OPEN SOURCE SOFTWARE TRAININGS

blender Projects in collaboration with IIT Bombaywith Uriel Deveaud

Courses and Workshops: (2 weeks modules)

✔ Physics - 3D simulations
Smoke, Softbodies, Liquids, Boids, Super Solids, Collisions, Clothes, Force fields

✔ Video Editing to post-compositing
Import, Formats, Non-linear and linear Editing, Sequencer, Grading, Tracking, Audio

✔ 3D Characters - modelling to animation
Modelling, Armature, Bones, Constraints, Inverse Kinematics, Posing, Walk cycles

✔ 3D Architecture and landscapes - Modelling to Rendering
Importing CAD, Architecture concepts, Housing, Gardens, Streets, Texturing, Rendering

✔ 3D Industrial design - Modelling to Rendering
Design drawing, modelling, Materials and Textures, Lighting, Realistic rendering

✔ Game design - 3D prototyping to Publishing
Modelling low-poly objects, Programming actions-sets, Texturing, Export

✔ Blender Python script programming – Basic and Addons
Python 3, B.Api Introduction, Dev. Processing and Coding style, Console, Installation

*notes:
Skills and pre-requisites will be checked before the students enter the course session:
2D graphics (Gimp/photoshop) and office works (MS office/OpenOffice)

Blender Contents production & Projects follow-up:

✔ "The Famous" Animated characters for Educational series
Creation and production of a complete set of "ready-to-animate" 3D characters

✔ On-line video tutorials with files repository and manuals:
Modelling, Shading/lighting, Texturing, Rigging/Skinning, Animation, Rendering,
Compositing, Video editing, Game prototyping

Contact me:

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