



### **Blender Beginner Motion Graphics Workshop**

This course provides an overview of modeling, animating, and rendering 3D graphics in the open-source software Blender. Beginning with a tour of the Blender interface, learn how to create and edit basic objects, work with modifiers and subdivision surfaces, and apply materials and textures. Working with Adobe illustrator file into Blender. The course learns basic lighting 3D scenes, setting up and using cameras, shape animations and cloth simulations. 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 working knowledge of any graphics 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 Cinema4d, After Effects, Maya will be an asset.

#### **COURSE OUTLINE**

##### Blender 3 Fundamentals

- Introduction
- Navigation in Blender Interface
- Multi-object editing
- Object Select and transformation
- Adding and deleting
- Layers organization using collection

##### Modeling

- Creating meshes
- Object vs Edit Mode
- Subdivision surface
- Extrude and joining objects
- Loop cut & Edge Loops
- Bevel and Knife
- Model with modifiers
- Importing movies into 3D scene

##### Working with Adobe illustrator's SVG file

- Better exporting SVG from illustrator or vector based applications
- Cleaning up SVG curves in Blender
- Curves extrusion and joining
- Converting curves to meshes

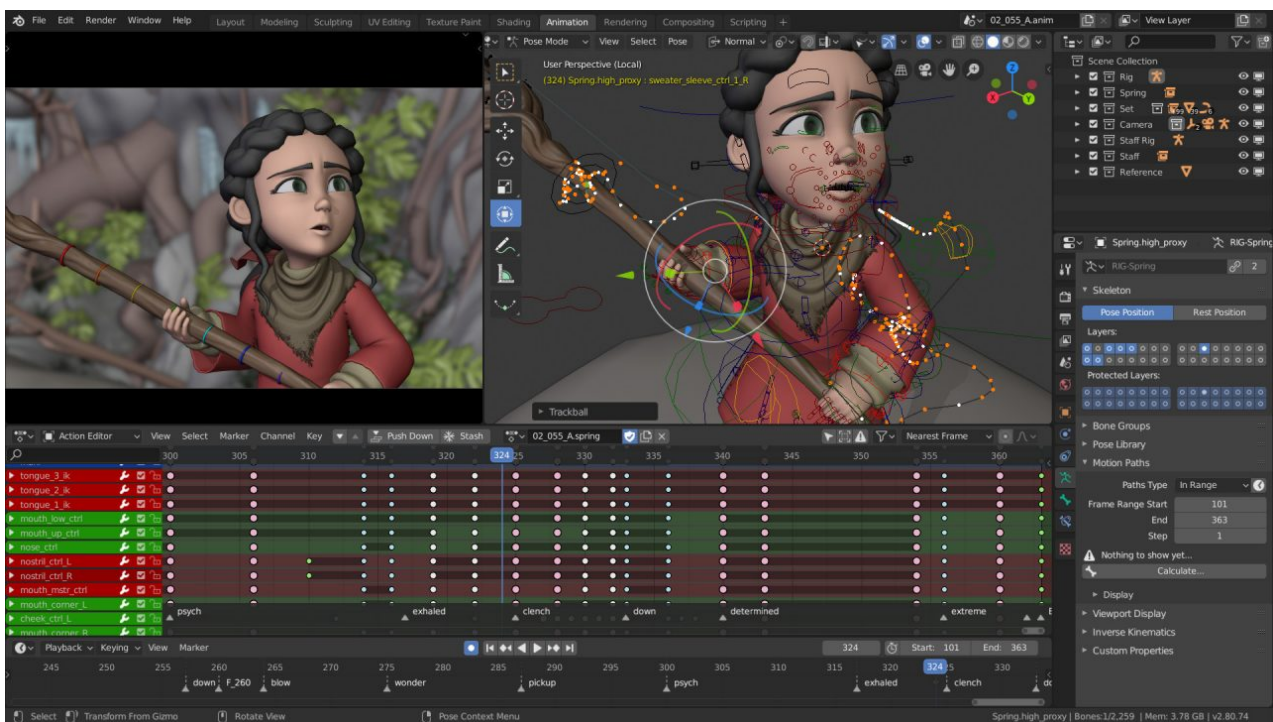
##### Shading and Texturing • Cycles shaders

- Cycles nodes
- Creating materials
- Creating reflections and refractions • Texturing introduction
- UV Unwrapping
- Generated Textures
- Displacement mapping

##### Animation

- Keyframes

- Editing Timeline
- Dope sheet
- Graph Editor
- Path animation
- Camera follow path
- Basic Character rigging



## How to Register

Check [Fatbars Website](#) for a list of courses available for registration.

## How to Pay

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

- Pay Online - Pay with your visa or mastercard instantly at our eSHOP
- 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](http://www.fatbars.org).

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