

1) What are storyboards used for (3 pts)

a) This topic was never covered in this week's material.

2) List and describe the 7 elements of composition (7 pts)

a) Line - Lines help create contrast and form, these can be vertical, horizontal, curved and jagged. Examples include roads and walls.

b) Shape - 2D geometric objects such as circles, triangles, squares, rectangles.

c) Form - The perspective and interplays on three dimensional objects, such as lighting and shadows.

d) Space - The size of objects and the negative/positive space created within the frame. Using the rule of thirds is important to create a visually pleasing experience.

e) Texture - The surface of 3D objects, such as smooth desks and jagged rocks.

f) Pattern - Patterns allow the player to feel comfortable and in a familiar place as they understand where they are. Patterns can be in the form of stage design, backgrounds, ingame objects.

g) Colour - Set the mood and create a sense of ambiance, different colour styles can create different effects and feelings such as pastels and warm/cool colours.

3) Drawing. Describe the following(5 pts)

a) Shape

i) Any flat two-dimensional element that is being used to give or define form, and they can be used along with other shapes, or in isolation.

b) Form

- i) Any element that is three-dimensional and has volume, these kinds of objects tend to need shading and more thought to perspective.

c) Perspective

- i) Describe perspective and 2pt/3pt perspectives.

- (1) Perspective is what gives an otherwise flat image the feeling that it is actually three-dimensional and has depth.

- (2) Two-point Perspective is when a three-dimensional objects length lines goes to a vanishing point, and its width lines go to another vanishing point. Think of looking at a tall buildings corner from street level.

- (3) Three-point Perspective is when a three-dimensional objects length lines goes to a vanishing point, and its width lines go to another vanishing point, and its height lines go to another separate vanishing point. Think of looking at the top of a tall building from street level.

- ii) What is the purpose of the horizon and vanishing point?

- (1) Depth is created with a horizon line and vanishing point, and any three-dimensional object will show Length (l), Width (w), and Height (d).

d) Describe the purpose for using a silhouette

- i) Good characters and objects that need to be easily recognizable will be identifiable by their silhouette.

4) The Art of Cars. Describe each character. Be sure to answer how does the car model fit each characters personality. (3 pts)

a) Character - Lightning McQueen

- i) The main protagonist, he is a fast flashy red race car with a brash attitude who arrogantly thinks no one can beat him and winning is most important.

b) Character - Sally

- i) Used to help connect the audience to the protagonist, Sally is the caring heart who helps teach McQueen the importance of humanity. She is a beautiful Shiny Blue Porsche 996 who is intelligent and is the main love interest for the protagonist.

c) Character - Chick Hicks

- i) The main antagonist, he is always getting beaten by McQueen. With a villian attitude the Green Chevy with gold hub caps is an envious green-eyed monster with a dirty driver and attitude to match.

5) Environment - Landscape Radiator Springs (2 pts)

a) Describe Radiator Springs

- i) A 50's-esque midwest american town with neon lights and classic store fronts and signs. Lots of desert plains, plateaus & mesas, red & orange rock, and open arid country.

b) What are some of the props that make up the landscape?

- i) Tractors, Cows, Stores, Motel, bushes, tumbles weeds, cactus.