



3d Ocean: Marine Biology

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Agenda

- Kamishibai methods
- Thingiverse and 3dOcean library
- Automata from 3docean
- Storyboard Methodologies
- Create a Scenario 2d or 3d for Kamishibai



Kamishibai, theater in Japan

Use little
theater
from Japan
Culture



What is Kamishibai?

- Insert the video from
- <https://www.youtube.com/watch?v=pxMfZ5ZasfY&list=PLRkKUIWwpfHD9JUQtfkCMIFm9tZEyDHug>
- Use Kamishibai is a good method to introduce storyboard, storytelling and a method to put our students on stage!



Decide 3 Scenarios (it is only a proposal)



Presentation of the
characters (hero and
enemy) and the
“accident”



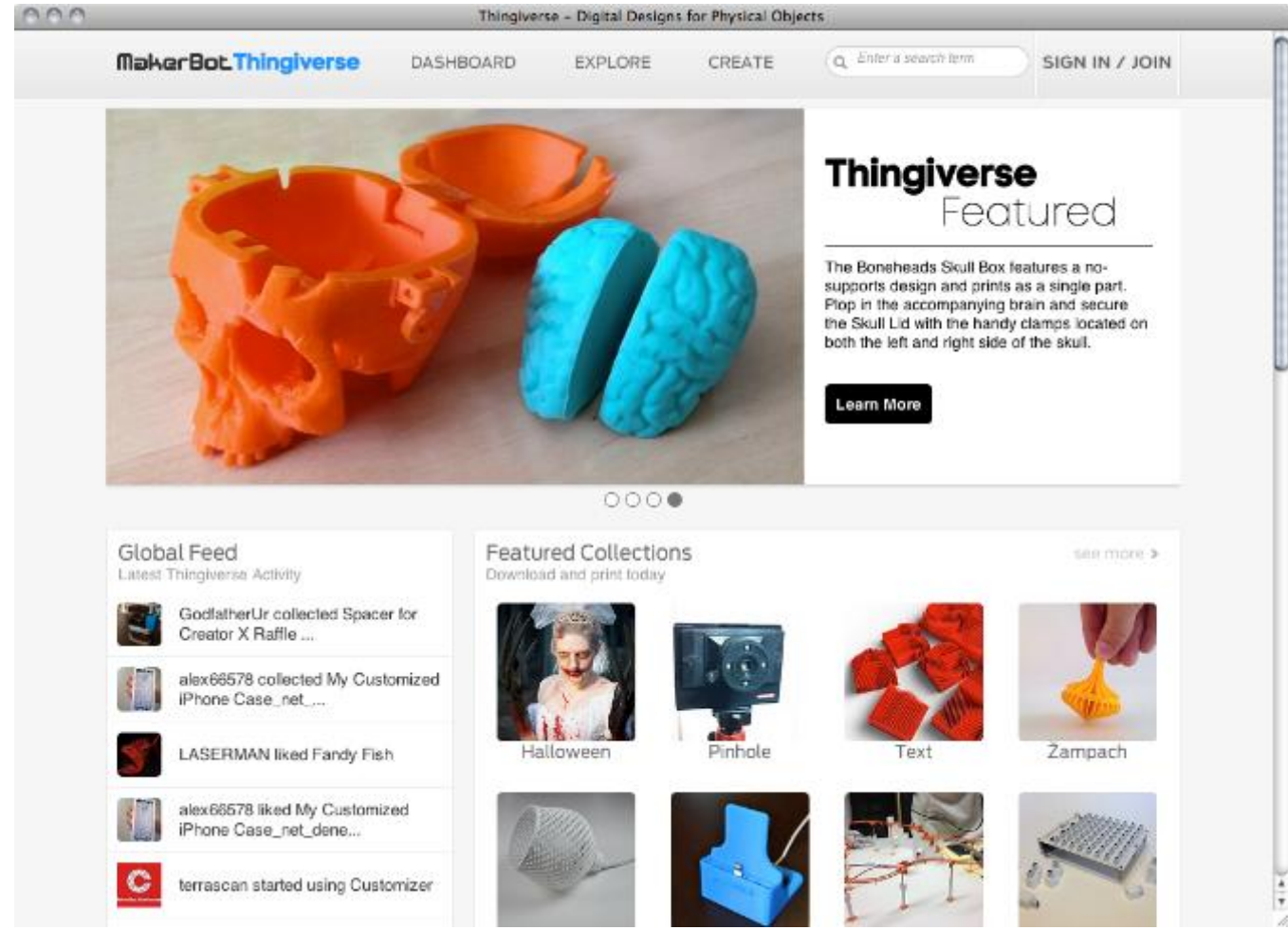
How to solve the
problem



Final: “they lived happily
ever after”



Thingiverse





3d Ocean Library

https://ilmarein3d.scuoladibotica.it/it/newsmare3d/1113/Disponibile_adesso_il_kit_didattico_del_Mare_in_3d_.html





Automata for 3d Ocean

Definition

- Automata is a machine, we can use to teach simple machines to students

Video Resources to understand:





Storyboard

- Use storyboard at school is a way to teach:
- How to tell a story
- How to focus on the plot
- The importance of scenario and characters
- Communication
- Drawing

The Storyboard Method



Create a 2d Story





Create a 3d tales

