

Knowledge Organiser: Computing

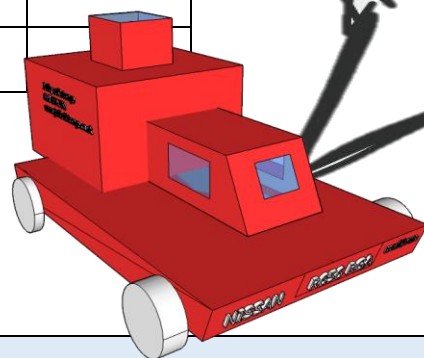
Creating media – 3D Modelling

In Year 5, you learnt:

- vector drawings are made up of shapes and lines
- each element of a vector drawing is called an 'object'
- vector drawings consist of layers which can be moved forwards or backwards
- drawing tools can be used to produce different outcomes
- digital images can be made from shapes or pixels

Key Vocabulary

2D	lift	duplicate	design
3D	rotate	dimensions.	modify
3D object	position	placeholder	evaluate
3D space	select	hole	improve
view	duplicate	group	
resize	position	ungroup	
colour	select	resize	



In my opinion computers are ideal for representing 3D

“ objects because _____.

Two similarities of working with 2D and 3D graphics are _____

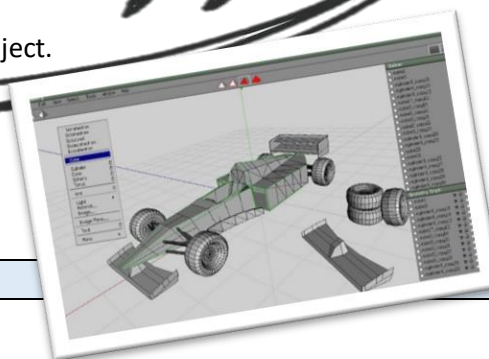
and two differences are _____.

Some of the ways in which 3D objects can be modified using a computer are _____.

Duplicating 3D objects can be really beneficial. This has been shown to be true in _____.

So far I have identified the following

3D shapes (_____) in this object.”



Key Facts

- '3D' means an object has three dimensions, so has width, length, and height (depth)
- 3D shapes on the screen are used to produce models of objects in the real world
- 3D objects can be moved, rotated, resized, deleted, placed overlapping each other, grouped, and the colour changed; you can also copy and paste, zoom in and out, and use the Undo command
- 3D modelling is often used to produce models for 3D printing
- real-world objects are often made up of many different 3D shapes