

# **Complete Day-To-Day Lesson Plan**

**For**

## **3-D Theory & Application Strata Studio Pro 1.1a**

**Includes Syllabus, Module Schedule, Lectures, Handouts, and  
Course Challenge/Quizzes**

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# Preliminary Schedule 3D Theory and Application (Strata Studio Pro1.1a)

Monday	Tuesday	Wednesday	Thursday	Friday	Comments
<b>November 21</b> Start of module Introduction Views 3D tools 2D tools	<b>November 22</b> TOOLS: Lights, Link Lighting palette <i>Lecture on Real-World Attributes, 3-D sculpture, &amp; Cartesian Geometry</i>	<b>November 23</b> Quiz #1 Preview Lathing, Views, Transform.	<b>November 24</b> THANKSGIVING HOLIDAY	<b>November 25</b> THANKSGIVING HOLIDAY	Tools, menus, buttons, palettes, memory mgmnt, file sizes, working with views, window operations. 3D world modeling theory.
<b>November 28</b> QUIZ #1. Demo on Preferences, Memory Mgmt., Lathing, Sweep, Extrude, Bexier Spline, Polygon Shapes	<b>November 29</b> QUIZ #1 Review. Demo on working with windows. <i>Lecture on Modeling Methods, Procedurals, &amp; Fractals</i>	<b>November 30</b> Quiz #2 Preview Demos of Spline, textures, Phong rendering, Expert Dialogue Boxes	<b>December 1</b> QUIZ #2 <i>Cracked-Shell Texture exercise. Intro to Project #1 - Object &amp; Scene Lighting</i>	<b>December 2</b> Demos of Map Changing. Demos of Photoshop & Illustrator for mapping. Work on Project #1.	Modeling methods, rendering, mapping. Project #1 started.
<b>December 5</b> Work on Project #1	<b>December 6</b> Project #1 Due <i>David Skidoway-GL Lighting Lecture</i>	<b>December 7</b> Quiz #3 Preview Rendering stills, rendering techniques. <i>Lecture on texture maps.</i>	<b>December 8</b> QUIZ #3 <i>Demo of Camera angles. Lecture on Cameras. Intro to Project #2</i>	<b>December 9</b> Work on Project #2	Textures Lighting Camera Theory Stills rendering
<b>December 12</b> Quiz #3 Preview Work on Project #2 <i>Cameras</i>	<b>December 13</b> Project #2 Due <i>Lecture on History &amp; Theory of Animation, Demo of Animation Basics/Dialog Box</i>	<b>December 14</b> Quiz #4 Preview Demos on hierarchical animation, animation extensions. Intro to Project #3	<b>December 15</b> QUIZ #4 <i>Photoshop &amp; Illustrator Animation. Work on Project #3 WORKSHOP</i>	<b>December 16</b> Demos of camera techniques. Work on Project #3	Animation Rendering Camera Techniques
<b>December 19</b> QUIZ # 4 Review Work on Project #3	<b>December 20</b> Work on Project #3	<b>December 21</b> Quiz #5 Preview Work on Project #3	<b>December 22</b> QUIZ #5 Work on Project #3	<b>December 23</b> Work on Project #3	Lab workshop for Final Project
<b>January 2, 1995</b> VACATION	<b>January 3</b> Work on Project #3 Open Lab	<b>January 4</b> Final Test Preview Work on Project #3	<b>January 5</b> Final Test Project #3 Due <u>End of module</u>	<b>January 6</b>	Last week of module

# MASTERS INSTITUTE - 3D LESSON PLAN

Course

Department

Day  Of Week

Instructor

## Objective(s) of the day:

Introduction/Method:  Lecture  Demo  Lab  Video  Text/Handout

## Learning Activities - Students will learn and demonstrate knowledge of:

Resources:  Text/Handout  Video  Computer  Overhead

## Evaluation: (Determination that student has accomplished objectives)

Quiz  Oral Exam  Project  Exercise  Observation  Survey

Time:

Date: