3D Blender for Design

Overview

This course teaches the basics of 3D Art through 3D Blender software giving students the ability to integrate 3D elements in their artworks. The course is suitable for beginners or 2D designers who want to use 3D to create their designs and artworks.

Duration: 11 Classes / weekly

Contents

Class 1   Introduction

- Intro To Blender Interface
- Basics Of Modeling

Class 2   Modeling

- Intro To Dynamic Modeling

Class 3   Texturing

- UV Unwrapping
- Mapping
- Texture Shading

Class 4   Lighting

- Studio and Environment lighting

Class 5   Rendering

- Rendering
- Exporting and render passes
- Compositing

Class 6-8   Demonstration Project

- Step by step 3D project

Class 9-11   Final Project

- Final project modeling feedback
- Project texturing and shading feedback
- Lighting and finalizing feedback

Grades
Grades will be mainly focused on discussions, practical exercises, and case studies.

Attendance
It is expected to be attending in the class the whole course however one absence only is allowed.