

Blender Course

This Blender course provides an introduction to 3D design using Blender. Learn key aspects of 3D design including modeling, animation, texturing, lighting, and scene composition. The course begins by guiding you through starting a new project, importing models, and organizing objects using the Outliner. Learn to manipulate objects and cameras in 3D space, apply materials and textures, and build models from 2D images. The course also covers essential animation skills, lighting setups like 3-point lighting, and the application of modifiers for efficient workflow.

You will also learn more advanced concepts such as basic sculpting for creating detailed models, and exporting scenes for external use in this Blender class. This course is designed for anyone interested in 3D design, whether you're new to Blender or looking to expand your skills. By the end of the course, you'll have the tools and knowledge to create 3D scenes for a wide range of uses.

Starting a New Blender Project

Learn the basics of Blender's interface and create a Blender project. Get an introduction to Blender's environment and develop an understanding of its layout and toolset.

Importing Models into Blender

Learn how to bring external 3D models into Blender, which is used when importing pre-built assets or collaborating on projects.

Manipulating Objects and Camera in 3D Space

Discover how to move, scale, and rotate objects in 3D, as well as control camera positioning for precise scene composition. Object manipulation is a foundational skill for creating realistic or imaginative scenes.

Using the Outliner to Organize Objects in a 3D Scene

The Outliner helps you keep track of all objects in your scene, ensuring organization and effective project management.

Creating and Applying Materials to Objects

Learn how to assign different surface properties to objects such as color, gloss, or transparency.

Modeling a 3D Object from a 2D Image

Convert 2D images into 3D models as you create models based on illustrations, logos, artwork or blueprints.

Apply 2D Images to the Surface of 3D Objects

Discover how to map 2D images onto 3D surfaces to add detail without increasing model complexity.

Texturing Objects

Learn to enhance your 3D models with realistic or stylized textures. Texture application is essential for making objects look realistic.

Lighting Setups and 3-Point Lighting

Find out how to apply lighting to create realistic 3D renders, including the classic 3-point lighting technique for balanced illumination.

Animating in 3D Space with Moving Objects and Cameras

Bring your 3D scenes to life by learning to animate objects and cameras. Animation skills are valuable for creating dynamic scenes used in video, games, or presentations.

Modeling Objects, including Basic Sculpting

Explore both traditional and sculpting techniques to create organic shapes or hard-surface models. Sculpting is especially important for detailed character creation.

Applying Modifiers

Discover how to use Modifiers for non-destructive editing of objects. Use Modifiers for testing designs quickly without altering the original mesh..

Creating and Applying Materials to Objects

Explore materials in greater detail as you learn to build complex shaders, simulate different surfaces with material application.

Exporting Scenes

Learn to export scenes for use in other applications, whether for rendering, animation, game development, or sharing your work.

[Find dates and register for this Blender course online.](#)

Custom and private Blender classes

This Blender course is available as a private class. Curriculum can be customized for your specific needs. Blender classes can be delivered at your location, online, or in our classrooms. For more information, call 781-376-6044 to speak with a training consultant or [contact us](#).