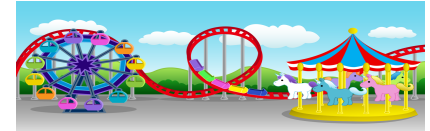




# Carnival Games - Gradesheet

100 pts.



<b>1. Storyboard</b> (10 pts)	Draw and submit a storyboard. View the sample games on the class website for ideas. Your game must include: <ul style="list-style-type: none"> <li>• A minimum of 3 objects (cones, hats, etc.).</li> <li>• You must have a minimum of 3 “Shimmy Shammys” in your shell game.</li> <li>• Duration: Minimum_20 sec. to Maximum_30 seconds. White Bkgrnd.</li> </ul> Note: I must authorize your game prior to you beginning to build it. You are allowed to edit your storyboard as you develop your animation.
<b>2. Images – Backdrop</b> (5 pts)	You have been taught how to create, compress and export an image with Photoshop. Create a folder on the desktop called “YourName_CarnivalGame”. Copy the images to the folder. Use Photoshop to edit and clean your photo.
<b>3. Create a new Motion File.</b> (5 pts)	Create a new Motion file. Specifications: Broadcast HD 720, 29.97 Frames per second, Duration: Minimum_20 sec. to Maximum_30 seconds. White Bkgrnd. titled: “YourName_CarnivalGame.” Save all your files to the folder you created on your desktop.
<b>4. Set up Project Viewer</b> (5 pts)	Set up the Project Viewer to help you as you produce your animation: Grid, Rulers, Guides, Safe Zone, 50% View & Timecode.
<b>5. Photoshop</b> (5 pts)	Clean up and resize your images in Photoshop prior to bringing them into Motion. Save these images to the folder you created on your desktop.
<b>6. Import Files.</b> (5pts)	Import background and other images.
<b>7. Add Text</b> (10 pts)	Your Carnival Game must include text clearly explaining what the viewer needs to do, AND, if it is a card or shell game, there must be a three second count down followed by the word, “Guess?”
<b>8. Add Motion</b> (20 pts)	You must include a minimum of 3 moving objects (cones, hats, etc.), and you must have a minimum of 3 “Shimmy Shammys” in your shell game.
<b>9. Frame Timing</b> (5 pts)	When creating motion, or even when presenting text, make sure you give the viewer enough time to track the hidden object and time to guess. You want to give the viewer a chance at guessing the winner and not become frustrated. In other words, don’t make it to fast, nor too slow.
<b>10. Length of Time</b> (5 pts)	Your game shall be no shorter than 20 seconds and no longer than 30 seconds.
<b>11. Export to a Folder</b> (5pts)	Export your animation to the folder you created on your desktop (MM /File /Export /Movie / 'Format': Quicktime). Title your game: “CarnivalGame_YourName.” Also export to the folder created for you in “RLS Multimedia.” <i>View the Training Video created for you that explains how to export your Flash animation so that it can be imported later into a film.</i>
<b>!STOP!</b>	
Next, you will be taught how to edit films in Final Cut Pro. Then, you will be taught how to import your animation into Final Cut so that you can add audio and export it as a movie.	
<b>A. Music</b> (5pts)	Add a music file to the desktop folder. The music may not have lyrics. Have the sound match your games look and feel.
<b>B. Assemble Video in Final Cut Pro</b> (15 pts)	You are going to assemble your Carnival Game in Final Cut Pro All the pieces necessary to make your Carnival Game need to be in the desktop folder you created. Open Final Cut and create a new project. Call it “Your Name_CarnivalGames.” Import your Flash, LiveType, and Music Files. Begin building your Carnival Game. You will export the final game to a folder on your desktop: MM/File/Export/UsingQuicktime/ Title it “FinalCarnivalGame_YourName”.