

Learning Unit Обучение	
Subject <i>Предмет</i>	Media
Title <i>Название</i>	Historical Artefacts / 3d modeling for beginners
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School <i>Школа</i>	Tallinn 53. Secondary School
Description of the unit <i>Описание</i>	In the integrated Media and History lessons, our students practiced building 3d models of historical artifacts. Having discovered the photo or drawing in detail, it was necessary to create all the elements and assemble the artifact as a constructor, then render it taking into scene the lighting and materials, and add a description of the item.
Contents <i>Содержание</i>	
Learning Outcomes / <i>Результаты обучения</i> Skills <i>навыки</i>	The project helped students understand the construction and shape of the objects and learn more about the history and culture associated with these artifacts. The creation of 3d models makes it possible to arrange exhibitions and museum expositions using virtual (VR) and augmented (AR) reality technologies.
Target students/class <i>Целевой возраст учащихся</i>	High school (16 – 17 age)
Prerequisites <i>Предварительные требования</i>	Students should have a basic knowledge of computer graphic software Adobe Illustrator, Adobe Photoshop, Adobe Dimension
Time expected <i>Ожидаемое время</i>	5 hours
Interdisciplinary links <i>Связь с другими предметами</i>	Integrated with World History and History of Tallinn
Methodology <i>Методология</i>	Team-work (2-3 persons): ability to create a project and make decisions in association with each other during implementation.
Human Resources <i>(internal and/or external)</i> Человеческие ресурсы <i>(внутренний и/или внешний)</i>	Media and Computer Graphics teacher History teacher



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Resources / ресурсы	Computer with internet connection and graphic software installed Adobe Illustrator, Adobe Photoshop, Adobe Dimension
Lesson Plan/План урока	<ol style="list-style-type: none"> 1. Artifact Image Search (Internet, book) 2. Image scanning or saving on to PC, editing in Adobe Photoshop (if required) 3. Adding image into Adobe Illustrator 4. Creating shapes using Pen tool 5. Grouping and compounding shapes according the types of extruding 6. Adding the 3D onto shapes and using different methods of extruding 7. Exporting all details onto Adobe Dimension 8. Adding materials and lighting onto scene 9. Making 3d-rendering and saving as PSD format 10. Adding 3d-rendering with text information in Adobe Illustrator 11. Printing work on A3 format.
21st Century Skills	<p>Development of spatial thinking. Engineering skills in building objects and working in 2D and 3D graphics. Basic 3D modeling and visualization skills. Team working. Design thinking skills Creativity Media literacy Collaboration Innovation skills Technology skills and digital literacy</p>
Assessment	Summative assessment
Remarks	--

