

STRUCTURE OF EDUCATION PROGRAM FOR BLENDER MODULE

Lesson Block	Hours	Delivery Method
Introductory session – Game Center orientation, presentation of learning goals and work plan, overview of necessary tools and resources, organization of learning materials and structure of module, code of conduct during training.	1h	In-person workshop
Introduction to Blender and 3D space – Blender basics (installation, interface, navigation), introduction to 3D space (transformations, working with objects, exercises)	8h	In-person workshop + exercises
Basic 3D modeling – Basics of modeling and applying modifiers, creating simple 3D assets and mini project (low poly object)	10h	Workshop + practical work
Texturing and materials – Work with materials, shaders and textures, creation of a fully textured game asset.	10h	Workshop + practical work
Lighting and rendering –Light types and HDRI environments, rendering in Eevee and Cycles.	4h	In-person workshop + exercises
Sculpting – Basic sculpting	2h	Workshop + practical work
Rigging and animation – Animation basics, character rigging, character skinning, creating simple animations	10h	Workshop + practical work
Photogrammetry Fundamentals of photogrammetry and its application in 3D modeling, including the use of RealityCapture software, the workflow of capturing photos, importing and reconstructing 3D models, as well as cleaning, optimizing, and creating UV maps and textures in Blender.	8h	Workshop + practical work
Mentored project development – Creating main 3D asset(s) for final project	5h	Mentoring, practical work, group work
Final Showcase & Evaluation	2h	Presentation