

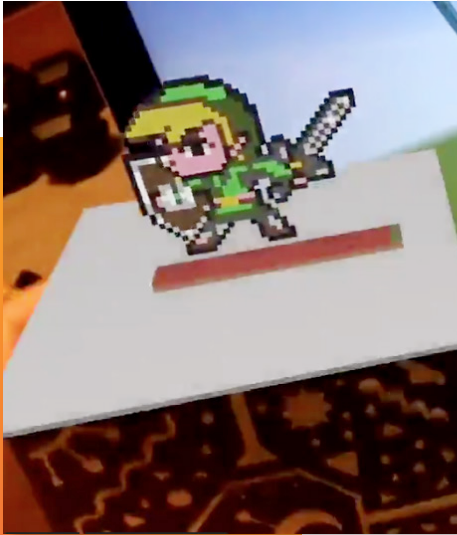
Minecraft Pixel Art

Grades

4-7

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*Requires accounts with CoSpaces Edu Pro and Minecraft Education



Difficulty **3**



3-45 minutes



1 to 1

Tags: Minecraft, Art, Coding, CoSpaces Edu

App/Tech Tools

CoSpaces Edu Pro accounts, Minecraft Education account, MERGE Cube, MERGE Headset (optional), device (phone/tablet)

Materials

Learning Objectives

- Create a piece of art through 3-D digital tools.
- Processes, materials, movements, technologies, tools, strategies, and techniques to support creative works.
- Develop and refine ideas, processes, and technical skills in a variety of art forms to improve the quality of artistic creations.
- Processes that transform ideas and experiences into visual images.

Activity

1. In this lesson students will create pixel art in the Multi User Virtual Environment (M.U.V.E.) Minecraft. Then you will transfer that art into AR with CoSpaces and the Merge Cube.

2. Students will begin by exploring examples of pixel art [here](#) (Google Search) and choose one that they like.
3. Students will then use grid paper, size dependent on project, and colored pencils to create their design. Make sure students label and number the x and y axis to make it easier to track their design.
4. Students will then look at some examples of pixel art in Minecraft. Use the videos below:

YouTube Pixel Art Part 1



YouTube Pixel Art Part 2



5. Once students are ready, they can begin to create their art in Minecraft.
6. Once completed they will need to bring their art from Minecraft and into CoSpaces. There are two different methods for doing this depending on what version of Minecraft students are using.

Pixel Art Part 3



Pixel Art Part 4



7. Students will then drag the model into CoSpaces and it will display in their scene, which could then be placed on their Merge Cube. Click [here](#) to see what it looks like.

Suggested Questions

- Currently your models are 2D. How can you add depth to your models on a 3rd axis?
- Could you take multiple models off of Minecraft and using the coding you have learned give the person viewing your art the ability to cycle through multiple models?
- Can you add text and sound into your scene to be able to talk about how you created your art and why you chose this model?
- Can you pull in terrain around your model to make it look like it is sitting in a mountainous or water scene?

Extension Idea

- Students can add gifs to their scene to add visual information with the help of this video

