

UNITED CADD SERVICES

Duration: 40hrs

// Blender Course Content //

- **01 Introduction**
 - 001 Introduction
 - 002 Keyboards
 - 003 Mousewheel – 3-Button Mouse functions
- **02 Getting Started Terminology General Knowledge**
 - 001 Moving Around in Blender
 - 002 Lamps and Cameras
 - 003 Deselect All – Selecting and Unselecting Objects
 - 004 Delete and Undo
 - 005 Add Mesh – Create New Objects
 - 006 Object and Edit Modes
 - 007 Grab Tool
 - 008 Scale – Scaling, Sizing or Resizing an Object
 - 009 Extrude – Extruding or Extending an Objects Geometry
 - 010 Rotation – How to Rotate Objects
 - 011 Subdivide
 - 012 Dissolve Tool
 - 013 Edge Loop Select
 - 014 Loop Cut and Slide
 - 015 Loop Tools Bridge Add-On
 - 016 Knife Tool
 - 017 Remove Doubles
 - 018 Move To Layer – Moving Objects Between Layers
 - 019 Select Linked More or Less
 - 020 Origin and 3D Cursor
 - 021 Border and Lasso Select
 - 022 Join and Separate
 - 023 Bevel Tool
 - 024 Simple Deform Bend Modifier – Bending Objects
 - 025 Cell Fracture Tool
 - 026 Boolean Modifiers
 - 027 What is The Grid
 - 028 TIP Avoid Transform Resets
- **03 Common Props**
 - 001 Low-Poly Cartoony Trees
 - 002 Low-Poly Blocky Characters
 - 003 Low-Poly Cartoony House
 - 004 Fences
 - 005 Bridge

- 006 Bridge Textures
- 007 Crates
- 008 Barrels
- 009 Treasure Chest – Part I Foundation
- 010 Treasure Chest – Part II Hardware
- 011 Gravestones
- 012 Tables
- 013 Chairs and Stools
- 014 Clay Pottery
- 015 Smashed Pottery
- 016 Support Beams
- 017 Modular Pipes
- 018 Stairs Vector Snapping
- 019 Stairs Array Modifier
- 020 Stair Colliders
- **04 Modular Level Design**
 - 001 Level Design Interiors
 - 002 Level Design Caves
 - 003 Blocked Doorways
 - 004 Walls, Windows and Doorways
 - 005 Floors Planes vs Platforms
 - 006 Modular Rooftops Tour
- **05 Animation without Rigging or Bones**
 - 001 Boneless Animations
 - 002 Treasure Chest – Part III Animation
 - 003 Levers and Switches
 - 004 Trap Floor Spikes
 - 005 Door Animations
 - 006 Lifts Elevator and Moving Platform
 - 007 Animation Events
- **06 Textures, Materials and UV Mapping**
 - 001 Textures vs Colors
 - 002 Seamless Textures
 - 003 Understanding UV Mapping
 - 004 Unwrapping Cubes
 - 005 Unwrapping Cylinders
 - 006 Unwrapping Spheres
 - 007 Ambient Occlusion
- **07 Test & Quizzes**