

We are architects

Prior Knowledge

You may have played 'Sandbox' games like Minecraft and learned how to create 3d buildings and landscapes.

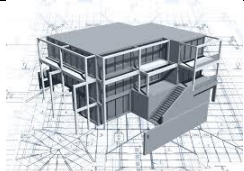
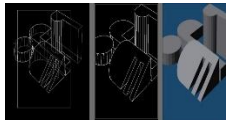
In **Unit 1.3: We are digital artists** you created digital art.

In **Unit 2.3: We are photographers** you edited photographs.

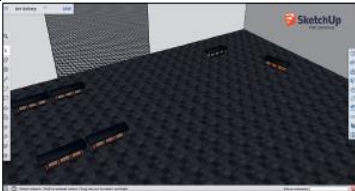
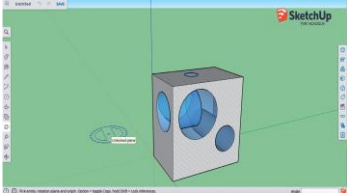
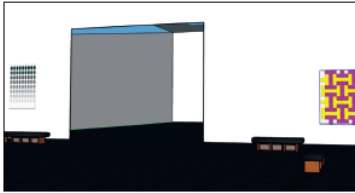
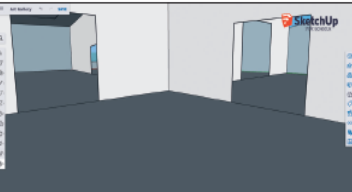
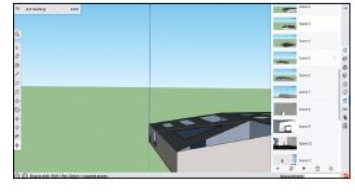
In **Unit 3.3: We are presenters** you recorded and edited a performance using green screen.

In **Unit 4.5: We are artists** you created geometric art.

Key Vocabulary:

computer-aided design (CAD)		Using computer software to help design real-world artefacts, from engineering components to buildings	photorealistic		an image indistinguishable (or nearly indistinguishable) from a digital photograph
creative commons		copyright licensing scheme where the creator of an original work allows others to use it without seeking further permission	render		to create a 2-D image from a 3-D virtual scene

Key learning: How are computers used to aid design?

 Session 1: Identifying key features of an art gallery	What are the key characteristics of art galleries?	 Session 4: Adding furniture to the gallery	How do I fill my gallery with furniture and other objects?
 Session 2: Creating a simple geometric sculpture in SketchUp	How do I use Sketch up Tools to create my own sculpture?	 Session 5: Hanging art in the gallery	How do I add bespoke pieces of artwork?
 Session 3: Creating a virtual gallery in SketchUp	How do I use Sketch up to create rooms within an art gallery?	 Session 6: Creating a virtual tour of the gallery	How do I create a virtual tour of my art gallery?

Key Applications (apps)



Next Steps

You will make use of a growing range of Computer Aided Design (CAD) software and hardware like 3D printers at High School. .