**Digital and Interactive Media 3D Effects Teacher’s Instructions**

Discussion:

1. Have students try to define the following terms, then discuss definitions with them
	1. Foreground
		1. The part of a scene, picture, painting, or view that is nearest to the observer. This term is used most often when talking about a picture or a photograph
	2. Middle distance
		1. Also called [middle ground](http://dictionary.reference.com/browse/middle%2Bground) or middle plane that is represented by the space between the foreground and background of a picture, painting, scene, or view
	3. Background
		1. The part of a scene, view, picture, or painting, making up the area furthest from the observer. The background is situated in the rear (opposed to [foreground)](http://dictionary.reference.com/browse/foreground).
2. How can you simulate 3D effects using 2D images?
	1. Brainstorm/Class discussion
		1. Ask for examples
		2. Allow students time to look up examples online
		3. How can you use photo editing software to simulate 3D effects?
3. Why would you alter an image and make it 3D?
	1. Attention getter
		1. Make people stop and take notice
	2. Creative impact
	3. Emphasis on subject
		1. Trying to find ways to make the subject of your project stand out against other portions of the image(s)
4. View and discuss Example “3D Example.jpeg”
	1. Example discussion questions
		1. “What works/doesn’t work?”
		2. “How was it created?”
		3. “What is the goal?”
			1. “Does it achieve its goal?”
		4. “What could have been done differently with these images in particular?”
5. Now it’s your turn
	1. Discuss 3D Effects Assignment Sheet and Rubric
		1. Answer any questions and let students begin their projects