

POST-CLASS STUDENT ACTIVITY 4.2: TRANSFORM OBJECTS

Lesson Objective 4.2:

Transform objects. *Topics:* forming, deforming, moving, point distances, planes, interpolation; frames per second (FPS); translation, scale, rotation.

Additional learning resources:

MSDN®:

Animating a Sprite: <http://msdn.microsoft.com/en-us/library/bb203866.aspx>

App Hub: <http://create.msdn.com/en-us/education/gamedevelopment>

Getting Started with XNA® Game Studio: [http://msdn.microsoft.com/en-us/library/bb203894\(v=XNAGameStudio.31\).aspx](http://msdn.microsoft.com/en-us/library/bb203894(v=XNAGameStudio.31).aspx)

XNA Game Studio: <http://msdn.microsoft.com/en-us/library/cc178930.aspx>

Other resources (books, e-reference):

Miles, Rob. *Microsoft XNA Game Studio 4.0: Learn Programming Now!* (Redmond, Wash.: Microsoft Press, 2011).

Riemer's 2D & 3D XNA Tutorials: <http://www.riemers.net/>.

Resources, software, and additional files needed for this lesson:

1. None

Student Activity:

Directions to the student:

Read the following scenario. Select one of the resources listed in the "Additional learning resources" section at the top of this document. Explore the resource.

Scenario:

Bonnie Kearney is enrolled in a college class on video game design. The professor is reviewing the basic concepts of 2-D scaling and object rotation. The students have been assigned a variety of projects that require transforming objects. And as is typical in college classes, students have the responsibility for independently finding resources and learning key concepts.

Content:

Create a list of topics or specific pages that could be useful to the game designer described in the scenario. Include a short description of what the designer would expect to find on various pages.

KEY 4.2: TRANSFORM OBJECTS

Content:

Answers will vary.