

## 3D Modeling & Animation – 2019-20

Midway Campus Room 2153B



**Instructor:** Mr. Montana

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## Course Description

Using the open source 3D modeling software, Blender, students have an opportunity to create cutting-edge technology projects. This course is largely self-directed, giving students the freedom to design projects based on their own areas of interest and to decide what technologies to use. Working with peers, students will complete projects, research and design their own virtual programs, and create 2D and 3D imaging that can then be transferred into stereoscopic representations to create immersive virtual environments. Students will make presentations of their work. The course may be repeated.

This is a single-trimester course. The course can be repeated to gain more skills and experience. Each time through the course can be thought of as a level. In Level 1, students learn basic modeling skills and model real-world objects in 3D. Skills and techniques are learned through in-class examples, practice, and online tutorials. Student understanding progresses from basic to more advanced in small steps. Students are supported the whole way as they learn 3D modeling. Each time the course is repeated, students build on past learning to further develop their skills.

## Text

Curricular materials from [CGCookie.com](http://CGCookie.com)

Other online tutorials are also used

## Required Materials

Laptop

3-Button Mouse (HIGHLY RECOMMENDED!)

## Grading Policy

A points system (as opposed to percentages) is used for scoring. Each assignment is worth a number of points relative to the level of assignment and number of elements in the assignment.

# Competency Statement

Learning 3D modeling and animation is progressive. The ability to create complex products depends on competency with many basic skills. Timeframes are given with assignments to help students with pacing. However, absolute deadlines are not imposed. I am interested in steady progression throughout the course. The expectation is for students to do their best work in a timely fashion.

## Cheating/Plagiarism:

Cheating and/or any form of plagiarism will not be tolerated and will result in appropriate disciplinary action. Copying off of your own past projects (anything completed before the start of this course) can be a form of plagiarism if not cited, and it will not be tolerated.

## iMPact Instructor Expectations for Students

- Be respectful of self, peers, school faculty and staff, technology, school spaces.
- Demonstrate **attentiveness** daily and **collaborate** effectively with peers.
- Exhibit **personal responsibility** in all aspects: self, technological use, materials, time.
- Demonstrate **tenacity** in solving problems with coding.
- Be **independent** in and out of class, and communicate efficiently. Student is patient but genuine and considers time management regarding deadlines and in needing aid.

## Classroom Procedures

### Independence & Attentiveness

- There is to be no food or drink in the computer lab at any time. You may have water bottle (with a lid) – containing water only – in the computer lab.
- Book bags should remain tucked under the middle of the tables at all times.
- Time outside of this class will be necessary in order to complete assignments in a timely manner. Please expect to be spending some time coding outside of class. The time required for coding assignments is different for everyone. Start early!