

DON BOSCO INSTITUTE OF TECHNOLOGY
DEPARTMENT OF ELECTRONICS AND TELECOMMUNICATION
IEEE-DBIT STUDENT BRANCH

Report on “Blender – Professional, Free and Open Source 3D Computer Graphics”

Topic: Blender – Professional, Free and Open Source 3D Computer Graphics

Date & Time: July 28, 2018, 10.00 a.m. – 5.00 p.m.

Venue: VLSI and Embedded System lab, 2nd Floor, Block B

Audience: 19 Students from SE, 5 Students from TE

Description:

Mr. Amey More (BE EXTC) introduced 'Blender' to the participants by showing them a presentation on the same. Blender is a software which is used to create any game or animation in a 3D view.

Discussion on the following points were done:

- Properties Window
- Time-line Window
- User Window

Mr. Vedant Vyawahare (TE EXTC) explained the basics of the software, various commands that are used for making a 3D game and also the shortcuts for the same, which included selection, navigation, modeling, editing curves, changing modes etc. Mr. Vedant had assigned a task to the participants which was to make a chair and a table using the extrude command which everyone was able to perform. Mr. Amey then explained how to make a game in 3D window using logic editor. The game was called shooting torus wherein the cube would shoot the monkey with the help of the torus and when the monkey comes in contact with the torus the monkey would disappear. Towards the end, Mr. Amey gave a small sneak peek about 'Augmented Reality' which would be conducted on August 4, 2018.

Feedback:



Samara Pires (SE COMPS)

An interesting, informative and interactive workshop was organized on 28th July by IEEE-DBIT on Blender- A Dynamic Software that opens up the world of 3D to explore your creativity. One can create animations, motion graphics, video editing, scripting, games and a lot more – the perfect blend indeed! Thanks to IEEE core team for a wonderful learning experience to explore this marvelous tool.



Kevin Frank (SE MECH)

The Blender workshop was very well organized. Volunteers were very helpful, the technical aspects were very well explained, doubts were cleared to my satisfaction. It was fun to learn something new. I really hope that IEEE organizes more workshops like this.

Event Photographs:







Report Prepared by: Ms. Shraddha Sharad Naik (TE EXTC)

Report Approved by: Ms. Gejo George – IEEE-DBIT-SB Counselor