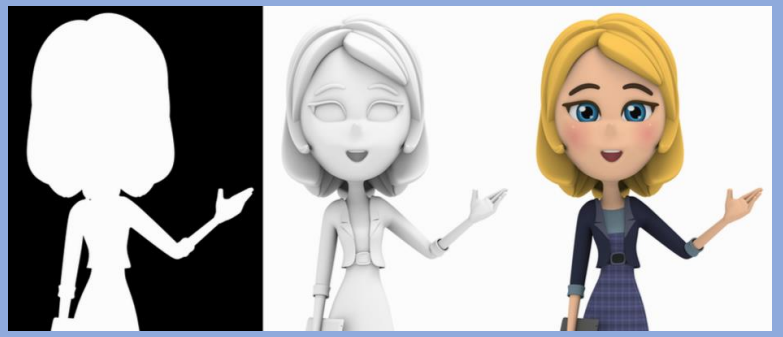
Year 9 Topic 3 – Animations

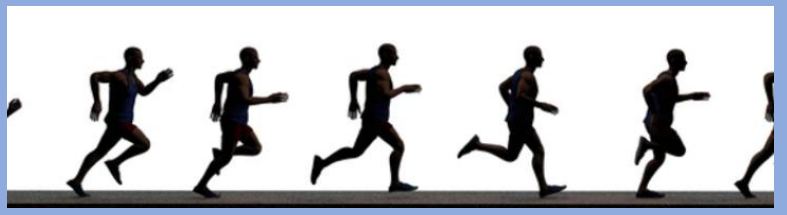
Lesson	Can you?
Lesson 1: Move, rotate, scale, colour	Add, delete, and move objects Scale and rotate objects Use a material to add colour to objects
Lesson 2: Animation, names, parenting	Add, move, and delete keyframes to make basic animations Play, pause, and move through the animation using the timeline Create useful names for objects Join multiple objects together using parenting
Lesson 3: Complex models and colours	Use edit mode and extrude Use loop cut and face editing Apply different colours to different parts of the same model
Lesson 4: Organic modelling	Use proportional editing Use the knife tool Use subdivision
Lesson 5: Lights, camera, render	Add and edit set lighting Set up the camera Compare different render modes
Lesson 6: Project	Create a 3–10 second animation Render out the animation

Useful websites

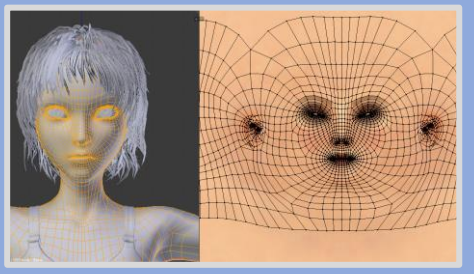
- www.youtube.com/channel/UCZFUrFoqvqlN8seaAeEwjlw
- www.en.wikipedia.org/wiki/File:Agathaumas.ogv

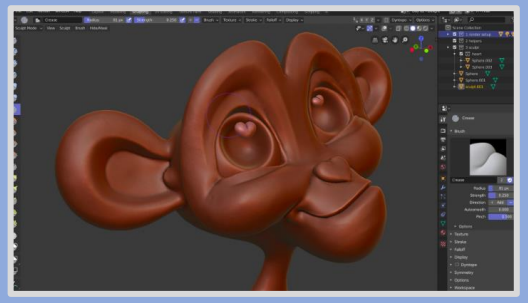


KNOWLEDGE ORGANISER
Key Stage 3 - COMPUTING



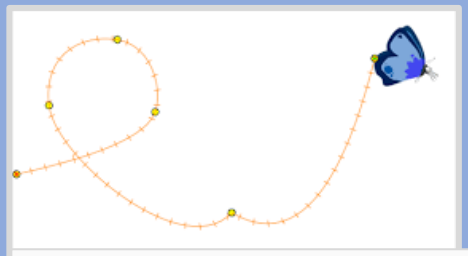
Modifiers are automatic operations that affect an object in a non-destructive way. With modifiers, you can perform many effects automatically that would otherwise be too tedious to update manually (such as subdivision surfaces) and without affecting the base geometry of your object.





Digital sculpting tools provide the power and flexibility required in several stages of the digital production pipeline. For example, during character design and exploration or environment design.

By offering the sculpting and the polygonal modeling toolsets side by side, Blender greatly simplifies the transition between conceptual research and final model production.



The Motion Paths tool allows you to visualize the motion of points as paths over a series of frames. These points can be object origins and bone joints.

Onion Skinning show ghosts of the keyframes before and after the current frame allowing animators to make decisions in the animation sequence.

Shape keys are used to deform objects into new shapes for animation. In other terminology, shape keys may be called “morph targets” or “blend shapes”.

The most popular use cases for shape keys are in character facial animation and in tweaking and refining a skeletal rig. They are particularly useful for modeling organic soft parts and muscles where there is a need for more control over the resulting shape than what can be achieved with combination of rotation and scale.