H.H. Arnold High School
Electronics and Technology Education
Frank C. Pendzich

ASSIGNMENT CHECK-LIST
Generated: 03/25/02

Course # **TES301** Course Title **Studio Production**

Area **A** Competency **DIGITAL AUDIO** Category **VOCATIONAL**

Task **0** Task/Skill **Orientation to Techonology Education Curriculum**

Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will demonstrate their knowledge of the procedures used in the Technology Education Curriculum. They will complete a series of forms, set up a notebook, login to the network, use electronic mail, print out assignment check-lists and performance reports, as well as successfully complete an examine on the skills necessary to be successful in this course.

Sub	Init	Code	Type of Task	Task Description
a	( )	**A0a**	**Reading Assignment**	Student Orientation Packet
b	( )	**A0b**	**Homework Assignment**	The Student Record
c	( )	**A0c**	**Assignment Sheet**	Accepted Use Agreement
d	( )	**A0d**	**Assignment Sheet**	Student Record of Counseling
e	( )	**A0e**	**Notebook**	Notebook Review
f	( )	**A0f**	**Performance Test**	Using the Local Area Network (LAN)
g	( )	**A0g**	**Performance Test**	Using Electronic Mail
h	( )	**A0h**	**Performance Test**	The Assignment Check-List
i	( )	**A0i**	**Performance Test**	The Student Progress Report
j	( )	**A0j**	**Performance Test**	Navigating the Tech Ed Web Page
k	( )	**A0k**	**Computer Test**	Orientation to Technology Education

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Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
1	**Digital Audio**	(/ /)	(/ /)

The student will demonstrate how to play and record digital audio files using Windows Media Player and Sound Recorder. The studio will then use the Windows Audio Mixer and CD Player to record and mix CD audio, sound effects, and microphone input to produce a 15 second community information radio spot from our school's daily bulletin. The budget for this project is 15 to 20 seconds and must be no larger than 300KB in size recorded at radio quality.

Sub	Init	Code	Type of Task	Task Description
a	( )	**A1a**	**Exercise**	Media Player
b	( )	**A1b**	**Exercise**	Sound Recorder
c	( )	**A1c**	**Exercise**	Audio Mixer
d	( )	**A1d**	**Exercise**	CD Player
e	( )	**A1e**	**Exercise**	Midi Player
f	( )	**A1f**	**Performance Test**	School Bulletin Radio Spot

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
2	**Digital Audio Processing**	(/ /)	(/ /)

The student will use digital audio processing software to create a 15 second community service radio spot advertising a school event or speaking out against drug abuse, school violence, respect, or some other social problem that effects student life. The spot must include midi music, sound effects, and recorded voice. It must be precisely 15 seconds long and no larger than 250KB in size recorded at radio quality.

Sub	Init	Code	Type of Task	Task Description
a	( )	**A2a**	**Exercise**	Wave Editor
b	( )	**A2b**	**Exercise**	Sound Mixer
c	( )	**A2c**	**Exercise**	CD Player
d	( )	**A2d**	**Exercise**	Midi Player
e	( )	**A2e**	**Performance Test**	Community Radio Spot

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Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
3	**Digital Audio Processing Project-Star Trek Serial**	(/ /)	(/ /)

The student will create a 60 second radio episode for a Star Trek serial. The episode must start and close with theme music and include... recorded voice narration, Star Trek sound files, sound effects, and recorded CD/Cassette background music. The production must support a plot, include transistions, have a beginning, and a cliffhanger for an ending. Other sound sources can be used but the Star Trek theme must be prominant in the production. The budget for this project is precisely 60 seconds and no more than 1 Megabyte in size recorded at radio quality.

Sub	Init	Code	Type of Task	Task Description
a	( )	**A3a**	**Performance Test**	Star Trek Radio Episode

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
4	**Digital Sound Processing - Sound Effects**	(/ /)	(/ /)

The student will engineer a series of sound effect episodes revolving around a common theme. The student can collect sound effects from a variety of sources including the web, canned effects, and by using a microphone. Each episode must be between 10 and 15 seconds long, under 500KB in size, and include overlayed foreground and bacground sound. The episodes are:
1. A cow spends all night working on a term paper but the computer crashes before she saved it.
2. A cow sky dives out of an air plane and pulls the ripcord but her parachute doesn't open.
3. A cow is shussing down a ski jump and makes a terrific jump but a lousy landing.
4. A cow pulls away from a fast food place and then realizes they forgot her fries.

Sub	Init	Code	Type of Task	Task Description
a	( )	**A4a**	**Performance Test**	Cow - Computer Error!
b	( )	**A4b**	**Performance Test**	Cow - Ripcord!
c	( )	**A4c**	**Performance Test**	Cow - Ski Jump
d	( )	**A4d**	**Performance Test**	Cow - You want fries with that?

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Course #	Course Title
TES301	**Studio Production**

Area	Competency	Category
B	**DIGITAL IMAGERY**	**VOCATIONAL**

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
1	**Digital Photography**	(/ /)	(/ /)

The student will demonstrate how to use a digital camera to take a variety of photographs. The student will demonstrate both basic and advanced operations of the digital camera. To demonstrate their proficency, the student will produce a portfolio of the five following digital photographs: Self Portrait, Education, Nature Scene, Sport, and Macro. The quality of the image must be the highest resolution possible.

Sub	Init	Code	Type of Task	Task Description
a	( )	**B1a**	**Demonstration**	Digital Camera Basic Operations
b	( )	**B1b**	**Performance Test**	Preparation, Record and Play Images
c	( )	**B1c**	**Demonstration**	Advanced Operations
d	( )	**B1d**	**Performance Test**	Various Recording and Playback Options
e	( )	**B1e**	**Performance Test**	Five Image Portfolio

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
2	**Flat Bed Scanning**	(/ /)	(/ /)

The student will demonstrate how to use a digital scanner to scan photographs and text in a variety of formats. To demonstrate their proficiency the student will scan both photographic and text objects. They will then process their work for use with a word and image processor.

Sub	Init	Code	Type of Task	Task Description
a	( )	**B2a**	**Demonstration**	The Flat Bed Scanner
b	( )	**B2b**	**Demonstration**	Scanning Software
c	( )	**B2c**	**Exercise**	Scanning Photographs
d	( )	**B2d**	**Exercise**	Scanning Drawings

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Sub	Init	Code	Type of Task	Task Description
e	( )	**B2e**	**Exercise**	Scanning and Processing Text
f	( )	**B2f**	**Performance Test**	Scanning the Graphic Document

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
3	**Digital Image Processing**	(/ /)	(/ /)

The student will demonstrate how to alter digital images using specialized software. They will create composite photographs and add text, filters, and effects to existing imagery. Finally, the student will use the photographic processing software to create a composite image with their self portrait and sports photograph. They will also add various special effects to enhance the photograph and process the image for use on the web. They will also edit an image to remove clutter and drastically alter the scene.

Sub	Init	Code	Type of Task	Task Description
a	( )	**B3a**	**Tutorial**	Creating a Composite Image
b	( )	**B3b**	**Tutorial**	Using a Mask
c	( )	**B3c**	**Tutorial**	Adding Text
d	( )	**B3d**	**Tutorial**	Retouching
e	( )	**B3e**	**Performance Test**	Self Portrait/Sport Composite Image
f	( )	**B3f**	**Performance Test**	Retouched Tall Sailing Ship Photograph
g	( )	**B3g**	**Performance Test**	Processing the Image for the Web

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Course # **TES301** Course Title **Studio Production**

Area **C** Competency **DIGITAL IMAGE MORPHING AND DISTORTION** Category **VOCATIONAL**

Task **1** Task/Skill **Image Morphing** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will complete a tutorial on basic morphing techniques. They will then demonstrate their skills by creating a series of morphed images and movies from supplied photographs. Finally, the student will create a movie of morphed images taken of at least five students in class.

Sub	Init	Code	Type of Task	Task Description
a	( )	**C1a**	**Tutorial**	Basic Morphing
b	( )	**C1b**	**Exercise**	Jenny to Tinkerbell Morph
c	( )	**C1c**	**Exercise**	Vangogh to Monalisa Morph
d	( )	**C1d**	**Exercise**	Farrari Morph
e	( )	**C1e**	**Exercise**	Six President Morph
f	( )	**C1f**	**Performance Test**	Five Student Morph

Task **2** Task/Skill **Digital Image Distortion** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will created distored imagery using Kai's SuperGoo program. The student will learn how to mutate faces using face palettes and then creat GOOvies to distort images in digital video format. Finally, the student will import their own image and mutate their image creating a 15 second Goovy.

Sub	Init	Code	Type of Task	Task Description
a	( )	**C2a**	**Exercise**	Mutating Faces
b	( )	**C2b**	**Exercise**	Using the Palettes
c	( )	**C2c**	**Exercise**	Change a Facial Feature

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Sub	Init	Code	Type of Task	Task Description
d	( )	**C2d**	**Exercise**	Combining Faces
e	( )	**C2e**	**Exercise**	Adding Text
f	( )	**C2f**	**Exercise**	Using Brushes
g	( )	**C2g**	**Exercise**	Making and Playing GOOvies
h	( )	**C2h**	**Performance Test**	Importing and GOOing Self Portrait

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Course #	Course Title
TES301	**Studio Production**

Area	Competency	Category
D	**DIGITAL VIDEO PROCESSING**	**VOCATIONAL**

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
1	**Digital Video Processing - Theory**	(/ /)	(/ /)

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
2	**Digital Video Editing Project**	(/ /)	(/ /)

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Course # **TES301** Course Title **Studio Production**

Area **E** Competency **INTRODUCTION TO KENETICS 3D STUDIO MAX** Category **VOCATIONAL**

Task **1** Task/Skill **Introducing 3D Studio Max**

Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

Using 3D Studio Max, the student will demonstrate the basic operations of the interface showing the fundamentals of how to model and animate. Working through a series of tutorials, the student will demonstrate mastery of these skills by altering the "coffee table" scene. They will perform the following modifications:

a. Animate a camera move.
b. Edit the materials.
c. Animate the materials settings.
d. Change the goblets.
e. Edit the Carafe.
f. Change the lighting colors.

The student must provide both the before and after versions of the "coffee table" scene.

Sub	Init	Code	Type of Task	Task Description		
a	( )	**E1a**	**Tutorial**	Getting Acquainted		
			Source: 3D Studio Max Tutorials			
			Unit: Tut: 1	**Page:** 1-1 to 1-15	**Min. Score:** %	
b	( )	**E1b**	**Tutorial**	The Interface		
			Source: 3D Studio Max Tutorials			
			Unit: Tut: 2	**Page:** 2-1 to 2-13	**Min. Score:** %	
c	( )	**E1c**	**Tutorial**	Creating a Scene		
			Source: 3D Studio Max Tutorials			
			Unit: Tut: 3	**Page:** 3-1 to 3-30	**Min. Score:** 85%	
d	( )	**E1d**	**Performance Test**	Altering a Scene		
			Source: 3D Studio Max Tutorials			
			Unit: Tut: 3	**Page:** 3-30	**Min. Score:** 100%	

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Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
2	**Basics of 3D Studio Max**	(/ /)	(/ /)

The student will demonstrate the fundamentals of 3D Studio Max by completing exercises creating a "Travel Mug". They will navigate the program using the interface. In creating the mug, they will select and transform objects and later modify them. They will create and edit shapes and then loft a 2D object to make a 3D form. After the "Travel Mug" is complete, the student will demonstrate their skills by creating a "Two Handled Open Trash Container."

Sub	Init	Code	Type of Task	Task Description
a	( )	**E2a**	**Exercise**	Navigating MAX
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Ex: 1	**Page:** 3 to 7 **Min. Score:** %
b	( )	**E2b**	**Exercise**	Selecting and Transforming Objects
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Ex: 2	**Page:** 8 to 14 **Min. Score:** %
c	( )	**E2c**	**Exercise**	Modifying Objects
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Ex: 3	**Page:** 15 to 17 **Min. Score:** %
d	( )	**E2d**	**Exercise**	Shapes
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Ex: 4	**Page:** 18 to 27 **Min. Score:** %
e	( )	**E2e**	**Exercise**	Lofting
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Ex: 5	**Page:** 28 to 29 **Min. Score:** %
f	( )	**E2f**	**Tutorial**	Travel Mug
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Tut: 1	**Page:** 30 to 46 **Min. Score:** %
g	( )	**E2g**	**Performance Test**	Two Handled Open Trash Container

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
3	**"Poker Night" Project**	(/ /)	(/ /)

The student will create a scene typical of four people playing poker at a card table. The card table is of the four legged fold-up variety. On the table should be a deck of cards, wager chips, beverage glasses, and five cards (face down) for each player. You can get chairs suitable for this scene from the AutoDesk 3D Props CDROM. There should also be an overhead lamp, but color, texture maps, and lighting is all up to you. You need to show some animation to obtain credit for this task.

Sub	Init	Code	Type of Task	Task Description
a	( )	**E3a**	**Performance Test**	"Poker Night" Project

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Course #	Course Title
TES301	**Studio Production**

Area	Competency	Category
F	**BOOLEAN TECHNIQUES**	**VOCATIONAL**

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
1	**The Foundations**	(/ /)	(/ /)

The student will demonstrate how to select objects, transform them, and manipulate the modifier stack (including bend, taper, and twist). The student will also perform sub-object-selection, and use the edit modifier tool. Continuing with tutorial instruction, the student will copy objects using copy, instance, and reference methods. To demonstrate their foundation skills, the student will create three primitives demonstrating various combinations of modifier applications on the objects. The student must use space warps on the objects as well.

Sub	Init	Code	Type of Task		Task Description		
a	( )	**F1a**	**Tutorial**		Selection		
			Source:	3D Studio Max Tutorials			
			Unit:	Tut: 4	**Page:** 4-1 to 4-9	**Min. Score:**	%
b	( )	**F1b**	**Tutorial**		Transforms		
			Source:	3D Studio Max Tutorials			
			Unit:	Tut: 5	**Page:** 5-1 to 5-15	**Min. Score:**	%
c	( )	**F1c**	**Tutorial**		The Modifier Stack		
			Source:	3D Studio Max Tutorials			
			Unit:	Tut: 6	**Page:** 6-1 to 6-27	**Min. Score:**	%
d	( )	**F1d**	**Tutorial**		Sub-Object Selection Using Edit Mesh Mod		
			Source:	3D Studio Max Tutorials			
			Unit:	Tut: 7	**Page:** 7-1 to 7-25	**Min. Score:**	%
e	( )	**F1e**	**Tutorial**		Copies, Instances, and References		
			Source:	3D Studio Max Tutorials			
			Unit:	Tut: 8	**Page:** 8-1 to 8-14	**Min. Score:**	%
f	( )	**F1f**	**Performance Test**		Modfier Applications		
			Source:	3D Studio Max Tutorials			
			Unit:	Chapter 2	**Page:** 6-27	**Min. Score:**	%

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Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
2	**Boolean Techniques**	(/ /)	(/ /)

The student will complete several tutorials demonstrating basic boolean techniques. They will demonstrate boolean union and subtraction techniques, as well as some methods for getting around coincident face problems. The student will also use boolean operations to carve one object from another and then create an animated boolean tunnel. To demonstrate their skill with basic boolean techniques, the student will use boolean carving techniques to number the trashcan they made in an earlier exercise.

Sub	Init	Code	Type of Task	Task Description		
a	( )	**F2a**	**Reading Assignment**	How Booleans Work		
			Source:	3D Studio Max Tutorials from the Masters		
			Unit: Chapter 2	**Page:** 47 and 48	**Min. Score:**	%
b	( )	**F2b**	**Tutorial**	Disappearing Objects		
			Source:	3D Studio Max Tutorials from the Masters		
			Unit: Tut: 2	**Page:** 50 to 53	**Min. Score:**	%
c	( )	**F2c**	**Tutorial**	Stuck Objects		
			Source:	3D Studio Max Tutorials from the Masters		
			Unit: Tut: 3	**Page:** 54 to 57	**Min. Score:**	%
d	( )	**F2d**	**Tutorial**	Disappearing Objects		
			Source:	3D Studio Max Tutorials from the Masters		
			Unit: Tut: 4	**Page:** 58 to 61	**Min. Score:**	%
e	( )	**F2e**	**Tutorial**	Carving With Booleans		
			Source:	3D Studio Max Tutorials from the Masters		
			Unit: Tut: 5	**Page:** 62 to 67	**Min. Score:**	%
f	( )	**F2f**	**Tutorial**	Animated Boolean Tunnel		
			Source:	3D Studio Max Tutorials from the Masters		
			Unit: Tut: 6	**Page:** 68 to 78	**Min. Score:**	%
g	( )	**F2g**	**Performance Test**	Numbered Trash Can		
			Source:	3D Studio Max Tutorials from the Masters		
			Unit: Chapter 2	**Page:** 66 to 67	**Min. Score:**	%

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
3	**"Mad Hatter" Tea-Cup Ride Project**	(/ /)	(/ /)

You've be commissioned to develop a virtual model of spinning tea-cup ride for a local amusement park. Each tea-cup should seat at least three people. Five tea-cups are secured to a large rotating turn-table 8 meters in diameter. The tea-cups are spun by the passengers when they pull on the disk at the center of each tea-cup. Each tea-cup must have a door and large number carved into the outside of the pod. Color an texture must be suitable for an amusement part ride.

Sub	Init	Code	Type of Task	Task Description
a	( )	**F3a**	**Project**	Tea-Cup Ride

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Course #	Course Title
TES301	**Studio Production**

Area	Competency	Category
G	**MODELING AND ANIMATING AN ANIMAL (KANGAROO)**	**VOCATIONAL**

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
1	**Animation and the Track View**	(/ /)	(/ /)

The student will demonstrate 3D Studio's track view by animating a bouncing ball. They will also use hierarchy and forward kinematics by developing an animated model of a robot arm. Using inverse kinematics, the student will design and animate telescoping action. Through experimenting with curves and controllers the student will develop a solution to a twirling penny settling to the ground. Finally, the student will demonstrate their track view skills by creating a scene of a ball bouncing down a flight of stairs, striking a wall, and then returning to the top tread to start the cycle again. The ball should show characteristics of synchronized deformation, recipricating spin, and include sound effects.

Sub	Init	Code	Type of Task	Task Description
a	( )	**G1a**	**Tutorial**	Bouncing a Ball
			Source:	3D Studio Max Tutorials
			Unit: 9	**Page:** 9-1 to 9-19 **Min. Score:** %
b	( )	**G1b**	**Tutorial**	Hierachy and Forward Kinematics
			Source:	3D Studio Max Tutorials
			Unit: 10	**Page:** 10-1 to 10-19 **Min. Score:** %
c	( )	**G1c**	**Tutorial**	Inverse Kinematics
			Source:	3D Studio Max Tutorials
			Unit: 11	**Page:** 11-1 to 11-22 **Min. Score:** %
d	( )	**G1d**	**Tutorial**	Curves and Controllers
			Source:	3D Studio Max Tutorials
			Unit: 12	**Page:** 12-1 to 12-28 **Min. Score:** %
e	( )	**G1e**	**Performance Test**	Ball Bouncing Down Staircase

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Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
2	**How Fit Deformation Works**	(/ /)	(/ /)

The student will demonstrate fit deformation by developing a 3D model of a Kangaroo from a bit mapped image. The student will model the component parts of the kangaroo and then merge them together to create the completed object. The student will animate the kangaroo having it jump. Finally, the student will create a scene of the kangaroo jumping across a terrain in realistic motion. Motions will include jumping, head, hand, tail, and ear movements.

Sub	Init	Code	Type of Task	Task Description
a	( )	**G2a**	**Tutorial**	Kangaroo
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Tutorial 7	**Page:** 79 to 128 **Min. Score:** %
b	( )	**G2b**	**Tutorial**	Jumping with Character Studio
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Tutorial 8	**Page:** 129 to 147 **Min. Score:** %
c	( )	**G2c**	**Performance Test**	Realistic Motion (Kangaroo)

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
3	**Alien Creature**	(/ /)	(/ /)

After sketching views of a simple alien creature, the student will scan the drawings and convert them using 3D Studio Max's fit deformation tools. Creating an appropriate scene, the student will animate the creature for realism regarding motion and behavior. The creature will hop, make sounds, and move its legs, and arms (or what ever else it has to move.)

Sub	Init	Code	Type of Task	Task Description
a	( )	**G3a**	**Performance Test**	Alien Creature, Motion, and Scenery

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Course # **TES301** Course Title **Studio Production**

Area **H** Competency **LIGHTING AND RENDERING** Category **VOCATIONAL**

Task **1** Task/Skill **Lighting and Rendering** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

Sub	Init	Code	Type of Task	Task Description		
a	( )	**H1a**	**Tutorial**	Lights		
			Source: 3D Studio Max Tutorials			
			Unit: 17	**Page:** 17-1 to 17-17	**Min. Score:**	85%
b	( )	**H1b**	**Tutorial**	Environment		
			Source: 3D Studio Max Tutorials			
			Unit: 18	**Page:** 18-1 to 18-22	**Min. Score:**	85%
c	( )	**H1c**	**Tutorial**	Video Post		
			Source: 3D Studio Max Tutorials			
			Unit: 19	**Page:** 19-1 to 19-24	**Min. Score:**	85%
d	( )	**H1d**	**Performance Test**	Billiards Animation Video Post		

Task **2** Task/Skill **Lighting Effects** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

Sub	Init	Code	Type of Task	Task Description		
a	( )	**H2a**	**Tutorial**	Starburst		
			Source: 3D Studio Max Tutorials			
			Unit: Tutor 15	**Page:** 228-237	**Min. Score:**	85%
b	( )	**H2b**	**Tutorial**	Laser Show		
c	( )	**H2c**	**Performance Test**	Light Show Program		

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Lastname, First Student Number Period

Subtasks are to be initialled by the instructor as they are completed. Indicate the task start and completion dates. Submit this form when each task is done.

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
3	**Solar System Model**	(/ /)	(/ /)

Sub	Init	Code	Type of Task	Task Description
a	( )	**H3a**	**Performance Test**	Sol - Planetary System

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Lastname, First Student Number Period

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H.H. Arnold High School
Electronics and Technology Education
Frank C. Pendzich

ASSIGNMENT CHECK-LIST
Generated: 03/25/02

Course # **TES301** Course Title **Studio Production**

Area **I** Competency **ANIMATED LOGO** Category **VOCATIONAL**

Task **1** Task/Skill **Animated School Logo** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will develop a 3D animation of our school's official logo. This logo animation will last exactly three seconds and include the Wiesbaden "W" and feather logo, an appropriate background, and an Indian Warrior fanfare, music, or coordinated sound effect. The animation will be used for video trailers and web page display.

Sub	Init	Code	Type of Task	Task Description
a	( )	I1a	Performance Test	3D Animation of School's Logo

Task **2** Task/Skill **Animated Personal Logo** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will develop and orginal design of an animated logo for their portfolio. The logo will last no longer than 5 seconds and include an original symbol with the formation of the student's initials. Included with the animation are an animated background and coordinated sound effect.

Sub	Init	Code	Type of Task	Task Description
a	( )	I2a	Performance Test	Animated Personal Logo

Task **3** Task/Skill **Animated Technology Fair Logo** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will design an animated logo depicting next year's Technology Fair theme. The logo must adhere to the Graphic Logo rules found in the Technology Fair Guide Lines for Competitive Events. The logo must depict the Tech Fair theme, be animated and include a background and coordinated sound effect.

Sub	Init	Code	Type of Task	Task Description
a	( )	I3a	Performance Test	Technology Fair Logo

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Lastname, First Student Number Period

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ASSIGNMENT CHECK-LIST
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Course # **TES301** Course Title **Studio Production**

Area **J** Competency **MODELING AN INANIMATE OBJECT (HIGH HEELED SHOE)** Category **VOCATIONAL**

Task **1** Task/Skill **Materials and Maps** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

Sub	Init	Code	Type of Task	Task Description
a	( )	**J1a**	**Tutorial**	Basic Materials: Colors and Shading
b	( )	**J1b**	**Tutorial**	Mapping Coordinates
c	( )	**J1c**	**Tutorial**	Mapping Types
d	( )	**J1d**	**Tutorial**	Compound Materials and Maps
e	( )	**J1e**	**Performance Test**	Blown Glass Vase on Gloss Marble Floor

Task **2** Task/Skill **Modeling and Inanimate Object (High Heeled Shoe)** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

Sub	Init	Code	Type of Task	Task Description
a	( )	**J2a**	**Tutorial**	Shoe
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Tutorial 9	**Page:** 151-185 **Min. Score:** 85%
b	( )	**J2b**	**Tutorial**	Heel
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Tutor 10	**Page:** 186 to 193 **Min. Score:** 85%
c	( )	**J2c**	**Tutorial**	Compound Materials
			Source:	3D Studio Max Tutorials from the Masters
			Unit: Tutor 11	**Page:** 194-198 **Min. Score:** 85%
d	( )	**J2d**	**Performance Test**	Protective Cap on Tip of Heel (Scene)

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Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
3	**Working with Patches**	(/ /)	(/ /)

Sub	Init	Code	Type of Task	Task Description
a	( )	**J3a**	**Reading Assignment**	Working with Patches
b	( )	**J3b**	**Tutorial**	Building the Patchwork Quilt
c	( )	**J3c**	**Tutorial**	Mapping Patches
d	( )	**J3d**	**Performance Test**	Draped Bird Cage

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
4	**Disposable Cup Redesign**	(/ /)	(/ /)

Sub	Init	Code	Type of Task	Task Description
a	( )	**J4a**	**Performance Test**	Re-design of a Plastic Disposable Cup

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ASSIGNMENT CHECK-LIST

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Course #	Course Title
TES301	**Studio Production**

Area	Competency	Category
M	**FINAL EXAM: TECH FAIR COMPETITION**	**VOCATIONAL**

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
1	**Creating the Scene**	(/ /)	(/ /)
2	**Geometric Shapes and Materials**	(/ /)	(/ /)
3	**Camera Animation**	(/ /)	(/ /)
4	**Object Animation**	(/ /)	(/ /)

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Course # **TES301** Course Title **Studio Production**

Area **N** Competency **SEMESTER EXAM - POCKET BILLIARDS TABLE** Category **VOCATIONAL**

Task **1** Task/Skill **Creating the Scene - The Billiards Table** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will create, transform and modify objects to create the frame, rails, slate, pockets, and legs of a regulation billiards table. Once the table is complete the student will select materials to appropriately finish all surfaces of the table.

Sub	Init	Code	Type of Task	Task Description
a	( )	N1a	Performance Test	3D Studio Max - The Billiards Table

Task **2** Task/Skill **Geometric Shapes and Materials - Balls and Cue** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will create a minimum of five (5) regulation sized billiard balls and place them on the playing surface of the billiards table. One ball will be the cue ball while the others are an equal number of stripes and solids. The student will select appropriate materials to color the balls. The balls are not to be numbered. Finally the student will loft a cue stick according to specifications, surface it, and place it on the table with the balls.

Sub	Init	Code	Type of Task	Task Description
a	( )	N2a	Performance Test	3D Studio Max - Balls and Cue

Task **3** Task/Skill **Animation - The Scratch Shot** Started mm/dd/yy (/ /) Completed mm/dd/yy (/ /)

The student will animate the scene so the cue stick strikes the cue ball hitting another ball which bounces off the rail. The cue ball then falls into a pocket. Make the animation as realistic as possible watching acceration and angles of incidence and exidence.

Sub	Init	Code	Type of Task	Task Description
a	( )	N3a	Performance Test	3D Studio Max - The Missed Shot

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Lastname, First Student Number Period

Subtasks are to be initialled by the instructor as they are completed. Indicate the task start and completion dates. Submit this form when each task is done.

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
4	**Creating the Scene - The Pool Room**	(/ /)	(/ /)

The student will create and environment typical of a billiards room. The table must be positioned in a suitably sized room with three walls and a tile floor. The walls and floor should be appropriately textured and a ceiling lamp hung elluminating the playing surface of the table. Animate the camera so that it swings around the table displaying all views of the scene.

Sub	Init	Code	Type of Task	Task Description
a	( )	**N4a**	**Performance Test**	3D Studio Max - The Pool Room

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
5	**Adding Sound to the Animation**	(/ /)	(/ /)

The student will add appropriate sounds to the animation of the pool table. The sounds must include the tap of the cue as it hits the ball, the click of the balls as they meet, the thump of the balls as they hit the bumper, and the thunk of the cue ball as it falls into the pocket. You could also include the background noises that are normally found in a pool hall.

Sub	Init	Code	Type of Task	Task Description
a	( )	**N5a**	**Performance Test**	Adding Sound to the Animation

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Course #	Course Title
TES301	**Studio Production**

Area	Competency	Category
W	**PERSONAL IDENTIFICATION**	**VOCATIONAL**

Task	Task/Skill	Started mm/dd/yy	Completed mm/dd/yy
1	**Produce a Portfolio**	(/ /)	(/ /)

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Lastname, First Student Number Period

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