

Art and Animation

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Use art and animation tools to create an original, complex 3-D character or weapon model.
3	Student will: Categorize and discuss art and animation tools commonly used in game design. (Standard 46.0)
2	Student will: Identify art and animation tools commonly used in game design Understand what art and animation tools are used for in game design
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: You are going to interview for a video game company as either a concept artist, animator, world builder, or 2D or 3D Modeler but you need to have at least one work sample to show them.



Research commonly used art and animation tools in game design. Examples include: Photoshop, Illustrator, InDesign, Blender, GIMP, Drawing Tablets, Paint Tool Sai, Premier Pro, and game engines like GameMaker and Unity.

Your project will have two parts:

1. Categorize what these tools could be used for in Game Design (example is Blender- 3D character and weapons models and world building). Categorize at least 5 software products.

2. Choose one program and create something game related- character model, weapon model, background, world assets, etc. You can choose to do 3D or 2D. You can also create an animation if you are more interested in that area of game design. You could also choose to use a drawing tablet for concept art (no hand drawn sketches & must be very detailed concept art if you choose this choice).

*Find online tutorials to create if you do not have experience with any software (try the tutorials page of the website- particularly Lynda has helpful walk-throughs).

Upload both parts to O365- you can upload them separately or on the same document