## 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