

# Creative Tech Academy

Senior course syllabuses 2026

Week	Creative Tech Basics	Blender beginner course	Blender advanced course	Adobe beginner course	Adobe advanced course
1	Welcome to Adobe Photoshop - basics and navigation	Interface refresher + viewport controls + transforms	Blender pipeline overview + workspace optimisation	Adobe Photoshop interface refresher + layers and masks	Photoshop - puppet wrap and dodge & burn w/ lines
2	Completion of Photoshop - blending + final edits to photos	Primitive objects and simple modifiers (subdivision, mirror)	Advanced modelling techniques (booleans, bevel workflow, topology basics)	Photoshop - assigning color profiles + smoothing rough edges	Photoshop - merging layers in different ways and complex masks
3	Welcome to Adobe Premiere - basics and navigation	Basic modelling workflow (extrude, loop cuts, proportional editing)	Sculpting basics + retopology intro	Photoshop - AI features (generative fill, removal, expansion, harmonize, etc.)	Photoshop - ultra complex colors + gradients
4	Completion of Premiere - final edits to videos	Materials and simple lighting (HDRI, basic shaders)	Advanced materials (node-based shaders, textures, PBR workflow)	Adobe Premiere interface refresher + group projects	Premiere - mask transitions and animation greenscreen

5	Welcome to 3d space - blender basics and navigation	Hard surface modelling (e.g., simple prop like a mug or crate)	Lighting theory + cinematic composition (3-point lighting, mood)	Premiere - lens distortion, blurs, and fx	Premiere - AI features (text based editing, generative extend, and color management)
6	Your first model - creating a model of an apple	Introduction to rigging (armatures, parenting basics)	Full character rigging (constraints, IK/FK systems)	Premiere - animation and lighting	After Effects - interface + motion refresher + tints
7	Your first animation - an introduction to key frame animation	Weight painting + posing + intro to animation (simple character movement)	Animation principles (timing, spacing, polish, secondary motion)	Welcome to Adobe After Effects - motion foundations	After Effects - animations and graphs + cross process effects
8	Your first render - using eevee and cycles render settings to produce a final output	Rigged and clothed character	Rigged character animation	After Effects - motion foundations + final projects	After Effects - cross process effects + final projects

### Instructors

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