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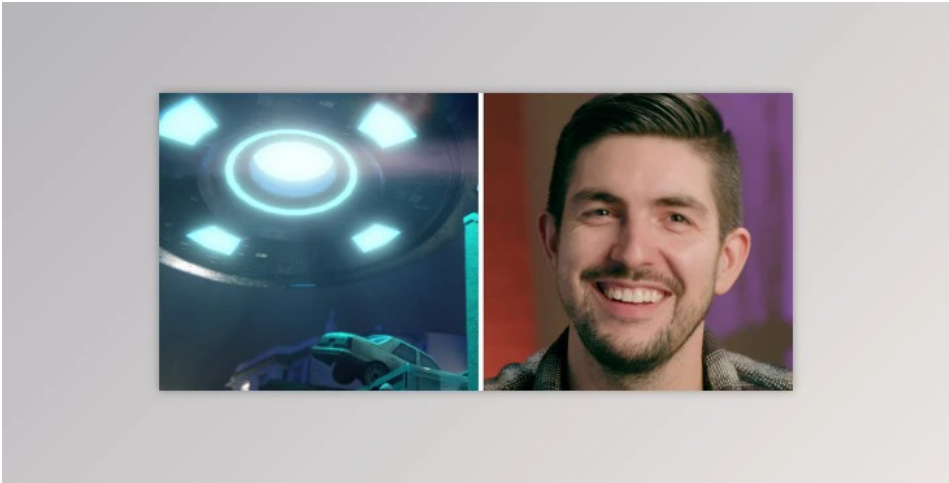
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Blender for Filmmakers: 3D Set Extension with Camera Tracking: Unlock the power of worldbuilding within Blender by creating a 3D set expansion.

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 to use 3D animation to boost the production value of any feature film, short, or show.

In this class, Alden will share how to transport your audience to other times and places by building 3D set extensions. You'll learn how to expand your footage by using camera tracking and movement tools to move out of your scene into a detailed 3D set.

With Alden by your side, you'll:

- Create high-quality 3D camera tracking in both Blender and Syntheyes
- Build out your set extension
- Add realistic details to your new scene
- Composite the final product in After Effects

Whether you're a filmmaker working on an independent budget who wants to add a ton of production value to your projects or use 3D set extensions, you'll leave this class knowing how to take any film to the next level through an intricate 3D set. You can also take what you've learned today to create a one-minute movie by watching all five of Alden's 3D animation classes.

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