

Blender - 3D Modeling and Animation

Table of Contents

Introduction to Basic Modeling tools

- **Basics of Modeling Tools**
- **Modeling a Table and a Chair**

Coloring your basic Model

- **Concept of Coloring**
- **Coloring the model with texture**

Basic Animation

- **Introduction to Animation**
- **Bouncing ball Animation**

Creating your own Texture

- **Introduction to texturing**
- **Creating a metal texture**
- **Creating a wooden texture**

Particles

- **Introduction to Particles**
- **Playing with particles**

UV Map

- **Introduction to UV Map**
- **How to unwrap and texture**
- **Model a building with UV**

Physics in Blender

- **Introduction to rigid bodies**
- **Bouncing ball and Flag simulation**
- **Flying paper simulation**

CG in real footage

- **Importing real footage in blender**
- **Matching our model lighting**
- **Using 360 HDRI for realistic lighting**

Exporting

- **Exporting models as OBJ and other formats**
- **Export animation with render animation**