



## Learn Animation with Blender 2021 By Motion Guru

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- Blender's Interface and Navigation
- Modeling
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- Materials and Texturing
- Animation
- Lighting
- Rendering
- Compositing

### Description

Join me in this animation curse.

In this class, I will walk you through the steps to create an animated scene using Blender by starting from scratch.

From the initial step through the final rendering. In this case tutorial, we'll use blender 3.0. Learn all the steps required to bring your own 3D animated animations into existence.

The first step is to learn about the user interface of Blender as well as navigation tools. We'll provide the user with a solid foundation prior to moving on.

We will begin modeling three different objects:

- the icon that turns off and on
- Monitor
- The phone

From starting from scratch. This is where we will collaborate to learn all the necessary methods for modeling.

Then, we make an animation of numbers using one of the new nodes in Blender 3.0 for text. It's very impressive.

In this part, you will be taught some modifiers, and we will then make preparations for the following stage, that is, texturing. We will discuss the best way to use a texturing that you created using Photoshop or any other image you own and how to remove textures in a simple manner. In the next section, we'll be able to include other materials also.

The most interesting thing here is that we're going to be using a brand new section of Blender called Assets library. It allows users to label our objects as assets and save them for future use. All we have to do is drop them onto an object.

Then we move on into the lighting phase and play with blender lighting and then we add an HDRI. The next element, animating. In this step, we will be animating each of the three 3D objects we modeled.

We will explain how to use the graph editor as well as the timeline as well as how to use interpolation mode. You can also play using a handle to create an animation that looks natural. We will then join each of the parts to an empty space and then animate the empty.

The next stage of rendering is to review the settings for Eevee and Cycle and then make rendering and in our compositing section, we'll include a node that will improve the quality of the render.

**This course is to be used for:**



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标签

- Tutorial    平面设计

- This course is designed to help those who are new to Blender as well as 3D animation. There is no prior knowledge required.



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