Blender Training : 3D Animation

Introduction

Introducing Blender

Download / Install Blender

Presentation of the interface

Homepage

Outliner window

Properties window

Time window (timeline)

Information Bar

The universal search tool

Customize your Blender interface

Getting started

3D concept

Steps of creating a 3D scene

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Modeling: Playing with objects
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Transformation tools

Introduction to modeling

Modeling tools

Convert object types

Crease tool

Curves objects

Practical Workshop: Creating New Objects in Blender

Practical workshop: Performing the basic operations on objects

Creation of materials

Modifiers overview

Modifiers (Bevel, Mirror, Array, EdgeSplit, ….)

Practical Workshop: Editing Objects Using Modifiers

Animation

Key Images

Using the DopeSheet Editor

Animation constraints

Interpolation modes

Practical Workshop: Making a Basic Animation

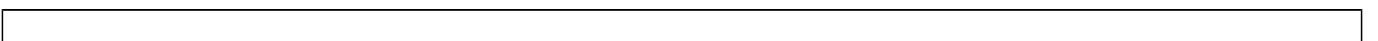Practical workshop: create an animation with interpolation

Rendering

Define the right framing

Choose the right moment

Choose lighting

To take a picture