



# Lynda courses for makers

Use video lessons to learn a variety  
of creative skills

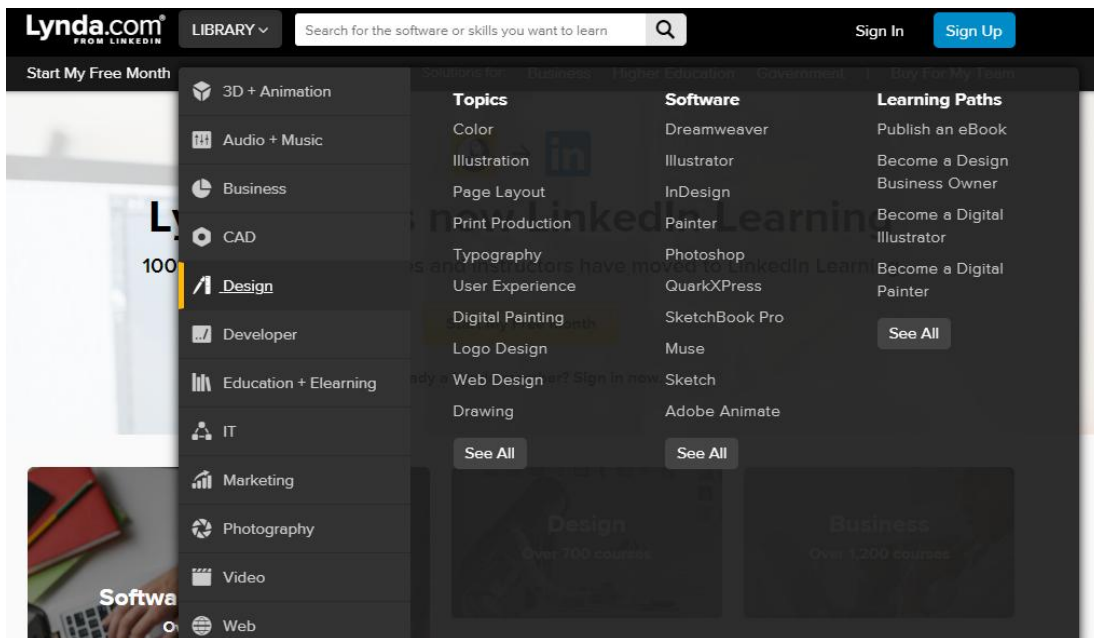


## Finding classes on Lynda

Lynda.com (also called LinkedIn Learning) is a website that offers video lessons on a wide variety of different skills and subjects, including design, business, and computer skills. The lessons are sorted into “courses,” which are a series of short videos which sometimes include downloadable files to practice what the lesson is teaching. You can watch the whole course, or skip to just the videos you want to see. You can watch the videos at your own pace, and can rewind or review parts of the videos as much as you want.

New Haven residents can use Lynda for free with their NHFPL library card. To log in to Lynda, go to <https://nhfpl.org/lynda/> and click on the Lynda.com logo. If you have not made an account before, click on the “Create a profile” button to create one. (Please note that this will also create a profile for you on LinkedIn.) Once you have an account, you can sign in from any computer with your library card.

Lynda offers several ways to find a course on whatever you want to learn.



### Search by keyword in the search bar

If you know what you want to learn, such as how to use a particular computer program, type it in the search bar.

### Browse the library

To browse through courses by subject, hover your mouse over the “Library” button next to the search bar. This will open a drop-down menu which has different subjects on the left, and on the right has more detailed lists sorted by Topic, Software and Learning Paths. Hover over a subject to see the more detailed lists for that subject. You can also click the “See All” button below any of the lists to see more courses in that category.

### Browse by subject

<https://www.lynda.com/subject/all>

To browse through all the subjects available on Lynda, click on the “Library” button next to the search bar. Find a subject you’re interested in, then click on the subject to see all courses on that subject.

<https://nhfpl.org/ives-squared/>

## Learning Paths

<https://www.lynda.com/learning-paths>

A learning path is a collection of several different but related courses on a certain topic. For example, a learning path on digital painting may include an introduction to painting principals, courses on using certain painting software, and courses on specific painting projects to help you practice.

The paths are sorted into categories. Some of the notable categories for makers are:

- 3D + Animation
- Audio + Music
- CAD
- Design
- Photography
- Video

Here are a few of the learning paths that may be most interesting to makers, but there are many more paths in every category. Check out each of the categories to see what other courses are available.

### 3D + Animation

<https://www.lynda.com/learning-paths/3d-animation>

#### **Become a 2D Digital Animator**

Use your creativity and technical skills to bring characters and stories to life as a 2D digital animator. Learn how to go from concept to finished animation, using industry-standard tools and the latest techniques from prominent animators in the business.

#### **Master 2D Animation**

2D animators create the illusion of motion and change via analog and digital media. Beginning with the foundations of animation, learn everything you need to know to get started in 2D animation.

#### **Become a 3D Character Animator**

Channel your creativity and technical savvy to breathe life into simple characters as a 3D character animator. Learn to apply the basic principles of animation and the processes used by professionals to model, rig, and animate characters in digital environments.

#### **Improve Your Vector Illustration Skills**

Vector graphics are used in a wide range of projects, from logos to commercial illustrations, since they can be scaled and never lose their integrity. Learning to use this versatile format is a must-have skill for all graphic designers.

#### **Master Blender**

Blender is a free and open-source graphics application for creating animations, art, visual effects, 3D models, and interactive 3D applications. In this learning path, you can build a basic knowledge of Blender for 3D modeling, texturing, rigging and skinning, sculpting, animating, rendering, compositing, and more.

<https://nhfpl.org/ives-squared/>

## Audio + Music

<https://www.lynda.com/learning-paths/audio-music>

### **Become a Songwriter**

Ready to express yourself through song or improve your songwriting craft? Transform ideas and emotions into melody and prose with this learning path, and explore music theory, songwriting best practices, and tips for managing your songwriting career.

### **Master Audio Synthesis and Synthesizers**

Move beyond the preset sounds on your synthesizer—or just learn the basics of synthesis—with this collection of courses. In this learning path, you can explore the creative and technical aspects of synthesis and sound creation for modern keyboards and synthesizers.

### **Become a Music Producer**

A music producer is an all-in-one engineer, mixer, lyric writer, melody creator, and project manager. It's a dream career for the musically inclined. Start here to learn how to guide the record making process, whether shaping the sound of another artist or creating music for your own project.

### **Become a Recording Engineer**

A modern recording engineer masters analog and digital audio, microphones, signal flow, and capturing audio in all types of locations and for all types of instruments. Discover how to record music professionally on any digital audio workstation, combining traditional and cutting-edge recording techniques.

## CAD

<https://www.lynda.com/learning-paths/cad>

### **Master Additive Manufacturing and 3D Printing**

3D printing is a cutting-edge technology that's changing the manufacturing landscape. It's well suited for rapid prototyping, quick turnaround end-use parts, or even tooling for traditional manufacturing techniques. Begin with the basics, and learn how to design objects and prepare them for 3D printing.

### **Master AR/VR with Unreal**

Unreal Engine from Epic Games is used for real-time visualization and AR/VR applications in almost every industry, moving well past its original use in games. Starting with the foundations, learn what you need to know to get started in AR/VR using Unreal.

(You can use Unreal Engine on the computers in the Tinkerlab!)

### **Advance Your Skills in Rhino**

Successful product designers combine inspiration and skills from a variety of disciplines. Beginning with foundational concepts in design, learn the design processes to create and visualize physical products.

(You can use Rhino 6 on the computers in the Tinkerlab!)

### **Master Reality Capture with 3D Scanning**

3D modeling draws on many things, from ideas you carry to objects in the real world. It can be challenging to rely solely on physical measurements, which is where 3D scanning comes in. Learn how to use two of the leading methods for reality capture—photogrammetry and laser scanning—as you bring the real world into your designs.

<https://nhfpl.org/ives-squared/>

## Design

<https://www.lynda.com/learning-paths/design>

### **Become a Digital Illustrator**

Bring your illustration talent into the digital realm and discover how to create art for advertising agencies, design studios, and the entertainment industry. In this path, you'll learn to create logos and illustrations using today's best design software for digital illustrators.

### **Become a Graphic Designer**

Graphic designers create visual concepts that inspire, inform, and transform. Use industry-leading tools to build innovative design projects and discover the skills needed to become an in-demand visual thinker and communicator.

### **Design a Logo**

Ensure the logos you create reflect both an understanding of design and the polish of a trained eye. Designers can make logos more valuable to clients by learning to focus on what counts and expressing that in their work. Get ready to pick up the must-have skills needed to make great logos.

### **Become a Digital Painter**

Whether you are a traditional painter looking to transition to digital work or you have never picked up a brush, learn the essential concepts and skills you need to become a digital painter.

(You can use the library's Wacom tablets to draw on the computers in the Tinkerlab!)

### **Publish an eBook**

Ready to break into the publishing industry? Whether you are interested in the book or periodical industry, as a self-published author or a traditional publisher, you can get the skills you need to oversee the production and distribution process.

## Photography

<https://www.lynda.com/learning-paths/photography>

### **Become a Photographer**

Whether you're a hobbyist, enthusiast, or an aspiring pro, discover the tools and best practices you need to take professional, high-quality photographs. This learning path teaches the basics of photography, including composition, lighting, and exposure.

### **Improve Your Mobile Photography Skills**

This learning path can help iOS users understand how to get the most out of your photo-related tools. Go beyond the Camera app and learn how Lightroom for mobile can improve your photos and workflow. For extra inspiration, learn more about using Instagram or creating composite illustrations from photos with Adobe apps.

### **Become a Photo Retoucher**

Use high-end retouching techniques to transform images and make portraits shine. In this path, you'll learn to do (and not overdo) retouching with a variety of techniques in Photoshop and Lightroom, as well as explore your talents and preferences as a photo retoucher.

(You can use Adobe Photoshop and Lightroom on the computers in the Tinkerlab!)

## Video

<https://www.lynda.com/learning-paths/video>

### **Become a Video Editor**

Get the skills you need to become a professional video editor. Using today's best digital tools, you'll get a solid foundation in everything from story structure and editing techniques to video compression and color correction.

### **Become a Motion Graphics Artist**

Take graphic design to the next level using motion. Learn how to use visual effects, animation, and cinematic techniques to bring designs to life. Discover how to develop innovative ideas for moving content and make products engaging and exciting as a motion graphics artist.

### **Master After Effects**

After Effects is one of the most important tools in the motion graphics industry. This path helps you get started from square one, and learn the essentials of the software—establishing a foundation to lead you to intermediate and advanced techniques.

(You can use Adobe After Effects on the computers in the Tinkerlab!)

### **Improve Your Lighting Skills**

Being a video professional means getting a professional look on your shoots, and good lighting can make or break the quality of your shots. The courses in this path cover a range of lighting situations that video creators will need to master to take their work to the next level.

## Using Lynda with Tinkerlab Equipment

In the Tinkerlab at Ives Squared, we have a variety of equipment and software that patrons can use for free with their library card, including 3D printers, a laser cutter, Wacom tablets, and the entire suite of Adobe Creative Cloud programs. We offer beginner classes on how to use some of the equipment, but there is a lot more to learn. Here is a selection of courses to help you learn to make the most of our resources.

### 3D Printing

<https://www.lynda.com/3D-Printing-training-tutorials/6343-0.html>

When you take a certification class to use our 3D printers, we'll cover the basics on how to use it. If you want to improve the quality of your prints, try one of these:

- Additive Manufacturing: Optimizing 3D Prints
- Additive Manufacturing: Troubleshoot 3D Prints

If you want to learn to make your own 3D models to print, here are courses on two types of software you can use:

#### TinkerCAD

<https://www.lynda.com/Tinkercad-training-tutorials/5945-0.html>

TinkerCAD is a browser-based computer-aided design (CAD) program that you can use for free from any computer connected to the internet, even at home, by going to <https://www.tinkercad.com/>. It's a great place to start for making simple models or edits. TinkerCAD has some interactive tutorials built into the website, or you can try one of these courses on Lynda:

- Learning Tinkercad
- Designing a Replacement Part using 3D printing

#### Rhino

<https://www.lynda.com/Rhino-training-tutorials/302-0.html>

Rhino 6 is a 3D computer graphics and CAD program, which is available to use for free on the computers in the Tinkerlab. There are many possible applications for it, but here are a few courses that would be most helpful for designing models to 3D print:

- Rhino 6 Essential Training
- Rhino: File Management and Prototyping
- Rhino: Analysis and Modeling Techniques

### Laser Cutter

When you take a certification class to use our laser cutter, we'll cover the basics on how to use it. If you want to learn more about how to design projects for it, try watching a course on designing vector graphics in Adobe Illustrator, or watch the course Laser Cutting: Design for Fabrication.

<https://www.lynda.com/Illustrator-tutorials/Laser-Cutting-Design-Fabrication/5019801-2.html>

## Adobe Photoshop

<https://www.lynda.com/Photoshop-tutorials/279-0.html>

If you are new to Photoshop, start with Photoshop 2020 Essential Training: The Basics.

Depending on how you intend to use Photoshop, one of these might be a good choice for your next step:

- Photoshop 2020 Essential Training: Photography
- Photoshop 2020 Essential Training: Design
- Drawing and Painting in Photoshop

## Adobe Illustrator

<https://www.lynda.com/Illustrator-training-tutorials/227-0.html>

If you are new to Illustrator, start with Illustrator 2020 Essential Training.

Depending on how you intend to use Illustrator, one of these might be a good choice for your next step:

- Drawing Vector Graphics
- Logo Design: Techniques
- Creating Illustrator Infographics
- Illustrator: Coloring Artwork

## Adobe Premiere Pro

<https://www.lynda.com/Premiere-Pro-training-tutorials/287-0.html>

If you are new to Premiere Pro, start with Premiere Pro 2020 Essential Training.

Depending on how you intend to use Premiere Pro, one of these might be a good choice for your next step:

- Green Screen Techniques for Video and Photography
- Creative Video Editing Techniques
- Delivering Video in Web Experiences
- Repairing and Enhancing Video

## Adobe Lightroom

<https://www.lynda.com/Lightroom-training-tutorials/450-0.html>

If you are new to Lightroom, start with Lightroom Classic CC Essential Training.

Depending on how you intend to use Lightroom, one of these might be a good choice for your next step:

- Lightroom: Get Professional Results
- Lightroom for Faces
- Creating Panoramas with Lightroom
- Using Lightroom and Photoshop Together



## Wacom Tablets

<https://www.lynda.com/Wacom-training-tutorials/1272-0.html>

The Tinkerlab has a number of Wacom drawing tablets, which allow you to make drawings on a computer by drawing on the tablet with a special pen. If you want tips on how to use it, try watching the Wacom Essential Training course.

There are also more courses on how to use a Wacom tablet with different design programs, such as:

- Using Wacom Tablets with Photoshop
- Using Wacom Tablets with Lightroom Classic CC 2015
- Illustrator: Using Wacom Tablets

## Unreal Engine

<https://www.lynda.com/Unreal-tutorials/8244-0.html>

Unreal Engine is a 3D creation software that was originally designed for building video games, but is now also being used for a variety of other applications. You can use it on the computers in the Tinkerlab, or download it for free from <https://www.unrealengine.com/>. Start by watching Unreal Essential Training, then try one of these courses to see what else it can do:

- Unreal: Architectural & Industrial Visualization
- Unreal Engine: Product Visualization
- Introduction to AR with Unreal and Xcode for Developers

## Audacity

<https://www.lynda.com/Audacity-training-tutorials/1432-0.html>

Audacity is an open source audio editor and recorder that you can use on the computers in the Tinkerlab, or download for free from <https://www.audacityteam.org/>. Try these courses to learn how to use it:

- Learning Audacity
- Audacity: Cleaning and Repairing Audio
- Producing Podcasts

## CNC Router

A CNC (Computer Numerical Control ) router is a machine that carves into wood and other materials with a drill bit. The Tinkerlab has a simple desktop CNC router, which we offer certification classes for. The class covers everything you need to know to use our simple machine, but if you're interested in learning more about CNC machines, how they're used in industrial settings, and how to design projects for them, try one of these courses:

Introduction to Mill and Lathe Operation

<https://www.lynda.com/CAD-tutorials/Introduction-Mill-Lathe-Operation/5030973-2.html>

G-Code Programming for CNC Foundations

<https://www.lynda.com/G-Code-tutorials/G-Code-Programming-CNC-Foundations/639060-2.html>

Learning Fusion 360 CAM

<https://www.lynda.com/Fusion-360-tutorials/Learning-Fusion-360-CAM-REVISION/2282150-2.html>