CSE106:CREATIVE ENGINEERING WORKSHOP-II

L:0 T:0 P:3 Credits:2

Course Outcomes: Through this course students should be able to

CO1 :: illustrate the purpose of graphics and 3D viewing of characters

CO2 :: interpret and understand the various aspects of animation with the help of Blender tool.

CO3 :: understand the need of 3D animation in the multimedia industry

CO4 :: transform various scene creations and simulations.

List of Practicals / Experiments:

Introduction to Blender Interface
- Extrusion
- Subsurf Tool
- Edit Mode
- Mesh Modelling

Curves
- Meshes
- Translation
- Rotation
- Scaling
- 2D Shapes in Blender

Materials and Texture
- Materials Sub-Context
- Shading Context
- Button Window

Lighting and Cameras
- 3D View WIndow
- Camera Panel
- Lens
- Preview and Lamp Panels
- Lamp Sub-Context

World Setting
- ZenUP
- Zenith Color
- Clouds
- World Buttons

Animation
- Keyframe
- Timeline
- Frames
- LocRotSize
- Render Sub-Context

Blender Modifiers
- Array Modifier

- Bevel Modifier
- Curve Modifier
- Lattice Modifier
- Wave Modifier
- Multiple Modifier
- boolean modifier
- deform modifier
- mirror modifier
- skin modifier
- subdivision surface
- build modifier

Blender Particles
- Basic Blender Particles
- Smoke Particles
- Smoke Simulation
- Fire Particles
- Fire Simulation
- Static Particles

Text Books: 1. ADOBE FLASH CS5 PROFESSIONAL by ROBERT REINHARDT, SNOW DOWD, WILEY

References: 1. ADOBE FLASH PROFESSIONAL CC CLASSROOM IN A BOOK by ADOBE CREATIVE TEAM, PEARSON