**Day:** Jan 25, 2023

**Time:** 10:30 – 11:30AM

**Room:** 56-154

Lecture 3: Scientific Animations Notes

Figure . The final render of this lesson, after combining environmental textures, procedural materials, and realistic PBR materials.

**Lesson Summary**

Hope you appreciate how far you have come. Using the skills, you have learned in Lectures 1 & 2, you will be able to render just about any still scene given a starting structure. However, there is one last topic I would like to introduce you to, and that is Animations. Being able to render scientific movies and animations can be a powerful tool for community outreach and getting your work scene.

**Class Schedule**

1. **Introduction to the timeline and keyframes**  15 min

**Total Time** 50 min

# Introduction to the timeline and keyframes (15 min)