3D Art II: Animation*

COURSE DESCRIPTION: In this advanced course, students build on the skills they developed in 3D Art I to learn 3D animation techniques. Using Blender, a powerful open-source modeling tool, students master the basics of animation—rigging, bones, and movement—while learning how to apply traditional animation techniques to their 3D models.

PREREQUISITES: 3D Art I: Modeling

COURSE LENGTH: One Semester

REQUIRED TEXT: No required textbook for this course

MATERIALS LIST: A 3-button mouse or trackpad

COURSE OUTLINE:

Unit 1: Semester Introduction
- Lab 1: Start the Course
- Lab 2: Set Up Your Computer
- Lab 3: Set Up a Browser
- Lab 4: Download Resources and Assignments

Unit 2: Project 1
- Lab 1: Light the Main Lamp
- Lab 2: Make Adjustments
- Lab 3: Add Fill Lights
- Lab 4: Add More Lights
- Lab 5: Spotlights
- Lab 6: Animate the Lights
- Lab 7: Finish the Animation

Unit 3: Project 2
- Lab 1: Make a House

- Lab 2: Create the Roof
- Lab 3: Paint the House
- Lab 4: Add Materials to the House
- Lab 5: Render the House

Unit 4: Project 3
- Lab 1: Up the Animation
- Lab 2: Add a Ball
- Lab 3: Animate the Claw
- Lab 4: Animate Dropping the Ball
- Lab 5: Animate the Ball Bounce

Unit 5: Project 4
- Lab 1: Move the Body Parts
- Lab 2: Prepare the Rig
- Lab 3: Start the Contact Pose
- Lab 4: Finish the Contact Pose
- Lab 5: Add Other Poses
- Lab 6: Complete the Cycle

Unit 6: Project 5
- Lab 1: Make an Explosion
- Lab 2: Make the Fiery Sphere

Unit 7: Project 6
- Lab 1: Pour Liquid
- Lab 2: Render the Simulation

Unit 8: Project 7
- Lab 1: Make the Fireworks
- Lab 2: Color the Fireworks

Unit 9: Project 8
- Lab 1: Fill a Fountain

- Lab 2: Decorate the Particles

Unit 10: Project 9

- Lab 1: Start a Fire
- Lab 2: Animate the Flames

* = One semester (.5 credit) course