Art and Animation

	LEARNING GOAL & SCALE: Standard 15.0
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 OR add buildings/character to Unity Scene.
3	Student will: Categorize and discuss art and animation tools commonly used in game design. (Standard 15.0) Use art and animation tools commonly used in game design.
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 a "2D Asset Design Intern" They request you bring at least one work sample to the interview.

Learning Target: Know what art/animation tools are available to use for game design and what each does. Create a 2D tile set or character that is complete enough to be used in a game. Create a 3D scene in Unity.

In class discussion: tile sets, sprites, assets and backgrounds.

Student Research: Watch [Tile Set tutorial](#) & [Sprite Editor tutorial](#) (continue next page for examples of what tileset is, if needed).

Use Google to research commonly used art and animation tools in game design. Examples: Adobe Photoshop, Illustrator, InDesign, Blender, GIMP, Drawing Tablets, Paint Tool Sai, Piskel, and game engines like Unity/Unreal/GameMaker.

Project Details (2 PARTS)

1. **Part One:** In Word or a blog post- Categorize what the above tools could be used for in Game Design. **Categorize at least 5 software products**- can include game engines.
   a. Example: Blender- 3D character and weapons models.

2. **Part Two (choose a or b, not both)- this can be done in** [Piskel](#) **(recommended), Photoshop, GIMP or any other program you know:**
   a. Create a tile set for a background- must have a minimum of 12 tiles. You can get inspiration for your tiles from [OpenGameArt](#)/[Spriter's Resource](#) but you cannot use an already created tile set.
   **OR**
   b. Create a 32x32 pixel sized character sprite with at least 2 animations (example: walk and jump). Can be a human character, animal, alien, replica of your favorite character, or your own unique creation.

3. **Part Three- Watch the** [Terrain Tutorial](#) **and use the** [Unity Documentation](#) **Site for research then complete the below.**
   a. Create one scene in Unity using the terrain tools covered in the video. Must include at least 3 textures, raised terrain and 2 different types of trees.
      i. Bonus- Add some buildings or a working character!

   Upload all three parts to O365 as separate files

Good tile set example:

All boxes equal size/spacing. Multiple Tiles to choose from.
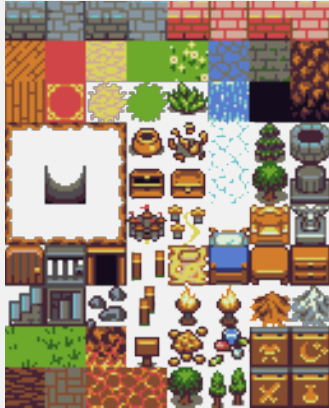
Good Character Example:

4-way movement (starting from top left- each direction is 4 frames- up, down, left, right). Bottom row is melee attack (2 images for each direction). All images have same size/spacing.