Blender Modeling, Rigging, and Animation
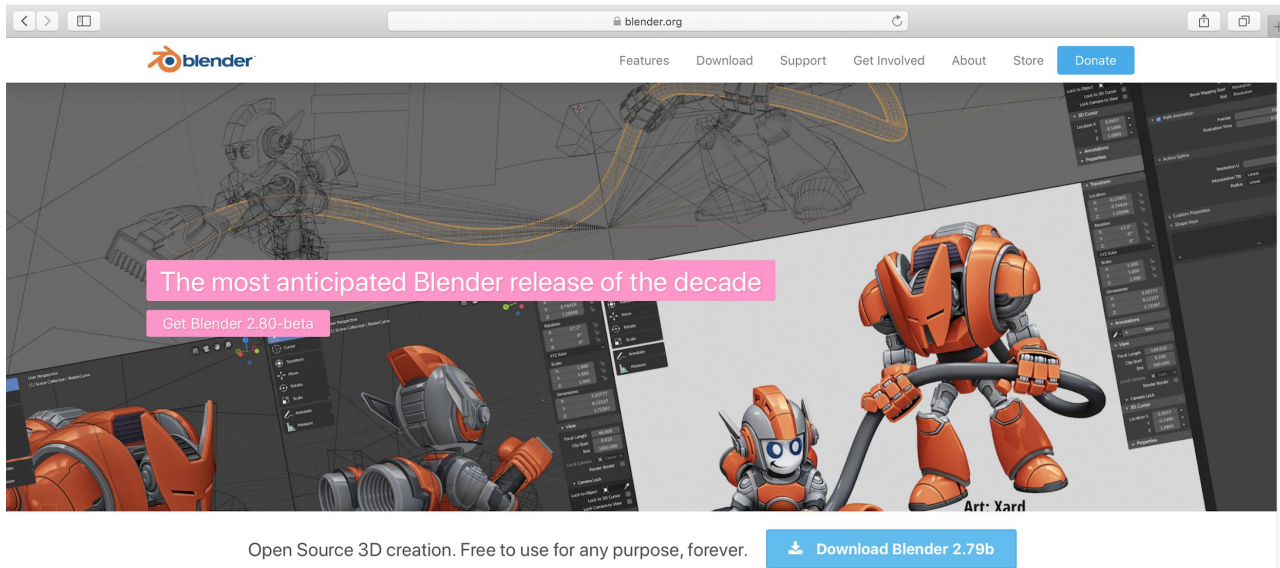
Workshop #5
February 13, 2019

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

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
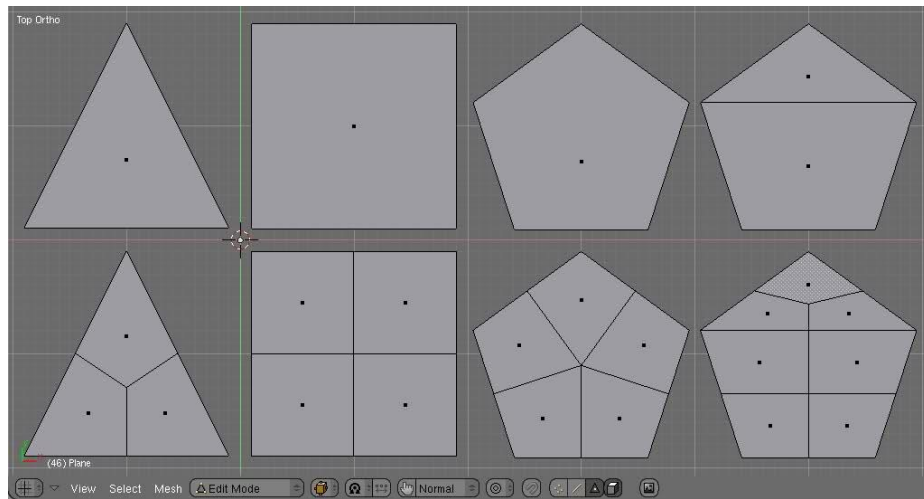
Blender

Character Modeling in Blender

https://youtu.be/LgZ8kiISrjE

Character Rigging and Animation in Blender

https://youtu.be/mhQY2_gVoVg