

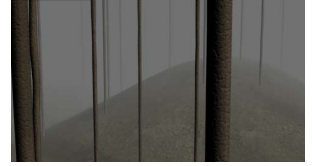


LESSON PLAN (1 Week)

COURSE TITLE: **Intro to Video Game Design**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for - **Gladiator**



MAJOR INSTRUCTIONAL OBJECTIVES

1. Student will understand how to use FFD's to model hills.
2. Student will understand the use of "Scatter" to create multiples.
3. Student will understand the various "Output" settings.
4. Student will understand how to create "Railings".
5. Student will understand how to create object arrays

New Skills:

3D Max

FFD's
Scatter
Setting Outputs
Railings
Arrays
Fog
Foliage

Illustrator

Pen Tool

INSTRUCTIONAL ACTIVITIES

1. Demonstrations on overhead of all modeling-animating techniques.
2. Printed handouts detailing previous demonstrations.
3. Film clips of the Academy Award winning film "Gladiator", directed by Ridley Scott
4. independent classroom work.
- 5.

EVALUATION:

Student will present an animation of the opening forest landscape, 3 JPEG's of a gladiator school and 3 JPEG's of the Coluseum. Evaluation based on modeling, lighting and texturing skills.

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: