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Sign up

Blender 3D training

3 days (21 hours)

Presentation

Blender training will enable you to master this free, open-source 3D creation software. This tool will enable you to create 3D visualizations with VFX shots, animations and video editing.

During our course, you'll be able to master Blender's various functions, including modeling, animation and rendering. The tool can also be used for television programs, feature films and even video game elements.

Enrich your skills and knowledge with our training courses and carry out your digital projects efficiently. You'll be able to manage the various stages of 3D production to get the job done. Our Blender training will make you productive in your work tasks.

Our training course will be presented with the latest version of Blender 3.3.

Objectives

- Mastering the basics of Blender
- Creating video game assets with Blender
- Modeling and compositing of 3D scenes and still images
- Creating a video montage

Target audience

- Graphic designers
- Video editor
- Designers
- Architects

Prerequisites

- Proficiency in graphics tools
- Knowledge of the digital environment

Blender 3D Training Program

Introduction

- Introduction to Blender 3D
- Software installation
- Discover splash screens
- Workspace and window management
- Motor change
- Using references

Control of essential functions

- Detecting different types of objects
- Saving a file
- File classification with Outliner
- Set user preferences
- Online help and documentation

Managing the 3D view

- Navigating the 3D view
- Locking the view center on an object
- Activating different views
- Adapt 3D view appearance (background color, visible markers)
- Switch between global and local views
- Layer control for scene display

Interacting with Object mode

- Creating an object
- Moving an object
- Modifying an object
- Set object transformation coordinates to zero
- Add a rotary effect to the object
- Creating single or linked copies
- Using the Interactive Mirror

Curve creation and editing

- Changing curve resolution

- Extend curve types
- Using a Bevel object
- Attenuating the effect with a Taper object
- Curve characteristics
- Modifying the shape of a curve in Edit mode

Mesh creation

- Adjusting normals
- Automatic passage of a new primitive in Edit mode
- Wireframe mesh creation
- Mesh elements
- Extending the list of primitives
- Parameterizing a primitive

Modifiers

- Adding a modifier
- Copy a modifier
- Delete a modifier
- Modifying a modifier
- Changing the order of modifiers
- Add category modifiers

Mesh modification

- Using proportional editing
- Setting up a vertex, face or edge
- Access to selection modes in Edit mode
- Creating points
- Mesh sectioning
- Making a mesh symmetrical
- Introducing edge loops with Loop Cut

Animation

- Creating animation keys
- Viewing an animation
- Adding a modifier to an animation curve
- Editing animation curves with Graph Editor
- Merge actions into one
- Automatic key addition

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology or to

acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.