

Unit title: 3D 2- Creating Animation Movies

Standard (s):

ARVD.02-Understand and demonstrate technology and process related to visual communication.

ITIM.01.02.a-Prepare functional and visual design specifications for a project. (ie storyboards, flowcharts, user interface, navigational schema, etc

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

ITIM.02.01.f-Demonstrate knowledge of the basic principles of motion graphics.

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

ITIM.03.01.b-Demonstrate the effective use of the animation timeline.

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

Students will be able to know the content vocabulary for the Stages of the Hero's Journey, they will know the basic principles of animation, how to use the timeline to create animation, and how to create a storyboard based on their story creation. This will also learn how to use software modules to create dynamic and behavior animation.

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

Student will be able to create a short 3d animation movie that will follow the storyboard that they drew, based on the story they wrote, and demonstrate the module animations provided by the software.

Essential Question(s):

How has 3d modeling changed the way we view movies in the 21st century?

Key words/vocab: Rigging, emitters, polyclusters, mosplines, timeline, mograph, modynamics, keyframes, Stages of Hero's Journey, principles of animation, align to spline, F-Curve, render in quicktime, particles, expresso, deformers, **REVIEW:** primitive, polygon, segments, orbital, panning, zooming, extrude, points, viewport, prospective, cube, sphere, cylinder, null, grid, axis, 3 dimensional, object, fillet, bevel, editable, edges, orientation, scale, rotate, move, selection, render, position, snaps, work plane, hyper-NURB, mesh, interpolation, connect, spline, inner extrude, sweep NURB, lathe NURB, extrude NURB, symmetry, materials

WICOR Strategy:

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

Inquiry: Student will experiment using tools they have mastered to create their own 3d model.

Collaboration: Students will work together to create models that can be used in similar scenes.

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

Reading: Students will be given instructions on how to create animation. Students will be given procedures to follow to read to help them accomplish their task.

<p>Unit Performance Assessment: Students will be given a project that they must create using the skills that they have learned. For parts of this model project they must demonstrate by doing a video tutorial what steps they used to create the model and use content vocabulary in their assessment video</p>	<p>Formative Assessments (daily/weekly)</p> <p>Cold calls -will be used to check for understanding on the skills they have learned. Students will also be writing/blogging the process they used to create a model.. Students will evaluate each other's work and give feedback about the model they are working on.</p>
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