

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.

CAP201A COMPUTER ANIMATION I

Task	Satisfactory	Unsatisfactory
Examine the job opportunities and applications related to 3D computer graphics.		
Use aspects of 3D animation production including, but not limited to the following:		
a. Storyboarding		
b. Modeling		
c. Texturing		
d. Animating		
e. Lighting & Rendering		
f. Editing		
Relate real world material properties to computer graphic terminology such as: diffuse, specular, reflection, bump, opacity, refraction.		
Select and utilize effective texture map methods to place images on 3D objects.		
Recognize and demonstrate the principles of animation: squash and stretch, timing, ease in and out, and anticipation, in simple animation exercises.		
Render images using lighting techniques and light settings such as: 3 point lighting, light attenuation and raytraced and shadow map shadow settings for lights.		
3ds Max Techniques		
a. Navigate and manipulate basic 3ds Max user elements, including, but not limited to the following:		
b. 3ds Max workspace and layouts		
c. Keyboard Shortcuts		

Task	Satisfactory	Unsatisfactory
d. Viewport display options		
e. Material editor		
f. Units and grid setup		
g. Transform tool		
h. Modifier stack		
i. Groups		
j. Primitives		
k. Cameras		
l. Lights		
Construct and manipulate 3D geometry using: image reference, shapes, lofting, editable poly tools, and modifiers.		
Apply texture images to the surface of the geometry properly using UVW map and UVW unwrap modifiers.		
Create and manipulate animation using Track View Curve Editor, Track View Dope Sheet, Set key, Auto key		
Render a 3d scene using mental ray renderer and using arch & design mental ray materials.		

Teacher signature _____ Date _____