

Unit title: 3D -2- Character Modeling

Standard (s): ARVD.01.01.a-Understand and analyze line, shape, form, color, texture, balance, unity, variety, emphasis, movement and proportion as related to visual communication.

Standard (s) ARVD.01.02-Use available tools and techniques.

Standard (s): ITIM.02.01-Demonstrate the ability to work with appropriate software tools.

Standard (s): ITIM.02.01.e-Demonstrate the ability to create and transform objects in 3D space; apply effective lighting and camera manipulations

Standard (s): ITIM.02.03.b-Understand the hardware requirements for the creation, visualization, and rendering of computer 2D and 3D graphics.

Knowledge (what do you want them to be able to KNOW at the end of the unit)

Students will be able to know advance model techniques to create a 3d character model

Skills (what do you want them to BE ABLE TO DO at the end of the unit)

Student will be able to create a 3d model of cartoon characters of a sausage, dog, dinosaur, and beaver.

Essential Question(s):

How has 3d influence cartoon animation film in the industry?

Key words/vocab: Mesh, image reference, polygons, segments, welding, bridging, connecting, grouping, extrude, inner extrude, texture, spline, primitive, symmetry, render,

WICOR Strategy:

Writing: Student will be writing in their blog either reflecting on their work or explaining key content vocabulary

Inquiry: Student will design their own 3d models character. They will research reference images to help them construct their model

Collaboration: This is not a collaboration assignment, but students are encouraged to help each other with their project.

Organization: Students will keep record of their learning task in their planner. Student will maintain folders on there computer and learn how to back up file on to the server. Students will organize their project on a work task worksheet to help them budget their time as they work this project.

Reading: Students will be given procedures to follow to read to help them accomplish their task.

<p>Unit Performance Assessment: Students will create a 3d character model without the aid of a tutorial. Students will demonstrate their knowledge using the software tools by using a image reference to create their cartoon character in 3d. Students will be able to articulate in writing the steps they used as they created this character.</p>	<p>Formative Assessments (daily/weekly) Students will be given interval projects that will help them develop their skill level. Projects will be turned in weekly to the dropbox for evaluation and feedback.</p>
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