LEARNING JOURNEY COMPUTING

ANIMATIONS

Manipulating objects

WE ARE HERE
Add, delete and move objects

Scale and rotate objects

Use a material to add colour to objects

Creating animations

Use keyframes to create animations

Use the timeline to play back animations

Name and join objects using parenting

Editing animations

Use edit, extrude, loop cut and colouring techniques to edit animations

Use proportional editing techniques and subdivision

Use rendering techniques for final production

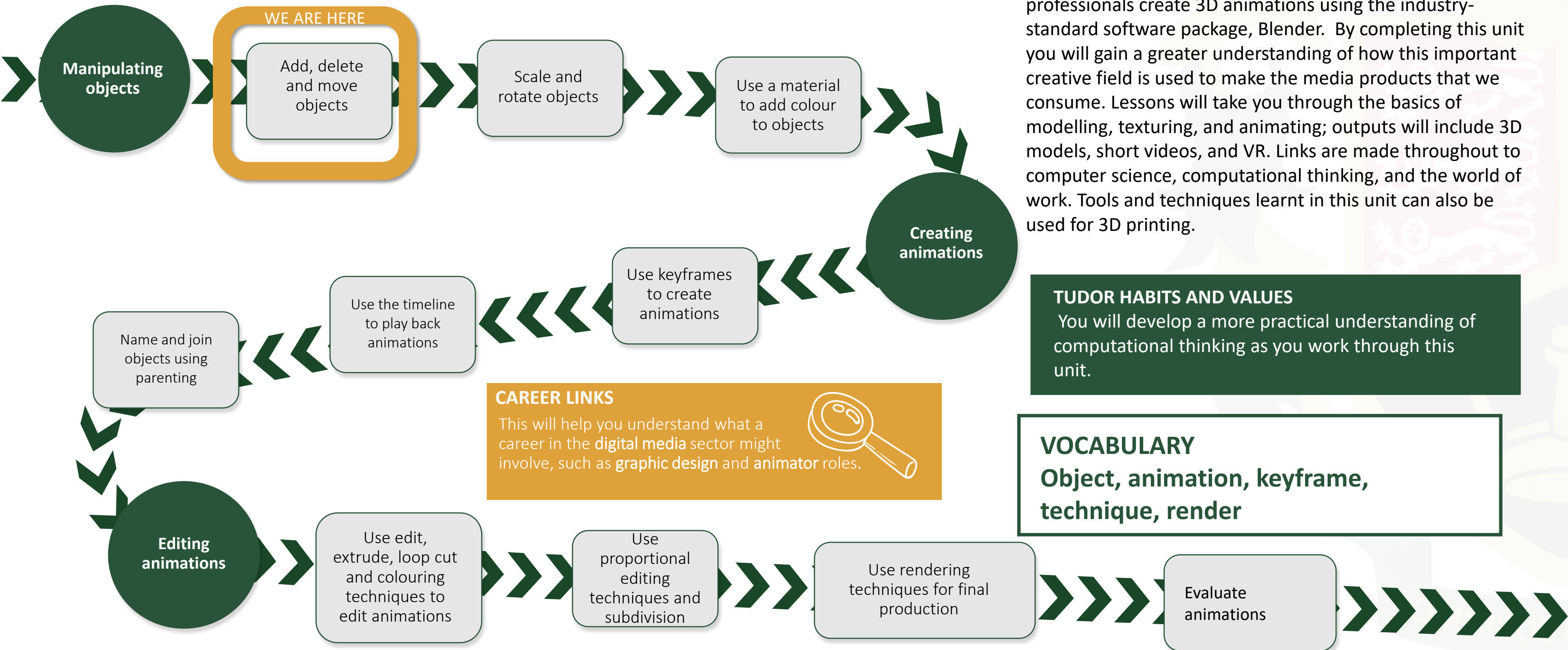Evaluate animations

Films, television, computer games, advertising, and architecture have been revolutionised by computer-based 3D modelling and animation. In this unit you will discover how professionals create 3D animations using the industry-standard software package, Blender. By completing this unit you will gain a greater understanding of how this important creative field is used to make the media products that we consume. Lessons will take you through the basics of modelling, texturing, and animating; outputs will include 3D models, short videos, and VR. Links are made throughout to computer science, computational thinking, and the world of work. Tools and techniques learnt in this unit can also be used for 3D printing.

TUDOR HABITS AND VALUES
You will develop a more practical understanding of computational thinking as you work through this unit.

CAREER LINKS
This will help you understand what a career in the **digital media** sector might involve, such as **graphic design** and **animator** roles.

VOCABULARY
Object, animation, keyframe, technique, render