



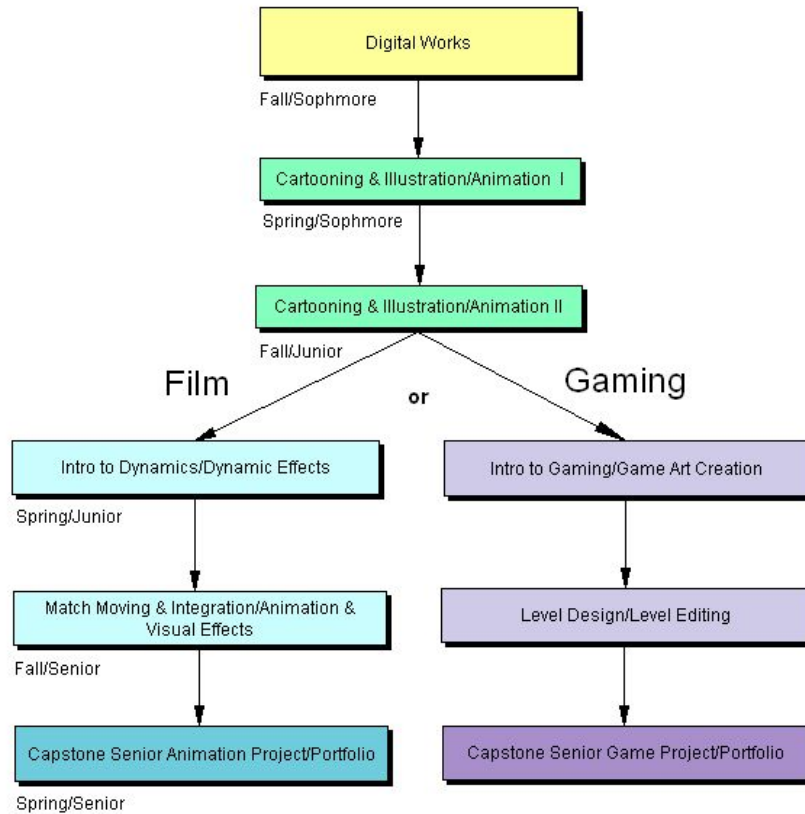
e-Communication Endorsement

Game Design and Animation

(Incoming Sophomores, Fall 2003)

To earn an endorsement in the area of Game Design and Animation, you will need to fulfill the following:

- Stay continually enrolled in this program all three years
- Meet with e-Communication advisor at least once each semester
- Successfully complete all Board Approved Graduation Requirements with 2.5 cumulative GPA
- Successfully complete the following core course of study, with at least a “B” average:



- Successfully complete at least two pre-approved Yearly Extension/Enhancement Experiences outside the school day, before the senior year, such as:
 - Summer opportunities, camps or workshops (minimum 10 hours):
 - i.e. at Olathe School District and surrounding area (with teacher approval).
 - Production activities related to specific focus areas (minimum 10 hours):
 - 2D/3D Animation, Animation for Film, Compositing & Visual Effects, Game Art Creation & Development, Level Design & Level Editing (in-house ONWHS/Olathe School District or surrounding community).
 - Related competitions with advisor involvement:
 - i.e. Ten second club, ONW Animation and Game Design competition, other local competitions.
 - Related career exploration project or service learning (minimum 10 hours):
 - Staff lab monitor, Animation and Game Design assistance to onsite faculty, or peer tutoring in Animation and Game Design.

□ **Successfully complete the portfolio requirements.**

Students will develop a professional portfolio that meets industry-driven specifications, including student work (with descriptions), hardcopy portfolio, showcase portfolio-audition reel, a resume, and at least two letters of reference.

Hardcopy Portfolio

- Hard copies of all projects to which the student has contributed.
- Companion binder of all designs, character designs, layouts, storyboards, textures, wire-frame models, and documentation for each project.

Showcase Portfolio-Audition Reel

- Choose collection of projects for presentation to and evaluation by an authentic audience at the conclusion of the junior *and* senior years in a hard copy presentation and or film festival format (DVD/VHS).
- Maximum length of reel: 5 minutes.
- Collection will contain a variety of samples to demonstrate range and/or concentration.
The student will need to conduct an oral presentation of their work before a panel of evaluators. Evaluators will complete a rubric that the student may add to their documentation for their reel.