



Unit 1 - Getting started with Blender

Assessments and Projects

Pre Assessment

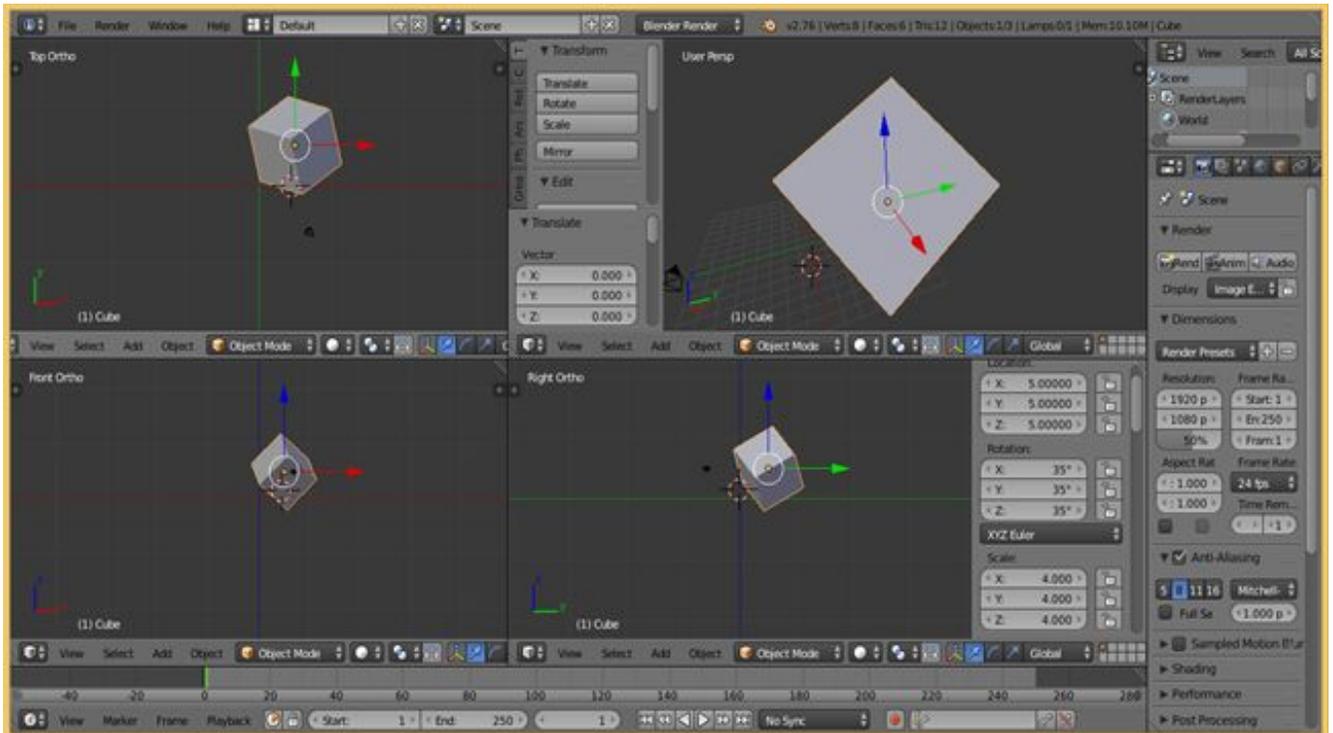
Right after you introduce Blender in Unit 1, have the student do this pre-assessment.

Have them create an animal using Blender. Do not give much time to do this (*between 5 and 15 minutes*) and be very vague on the requirements other than you want to make sure students can save work to the requirements of the class. At the end of the time have the students save a screenshot.

This assessment is more for you than it is for the students. Watch your students interact with the program just to get a feel of what the student can do with the program already.

Layout Assessments

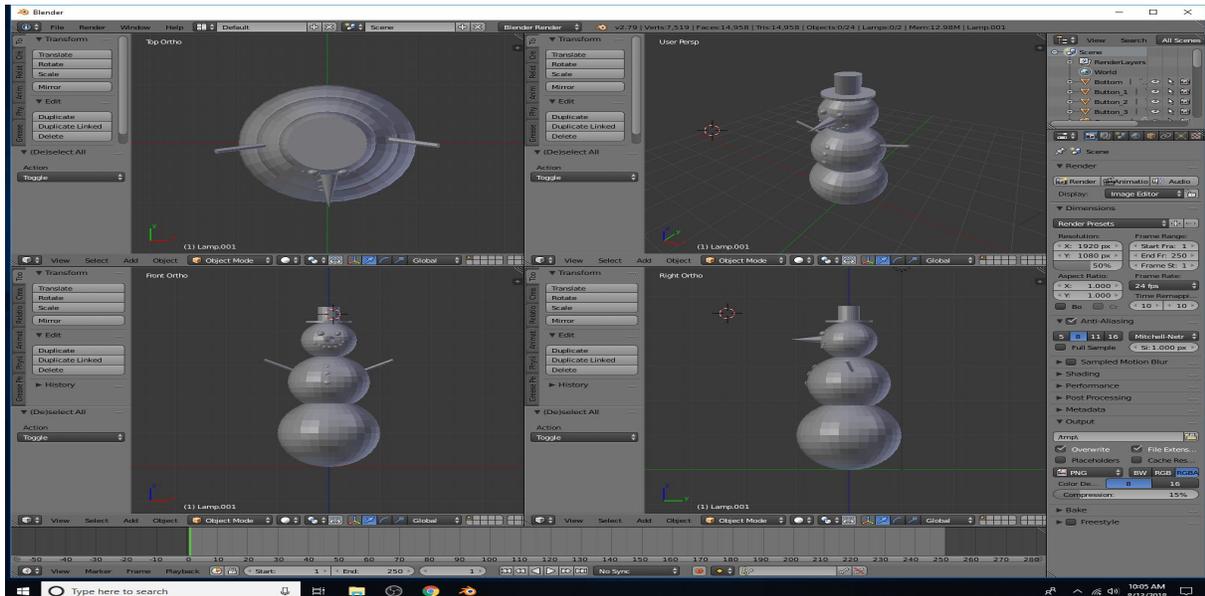
Have the students open a new Blender file and resize, split and combine editors to create four viewports using the top, front, side and perspective views. The students should then move, scale and rotate the cube. Students screen should match the following image.



Object Insertion Assessments

Have the students open a new Blender file. Resize, split and combine editors to create four viewports using the top, front, side and perspective views.

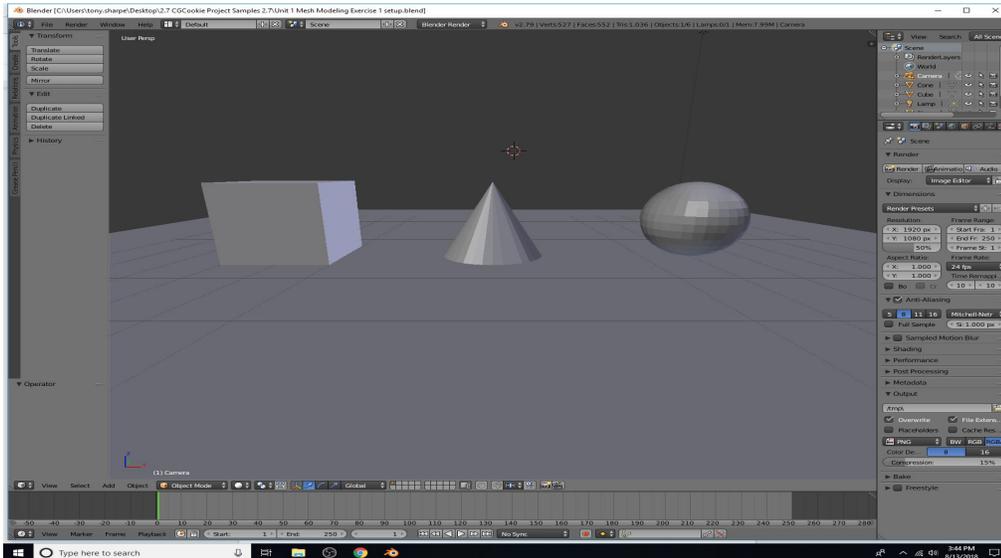
Have the students create a snowman using just Blender mesh objects. You can choose to use the image below or not in the assessment. The snowman does not have to look like the one shown. If you do use the image below, encourage the students to improve on your snowman.



Continuing Projects

Mesh Modeling Object Project

Students will create 3 base objects a sphere, cube and cone. Match the scene below.



Snowman Project

By the end of this unit student should save a copy of the tree and the snowman they created for use later in the course. Inform students that they will be using these files for later projects and ultimately they will create a winter scene and animate it.

Space Project

By the end of this unit student should save a copy of the plant file they created earlier in the unit. Inform students that they will be using these files for later projects and ultimately create a space scene and animate it.

Rubric

	Beginning	Developing	Accomplished	Exemplary
Resize, split and combine editors	Student shows little or no ability to resize, split and combine editors.	Student shows some ability to resize, split and combine editors.	Student shows a good ability to resize, split and combine editors.	Student shows a proficient ability to resize, split and combine editors.
Switching views	Student shows little or no ability to switch views.	Student can switch views only with assistance.	Student can switch views with menus or hotkeys without assistance.	Student can switch views with menus or hotkeys with proficiency.
Adding, Removing and Selecting objects	Student shows little or no ability to add, remove or select objects	Student can add, remove and select objects with assistance.	Student can add, remove and select objects with no assistance.	Student can add, remove and select objects with proficiency.
Create simple objects from primary mesh objects	Student shows little or no ability to create simple objects from primary mesh objects.	Student shows some ability to create simple objects from primary mesh objects.	Student can create simple objects from primary mesh objects without assistance.	Student can create simple objects from primary mesh objects with proficiency.

Aligned Standards

Standard 1: 3D Modeling Application Interface

- **Objective 1: Introduce basic 3D terminology and the 3D application interface.**
 - o Indicator 1: Know 3D modeling terminology
 - o Indicator 2: Identify parts of the 3D application interface
- **Objective 2: Manipulation of 3D application interface**
 - o Indicator 1: Use application interface
 - o Indicator 2: Navigating 3D space
 - o Indicator 3: Navigating views
- **Objective 3: Manipulation of objects**
 - o Indicator 1: Selecting and transforming objects
 - o Indicator 2: Adding and removing objects

Standard 2: Modeling 3D Objects

- **Objective 1: Use and manipulate 3D graphics and primitives**
 - o Indicator 1: Use 3D primitives
 - o Indicator 2: Manipulate 3D models and primitives
- **Objective 2: Create, use and manipulate shapes**
 - o Indicator 1: Create 3D Shapes
 - o Indicator 2: Use 3D Shapes
 - o Indicator 3: Manipulate 3D shapes