Lesson 1: Add, delete, and move objects
- Scale and rotate objects
- Use a material to add colour to objects

Lesson 2: Add, move, and delete keyframes to make basic animations
- Use key pose and extrude
- Use loop cut and face editing
- Apply different colours to different parts of the same model

Lesson 3: Use proportional editing
- Use the knife tool
- Use subdivision

Lesson 4: Create a 3-10 second animation
- Compare the differences between render modes

Lesson 5: Finalise and add set lighting
- Set up the camera
- Render out an animation