

Name: _____

Date: _____

Class: _____

Bellwork

Day	Date	Activity	Response
1		Complete the anticipation guide for this chapter.	
2		List the three types of perspectives used in video game design.	
3		What is the purpose of the camera in a game?	
4		List the four basic colors used to convey mood and the mood each invokes.	
5		Define <i>active object</i> .	
6		How is image clarity determined?	
7		Describe why pixilation occurs.	
8		Define <i>native poles</i> .	
9		In RGB color model, what color is 0,0,0? What color is 255,255,255?	
10		What is <i>parallax</i> ?	
11		Define <i>dithering</i> .	

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12		Describe how a 3D object looks in wireframe.	
13		What are two common types of 3D spheres used in game design?	
14		Define <i>scroll</i> as used in a background.	
15		What four directions of animation motion are used in a 2D character map?	
16		Describe the difference between static animation and active animation.	
17		Define <i>visual play area</i> .	
18		Define <i>bounding box</i> .	
19		In The Games Factory 2, where is the origin (0,0) located?	
20		If the Y coordinate in a game decreased, what direction is the object moving (in The Games Factory 2)?	