



## LESSON PLAN (Weekly)

COURSE TITLE: **Intro to Video Game Design - Emphasis Level Design**

INSTRUCTOR: **Robert Schuchman**

Lesson Plan for **Model of Aztec Capital - Tenochtilan** Week of **June 29, 2009**

### MAJOR INSTRUCTIONAL OBJECTIVES

1. Increase "Polygonal Modeling" skills
2. Introduce student to concept of "Soft Selection".
3. Introduce student to texturing technique of 'Multi Sub/Object'.
4. Show student how to create "Surface Water".
- 5.

### INSTRUCTIONAL ACTIVITIES

1. Present new modeling techniques using overhead projector.
2. Distribute instructional sheet to all students.
3. View selected clips from the film "Apocalypto" showing Aztec architecture.
- 4.
- 5.

### EVALUATION:

Student will present finish level as a series of JPEG's. Students are evaluated on the quality of the models (accuracy, texturing, scale relationships) and completeness of the level (Does the level include a sufficient number of architectural elements)

### ESLR's covered:

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|---|--|
| (●) 1. Demonstrate mastery of occupationally specific job skills. | (●) 4. Possess critical thinking skills.                         |
| (●) 2. Demonstrate career/employment literacy.                    | (●) 5. Function as a self-directed achiever.                     |
| ( ) 3. Possess effective communication skill.                     | ( ) 6. Function as a responsible, contributing member of society |

### ACADEMIC/CTE STANDARDS TAUGHT OR REINFORCED: