

## Performance Objectives:

Students will understand -

- 3-D design and printing
- Logo design
- Fundamentals of photography
- Videography
- Basic animation techniques
- Some tools used for designing digital art
- Design Thinking

## Daily Objectives

### Day One

- 3-D Design and Printing
  - Learn how 3D printers work and what they can do; types of printing materials
  - Learn how to design a 3D objects using apps and print those objects
- Logo Design
  - Design your future company's logo
  - Walkthrough of basic logo design and graphic design apps, Assembly & Photoshop
  - Logos printed stickers

### Day Two

- Photography
  - Basic principles of good photography
  - Scavenger Hunt
    - Objectives: person, nature, hardware, food
    - Edit and aggregate the different photos
- Videography
  - Filming, editing, publishing
  - Books Alive!
    - Bring your favorite children's book to life by creating a trailer/short film depicting the book
  - Stop-Motion Video
    - Create a stop-motion video (can use 3D printed objects from first day)

### Day Three

- Animation
  - Digital Comic
    - Use storyboards, drawings and animation apps to create a virtual comic
- Final Projects
  - Company Commercial

- Use techniques and tools learned so far to create a commercial for a company (or your future company) e.g., logo design, 3D design/printing (the product), photography; to make a company commercial
- User's Choice
  - Project tailored to the camper's interest

#### **Day Four**

- Company Commercial Project
  - Finish final projects and prepare for presentation
- Finish remaining projects