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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 file  Navigating 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 | | Pan  Tilt  Zoom  Orbit  Primitive  Mesh  Wireframe  Shader  Render  Torus  Texture  Material  Vertex  Edge  Face | |
| Need more help? | | | |
| 1. https://sites.google.com/okehamptoncollege.devon.sch.uk/3d-modelling/home | | | |