MODULE

Computer Graphics & Animation

- Comprehend the differences between stop-motion animation and computer animation.
- Begin building a scene using animation software.
- Create a 3-D text logo.

SESSION FOCUS

1 Digital Stop-Motion

2 Image Morphing

3 Basic Animation

4 Jack-in-the-box

5 Using Modifiers

6 Basic 3-D

7 Final Project

Dear Parent,

As parents and teachers, we realize it can be hard to get a child to discuss what he or she is learning in school. We hope the information provided on this page will assist you in communicating with your child about what he or she is learning.

Your participation in the learning process is extremely important, as you are your child's best teacher.

For the next few days, your child will be learning about basic software programs being used in this industry for morphing, virtual reality, and computer animation while completing the *Computer Graphics & Animation* Module.

Words students will learn in this Module include:

- animation
- avatar
- hardware
- interactive
- morph
- pixel
- render
- resolution
- tweener
- virtual reality

Student: _____

Parent: _____

Questions for Discussion

During the course of this Module, your child will be assessed on key concepts and activities. You might want to discuss these concepts and activities with your child. He or she will be asked to:

- Summarize the use of key frames and tweeners in an animation. *(Key frames determine the starting and stopping positions for an animation in a given scene. Tweeners fill in the transitional gaps in the movement between key frame positions.)*
- Explain how using a modifier to apply movement is different from direct manipulation of an object. *(A modifier uses predetermined properties that can be adjusted but not completely changed. Direct manipulation of an object is motion completely determined by the manual placement of the object at different locations in each frame.)*
- Define *3-D* and explain how a 2-D surface can achieve the appearance of being 3-D. *(3-D: Having the three dimensions of length, width, and depth. A 2-D surface can appear 3-D by applying textures and shading to change the way the light reflects off an object. This could give an illusion of depth.)*