

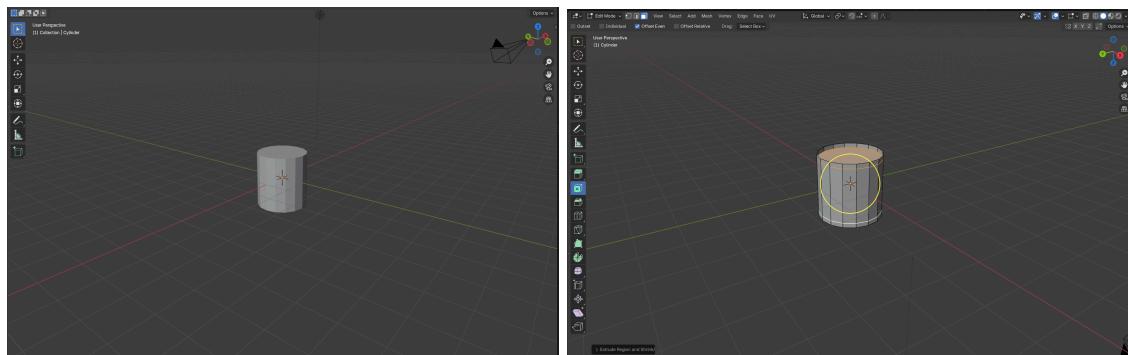
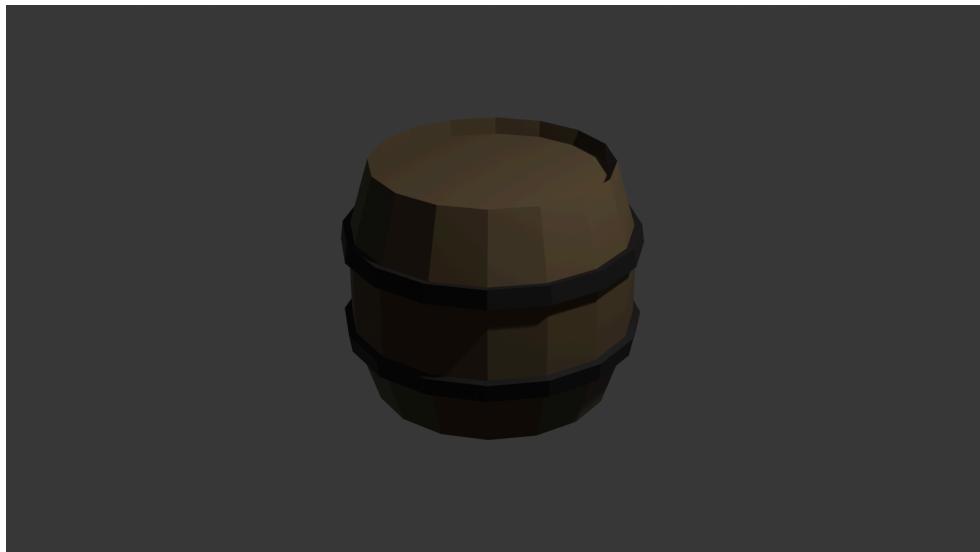
Andrew Kesler
GIX-503
October 8, 2024

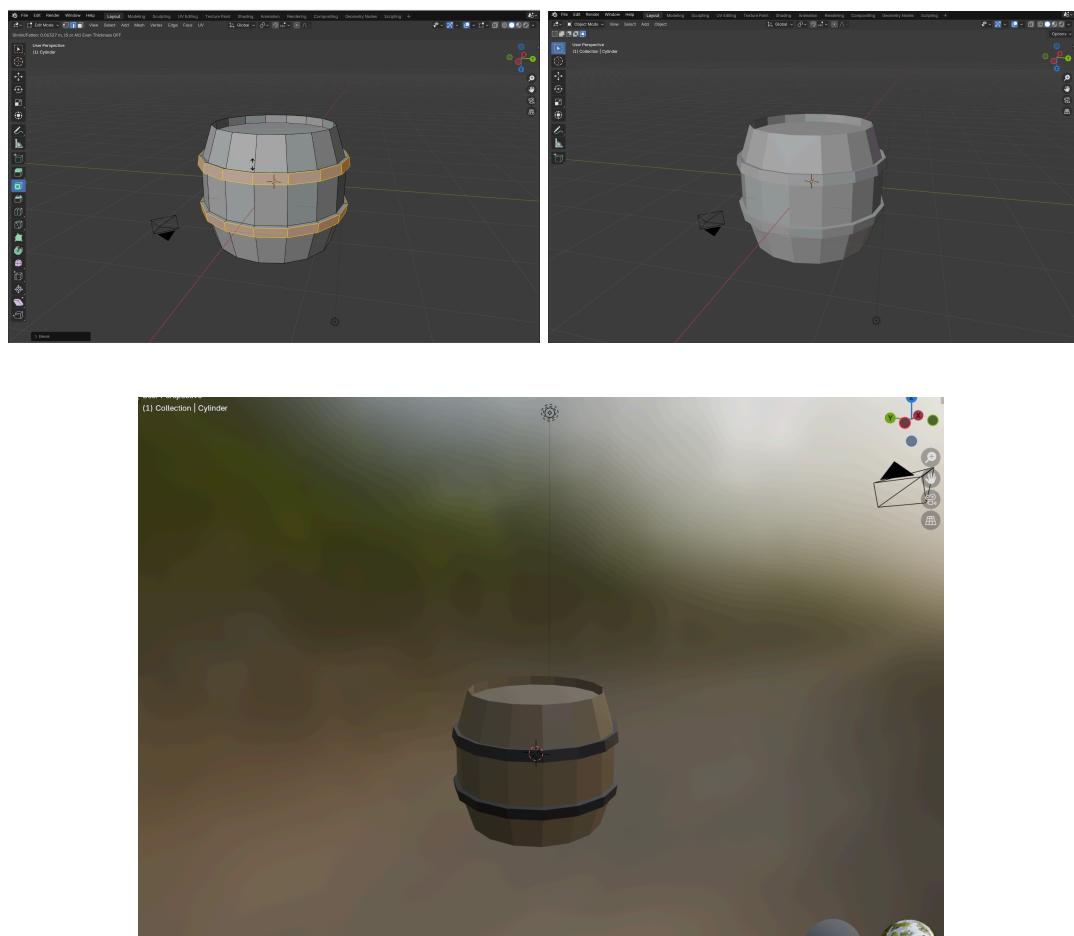
Blender Documentation

Background:

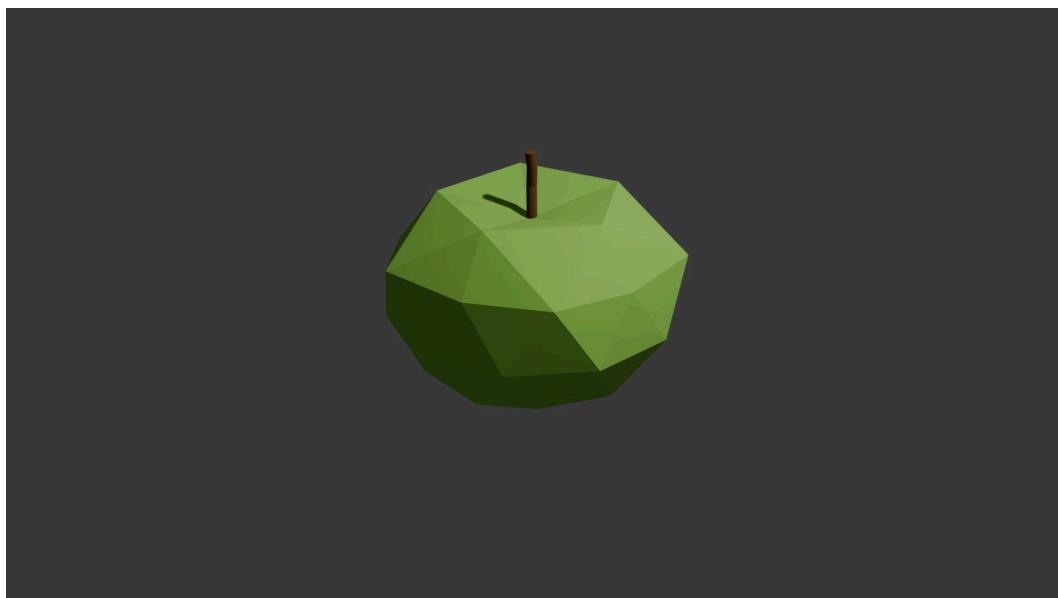
I had never used Blender before, so this project was my first time working with it. During my studies at Long Beach, I studied industrial design and mainly used SolidWorks for modeling and KeyShot for rendering. While those tools gave me a solid foundation, there was still more to learn. During this project, I watched explored and watched multiple YouTube tutorials on Blender for the barrel and apple objects I created. Watching the previous class recording also helped with creating the tree object.

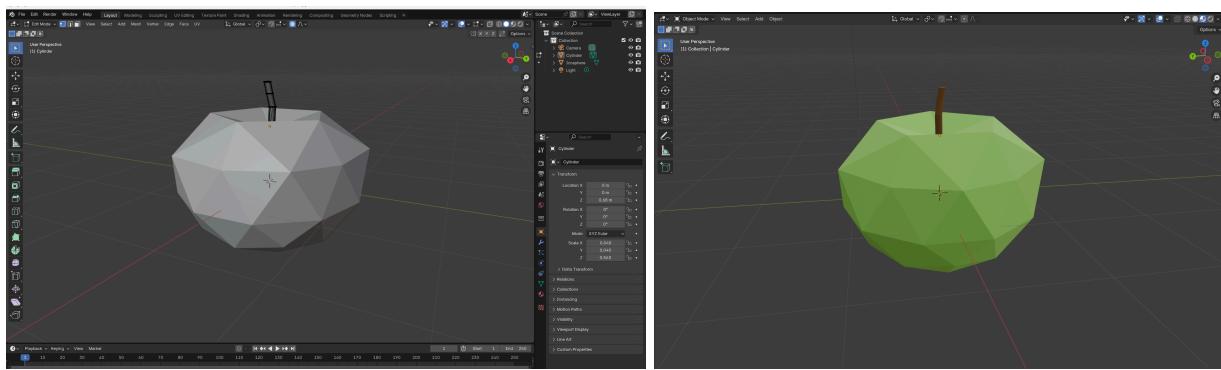
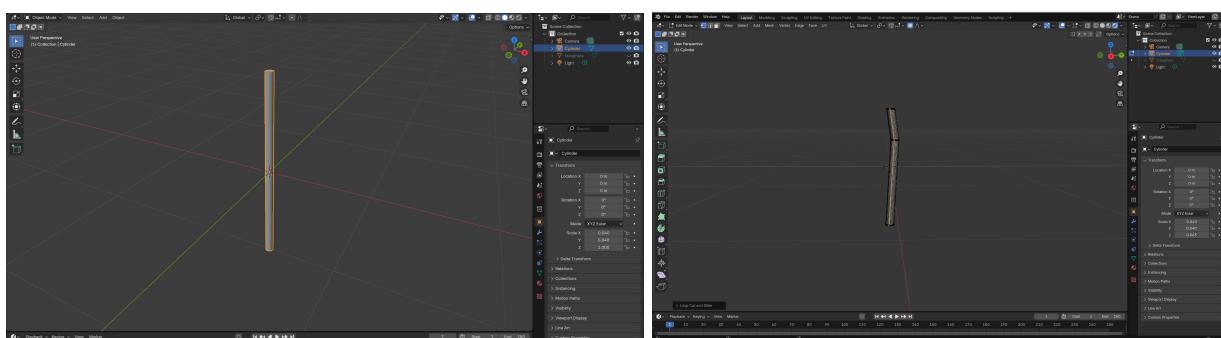
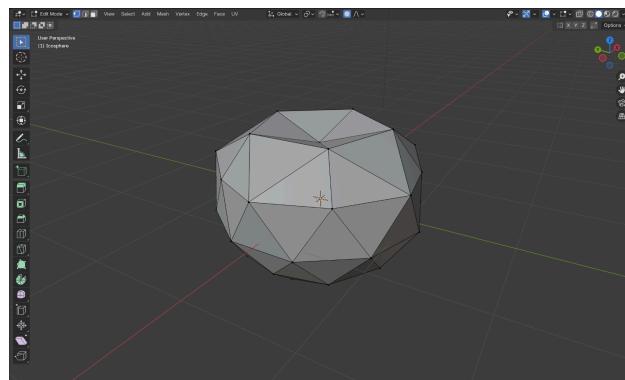
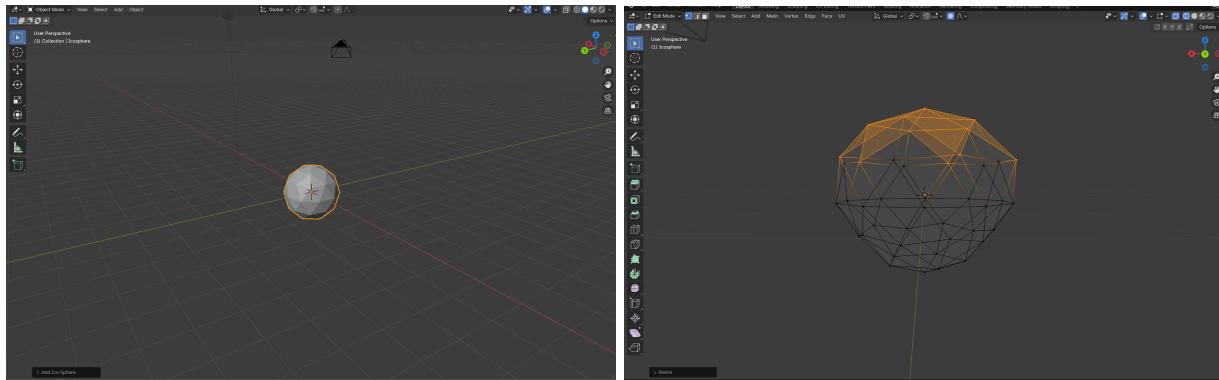
Object 1: Barrel



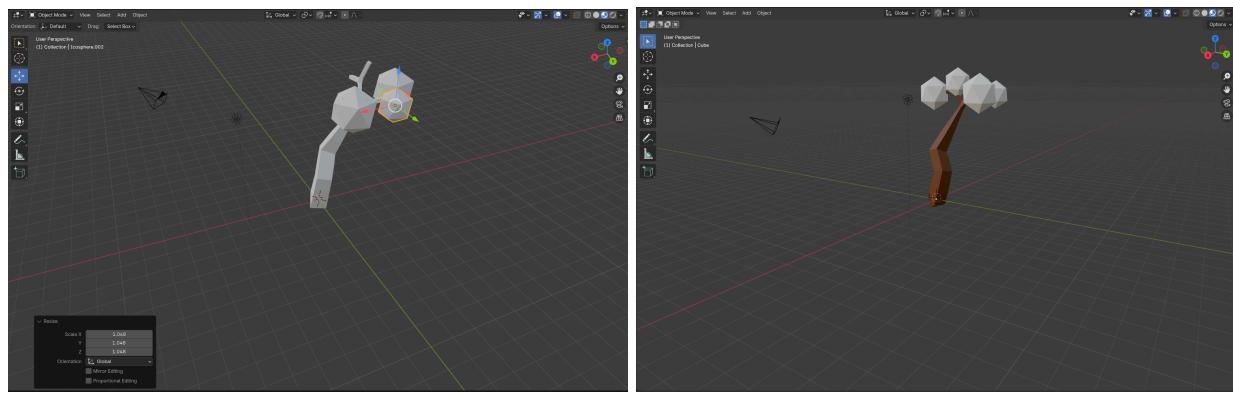
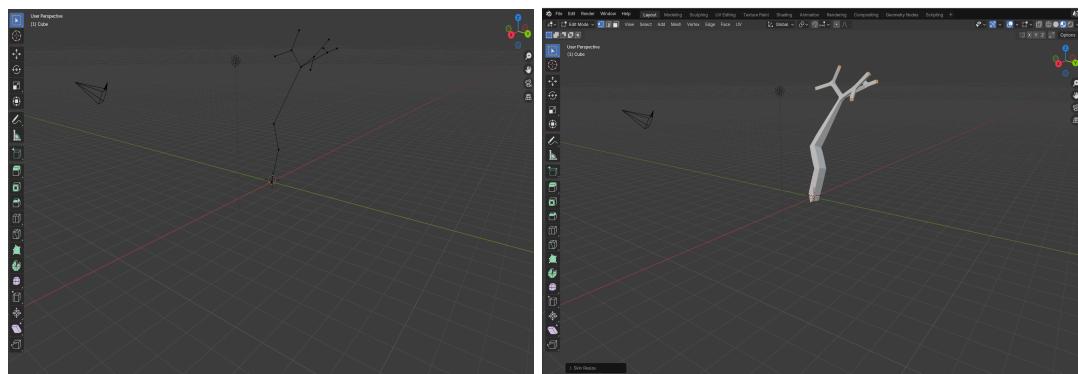


Object 2: Apple





Object 3: Tree



Conclusion: During this project, I felt like I learned the commands quickly and they were easily transferable from the previous 3D modeling software that I learned during my undergrad. Although I relied on the YouTube tutorials, they did help in showcasing shortcuts as well as workflows from different perspectives. I still feel like I have so much to learn with Blender, specifically with the Camera view. I ran into a problem where when I rendered it was extremely zoomed in. But after multiple tries, I finally found how move the camera and change the depth of field.