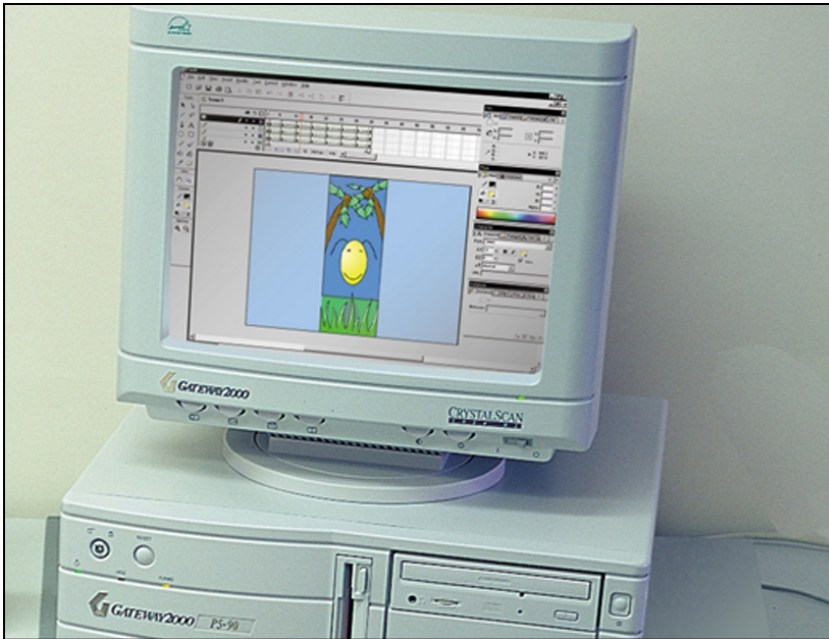


Graphics and Animation (10-assignment)



This is an integrated instructional module designed specifically to operate within a Modular Program environment. It is ideal for use with our Scantek Technology or IT2020 Information Technology programs. The module includes a 10-assignment exploratory curriculum that is split into two parts. Each part includes a pre-test and post test. The module includes hardware, software and curriculum materials sufficient to provide a complete learning experience.

The curriculum incorporates continuous assessment through questions. When used in conjunction with a ClassAct networked management system, this provides instant feedback of student performance. The assessments begin with a comprehensive pre-test. This quiz includes questions for each subsequent assignment, together with questions that will specifically test math and reading ability.

Every assignment starts with a series of questions designed to track inventory. These ensure that any missing items are located before they are needed.

Each assignment is divided into a series of tasks. Hands-on tasks form the core of the student work. Where appropriate, these are accompanied by research tasks based upon software applications. Assessment questions are incorporated into each task.

Typical 10-assignment topic areas include:

- Simple shape creation
- Backgrounds and foregrounds
- Motion tweening
- Shape tweening
- Layer management
- Light source and object shadow
- Adding sound
- Deformation
- Follow through
- Animated character design
- History of animation methods

Typical 10-assignment activities include:

- Shape creation – create shapes in order to get accustomed to the Flash interface.
- Moving a square – motion tween a square from one side of the screen to another.
- Frames
- Layers – load house scene from a previous assignment and place another object into the scene on a different layer.
- Shape changing – create a circle and change the circle into a square using shape tweening.
- Facial expressions – use shape tweening on a face to change a smile to a frown.
- Using layers – create a simple scene using several layers.
- Animating a scene – animate several objects on different layers at the same time.
- Adding sound – add/synchronize a sound to horn animation.
- Deformation – use deformation explorer to discover the effect of gravity and impact on the form of objects.
- Create a ball character (a body and a face). Convert to a symbol.
- Follow through – use the deformation explorer and discover follow through and when/why it occurs.
- Scene build up – add a background and foreground to the animation.

Each assignment is designed around a list of performance objectives. These lists include academic, technical and occupational objectives. The assignments are written in such a way as to enable a student to attain the performance objectives, with the assessment questions linked to these in order to provide a measure of true competency.

The performance objectives are used by the ClassAct management system to generate a comprehensive portfolio of student competency reports. Default reports supplied with this module include:

- Entry report
- Technical/Occupational Exit report
- Basic Skills report based upon the federal SCAN's report.

The items supplied with this instructional module include:

- 10-assignment On-Screen Student Assignment Guide CD
- 10-assignment Student Assignment Guide
- 10-assignment Student Workbook
- 10-assignment Instructor's Guide
- Computer Aided Instruction software
- Software: Macromedia 'Flash'

Additional items required:

- Computer

Module Facts

For Technology Program, order as:
ST300/10 Graphics and Animation

For IT Program, order as:
IM4E Graphics and Animation

	No.	Average time
Assignments	10	45 minutes
Extension Activities	2	45 minutes
Total		9 hours



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