



LESSON PLAN (Weekly)

COURSE TITLE: **3D Character Design**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for - **Week 2**

MAJOR INSTRUCTIONAL OBJECTIVES

1. Design and model two versions of the same animal - Realistic and Comic
- 2.
- 3.
- 4.
- 5.

INSTRUCTIONAL ACTIVITIES

1. **Demonstrations** - 3D Max Poly modeling exporting to Sculptris
- 2.
- 3.
- 4.

SLO's Covered:

EVALUATION:

Evaluation to take place at end of week No grade given. Individual comments