



Goal: The students will learn about the basics of creating animations in 3D create and manipulate objects/lights/cameras in 3D space. They will animate their work and render their scenes as avi files and sequenced JPEGs.

Objectives:

1. Understand some Basic 3D terminology
2. Be able to demonstrate the right hand rule for Cartesian coordinates
3. Recognize the tools on the GUI
4. Set Carrara Preferences
5. Identify the correct xz, yz, and xy grids
6. Select an object and shader from the Browser
7. Differentiate between a spot light, bulb light and distance light
8. Change viewports and the number seen at a given time
9. Articulate when we should use 4 viewports and when not to
10. Set a viewport to Director's Camera
11. State the use of the Director's Camera
12. Manipulate an object's Hotpoint
13. State purpose and use of the following tools:

Move, Scale, Rotate, Eye Dropper,
Test Render, 2D Pan, 2D Zoom

Demonstrate understanding of how keyframes are used in animation
Adjust a conical camera to avoid side distortion
Animate that object over the space of 2 seconds