



Priority Standards

Subject Priority Standards HS Media Arts – 3D Modeling

Below is a table of the priority standards.

Creative Process	Priority Standard	Essential Skills
Creating	Cr1.1.1a - Use multiple approaches to begin creative endeavors.	<ul style="list-style-type: none"> Practice with specific materials and techniques <u>3D Animation Software Interface & Modeling</u> <ul style="list-style-type: none"> Manipulating 3D space <u>Polygon Modeling</u> <ul style="list-style-type: none"> Primitive modeling Shading/Texturing Extruding Faces/Points/Edges <u>Prop Modeling</u> <ul style="list-style-type: none"> Level of Detail <u>Structure Modeling</u> <ul style="list-style-type: none"> Transparency/Glass Photo Textures <u>Interior Modeling</u> <ul style="list-style-type: none"> Character-Based Environments Color/Shape language <u>Set/Environment Modeling</u> <ul style="list-style-type: none"> Level of Detail Perspective Atmospheric Perspective <u>Vehicle Modeling</u> <ul style="list-style-type: none"> Character-Based Design Personification Grouping Develop artistic ideas through brainstorming, sketching, storyboarding. <u>Character Modeling/ Rigging</u> <ul style="list-style-type: none"> Story-Based Character Design Research/Brainstorming/Concept Art/Model sheets Parent-Bind Rigging

Creative Process	Priority Standard	Essential Skills
Creating	Cr1.2.1a - Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art or design.	<ul style="list-style-type: none"> • Create computer generated images that are influenced by established traditions, current events, and contemporary themes <ul style="list-style-type: none"> ○ Prop Modeling ○ Structure Modeling ○ Interior Modeling ○ Vehicle Modeling ○ Character Modeling/ Rigging
Creating	Cr2.1.1a - Engage in making a work of art or design without having a preconceived plan.	<ul style="list-style-type: none"> • Create computer generated images by experimentation, practice and persistence. • 3D component mode extrusion
Presenting	Pr.6.1.1a - Analyze & describe the impact that an exhibition or collection has on personal awareness of social, cultural, or political beliefs & understandings.	<ul style="list-style-type: none"> • Examine cultural and historical relevance of computer-generated images through film studies, and the study of art history and visual culture. • History of computer-generated animation.
Responding	Re9.1.1a - Establish relevant criteria in order to evaluate a work of art or collection of works.	<ul style="list-style-type: none"> • Evaluate computer generated images based on: <ul style="list-style-type: none"> ○ Standards in craftsmanship, creativity, technical execution ○ Criteria development ○ Art and Animation history ○ Film criticism ○ Reflection ○ Formal evaluation vs. personal judgment
Connecting	Cn11.1.1a - Describe how knowledge of culture, traditions, & history may influence personal responses to art.	<ul style="list-style-type: none"> • Develop a deeper understanding of computer-generated imagery with social, cultural, and historical context. • History of computer-generated animation. • History of Animation.
Connecting	Cn10.1.1a - Document the process of developing ideas from early stages to fully elaborated ideas.	<ul style="list-style-type: none"> • Formulate personal awareness by reflecting on the creative process from start to finish through: <ul style="list-style-type: none"> ○ Journaling ○ Concept portfolios ○ Written responses to new knowledge