Lesson 1
Add, delete, and move objects

Lesson 2
Scale and rotate objects

Lesson 3
Use a material to add colour to objects

Lesson 4
Join multiple objects together using parenting

Lesson 5
Add, move, and delete keyframes to make basic animations

Lesson 6
Play, pause, and move through the animation using the timeline

Lesson 7
Create useful names for objects

Lesson 8
Use edit mode and extrude

Lesson 9
Apply different colours to different parts of the same model

Lesson 10
Use proportional editing

Lesson 11
Use loop cut and face editing

Lesson 12
Join multiple objects together using parent and select

Lesson 13
Use the knife tool

Lesson 14
Use subdivision

Lesson 15
Add and edit set lighting

Lesson 16
Set up the camera

Lesson 17
Compare the differences between render modes

Lesson 18
Create a 3–10 second animation

Lesson 19
Render out an animation