Learning:

To start off, I am utterly satisfied with learning blender and doing the practical projects while feeling calmness and joy during those sessions. The reason why I took this course is to have a better understanding regarding blender as I have thought myself some basic of 3D designing through FreeCAD for a group project back in my high school.

Process: during the first day, we learned the basic of moving our perspective and cursors, adding more objects and other important components (such as camera views and lights source), moving and rotating the object, scaling and transforming it, creating collections, and introduction of few edit-mode functions. On the next day, we tested the collaboration server, and created a scene that the teacher instructed us to do. That day, I learn how to fill in the colors and materials to each object in the room, making it livelier compare to before. During the last session, we are given a group task to create a more complex scenery which is like a test before ending the class. Details like trees, castle, paths, and other minor objects are tricky to be design which is why we split the works in the group.

Problems: honestly, I do think that I enjoy the course, but the thoughts of starring our laptop for 4-6 hours in one session, I would personally prefer to separate the course periods to more days with fewer hours each. The reason to this is because we have to catch up with all the materials within 3 days, and most people couldn’t catch up to it.

But overall, the 3 days journey of this course is enjoyable. Hope to see more courses like this in the future!

Collaboration project:

Collaboration project is one thing to be expected in this course. Not only it allows you to cooperate with the others, it also teaches you the importance of teamworking especially in huge project. Chilling with teammates in the process of making the final scene, expecting a great result, and enjoying the time is a few things that I could appreciate during the collab work.

Process: we started with few details such as the trees, ladders, and pipes. Then continue with castle creations and more minor details such as light source, colors, and materials. Lastly, we finalized the project with few touches, making it livelier and better environment.

Problems: however, the fact that some of us struggled in the collaboration project, the unexplained tools that could actually help us to create a better result, and various unknown function which took me an amount of time to figure out during the collaboration project, have intrigued me during the process. Additionally, it seems that most of us look tired at the end of those sessions while having to face server crashes, server bugs, and few deleted files. Even the teacher was having a hard time maintaining the server for hours.

To summarize, the only problem I face during the collaboration project is the server problems and few unexplained functions. But overall, it is good to have teamwork in the scene creation which makes us chill and enjoy the process through it.