

Blender Modeling, Rigging, and Animation

Workshop #5
February 13, 2019

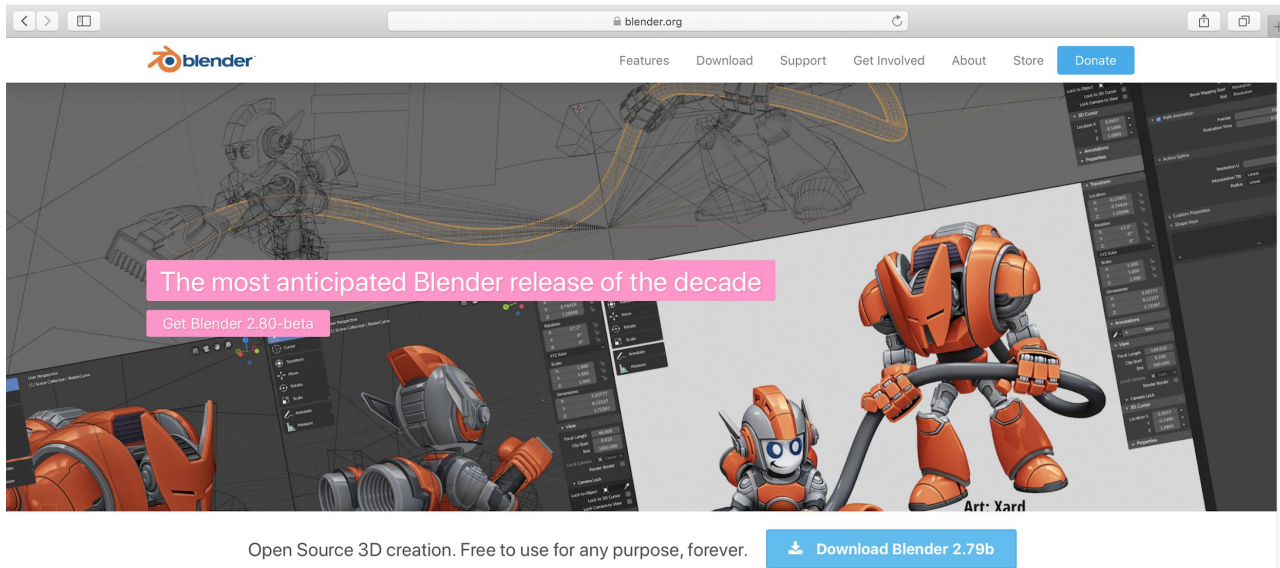
Github Repository

github.com/elishapruner/Makerspace-VR-Challenge

- Github repo has:
 - Source code for workshops
 - Powerpoint slides
 - Links to YouTube videos
 - Competition instructions

Installing Blender

Blender.org

The banner features a collage of Blender 3D models. On the left, a wireframe model of a robot head is shown. In the center, a pink text box contains the text 'The most anticipated Blender release of the decade' and 'Get Blender 2.80-beta'. On the right, a fully rendered orange and grey robot is shown. The background is a dark grey with various Blender interface elements like panels and toolbars visible.

blender.org

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The most anticipated Blender release of the decade

Get Blender 2.80-beta

Art: Yard

Open Source 3D creation. Free to use for any purpose, forever.

[Download Blender 2.79b](#)

About

Blender is the free and open source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation.

[Blender Foundation](#) · [Blender Institute](#) · [Blender Network](#)

Get Involved

Blender is a public project, made by hundreds of people from around the world; by studios and individual artists, professionals and hobbyists, scientists, students, VFX experts, animators, game artists, modders, and the list goes on.

[Development](#) · [Documentation](#) · [Education](#) · [Donations & Sponsors](#)

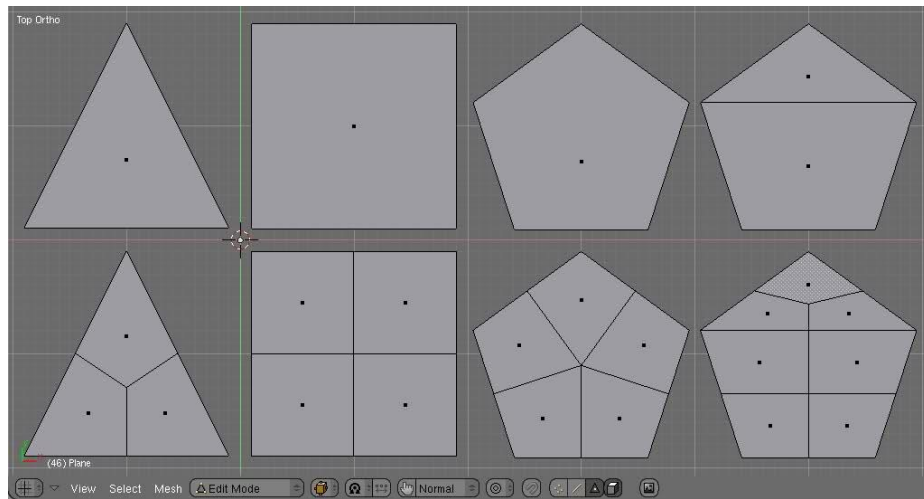
Blender tip: use a mouse

- If you are using a laptop, buy an inexpensive 3-button mouse
- Blender uses a combination of keyboard and mouse commands to draw



Mesh

- A mesh has vertices and edges
- Quad meshes are the best
 - Quads have 4 edges
 - This makes subdivision very easy, and you subdivide a lot when modelling
- Meshes with triangles is ok
 - Triangles have 3 edges
 - Try to use quads instead
- Do not make meshes with n-gon shapes (more than 4 edges)
 - This will break subdivision and edge loops



Blender

Character Modeling in Blender



<https://youtu.be/LgZ8kilSrjE>

Character Rigging and Animation in Blender



https://youtu.be/mhQY2_gVoVg