Week 1: (Re)Intro to 3D Blender as a Workspace Brief History of 3D modeling concepts and terminology Basic object manipulation, transformation, and editing Introduction to organizational practices for Illustration and Concepting workflow Asset Library (and how to fill it)

Week 2: Making Assets / Building a World kit Modeling for concept and illustration Sub D vs Polygon How to quickly find assets/ Good artist create, great artist… UVs, Projection Mapping and Textures Project planning for the rest of the class.

Week 3: Interior Modeling and Cameras Expansion on UV unwrapping and mapping techniques

Applying textures to 3D models Using image textures, procedural textures, and UV painting Texture coordinates and mapping techniques Setting up cameras for render passes and orthos

Week 4: Object Modifiers and Instancing Overview of Object Modifiers When to instance vs modifier vs particle.

Week 5: Lights & Render Passes 4 main types of lights Checking Exposure with False Color Nodes with lights Gobos and IES Setting up mist pass

Week 6: Compositing (Post Processing) Keyframe animation:

setting up motion in Blender Understanding the timeline, keyframes, and animation curves Basic principles of animation: timing, spacing, and easing

Week 7: Sculpting and Grease Pencil Using Grease Pencil to sketch Preparing a model to sculpt Decimation If time, Rigging and Animation basic overview

Week 8: Addons,

Tips and Tricks, Knowledge Dump and Review Introduction into useful and widespread addons. Tips and tricks on how to get shaders looking well and scenes to render better Overview of the current state of the art processes in 3d

Week 9: Geometry nodes A (very) introductory look at Geo-nodes How and when to use new Blender Features What and Why a Pipeline Template

Week 10: FinalReview and Forward Final Review and Individual Post Mortem Wrap up and checklist structure of new knowledge