



LESSON PLAN (Weekly)

Southern California Regional Occupational Center

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

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for - **Week 1**

1. Software is free
2. Complex but
3. Jobs listing
4. 10,000 hours
5. Survey
6. Grades
7. Citizenship
8. Career Pathways
9. Self Motivation
10. Ask Questions

MAJOR INSTRUCTIONAL OBJECTIVES

- Students will learn classroom rules and procedures.
- Students new to 3DMax will be introduced to 3DMax basic skill set.
- Students will establish a clear filing system for all projects.
- Students will learn how to make terrains using standard modeling techniques.
- Students will begin models consistent with their current 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 substantial 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: