Blender 3D – Advanced Techniques

Course code: BLEND2

This course offers a significant extension of knowledge Blender 3D for participants who are already familiar with the basics of using this program. Participants can select themes from the predefined area, those that interest them, and these, according to the time schedule of the course will discuss the desired depth. The course is thus designed primarily due to a huge breadth of options Blender 3D. The course is not just discussing the various functions, but also the procedures and tips on how to use the tools and to manage in practice.

Who is the course for

The course is designed for intermediate users Blender 3D.

Required skills

Knowledge in the range of the basic course Blender 3D.

Course outline

Themes that will be the focus during the course:
- Modeling – advanced tools, preparation for 3D printing, for games, film
- Modifiers
- Sculpting
- Texturing, texture painting
- UV editor
- Rigging – building skeletons of the characters and their interconnection with network models
- Animation – characters, objects
- Particle systems
- Simulation of liquids
- Simulation of fire, smoke
- Simulation of Solids
- Cloth simulation
- Hair – combing, rendering
- Advanced materials – skin rendering, volumetric materials
- Fusing textures
- Game engine
- Video editing
- Motion Tracking – tracking cameras from the video, the combination 3D with video
- Scripting