

# 3D Modelling

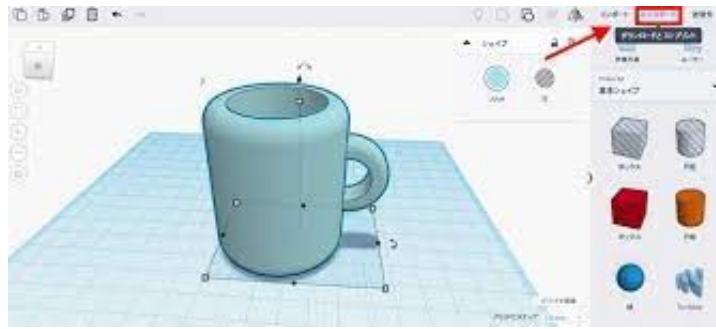
## Construction

### Prior Knowledge

**Year 3** - You learnt how to create stop-frame animation using specific software to achieve a goal.

**Year 4**—You learnt to edit audio files whilst using software and technology safely. You also learnt about the importance of evaluating your projects.

**Year 5**— You learnt how to create media using vector drawing—using an internet based service. This project involved using a variety of programs to accomplish the goal.



### My Component Knowledge:

- Lesson 1: What is 3D modelling?
- Lesson 2: How can you make changes to a model?
- Lesson 3: How can you rotate and reposition?
- Lesson 4: How do you make a hole?
- Lesson 5: How are 3D models planned?
- Lesson 6: How are 3D models made?

### My Composite Knowledge:

To learn how to use and combine a variety of software to achieve a task.

To learn how to collect data, analyse, recognise and present data using a range of programs and systems.

### My Powerful Knowledge:

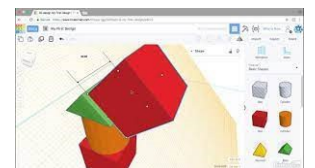
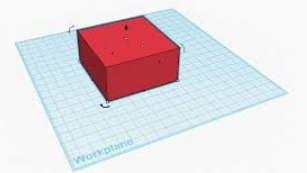
I will be able to create, manipulate, edit and improve a 3D model using a computer program.

### Key Vocabulary

**Tier 1:** model, space, select, model, improve,

**Tier 2:** 2D, 3D, dimensions, occupy,, duplicate, evaluate, mastery,

**Tier 3:** work plane, aspect, scaling, graphical object,



How do you use a 3D printer?

How does a computer design a 3D model?

Can you edit an existing model?

How does the software allow you to change the size of a model?

