

# EXPEDITION 3D

*Animation and Game Design*



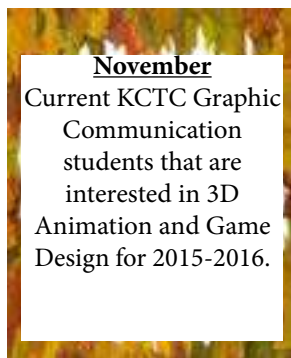
## PRE-EVALUATION

# Enrollment Time line



## October

Identify current KCTC Graphic Communication students who are interested in 3D Animation and Game Design for 2012-2013 by having them fill out an electronic application.



## November

Current KCTC Graphic Communication students that are interested in 3D Animation and Game Design for 2015-2016.



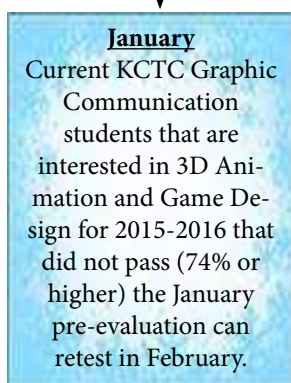
The Pre-Evaluation consists of 2 parts:

## Outside KCTC

Students will research the Pop Art movement and how New York 1960s was influenced by artist like Andy Warhol. From the research students will bring a descriptive paragraph about the Pop Art Movement.

## At KCTC (approximately, 2 hours)

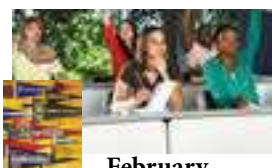
Students will take the performance portions of the test. This will include drawing, image manipulation, 3D modeling, 3D animating, game design, and ad layout design.



## January

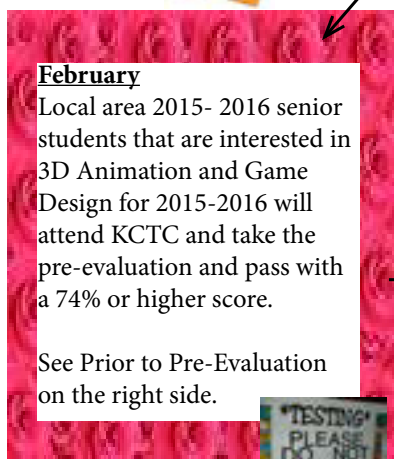
Current KCTC Graphic Communication students that are interested in 3D Animation and Game Design for 2015-2016 that did not pass (74% or higher) the January pre-evaluation can retest in February.

KCTC Enrollment will determine how many available openings for 2015-2016 seniors enrolling from sending schools.



## February

Identify students from sending schools and students from current KCTC programs that are interested in 3D Animation and Game Design for 2015-2016 by having them fill out an electronic application.



## February

Local area 2015- 2016 senior students that are interested in 3D Animation and Game Design for 2015-2016 will attend KCTC and take the pre-evaluation and pass with a 74% or higher score.

See Prior to Pre-Evaluation on the right side.



## April- May

Confirmation of enrollment into 3D Animation and Game Design for 2015-2016

# Prior to Pre-Evaluation



2015- 2016 senior student who expresses interest in attending 3D Animation and Game Design at KCTC.

The local area counselor will contact KCTC to reserve a slot on the appropriate date and session. Any special needs students with testing accommodations will need to be identified at time of reserving a slot.



## To reserve a slot for pre-evaluation

Ashley Wood  
ashleywood@kentisd.org  
616-365-2370

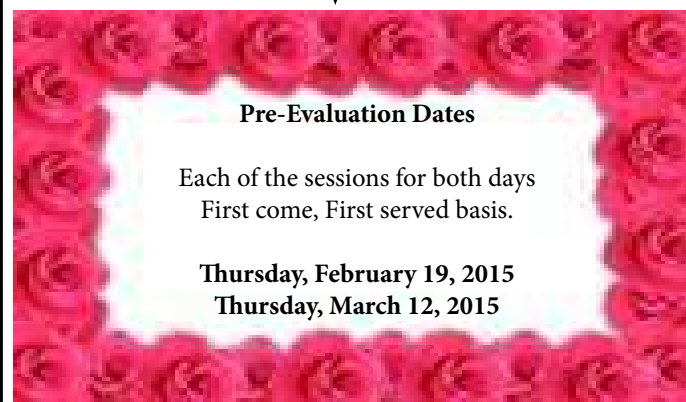


## General questions

Lara Roessler  
lararoessler@kentisd.org  
616-365-2331

## Teacher Consultant

Cinnamon Mellema  
cinnamonmellema@kentisd.org  
616-365-2346



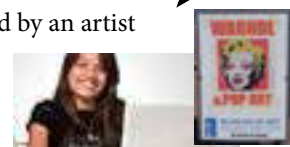
## Pre-Evaluation Dates

Each of the sessions for both days  
First come, First served basis.

Thursday, February 19, 2015  
Thursday, March 12, 2015

## Outside KCTC

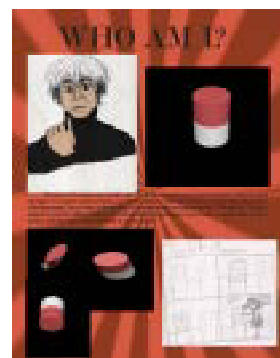
Students will research the Pop Art movement and how New York 1960s was influenced by an artist like Andy Warhol. From the research students will bring a descriptive paragraph about the Pop Art Movement.



# Day of Pre-Evaluation

## At KCTC (approximately, 2 hours)

Students will take the performance portions of the test. This will include drawing, image manipulation, 3D modeling, 3D animating, game design, and ad layout design.



### PERSONAL DATA

|   |                   |                |        |      |
|---|-------------------|----------------|--------|------|
| NAME                                    | LAST              | FIRST          | MIDDLE | DATE |
| ADDRESS (STREET, CITY, STATE, ZIP CODE) |                   |                |        |      |
| HOME PHONE<br>( )                       | CELL PHONE<br>( ) | E-MAIL ADDRESS |        |      |

### PLACEMENT INFORMATION

|                             |                   |                   |                                   |             |             |  |
|-----------------------------|-------------------|-------------------|-----------------------------------|-------------|-------------|--|
| RANK SESSION CHOICE         | 1ST SESSION       |                   | 2ND SESSION                       |             | 3RD SESSION |  |
| REFERRAL SOURCE: SELECT ONE |                   |                   |                                   |             |             |  |
| OPEN HOUSE                  | thetechcenter.org | PARENT            | STUDENT                           | CAREER FAIR | TEACHER     |  |
| COUNSELOR                   | OTHER:            | WHO REFERRED YOU? |                                   |             |             |  |
| DESIRED LEVEL OF EDUCATION  |                   |                   | POST-SECONDARY SCHOOL OF INTEREST |             |             |  |
| DESIRED MAJOR               |                   |                   |                                   |             |             |  |

### EDUCATION RECORD

|  |               |                |
|--|---------------|----------------|
| LIST LAST HIGH SCHOOL AND ALL SUMMER PROGRAMS, TRADE SCHOOLS AND COLLEGES ATTENDED |               |                |
| NAME AND LOCATION (CITY/STATE) OF SCHOOL   | MAJOR / MINOR | DEGREE/DIPLOMA |
|  |               |                |
|  |               |                |
|  |               |                |

### VIDEO GAME / SOFTWARE KNOWLEDGE

|                          |
|--------------------------|
| VIDEO GAME SYSTEMS:      |
| GAME SOFTWARE KNOWLEDGE: |
| PC/ MAC KNOWLEDGE:       |

### EXPERIENCE HISTORY

|   |          |                   |   |
|---|----------|-------------------|---|
| LIST ALL GRAPHIC DESIGN EXPERIENCES WITH CURRENT OR MOST RECENT EXPERIENCE FIRST. |          |                   |   |
| TYPE OF EXPERIENCE  | LOCATION | SUPERVISOR'S NAME |   |
| POSITION  | DATES    | /                 | / |
| SUMMARY OF DUTIES   |          |                   |   |
| REASON FOR LEAVING  |          |                   |   |

|                    |          |                   |   |
|--------------------|----------|-------------------|---|
| TYPE OF EXPERIENCE | LOCATION | SUPERVISOR'S NAME |   |
| POSITION           | DATES    | /                 | / |
| SUMMARY OF DUTIES  |          |                   |   |
| REASON FOR LEAVING |          |                   |   |

# Who Am I | Body copy

## How to Write a Descriptive Paragraph

The purpose of descriptive writing is to make our readers see, feel, and hear what we have seen, felt, and heard. Whether we're describing a person, a place, or a thing, our aim is to reveal a subject through vivid and carefully selected details.

Look! Put simply, that's the watchword of this project and the motto of all good writers: pay attention to the details and show the reader what you mean. Specific details create word pictures that can make writing more interesting and easier to understand. In this project, you will practice organizing those specific details into an effective descriptive paragraph.

You will begin by researching the Pop Art movement and then drafting a list of details that describe it. Next, you will put these details into sentences and organize the sentences into a paragraph. Finally, you will revise the paragraph to make sure that it is unified and clearly organized.

## Directions

- Use the information you gathered from your research to write a descriptive paragraph about the Pop Art movement.
- This can be handwritten or an electronic file that is brought in on a memory device.

## Cliff Notes

**Art history** has historically been understood as the academic study of objects of art in their historical development and stylistic contexts, i.e. genre, design, format, and style. This includes the "major" arts of painting, sculpture, and architecture as well as the "minor" arts of ceramics, furniture, and other decorative objects.

An **art movement** is a tendency or style in art with a specific common philosophy or goal, followed by a group of artists during a restricted period of time, (usually a few months, years or decades) or, at least, with the heyday of the movement defined within a number of years.

### POP ART

KEY DATES: 1950-1960s

This movement was marked by a fascination with popular culture reflecting the affluence in post-war society. It was most prominent in American art but soon spread to Britain. In celebrating everyday objects such as soup cans, washing powder, comic strips and soda pop bottles, the movement turned the commonplace into icons. Pop Art is a direct descendant of Dadaism in the way it mocks the established art world by appropriating images from the street, the supermarket, the mass media, and presents it as art in itself.

Artists such as Jasper Johns and Robert Rauschenberg took familiar objects such as flags and beer bottles as subjects for their paintings, while British artist Richard Hamilton used magazine imagery. The latter's definition of Pop Art - "popular, transient, expendable, low-cost, mass-produced, young, witty, sexy, gimmicky, glamorous, and Big Business" - stressed its everyday, commonplace values.

It was **Andy Warhol**, however, who really brought Pop Art to the public eye. His screen prints of Coke bottles, Campbell's soup tins and film stars are part of the iconography of the 20th century. Pop Art owed much to Dada in the way it mocked the established art world. By embracing commercial techniques, and creating slick, machine-produced art, the Pop artists were setting themselves apart from the painterly, inward-looking tendencies of the Abstract Expressionist movement that immediately preceded them. The leading artists in Pop were Andy Warhol, Roy Lichtenstein, Roy Hamilton, Jasper Johns, Robert Rauschenberg and Claes Oldenburg.

# Electronic Publishing



**5 min.**

## Portrait Sketch

Students will create a sketch in the allotted time of Andy Warhol based off the picture provided at the time of the pre-evaluation.



**10 min.**

## Portrait Scan

Students will scan in their portrait sketch.

*Save as: yourlastname\_scan\_ahport\_date.jpeg*



## Portrait Rendering

**Rendering:** shading and texturing of an image  
Students will use Adobe Photoshop to render their portrait sketch.

**10 min.**

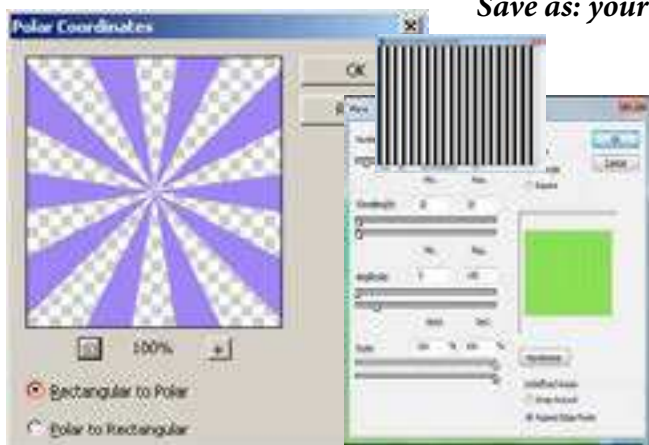
*Save as: yourlastname\_ahport\_date.psd and yourlastname\_ahport\_date.jpeg*

**15 min.**

## Background Texture

Students will use Adobe Photoshop to create a star burst effect background texture.

*Save as: yourlastname\_bkg\_date.psd and yourlastname\_bkg\_date.jpeg*



Background specs:

Size: 8.5" X 11"

Color mode: RGB

PPI: 72





# ThreeD Visualization

## ThreeD Modeling

20 min.

In 3D computer graphics, **3D modeling** (also known as meshing) is the process of developing a mathematical representation of any three-dimensional surface of object (either inanimate or living) via specialized software. The product is called a 3D model. It can be displayed as a two-dimensional image through a process called 3D rendering or used in a computer simulation.

Students will use Autodesk 3D Studio Max to model their soup can.

**Save as:** *yourlastname\_modcan\_date.max*  
*and yourlastname\_modcan\_date.jpeg*



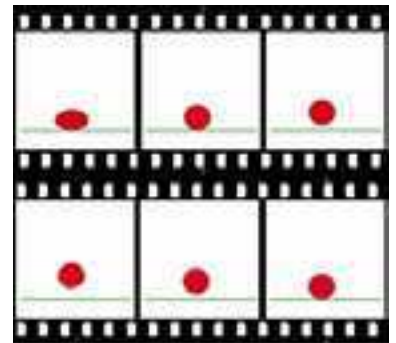
## ThreeD Animation

30 min.

**Animation** is the rapid display of a sequence of images of 2-D or 3-D artwork or model positions in order to create an illusion of movement. The effect is an optical illusion of motion due to the phenomenon of persistence of vision, and can be created and demonstrated in several ways. The most common method of presenting animation is as a motion picture or video program, although there are other methods.

Students will use Autodesk 3D Studio Max to create a 30 to 45 second animation of their soup can bouncing around.

**Save as:**  
*yourlastname\_animacan\_date.max*  
*yourlastname\_animacan\_date.avi*  
*yourlastname\_still1can\_date.jpeg*  
*yourlastname\_still2can\_date.jpeg*  
*yourlastname\_still3can\_date.jpeg*



# Game Design

[http://en.wikipedia.org/wiki/Level\\_design](http://en.wikipedia.org/wiki/Level_design)

**Level design**, environment design or game mapping[citation needed] is a discipline of game development involving creation of video game levels—locales, stages, or missions. This is commonly done using level editor, a game development software designed for building levels; however some games, such as Cube 2: Sauerbraten, feature built-in level editing tools. Level design is both an artistic and technical process.

Art movement: Pop Art <http://www.artmovements.co.uk/popart.htm>

Location: Greater New York City

Time period: Early 1960s



Students will create concept drawings of a level shot, character, and or a title scene for a game that has the theme of the Pop Art Movement in New York in the 1960s.

**Save as:** yourlastname\_gamelevel\_date.jpeg (gamecharacter , gametitle)

## Concept Art

10 min.



## Printing Production

Students will use Adobe Indesign to create a flyer showcasing their work from their pre-evaluation.

Specs:

- 8 1/2 X 11 Portrait
- CMYK - no more than 4 colors (text and shapes)
- Fonts - no more than 3 fonts
- Background needs to be at texture that was created by using only Photoshop tools (you may not include any images or photos for your background)
- Flyer needs to be laid out using a design fundamental
- Top 3/4" headline- Who Am I?
- Top 1/4" subheadline- Pre-Evaluation 3D Animation and Game Design
- Middle 4" body copy (serif font only) of your descriptive paragraph (don't forget to spell check!)
- Bottom 6" need to include:
  - Portrait: hand drawn | scanned | rendered using Photoshop
  - 3D still model: your best example showing: poly modeling | materials | lighting | rendered at 640X480 png
  - 3D animation: 3 stills that best tell the story (640X480 png)
  - Game design: 3 stills- title scene | level | map | character 4 up
- Tag line very bottom - first and last name | design fundamental used for layout

## 20 min. Who am I Flyer



**Save as:** yourlastname\_whoami\_date.indd

**Export as:** yourlastname\_whoami\_date.pdf

**Print to E536 | Set-up | Ok | Preferences | Set up tab | change from black and white to color | Paper tab | change document size to 8 1/2" X 11" | Ok | Print | Print**

# Pre Evaluation Expedition 3D

| Last Name | First Name | Pre-Evaluation Date |
|-----------|------------|---------------------|
|           |            |                     |

| 1. C&E Skills - Application    |          |         |
|--------------------------------|----------|---------|
| Achievement Indicators         | Possible | Awarded |
| Personal Data                  | 4        |         |
| Placement Information          | 4        |         |
| Education                      | 4        |         |
| Video Game/ Software Knowledge | 4        |         |
| Experience History             | 4        |         |
| <b>Total</b>                   | 20       |         |

| 2. Applied Academics - Body Copy   |          |         |
|--|----------|---------|
| Achievement Indicators   | Possible | Awarded |
| Process Writing -<br><i>research prior to the pre-evaluation</i>             | 2        |         |
| Ideas and content-<br><i>Pop Art Movement, New York, 1960's, Andy Warhol</i> | 2        |         |
| Organization of thoughts   | 2        |         |
| Word Choice - <i>Appropriate</i>   | 2        |         |
| Conventions -<br><i>Proper spelling and grammar usage</i>                    | 2        |         |
| <b>Total</b>   | 10       |         |

| 3. Electronic Publishing   |          |         |
|--|----------|---------|
| Achievement Indicators   | Possible | Awarded |
| Portrait Sketch -<br><i>the portrait resembles the provided image</i>                    | 5        |         |
| Portrait Scan -<br><i>successfully scanned the portrait sketch</i>                       | 3        |         |
| Portrait Rendering -<br><i>used various image manipulation techniques to apply color</i> | 6        |         |
| Background Texture -<br><i>Followed tutorial to create a star burst background</i>       | 6        |         |
| <b>Total</b>   | 20       |         |

| Pre-Evaluation Totals  |          |         |
|------------------------|----------|---------|
| Achievement Indicators | Possible | Awarded |
| Application            | 20       |         |
| Body Copy              | 10       |         |
| Electronic Publishing  | 20       |         |
| 3D Visualization       | 20       |         |
| Game Design            | 10       |         |
| Printing Production    | 20       |         |
| <b>Total</b>           | 100      |         |

| 4. 3D Visualization   |          |         |
|---|----------|---------|
| Achievement Indicators  | Possible | Awarded |
| Modeling -<br><i>Create a default standard primitive object.</i>  | 5        |         |
| Materials-<br><i>Assign a default material to an object using the compact material editor.</i>                      | 5        |         |
| Rendering - 1 still of model - <i>Quick render of a single frame then save as requested file format.</i>            | 2        |         |
| Animation - <i>Animate an object by set key framing.</i>  | 5        |         |
| Rendering - 3 stills showing animation<br><i>Quick render of a single frame then save as requested file format.</i> | 3        |         |
| <b>Total</b>  | 20       |         |

| 5. Game Design                      |          |         |
|-------------------------------------|----------|---------|
| Achievement Indicators              | Possible | Awarded |
| Level Shot - <i>concept sketch</i>  | 0-10     |         |
| Title Scene - <i>concept sketch</i> | 0-10     |         |
| Character - <i>concept sketch</i>   | 0-10     |         |
| <b>Total</b>                        | 10       |         |

| 6. Printing Production   |          |         |
|--|----------|---------|
| Achievement Indicators   | Possible | Awarded |
| Size - 8 1/2" X 11" Portrait   | 1        |         |
| Color Mode-<br><i>CMYK - no more than 4 colors (text and shapes)</i>   | 1        |         |
| Fonts- <i>no more than 3 fonts</i>   | 1        |         |
| Background -<br><i>Needs to be at texture that was created by using only Photoshop tools (you may not include any images or photos for your background)</i>  | 2        |         |
| Copy-<br>* <i>Headline- Who Am I?</i><br>* <i>Subheadline- Expedition 3D Animation and Game Design</i><br>* <i>Body copy (serif font only) of your descriptive paragraph (don't forget to spell check!)</i>  | 2        |         |
| Artwork-<br>* <i>Self portrait: hand drawn   scanned   rendered using Photoshop</i><br>* <i>3D still model: your best example showing: poly modeling   rendered at 640X480 png</i><br>* <i>3D animation: 3 stills that best tell the story (640X480 png) and a link to your animation on youtube.com</i><br>* <i>Game design: 3 stills- title scene   level   map   character 4 up</i> | 8        |         |
| Tagline-<br><i>Very bottom - first and last name   design fundamental used for layout</i>  | 1        |         |
| Overall Quality - <i>Craftsmanship is clean</i>  | 4        |         |
| <b>Total</b>   | 20       |         |