In 3D Character Animation, students will animate their own Minecraft® story. Using professional animation software, they will learn concepts of storytelling, cinematography, and composition, along with key principles of animation, to create an exciting, unique story.

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 CHARACTER ANIMATION

LESSON 1: MOVING IN 3D

Study: Moving in 3D
Become a master of moving around in Blender.
Duration: 1 hr Scoring: 0 points

Review: Moving in 3D Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: BLENDER BLUNDERS

Study: Blender Blunders
Learn some easy fixes for any blunders that may arise.
Duration: 1 hr Scoring: 0 points

Review: Blender Blunders Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
Duration: 0 hrs 20 mins Scoring: 10 points

Explore: Bonus Content
Explore extra content from the unit.
Duration: 0 hrs 20 mins Scoring: 0 points

UNIT 2: SET THE SCENE
LESSON 1: I NEED A HERO

Study: I Need a Hero
Choose the main character and the setting for your animation.
Duration: 1 hr Scoring: 0 points

Review: I Need a Hero Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: MODEL MANIA

Study: Model Mania
Add models to your first scene and place them where you want.
Duration: 1 hr Scoring: 0 points

Review: Model Mania Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: NEW TEXTURE ON THE BLOCK

Study: New Texture on the Block
Add blocks and a brand new texture pack to finalize the look of your scene.
Duration: 1 hr Scoring: 0 points

Review: New Texture on the Block Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
Duration: 0 hrs 20 mins Scoring: 10 points

Explore: Bonus Content
Explore extra content from the unit.
Duration: 0 hrs 20 mins Scoring: 0 points

UNIT 3: ENEMY APPROACHETH

LESSON 1: FIRST JOB: ADD MOB

Study: First Job: Add Mob
Choose a mob and add it to your animation.
Duration: 1 hr Scoring: 0 points

Review: First Job: Add Mob Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: MOB-ILIZING

Study: Mob-ilizing
Animate your mob's first movements to get them into the scene.
Duration: 1 hr Scoring: 0 points

Review: Mob-ilizing Review
Review key concepts and skills from the lesson.
LESSON 3: WALK THE WALK

Study: Walk the Walk
Get your mob to move those legs and walk across the screen.
Duration: 1 hr Scoring: 0 points

Review: Walk the Walk Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
Duration: 0 hrs 20 mins Scoring: 10 points

Project: Checkpoint
Upload your course project for review.
Duration: 0 hrs 15 mins Scoring: 30 points

UNIT 4: HIDE AND SEEK

LESSON 1: A REAL HEAD-TURNER

Study: A Real Head-Turner
Make your mob swivel its head and look for the character.
Duration: 1 hr Scoring: 0 points

Review: A Real Head-Turner Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: THE HIDING GUIDE

Study: The Hiding Guide
Use pose mode to make the character crouch down and hide from the mob.
Duration: 1 hr Scoring: 0 points

Review: The Hiding Guide Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: A GAME OF HIDE AND SEEK

Study: A Game of Hide and Seek
Extend your characters’ game of hide and seek using the dopesheet.
Duration: 1 hr Scoring: 0 points

Review: A Game of Hide and Seek Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
UNIT 5: FACE TO FACE

LESSON 1: ABOUT FACE

Study: About Face
Add some emotion to your character's face.
Duration: 1 hr Scoring: 0 points

Review: About Face Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: EYES ON THE PRIZE

Study: Eyes on the Prize
Animate your character's blinks and eye movements.
Duration: 1 hr Scoring: 0 points

Review: Eyes on the Prize Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
Duration: 0 hrs 20 mins Scoring: 10 points

UNIT 6: RUN FOR IT

LESSON 1: TURN TO RUN

Study: Turn to Run
Animate your character to turn and run from the mob.
Duration: 1 hr Scoring: 0 points

Review: Turn to Run Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: A LEG UP

Study: A Leg Up
Animate your own run cycle, starting with your character's legs.
Duration: 1 hr Scoring: 0 points

Review: A Leg Up Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: A CALL TO ARMS

Study: A Call to Arms
Animate the arms and head to finish your run cycle.
Review: A Call to Arms Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: LINKED IN
Study: Linked In
Take the run cycle you just created and apply it to your animation.
Duration: 1 hr Scoring: 0 points

Review: Linked In Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 5: WRAP UP
Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
Duration: 0 hrs 20 mins Scoring: 10 points

Explore: Bonus Content
Explore extra content from the unit.
Duration: 0 hrs 20 mins Scoring: 0 points

Project: Checkpoint
Upload your course project for review.
Duration: 0 hrs 15 mins Scoring: 30 points

UNIT 7: CAMERA, ACTION

LESSON 1: TAKE YOUR BEST SHOT
Study: Take Your Best Shot
Add and adjust cameras to get the perfect shots for your first scene.
Duration: 1 hr Scoring: 0 points

Review: Take Your Best Shot Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: FOCUS POCUS
Study: Focus Pocus
Use some of the advanced camera features.
Duration: 1 hr Scoring: 0 points

Review: Focus Pocus Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: WRAP UP
Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
UNIT 8: A WILD RIDE

LESSON 1: AND AWAY WE GO

Study: And Away We Go
Set up scene two and get your minecart to fly down the track.
Duration: 1 hr Scoring: 0 points

Review: And Away We Go Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: ALL ABOARD

Study: All Aboard
Place your character in the minecart, preparing him for the ride of a lifetime.
Duration: 1 hr Scoring: 0 points

Review: All Aboard Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: TRACK INSANITY

Study: Track Insanity
Create a dynamic, winding path for your minecart to travel on.
Duration: 1 hr Scoring: 0 points

Review: Track Insanity Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: THE END OF THE TRACK

Study: The End of the Track
Fine-tune your minecart’s motion so it’s just right.
Duration: 1 hr Scoring: 0 points

Review: The End of the Track Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 5: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
Duration: 0 hrs 20 mins Scoring: 10 points

Explore: Bonus Content
Explore extra content from the unit.
Duration: 0 hrs 20 mins Scoring: 0 points

UNIT 9: THE CHASE IS ON

LESSON 1: ORDER UP

Study: Order Up
Animate your mob chasing after the minecart across the set.
Duration: 1 hr Scoring: 0 points
LESSON 2: PAPARAZZI

Study: Paparazzi
Use parenting to have your camera follow your mob’s and minecart’s every move.
Duration: 1 hr Scoring: 0 points

Review: Paparazzi Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: CAMERAS GALORE

Study: Cameras Galore
Add a new cameras to scene two to achieve ultimate cinematic value.
Duration: 1 hr Scoring: 0 points

Review: Cameras Galore Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
Duration: 0 hrs 20 mins Scoring: 10 points

UNIT 10: EXPLOSIVE EXPRESSIONS

LESSON 1: REACTION TIME

Study: Reaction Time
Make your character react to the wild ride they’re on.
Duration: 1 hr Scoring: 0 points

Review: Reaction Time Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: KABLAM

Study: Kablam
Animate a huge explosion for the climax of your story.
Duration: 1 hr Scoring: 0 points

Review: Kablam Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
UNIT 11: THE FINAL ACT

LESSON 1: THE BEGINNING OF THE END

Study: The Beginning of the End
Set up your third scene.
Duration: 1 hr Scoring: 0 points

Review: The Beginning of the End Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 2: SHOW YOUR FACE

Study: Show Your Face
Add cameras and facial expressions to your third scene.
Duration: 1 hr Scoring: 0 points

Review: Show Your Face Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 3: BLENDING THE ENDING

Study: Blending the Ending
Animate the ending of your entire animation.
Duration: 1 hr Scoring: 0 points

Review: Blending the Ending Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: WRAP UP

Practice: Troubleshooting
Fix a broken file.
Duration: 1 hr Scoring: 15 points

Quiz: Quiz
Take a quiz to assess your understanding of the material.
Duration: 0 hrs 20 mins Scoring: 10 points

UNIT 12: ROLL OUT THE RED CARPET

LESSON 1: STANDARDS OF EXCELLENCE

Study: Standards of Excellence
Use the six standards of excellence to make your animation absolutely excellent.
Duration: 1 hr Scoring: 0 points

LESSON 2: RENDER WITH BLENDER

Study: Render with Blender
Edit the compositing settings and make some final huge decisions.
Duration: 1 hr Scoring: 0 points

Review: Render with Blender Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points
LESSON 3: MUSIC TO YOUR EARS

Study: Music to Your Ears
Add music, sound effects, and credits to your animation.
Duration: 1 hr Scoring: 0 points

Review: Music to Your Ears Review
Review key concepts and skills from the lesson.
Duration: 0 hrs 20 mins Scoring: 0 points

LESSON 4: EXPORT AND UPLOAD

Project: Export and Upload
Upload your course project for review.
Duration: 1 hr Scoring: 200 points

UNIT 13: ADVANCED TOPICS

LESSON 1: CREATE A NEW ANIMATION

Study: Create a New Animation
Create a brand new animation.
Duration: 1 hr Scoring: 0 points

LESSON 2: MAKE AN EPIC SCREENSHOT

Study: Make an Epic Screenshot
Create an epic screenshot.
Duration: 1 hr Scoring: 0 points