



[WWW.ELEGANT-TRAINING.AE](http://WWW.ELEGANT-TRAINING.AE)



### For whom is the course for?

**This course is suitable for**

- BEGINNERS
- 3D ARTISTS
- 3D MODELLER
- GAME MODELERS
- PRODUCT DESIGNERS
- 3D VISUALISERS

### Pre-requisites

Basic understanding of 3D is enough to learn this course.





About

## BLENDER COURSE

Blender is a free and open-source 3D computer graphics software tool set used for creating animated films, visual effects, art, 3D-printed models, motion graphics, interactive 3D applications, virtual reality, and, formerly, video games.

**Blender is released under the GNU General Public License or “free software”.**

This license grants people a number of freedoms:

- You are free to use Blender, for any purpose
- You are free to distribute Blender
- You can study how Blender works and change it
- You can distribute changed versions of Blender

### Features of blender software

- 3D modelling
- UV mapping
- Texturing
- Digital drawing
- Raster graphics editing
- Rigging and skinning
- Fluid and smoke simulation
- Particle simulation
- Soft body simulation
- Sculpting
- Animation
- Rendering
- Motion graphics
- Video editing & compositing

### System Configuration needed

- i5 processor or above
- Minimum 8 GB RAM
- Minimum 250 GB SSD/HDD
- Mac/Win 10 or 11 Operating system
- Minimum 4 GB Nvidia/AMD Graphics

### Get Software from:



<https://www.blender.org/download/>



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# Brief Contents



## BLENDER MODULES

- Introduction to BLENDER
- Working with interface of software
- Working with Menu bar
- Understanding Navigation
- Learning Modelling
- Understanding Pivot, Snap & Proportional editing
- Better understanding on viewports
- Learning Edit mode tools- Extrude, Bevel, Inset, Loop cut, Bridge...
- Duplicate, Instancing, Subdivide & shade smooth
- Modifiers(Gen)-Array, Bevel, Mirror, Screw, Skin, Solidify & Subdivision
- Modifiers(Deform)-Curve, Lattice, Simple deform, Wave, Displace..
- Materials-Textures, PBR's, Environment textures, Procedural Textures
- Animations-Basic, Keyframe
- Physics-Cloth, Collision, Rigid Body & Fluid
- Rigging
- Working with Lights
- Working with Camera
- Rendering





## CONTACT US

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