

Key Vocabulary

vector	A vector graphic is made up of a set of instructions to the computer of how to draw the image from scratch.
perspective	This is used to draw horizontal and vertical lines and lines going into the distance to create a three-dimensional effect.
view	To see 3D objects from different positions and angles.
manipulation	To move 3D objects to view different angles and positions.

Key Facts

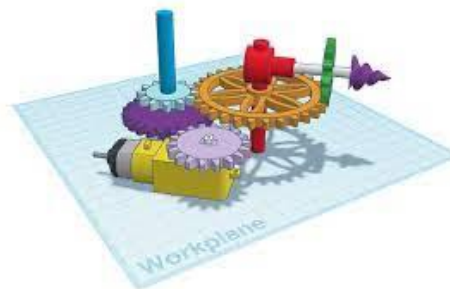
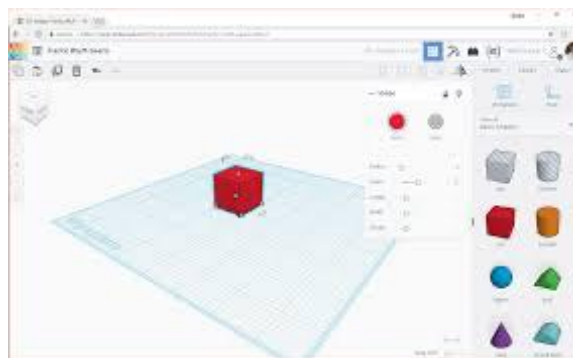
- The first 3D models were created in 1960s. Back then, only those professionals in the field of computer engineering and automation who worked with mathematical models and data analysis were involved in 3D modelling
- By the late 1980s, photo-realistic 3D was beginning to appear in film movies, and by the mid-1990s it had developed to the point where 3D animation could be used for entire feature film production.

Key Questions

- Why is 3D modelling used?
- What will 3D modelling look like in the future?
- Where will I have seen examples of 3D modelling?

Links to other Learning

- Year 1 - Creating media - 3D Modelling
Digital Painting
- Year 2 - Creating media - 3D Modelling
Digital Painting
- Year 3 - Creating media - 3D Modelling
Animation
- Year 4 - Creating media - 3D Modelling
Photo editing
- Year 5 - Creating media - 3D Modelling
Vector drawing
- PSHE - Online Safety



Famous Computer Scientists

Danielle Feinberg



Danielle Feinberg is an American cinematographer and Director of Photography for Lighting at Pixar Animation Studios. She directed lighting for the Academy Award-winning films WALL-E, Brave and Coco.