

BLENDER MODULES

1- 1.1 introduction to work space and basic Interface

- add object,
- resize,
- move
- set colour
- rotate
- create hole

2- 1.2 How to create a same object fast and efficient

- duplicate and repeat
- Group

3- 2.1 How to create a curve object

- how to use vertercie
- how to create surface and shape
- bevel

4- 2.2 How to use duplicate and repeat in **advance**

- duplicate and repeat (advance)

5- 3.1 Align object efficiently and mirror

- align function
- miror function

6- 4.1 Finalize a design and how to export

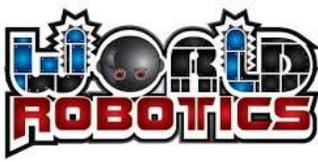
- export

7- 4.2 How to color in **intermdeiate**

- assign and remove

8- 4.3 Assign group for future easy selection

- vertex group
- Shape keys (shape manipulation)



9- 5.1 Shape modifying without destroying the nature

- propotional edit

10- 5.2 Expansion effect

- force field

11- 6.1 Sewing Physic

- sewing
- subdivision

12- 6.2 Sewing Physic advance

- elasticity

13- 7.1 Basic Sculpting

- add layer up
- remove layer down

14- 8.1 How to materialize coloring - **advance part 1**

- alpha
- roughness

15- 8.2 How to apply image or color - **advance part 2**

- UV mapping
- face orientation

16- 8.3 How to apply addition image on specific region - **advance part 3**

- stecil texture

17- 9.1 Bone and auto weightpain

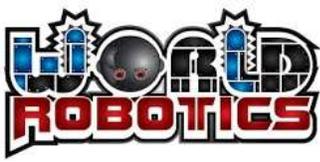
- bone
- parenting
- basic weight pain

18- 9.2 Manual weight pain

- weight pain function

19- 10.1 animation

- insert keyframe



20- 11.1 Rendering and lighting

- lighting
- type and quality of rendering

21- 11.2 HDRI

- Nodes setup

22- 12.1 Roughness texture effect- **advance part 4**

- how to use PBR
- create PBR

23- 12.2 Camera navigator interface intermediate

- setting camera to position
- changing camera

24- Final project