



LESSON PLAN (Weekly)

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

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for - **Week 17**

MAJOR INSTRUCTIONAL OBJECTIVES

Students will continue portfolio assembly.
Students will learn basic “Space Warp” skills.

INSTRUCTIONAL ACTIVITIES

Viewing of space warp sample
Student will follow instructor:

- a. Location of Space Warps on interface.
- b. Placement of Space Warp in Perspective view.
- c. Creation of 3d object to be warped.
- d. Linking of Space Warp to 3d object.
- e. Animating object and/or Warp.

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.
- 5. Function as a self-directed achiever.
- 6. Function as a responsible, contributing member of society

ACADEMIC/CTE STANDARDS TAUGHT OR REINFORCED: