

Communication Technology Project: Transportation Animation



Sustainable
Transportation
Education
Project

Technical Requirements:

Animation:

1. Submit a detailed storyboard for your animation. Include the type of shot, description of the animation and transitions from one scene to another.
2. The Flash document must be **720 pixels by 486 pixels**. Set these document parameters before you do anything else in Flash. If you don't do this, your project may be entirely unusable.
3. It must contain a soundtrack. (Use Acid and /or any appropriate sound capture). It must be original.
4. The group's animations should have an overall binding or unifying style.
5. It must make use of tweened animation for position, size, shape, colour, opacity, and rotation.
6. It must make use of motion along a path.
7. It must be at least 30 seconds long.
8. All layers and scenes must be properly labeled. Put related layers into layer folders.
9. Text must be in a "Title Safe" area. (85% of screen size). Use guides to demonstrate this.
10. Add credits. E.g. *Created by your name, school and grade.*

Upon completion projects will be reviewed by your teacher and perhaps the best one in your class can be used to inform other students about the importance of sustainable transportation!



Curriculum Links for Ontario High School Teachers:

Below is a list of some key links between the activities provided by Green Communities Association and the Ontario High School curriculum. In reading through the activities, you may find more opportunities to meet curriculum expectations in your grade level and subject areas.

Activity	Transportation Animation	
Grade 12 TGJ4M	TF1.02	apply the following steps of the design process to solve a variety of communications technology challenges or problems: identify what has to be accomplished (the problem);gather and record information, and establish a plan of procedures; brainstorm a list of as many solutions as possible ;identify the resources required for each suggested solution, and compare each solution to the design criteria, refining and modifying it as required; evaluate the solutions (e.g., by testing, modelling, and documenting results) and choose the best one; produce a drawing, model, or prototype of the best solution; evaluate the prototype and what is required to produce it; communicate the solution, using one or more of the following: final drawings, technical reports, electronic presentations, flow charts, storyboards, mock-ups, prototypes, and so on; obtain feedback on the final solution and repeat the design process if necessary to refine or improve the solution.
	SPV.01	select and safely use the appropriate technologies and resources to solve problems in electronic, live, recorded, or graphic communications technology;
	SP2.04	select appropriate computer software and production techniques to complete projects;
	SP1.02	develop a production plan for a project from its conception to its completion;
	SP1.03	apply time management skills, including the use of software scheduling and project management software, to meet deadlines when solving problems.
Grade 11 TGJ 3M	TF1.02	apply the following steps of the design process to solve a variety of communications technology challenges or problems: identify what has to be accomplished (the problem);gather and record information, and establish a plan of procedures; brainstorm a list of as many solutions as possible ;identify the resources required for each suggested solution, and compare each solution to the design criteria, refining and modifying it as required; evaluate the solutions (e.g., by testing, modelling, and documenting results) and choose the best one; produce a drawing, model, or prototype of the best solution; evaluate the prototype and what is required to produce it; communicate the solution, using one or more of the following: final drawings, technical reports, electronic presentations, flow charts, storyboards, mock-ups, prototypes, and so on; obtain feedback on the final solution and repeat the design process if necessary to refine or improve the solution.
	SPV.02	use current technology and production skills to develop a process or a product in response to a communications challenge or problem;
	SPV.03	set up, operate, and maintain a communications system and analyse its efficiency;
	SP1.03	demonstrate the time management and problem-solving skills required to complete projects;
	SP1.05	effectively apply a variety of planning tools (e.g., storyboards, flow charts, schematic diagrams);
	SP1.06	select and use appropriate software to manage the production process;
	SP1.07	use time management schemes to ensure that their productions meet client deadlines.
	SP2.01	set up and correctly operate the equipment and accessories required to create and modify environments for communications productions (e.g., video and audio editing suites, desktop publishing configurations, live and recorded productions, electronic communication systems, websites);
Grade 10 TGJ 2O	SPV.02G	produce audio-video and/or animated productions
	SPV.04G	use computer graphics software competently
	SP1.02G	apply composition and typographic principles to produce camera-ready artwork for print production
	SP1.10G	process and obtain prints from film and/or digital input
	SP1.08G	edit audio-video and/or animated productions
	ICV.02	observe safety rules and regulations
Stop Frame Animation	SP1.06G	use basic lighting techniques and props competently to accentuate audio-video productions
	SP1.07G	create simple animations using video cameras

This site contains award winning animations created by students for this activity.

<http://www.peterboroughmoves.com>