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| http://www.cooperstc.com/index_htm_files/25897.png | **Coopers**  Cambridge TEC (Certificate/Diploma) in IT  **Unit 18 - Web Animation For Interactive Media** | Student Name:­­­­ **Grade Awarded by:**  **Date Awarded: \_\_\_\_\_\_\_\_\_\_** Grade: PASS/MERIT/DISTINCTION |

##### Unit 18 - Assignment Checklist - DD-MM-2014

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| **TASKS & LEVEL** | **ACTIVITIES** | | | | | | | | | | | | | | | | | | | | | | **STUDENT** | | **STAFF** |
| **LO1 - Understand Uses and Principles of Web Animation** | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P1.1 - Task 01** | Research and explore, with examples, the different uses/purposes of animation used by the different industries. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Banner advertisements** | | **Animated interfaces** | | | | | | **Linear and interactive animations** | | | | | | | | **Educational animations** | | | | **Animations for entertainment** | |
| **P1.2 – Task 02** | State and define the technical difference between Vector and Raster animations with chosen examples in terms of function and limitations. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **M1.1 – Task 03** | Highlight the most appropriate file type depending on type of animation that is being produced, justifying your choices for the animated graphic. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **P1.3 – Task 04** | Define and compare **Lossy** and **Lossless** Compression and the importance of **Optimising** images for final output and the effects on download times with chosen examples. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **M1.1 – Task 05** | Show and compare the sizes of files without compression and those of compressed files to show the differences across a range of different software designed for web animation. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **P1.4 – Task 06** | Define and compare **Frame Rates** and the importance of **Frame Rates** for final output and the effects on download times with chosen examples. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **M1.2 – Task 07** | Highlight the most appropriate frame speed depending on type of animation that is being produced, justifying your choices for the animated graphic. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **P1.5 – Task 08** | Define the principles **Morphing, Tweening** and **Onion Skinning** in terms of animations and the technical processes involved, with examples. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Tweening** | | | | | | | **Morphing** | | | | | | | | | | **Onion Skinning** | | | | |
| **M1.3 – Task 09** | Highlight the most appropriate animation technique depending on type of animation that is being produced, justifying your choices for the animated graphic. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **P1.6 – Task 10** | Outline the **Extent** and **Format** Interaction considerations in terms of animations and the technical processes involved, with examples. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **M1.4 – Task 11** | Highlight the **extent** and **format** of your animations depending on type of animation that is being produced, justifying your choices for the animated graphic. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **M1.5 – Task 12** | Outline the Different Software tools for creating web animations and state the benefits and issues in terms of animations and the technical processes involved, with examples. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Animated Gif** | | **Silverlight** | | | | | | | **DHTML** | | | | | | **XAML** | | | | | **Java Applets** | |
| **M1.5 – Task 13** | Highlight the most appropriate software package for your animation creation depending on type of animation that is being produced, justifying your choices for the animated graphic. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **M1.6 – Task 14** | Outline the considerations necessary in saving the file format for creating web animations and state the benefits and issues in terms of animations and the technical processes involved, with examples. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Shockwave** | | | | | | | **Silverlight** | | | | | | | | | | **Gif** | | | | |
| **M1.6 – Task 15** | Show different file formats from the three types and compare their sizes and those of compressed files to show the differences across a range of different software designed for web animation. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Shockwave** | | | | | | | **Silverlight** | | | | | | | | | | **Gif** | | | | |
| **M1.6 – Task 16** | Highlight the most appropriate File Format for your animation creation depending on type of animation that is being produced, justifying your choices for the animated graphic. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Shockwave** | | | | | | | **Silverlight** | | | | | | | | | | **Gif** | | | | |
| **D1.1 – Task 17** | Outline the considerations necessary in Delivery Formats for creating web animations and the constraints that this may make on file formats, physical size, and size of file. | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **Wired** | | | | | **Laptop** | | | | | | | **Tablet** | | | | | | | **Mobile Phone** | | |
| **D1.2 – Task 18** | Outline the **Delivery Constraint** considerations necessary in hosting and demonstrating web animations and the constraints that this may make on file formats, physical size, and size of file | | | | | | | | | | | | | | | | | | | | | |  |  | |
| **File Naming** | | | | | **Web Storage** | | | | | | | **Hosting Issues** | | | | | | | **Browser Compatibility** | | |
| **LO2 - Be able to devise web animation** | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P2.1 – Task 01** | Create a client brief for your animation that addresses all the purpose, audience and issues. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.2 - Task 02** | Using 3 animations for examples, brainstorm with notes ideas for your animation including acceptable features and issues. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **M2.1 – Task 03** | Create a Mood Board that demonstrates that you have considered positive and negative points of other web animations. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **M2.2 – Task 04** | Create a Spider Diagram that demonstrates that you have considered the method of control and linking on your animation. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.2 – Task 05** | Source and annotate the scripting and Pseudo Code that will demonstrate how your animation and progress through the animation will work. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.2 - Task 06** | Using the templates provided, produce a storyboard of your animation covering all the necessary elements. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **M2.3 – Task 07** | Annotate your finished storyboard demonstrating how you have considered timing, movement, frame rates and user interaction. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.3 – Task 08** | Source and store the range of elements for your animation. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.3 – Task 09** | Create a source table that gives location, file name, type, reference and credit and an indication of copyright and implications for your sources elements. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.3 – Task 10** | With a selection from each file format, show how you have considered the technical requirements including frame rates, tools to be used, optimisation techniques and considered the format the file will be saved in. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.4** – **Task 11** | Describe the intention of the Copyright Act and describe the risks and the measures you need to take to prevent illegal use of resources. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.4** – **Task 12** | Describe the other legal Implications restricting Image use and the implication of not gaining permission. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P2.4** – **Task 13** | In terms of Referencing, Causing Offence and your Target Audience, state and explain the importance of ethical considerations within your digital products. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Reference sources** | | | **Misrepresentation** | | | | | | | | **Ensuring images are appropriate for audience age** | | | | | | | | | | |
| **D2.1 – Task 14** | Justify how the design will meet the needs of the client and how it is suitable for the intended output medium this should include decisions made on the file type and size and optimisation and compression ratios that will be used and why. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **File Type** | | | | **File Size** | | | | | | | | | | **Optimisation and Compression Ratios** | | | | | | | |
| **D2.2 – Task 15** | Justify the aesthetics of the design with regard to the output medium in terms of physical size, colour schemes used. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Physical size** | | | | **Colour Schemes** | | | | | | | | | | **Overall look of sourced materials** | | | | | | | |
| **LO3 - Be able to create an interactive media product following industry practice** | | | | | | | | | | | | | | | | | | | | | | | | | |
| **P3.1 –Task 01** | Create a Gantt or Project file that illustrated the timings of each stage and sub stages of the Game Creation project. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P3.2 - Task 02** | Evidence the Creation of the web animation following industry practice, working within appropriate conventions. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Frame Rates** | **Layering** | | | | | **Onion Skinning** | | | | **Tweening** | | | **Converting** | | | | | **Object and drawing tools** | | | **Scripting** |
| **Colour Tools** | **Editing Tools** | | | | | **Reshaping** | | | | **Interaction** | | | **Timelines** | | | | | **Rotating** | | | **Movement** |
| **M3.1 - Task 03** | Implement improvements to a web animation using Advanced Software Functionality, including Scripting, Guide Layering, Masking and User Interaction. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Scripting** | | | | | **Guide Layering** | | | | | | | **Masking** | | | | | | | **User interaction** | | |
| **M3.2 - Task 04** | Create a test table that can be used to test your animation. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **P3.3 - Task 05** | Evidence exporting the animation into an appropriate file format for the web and evidence optimising the animation for maximum web compatibility. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **D3.1 – Task 06** | Explain in detail the choices you have made in exporting and optimising the animation in terms of Frame Rate, File type, and other options. | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **D3.2 – Task 07** | Justify how the use of advanced software functions has improved the final animation | | | | | | | | | | | | | | | | | | | | | |  | |  |
| **Frame Rates** | **Layering** | | | | | **Onion Skinning** | | | | **Tweening** | | | **Converting** | | | | | **Object and drawing tools** | | | **Scripting** |
| **Colour Tools** | **Editing Tools** | | | | | **Reshaping** | | | | **Interaction** | | | **Timelines** | | | | | **Rotating** | | | **Movement** |
| **Scripting** | | | | | **Guide Layering** | | | | | | | **Masking** | | | | | | | **User interaction** | | |