Blackhawk School District

CURRICULUM

Course Title:3D AnimationCourse Number:1034Grade Level(s):10-12Length of Course:1 semesterCredits:.5Faculty Author(s):Dale MollDate:January 2010

COURSE DESCRIPTION:

This course is designed for students that have completed 3D Modeling (1033) with a "C" or higher. Students will enhance their design skills using programs such as Autodesk Inventor and 3ds Max. This course will allow students to develop advanced solid modeling and animation techniques. Students will develop a product and create complete presentations using solid modeling and animation techniques.

COURSE OUTLINE	OBJECTIVES (PA standard)	PROPOSED TIME / ACTUAL TIME	RESOURCES	LESSON REFLECTION (for future revisions)
Review of Inventor and Part	3.4.12.A2.	3 days	Computers,	
Creation / Overview of class	Describe how management is the process of planning.		Software(Auto	
Review of assembly	organizing, and controlling work. 3.4.12.A3.	2 Days	desk Inventor,3D Max, and	
Lesson on Animation in Inventor	Demonstrate how technological progress promotes the	2 Days	Windows	
• Tools	advancement of science, technology, engineering and		Movie Maker)	
 Formats 	mathematics (STEM).		Laser Printer,	
	3.4.10.B4.		Plotter,	
Assemblies and Animations (5) Completion Drawings Complete Animations 	Recognize that Technological development has been evolutionary, the result of a series of refinements to a basic invention.	30 Days	Projector, Promethean Board	
Animations in 3D Max	3.4.10.C1.			
Intro Turtorial	Apply the components of the technological design	15 Days		
Different formats	process.			
Importing Inventor Files	3 4 12 C2			
Rendering Animations	Apply the concept that engineering design is influenced			
Kendering Annhattons	hy norsenal characteristics, such as creativity			
Creation assemblies and animating in 3D Max	resourcefulness, and the ability to visualize and think abstractly.	10 Days		
Final Project Create Movie	3.4.12.C3.			
Portfolio of all projects in 3D Modeling and 3D Animation • Basics of Window Movie	Apply the concept that many technological problems require a multi-disciplinary approach. 3.4.10.D1.	18 Days		
MakerImporting Video	Refine a design by using prototypes and modeling to ensure quality, efficiency, and productivity of a final			
	product.			
	3.4.12.D2.			
	Verify that engineering design is influenced by personal			
	characteristics, such as creativity, resourcefulness, and			
	the ability to visualize and think abstractly.			
	3.4.12.E4			
	Synthesize the effects of information and communication			

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systems and subsystems as an integral part of the development of the Information Age. 3.4.12.E6. Compare and contrast the importance of science.		
technology, engineering and math (STEM) as it pertains to the manufactured world.		