3D Animation Basic Level Certification Course Outline

Module 1: Introduction to 3D Animation

- First, understand what 3D animation means.
- Next, explore industries using 3D animation.
- Then, learn basic animation workflow steps.
- Finally, set your learning goals clearly.

Module 2: Software Overview

- First, install Blender or Autodesk Maya.
- Next, understand the interface layout clearly.
- Then, explore tools and navigation controls.
- Finally, customize workspace for comfort.

Module 3: Basic Modeling

- First, create simple 3D objects.
- Next, edit shapes using transform tools.
- Then, practice scaling and rotating models.
- Finally, save your first model properly.

Module 4: Materials and Textures

- First, apply basic materials to objects.
- Next, adjust colors and surface properties.
- Then, add simple textures carefully.
- Finally, preview results in render mode.

Module 5: Lighting Basics

- First, add basic light sources.
- Next, adjust brightness and direction.
- Then, create shadows for realism.
- Finally, test lighting with quick renders.

Module 6: Camera Setup

- First, add a camera to scene.
- Next, position camera properly.
- Then, adjust focal length settings.
- Finally, preview camera angles clearly.

Module 7: Animation Principles

- First, understand timing and spacing.
- Next, learn squash and stretch principle.
- Then, apply slow in and out.
- Finally, practice simple bouncing ball animation.

Module 8: Keyframes and Timeline

- First, insert keyframes correctly.
- Next, move objects across timeline.
- Then, adjust frame speed carefully.
- Finally, preview smooth animation playback.

Module 9: Basic Character Animation

- First, import a simple character model.
- Next, apply basic rig controls.
- Then, animate simple walking motion.
- Finally, refine movement for smoothness.

Module 10: Rendering Basics

- First, select proper render engine.
- Next, adjust resolution settings clearly.
- Then, set output file format.
- Finally, render final animation clip.

Module 11: Project Creation

- First, plan a short animation story.
- Next, create models and scene setup.
- Then, animate objects step by step.
- Finally, render and review project carefully.

Module 12: Certification Module

- First, review all modules carefully.
- Next, complete a final animation project.
- Then, submit project for evaluation.
- Finally, receive your 3D Animation Certificate.