Blender Project Group

Thursdays, 12:40pm – 1:20pm

Instructor Info

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Course Overview

Welcome to the Blender project group. Blender is the free and open source 3D creation suite. It supports the entirety of the 3D pipeline – modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation.

Course Expectations

- Absences: Notify Amy or Annie if you will not be able to make a meeting, text or email.
- Respect everyone: stay off your cellphones unless necessary
- Come prepared: bring your laptop to every class

Requirements:

1. **Laptop** that can run Blender

Point System

- You have the opportunity to earn a maximum of 100 points in this course

Attendance: 3 points each week = 42 points max
Assignments: 2 points each week = 14 points
Model Project: 44 points

Course Structure

- You will learn about the basics of Blender
- You will make a model of a real-world object in Blender

Course Schedule

Week	Subject	In Class Assignment
1 (8/29/18)	Interface introduction	Download blender
2 (9/5/18)	Moving, rotating, scaling, hot keys	Grid
3 (9/12/18)	Edit mode and modeling	Grid 2
4 (9/19/18)	Simple chair example	Complete chair model
5 (9/26/18)	Detail simple chair	Complete detailing
6 (10/3/18)	Mushroom example	Complete mushroom model
7 (10/10/18)	Texture, Material, Lighting	Texture chair and mushroom model
8 (10/17/18)	Start personal model	Come up with model idea
9 (10/24/18)	Personal Model	Continue model
10 (10/31/18)	Personal Model	Continue model
11 (11/7/18)	Personal Model	Continue model
12 (11/14/18)	Personal Model	Continue model
13 (11/21/18)	Personal Model	Continue model
14 (11/28/18)	Finish personal model	Finish Model

Final Project
- You will be making a model of any object you like
- We will go over the specifications and requirements later in class