

Student Name _____

High School or Vocational Center _____

COMPETENCY RECORD FOR ARTICULATION

Baker College

Please check below each skill the student has mastered with a minimum of 80 percent accuracy or with an A or B grade.

CAP151 INTRODUCTION TO COMPUTER ANIMATION

Task	Satisfactory	Unsatisfactory
Discuss, relate, and practice the basic concepts of 2D and 3D computer generated animation.		
a. Key-frames		
b. Tweening		
Define and compare the differences between 2D and 3D animation as generated by computer applications (i.e., TV/Web animation, feature animation, CG animation, video games, etc)		
Name key roles in the animation production process and their duties.		
Experiment with and create visual effects in projects that demonstrate:		
a. Tracking/path/matte/mask		
b. Lightening effects		
c. Smoke effects		
d. Text (intro, exit and oriented to path)		
Define the principles of animation and demonstrate their use.		
Analyze and demonstrate the use of the time codes such as SMPTE, PAL, and NTSC, along with Drop Frame, and Non-Drop Frame		
Illustrate the need and implementation of storyboarding to realize an animated feature/short, game, motion graphics and the terminology associated with:		
a. Animation cinematography and story devices		
b. Timing		

Task	Satisfactory	Unsatisfactory
c. Blocking		
d. Sequencing		
Analyze the types and use of specific software applications associated with 2D motion graphics such as:		
a. Adobe Photoshop – 2D paint with layers		
b. Adobe After Effects – 2D Motion Graphic production and editing		
c. Adobe Premiere Pro – non-linear video editing		
d. Flash		
Define and demonstrate the use of the After Effects environment; panels, layout and concept of work flow.		
Express the need to visualize and demonstrate the construction layers within 2D		
a. Layer modes (blending, solids, text, masks, and mattes)		
b. Image sequences		
c. Transformation effects (scale, opacity, rotations)		
d. Grouping (parenting, nesting, pre-compositing, and application of expressions)		
e. Special effects		
f. Text and pre-set text animators		
Demonstrate the ability to convey motion graphics through the use of timeline concepts.		
a. Keyframes and their 'types' (roving, hold, bezier)		
b. Graph editor (value and speed)		
c. Anchor point		
Demonstrate the ability to use timeline manipulation		
a. Motion sketcher and smoother		
b. Copy and paste frames		
c. Auto-reverse frames		
Import files from various sources and media type (video clips, music, layered files, vector images)		
Analyze and use the concepts of 'chroma' keying and tracking		
Introduce and manipulate 3D space within 2D environment.		

Task	Satisfactory	Unsatisfactory
a. Multiple views		
b. Rotation and orientation		
c. Multi-planning		
d. Camera tools		
Rendering and exporting footage with an understanding of the proper file types with their advantages/disadvantages.		
Compare 2D and 3D environments through use of appropriate software.		
a. Work with view ports of front, top, side, and perspective		
b. Create and align basic primitives in regards to viewports		
Create and deliver a presentation using appropriate industry recognized tools that demonstrates the ability to creatively integrate animation tasks into a viable product.		

Teacher signature _____ Date _____