# Project Based Learning Character modeling.

# Discover one of Pixar's key modeling technologies: subdivision surfaces.

# **Objectives**

# Materials

Khan website Pixar in a Box – Unit 12: Character modeling

Blender - <https://www.blender.org/download/>

Unity -

# Activities

## Lesson 1 - [Modeling with subdivision surfaces](https://www.khanacademy.org/computing/pixar/modeling-character/modeling-subdivision/a/start-here-character)

## Lesson 2 - [Mathematics of subdivision](https://www.khanacademy.org/computing/pixar/modeling-character/subdivision-averages/a/subdivision-lession-brief)

## Lesson 3 - [Subdivisions and Sculpting in Blender](https://youtu.be/y6_vBC1B__4)

## Lesson 4 – [Adding Textures to a surface](https://www.youtube.com/watch?v=AnRQhH3fEDY)

## Lesson 5 – [Publishing to be included in the Museum](https://www.youtube.com/watch?v=yloupOUjMOA)

## Sample game - <https://www.mrmclaughlin.com/geometry/>

## Download local version - <https://www.mrmclaughlin.com/geometry/ArtWalkGeometry.zip>