EASYSKILLS Academy

Children's online programming academy

3D Modeling with Blender Course

This **32-lesson** course introduces students aged 11-16 to Blender, the industry-standard 3D design software. Students will learn modeling, texturing, lighting, and animation.

Course Benefits

⚙️ **Master Blender Interface**

Learn professional 3D software used in film and gaming industr ies.

📦 **Core 3D Concepts**

Understand vertices, faces, and modifiers.

💡 **Complete Projects**

Create characters, environments, and animations.

🎓 **Build Future Skills**

Develop technical and artistic abilities for creative careers.

EASYSKILLS

Why Choose Blender?

Professional-Grade
Used in film, gaming, and design industries worldwide.

Free & Open-Source
No cost barriers to learning industry-relevant tools.

Creative Freedom
Unlock artistic potential with powerful features.

Course Structure

32 Weekly Lessons

One 60-minute session per week via Zoom or Google Meet.

Small Group Format

4-6 students per instructor for personalized attention.

Two Major Projects

Showcase skills at Week 16 and Week 32.

Required Tools

Blender (free), Google Drive, and rendering tools.

Beginner Module (Lessons 1-16)

1

Foundations (Lessons 1-4)

Interface, navigation, basic objects, and modifiers.

2

Core Skills (Lessons 5-9)

Character modeling, materials, lighting, and interior design.

3

Animation Basics (Lessons 10-13)

3D house project, animation fundamentals, and organization.

4

First Project (Lessons 14-16)

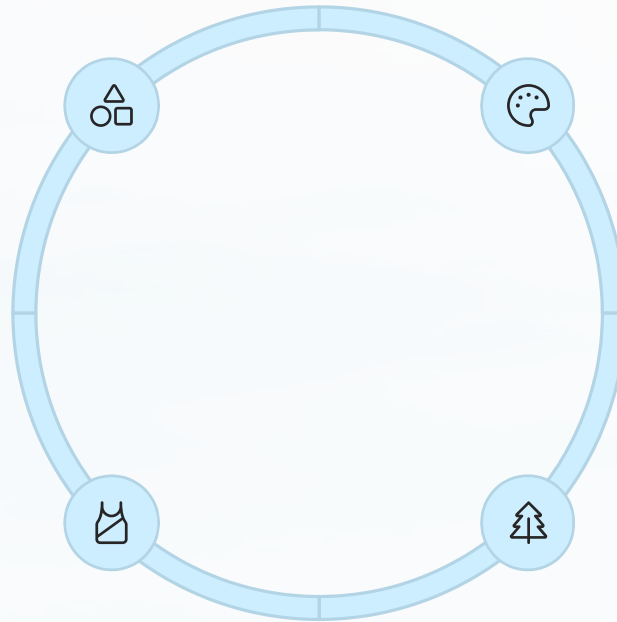Rendering, composition, and interior design project.

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Advanced Module (Lessons 17-24)

Advanced Modeling

Complex techniques and mirror modifier.

Texturing

UV unwrapping and PBR materials.

Character Animation

Armatures, rigging, and facial animation.

Environments

Creating detailed 3D environments.

Final Module (Lessons 25-32)

Advanced Techniques

Camera animations, HDRI lighting, and particle systems.

Create realistic effects like grass, fire, and snow.

Physics & Rendering

Cloth simulations, physics, and cinematic rendering.

Learn professional-quality output techniques.

Final Project

Plan, develop, and present a complete 3D scene.

Create a portfolio-ready final project.

EASYSKILLS

Ready to Begin Your 3D Journey?

EASYSKILLS

32
Lessons
Comprehensive curriculum

2
Projects
Portfolio-ready work

60
Minutes
Weekly session length

4-6
Students
Small group size

Join us to explore the exciting world of 3D design with Blender. Build skills for future creative careers while having fun creating amazing 3D worlds!