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Finalizing the Factory Model & Animating the Scene

This course is part of [Blender Beginners Masterclass - The Cookie Factory Specialization](#)



Instructor: [Packt - Course Instructors](#)

Enroll for free

Starts Nov 20

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7 modules

Gain insight into a topic and learn the fundamentals.

Intermediate level

Recommended experience ⓘ

9 hours to complete

Flexible schedule

Learn at your own pace

What you'll learn

- ✓ Master the process of creating complex models for machinery and factory elements in Blender.
- ✓ Apply advanced animation techniques to simulate realistic movements in mechanical systems.

- ✓ Utilize shaders and textures to enhance the realism of objects, including cookie packaging and factory machinery.
- ✓ Optimize the final render using Blender's compositor and lighting tools to create a polished, professional scene.

Enroll for free
Starts Nov 20

Details to know



Shareable certificate

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November 2025



Assessments

9 assignments



Taught in English

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Build your subject-matter expertise

This course is part of the [Blender Beginners Masterclass - The Cookie Factory Specialization](#)
When you enroll in this course, you'll also be enrolled in this Specialization.

- Learn new concepts from industry experts
- Gain a foundational understanding of a subject or tool
- Develop job-relevant skills with hands-on projects
- Earn a shareable career certificate

There are 7 modules in this course

This course features Coursera Coach!

A smarter way to learn with interactive, real-time conversations that help you test your knowledge, challenge assumptions, and deepen your understanding as you progress through the course.

You'll begin by refining key components, such as a cookie packing machine, box maker, and claw machine. These pieces will be modeled with attention to detail, including adding functional elements like levers, gears, and hinges. As you move through the course, you'll focus on ensuring everything fits together seamlessly in a dynamic environment.

The course continues by exploring animation and lighting techniques, where you'll simulate realistic machine movements and apply proper lighting sources to create an immersive scene. The final lessons teach you how to perfect your render using Blender's compositor, ensuring your cookie factory looks polished and professional.

This course is perfect for intermediate Blender users looking to refine their skills in modeling, animation, and scene composition. No prior knowledge is required beyond basic Blender usage. By the end of the course, you will be able to model, animate, and render a complete working factory scene, complete with realistic lighting, textures, and motion.

[Read less](#)

Modeling Cookie Packing Machine and Adding...

[Module details](#) ^

Module 1 • 1 hour to complete

In this module, we will work on animating temperature fluctuations in the bakery, texturing chocolate chip cookies, and optimizing your project for better performance. Additionally, you'll set up the camera composition and continue refining the box maker to prepare for the packaging process.

What's included



5 videos



2 readings



1 assignment

Show info about module content v

Working on Applying Shaders, Creating Shade...

[Module details](#) ^

Module 2 • 1 hour to complete

In this module, we will focus on adding smaller details to the box maker, such as hinges

What's included

 5 videos  1 assignment

Show info about module content ▾

Adding Vault Door to the Top of Our Claw Mac...

[Module details](#) ^

Module 3 • 1 hour to complete

In this module, we will add and refine the packing stomper within the claw machine structure, paying close attention to its fit and functionality. You'll also model the pulley system, gear belts, and light bulbs, applying shaders to enhance realism in your factory setup.

What's included

 5 videos  1 assignment

Show info about module content ▾

Making the Boxes and Its Placement Seem Mo...

[Module details](#) ^

Module 4 • 1 hour to complete

In this module, we will animate the boxing machine and its parts to simulate packaging movements. You will also animate the light bulb's color change, model supports and the claw machine frame, and finalize the claw machine by adding a vault door at the top.

What's included

 5 videos  1 assignment

Show info about module content ▾



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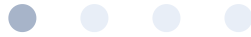
Finalizing, Rendering & Advanced Lighting

Course

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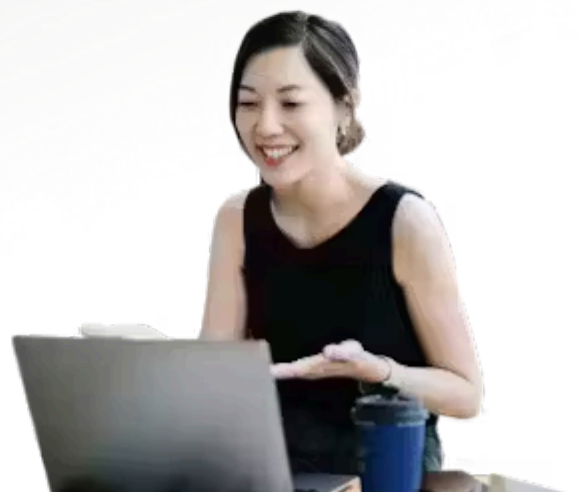
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Frequently asked questions

factory model in Blender. You will learn to model intricate machinery, such as packing machines, claw machines, and conveyors, while applying shaders for realism. Additionally, the course covers animation techniques to bring the factory to life, including animating various machines and creating dynamic camera setups. By the end, you will have a fully animated scene ready for rendering.

✓ **What will I be able to do after completing this course?**

^ **What background knowledge is necessary to enroll in this course?**

This course is designed for intermediate Blender users who have a basic understanding of 3D modeling, texturing, and animation. Prior knowledge of Blender's core functions, such as modeling and working with materials, is essential. If you are comfortable with Blender's basic navigation and workflows, this course will help you refine your skills and take them to a more advanced level.

✓ **Who is this course for?**

✓ **How long does it take to complete the course?**

✓ **What specific skills will I learn in this course?**

✓ **Can I preview a course before enrolling?**

✓ **When will I have access to the lectures and assignments?**

✓ What will I get when I enroll?

✓ When will I receive my Course Certificate?

✓ Is financial aid available?

Show less ^

More questions



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Financial aid available, [learn more](#)

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Microsoft Excel
Microsoft Power BI
Project Management

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Google Data Analytics Certificate
Google IT Support Certificate
Google Project Management Certificate
Google UX Design Certificate

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