Introduction to Blender

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The Learning Space

CITY OF CANADA BAY LIBRARIES

Agenda

- Introduce Yourself
- About this Class
- Project - Session 01 Steps

01 Introduce Yourself

Short Intro e.g., name & job

Previous experience with Blender?

Why taking this class and what's your goal (e.g., short-term, long-term)?

02 About this Class

- This is a beginner-level class, assume no prior knowledge
  - E.g., Button & Menu > Shortcut Key
- We use project-based learning - “Create a Simple House Scene”

02 About this Class

Philosophy

01

Learn, encourage & improve together

02

Practice, practice, practice

03

Utilize the vast learning resources out there

02 About this Class

Class plan

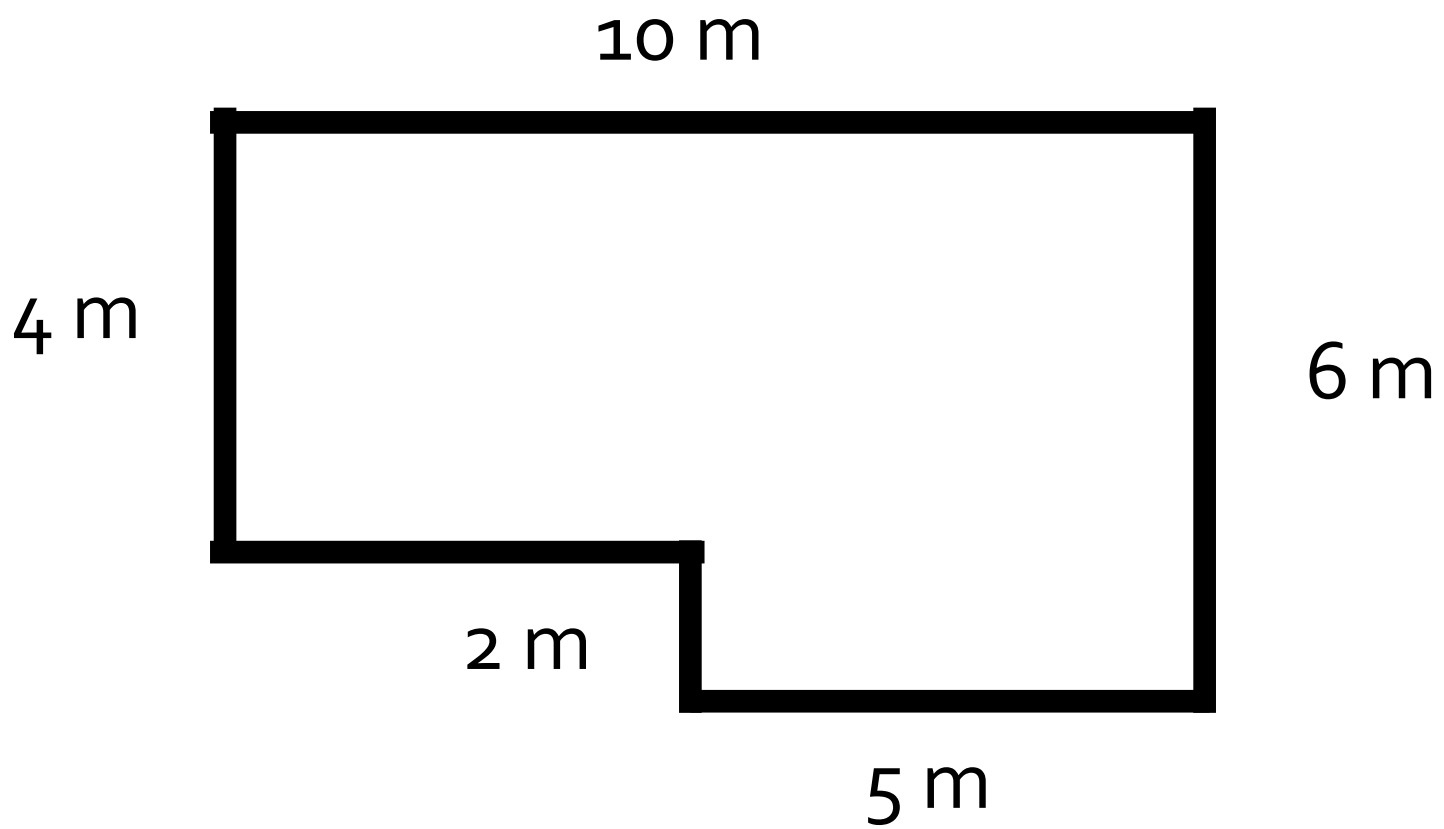
Session	Project Steps	Blender Foundation
Session1	01 Design your house outline	01 How to add & use an addon
	02 Implement your design in Blender	02 Blender Interface & basic operations
	03 Add Door and Windows	03 How to Navigate in 3D space
	Bonus	04 Move a 3D object

Class Plan

Session	Project Steps	Blender Foundation
Session1		
Session2	01 Complete the house (e.g., roof) 02 Model house landscape (e.g., fence, trees)	Hard surface modeling essentials
Session3	01 More on landscape 02 Decorate the house and landscape 03 Next steps	More on modeling Material, texture, 3D model formats,

Project - Step 1

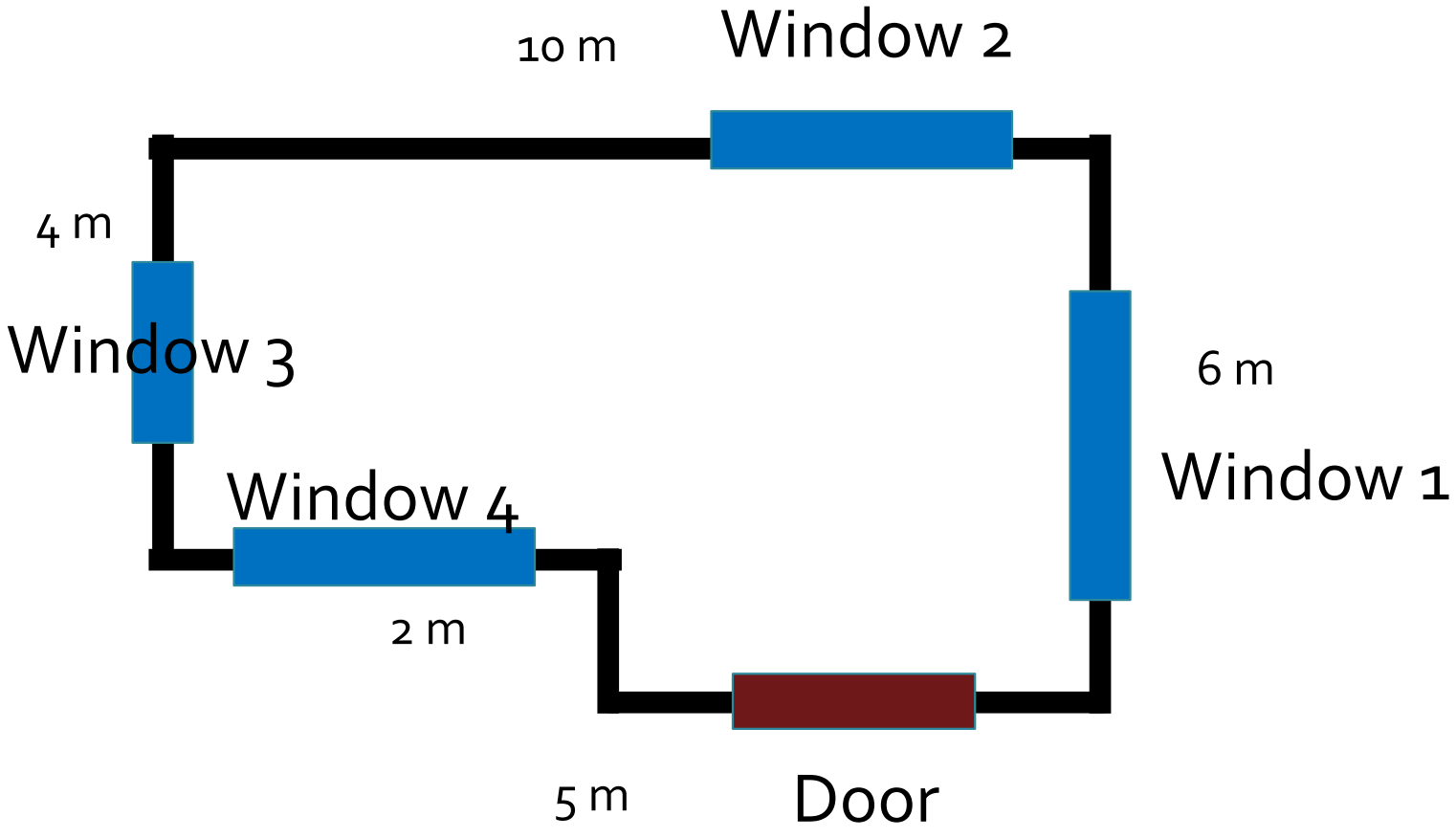
Design an outline of your house



Keep it simple for now:
- No more than 8 walls

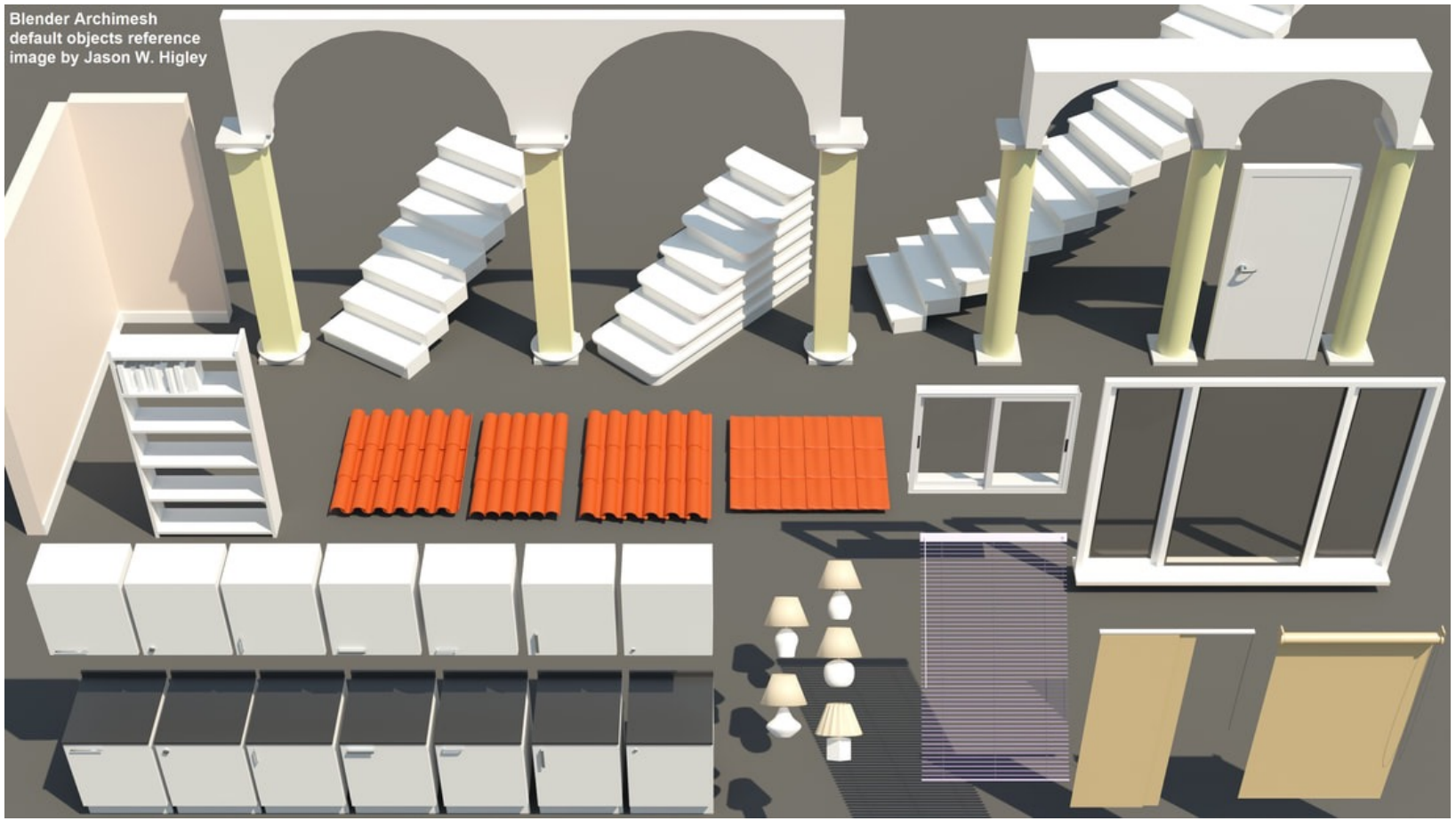
Project - Step 1

Design an outline of your house



Project - Step 2

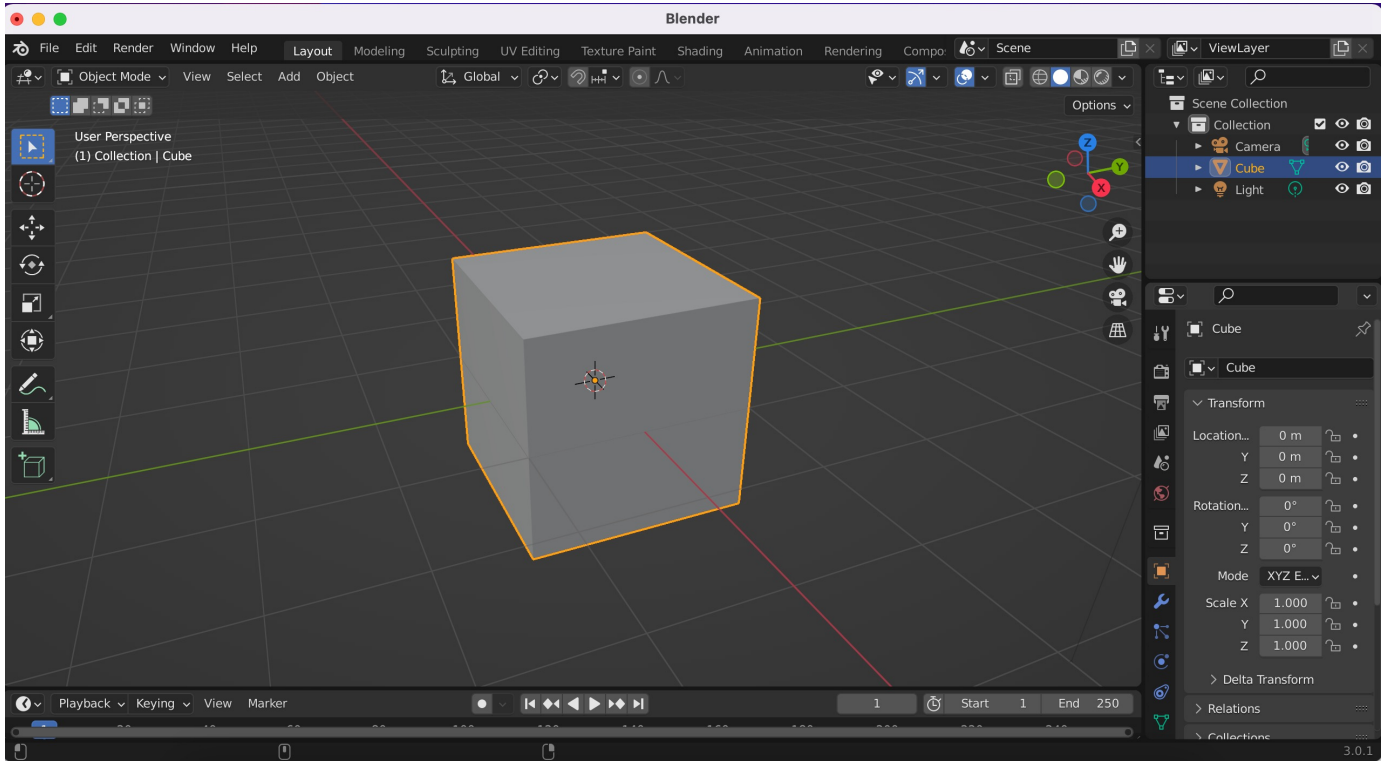
02 - Implement your design with a Blender Addon



- Archimesh by Antonio Vazquez

Hello Blender 1

Basics - Interface & Operations



1> Create and save a new File

2> Select, Delete - Mouse clicks

3> Undo, Redo

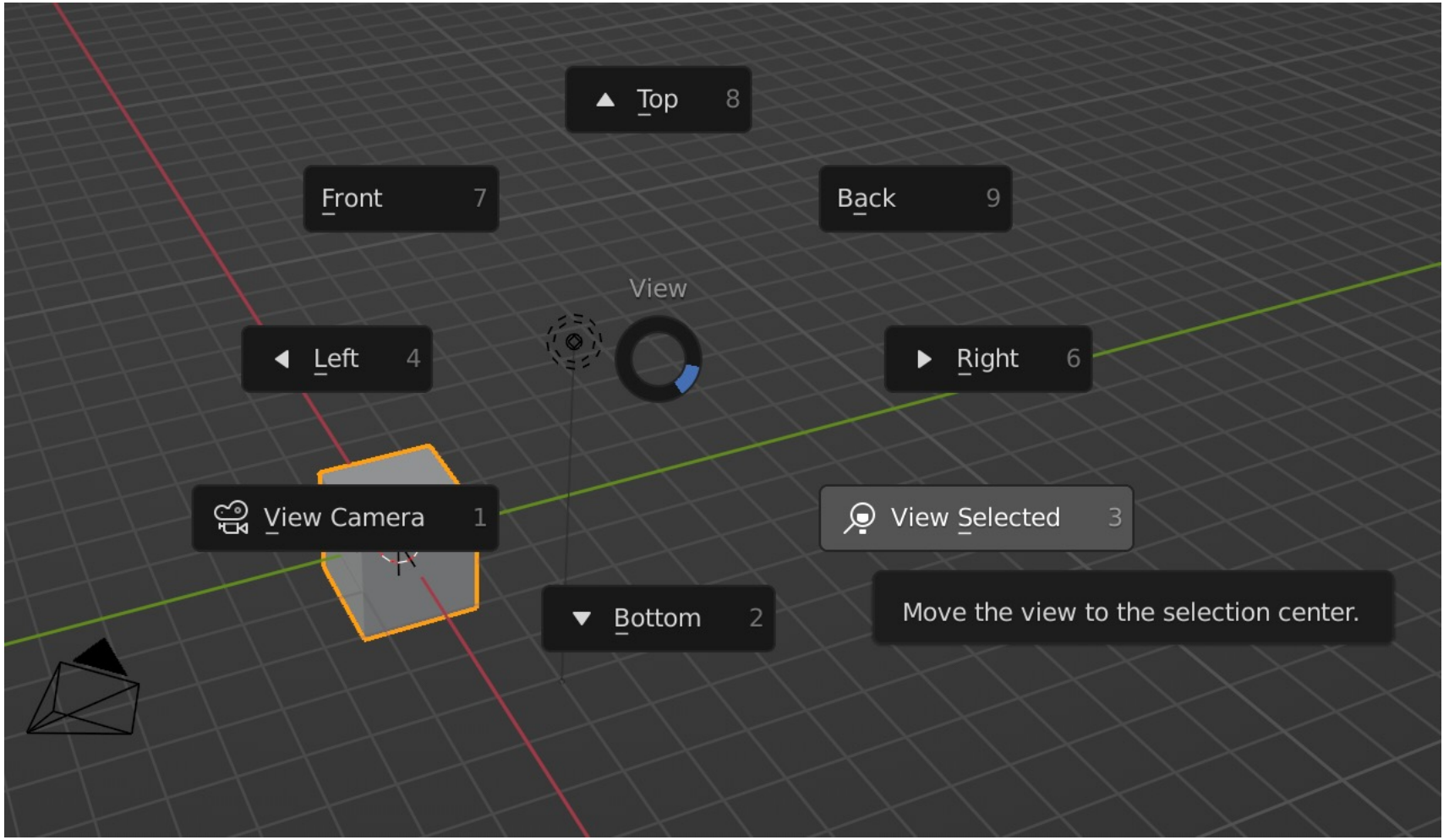
3> Move around the 3D Space - Pan, Rotate, Zoom

Hello Blender

Useful Tip:

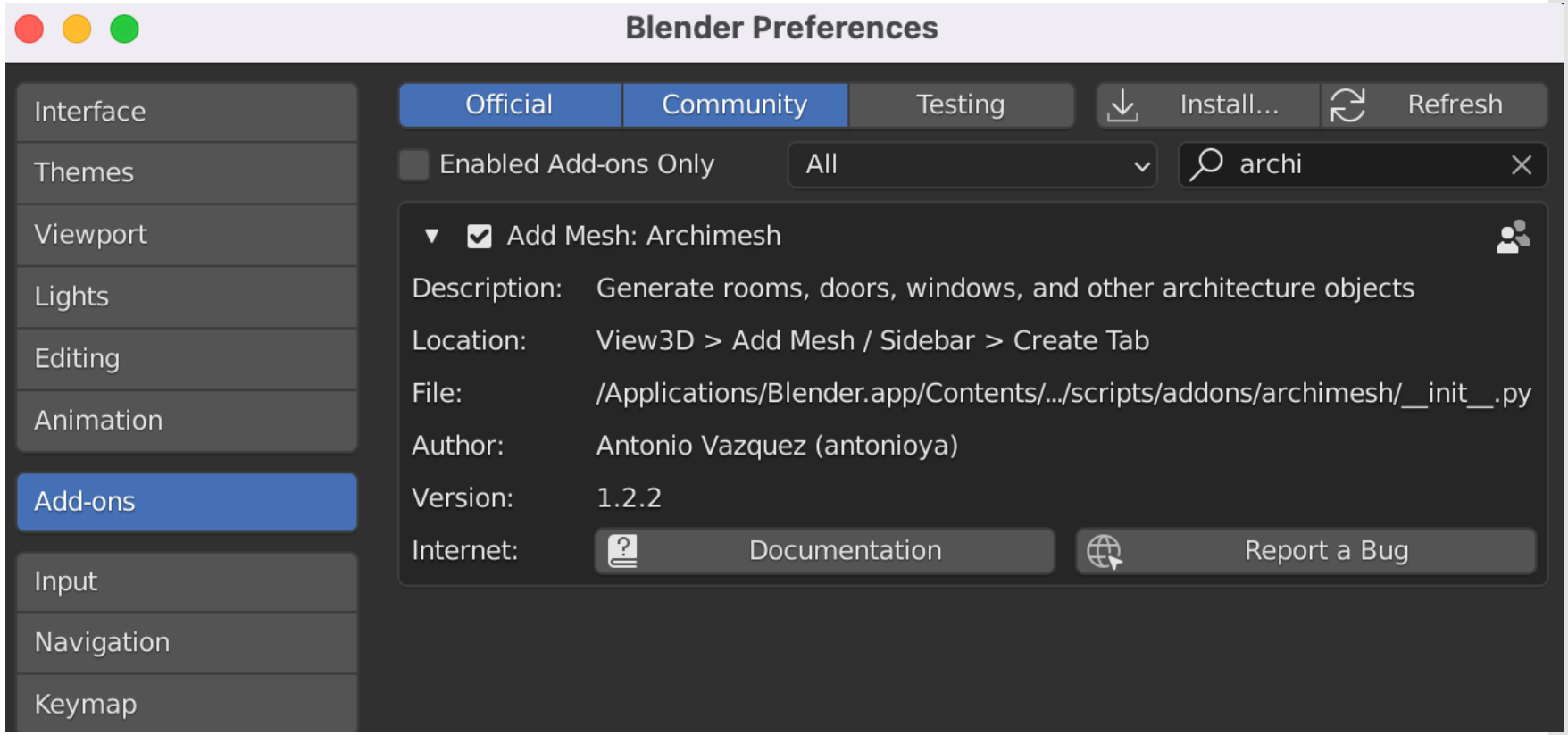
~ +

View Selected

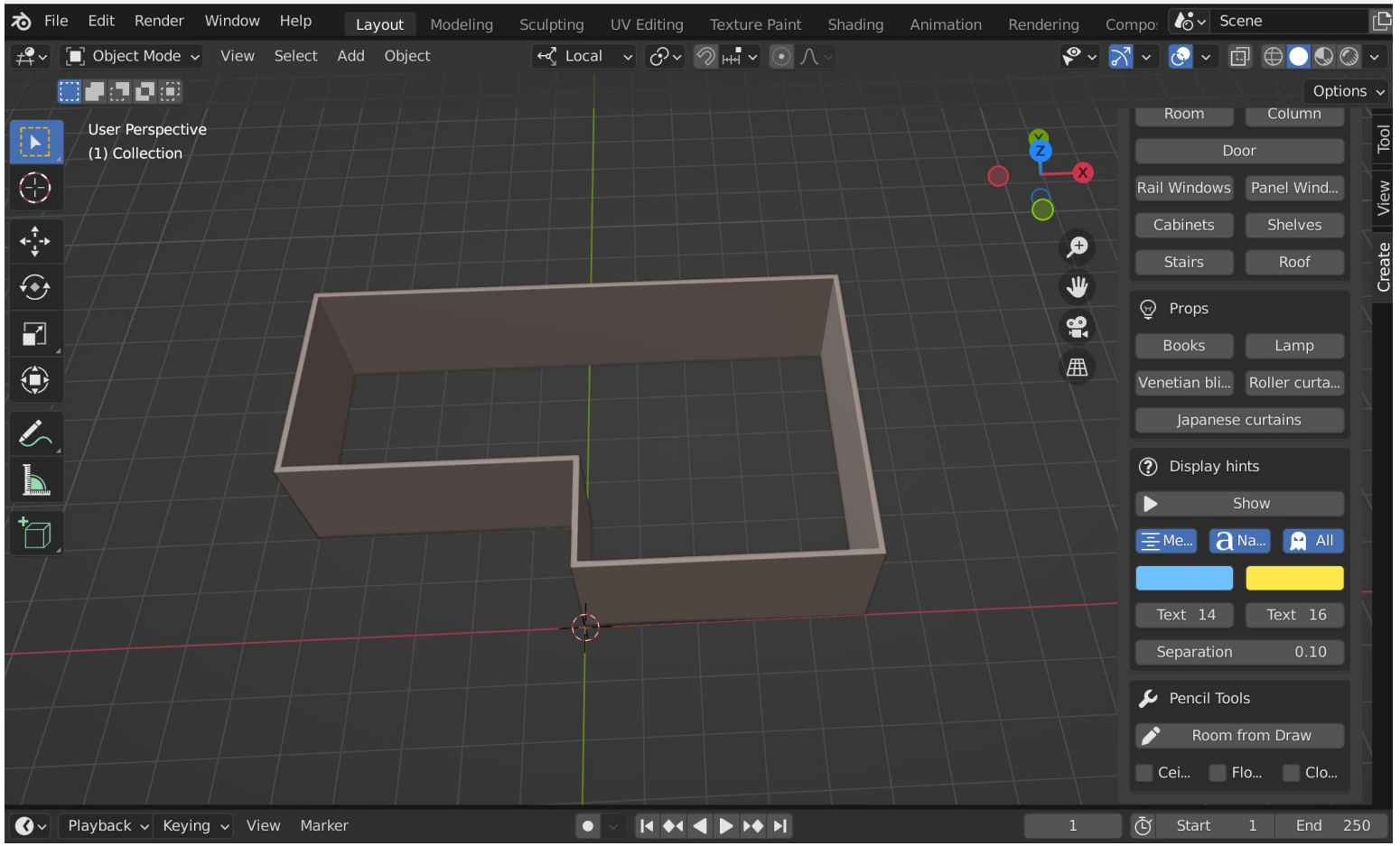


Project - Step 2

(a) Enable Archimesh in Blender

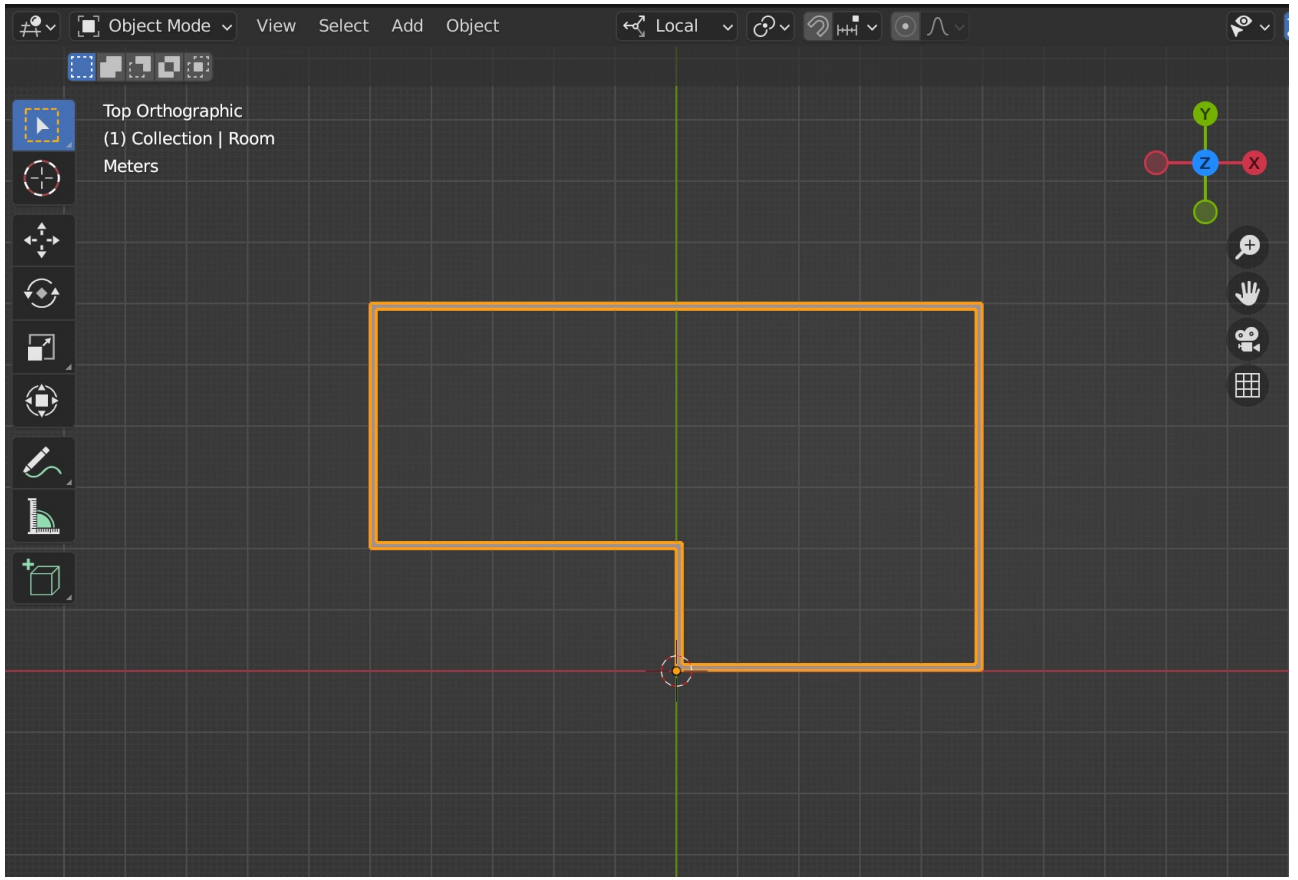


(b) Create the walls



Hello Blender 2

Basics - Move a 3D object in 3D space



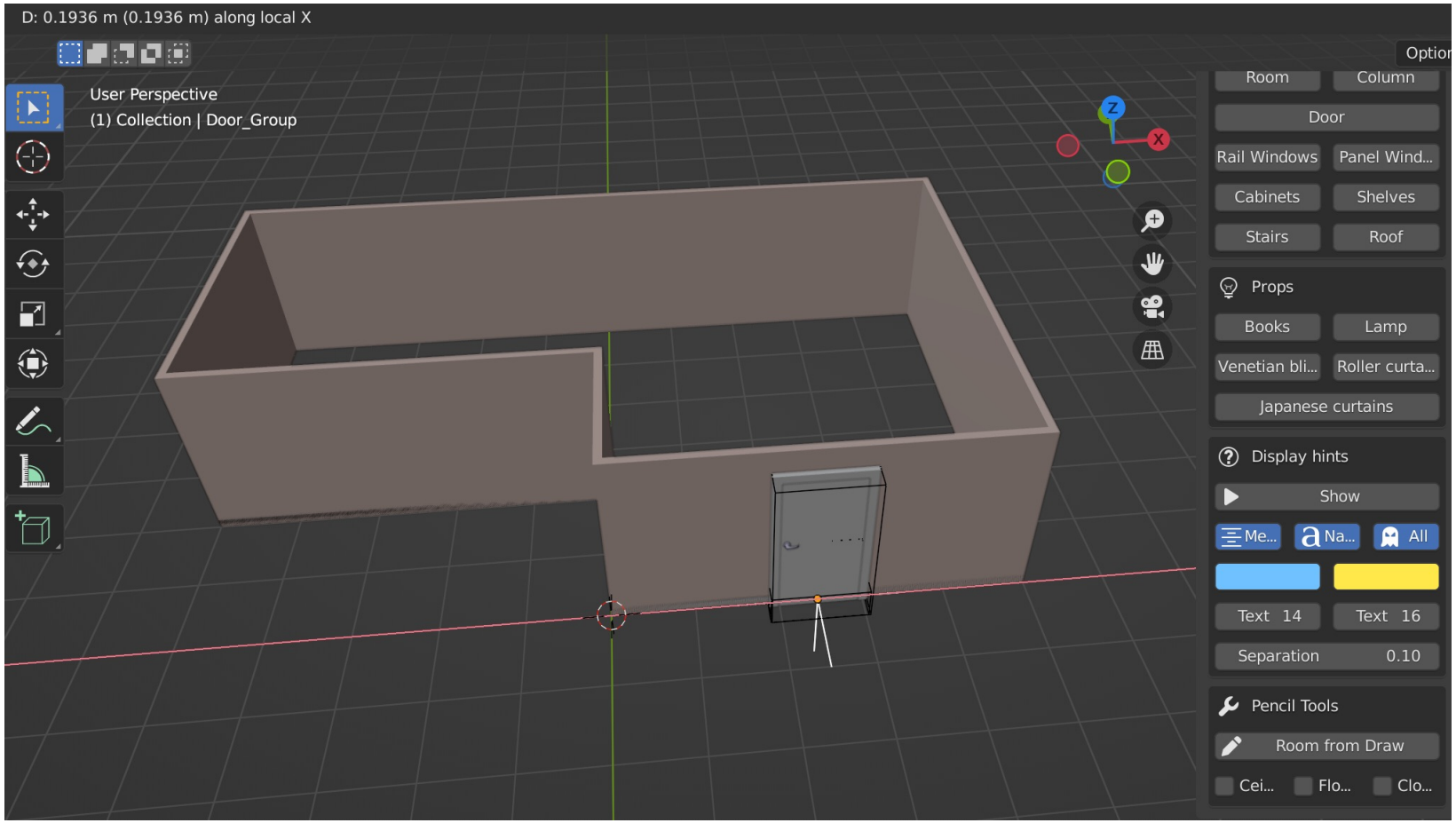
1> X / Y / Z 3 Axis

2> Top / Left / Front View

3> Shortcut 'G' + x / y / z key

Project - Step 3

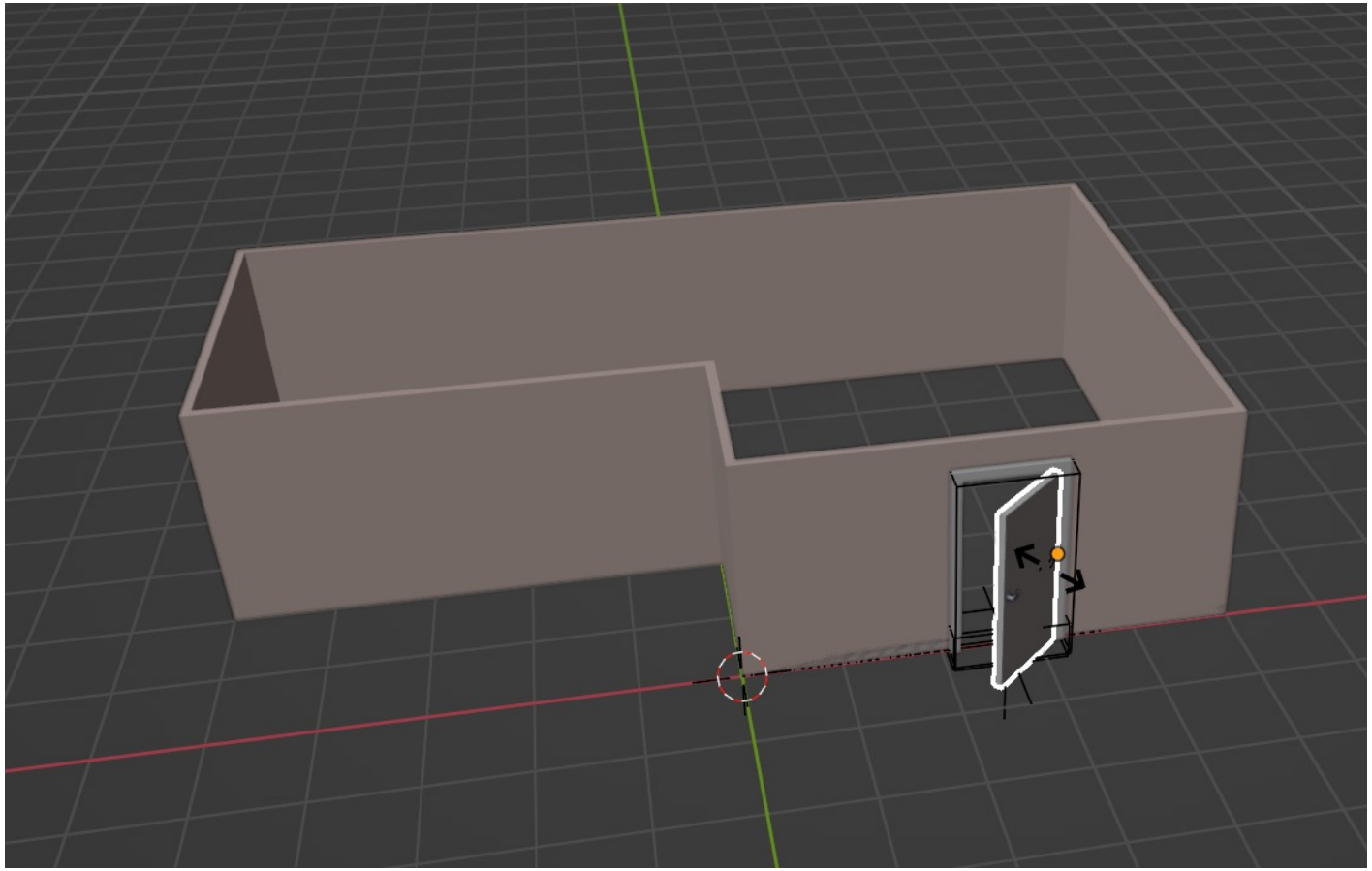
(c) Add a Door



Move the door along an axis (X in this case)

Hello Blender 3

Basics - Rotate an object & Use 3D Cursor



1> X / Y / Z 3 Axis

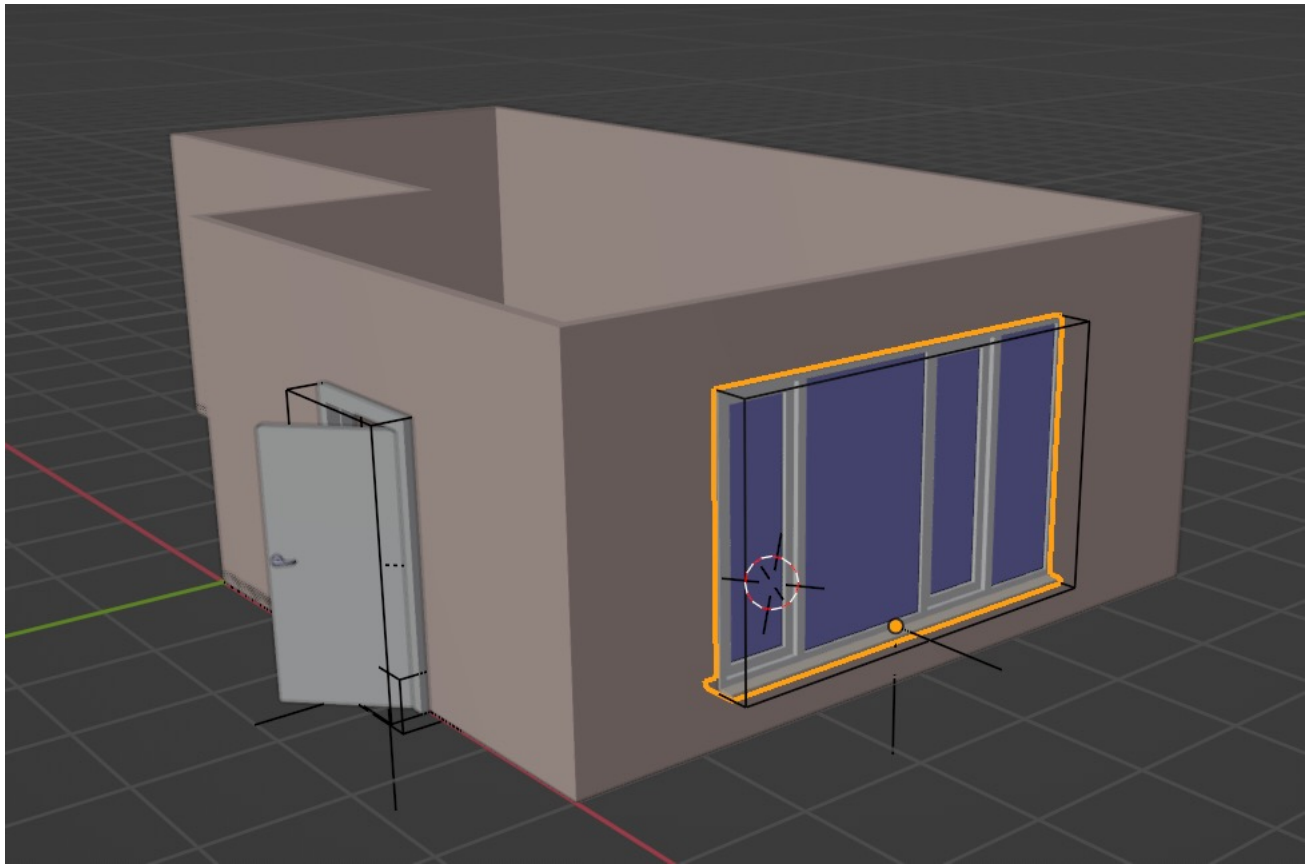
2> Top / Left / Front View

3> Shortcut 'R' + x / y / z key

4> 3D Cursor

Project - Step 3

(d) Add Windows



Use 3D cursor, Rotate along Z axis

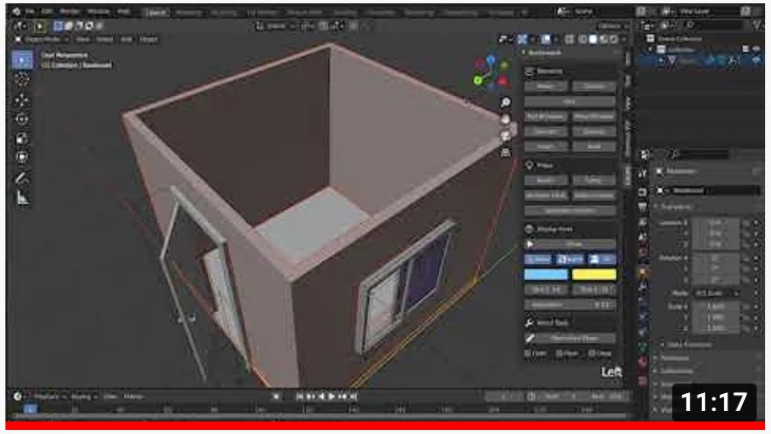
Play time

It’s not that different from Lego ☺

Project

Bonus

Some Good Learning Resource



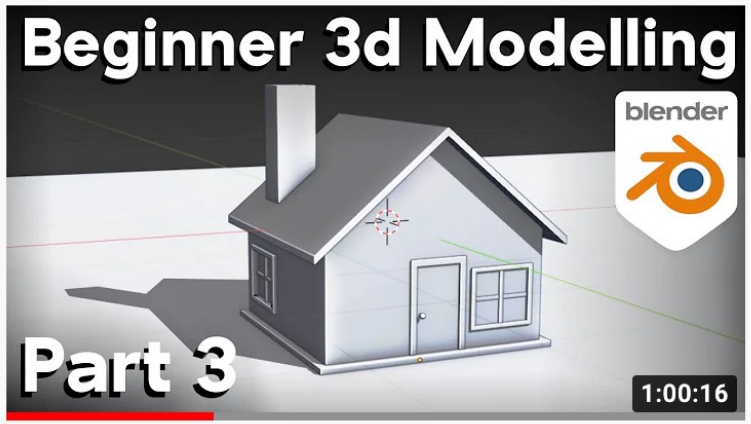
Blender 2.9 3D Architecture 1- Build a Simple House

82K views • 1 year ago

A Applied Adaptive Learning

We built a simple **house** model using the Archimesh package in **blender**, which al

https://youtu.be/LaUVDQ8eFSY



Part 3-Blender Beginner Tutorial (Modelling the House)

21K views • 1 year ago

Ryan King Art

Welcome to part 3 of my Complete **Blender** Beginner **Tutorial** Series. In this part, we wi

A: Select All Objects | X: Delete Selected Objects | Shift + A: Add Menu | Sc

https://youtu.be/gyPHCDPvkoI

Blender 3.0 Beginner Donut Tutorial

Blender Guru

Blender 3.0 Beginner Tutorial - Part 1 • 16:43

Blender 3.0 Beginner Object Editing Tutorial (Donut part 2) • 21:17

VIEW FULL PLAYLIST

https://youtu.be/nIoXOplUvAw

Thank you ☺

Feedback Welcome!