

# Blender Modeling, Rigging, and Animation

Workshop #5  
February 13, 2019

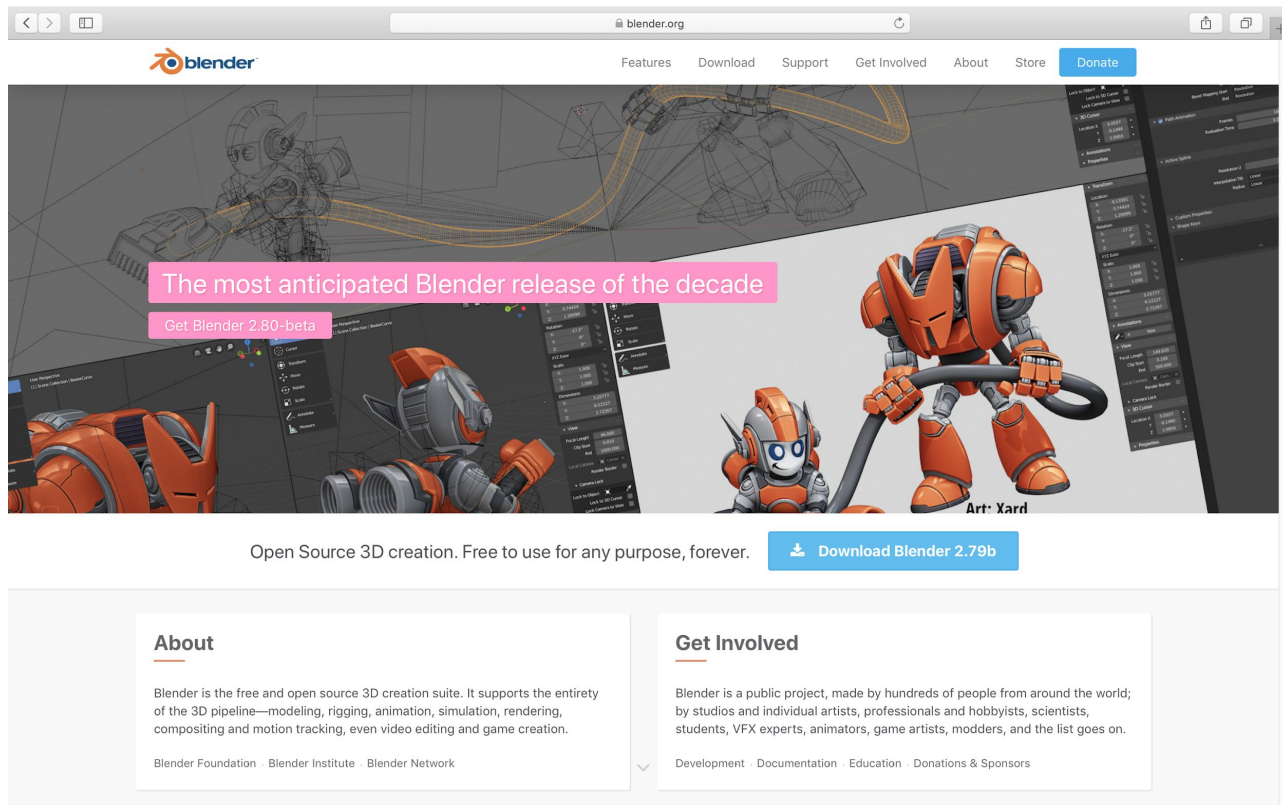
# Github Repository

[github.com/elishapruner/Makerspace-VR-Challenge](https://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



blender.org

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### 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.

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# 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



Blender

# Character Modeling in Blender



<https://youtu.be/LgZ8kilSrjE>

# Character Rigging and Animation in Blender



[https://youtu.be/mhQY2\\_gVoVg](https://youtu.be/mhQY2_gVoVg)