

Overview

This guide steps through installing the software bundle for 3D Animation. The bundle includes Blender – a professional, open-source 3D modeling and animation production program.

Because installation and verification can take up to an hour, we recommend installing the necessary software before students begin the course or plan to devote the first course session to installation.

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System Requirements

Important!

Because students must access their saved project files from one session to the next, students need:

- Access to the same computer each session
- To be able to save files to the desktop

Hardware

- PC or Mac (not tablet or Chromebook)
- Windows 11, 10, 8, 7, or Mac: OS 10.9 or higher, 64-bit (after 2008).
- CPU: Intel(R) Pentium(R) N3530 (or better)
- 4 GBs of RAM
- 7 GBs free disk space

Graphics

- GPU: (Integrated) Intel HD Graphics (Bay Trail) or Radeon HD 6230 (or better)
- GPU: (Discrete) GeForce 710 or Radeon HD 6450 (or better)
- Graphics card must have OpenGL 3.2 compatible graphics with 1 GB RAM (or better)
- Using a monitor that allows for at least a 1280 x 768 resolution

Network

- Speeds of at least 1mbps

Other

- Headphones
- Mouse w/ scroll wheel

Frequently Asked Installation Questions

How long will it take to complete the installation?

The installation process for the 3D Animation software can take up to an hour, depending on the internet connection.

What if the student won't have the same computer every day?

The software bundle needs to be installed on all computers the student may use. Additionally, student projects will need to be moved from the last computer they worked with to the new computer each time.

What if students want to work on their projects from another computer? / How can students ensure they have access to their project files?

Contact Apex Learning support. We will work with you to find a suitable method of moving projects between computers.

What if we need to save student work on Google Drive, OneDrive, or a network storage location?

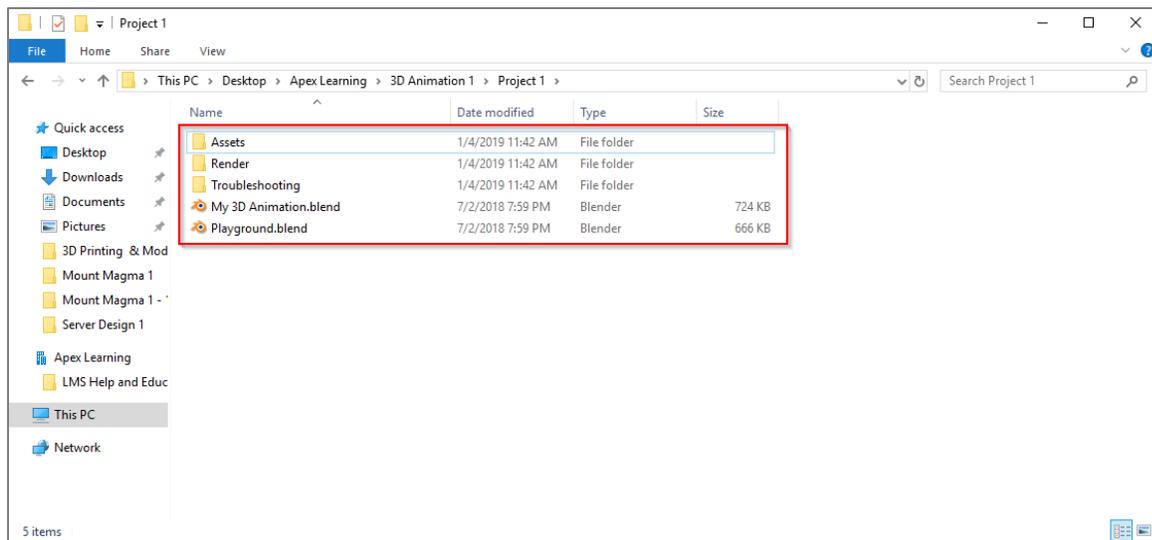
Contact Apex Learning support. For this course, saving student project files in an alternative storage location is possible and a good option in the case that students will be working in a lab setting. With that said, we'll want to walk you through all the files that will need to be saved on the network storage, or cloud storage, location in order for the student to be able to work properly.

Download the Course Software Bundle

Students can download the software bundle from the first page of the course (Unit 1 Overview).

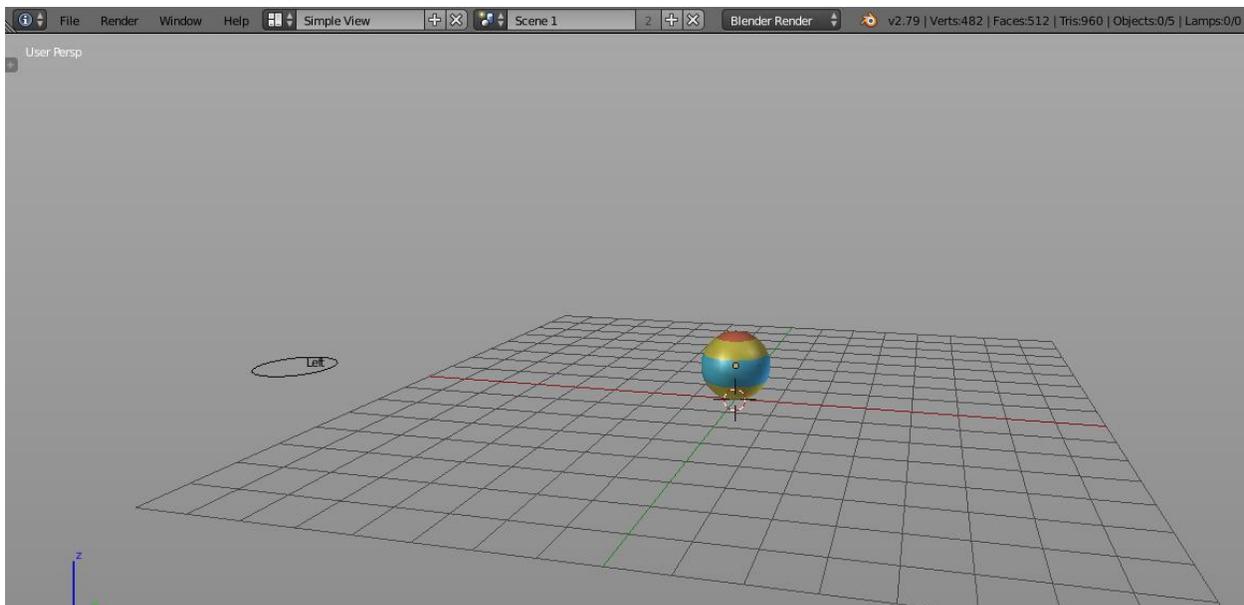
If an administrator needs to install the software, follow these steps.

1. Download Blender and the rest of the course software:
 - PC installer: <https://downloads.apexlearning.com/AN1/AN1-Course-10.1.1.exe>
 - MAC installer: https://downloads.apexlearning.com/AN1/3D_Animation_1.dmg
2. Install the Blender software on the computer the student will be using.
 - a. Run Installer once the download completes
 - b. Once the installer window appears, click the *Next* button
 - c. In the following window, click *Next* to begin the installation process
 - d. Close the "Successful Install" Dialog
3. Verify content
 - a. Navigate to *Apex Learning > 3D Animation 1 > Project 1* folder on the Desktop. If using Windows 11 your *Apex Learning* folder may be saved under *C:\Users\User Name\Desktop*
 - b. Validate that you see the following files & folders: *Assets*, *Render*, *Troubleshooting*, *Playground.blend*, and *My 3D Animation.blend*
 - c. Launch Blender by double clicking the *My 3D Animation.blend* file



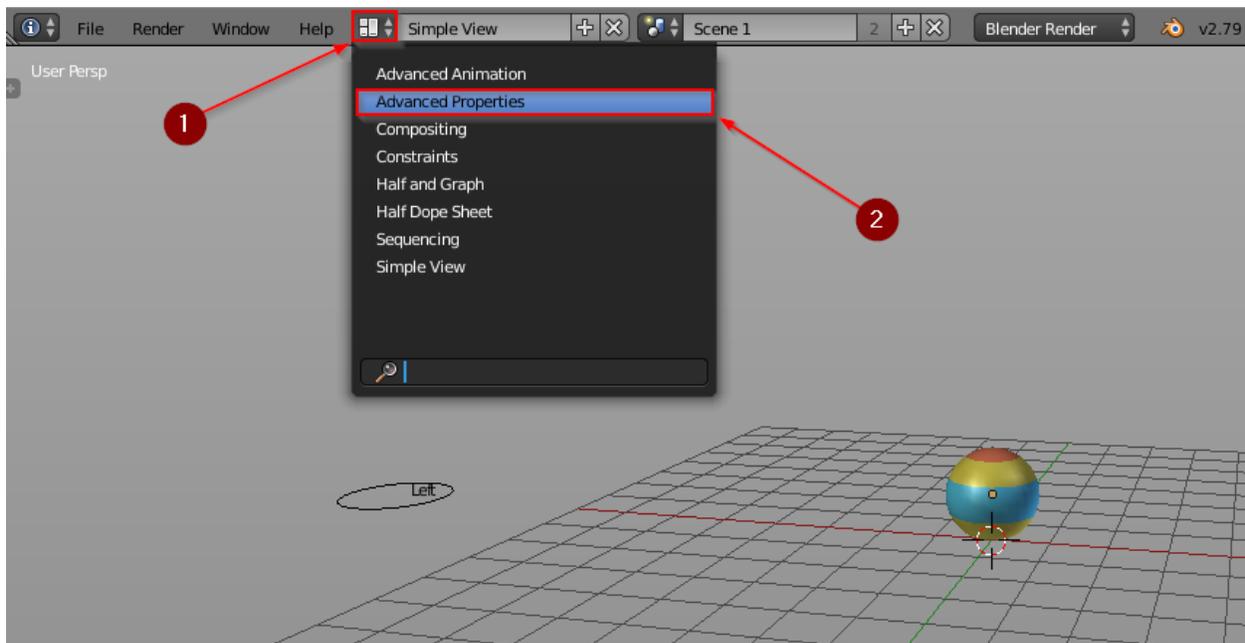
Note: Once you double-click *Animation.blend*, a console window will appear briefly before Blender opens. You may see a message regarding the “Hz” value not being set to “44100”. Disregard this message; it doesn’t affect how the course software functions.

- d. After the *My 3D Animation.blend* file opens in Blender, you should see a colorful small ball in the middle of your screen.

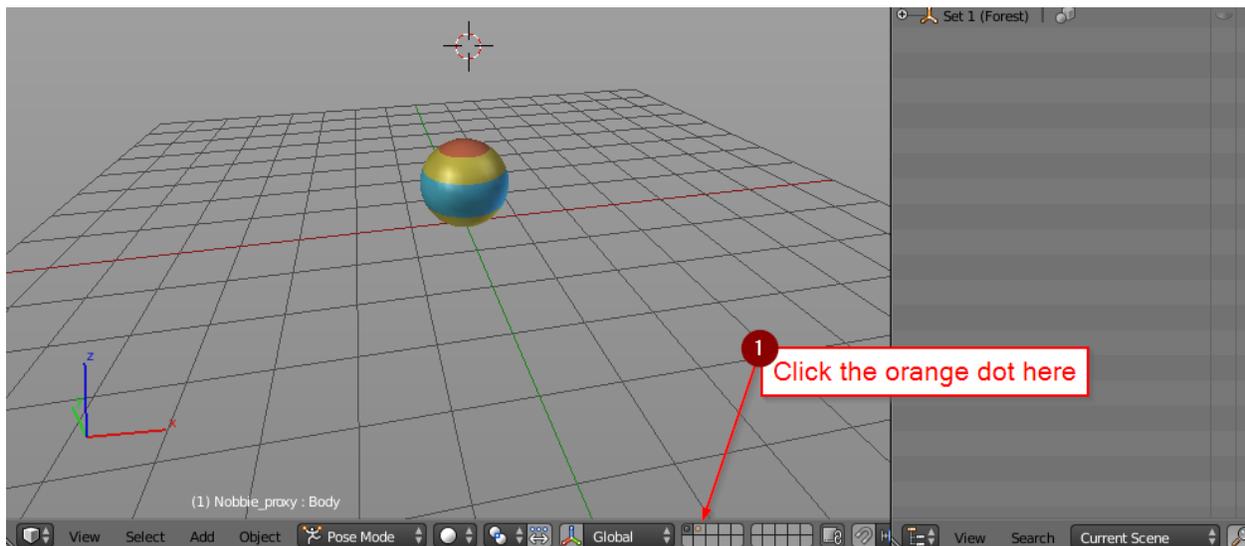


Verify the Installation

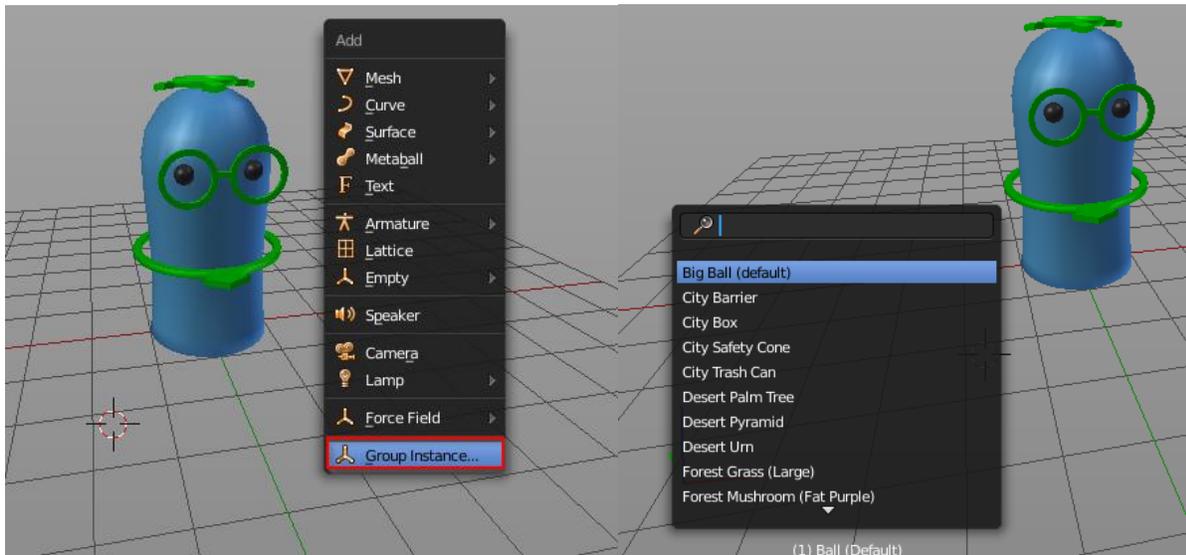
1. With the *My 3D Animation.blend* file open, click the drop-down button next to *Simple View* on the top toolbar in Blender. Select *Advanced Properties* from the popup menu.



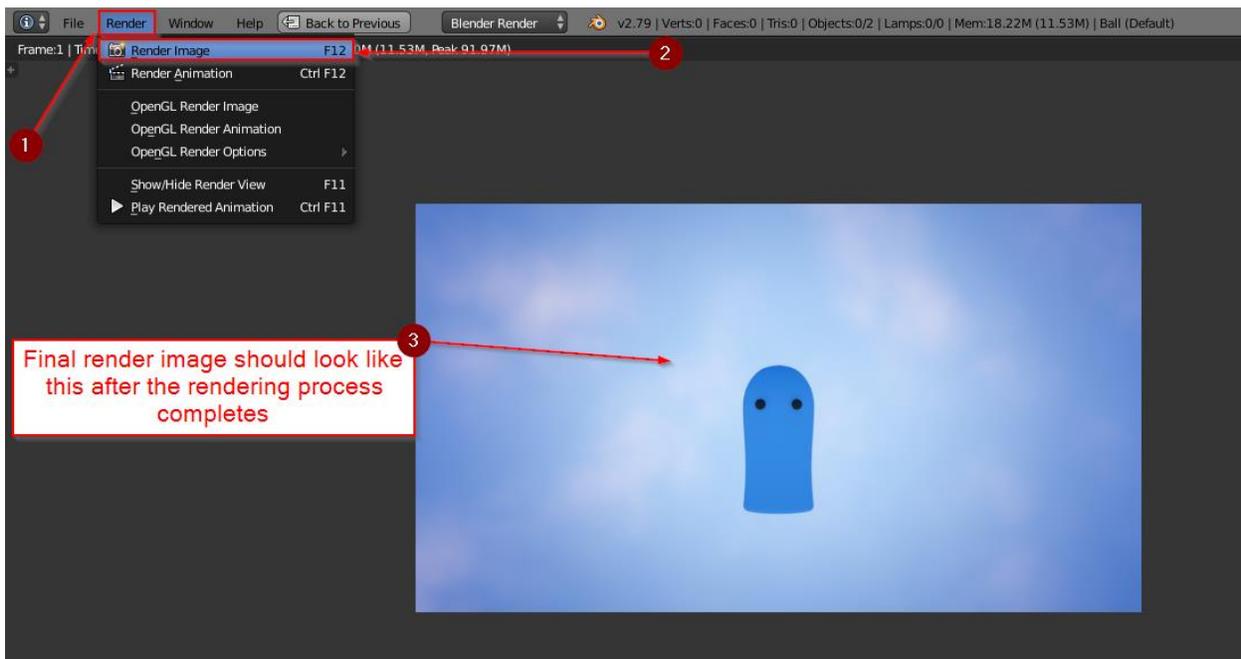
2. At the bottom of the window showing the colorful ball, find the Layers Panel. The Layers Panel is just a square which is broken up into 10 smaller squares. Notice that two of the squares have a dot in them (one dot is orange other is gray).
 - a. Left-click the square that contains an orange dot to make it the actively selected layer. Once you do this, you'll see a blue blob appear instead of a colorful ball.



- b. Hover your cursor over the now visible blue blob *without select it*. Hold Shift-A on your keyboard and a menu will pop up.
- c. In the popup menu, select *Group Instance* and a new menu will appear.
- d. In this sub menu you should see a search bar and different assets to select. You don't have to select or search for anything in this window. This process is only to verify the course assets are linked properly.



3. On the top toolbar in Blender, click the *Render* button. From the popup options, select *Render Image*. It may take a few seconds, but you should see a properly rendered image appear.



4. To close Blender, click the red X in the top-right corner of the Blender window. In the popup window that appears, click the OK button. The above steps were performed to test the installation, so you don't need to save the changes that were made.

Installation Complete! If all of the above steps worked, you have properly installed the software and content required for 3D Animation.

How to Download the Bonus Materials

Explore activities contain bonus materials that students may download from within the course.

Should you wish to install this material beforehand, follow these steps:

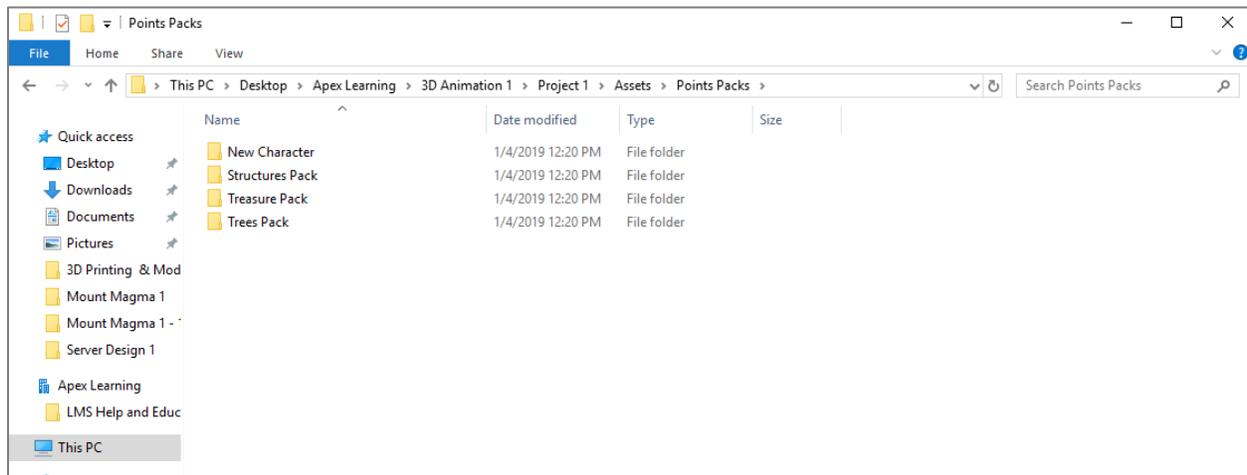
1. If open, close Blender by clicking the red X in the top right corner of the Blender window.

2. Download the Points Store installers from the links below.

File	MAC	PC
Points Store 1	https://downloads.apexlearning.com/AN1/AN1-Points_Pack_1-10.1.1.dmg	https://downloads.apexlearning.com/AN1/AN1-Points-Pack-1-10.1.1.exe
Points Store 2	https://downloads.apexlearning.com/AN1/AN1-Points_Pack_2-10.1.1.dmg	https://downloads.apexlearning.com/AN1/AN1-Points-Pack-2-10.1.1.exe
Points Store 3	https://downloads.apexlearning.com/AN1/AN1-Points_Pack_3-10.1.1.dmg	https://downloads.apexlearning.com/AN1/AN1-Points-Pack-3-10.1.1.exe
Points Store 4	https://downloads.apexlearning.com/AN1/AN1-Points_Pack_4-10.1.1.dmg	https://downloads.apexlearning.com/AN1/AN1-Points-Pack-4-10.1.1.exe

3. Run them one-by-one to install the bonus material.

4. Verify that everything installed properly by going to the desktop folder: *Apex Learning > 3D Animation 1 > Project 1 > Assets > Points Pack*.



Blender and 3rd Party Sites

Students using Blender may discover options to navigate away from the tool to related websites via the help menu. To ensure students do not gain access to online forums or other potentially questionable content and remain focused on the work they need to complete, we suggest blocking access to the following URLs:

- <https://devtalk.blender.org/>
- <https://wiki.blender.org/wiki/Communication/Contact>
- <http://freenode.net/>

There is also a large global Blender community. This site <https://www.blender.org/community/> provides access to multiple URLs:

- <https://blender.stackexchange.com/>
- <http://blender.today/>
- <https://blender.chat/>
- <https://rightclickselect.com/>
- <https://www.reddit.com/r/blender/>
- <https://www.facebook.com/groups/BNPRandFr eeestyle/>
- <http://bbug.be/>
- <https://blenderartists.org/>
- <https://www.blendernation.com/>
- <https://discord.gg/blender>
- <https://plus.google.com/communities/115632807910317842467>
- <https://www.blendswap.com/>
- <https://www.facebook.com/groups/2207257375>
- <http://www.blendercn.org/>

- <http://www.bgteach.com/>
- <http://dbc-3d.nl/>
- <http://blenderlounge.fr/>
- <http://blenderclan.tuxfamily.org/>
- <https://www.nurembug.org/>
- <https://www.meetup.com/Blender-3D-Meetup-Munchen/>
- <https://www.blendpolis.de/>
- <https://www.facebook.com/groups/BlenderGreece/>
- <http://forum.blender.org.il/>
- <https://www.blender.it/>
- <https://blender.jp/>
- <https://www.facebook.com/groups/blender3d.misia>
- <http://polskikursblendera.pl/>
- <https://www.facebook.com/groups/blenderpolka/>
- <http://www.blender.pl/>
- <https://blender.community/c/hoje/>
- <http://forum.blender-pt.com/>
- https://vk.com/blender_3d
- <http://blender3d.org.ua/>
- <http://www.blenderhoy.com/>
- <http://www.g-blender.org/>
- <https://www.facebook.com/groups/HubLa/>
- <https://www.facebook.com/groups/blenderpo/>
- <https://www.facebook.com/groups/blendeame/>
- <http://www.blendertr.com/>

Support

Online Help is available to site coordinators, teachers, and students by signing in to Apex Learning and selecting Help in the main menu.

The Apex Learning Support team is available Monday – Friday, 7:00 AM – 9:00 PM Central Time.

- 1-800-453-1454 option 2
- support@apexlearning.com
- Chat is available via online Help