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.

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.)

Session Focus

1. Digital Stop-Motion
2. Image Morphing
3. Virtual Reality
4. VR Walk-Through
5. 3-D Logo Design
6. 3-D Animation
7. Final 3-D Animation

Words students will learn in this Module include:

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

What did you learn in school today?

Student: ____________________
Parent: ____________________