**Animation & 3D Modeling**: Syllabus

**Instructor** Mr. Hermanet

**Course** This course is designed to give students an introduction to the art and

**Description** science of animation. After an initial introduction to the principles of

animation in two dimensions, students will explore the manipulation of objects in three dimensional space through use of Blender, an open-source modeling and animation software. Students will have the opportunity to experience 3D printing an object built in the modeling software. Finally, in addition to evaluating a variety of animation examples, course topics will include character/story development, special effects, motion graphics with keyframes, and finally rendering.

**Materials**

* Computer access
* Blender software
* 3D printer

**General Objectives**

* Develop a learner’s mindset
* Follow step-by-step instructions
* View, modify and create objects in a virtual 3D space
* 3D print an object
* Describe the qualities of an animation that is well made
* Identify the 12 principles of animation
* Create an animation in 3D space
* Brainstorm & plan a project, considering time, size, ability, and functionality constraints

**Course Outline**

1. Basic 3D Modeling
2. Advanced 3D Modeling
3. 3D Printing
4. Animation
5. Final Project

**Grades** Participation 15%

* Professionalism
* Teamwork/collaboration
* Skill application

Reflection Responses 25%

Exercises/Projects 60%

* Completeness
* Technical quality
* Creativity
* Timeliness

See the course **Website** for additional information!

http://hermanet.weebly.com