

# Character Design and Animation in Blender

## **Week 1**

- Intro to blender
- Where to get the software
- Installation
- User interface
- Navigation
- Working with blender

## **Week 2**

- Creating a model with basic shapes
- Editing the shape
- Adding loop cut/mesh to the model
- Working with the modifiers ( Mirror/subdivision )
- Combining the mesh
- finalizing g your 1st model

## **Week 3**

- What is character design
- How to start your 1st 3d character
- Gathering references from the internet
- Understanding sculpting
- Working with the brushes

## **Week 4**

- Creating the basic shape
- Combining multiple meshes to create the base
- Combining the mesh
- Understanding mesh filters
- Working with the mesh filters

## **Week 5**

- Deforming the mesh
- Working with the clay brush
- Adding details
- Refining the mesh

## **Week 6**

- Understanding the mesh flow
- Understanding Basic anatomy
- Creating anatomical shapes

## **Week 7**

- Defining the facial features

## **Week 8**

- Finalizing your 1st digital sculpt

Will be provided upon registration

The remaining lectures will be provided upon registration.