e2020 Curriculum Briefing
3D Art I – Modeling (EL5717)

Course Description

This course will introduce students to 3D-modeling tools and concepts. Using Blender, the popular open-source 3D-modeling package, students will learn the basics of creating shapes, adding textures and lighting, and rendering. By the end of the course, students will have produced a series of increasingly sophisticated projects for their 3D portfolio, such as a house, a creature, and terrain. This course is suitable for students with no prior experience with 3D game design or digital media authoring tools, but it is recommended for students who are older. The course uses a difficult software program, and prior experience in 3D software may be helpful. Also, student computer speeds will greatly affect how long the course will take to complete.

This course does not align to any known state standards.

Topics of Study

- Making a 3D hat
- Building a 3D house
- Making a 3D creature
- Animating the 3D creature
- Creating 3D terrain
- Building a 3D car
- Animating a 3D scene

Course Features

- The course uses Blender, a powerful and flexible open-source 3D-modeling software program, to model, render, and animate 3D graphics.
- The course provides step-by-step and video instruction on how to use Blender to model, render, and animate 3D objects.
- Interactive widgets and graphics help to illustrate and explain concepts related to 3D modeling.
- Each section of the course includes assignments that either help students expand on work they've already done or explore 3D modeling in a new way.
- Starter files are provided for students to experiment with more complicated 3D models than what they would be able to create on their own.
- The course includes a final assignment in which students apply all the modeling concepts and techniques learned throughout the course.

Grading

Just as with our other e2020 courses, you always have the flexibility to tailor the grade weights for the course according to your own district, school, and student needs.

The default grades for this course are as follows:

- Assignments   0%
- Essays   0%
- Quizzes   20%
- Tests   10%
- Exams   0%
- Projects   70%
- Additional   0%