

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:

Concept

Skill

Links:

Direct prerequisite

Scaffolding not direct prerequisite



Resources are updated regularly - the latest version is available at: the-cc.io/curriculum.

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