Blender, mastering 3D creation

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DPIC-63   4 Days (28 Hours)

Description

This training will allow you to master the advanced aspects of 3D object modeling. You will discover new animation modes and learn how to create new textures and new renderings. You will produce video editing of your animations and discover the very powerful Python scripting language.

Who is this training for ?

For whom

Architects, builders, draftsmen, designers, engineers, design office managers.

Prerequisites

Aucune

Training objectives

- Create new textures and new renderings
- Animate an object via the armature system
- Master physical simulations
- Produce video editing of your animations
- Apply Python scripts to 3D modeling

Training program

Modélisation avancée

- Using loops.
- Topology and retopology.
- Modifiers: Decimate, Boolean, Multiresolution, Skin, Displace.
- Practical work Create one model on top of another.
- Reshape an area of ??the model with a "brush".

Le Sculpt Mode

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We are at your disposal : De Lun - Ven 09h00-18h00

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- Sculpting tools.
- Customizing brushes.
- Creating a brush from a volume.
- Baking of Normal Maps.
- Practical work Create a custom brush.

Matériaux nodaux

- Principle of knots.
- The silky effect.
- Using metallic paint.
- Example of the ghostly effect.
- Practical work Creating a metallic paint.

Animation squelettale

- Creating an armature.
- Assigning a model to the armature with Envelopes and Bone Heat Painting.
- Inverse kinematics.
- Constraints in the framework of an armature.
- Practical work Animating an object via the armature system.

Editeur d'actions non linéaires

- Discovery of the nonlinear actions editor.
- The different operating modes: simple, combined.
- Obtain a composite animation.
- Adding and mixing action tracks.
- Practical work Adding and mixing action tracks.

Physique et particules

- Introduction and adjustment of gravity.
- Physics, Soft bodies, Rigid bodies.
- Simulation of tissues, fluids and smoke.
- Use of the generic, dynamic and static particle engine.
- Further with simulations, Obstacles, Force fields and Influences.
- Practical work Creation of a haircut.

Montage vidéo

- The VSE editor.
- Combine several video tracks, apply effects to them.
- Stabilization of a video.
- Add a audio track.
- Produce the final film.
- Practical work Produce the editing of an animation.

Scripting Python

- Interact with Blender programmatically.
- Overview of Python scripting possibilities.
- Manipulate 3D objects via Python scripts.
- Demo Application of Python scripts on a 3D Blender model.