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| **Core Knowledge Map** |
| Subject: Computer Science | Year: 9 | Term: 3.5 |
| What are we learning? |
| 3D Animation using Blender |
| How will I be assessed  |
| You will create a 3D world and character using Blender, and a PowerPoint explaining the skills you use. These will be handed in to your teacher using Google Classroom |
| Big questions: |
| What is 3D animation?How are computers used to create 3D environments? |
| How does this build on previous learning? | How will this link to my future learning? |
| This builds on the knowledge from the Kodu module, the Pivot animator module and extends the understanding gained from the creative computing topics | These skills are directly applicable to potential future careers, give a taste of what can be done if you follow the Computer Science GCSE and then the Game Design BTEC route. They are also applicable to the Computer Science A- Level project |
| Core knowledge: | Key vocabulary: |
| Starting Blender and opening a new fileNavigating the 3D world* Orbiting
* Panning
* Zooming
* Quad View

Creating objects from primitives* Add a mesh
* Transform/scale/rotate

Box Modelling* Loop Cut
* Extrude
* Bevel
* Knife cut
* Sculpt
* Vertex edit

Texturing and rendering* Lighting your scence
 | PanTiltZoomOrbitPrimitive MeshWireframeShaderRenderTorusTextureMaterialVertex Edge Face  |
| Need more help? |
| 1. https://sites.google.com/okehamptoncollege.devon.sch.uk/3d-modelling/home
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