



Blender for Filmmakers: Turn a 2D Photo into an Explorable 3D Scene

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Blender for Filmmakers: Turn a 2D Photo into an Explorable 3D Scene: Discover how to create a realistic 3D scene within Blender using nothing but a still photograph.

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, creating award-winning projects like "Friends of Sophia," "Femme," and "Coming Out." Now, Alden wants to show other filmmakers how to use 3D animation to boost the production value of any feature film, short, or show.

In this class, Alden will reveal how to turn a still photograph into a full-blown scene in Blender, complete with realistic materials, additional 3D objects, and animated details. You'll leave this class knowing how to use software like fSpy, Blender, and Adobe After Effects to transform any flat image into a navigable 3D scene.

With Alden by your side, you'll:

- Set up your origin point, X/Y/Z axis, and camera angle using spy
- Create and join your scene's geometry in Blender
- Add your camera movement, lighting, and animations
- Render your final scene in Blender and composited in After Effects



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