Blender: 3D Modeling Fundamentals Training

COURSE CONTENT

About Multisoft

Train yourself with the best and develop valuable in-demand skills with Multisoft Systems. A leading certification training provider, Multisoft collaborates with top technologies to bring world-class one-on-one and certification trainings. With the goal to empower professionals and business across the globe, we offer more than 1500 training courses, which are delivered by Multisoft's global subject matter experts. We offer tailored corporate training; project Based Training, comprehensive learning solution with lifetime e-learning access, after training support and globally recognized training certificates.

About Course

Blender: 3D Modeling Fundamentals Training by Multisoft Systems is designed to help beginners and aspiring 3D artists build a strong foundation in modern digital design. This comprehensive program introduces learners to the Blender interface, essential navigation controls, and fundamental modeling techniques used across animation, gaming, product design, architecture, and visual effects.

Module 1: Introduction

- ✓ Blender vs Autodesk 3ds Max vs Cinema 4D
- ✓ Overview of Blender features and benefits

Module 2: Getting Started

- ✓ Installing Blender
- ✓ Basic modeling concepts
- ✓ Navigating the UI

Module 3: Editing Basics

- ✓ Types of editors
- ✓ Switching between edit and object modes
- ✓ Vertices, edges, and faces
- ✓ Editing mesh data and objects

Module 4: Modeling Meshes

- ✓ Modeling modes
- ✓ Structuring meshes
- ✓ Adding primitives
- ✓ Selecting and editing meshes
- ✓ Object data, vertex groups, and custom data
- ✓ UV maps and unwrapping
- ✓ Mesh analysis and retopology

Module 5: Curves and Surfaces

- ✓ Tools and structure
- ✓ Bézier and NURBS
- ✓ Transforming objects
- ✓ Shapes and splines

Module 6: Metaballs and Hair Particles

- ✓ Tools and structure
- ✓ Adding and editing meta objects
- ✓ Using grease pencil
- ✓ Modifying particles

Module 7: Sculpting and Painting

- ✓ Enabling selection masking
- ✓ Using the brush tool
- ✓ Shaping models in sculpt mode
- ✓ Adaptive sculpting methods
- ✓ Editing UV textures and images

Module 8: Animation and Rigging

- ✓ Keyframes and keying sets
- ✓ Using armature for rigging
- ✓ Applying the lattice
- ✓ Constraints, actions, and drivers
- ✓ Markers, shape keys, and motion paths

Module 9: Rendering 3D Scenes

- ✓ Render engines in Blender
- ✓ Eevee, cycles, and workbench
- ✓ Using cameras, light objects, and materials
- ✓ Shading nodes and color management
- ✓ Freestyle non-photorealistic (NPR) rendering
- ✓ Using layers and passes
- ✓ Rendering and previewing animations

Module 10: Exporting Files

- ✓ Supported media formats
- ✓ Exporting files to Alembic
- ✓ Using the Collada module
- ✓ Exporting files as USD, SVG, and PDF