



Into the Forest: Add Depth to Your Illustration with Blender 3D

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Into the Forest: Add Depth to Your Illustration with Blender 3D: For artists or illustrators, having basic 3D abilities opens up a new realm of possibilities. This class will look at ways 3D can bring additional depth to work.

As an animator, one of the first things I set out to accomplish when I started creating illustrations was to figure out ways to incorporate motion into them to help bring them to life.

One of the simplest ways to do this is to add simple parallax effects to the layers of artwork to create the impression of depth. However, this isn't the best solution for every picture, and with the help of 3D animation software, we can go beyond simple effects and create 3D models of our artwork. Geometric shapes. This allows us to have more options to incorporate complex camera motion into our illustrations and even incorporate our illustrations using 3D elements or effects.

In this course, I'll start with the fundamentals for those who might not have ever used 3D animation software before this class. We'll also explore how to make multiplane and parallax camera movements with the help of the images.

In the second portion of the class, we'll create a 3D model based on the sketch. The scene will serve as a reference that you can utilize to design your illustration, or you could utilize the illustration in the next section of the class, where I show what it takes to show the image onto the objects within the scene.

Then, we'll introduce a camera movement and some 3-D-like particles to bring some sparkle to our scenes.

What you'll learn:

- The class will begin by teaching the basic concepts of the Blender application, which you will require for the remainder of the course.
- Learn how to load images into Blender and preserve an original aspect ratio and color space.
- When the artwork is imported correctly, You can create simple parallax animations by animating the camera and each art layer.
- The class will then cover the various modeling methods needed to build an easy 3D scene that you can illustrate.
- The entire image projection process is explained, including the best way to deal with some of the most common problems you might face.
- Additionally, you will learn the fundamentals of creating particles in Blender.
- Ultimately, you will be taught how to save and render your animation in an image sequence or as a .mp4 file.

What you'll create:

- Following the lesson, you'll make two different versions of the Multiplane Camera animation.
- Additionally, you will be able to create animations based on an illustration projected onto 3D geometries.



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