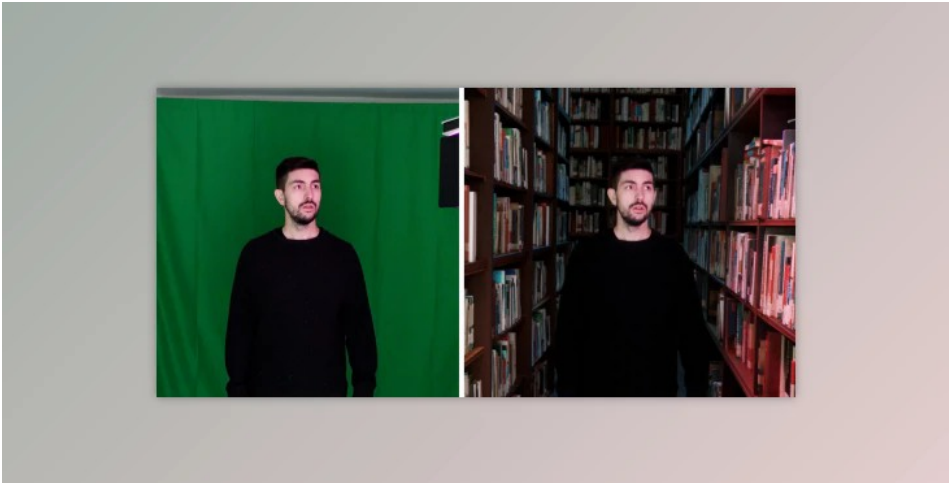




Blender for Filmmakers: Build a 3D Environment Around Green Screen Footage

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Blender for Filmmakers: Build a 3D Environment Around Green Screen Footage: Elevate your film to the next level by transforming any green screen footage into a detailed 3D scene.

When Alden Peters first started exploring the world of 3D animation and VFX, he saw it as a way to combine his love for 3D and sci-fi films filled with aliens and robots. Since then, Alden has gone on to work full-time as an independent filmmaker, motion graphics, and VFX artist and created award-winning projects like "Friends of Sophia", "Femme", and "Coming Out". Now, Alden wants to show other filmmakers how they can use 3D animation to boost the production value of any feature film, short, or show.

With Alden as your teacher, you’ll:

- Shoot your green screen footage
- Key your footage in After Effects
- Build your 3D scene in Blender
- Add your footage and 3D models to your scene

Whether you want to learn how to create 3D scenes to add to a film you’re already working on or you want to use this project to jumpstart your motion graphics and VFX career, learning how to transform green screen footage into an intricate 3D scene is a key animation skill to bring your production ability to the next level. You can also take what you’ve learned today to create a one-minute film by watching all five of Alden’s 3D animation classes.

Plus, you can find more details about add-ons, additional software, and exclusive discounts in the class resources.



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