

# **Introduction to Blender: Course Curriculum**

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## Lesson 1

- Installing Blender
- Introduction to Blender's GUI
- Navigating in 3D space

## Lesson 2

- Transformations: move, rotate, scale, copy
- Working with objects

## Lesson 3

- Mesh modelling 1

## Lesson 4

- Mesh modelling 2
- Demo and practical

## Lesson 5

- Text
- Curves and surfaces
- Extruding curves along a path

## Lesson 6

- Materials

## Lesson 7

- Textures

## Lesson 8

- Lighting

## Lesson 9

- Animating objects
- Rendering

## Lesson 10

- Video sequence editing

