

# Interactive Multimedia

## LAP 3 – Unit 1 Lessons 8 - 13



Name \_\_\_\_\_  
Period \_\_\_\_\_  
Date Started \_\_\_\_\_  
Date Completed \_\_\_\_\_

### DoDEA Standards

- ♦PT1f Be proficient in the use of technology.
- ♦PT1e Demonstrate a sound understanding of the nature and operation of technology systems, both hardware and software.

### Objectives

- ♦ Students will create animations using 2D and 3D actors.
- ♦ Students will modify actor’s path to make it appear as if it is drawing an object.
- ♦ Students will modify 3D actors to change their appearance and movements
- ♦ Students will attach bitmap head to a 3D actor.

**Resource** Student handouts Lessons 8 - 13

<b>Time Frame</b>	Lesson 8	2 hours
	Lesson 9	2 hours
	Lesson 10	1 hour
	Lesson 11	3 hours
	Lesson 12	1 hour
	Lesson 13	2 hours

### Introduction

This unit provides material to teach students the mechanics of designing computer animations. The unit is based on the animation tool 3d Choreographer, which is an easy to use program for developing computer animations.

### Assignments

Where appropriate and possible, written answers must be in complete sentences and keyed. Turn in completed activities as directed by instructor.

#### Lesson 8: Design Animations

\_\_\_\_\_ Complete Activity 1 – 3 of the student handout. Your instructor has solutions for each Activity.

#### Lesson 9: Advanced Actions

\_\_\_\_\_ Complete Activity 1 – 5 of the student handout.

#### Lesson 10: Bitmaps

\_\_\_\_\_ Complete Activity 1 – 6 of the student handout.

#### Lesson 11: Attaching Student’s Heads to 3d Actors

\_\_\_\_\_ Complete Activity 1 – 3 of the student handout.

#### Lesson 12: Modifying & Morphing and Creating Custom Commands

\_\_\_\_\_ Complete Activity 1 – 5 of the student handout.

### **Lesson 13: Layering and Saving Commands**

\_\_\_\_\_ Complete Activity 1 – 6 of the student handout.

\_\_\_\_\_ See your instructor for the assessment for Lessons 9 - 13

#### **Self Assessment - "I/I can . . . "**

\_\_\_\_\_ **create animations using 2D and 3D actors.**

\_\_\_\_\_ **modify actor's path to make it appear as if it is drawing an object.**

\_\_\_\_\_ **modify 3D actors to change their appearance and movements.**

\_\_\_\_\_ **attach bitmap head to a 3D actor.**