

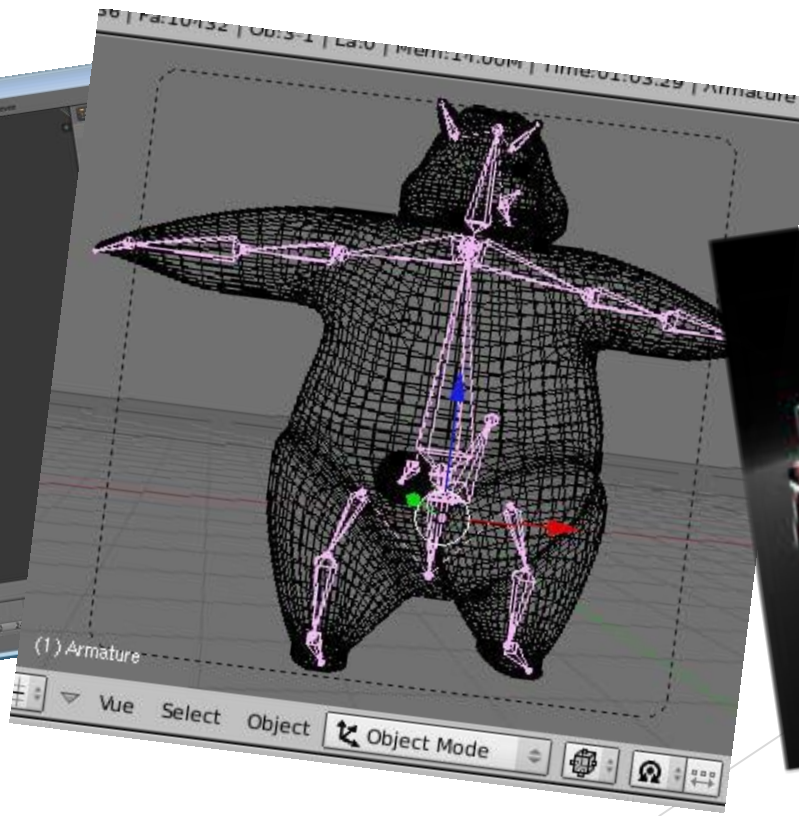
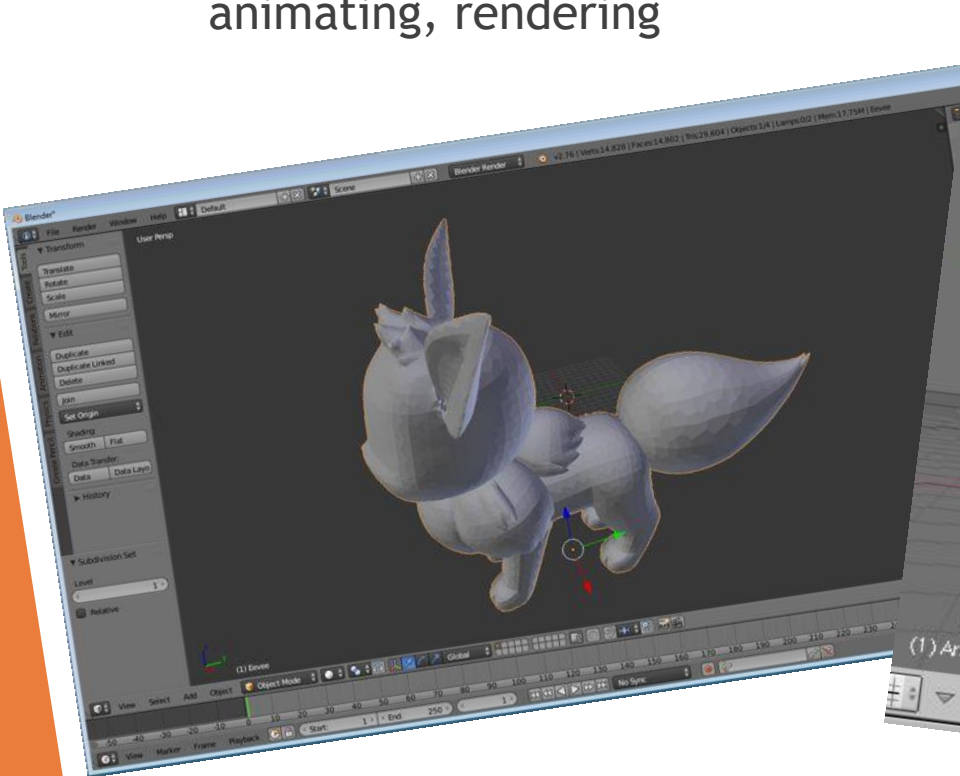


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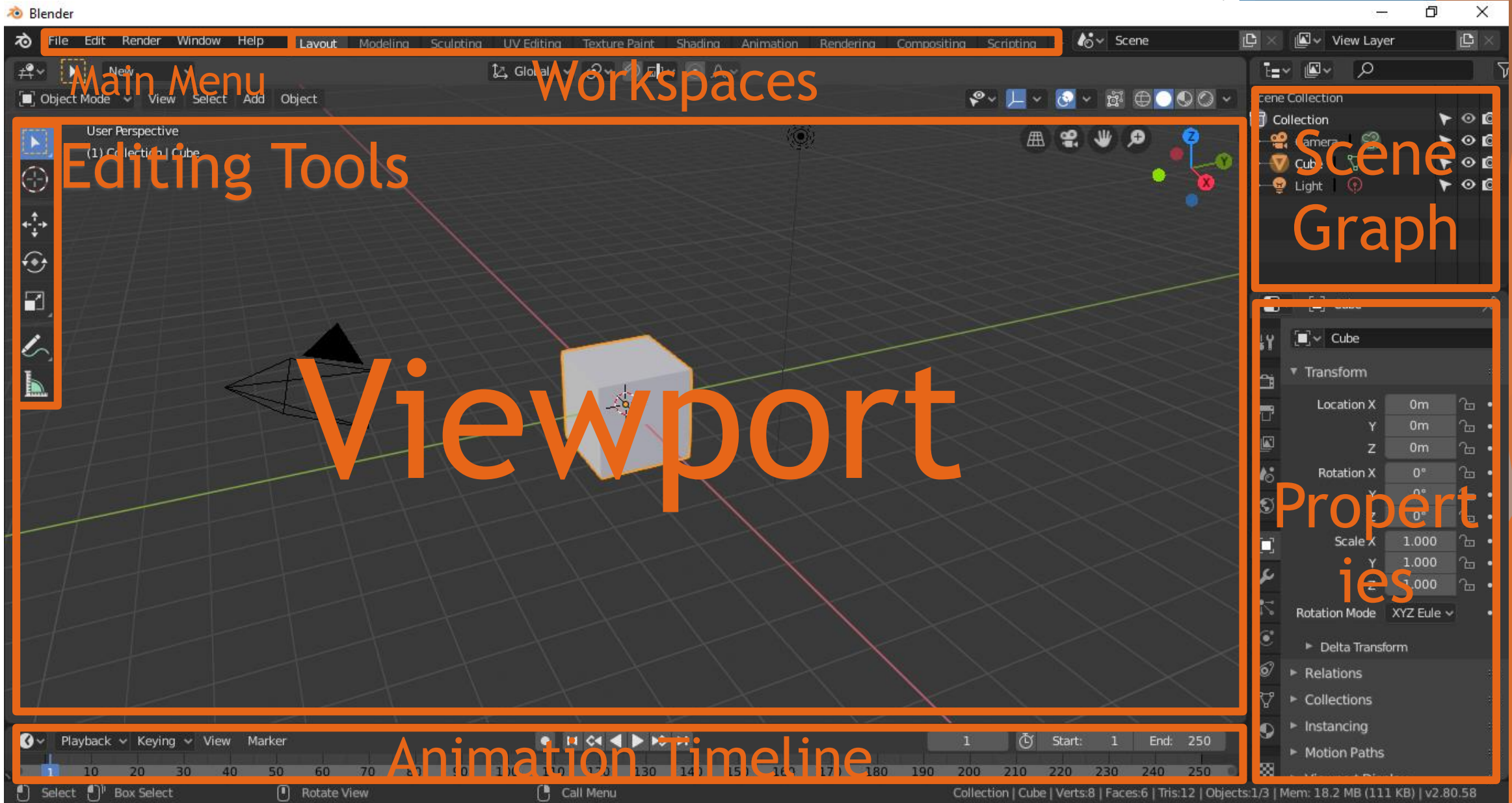
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# What is Blender?

- ▶ Blender is one of the most popular free 3D computer graphics toolsets
- ▶ It is used for creating animated films, visual effects, art, 3D printed models, interactive 3D applications and video games
- ▶ Blender's features include 3D modeling, UV unwrapping, texturing, sculpting, animating, rendering



# Blender UI



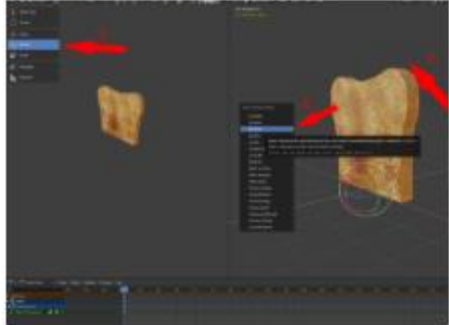
# Blender hands on

- ▶ <https://github.com/SlaxXxX/blender-portfolio>
- ▶ Guided hands on in the Readme.md
- ▶ You'll need a mouse
- ▶ You can work in groups of two to open the tutorial on a second screen

to your viewport.

From there, select the **Rotate** Tool and make your toast stand upright.

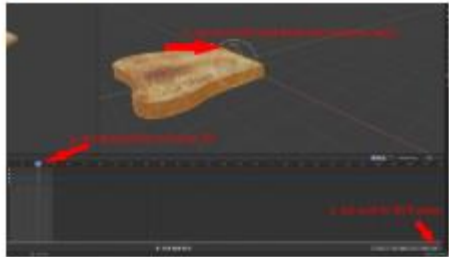
Finally press **I** and click on **Rotation**.



To make our toast fall over, move the cursor of the timeline to 20 frames.

**Rotate** your toast to lay flat on the floor and then again press **I** and click on **Rotation**.

Finally set the End of the animation to 30 frames in the bottom right and press **Spacebar** to run the animation.



To make the flip look more physically accurate than linear movement, select both keyframes with **SHIFT** pressed.

Right Click on the Timeline, go to **Interpolation Mode** and select **Quartic** [\*4]

