



Blender Game Asset Creation Workshop

Aimed at beginners - or people who are new to Blender - this hands-on workshop will bring you all the way from learning to model and optimize your 3D models in Blender, to importing your own game assets in popular game engines like Unreal and Unity. 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.

Learn how to bake your texture and lighting, remeshing your 3D scans into usable real time game assets. This course will guide you from bringing your ideas from concept to export ready 3D models and armature. 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 have a basic working knowledge of 3D platforms.

Prerequisites

- Knowledge of basic computer navigation
- Knowledge of other apps like Cinema4d, After Effects, Maya, Unreal, Unity will be an asset.

COURSE OUTLINE

Blender 3 Fundamentals

- 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
- UV Unwrapping
- Repairing objects normals

Texturing

- 3D Painting Setup
- Multi Layered painting
- Realistic texture painting
- Baking Setup
- Baking ambient occlusion, normals and base colors
- Baking multiple UV maps
- Baking all layers in one

Fundamentals of Rigging

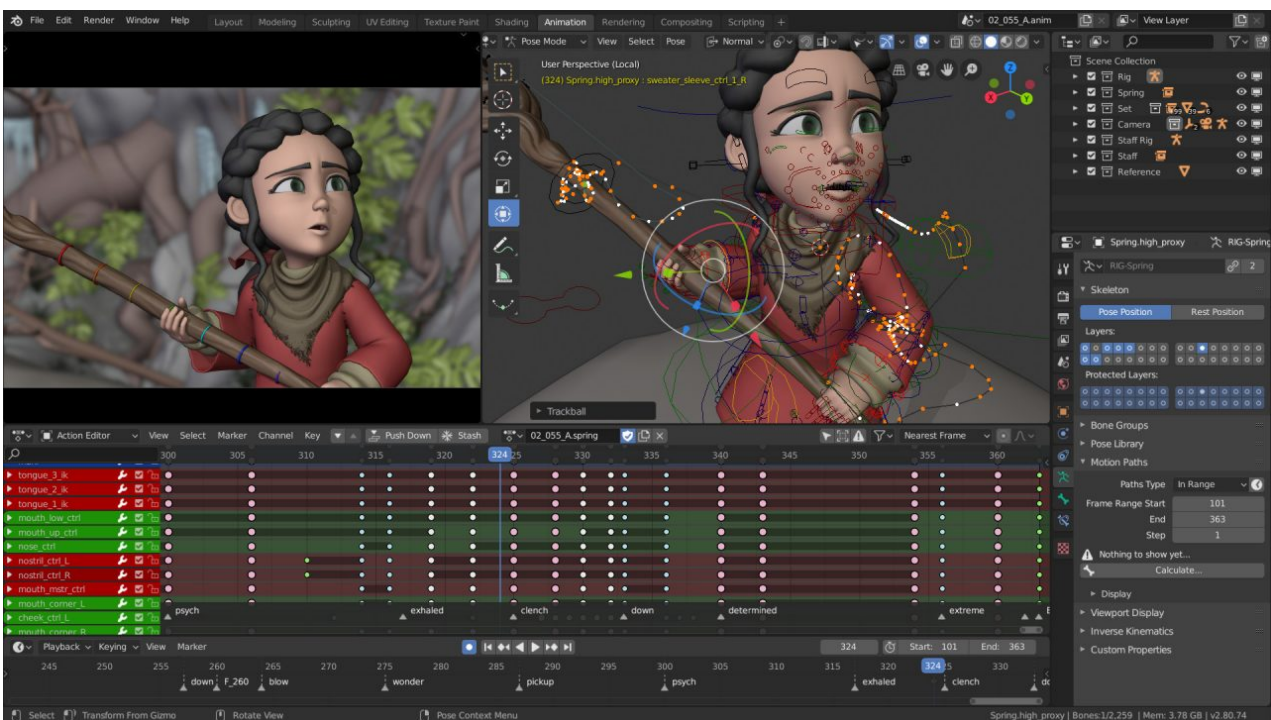
- Anatomy of an Armature
- Bone Tools
- Understanding bone constraints
- Weight Painting Tools and Settings • Weight Painting overview

Optimizing 3D scans objects

- Transferring high details texture to low poly models
- Importing 3D character
- Budget your polygons

Exporting as OBJ and FBX and other formats

- How to check your 3D model
- Importing into Unreal Engine
- Importing into Unity



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.

- 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.

Email : training@fatbars.org • Telephone : 852-64383480