
 F S N N Y W I R I O N E O E S A H O W W
 A S E R O E X J P X M I P N T U O M O D
 I A H N I P K R D N E P R I I N E H H R
 Y R B W P N N O I T U L O S E R I A Y A
 M E I U E I Y P P H D N C T M D A R R H
 R O O Z G W E T G F F A E O S A N K Y E
 V R S S O H E I V O M E S N A Z D F T H
 Z L O F N L N C N N A T S L E I O E N E
 S C H I P M A A Q T B M O E E G T O E G
 S E O H Y T I L A E R S R O D L A G C S

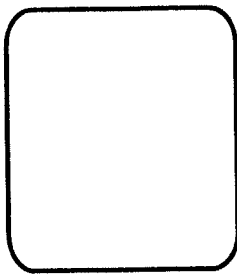
Find the following hidden words:

**animation, bug, chip, cyberspace, fractal, hardware, interactive,
 microprocessor, morph, optical, pixel, resolution, stopmotion, virtual,
 virus, reality, gumby, pokey, movie, sequence**

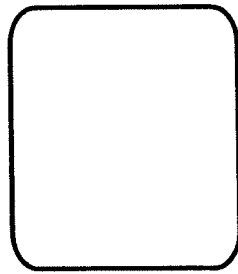
Portfolio Storyboard

Worksheet

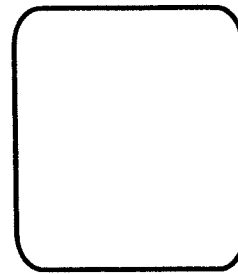
Sketch each scene of your portfolio. Write a very brief description of each scene on the lines below each picture.



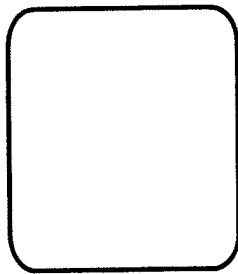
Scene Number



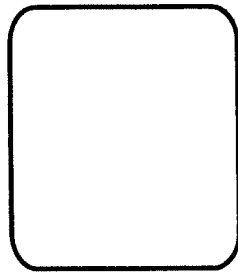
Scene Number



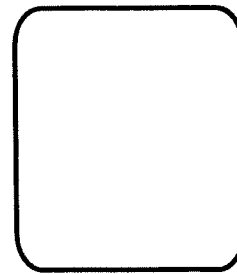
Scene Number



Scene Number



Scene Number



Scene Number

COMPUTER GRAPHICS & ANIMATION

Test Review

Circle the correct answers while playing the Review Game at the beginning of Session # 6.

1. How do computer animators define morphing?
 - A. waffling.
 - B. interpolation.
 - C. a special effect that transforms one image into another image.
 - D. a process to transfer data from a floppy disk to a computer's hard disk.
2. What is an electronic device that allows computers to share information across telephone lines?
 - A. modem
 - B. coprocessor
 - C. chip
 - D. virus
3. Which of the following electronic machines can receive, process, store and output information?
 - A. transistors
 - B. digitizers
 - C. lasers
 - D. computers
4. How are stop-motion special effects in animated films created?
 - A. by starting and stopping the film rapidly
 - B. by exposing one frame at a time
 - C. by filming in complete darkness and viewing the negative
 - D. by changing the speed of the camera while filming
5. What are controlled by microprocessors?
 - A. macro processors
 - B. electronic machines
 - C. coprocessors
 - D. resistors
6. How are pixels best described?
 - A. periods
 - B. picas
 - C. tiny picture elements
 - D. points
7. Which of the following terms is used to describe the environments of computer networks, electronic bulletin boards, virtual reality worlds, and other virtual communities?
 - A. cybernetics
 - B. cyber universe
 - C. cyber stage
 - D. cyberspace
8. An animator creates which of the following?
 - A. newspaper comics
 - B. headline news
 - C. animated cartoons
 - D. magazine cartoons
9. Which of the following describes a type of computer-generated design known as a fractal?
 - A. Only a fraction of the whole thing is saved.
 - B. Each part of the pattern has the same structure as the whole thing.
 - C. The whole thing is broken into pieces.
 - D. Each part of the pattern has a structure different from the rest.
10. How is a virtual reality environment described?
 - A. audio-generated, passive, and one-dimensional
 - B. computer-generated, interactive, and one-dimensional.
 - C. audio-generated, passive, and three-dimensional.
 - D. computer-generated, interactive, and three-dimensional