

Digital Design Study Guide for Second Semester Final Exam

SculptGL 3D Modeling

Know how to add multiple objects to a scene.

Be able to pan, rotate, and zoom in or out. Know the keyboard shortcuts for these.

Know how to use symmetry.

Know how to transform objects (resize maintaining proportions, resize in only x,y, or z direction, move object about in x,y,z directions, rotate object in x,y, or z direction)

Know how to use all the tools and the inverse of the tools.

Know how to create a copy of an object in the same scene.

Know how to lock view to front, top, or left side.

Know what 3D modeling is.

Know which careers/industries use 3D modeling and how.

Be able to identify the name and purpose of tools.

Audio Animate Animation

Be able to import one of the song clips

Be able to make song layer 300% larger than other layers

Be able to use layers for separate elements

Be able to use pen, pencil, or paintbrush tool to create at least one vector shape

Be able to tween

Be able to create keyframe animation (where each keyframe is moved/transformed by hand)

Be able to sync shapes, colors, and lines with music

Be able to use expressive lines, shapes, and colors to represent mood/feeling of song

Know where examples of flash animation are found.

Know how the stacking order of viewing objects is determined.

Know what the property panel does.

Know what the library does.

Know the purpose of the tools panel.

Know what tweening is.

Know what the timeline is.

Be able to recognize the tools demonstrated in class. [shape tools, pencil tools and its options, selection tool, subselection tool, pen tool, add and delete anchor points tool, convert anchor point tool, paint bucket, free transform]

Know what onion skins are.

Adobe After Effects

Be able to import media into the project panel

Create a video layer in the timeline

Add a solid layer and lower its opacity

Resize, rotate, or move an object in a layer

Make a layer in the timeline start at a later time

Add keyframes for position, opacity, scale, and rotation to make an object move, change size, fade in/out, or rotate in the animation

Apply an effect to a layer

How to export as MP4

Know what a composition is.

Know the purpose of keyframes