eSports – Summative Video

Mr. Frey - November 1, 2022

Goal: to demonstrate an understanding of basic animation and audio editing techniques

Instructions:

Day 1:
Start with a picture from a school appropriate video game. I do not recommend a 3D game for this. Crop it so that only the game is visible. From this initial picture, you will create a series of frames to move characters across the screen. You can use Paint or Paint 3D for this. You may make body parts of the character move as well adjusting its location. You may also make a character perform different actions like walking, jumping, flying etc.

Day 2:
Complete your animation (between 12 and 50 frames) and load them into a program that
  1. can play the pictures back in proper order
  2. will allow you to add in an audio file afterward
PowerPoint and Video Editor are two examples of appropriate software.

Day 3:
Using the Audio Tool Set, create a **stereo sound-track** that will adjust the **left and right speaker** appropriately to the movements of the objects on screen. There should be sound throughout the animation. These sounds may consist of **background music** that you have created, but should also **include sounds for the movements** (walking, jumping, flying, getting eaten, etc). Sounds do not need to be the same as the original game. A repetitious sound should be made using cut and paste. Synchronize the sounds to coincide with the movements on screen. Often pitch increases as objects move upwards and decreases as objects move downward.

Day 4:
Combine the animation and audio together into a single video.

Due: Friday, November 4

Marking Scheme

	Level 4	Level 3	Level 2	Level 1
Animation Complexity	Multiple objects Multiple directions Individual body parts move Multiple actions (jumping, shooting, flying, collisions etc)	2 motions (two objects in different directions, or 1 object that also moves body parts)	Single object moves across screen	Single object moves across screen
Fluidity	30 to 50 frames that each blend in well.	25 frames blend in well	20 frames with consisten gradual movements and satisfactory blending on each frame	12 frames each is slightly modified from the previous frame with some attempt to blend in changes
Audio Stereo Image	Left/Right audio reflects the location of each object at the appropriate time	Left/Right audio reflects the location of a single object as it moves	Left/Right audio sometimes reflects the location of an object as it moves	Left/Right audio varies enough to reflect a motion
Synchronized	Multiple sounds sychronized with various actions Up/Down motion reflected by pitch	Sounds are appropriately synchronized with movement	Sounds are somewhat synchronized with movement	Sounds are poorly synchronized with movement