Course : Blender, an introduction to 3D creation

Practical course - 4d - 28h00 - Ref. LER
Price : 1650 € E.T.

★★★★☆ 4,4 / 5

Blender is 3D modeling, animation and rendering software. You'll learn about the interface's main functions. You'll learn how to design a 3D object and render it realistically. You'll create animations and various physical simulations such as particles.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Getting to grips with the Blender interface
- ✓ Modeling and animating objects in 3D
- ✓ Design and apply materials and textures to objects
- ✓ Manage lighting and object rendering

Intended audience
Architects, builders, draughtsmen, designers, engineers, design office managers.

Prerequisites
Good knowledge of a graphical operating system.

Course schedule

1 User interface

- 3D, orbit and panoramic views from the camera.
- Organize the 3D view with layers.
- Properties panel.
- Object mode and simple object relationships.

Hands-on work
Install Blender. Create a view.

PARTICIPANTS
Architects, builders, draughtsmen, designers, engineers, design office managers.

PREREQUISITES
Good knowledge of a graphical operating system.

TRAINER QUALIFICATIONS
The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS
The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

2 Object creation and modification

- Rectangular, circular and lasso selection.
- Bézier curves. Extrusion along a curve.
- Transforming objects. The Simple Deform tool.
- Modeling with the Extrude function. Basic modeling, points, edges, faces.
- Modifiers: Array, Boolean, Edge...

Hands-on work
Design new objects.

3 Designing materials and textures

- Assign materials to objects.
- The creation of simple, nodal materials.
- Surface, diffuse and specular shaders.
- Place and assign textures.
- Volumetric shaders.

Hands-on work
Application of texture effects.

4 UV Mapping and Texture Painting

- UV unfolding, testing and correction.
- Use UV Mapping on materials.
- Texture creation directly in Blender.
- Unfolding export.
- Save rendering on a UV texture (Bake).

Hands-on work
Plating an image onto a UV.

5 Lighting and rendering management

- The different types of light.
- Colors, intensity, distance and shading.
- Still image rendering.
- Camera handling, focal length, positioning and depth of field.
- Output dimensions. Rendering format. Anti-aliasing.
- Rendering through different engines.

Hands-on work
Rendering with lighting.

6 Introduction to Compositing

- The basics of compositing.
- Video sequence editor.
- Compositing nodes.

Hands-on work
Composing an image.

7 Introduction to the physical engine and particles

- Physics engine basics and particle management.
- Physics (flexible bodies, rigid bodies).
- Generic, dynamic, static particles.

8 Introduction to animation management

- Notion of key images and Timeline.
- Create key images: Position Rotate Scale.
- Introducing Graph Editor.
- Animate interface properties.

Hands-on work
Create an animation.

Dates and locations

REMOTE CLASS
2026 : 9 June, 22 Sep., 15 Dec.

PARIS LA DÉFENSE
2026 : 9 June, 22 Sep., 15 Dec.