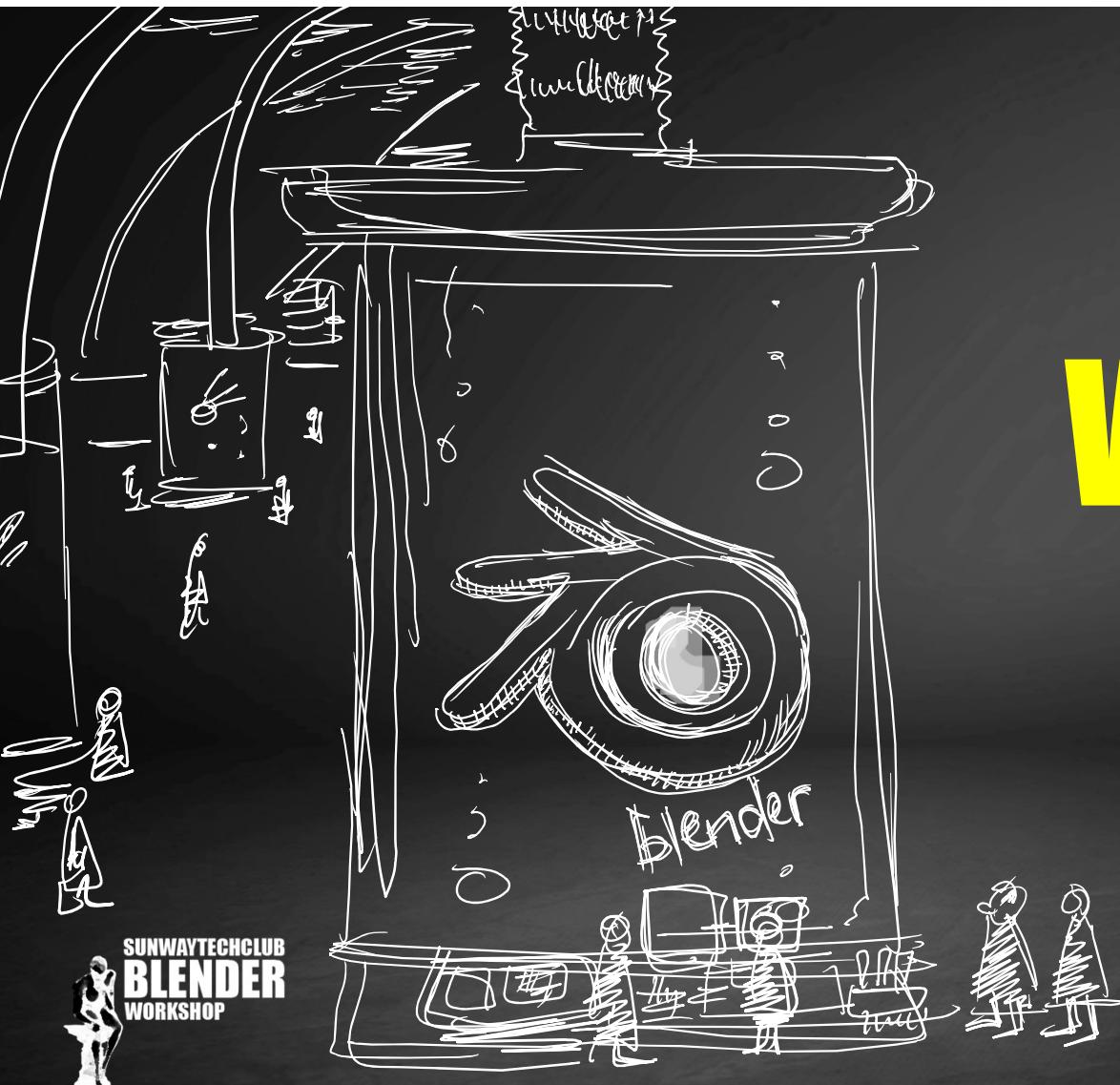


# SUNWAYTECHCLUB BLENDER WORKSHOP





SUNWAYTECHCLUB  
**BLENDER**  
WORKSHOP

# WARNING!

This session is facilitated by a  
*Blender* novice.

When in doubt, please refer to  
expert source material for more  
information, e.g.

[docs.blender.org](https://docs.blender.org)



# WHAT YOU WON'T LEARN

- 2D animation
- Advanced texturing
- Compositing
- Motion-tracking
- Physics
- Rendering
- Sculpting
- UV mapping
- Video-editing



# WHAT YOU WILL LEARN IN 1 HOUR !!!

1. Navigation
2. Assets
3. Image texturing
4. Rigging
5. Animation



# HAVE YOU DOWNLOADED?

Install the latest version of  
*Blender* for your Linux/Mac/PC:  
[www.blender.org/download/](http://www.blender.org/download/)





# NAVIGATION

1. Moving around the XYZ axes
2. Object and Edit mode
3. Solid, Wireframe, Material, Rendered View
4. Viewports and overlays



# ASSETS AND IMPORTING

1. Adding meshes
2. Grab, Extrude, Loop cut,  
Scale, Rotate
3. Importing from [free3d.com](http://free3d.com)



# IMAGE TEXTURING

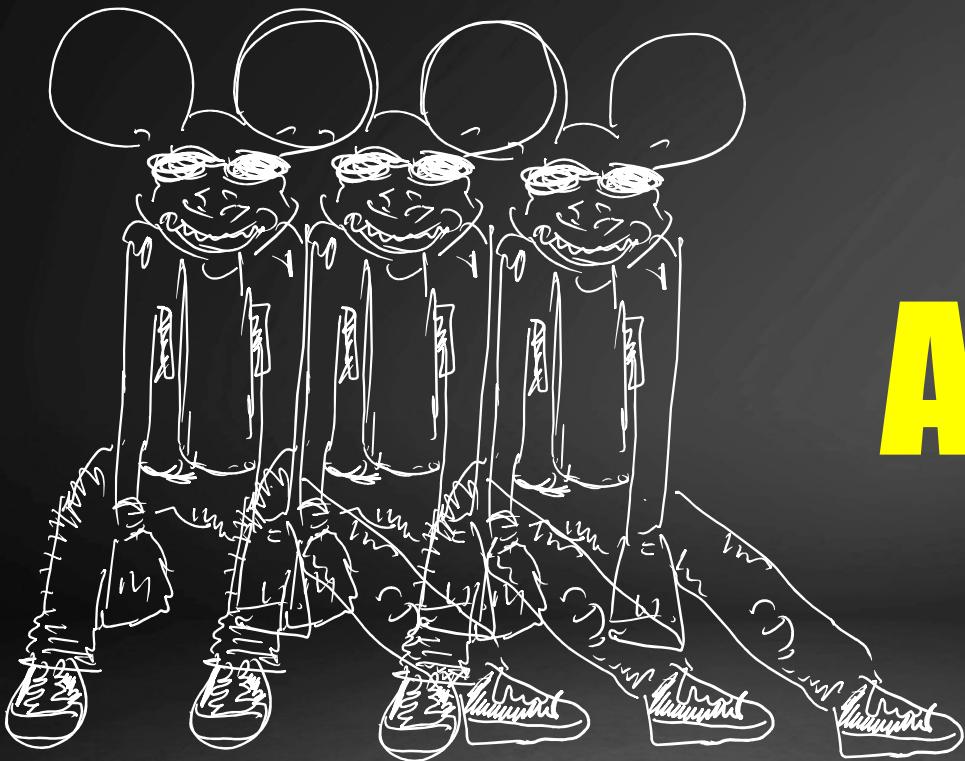
1. Texture search
2. Assigning to faces



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# RIGGING

1. Install *Rigify*
2. Human/Animal meta rig



# ANIMATION

1. Keyframing
2. Pose mode
3. Walk cycle
4. Motion path



# ARE YOU THE STC BLENDER CHAMPION?

1. Create a **walk cycle + motion path** with any interesting character/object of your choice. Bonus for music and story.
2. Share on Committee *Telegram* group and let the people decide!



# INSPIRATION

[www.beeples-crap.com](http://www.beeples-crap.com)

