


Overview

Welcome to the **Introduction to Blender** course.

This three-day course is a beginner level course for anyone interested in learning how to create 3D art and assets with Blender. This course will introduce the learner to the **Blender 3D software application**.

The learner will be introduced to the basic concepts of working in 3D, and then taken through the steps of a general 3D scene workflow. During the course all the relevant aspects of creating a 3D scene, as well as the relevant theory, will be covered. This includes **Modelling, Sculpting, UV mapping, Materials, Lighting, Scene setup and composition, Animation** (Rigged and keyframe) and **post processing**. The course will also cover the use of the Eevee real-time rendering engine. Toward the end of the course an overview of low poly modelling will be covered to explain the workflow of creating game engine ready assets. By the end of this course the learner will be able to **plan, design** and **execute** their own 3D scenes at a n industry acceptable level.

Features and Benefits

1. Blender is becoming a big player in the 3D industry, and has seen an increase in usage in a vast range of industries, from automotive design and medical rapid prototyping, to the film and game industries.
 2. In the last decade it has moved from being the open source hobbyist toy, to a production-ready toolkit that is enjoying investment from the likes of Amazon, Microsoft, Facebook, Unity, Unreal, Ubisoft and nVidia. It still provide you with a Microsoft Certificate of Completion of your course.
 3. Software is free to use.
 4. Learners will gain confidence in their skill to do 3D design.
 5. Take full advantage of our new **Hybrid Learning** by attending on **campus** or **virtually**. Have all your classes ready to be **downloaded** and **watched**, anytime, anywhere.
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6. Attendees will **gain confidence** and enhance their practical skills and knowledge in this field.

Course Outline

- Module 1:** Introduction to Blender and the User Interface
- Module 2:** Modelling and Sculpting
- Module 3:** Textures, shading and UV mapping
- Module 4:** Animation in Blender
- Module 5:** Working with particles and Fluid simulations
- Module 6:** Lighting techniques
- Module 7:** Production and Viewport rendering
- Module 8:** Working with Grease Pencil
- Module 9:** Extending Blender with Add-ons

Duration

In Class/Virtual Class, Hybrid Learning

3 Days (08:30 – 16:00) Classes are presented via our **Hybrid Learning** allowing learners the **flexibility** to attend on campus or in the comfort of their home or workplace.

Payment Options

Full course fee payable upfront or apply for our 3 Month Finance Option (Deposit R2000 upfront, 3 Months' payment terms)

An **additional fee** is payable for accredited courses & exam vouchers.

What you get

On completion the learner will earn:

- **Certificate of Completion** from **The CAD Corporation**

Note: All certificates are electronically issued.

Outcomes and Objectives

Upon completion of this course, learners will have acquired these skills

- Basic modelling and sculpting techniques
- Bringing your ideas to life with textures and UV mapping
- Animating your models
- Following production lighting techniques
- Different rendering techniques, including working with the realtime rendering engine, Eevee
- Exporting to Game Engines
- Working with the updated and versatile Grease Pencil tool
- Compositing with Blender
- Creating amazing special effects with Particles and Fluid Simulations