

Blender Workshop

3d Real-Time Interactive, Co-Creation & Sharing Platform

3D 即時互動、共創、共享平台

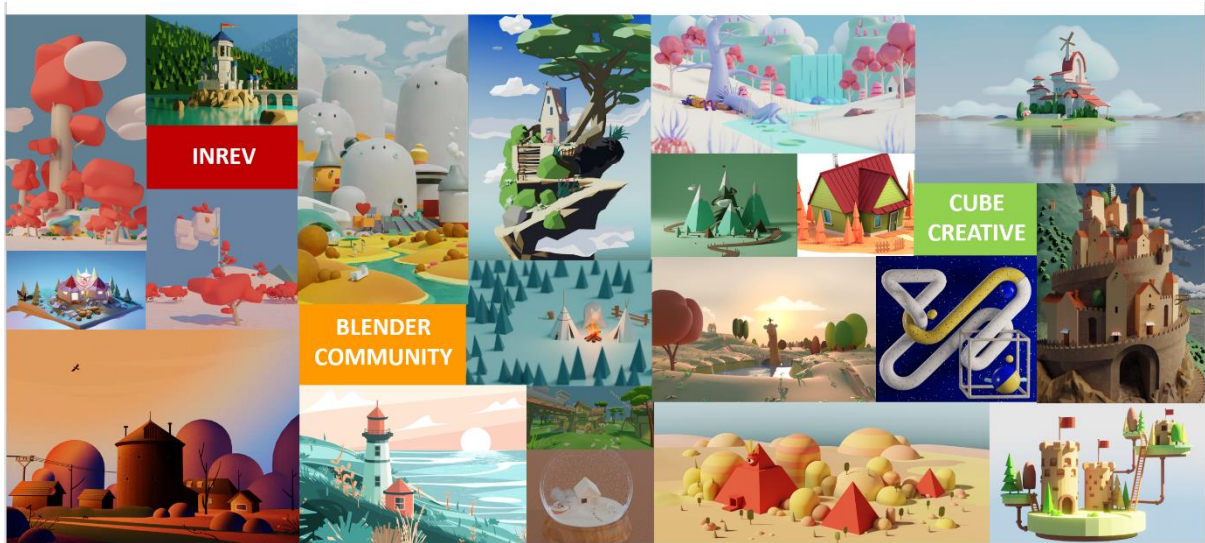
2022/3/5, 12, 19 (週六), 3:00-6:00pm & 6:00-9:00pm

✦修課須知(基本能力與電腦配備) 線上說明會: 2022/2/19, 週六 3:00pm

[Connect to Teams Meeting](#)

Guest researcher: Mr. Swann Martinez

Pr Chu-Yin CHEN 陳珠櫻 教授



Published on line in *Computer Science Research Notes [CSRN]* within the WSCG 2021 papers,

<http://wscg.zcu.cz/WSCG2021/FULL/I07.pdf>

Workshop description:

The objective of this workshop is to teach students 3D modeling on Blender. Blender is an open-source software used in many industries from animation to medical to create and process synthetic images. This workshop will have an important collaborative dimension, as the learners will be in the same virtual space and will work together to create a collective work. They will use a real-time collaboration solution for digital creation in Blender. By connecting to an online session, they can build and interact in the same 3D scene and in the same temporality.

Applied to industry, this method makes artists aware of the work in progress on the stage and parallelizes the creation of the different stages of fabrication. Applied to computer graphics teaching, real-time collaboration puts students and teachers in the same virtual space. This proximity favors mutual aid and allows the teacher to efficiently detect students in difficulty and help them.

Keywords: Blender, 3D Modeling & Rendering, 3D Real-Time Interactive, Co-creation, Real-Time Collaboration Workflow

Requirements & Program

It is open to students that have never used Blender, however, the program is adaptable to the level of the students.

The proposed program is as follows:

The workshop will last 18 hours (6 sessions) split into 3 days :

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1. Introduction to the Blender interface, familiarization with the 3D viewport (Theory).
2. Introduction to 3D modeling tools, individual modeling of a simple object (Theory + Practice)
3. Introduction to procedural modeling tools, individual modeling of a simple object (Theory + Practice)
4. Introduction to the real-time collaboration workflow in Blender and start of the collective project (Theoretical + Practical)
5. collaborative project, creation of a 3D scene (Practice)
6. collaborative project, creation of a 3D scene (Practice)

Performance Assessment:

Class attendance: 30%

The first and third Saturdays are physical to school classes, and the second Saturday is home and online classes; Attendance is required for the entire session, if one class is missed, the 30% will not be awarded.

Group creative project: 30%

On the third day, the group creation results will be graded according to the degree of completion and creativity of the works.

Writing your thoughts and feelings: 40%

Workshop experience feedback and report assignments, mainly in Chinese, foreign students can write in English; Please use A4 paper, font size 12 characters, at least 1000 words per page in Chinese, at least 2 pages.

成績評量:

上課出席狀況: 30%

第一、三個週六是實體到校上課，第二個週六是在家線上上課；必須全程出席，只要有一堂缺席，即無法取得這 30% 的分數。

分組創作計畫: 30%

第三天的分組創作成果，評分依據作品的完成度與創意。

心得感想撰寫: 40%

工作坊的經驗回饋與報告作業，以中文為主，外籍學生可寫英文；請以 A4 紙，字體大小 12 號字，中文每頁至少 1000 字左右，至少 2 頁。