



SkillsFuture@PA Basic 3D Modeling with Blender

Objective:

In this course you will learn the basics on how to get from 2D draft drawing/concept art to a 3D model along with an introduction to realistic material and lighting implementation.

The program you will be learning to use is free so you can go home and use it immediately right after the lesson.

This is a must-go-through course before going in to more advance Blender courses like Architectural Interior Design with Blender or 3D Character Animation with Blender.

Course Outline

MODULE 1 Getting Blender ready for use: User Preferences

1. Getting Blender ready for use: User Preferences
2. Editing: Input: Add-On Installation Process
3. File Linkage Settings
4. Getting Blender ready for use: Main Interface
5. Render Inspector
6. Color Grading Settings
7. Camera Lens Settings
8. Navigating and cleaning up the Blender interface

MODULE 2 Understanding the 3 Axis: Transforming: Rotating: Scaling

1. Exploring some of the Primitives in Blender
2. How to duplicate in Blender
3. Understanding the Shortcuts in Blender.

MODULE 3 Exploring Core Modeling Concepts

1. Box Modeling
2. Edge Extrusion
3. Symmetry Modeling
4. Vertex Tweaking
5. Start modeling an item

MODULE 4 Final Modeling touch up

1. UV Unwrapping your model
2. Texturing your model
3. Exploring lights in Blender
4. Exploring High Dynamic Range Imaging in Blender
5. Basic Rendering Setup
6. Exploring more interesting advance rendering techniques.

12 hours