Blender Workshop

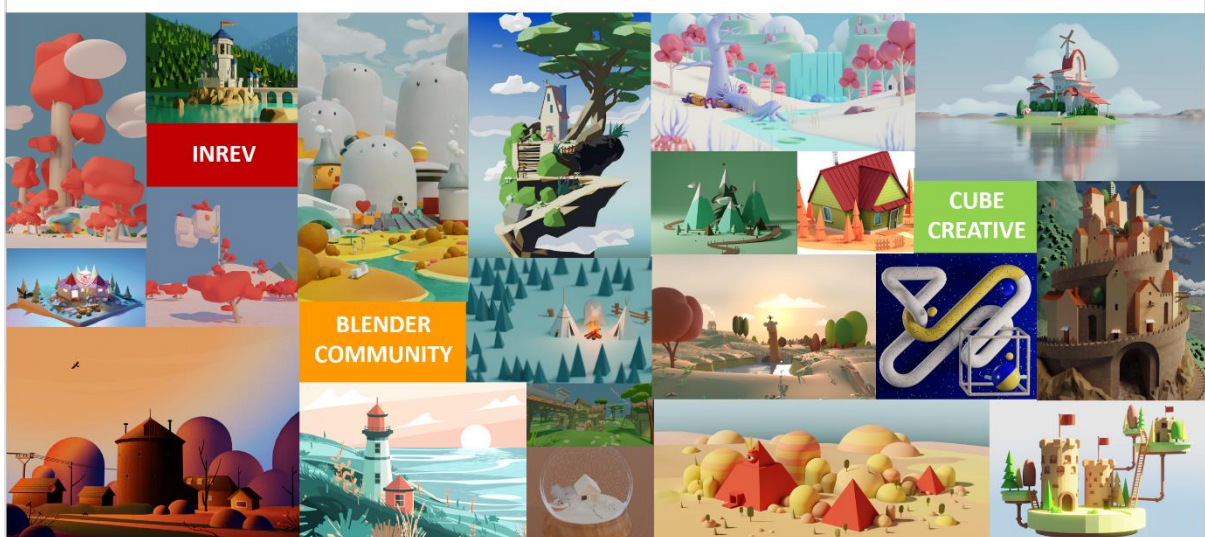## 3d Real-Time Interactive, Co-Creation & Sharing Platform

3D 即時互動、共創、共享平台

2022/3/5, 12, 19 (週六), 3:00-6:00pm & 6:00-9:00pm

✦修課須知(基本能力與電腦配備) 線上說明會: 2022/2/19, 週六 3:00pm

Connect to Teams Meeting

Guest researcher: Mr. Swann Martinez

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Workshop description:

The objective of this workshop is to teach students 3D modeling on Blender. Blender is an open-source software used in many industries from animation to medical to create and process synthetic images. This workshop will have an important collaborative dimension, as the learners will be in the same virtual space and will work together to create a collective work. They will use a real-time collaboration solution for digital creation in Blender. By connecting to an online session, they can build and interact in the same 3D scene and in the same temporality.

Applied to industry, this method makes artists aware of the work in progress on the stage and parallelizes the creation of the different stages of fabrication. Applied to computer graphics teaching, real-time collaboration puts students and teachers in the same virtual space. This proximity favors mutual aid and allows the teacher to efficiently detect students in difficulty and help them.

Keywords: Blender, 3D Modeling & Rendering, 3D Real-Time Interactive, Co-creation, Real-Time Collaboration Workflow

Requirements & Program

It is open to students that have never used Blender, however, the program is adaptable to the level of the students.

The proposed program is as follows:

The workshop will last 18 hours (6 sessions) split into 3 days :
2022/3/5, 12, 19 (週六)，3:00-6:00pm & 6:00-9:00pm

1. Introduction to the Blender interface, familiarization with the 3D viewport (Theory).
2. Introduction to 3D modeling tools, individual modeling of a simple object (Theory + Practice)
3. Introduction to procedural modeling tools, individual modeling of a simple object (Theory + Practice)
4. Introduction to the real-time collaboration workflow in Blender and start of the collective project (Theoretical + Practical)
5. collaborative project, creation of a 3D scene (Practice)
6. collaborative project, creation of a 3D scene (Practice)

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