



KIDS & TEENS FREELANCING TRAINING INSTITUTE

3D Animation Course Outline

Week 1: Introduction to Animation

- What is animation? 2D vs 3D
 - Where we see animation (games, movies, etc.)
 - Overview of 3D animation tools (TinkerCAD, Blender, or Scratch 3D)
 - Exploring the workspace and interface
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Week 2: 3D Modeling Basics

- Understanding objects, shapes, and dimensions
 - Creating and combining basic 3D shapes
 - Designing your first 3D character or object
 - Saving and exporting 3D models
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Week 3: Character Creation

- Designing characters with simple geometry
 - Using symmetry and proportions
 - Adding basic features (eyes, mouth, accessories)
 - Character walk-through: pose and setup
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Week 4: Introduction to Animation

- What is keyframe animation?
 - Creating movement with frames
 - Make your character move, wave, or bounce
 - Animate simple objects: ball bounce or flying rocket
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Week 5: Camera, Lighting & Effects

- Basics of camera angles in animation

- Adding lighting and background to scenes
 - Rendering a short animated scene
 - Exporting your animation for sharing
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Week 6: Final Project Week

- Plan and storyboard a short 3D animation
 - Build, animate, and polish your final project
 - Present your animated scene to the class
 - Receive feedback and a digital certificate
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Bonus Topics (Optional):

- Intro to stop-motion animation
- Using sound in animations
- Animation career paths and freelancing basics
- Exploring animation in games