

# BLENDER: 3D MODELING FUNDAMENTALS

## COURSE INFO

[ 2 - 5 DAYS/10HOURS ]

### Introduction to Blender

#### Introduction Blender in Depth

- Processes and components used in Blender
- Blender operators, property, and the info window

#### Python Overview

- Syntax and structure
- Bpy library

#### Preparing the Development Environment

- Installing and configuring Blender
- Setting up the console window
- Importing the bpy library

#### Python Scripts in Blender

- Creating a simple script
- Using a template
- Running scripts automatically

#### Blender Interfaces

- Drawing elements
- Using templates
- Working with existing panels
- Creating a menu structure
- Building a panel layout

#### Customize Add-Ons

- Implementing an add-on framework
- Building an operator framework
- Applying re-do last properties
- Publishing add-on
- Using an extra operator

PRICE: R16 900 / \$900 / €850/ £850

*Full Payment before commencement*



## ABOUT

Blender is a free and open-source 3D computer graphics software tool set that runs on Windows, MacOS, BSD, Haiku, and Linux. It is used for creating animated films, visual effects, art, 3D-printed models, motion graphics, interactive 3D applications, virtual reality, and, formerly, video games.

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# ADVANCED BLENDER: PYTHON SCRIPTING

## COURSE INFO

[ 1 MONTH / 20 HOURS ]

### Advanced Blender

#### Introduction Blender in Depth

- Processes and components used in Blender
- Blender operators, property, and the info window

#### Python Overview

- Syntax and structure
- Bpy library

#### Preparing the Development Environment

- Installing and configuring Blender
- Setting up the console window
- Importing the bpy library

#### Python Scripts in Blender

- Creating a simple script
- Using a template
- Running scripts automatically

#### Blender Interfaces

- Drawing elements
- Using templates
- Working with existing panels
- Creating a menu structure
- Building a panel layout

#### Customize Add-Ons

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