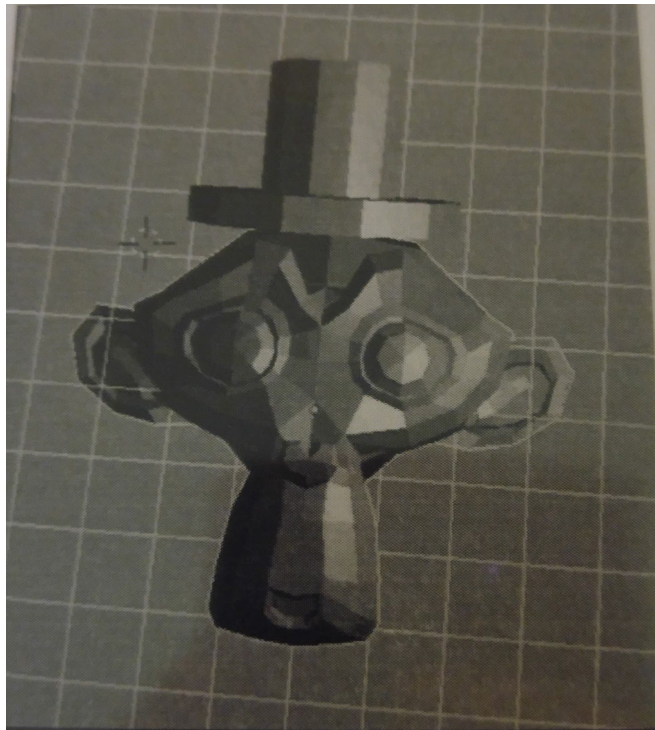# Daily Progress: Day 1

Class Goals:
- Demonstrate animation examples
- Examine the tools provided by the software
- Explain that projects are building blocks for larger projects
- Project 1: Make a Hat

Activities
- **Introductions**
  - Students watched previous classes animation projects
- **Program Interface**
  - Students learned how the interface of Blender is set up
- **Make a Hat**
  - Students learned how to place objects in the 3D space
  - Students used their knowledge to create a hat for a 3D model of Suzanne
  - Students learned how to join two meshes
 - Students learned how to render a final project

Daily Progress: Day 2 & 3

Class Goals
- Learn to model using primitives
- Use primitives to create a house
- Learn how to use textures
- Create an animation
- Save the project for later use in future projects

Activities:
- **Build a Home**
  - Students learned how to work with planes
  - Students learned how to manipulate simple shapes to create props and new objects
  - Students learned how to change the size of different parts of a shape
  - Students learned about materials and textures
  - Students learned how to apply materials and textures to objects
  - Students learned about the different lighting options in Blender
  - Students learned about changing color in Blender
  - Students learned how to animate objects in Blender
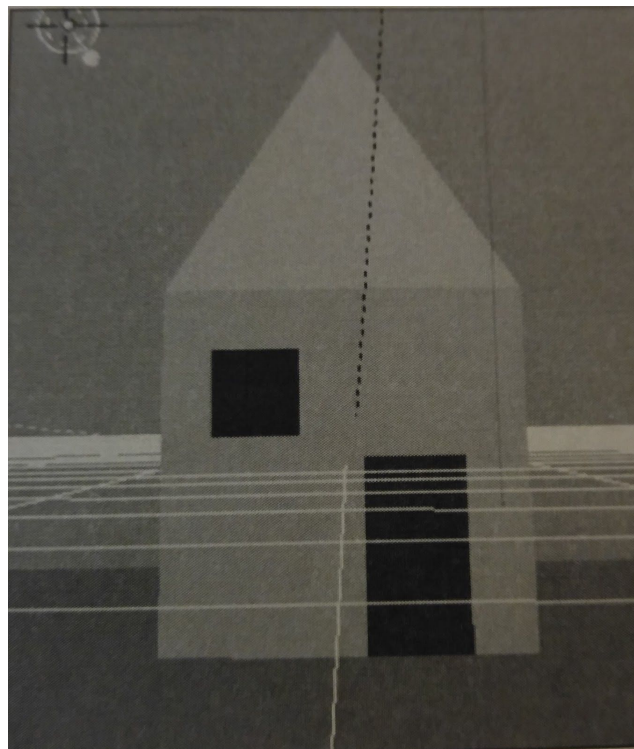
Daily Progress: Day 4 & 5

Daily Class Goals:
- Model using the grid to create a landscape
- Use falloff to create mountains, valleys, and a moon
- Modify light sources
- Use colors, materials, textures, and transparency
- Fly the camera around the terrain to create an animation

Activities:
- **Create Terrain**
  - Students learned about grids
  - Students learned how to edit grids to become terrain
  - Students built a small terrain for their scene
  - Students learned about specularity and editing textures
  - Students learned about the Sun lighting
  - Students learned about icospheres and transparency buttons
  - Students covered colorbands
 - Students created a starlit terrain with a full, illuminated moon

Daily Progress: Day 6 & 7

Daily Class Goals:
- Building multiple models in different files and combining them
- Modify light sources
- Use colors, textures, materials, and transparency
- Create a path for camera and animate
- Model a car and animate it

Activities:
- **Build a Car**
  - Students learned about the Blender library for using their old work
  - Students built a model for a tire
  - Students used a reference image to quickly create a model of a car
  - Students used grids in order to create an asphalt like surface
  - Students learned how to paint a model in order to paint their car
  - Students combined their tire and car model to create a cohesive object
  - Students animated their car in motion
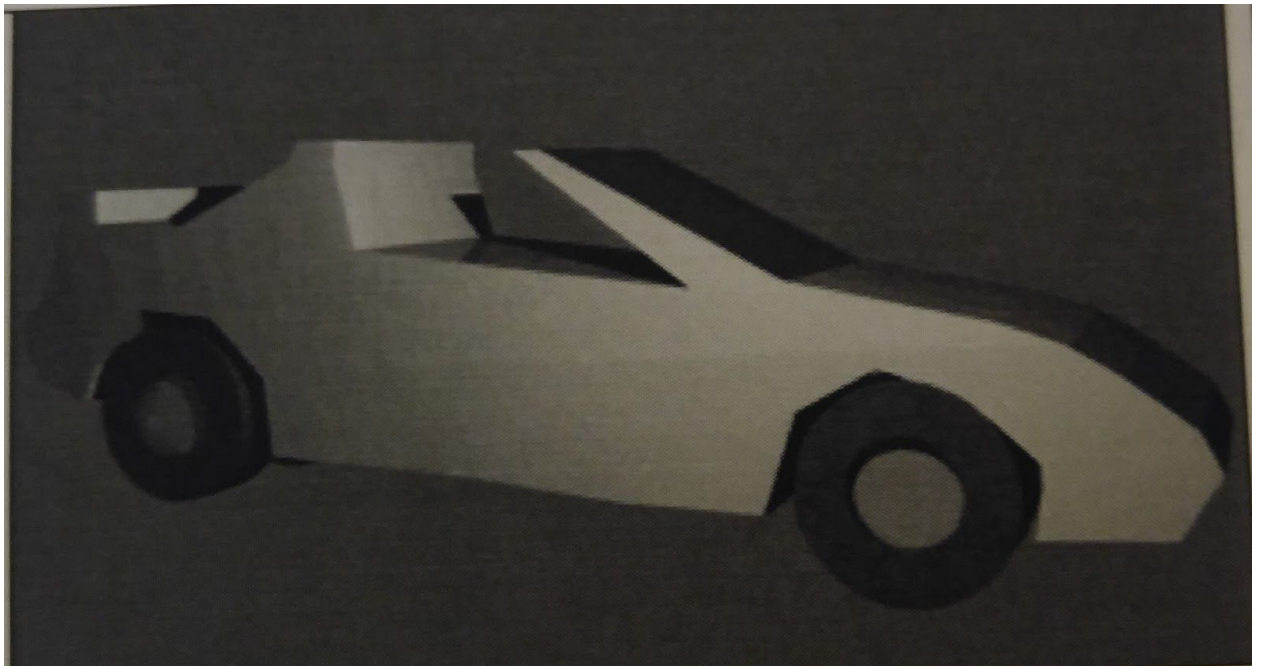
Daily Progress: Day 8

<u>Class Goals:</u>
- Use past projects to build a larger final project
- Or work on a personal project

<u>Activities:</u>
- **Final project**
  - Students could work on a personal project of their choice
  - Or students used their car and previous house to build a neighborhood or city for their car to driver through.
  - Students went back over any tough concepts for further clarification