

Blender Master Series

GETTING THE MOST FROM THE COURSE

The Mastering Blender Series is designed to give students the necessary skills to truly master the software. Each course focuses on specific areas of Blender, providing the tools that will take the student's work to the next level by fully understanding the processes Blender uses to translate the real world into 3 dimensional masterpieces.

Each Blender Master Course begins with a User Interface refresher for those who may need more practice using the software, and to allow beginners to get an understanding of how the interface works so the student can then work towards mastery of the course material that is the focus of the series.

In order to get the most from this course, the instructor recommends the following study habits to reinforce the mastery of Blender.

1. Watch the videos and do the exercises. It is without saying that you cannot learn unless you take the time to watch and study the material at hand
2. Download and/ or use the links provide of material that is related to the lesson. It is an invaluable resource for understanding the lessons.
3. I would recommend a small notebook to take notes while watching the video lectures. Although you can watch the lessons over again, the process of writing provides helps the memory process. You may also get ideas on how you can use what is learned on a project of your own.
4. Practice Practice Practice. Each section will provide you with new information and the opportunity to learn by doing. It is highly recommended that beginners practice using the interface as suggested in the first section before moving on to other sections of the mastering series since the instructor assumes you know how to navigate the UI. So for beginners, please take the time to explore the topics in section one and practice using the UI to refine your skills with the interface before going to section 2.
5. Do you have a project or character already in mind to create on Blender? Use the time after each section practice what is learned with your own project or character. This will help reinforce the new skills you have learned.
6. Each Section, except for the rproject and final section, will have a quiz at the end that is based on an exercise. Please be sure to perform the exercises for each section as they will reflect on your final grade.
7. Want to share your work? Please join me at my Facebook!

Go to <https://www.facebook.com/3D-Community-Showcase-601161200380047/> and share your work or ask questions to find out more about Blender.