



Blender Advance Motion Graphics Workshop

This course provides an overview of modeling, animating, and rendering 3D graphics in the open-source software Blender. Blender is a free and open-source 3D computer graphics software tool used for creating animated films, visual effects, art, 3D printed models, motion graphics, in game 3D assets for unity and unreal projects. This course will guide you through complete projects to level up your skills and inspire you to create more complex animations. With nodes system, inverse kinematics, realistic texture and create motion graphics centric 3D worlds. Bring your creative Ideas from design to finished projects using Blender. Designed by designers for designers. Instead of being offered over 3 consecutive days, the class is divided into 6 classes of 3 hour seminars to allow working professionals to take the course without interrupting their busy schedules.

Who Should Attend

This class is designed for those who already have a basic working knowledge of Blender or 3D platform and who want to extend their skills in 3D graphics by learning Blender's powerful 3D tools. Used for creating animated films, visual effects, art, 3D printed models, motion graphics and game 3D assets.

Prerequisites

- Knowledge of OS X and basic computer navigation
- Knowledge of other animation apps like Blender, Cinema4d, After Effects, Maya will be an asset.

COURSE OUTLINE

Blender 3 interface and modeling revision

- Extrude and joining objects
- Bevel, Inset, Loop cut & Edge Loops
- Model with mirror, subdivision, solidify modifiers • Object masking

Keyframes and Channels

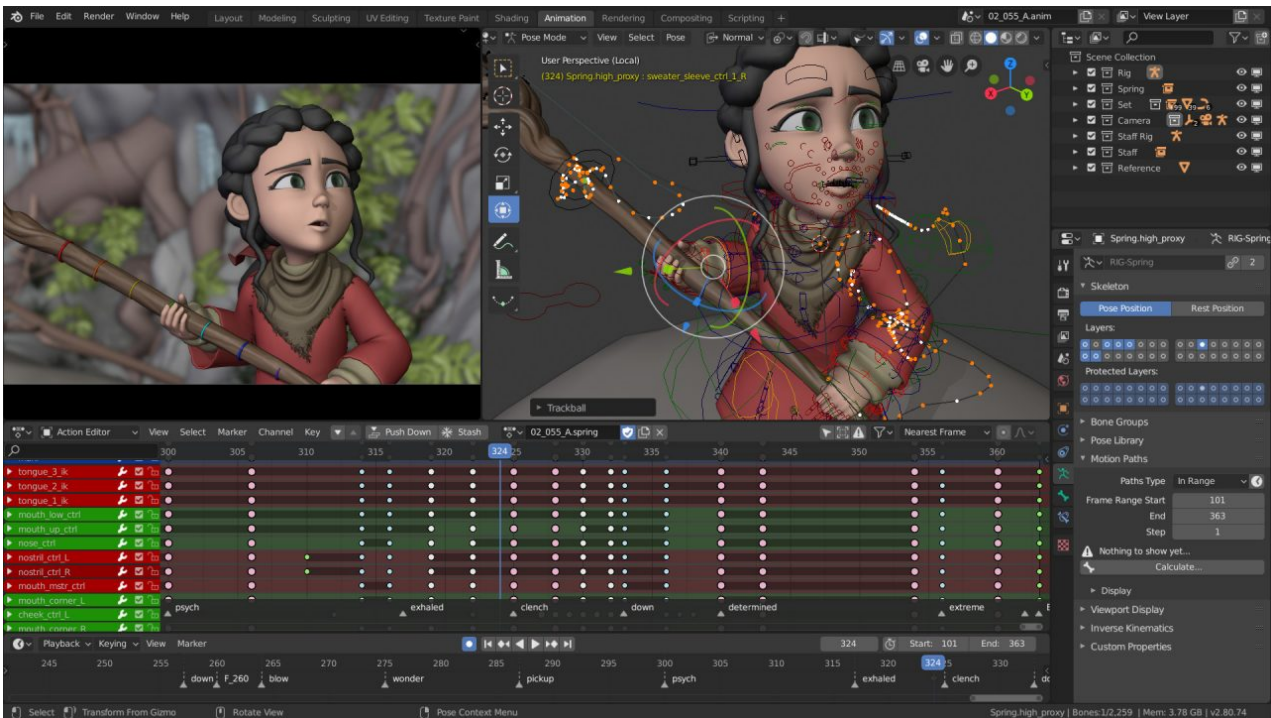
- Timeline Preferences
- Dope Sheet Overview
- Graph Editor and Interpolation
- Using modifiers with camera paths to animate • Keyframing characters using armature

Fundamentals of Rigging

- Anatomy of an Armature
- Bone Tools
- Understanding bone constraints
- Weight Painting Tools and Settings • Weight Painting overview
- New feature : Geometry Nodes

Power of Geometry Nodes

- Nodes animations
- Recreating C4D Cloner effects
- Create an rocky environment using nodes • Exploding Title animations
- Creating 3D broadcast bumper • Project Description :
- Create from scratch a 10 sec bumper with LED panel in a 3D studio setting, • Lighting the scene
- Dynamic camera animation
- Render Output



How to Register

Check [Fatbars Website](http://www.fatbars.org) for a list of courses available for registration.

How to Pay

For your convenience, you can choose from a range of payment methods.

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- Bank Transfer - You can bank transfer to our HSBC account. Just send us the bank transfer receipt and we will send you a receipt.
- By Cheque - You can deposit your cheque into our HSBC account or mail by post to Fatbars Office. Once the cheque clears, we will issue you a receipt. Please give at least 3 days to clear the cheque.
- If you need an official quotation or invoice for your company, let us know and we will email them to you asap.

Contact Us

If you have any questions regarding this course or any other training we offer, let us know. Help us help you achieve your goals. Here is our number and email. For all the latest updates and our location, please visit our website at www.fatbars.org.

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