Class Planning Template

Your name:	Michael Flaherty

How to use this template: Make a copy (File > Make a Copy) or **click this link for a shortcut**. You can also print it out and complete the document by hand.

What's inside:

Class Details Outline: For planning your class title, class description, and project description.

Video Lessons Outline: For planning your lessons before you film.

Publishing Checklist: Make sure your class meets our Class Quality Guidelines, as well as other recommendations.

Class Marketing Plan: Set a campaign goal and publishing schedule for promoting your class.

Shot List: Optional resource to keep track of shots while filming.

Scratchpad: For ideas, to-dos, or anything else related to your class

Tip: We've linked articles from our Teacher Help Center throughout this template to help you through the process of creating a class. If you've never created a class on Skillshare before, **Get Started With Teaching** is a great place to start!

Class Details Outline

Help students discover your class on our platform and better understand what they'll learn, what they'll need, and what to expect.

Class Title

Keep your title between 30 and 70 characters. • Include relevant keywords. • Use proper capitalization. Review **Give Your Class a Title** for tips and examples on how to draft a strong and focused title.

Animating Textures on 3D Game Characters in Godot

Class Description

Provide an overview of your class. • Define the class's value proposition. • Format for readability. Review **Write Your Class Description** for a suggestion of what to include here and see a few examples.

If you love the retro 3D game aesthetic of animating the textures on the face of a character and want to be able to do it for yourself, but need a little help to get started, this is the class for you!

This class is an introduction to applying hand drawn faces to low-poly 3D characters for that 90's game console feel.

Using all free software - the Godot 3D game engine and the Krita painting program - I'll show you how I use a texture atlas to bring life and emotion to game characters.

An hour from now you get to see your artwork in a game!

I've always loved this art style, but when I came to use it in my own games, I couldn't find any tutorials for it, so I had to figure it out for myself. I decided then that one day I would make the tutorials I wished existed when I was learning.

You will learn:

- The basics of making a texture atlas
- How to use the texture atlas as animation frames
- How to keyframe texture offsets in Godot's AnimationPlayer

You'll learn this by making a texture atlas, importing it into Godot, and animating its UV offset.

Changing facial expressions is just one application of this technique! Also used for rivers and waterfalls, fire, smoke, fog, melting effects - anything where making the texture slide or snap to different positions would be a good effect!

This is a beginner level class, with everything provided for you - save the drawings you will do!

More experienced Godot users may find this a useful new technique to add to their repertoire and be able to springboard from this class straight into exploring and expanding on it in their own projects.

For everyone else, I am working on classes covering the concepts that will take you from zero to full character.

Project Description

Practice or demonstrate a learned skill. • Detail the steps. • Add supporting resources.
Review **Craft Your Class Project** to learn more about how to craft a relevant and engaging project.

You'll be drawing a grid of facial expressions and applying them to a 3D character in a game!

First, you are going to use this template to draw the different expressions your character will have.
Next you will take the image into Godot to match the expression to the appropriate animation.

Then you are going to play the game and take some screenshots to share in the Project Gallery, along with the texture sheet you drew!

I have provided a Godot project with a simple low-poly game with shambling zombies, and you will be making the faces for the zombies.

I chose this because it was the best way of showing off your work!
In video games you don't often see the hero's face, and zombies move slowly, giving you time to appreciate your artwork.

I will be using Krita for my drawings, but you can use whatever you are familiar with - Procreate, GIMP, Photoshop, Affinity Photo - as long as it features layers.

If you don't have Godot already, it's free on their website - get Godot - select "download latest" (I used 4.0 in making this). You can get the standard version (I didn't use any .NET code in the project).

[screenshots]

Tip: Once you get closer to publishing your class we encourage you to revisit your Class Title, Class Description, and Project Description and ensure they are optimized for discoverability and SEO. Refer to **Class Merchandising and SEO** and **Category, Class Skills, Level, and Language Settings** for tips and guidelines.

Also, we **highly recommend** giving all of your written copy a thorough proofread before publishing. Running your written text through a spellchecker can also help — **Grammarly's** free online tool is

pretty robust.

Video Lessons Outline

Skillshare classes, on average, include 20-60 minutes of pre-recorded video content broken down into a series of short, 2- to 8-minute videos.

In addition to your talking points and key concepts for each lesson, you'll want to note:

Lesson Title	The title of your lesson.
Video Format	How you'll primarily film that lesson (talking head, slide presentation, screencast, or physical demonstration).
Media & Visuals	What assets and other media you'll need to create or collect for the lesson.
Lesson Length	An estimate of how long the lesson will be.

Tip: In addition to the linked Help Center articles throughout this section, you may find the following articles helpful:

- **Teach With Confidence** for tips on how to get comfortable on camera and ways to show your authentic self in your lessons.
- **Prepare to Film** for suggestions on what visuals or other assets you might need to prepare for film day.

Intro Video

No more than 2 minutes in length, your intro should share a bit about you and your background. You should also provide a brief overview of what you'll be teaching, and outline what students will learn and why your class is important.

Helpful Resources:

- **Planning Your Intro Video**

Lesson Title:	Intro
Video Format:	Talking Head
Media & Visuals:	Screencasts
Lesson Length:	2 minutes

Talking Points and Key Concepts:

Hook from Class Description

About me

Do you love the style of 3D characters with animated drawn-on faces, and wish you could make your own?

I'm Michael Flaherty, I trained as a 2D animator, but then a whole lot of life got in the way of my career, and today I find myself working as a Teaching Assistant in a Special Needs School but still animating in my spare time. In recent years I've been focusing more on video game animation, learning to work in 3D in Blender and coding in Unity and Godot, and that's what led me to want to make this

	course. See, I love the early 3D style of having faces be animated textures, but when I came to make my own, I couldn't find any tutorials for it, and had to figure it out for myself. I used this technique in my first game: Naughty Teddies Invade the Museum, and I'm using it in my as-yet-unannounced next game, but I thought I'd take a little time out from coding to share my techniques with you. In this course, I'm going to focus on the basics of drawing a texture sheet of facial expressions and how to use that in Godot as animation frames for a 3D character's face. You don't really need any prior knowledge to take this course, but I am going to assume you've used a computer before and have some interest in Godot and drawing. I'm providing a simple Zombie shooter game with a rigged, animated zombie enemy, and you are going to make its face react to the player. By the end of this course you'll know how to use this technique in your own Godot Game Engine projects. Does that sound exciting to you? I'm excited to see what you make, so let's get started!

Project Video

Take some time to explain the project and what students will submit. **Helpful Resources:** • **Planning Your Project Video**	Lesson Title:	Your Project
	Video Format:	Screencast
	Media & Visuals:	Finished textures, screencast of in game
	Lesson Length:	1 minute
	Talking Points and Key Concepts:	

You are going to use this template to draw the different expressions your character will have.
Then you will take the image into Godot to match the expression to the appropriate animation.
When you play the game, you will see your drawings in action!
Take screenshots and post them in the Project Gallery!
(If you don't know how to take screenshots, I'll cover that in the final lesson so it's fresh when you need it)

[*Script*]

For your class project you are going to draw a grid of all the different expressions your character will have.

Then you will take the image into Godot and use an AnimationPlayer node to match the expression to the appropriate animation.

When you play the game, you will see your drawings in action!

Take some screenshots of your zombies in game, and upload them to the Project Gallery, along with your finished texture sheet.

This project lets you get to your end results quickly, without worrying about finicky technical aspects, so you can just have fun with it and decide if you want to go deeper into the subject.

To get started, download the project from the Project and Resources tab and unzip it wherever you store your projects. Then open that folder, open the skillshare folder and open Zombie_Face_TEXTURE.png in your preferred art software, and import Zombie_Face_UV_Layout.png into the same file as a layer above.

And I'll see you in the next lesson!

Project Video Notes

- [x] ~~For this video, as well as when you get to the final text for your project description, you want to be sure to explain the final deliverable. Or in other words, what the final format of the project will be. You may also want to add what you will be looking for in their projects or even what techniques or principles they should apply in their work.~~
- [x] ~~It's also important to remind your students to post their projects to the Project Gallery as this encourages student engagement!~~
- [ ] Weird flicker at about 18 seconds
- [ ] Update grid animation at beginning
- [x] ~~Specify deliverables: texture sheet and screenshots for project gallery~~
- [ ] Update b roll with final textures

	☑ ~~Film talking head~~ ☑ ~~Update Music to fit~~

Lesson

Each video lesson should focus on one core concept or technique.

Helpful Resources:

- **Planning Your Class Lessons**
- **Lesson Delivery Tips**

Lesson Title:	Sketching Ideas
Video Format:	Talking Head
Media & Visuals:	My sketches, list of expressions, drawing screencast?
Lesson Length:	2 minutes

Talking Points and Key Concepts:

Use a mirror/selfie camera or search for reference
List the required expressions and show my drawings

[script]
(have Krita open in BG and be holding stylus)

Now, while you certainly could go straight into drawing your final faces, it's always a good idea to sketch things out first.
So that's what I'm going to do.

Normally I would sketch on paper, I find it more freeing, but I figure it's easier for you to watch me sketching if I do it in Krita and record my screen.

For inspiration and reference you could pull faces in the mirror or using the selfie camera on your phone, or you could go online for zombie reference, but however you do it, we're going to need facial expressions for when the zombie is idle, for when it has seen you at a distance and is shambling towards you for a closer look, for when the zombie is close and starts rushing towards you, then a face for when it is attacking. Finally we need faces for when you shoot it, and when it dies.

Okay, let's draw! (be holding the stylus)

(update Krita screen)
With the sketches done, we can start drawing them for real!
See you in the next lesson!

Sketching Ideas Notes

- ☑ ~~B-roll of sketching on the sofa~~
- ☑ ~~B-Roll of using mirror for reference~~

	- [x] ~~B-roll of using selfie camera for reference~~ - [x] ~~B-roll of searching for reference online~~ - [x] ~~List of expressions~~ - [x] ~~Say "okay, let's draw" to link the talking head to the screencast~~ - [x] ~~Re-record B-Roll in higher quality~~ - [x] ~~Record Talking Head sections~~ - [ ] Maybe animate list at 00:50 - [x] ~~BGM for drawing section~~

Lesson

Each video lesson should focus on one core concept or technique. **Helpful Resources:** • **Planning Your Class Lessons** • **Lesson Delivery Tips**	Lesson Title:	Drawing the Idle Face
	Video Format:	Screencast
	Media & Visuals:	
	Lesson Length:	5 minutes
	Talking Points and Key Concepts: Draw the face within the UV shell, using my rough face guides. I'm using Krita, but anything with layers will work. **Drawing the Idle Face Notes** - [x] ~~1:17 scroll wheel to zoom~~ - [x] ~~F for fill tool~~ - [x] ~~Ctrl to Sample colour (check Mac key)~~ - [x] ~~Ctrl S to Save (check Mac)~~ - [x] ~~Trim silent audio from drawing section and speed up video to fit~~ - [x] ~~Audio quite mumbly, might need to re-record~~ - [x] ~~BGM for drawing section~~	

Lesson

Each video lesson	Lesson Title:	Make the Grid

should focus on one core concept or technique. **Helpful Resources:** • **Planning Your Class Lessons** • **Lesson Delivery Tips**	Video Format:	Screencast
	Media & Visuals:	Shortcut Key Cards
	Lesson Length:	2 minutes
	Talking Points and Key Concepts:	

To make sure all of our faces line up, copy and paste your first face to all of the grid positions
Setup grids and guides docker
Transform tool options move by 128 pixels

Making the Grid Notes

- ☑ ~~0:59 Ctrl R to draw a rectangle selection (check Mac key)~~
- ☑ ~~1:10 Ctrl Shift C to Copy Merged (check Mac key)~~
- ☑ ~~1:50ish 512 / 4 = 128~~
- ☑ ~~2:54 right arrow~~
- ☑ ~~3:00 onward, card with all shortcuts for select, copy, paste and move plus T for transform tool (3:40)~~
- ☑ ~~4:19 Ctrl Shift A to deselect all (check mac)~~
- ☑ ~~4:23 Ctrl E to merge down (check Mac)~~
- ☑ ~~Redo the shortcut combo overlay so that the panels are in empty space and not blocking things the student might want to see.~~
- ☑ ~~Could probably double speed the copy and paste section~~
- ☑ ~~Consider re-recording the mumbles~~

Lesson

Each video lesson should focus on one core concept or technique. **Helpful Resources:** • **Planning Your Class Lessons** • **Lesson Delivery Tips**	Lesson Title:	Drawing the Rest of the Faces
	Video Format:	Screencast
	Media & Visuals:	
	Lesson Length:	10 minutes
	Talking Points and Key Concepts:	

Draw the faces within the UV shell, using your grid
Boil the Close to Catching Face

	Drawing the Rest of the Faces Notes - [x] ~~Re-record Audio (very mumbly)~~ - [x] ~~Copy and Paste shortcuts for Closing in Boil~~ - [x] ~~Attack Face Ctrl E to merge down (check Mac)~~ - [x] ~~0:24 Highlight the face I'm talking about~~ - [x] ~~0:48 Just leave Toggle Eraser overlay on, instead of flashing it up twice in quick succession~~ - [x] ~~BGM and maybe more thought narration~~ - [x] ~~1:10 Highlight face~~ - [x] ~~1:40 bring back toggle eraser overlay~~ - [x] ~~5:11 highlight new layer button~~ - [x] ~~8:10 - 20 audio goes out of sync with video~~ - [x] ~~8:27 - 40 highlight buttons and things clicked on in sequence~~ - [x] ~~Record "in the next lesson, we'll see how to export this into Godot, see you in the next lesson!"~~

Lesson		
Each video lesson should focus on one core concept or technique. **Helpful Resources:** • **Planning Your Class Lessons** • **Lesson Delivery Tips**	Lesson Title:	Export to Godot
	Video Format:	Screencast
	Media & Visuals:	
	Lesson Length:	2 minutes
	Talking Points and Key Concepts: Exporting the image into the assets folder, overwriting the old one **Export to Godot Notes** I accidentally put it at the end of the previous video, but I might still make it a separate video. - [x] ~~Record opening "in this lesson" audio~~	

Lesson		
Each video lesson should focus on one core concept or	Lesson Title:	Adding the Facial Animations in Godot
	Video Format:	Screencast

technique.

Helpful Resources:

- **Planning Your Class Lessons**
- **Lesson Delivery Tips**

Media & Visuals:

Lesson Length: 5 minutes

Talking Points and Key Concepts:

Add an AnimationPlayer and call it FacialAnimationPlayer.
Create new animation for each expression.
Set interpolation mode to discrete

Adding the Facial Animations in Godot Notes

- [x] ~~Slide at the beginning so that what we are learning is more visually interesting~~
- [x] ~~Slide 5:30 discrete vs continuous interpolation~~
- [x] ~~6:46 more visible grid~~
- [x] ~~6:57 x axis y axis~~
- [x] ~~Graphics or just full re-record for uv co-ordinate explanation in the 7 - 8 minute range~~
- [x] ~~Re-record audio~~
- [x] ~~6:14 mention that is fine to have spaces in the animation names, but as a coder, spaces make me nervous so I prefer to use underscores~~
- [x] ~~Write Talking Head script~~
- [x] ~~Record talking head section, link to following Blender example~~
- [x] ~~Despite the lengthy explanation, I still think this needs me to show offsets in Blender to really drive home what is happening when we offset UVs. Place after talking head~~

Talking Head Script

[have Blender open on UV editor]

In all my examples we've been using increments of zero point two five because our grid of drawings is a four by four grid and one which is the length of a UV axis, divided by the 4 cells of the grid equals zero point two five.

You can offset by any number between zero and one - you can even go above one but it just wraps round as if you'd gone back to zero - so if you find yourself using a different size grid, such as four by eight, eight by eight, sixteen by sixteen or whatever, the increments you want to offset by will be one divided by however many cells in your grid in that direction.

To make it abundantly clear what is happening when we change the UV offset in Godot, I'm going to open Blender and offset the UV map.

Blender Screencast Script

To make it abundantly clear what is happening when we change the UV offset in Godot, I'm going to open Blender and offset the UV map.

Here is the UV shell for the face. If I grab it and start to move it, you can see the texture on the model appear to slide in the opposite direction. This is what is happening when we change the UV offset in Godot. And if I go past the edge for an offset greater than zero, you can see the texture wraps around again.

Now that you know what is happening behind the scenes, let's get back to making the animations.

Lesson

Each video lesson should focus on one core concept or technique.

Helpful Resources:

- **Planning Your Class Lessons**
- **Lesson Delivery Tips**

Lesson Title:	Link Facial Animations to Body Animations.
Video Format:	Screencast
Media & Visuals:	Screenshot keys card.
Lesson Length:	5 minutes

Talking Points and Key Concepts:

Use the Animation tab to call the FacialAnimationPlayer from each animation.
Play the game and see it in action.
Tell of the various screenshot shortcuts for Windows/Mac/Linux so people can show off their work in the Project Gallery.

Link Facial Animations to Body Animations Notes

- ☑ ~~Maybe talk more over playing the game~~
- ☑ ~~Screenshot card 5:20~~
- ☑ ~~1:33 "click on the key" sounds weird - re-record~~
- ☑ ~~Show more enthusiasm: this is exciting!~~

Lesson

Each video lesson	Lesson Title:	Technical Things You Need to Know

should focus on one core concept or technique.

Helpful Resources:

- **Planning Your Class Lessons**
- **Lesson Delivery Tips**

Video Format:	Screencast/talking head
Media & Visuals:	
Lesson Length:	6 minutes

Talking Points and Key Concepts:

Now you know how to make a texture atlas to use as animation frames on a 3D surface in Godot, and how to play those animations from another animation player, you might want to know how you can incorporate all this into your own projects!

Here are the technical things you need to know to make this work.

First up is the material setup in Blender, or whichever 3D software you use.

The next thing you need to know is [video pick up here for save to file and keep custom tracks]

Next you need to know about Overriding Materials

[local to scene is covered in video]

That should be everything you need to know. As a little bonus, here's something you might like to know [picks up in video]

(show the UV setup in Blender to help with that. Make the part of the model you want to animate have a separate texture).
(show local to scene)
(show override materials)
(show save animations to disk)

Technical Things You need to Know Notes

- [ ] Consider bespoke slide animation, to do away with wipe hack
- [x] ~~0:16 slide should reveal Blender, not Talking Head~~
- [x] ~~0:42 I say "applied" (twice), Blender calls it "assigned"~~
- [x] ~~2:12 cut "if you haven't done that already"~~
- [ ] 5:47 demonstrate over-writing the other texture
- [ ] 6:15 show texture sheet with 9 empty squares
- [x] ~~Write talking head script~~
- [x] ~~Record talking head section~~

Talking Head Script

In this lesson, we are going to look at some of the technical things you need to know to be able to incorporate what you've learnt into your own projects.

	First up is the Material Setup in Blender, or whichever 3D software you use. [cut] That should be everything you need to know. As a little bonus, here's something that you might like to know! [cut] If you do change the main texture, be sure to upload that to the Project Gallery along with screenshots of it in action! If you're feeling extra and want to push your project further, you may have noticed that there are 9 empty spaces on the face texture grid, which you could use to change some of your expressions into multi-frame animations! In the next lesson, we'll wrap everything up. See you in the next lesson. **Script to Replace "Applied"** You can see here in Blender, the character has 2 materials, a Main material, which, if I select it, you'll see that it's assigned to all the polygons which just turned orange. And a Face material, which is only assigned to the face.

Tip: Need to add more fields to plan your lessons? Just highlight the entire **Lesson** block above, copy it, and paste it as many times as you need below this tip box.

Conclusion Video

The last video in your class! Summarize key takeaways and encourage your students to post their projects to the Project Gallery. Don't forget	Lesson Title:	
	Video Format:	Talking Head
	Media & Visuals:	
	Lesson Length:	2 minutes.

any final reminders, such as asking students to leave you a review or follow you on Skillshare. **Helpful Resources:** • **Planning Your Conclusion Video**	Talking Points and Key Concepts: Wow! That was fun, right? Thank you for sticking with me till the end! I'd love to see what you make, so please post screenshots in the Project Gallery! If you are interested in learning more about this topic, be sure to follow me on Skillshare as I am planning to film more classes to get more in depth on how this is done and how these ideas can be expanded. Feel free to ask questions both within the scope of this class and in the wider topic of setting up models for UV offset animation, as those out of scope questions may influence which aspect I cover next! Be sure to leave a review, so I know what I did well, and what I can improve, and so other students know what to expect. You might also want to check my website: idletalent.me, my games site: https://idletalent.itch.io/ and maybe catch me on Mastodon: https://mastodon.gamedev.place/@idletalent Thank you again for learning with me, and maybe I'll see you in another class? Bye for now! **Conclusion Notes** ☑ ~~Include website and social media~~

Tip: If you've never produced video content before, filming and editing your own class for the first time might feel intimidating. But many successful Skillshare teachers create stunning content, at home, all on their own. Review our articles in **Film & Edit Your Class Videos** to help you prepare your space for filming, get confident on camera, film your content, and edit your footage into polished lessons.

Publishing Checklist

While **Get Started With Teaching** is an overview of the class creation process, we've assembled this checklist to ensure your class meets our **Class Quality Guidelines** (required criteria) in addition to our other recommendations for a high-quality class.

Video Lessons

☑ ~~Your class must include at least 10 minutes of video content.~~	**Required**
☑ ~~Your video lessons are 2 - 8 minutes in length.~~	**Recommended**
☑ ~~The first lesson in your class is an **introduction video** that should:~~ • Clearly explain what the class is about. • Let students know what they're about to learn and what they can expect. • Provide more information on your background and experience with the class topic.	**Required**
☑ ~~Each of your video lessons has a clear title that reflects the content of the lesson.~~	**Required**
☑ ~~Each class or video section is uploaded once.~~	**Required**
☑ ~~Each lesson focuses on a single concept.~~	**Recommended**
☑ ~~You've used proper capitalization on your lesson titles and removed numbers and symbols.~~	**Recommended**
☑ ~~The audio in your class is clear and easy to understand. It is free of distracting background noises, such as hums, fuzziness, crackling, or echoes.~~	**Required**
☑ ~~Your audio syncs with your video footage and comes out of both channels.~~	**Required**
☑ ~~Your video is high resolution (1080p) and shot with a steady camera, clear lighting, and framing.~~	**Required**
☑ ~~Screencasts, images, and text are sharp, not blurry or pixelated.~~	**Required**
☑ ~~Video lessons include a variety of visuals and/or visual formats.~~	**Required**
☑ ~~Talking head shots are decently lit with professional backdrops.~~	**Required**
☑ ~~Slides and supporting graphics are well-structured and visually appealing.~~	**Required**
☑ ~~Rambling and excessive pauses have been edited out.~~	**Required**
☑ ~~Your **video lessons** include narration throughout as you share your expertise through tips, best practices, concepts, and/or examples that are your own.~~	**Required**

☐ You've incorporated examples and stories to keep students engaged.	Recommended
☑ ~~Your **class cover image** is a high-resolution (1280x720) and visually compelling image that clearly depicts what your class is about.~~	Required

Class Details

☑ ~~Your **class's title** is under 70 characters. It is clear, descriptive, and includes at least one relevant keyword.~~	Recommended
☑ ~~You've used proper capitalization on your class title and removed numbers and symbols.~~	Recommended
☑ ~~Your **class description** provides an overview of the class, what students will learn, and why someone should take your class. It also outlines who the class is for, and what materials or resources students will need.~~	Required
☑ ~~Your class description should be at least 500 words in length for **SEO purposes** and formatted for readability.~~	Recommended
☑ ~~Your **project description** includes clear instructions that specify what students should do or make during or after taking your class.~~	Required
☑ ~~Your project should define a clear and shareable outcome that can be uploaded to the Project Gallery.~~	Required
☑ ~~You've included resources, images, or additional files with the class project to make it as easy as possible for students to get started.~~	Recommended
☑ ~~You've uploaded a sample project to the Project Gallery.~~	Recommended
☑ ~~The category, skills, language, and level accurately reflect the class topic and expertise needed to complete the class.~~	Required

Other Elements

☑ ~~In addition to our **Class Quality Guidelines**, your class follows all of our other guidelines for teaching on Skillshare, including **Restricted Class Topics**, **Additional Rules on Teaching**, **Adobe Trademark Guidelines**, and **Community Guidelines**.~~	Required
☑ ~~Your teacher profile includes a photo, a title, a short biography, and links to your website and/or relevant social media sites.~~	Recommended

Class Marketing Plan

Make a plan *before* you launch • Start with the platforms you already use. • Not a one and done activity. Review **Class Marketing 101** and **Creative Ideas for Class Marketing** for tips and examples.

Set a Marketing Goal

Setting attainable and meaningful benchmarks for your marketing campaign can help you build and sustain momentum all the way up to class launch and beyond.

Publishing Schedule

A marketing strategy doesn't have to be complex. If you're just getting started, it can be helpful to consider **at least one activity or campaign for each of these three milestones**:

- **Pre-publish:** 1-2 weeks before your class launches — make sure to tease it!
- **Launch Day:** It's your big day! Share the great news with your community.
- **Post-launch**: Anytime after your launch is always a good time to remind your audience about it.

Use the table below to help organize your marketing content. There is no required amount of posting, but **we recommend between 5-10 posts over 1-2 months** to drive impactful traffic to your class. Stick to the platforms you already use — some examples are below to spark some ideas!

Post #	Phase + Date	Platform(s)	Concept + Copy
Ex. 1	*Pre-launch* *DD/MM/YYYY*	*Instagram*	*Static Post (Class Thumbnail):* *As some of you may know, I've been [your art form/medium] for [amount of time you've been doing it months, years] and I want to share some of my secrets with you. I'm working with @Skillshare to create a [title of class] class, teaching you how to [what you're teaching them]... and it comes out in 1 week! I can't wait to share it with you all! Drop a [your favorite emoji] if you're ready to learn [what they'll be doing in the class].*
Ex. 2	*Launch Day* *DD/MM/YYYY*	*Instagram, YouTube*	*Video Post (Class Intro Video):* *New class alert: My [title of class] class is LIVE on @skillshare! In this class you'll learn [1-3 takeaways]. Head over to Skillshare to watch my class now! After you watch my class, you can check out thousands of other unique classes from illustration, to photography, to graphic design, and plant propagation and so much more *FOR FREE* for the next 4 weeks! Find all the info you need at the link in my bio.*
Ex. 3	*Post-launch* *DD/MM/YYYY*	*Quora, Reddit*	*Blog/Long-form Post:* *5 Things I Learned Making My Skillshare Class OR 6 Things You Didn't Know About X*

Post #	Phase + Date	Platform(s)	Concept + Copy
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

Tip: Make sure you use your referral link wherever you promote your class. When you use your referral link, new students who sign up for Skillshare will get a 1-month free trial, and you'll earn referral revenue if they decide to purchase an annual membership! Review **Earn Referral Revenue** in our Teacher Help Center to learn more.

Shot List

Use this template to help organize your shots for filming.

Shot #	Angle	Lesson/ Description	Notes & Prep

Tip: Use these abbreviations to mark your shot list: TH (Talking Head, or Wide/Main shot), OH (Overhead), B-roll, etc. Use an asterisk (*) to mark shots that can be cut if necessary.

Scratchpad

Use this space as you wish: sketch out ideas, to-dos, or other notes.

Thinking about simpler ideas for my first class.

Swap Entire Face

I could provide a Godot project with a UV unwrapped, rigged, animated model and base textures. 1 texture for Main, 1 for Face.

Face only has first expression drawn, empty space on the rest of the grid. Layer underneath has the first face copied onto the grid - or do a lesson showing how to do that.

Project is to draw the other faces, import into Godot and set them in the AnimationPlayer.

Model should be a baddie or NPC.

Stretch goal: boil face for shock/anger, etc.

Stretch goal: Unity version.

Stretch goal: Unreal version.

Requirements

A UV unwrapped, textured, rigged, animated model.

Rig according to Unity Humanoid standards, to make stretch goals easier.

Use flat colours in texture to make everything easier.

Keep it low res and low poly.

A Godot scene with the model imported.

Animation player setup.

2 animation players, and tell the one to call the animations on the FacialAnimationPlayer (I have tested this, and it works)

Maybe a scene with a conveyor belt/river with things going past, and the character is reacting to things as they go past.

Maybe you are making a baddie, so a scene with a player (1st person?) and the baddies are reacting to your proximity.

-if baddie:

- Resting face
- I see you face
- Close to catching face (boil?)
- Caught you face?
- If fps: got shot face
- If fps: defeated face

-if baddie animations:

- Idle (Resting)
- Slow approach (I see you)
- Fast approach (close to catching)
- Attack (caught you)
- If fps: got hit (got shot face)
- If fps: dead (defeated face)

Title notes:

Start with a hook, get keywords in early.

Check Google Trends for common keywords

Project:

Provide face_texture.kra file, and uv_layout.png for people to import if they don't want to use Krita.

Provide main_texture.kra (or png) so people can edit that, too.

Link directly to the version of Godot used, so that the student version matches my version.

Upload an example Project to the Project Gallery

Tags:

Focus on specifics. Generalities are covered by title and description

General Video Notes:

- [x] ~~Update the title card so it starts out with curves on the edges~~
- [ ] Update End Card to close gap between lines
- [x] ~~Background Music for bits where I'm not talking~~
- [x] ~~Thumbnails for each video~~
- [x] ~~Think about Lesson titles: quality and consistency~~
- [x] ~~Consistent spacing on slides: especially see you in the next lesson~~

Polishing ToDo:

- [x] ~~Rewrite class description~~
- [x] ~~Visuals for Class Description~~
- [x] ~~Rewrite project description~~
- [x] ~~Make sure project description is very clear about what the project is, and what the student is expected to deliver (texture sheet and screenshots)~~
- [x] ~~Visuals for Project Description~~
- [x] ~~Class Cover Image (720p)~~
- [ ] Upload sample project to project gallery
- [x] ~~Make sure Godot project is in the right state for students to follow along with my class~~
- [x] ~~Write Teacher Profile~~

Exports 23rd April

- [x] ~~Intro~~
- [x] ~~Project Video~~
- [x] ~~Sketching Ideas~~
- [x] ~~Drawing the Idle Face~~
- [x] ~~Making the Grid~~
- [x] ~~Drawing the Rest of the Faces~~
- [x] ~~Exporting to Godot~~
- [x] ~~Adding the Facial Animations in Godot~~
- [x] ~~Link Facial Animations to Body Animations~~
- [x] ~~Technical Things You Need to Know~~
- [x] ~~Conclusion~~