Google Sketch Up Project:

Recreate an ancient Mayan, Aztec or Incan city!

OBJECTIVES: 1) RESEARCH MAPS, BLUEPRINTS AND GOOGLE EARTH IMAGES. 2) UNDERSTAND AND APPLY THE PRINCIPLE OF SCALE TO A DIGITALLY RENDERED 3D MODELS. 3) UNDERSTAND THE ENGINEERING MARVELS AND ARCHITECTURAL CHARACTERSITICS OF ANCIENT MAYAN, AZTEC AND INCAN CITIES.

DIRECTIONS/REQUIREMENTS: 1) FIRST CONDUCT RESEARCH OF ANCIENT MAYAN, AZTEC OR INCAN CITIES (REFER TO YOUR PREVIOUS ASSIGNMENT "DOCUMENT-BASED ACTIVITIES ON PRE-COLUMBIAN AMERICAN EMPIRES: THE MAYA, AZTEC, AND INCA"). ALSO, JUMP ON GOOGLE EARTH TO EXPLORE THE ANCIENT RUINS. 2) JOIN A GROUP OF 2-4 STUDENTS AND BEGIN RENDERING 3-D MODELS TO SCALE OF THE RUINS OF AN ANCIENT CITY YOU HAVE BEEN ASSIGNED. POSSIBLE CHOICES INCLUDE: CHICHEN-ITZA, TIKAL, TULUM, TENOCHTITLAN, CUSCO, AND MACHU PICCHU. THERE ARE OTHERS WHICH MUST BE APPROVED BY ME. 3) EACH GROUP MEMBER SHOULD PRODUCE THREE REALISTIC BUILDINGS OR LANDMARKS TO SCALE AND THEN COMBINE THEIR WORK INTO ONE GOOGLE SKETCH UP PROJECT. DO YOUR BEST TO RECREATE THE SURROUNDING PHYSICAL TERRAIN IN GOOGLE SKETCH UP, 3DS MAX OR UNITY 3D (25 POINTS) 4) RECORD A TOUR OF YOUR CITY IN GOOGLE SKETCH UP, HYPERCAM, CAMTASIA AND/OR A MOVIE MAKING PROGRAM. BE PREPARED TO TEACH THE CLASS ABOUT BASIC FACTS AND LANDMARKS OF YOUR CITY (25 POINTS).