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