

3D Modeling Lesson Plans

Objectives:

- Read about and be able to write about the process of 3D modeling.
- Understand how 3D modeling relates to career fields and add 3D modeling to website portfolio.
- Students will research and find examples of 3D modeling that elicit in them an aesthetic response and use these as inspiration for their projects.
- Students will choose their own subject and create a 3D modeling project in SculptGL.
- Students will learn to use the 3D modeling software SculptGL

Standards:

9-12.RT.2 Determine the central ideas or conclusions of a text; trace the text's explanation or depiction of a complex process, phenomenon, or concept; provide an accurate summary of the text.

9-12.WT.2 Write informative/explanatory texts, including technical processes.

VA:Cr1.1.8a Document early stages of the creative process visually and/or verbally in traditional or new media.

VA:Cr2.1.7a Demonstrate persistence in developing skills with various materials, methods, and approaches in creating works of art or design.

VA:Cr3.1.7a Reflect on and explain important information about personal artwork in an artist statement or another format.

Project Instructions:

Complete 3D modeling research and add to section on portfolio website.

Decide on a subject to use for 3D modeling project. You must provide either photographs of multiple viewpoints of the subject or bring in the actual object. Choose a challenging subject for your skill level.

Complete 3 sketches of subject on paper: frontal view, side view, and back view.

Build subject in SculptGL. Project should be three-dimensional and take into account the negative and positive space of the actual object.

Add 3D modeling project to portfolio website. Add description of project, and discuss the personal significance of a work of art and compare with the significance found by peers, critics, and aestheticians.