



SYNERGISTIC SYSTEMS

A DIVISION OF PITSCO, INC.

PARENT BRIEFING

Module

Computer Graphics & Animation

- Comprehend the basic processes involved in graphic production and editing by viewing a video segment.
- Explore the process of video graphic design by using computer software to create and produce graphics and animated sequences.
- Increase knowledge of digitizing process by capturing and digitizing an image.

Session Focus

1 Digital Stop Motion

2 Image Morphing

3 Virtual Reality

4 Virtual Walk Through

5 3-D Logo Design

6 3-D Animation

7 Final 3-D Animation

Dear Parent,

As parents and teachers, we realize it can be hard to get a child to discuss what he or she is learning in school. We hope the information provided on this page will assist you in communicating with your child about what he or she is learning.

For the next few days, your child will be learning about basic software programs being used in this industry for morphing, virtual reality, and computer animation while completing the Computer Graphics & Animation module. As your child's best teacher, your participation in the learning process is extremely important.

Words students will learn in this module include:

- animation
- bug
- chip
- fractal
- hardware
- interactive
- morph
- pixel
- resolution
- virtual reality

Questions for discussion

During the course of this module, your child will be assessed on key concepts and activities. You might want to discuss these concepts with your child.

He or she will be asked to:

- Define "rendering process."
(Anytime a program renders an object the computer evaluates each pixel of the object and decides what the color should be for that pixel at that point of the project.)
- Identify one application of virtual reality. *(Answers vary. Virtual reality usually describes a range of experiences that allows a person to interact with and explore an environment that exists only through a computer.)*
- Design a 3-D logo. *(Have your child describe his/her 3-D logo.)*
- Create an animation. *(Have your child describe his/her animation and give one example of an animation.)*



Instructor: _____