SoCal ROC
Career Technical Education

3D Character Design

LESSON PLAN (1Week)

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

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **- Primitives as Characters**

MAJOR INSTRUCTIONAL OBJECTIVES
1. Student will create and adjust the parameters of "Standard Primitives".
2. Student learn how to use the "Timeline" to record animation.
3. Student will learn how to use the Transform" tool set.
4. Student will learn how to use the "Bend", "Twist", and "Stretch" modifiers.
5. Student will learn how to render, save and convert to Flash.

INSTRUCTIONAL ACTIVITIES
1. Demonstrations on overhead of all modeling-animating techniques.
2. Printed handouts detailing previous demonstrations.
3. Sample animations from Vancouver Animation School CD.
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: