

Interactive Multimedia LAP 5 – Unit 2 Lessons 1 - 3



Name _____

Period _____

Date Started _____

Date Completed _____

DoDEA Standards

- ♦PT 1f Be proficient in the use of technology.
- ♦PT 1e Demonstrate a sound understanding of the nature and operation of technology systems, both hardware and software.

Objectives

- ♦ Students will design an animation in which an actor demonstrates anticipates and follow through.
- ♦ Students will design animation demonstrating how timing affects the meaning of an animation.
- ♦ Students will design animations of actors displaying realistic natural movements.

Resource Student handouts for Lessons 1 - 3

Time Frame Lesson 1 2 hours
 Lesson 2 2 hours
 Lesson 3 2 hours

Introduction

This unit provides material to teach students how to use animations to communicate ideas. The lessons include a project where the student (or group) presents a sales pitch for a new product. The project will include all of the techniques that they studied during this unit.

Assignments

Where appropriate and possible, written answers must be in complete sentences and keyed.
Turn in completed activities as directed by instructor.

Lesson 1: Anticipation and Follow Through

_____ Complete Activity 1 and 2 of the student handout.

Lesson 2: Timing

_____ Complete Activity 1 and 2 of the student handout.

Lesson 3: Natural Motion

_____ Complete Activity 1 and 2 of the student handout.

_____ See your instructor for the assessment for your Portfolio, Lessons 1 – 3.

Self Assessment - "I/I can . . . "

- _____ design an animation in which an actor demonstrates anticipates and follow through.
- _____ design animation demonstrating how timing affects the meaning of an animation.
- _____ design animations of actors displaying realistic natural movements.