

3D Animation teaches students how to create their own animated 3D movie while also learning the fundamentals of animation. Using Blender®, a professional open-source 3D animation software, students use the same industry-standard techniques and workflows as animators in leading animation studios. By the end of the course, students will complete an incredible 3D Animation that they created from scratch.

This is a project-based course where students take on the role of creator. In addition to technical skills, students develop the creative, critical thinking, and problem-solving skills necessary to build amazing projects from start to finish. Throughout the course, students work with industry-standard tools used by professionals. If they need any help along the way with their coursework or projects, students can reach out to experts for support by e-mail, chat, or phone.

By the end of this course, students will have built an original, professional-grade project and developed the knowledge, skills, and confidence to become creators on their own, in further study, or professionally.

Course Materials

All required materials are included with this course.

Length: One semester

UNIT 1: WELCOME TO 3D ANIMATION

- Lesson 1: Intro to Blender
- Lesson 2: Blender Blunders
- Lesson 3: Wrap Up

UNIT 2: GET THE BALL ROLLING

- Lesson 1: Your First Keyframes
- Lesson 2: Get the Ball Rolling
- Lesson 3: Bouncing
- Lesson 4: Wrap Up

UNIT 3: ENTER NOBBIE

- Lesson 1: Introducing Nobbie
- Lesson 2: Flip Out
- Lesson 3: Set the Scene
- Lesson 4: Wrap Up

UNIT 4: LET'S PLAY BALL

- Lesson 1: Dodgeball
- Lesson 2: The Big Ball
- Lesson 3: Wrap Up

UNIT 5: MORE BONES

- Lesson 1: The Dope Sheet
- Lesson 2: Eyes Wide Open
- Lesson 3: Blinking
- Lesson 4: Wrap Up

UNIT 6: SET THE SCENE

- Lesson 1: A Whole New Scene

- Lesson 2: Composting 101
- Lesson 3: Turning the Corner
- Lesson 4: Wrap Up

UNIT 7: PILLARS AND PENDULUMS

- Lesson 1: The Pillars of Animation
- Lesson 2: Swinging Pendulums
- Lesson 3: The Pendulum Dance
- Lesson 4: Wrap Up

UNIT 8: SWING SET

- Lesson 1: Hop On!
- Lesson 2: In the Swing of Things
- Lesson 3: Flying off the Handle
- Lesson 4: Wrap Up

UNIT 9: HOME STRETCH

- Lesson 1: The Big Ball is Back
- Lesson 2: Leap of Faith
- Lesson 3: Wobbles All Around
- Lesson 4: Wrap Up

UNIT 10: CAMERAS

- Lesson 1: Camera Animation
- Lesson 2: Wobbles n' Shakes
- Lesson 3: Calling All Cameras
- Lesson 4: Wrap Up

UNIT 11: TIE IT ALL TOGETHER

- Lesson 1: Opening Credits
- Lesson 2: The Final Sequence
- Lesson 3: Wrap Up

UNIT 12: EXPORT AND SHARE

- Lesson 1: Standards of Excellence
- Lesson 2: Render, Blender

UNIT 13: ADVANCED TOPICS

- Lesson 1: Slow Motion
- Lesson 2: Parenting a Hat
- Lesson 3: Creating a New Animation