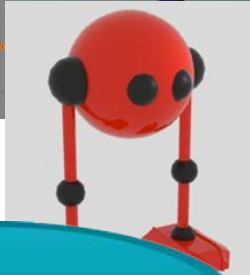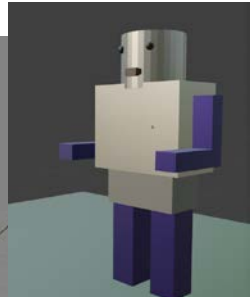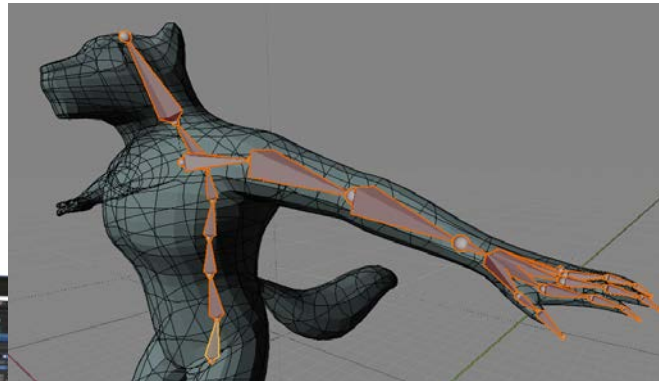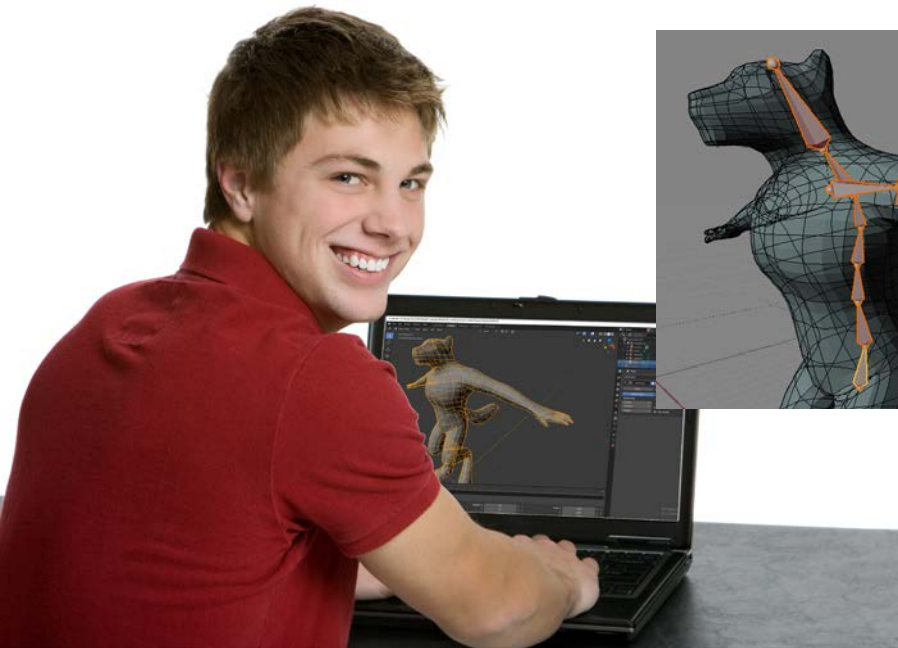# 3D Animation & Modeling

It's Fun!

Animate your 3D Characters!

Master fundamentals of 3D modeling and 3D animation process with the industry standard open source 3D software Blender. Your child will learn how to build 3D models, manipulate the characters and convert them into animation with lighting and camera work.

✓ **How to use Blender for 3D modeling and 3D animation**

✓ **Fundamentals of 3D modeling**

✓ **Animation development with keyframes, parenting, and rigging**

✓ **How to edit animation with Dopesheet and graph editor**

✓ **Workflow of 3D animation development**

Please refer to the online registration page for the available courses

After this program

Your child will be able to develop basic 3D models with Blender. Your child will also be able to modify 3D models to animation ready with parenting, pivot point adjustment, and rigging known as an armature. Then your child will be able to generate 3D animations with lighting, cameras and inserting keyframes and edit them with the Dope sheet editor and Graph editor.

What students Create (Subject to change)

Several objects such as a desk light, wall light, and robot to understand the basic transformation functions and parenting of Blender.

Several animations such as a bouncing ball and a humanoid to master keyframes, timing, and expression with Graph editor.

Animation with a humanoid with a professional level of armature and rigging.

Images of dramatic poses with the humanoid character

A few own 3D characters from scratch

Prerequisite

No previous 3D animation or modeling experience required

Hardware requirement

Relatively new PC or Mac with a minimum of 4GB of memory. The Chromebooks and tablets are not supported.

Please check the PC/Mac hardware requirements at

https://www.blender.org/download/requirements/

Three-button mouse is strongly recommended

2nd monitor or additional PC/Mac/Chromebook/Tablet is recommended to show the Zoom screen.