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| 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:  Identify commonly used art and animation production tools in the game design industry.  Categorize and discuss art and animation tools commonly used in game design. (40.0) |
| 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. |

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

**Your project will have two parts:**

-Categorize what these tools could be used for in Game Design (example is Blender is mainly for 3D models all kinds while Photoshop is only 2D so it will only be used for 2D game projects, marketing materials, etc.).

-Choose one program and create something game related- character model, weapon, background, etc. You can choose to do 3D or 2D.