

A 3D studio the whole class can actually use, with a whole creative pipeline hiding inside the play.

Most 3D software fights students before they make anything. Unflat works the other way: every move lands somewhere good, so a first-timer gets a real result on day one. Finish a few builds and a student has quietly run the same pipeline a professional studio uses: modeling, texturing, rigging, animation, and rendering. They learn it in the order that makes each stage feel obvious.

THE WHOLE PIPELINE, ONE PROJECT AT A TIME



Block out forms, sculpt, hand-paint, rig with poses and triggers, stage a scene, and export a real 3D file. **No student needs to know they just did “the 3D animation workflow.”** They only know they made something that moves.

Standards it aligns to what a well-designed Unflat project reinforces · Hawaii’s frameworks, grades 6–12

Common Core Mathematics · Geometry

- 6.G.A.2** Volume from unit cubes: the block grid **is** unit cubes; stack and count.
- 6.G.A.4** Nets of 3D figures: faces **unroll flat** to paint, then fold back to a solid.
- 7.G.B.6** Surface area & volume: build and **size real solids** to the grid.
- 8.G.A.1–2** Reflections & congruence: **Mirror** builds a congruent half in one move.
- HSG-CO.A.3** Symmetry: the Mirror axes are lines and planes of symmetry.
- HSG-GMD.B.4** Cross-sections of solids: **Slice** cuts through and reveals them.
- HSG-MG.A.3** Designing with geometry: the core modeling loop of the whole app.

Common Core English Language Arts

- SL.6–12.5** Multimedia to clarify ideas: the photo studio’s stills, turnarounds, and video.
- W.6–12.6** Produce & publish with technology: export and the class community.
- W.6–12.3** Narrative: a diorama turns a set of models into a story.

NGSS Science & Engineering

- SEP 2** Developing & Using Models: the science practice the entire app runs on.
- MS-ETS1-4** Model to **test and iterate** a design: free undo makes iteration the default.
- MS-ETS1-2** Weigh competing solutions against criteria: compare builds, keep the best.
- HS-ETS1-2** Break a complex design into manageable parts: that’s **Stack**.

ISTE Technology · for Students

- 1.4** Innovative Designer: develop, test and **refine prototypes** in a cyclical design process.
- 1.6** Creative Communicator: communicate ideas as models; remix responsibly, with credit.
- 1.1** Empowered Learner: the self-guiding skill tree lets students set their own goals.

Hawaii also uses the **CSTA** computer-science standards. Unflat isn’t a coding tool, but its design-and-share loop lightly reinforces CSTA’s ideas around creating and iterating on digital artifacts. Throughout, Unflat **supports** these standards. A lesson built around it is what **meets** them.

Seats for your class, lab, or district

No passwords, no emails to reset: accounts are provisioned from your student list. Bulk seat licensing available.

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