

Blender Training – Architecture and Design

Introduction to Blender Training

- Blender interface and navigation
- Project import (Revit, SketchUp, 3ds Max)

Modeling in Blender

- Polygon modeling
- Curves
- Physics-based modeling
- Parametric modeling
- Environment creation

Materials and Textures in Blender

- Material application
- Specific materials

Lighting in Blender

- Natural sunlight
- Artificial lights
- Lighting study by time zone and specific periods

Rendering in Blender

- Camera settings and manipulation
- Ray-traced rendering (Cycles)
- Real-time rendering (Eevee)
- Blender animation sequence production
- Blender post-production

You may also be interested in

- [Unity 3D Training](#)