Lesson 1

- Add, delete, and move objects
- Scale and rotate objects
- Use a material to add colour to objects

Lesson 2

- Add, move, and delete keyframes to make basic animations
- Play, pause, and move through the animation using the timeline
- Create useful names for objects
- Join multiple objects together using parenting

Lesson 3

- Use edit mode and extrude
- Use loop cut and face editing
- Apply different colours to different parts of the same model

Lesson 4

- Use proportional editing
- Use the knife tool
- Use subdivision

Lesson 5

- Add and edit set lighting
- Set up the camera
- Compare the differences between render modes

Lesson 6

- Create a 3–10 second animation
- Render out an animation

Key:

Links:

- Concept
- Skill

Links:

- Direct prerequisite
- Scaffolding not direct prerequisite