

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

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 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.

Duration: 1 hr Scoring: 0 points

### **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

### **Review: Order Up Review**

Review key concepts and skills from the lesson.

Duration: 0 hrs 20 mins 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.

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 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