**Subject:** Week 3 | Graphic Design and Media Workshop | CodeCanvas | Space Technology Students’ Society | IIT Kharagpur

Dear Participant,

Week 3 of the **CodeCanvas Design Workshop** is here! Prepare for an exciting design adventure hosted by the **Space Technology Students’ Society** at **IIT Kharagpur**. We're thrilled to have you with us on this journey. Your enthusiasm and creativity will make this experience awesome and unique. We're pumped up and hope you're just as excited! Let's dive into the magic of design together!

This week, we'll explore 3D design using Blender, the most versatile and user-friendly tool available. **Blender** has become an industry standard, even making its mark in high-budget movies like RRR. Learning Blender will undoubtedly give you an extra edge among design enthusiasts. So, let's dive straight into this exciting journey with Blender.

You can install Blender from the following link: [Blender](https://www.blender.org/download/)

**Week 3 Topics:**

**Lesson 1: Basic Modeling**

Modeling serves as the fundamental first step in the world of 3D. It involves creating assets, and you can shape them either based on your imagination or by using reference images for more realistic models. This lesson focuses on mastering the basics of modeling and gaining insights into the edit menu.

**Lesson 2: Shading Techniques**

Materials or shaders are essentially about adding colors and texture to your model,now no one would want a blank model for them, right? there are two ways to do this: using procedural textures or incorporating images as textures.

**Lesson 3: Lighting the Scene**

Understanding lighting is crucial for creating impressive renders. It sets the mood for the entire scene and significantly influences the impact of your assets on the screen. The most common method is 3-point lighting, ideal for showcasing a single model. Alternatively, you have the freedom to light your scene as you see fit.

**Lesson 4: Final Submission - Creating a 3D Scene with animation**

Now that you've grasped the basics of Blender and are poised to start your 3D journey, a little practice won't hurt. Let's delve into animation as well—adding a touch of movement to your renders and exporting a video of your creation

Here’s the link for this week’s resources and assignment: [Week 3 - Blender](https://docs.google.com/document/d/1hHPZmzJDDdy4Y_ACLG3LG3dd0mF_LMSuAl85BofKD-A/edit?usp=sharing)

Drive link for you to access the resources and lessons of the weeks as you proceed in this workshop: [Drive](https://drive.google.com/drive/folders/1fgWIXbQ0FepIJSPggOLz5mLSiIar0PJQ)

**Submission Details:**

- Export each lesson as a .png and .blend file.

- Organize individual .blend files in a dedicated Google Drive folder.

- Ensure proper access permissions for grading.

- Look out for a Google Form via email for convenient submission.

**Stay Connected:**

Join our WhatsApp group [here](WhatsApp Group) for discussions and support.

For any queries, contact

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We look forward to seeing your creations!

Best regards,