LESSON PLAN (Weekly)

Southern California Regional Occupational Center

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 1** Week of **9-2-13**

MAJOR INSTRUCTIONAL OBJECTIVES

Students will learn classroom rules and procedures.
Students ne to 3DMax will be introduced to 3DMax basic skill set.
Students will establish a clear filing system for all projects.
Students will begin models consistant with their current skill level.
Students with 3DMa experince will choose projects based on their skill level.

INSTRUCTIONAL ACTIVITIES

Students new to 3D Max will follow instructor thru demo of basic 3DMax skill set.
Demonstrations on overhead of all modeling techniques.
Students will follow instructors overhead demo on how to save projects.
Independent classroom work.

EVALUATION:

Students will show subtantial progress on their projects

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

( ) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

(●) 4. Possess critical thinking skills.

(●) 5. Function as a self-directed achiever.

( ) 6. Function as a responsible, contributing member of society

ACADEMIC/CTE STANDARDS TAUGHT OR REINFORCED:

Career Technical Education SoCal ROC

Southern California Regional Occupational Center

LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 2** Week of **2-4-13**

MAJOR INSTRUCTIONAL OBJECTIVES

Students new to 3D Max will learn the difference between Geometry and Shapes.
Students will learn how to extrude shapes.
Students wil be introduced to the Modifier Stack
Students new to 3D Max will complete a "Beginning Level" project from the web site.
Students experienced with 3D Max will complete one "Intermediate Level" project from web site.

INSTRUCTIONAL ACTIVITIES

Demonstrations on overhead of all modeling techniques for "Beginning Level" projects.
Students reference class website for information about specific projects.
Independent classroom work.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 3** Week of **9-17-13**

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete two "Beginning Level" projects.
Advanced students will complete one "Intermediate Level" project.
Student will learn how to sub object skills and how to render splines.

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

(●) 4. Possess critical thinking skills.

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ACADEMIC/CTE STANDARDS TAUGHT OR REINFORCED:

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 4** Week of **2-19-13**

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will learn to key frame animate and save their animations
Students will be intrduced to the "Material Editor".

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 5** Week of **2-19-13**

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will learn basic "Box Modeling" techniques.
Students wil learn the concepts of "Attach and Group"

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 6** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will learn basic camera set up and manipulation.
Students will learn "Three Point Lighting".

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 7** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will learn how to use the "Symmetry" modifier.
Students will learn how to orbit a camera.

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 8** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will be introduced to the "Curve Editor".
Student will learn the concept of "smoothing angles".

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 9** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will be learn to "Loft" shapes.
Student will learn the concept of "Normals".

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 10** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will be learn how to use "FFD's".
Students will learn to manipulate splines and Bezier curves.

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 11** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will be learn how to use "Opacity Maps".
Students will learn to "UnWrapping" skills.

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 12** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will be learn how to use "Bump Maps".
Students will learn to outdoor lighting skills.

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 13** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will be learn how to use "Space Warps".
Students will learn to UVWMapping skills.

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 14** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

New students will complete one "Intermediate Level" project.
Advanced students will begin one "Advanced Level" project.
Students will be learn how to use "ViewPort Canvas".
Students will learn to "Toon" render.

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 15** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

Students will begin portfolio assembly.
Students will be introduced to Adobe After Effects

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

(●) 2. Demonstrate career/employment literacy.

(●) 3. Possess effective communication skill.

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LESSON PLAN (Weekly)

COURSE TITLE: **3D Digital Animation & Modeling**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Week 16** Week of

MAJOR INSTRUCTIONAL OBJECTIVES

Students will continue portfolio assembly.
Students will learn to composite
Students will learn to render a "Panoramic Viewbox".

INSTRUCTIONAL ACTIVITIES

Students will reference modeling/lighting/material instructions through the web site.
Independent classroom work with instructor.

EVALUATION:

Students will present project to instructor for critique. Critique includes: modeling skill, materials application, lighting and presentation of model/scene. Points are assigned per the web site project description.

ESLR's covered:

(●) 1. Demonstrate mastery of occupationally specific job skills.

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