3D Character/Object Project

Name:______________

You will use the 3-D imaging program **Sculptris** located in your Digital Portfolio.

**STEP ONE: INSTALL** the program by clicking on the **Sculptris.exe** file located in the **Sculptris** folder in your Digital Portfolio on the K DRIVE.

**STEP TWO: READ** the **sculptris_control_sheet.pdf** located in the same **Sculptris** folder which describes the basic tools for the program. Also view the Tutorial Videos located on the K:/Drive/Mr. Arnett/ASM3M/UNIT 2/Sculptris/ Tutorials.

**STEP THREE: EXPERIMENT** by opening the **Sculptris** program and explore the layout and tools.

**STEP FOUR: COMBINE** basic geometric shapes to create complex and interesting forms i.e. object/figurative/animal.

When designing your 3-D creation consider:
- Colour + Textures
- Lighting effects – Highlights, Shading
- Object Orientation/ Angles

**STEP FIVE: SURFACE TEXTURES:** Once you have finished rendering your 3-D object, consider colour, shading and lighting effects to help bring your object/figure/animal. Save your work often and save a **BACKUP FILE as well in your Digital Portfolio.**

**STEP SIX: OBJECT ORIENTATION** should be considered when you **EXPORT** your final creation to be put against your **BACKDROP** selection in Adobe Photoshop.

What kind of angle will the viewer be looking at your 3-D creation? When you have selected the angle you want press the **PRINT SCREEN** key on your keyboard, next **OPEN** Adobe Photoshop and select **NEW** then **FROM CLIPBOARD**, your 3-D object should appear.

**STEP SEVEN: PASTE** your 3-D creation against your desired **BACKDROP** in Adobe Photoshop and save to the network to be marked.

**STEP EIGHT: REFLECT** on your image once it’s finished by answering the following questions in your Media Arts Journal:
1) What aspect of your image do you find most successful and why?
2) What aspect of your image do you find least successful and why?
3) If you could do this project again, what changes would you make to improve it?
A1. The Creative Process: apply the creative process to create a variety of art works, individually and/or collaboratively;

A1.1 use a variety of strategies, individually and/or collaboratively, to generate ideas and to develop plans for the creation of art works (e.g., use research, synectic charts, and/or a class brainstorming session to generate a variety of creative ideas; reflect on the suitability of the ideas and choose one to serve as the basis for their plan; use notes and/or thumbnail sketches to develop their plans; revise their plans on the basis of feedback)

A1.2 use exploration/experimentation, reflection, and revision when producing a variety of art works in each of the following areas: drawing, painting, sculpture, printmaking, and photographic images (e.g., explore a variety of materials and/or techniques; reflect on the input of their peers; refine their art work on the basis of useful feedback)

A1.3 document their use of the creative process in a portfolio (e.g., include thumbnail sketches of ideas and/or plans, notes on or examples of the results of experiments with different media or techniques, and copies of their preliminary and final work to show evidence of revision and artistic growth), and refer to this portfolio to reflect on how effectively they have used the creative process

A2. The Elements and Principles of Design: apply elements and principles of design to create art works for the purpose of self-expression and to communicate ideas, information, and/or messages;

A2.1 explore elements and principles of design, and apply them to create art works that express personal feelings and/or communicate emotions to an audience (e.g., use the colour, texture, and/or space to express specific emotions)

A2.2 apply elements and principles of design to create art works that communicate ideas and information

A3. Production and Presentation: produce art works, using a variety of media/materials and traditional and/or emerging technologies, tools, and techniques, and demonstrate an understanding of a variety of ways of presenting their works and the works of others.

A3.1 explore and experiment with a variety of media/materials and traditional and/or emerging technologies, tools, and techniques, and apply them to produce art works

A3.2 demonstrate an understanding of some of the ways in which art works can be presented to reach a variety of audiences

B1. The Critical Analysis Process: demonstrate an understanding of the critical analysis process by examining, interpreting, evaluating, and reflecting on various art works;
B1.4 use a variety of strategies (e.g., peer- and self-assessment, formal and informal critiques, small-group and class discussions) to identify and reflect on the qualities of their own art works and the works of others, and evaluate the effectiveness of these works.

B2. Art, Society, and Values: demonstrate an understanding of how art works reflect the societies in which they were created, and how they can affect personal values;

B2.3 identify ways in which creating and/or analysing art works has affected their personal identity and values.

C1. Terminology: demonstrate an understanding of, and use correct terminology when referring to, elements, principles, and other components related to visual arts;

C1.1 use appropriate terminology when identifying and describing the use of elements and principles of design in their own art works and the works of others

C1.2 use appropriate vocabulary to describe techniques, materials, and tools when creating and presenting visual art works (e.g., brayers, conté, frottage, markers, painting techniques, pencil techniques, relief, stencil)

C1.3 identify the stages of the creative process and the critical analysis process using appropriate terminology.

C2. Conventions and Techniques: demonstrate an understanding of conventions and techniques used in the creation of visual art works;

C2.1 demonstrate an understanding of some techniques that artists use to achieve specific effects.

C3. Responsible Practices: demonstrate an understanding of responsible practices in visual arts.

C3.2 demonstrate safe and conscientious practices associated with the use of materials, tools, and technologies in visual arts (e.g., identify hazardous materials and adopt appropriate precautions and/or protective measures when using them; demonstrate respect for property, including classroom facilities, tools, equipment, and technological devices).