GEORGES RIVER COLLEGE PEAKHURST CAMPUS
TAS Faculty
NOTIFICATION OF ASSESSMENT TASK

Year: 9	**Subject:** Graphics Technology
Date due:	
Weighting: 25%	**Task Number:** 3

Topic: Option Module 5: Computer Animation – Planning and Construction

Syllabus outcomes:
- GT5- 1 communicates ideas graphically using freehand sketching and accurate drafting techniques
- GT5-6 manages the development of graphical presentations to meet project briefs and specifications
- GT5-8 designs, produces and evaluates multimedia presentations

Assessment criteria:
In your answer/s you will be assessed on how well you:
- Communicate your graphic concepts using freehand sketches within your storyboarding
- Follow and complete the stages of the design process in a timely manner
- Produce drawings and organise them into a range of effective presentation methods within your project and portfolio

Task Information: Design Project and Folio

Flipbook Fun

Design Brief

You will be designing and creating your own flipbook. The brief is to design and create a flipbook that is effective and uses 34 frames minimum. It must include 3 to 4 of the 12 principles of animation. We will be working on it as a class project, so all the scaffolds and resources will be available through the work provided by your teacher.

Stage 1: Storyboard
Stage 2: Drawing Frames in pencil
Stage 3: Outlining the drawings
Stage 4: Adding colour to the drawings
Stage 5: Revising flipbook and adding more frames if needed
Stage 6: Presentation video and written evaluation

Note: This task is part of your formal assessment in this subject. Tasks not submitted on the due date may be given a zero mark. Failure to complete this task may affect the award of the ROSA (Record of School Achievement). If you are sick on the due date you will have to provide a <u>medical certificate</u> to support your appeal. This medical certificate will need to be presented to **** on the morning of the first day you return to school.

Important:
Plagiarism is unacceptable in all forms. Students found to be plagiarising will receive zero. All information must be in your own words and a bibliography must be included at the end of your task. Copying and pasting from any source is considered to be plagiarism. If you are caught plagiarising, you will have to redo the task in order to meet the syllabus requirements.

Plagiarism - 'the imitation or use of another's ideas and manner of expressing them to be assed off as one's own.' *Source: Macquarie Concise Dictionary – 3ʳᵈ Ed.*

Year 9 Graphics Technology – Flipbook Fun Marking Criteria

Student Name:

Criteria	Limited	Progressing	Met Criteria	Detailed	Outstanding	Marks
Storyboard	Student designs a storyboard that displays imagery with no obvious plot. The drawings do not communicate any plot. There is little to no description for each panel. 3	Student designs a storyboard that displays a basic story. The drawings do not clearly communicate the plot and are missing key details. There is a basic description for each panel. 5	Student designs a storyboard that displays a story with a beginning, middle and end. There are easy to understand details in the drawings and a short description for each panel. 7	Student designs a storyboard that displays a well thought out story with a beginning, middle and end. There are key details in the drawings and a clear and concise description for each panel. 9	Student designs a storyboard that displays a creative, original story with a beginning, middle and end. There are key details in the drawings and a detailed, meaningful description for each panel. 10	**/10**
Frames	Student uses less than 34 frames. The flipbook is ineffective and incomplete as a result. 4	Student uses less than 34 frames. The flipbook still has some effectiveness but is incomplete. 8	Student uses 34 frames effectively to develop a flipbook that communicates the story well. 14	Student uses 34 or more frames effectively to develop a high-quality flipbook that communicates the story well. 18	Student uses 34 or more frames to develop an outstanding flipbook that communicates the story well through various settings and details. 20	**/20**
Principles of Animation	Student has not identified the use of any of the animation principles appropriately within their flipbook. 2	Student attempts to appropriately identify 1 to 2 of the 12 animation principles they have used within their flipbook. 5	Student appropriately identifies 3 of the 12 animation principles they have used within their flipbook. 8	Student correctly identifies 3 to 4 of the 12 animation principles they have used within their flipbook. 10	Student clearly and correctly identifies 4 of the 12 animation principles they have used within their flipbook. 12	**/12**
Outline and Colour Rendering	Inconsistently outlines and uses colour rendering in the flipbook. 3	Consistently outlines and uses colour rendering in the flipbook. 7	Demonstrates attention to detail and outlines and uses colour rendering to enhance the overall visual impact of the flipbook. 10			**/10**
Presentation Video and Image of Flipbook	No video evidence of the flipbook in action to show its effectiveness. An image of some or all frames. 1		Video evidence of the flipbook in action uploaded to show its effectiveness. An image of all frames laid out in order. 3			**/3**

Evaluation	Student provides an evaluation with reference to the animation principle used to develop their flipbook that is vaguely justified. A limited evaluation of how successful they thought their project was and no changes to be made identified.	Student provides an evaluation with reference to their use of different animation principles to develop their flipbook that is vaguely justified. A basic evaluation of how successful they thought their project was and any changes they would make with some justification is given.	Student provides an evaluation with reference to their use of up to 3 animation principles to develop their flipbook that is justified. An overall evaluation of how successful they thought their project was and any changes they would make with appropriate justification is given.	Student provides a detailed evaluation with reference to their use of 3 to 4 animation principles to develop their flipbook that is justified. An overall evaluation of how successful they thought their project was and any changes they would make with appropriate justification is given.	Student provides a comprehensive evaluation with reference to their use of 4 animation principles to develop their flipbook that is justified. An overall evaluation of how successful they thought their project was and any changes they would make with appropriate justification is given.	/5
	1	2	3	4	5	
					Total Marks	/60

Feedback: