GRAPHIC ARTS
UNIT 4 – Objects and 3D Building

INSPIRATION

You're a 3D modeler at a big company, "the boss" needs you to fill the animated scenes with tons of objects to make them look more full and realistic. What do you do? What programs can you use? How can you make something look 3D and real?


OBJECTIVE

This unit is all about making objects that look 3D. We are going to use Photoshop and Blender, and we are going to work with textures and rendering to make our objects look real. You will create one object in Blender and one object in Photoshop by the end of this unit, they can be the same (comparison) or they can be different.

PROJECTS

The warm ups in this unit will help you to practice your skills in both Photoshop and Blender and the project will be to create an object of your choice in the program of your choice, the challenge is to create a **3D object** that looks like a **realistic shape**, **texture** and has **realistic lighting**.
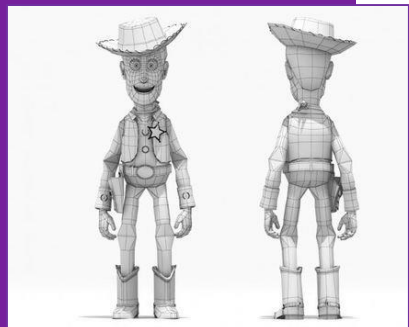
SKILLS
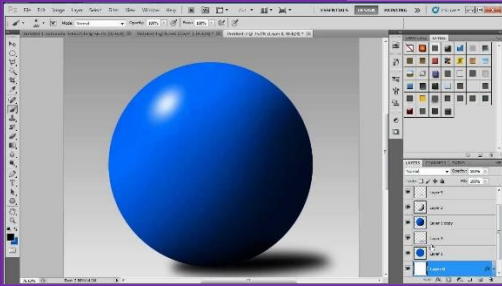
Follow instructions to learn a new program.

Practice different image development strategies.

Understand the different tools and shortcuts in Blender.

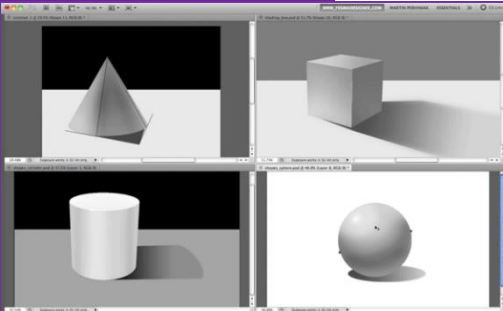Become comfortable with different digital programs.

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CHECKLIST

Warm Ups:
- ☑ 3D Modelling (Shading and Tone) in Photoshop
- ☑ Still Life (What's on your desk?)
- ☑ Build a 3D Object in Blender (Cube, Sphere, Star…)
- ☑ Sculpt (Blender) or Draw (Photoshop) a skull.

Projects:
- ☑ Create a 3D object in Blender or Photoshop.
   (Realistic shape, lighting/shading and texture.)

Self Assessment

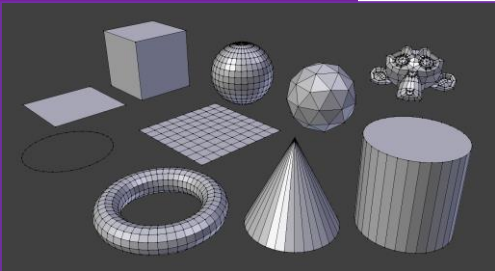This object is 3d and has realistic light/shade and texture

This object almost looks realistic and is 3d.

This object is 3D.

This object is almost 3D but more time is needed.

Reflection

Did you try to learn the new program, even when you were confused or frustrated?

YES   NO

Do you think you think you prefer Blender or Photoshop?

BLENDER   PHOTOSHOP

Did you fill your class time learning and experimenting?

YES   NO

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Warm up #1 – Basic Shading

Using photoshop, create a cube, sphere and cone with tone and shading. The size and colours don't matter, but you want to convey smooth shading with soft blending.
watch: https://www.youtube.com/watch?v=o-O-mkTPaMQ

Warm up #2 – Desk Still Life

Today we're going to create a quick still life of the objects on your desk. I want you to pay attention to their shapes and size (proportions) as well as their shading (lighting) and texture or designs.

Watch: https://www.youtube.com/watch?v=LU7cL7KySSE

Warm up #3 – Blender Basics

Learn the basics of blender – building simple shapes and rendering texture/lighting together. Create a cube, sphere, box or something more complex!

Watch: https://www.youtube.com/watch?v=sW_NnFgIiso

Warm up #4 – Skull

This one will be a challenge. Follow the tutorial step by step to learn how to merge multiple forms together as well as modify a shape through sculpting. Create a skull that is either illustrative or realistic, you decide!

Watch: https://www.youtube.com/watch?v=1rk6yWonRcQ

PROJECT: Build a Realistic 3D Object in Blender

Use everything you've learned in Blender to create a realistic object through 3D modeling and sculpting. Think of how to render a realistic texture and lighting and how to build it so it looks real. This can be any object (school appropriate) *that you think your character might interact with.*