

LESSON PLAN (1Week)

COURSE TITLE: **3D Character Design and Animation**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for - **Modeling a Stick Figure**

New Skills:
3D Max
Cylinder, Biped,
Skin modifier

MAJOR INSTRUCTIONAL OBJECTIVES

1. Student will create
2. Student learn how to
3. Student will learn how to use t
4. Student will learn how to use
5. Student will learn how to

INSTRUCTIONAL ACTIVITIES

1. Demonstrations on overhead of all modeling-animating techniques.
2. Printed handouts detailing previous demonstrations.
3. Sample animationsCD.
4. Independent classroom work.

EVALUATION:

Student will present a 3 second Flash animation as final artwork. Students are evaluated on the characters fluidity of movement and timing .

ESLR's covered:

- 1. Develop and execute a multi-year career plan
- 2. Demonstrate professional behavior in the workplace
- 3. Anticipate and adjust to ongoing economic and workforce trends
- 4. Understand and demonstrate ethical and legal behavior

ACADEMIC/CTE STANDARDS TAUGHT OR REINFORCED: