

3D Modeling I & II

Scope and Sequence

Module	Approx. Time*	Discussions	Individual Activities	Project Activities
1 Welcome to 3Ds Max	10 hours	<ul style="list-style-type: none"> Thinking about 3Ds Max Creating a Primitive Mech 	<ul style="list-style-type: none"> Placing Primitives 	<ul style="list-style-type: none"> Primitive Mech
2 Working with Shapes	16 hours	<ul style="list-style-type: none"> Thinking about the Essential Question Reflection 		<ul style="list-style-type: none"> The Temple
3 Working with Boxes	10 hours	<ul style="list-style-type: none"> The Iterative Process 	<ul style="list-style-type: none"> Share Your Boxes and Barrels 	
4 Sculpting from One Mesh	16 hours	<ul style="list-style-type: none"> Thinking about the Essential Question Building Block Man 	<ul style="list-style-type: none"> Block Man 	
5 Building an Organic Model	16 hours	<ul style="list-style-type: none"> Creating a Shark 	<ul style="list-style-type: none"> Creating a Shark 	<ul style="list-style-type: none"> The Shark
6 Creating an Asset List	16 hours	<ul style="list-style-type: none"> Thinking about the Essential Question 	<ul style="list-style-type: none"> Building a Cave 	<ul style="list-style-type: none"> Workshop 3 - Asset List Workshop 4 - Block it Out
7 Building Objects	10 hours	<ul style="list-style-type: none"> Thinking about the Essential Question 	<ul style="list-style-type: none"> Building a Cave - Iteration 	<ul style="list-style-type: none"> Workshop 5 - Plan and Proceed Workshop 7 - Finish the Environment
8 Building Colliders	16 hours	<ul style="list-style-type: none"> Collider Objects 	<ul style="list-style-type: none"> Complete the Asset List 	<ul style="list-style-type: none"> The Cave Presentation of the Cave
9 Combining Techniques	10 hours	<ul style="list-style-type: none"> Reflection Thinking about the Essential Question 	<ul style="list-style-type: none"> Create a Spaceship 	
10 Converting to a Polygon Object	10 hours	<ul style="list-style-type: none"> Research Report 	<ul style="list-style-type: none"> Spaceship Iteration 	
11 Refining Skills	10 hours	<ul style="list-style-type: none"> Spaceship Critique Spaceship Critique #2 	<ul style="list-style-type: none"> Share Your Research 	<ul style="list-style-type: none"> Workshop 9 - Spaceship Modeling

12 Applying Your Skills	10 hours	<ul style="list-style-type: none"> Project Action Plan Sharing 3Ds Max Car-Rendering Tricks The Design Process 	<ul style="list-style-type: none"> Build a Car 	<ul style="list-style-type: none"> WebQuest: Rendering
13 Evaluating Progress	10 hours	<ul style="list-style-type: none"> Reflection 	<ul style="list-style-type: none"> Build a Car Iteration 	<ul style="list-style-type: none"> Workshop 12 - The Car Asset List
14 Finishing Your Project	10 hours	<ul style="list-style-type: none"> Thinking about Careers Reflection 	<ul style="list-style-type: none"> Final Rendering 	<ul style="list-style-type: none"> The Car
15 Presenting Your Portfolio	10 hours	<ul style="list-style-type: none"> Thinking about the Essential Question 	<ul style="list-style-type: none"> Your Portfolio 	<ul style="list-style-type: none"> Presentation 2
Final Exams			<ul style="list-style-type: none"> 3D Modeling I - Essay Exam 3D Modeling I - Multiple Choice Exam 3D Modeling II - Essay Exam 3D Modeling II - Multiple Choice Exam 	