Field Trip # 2	**Blender3D**
Developed by:	Dr. Todd Andel, Associate Professor & Robert Fornof
Subject:	Blender3d , Creativity , & Art
Short description:	Students will learn the basics of 3d coordinates & variables through art. This lesson will use the free, open source Blender3d (http://www.blender.org) graphics & animation package to teach students how to create digital pictures & animations. Students will modify pre-made examples to learn about keyframing variables, the x, y, z coordinate system, & digital art.
Educational Level:	1st – 6th Grade Math and Art Classes
Field trip type:	Lecture
Educational Outcomes:	Students will be able to: • Describe the x, y, z coordinate system using their words. • Understanding the concept of a variable • Understanding how animation works through frames & how to animate a variable through keyframing .
Content:	Target 50 minutes of material, content, or activity
Notes to instructor:	The projects are designed as starting points for students to explore the Blender3d software & documentation. Blender3d can do just about anything in regards to digital art (video editing, video games, sculpting, 2d drawing, compositing – Photoshop for animation, & many more features) If you have any extra time left, give the students some free time to explore the features of blender3d – perhaps challenge them to make a monkey, or a smiley face from primitive shapes. Or a light saber using a light saber tutorial.