

Series of lessons on 3D objects suitable for middle school

1. Introduction to 3D Objects: What are 3D Objects?
2. Understanding Three Dimensions: Exploring the X, Y, and Z Axes and Degrees of Freedom
3. Constructing 3D Objects with Basic Shapes: Using Rectangles, Triangles, Squares, and Circles
4. Combining 3D Objects: Using Booleans and Solid Modeling
5. Transforming 3D Objects: Using Transformation and Grouping Tools
6. Working with 3D Visualization: Rendering and Animation Techniques
7. Exploring CAD Tools: Designing 3D Objects with Computer Aided Design
8. Printing 3D Objects: Understanding and Applying 3D Printer Technology
9. Understanding Perspective Drawing: Applying 1, 2 and 3 Point Perspective
10. Share Your Creations: Exploring 3D Printing and 3D Animation Platforms