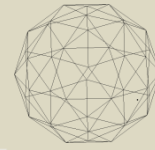


# Basic 3D animation using Blender

SKANI101x



## Introduction of the course

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**Dr. Sameer Sahasrabudhe**

Nitin Ayer and Sneha Sanglikar

IIT Bombay

# Background

- Domains using animation
  - Entertainment: Films, Teleserials, Advertisements
  - Education: Simulations, Interactive games
- Increasing career opportunities in animation field
  - Rs 39.7 million (2013), with a growth of 12.4% in 2014 (FICCI-KPMG Report 2014)
- Expensive education and software
- Need for **open educational resources** and **open source software**

# Course offered by



Indian Institute of  
Technology Bombay

IITBombayX platform  
adopted from Open edX

# 3D animation software

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Free and open source platform for  
modeling, animation and gaming in 3D

# Objectives

After going through this course, the participants would be able to:

- Interact with the interface to add basic shapes
- Modify and apply materials and textures
- Add and adjust lights in a scene
- Animate simple objects to create animation

# What we won't cover

This is a primary course, therefore we would not cover:

- Modeling of characters
- Advanced modeling of objects not based on basic shapes
- Animation of character, expressions, dialogs etc

# Week wise schedule

Week	Topics covered
1	System requirements, installation, basic interface
2	Transformations and selection options
3	Basic animation and rendering
4	Basic modeling, adding materials and textures
5	Basic lighting and rendering videos
6	Mini project

# Outline

## Course will have

- Video lectures explaining the workflow of Blender
  - Slow paced videos so that you can follow the steps
- PDFs of the steps to be taken to complete tasks
- Quizzes and assignments
- Mini project in the end

## Other assistance

- Active discussion forums
- *Links for additional tutorials*



# Co-instructors



**Sneha Sanglikar**

Fine arts graduate and art teacher. 5 years experience of Blender modeling, animation and instruction.



**Nitin Ayer**

Blender instructor and practitioner since 7 years. Experienced in various programming languages.



**Kaumudi Sahasrabudhe**

Fine arts graduate and trained cel-animator. 16 years experience of illustration and animation

# Next session

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System requirements