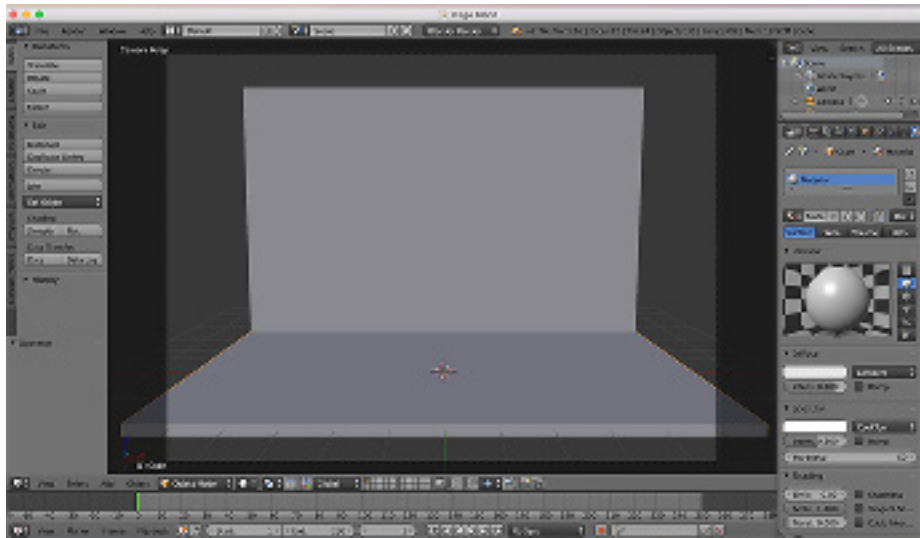


Assignment 1 Basic 3D Modeling in Blender

Create a still life scene using 5-6 objects. The objects can be created in blender or imported from free 3D modeling repository. Your objects will reflect your interests, so choose them to represent a specific concept you will try to communicate. Do not use same objects. "Color" the scene using textures and materials for all the objects. Use editor to adjust the view of your scene. Render the final scene as an image. The goal is to get used to blender editor and basic 3D modeling.

1. Open still_life.blend file in Blender.

The scene in the file is an empty *still life setup* made from two scaled cubes. You see the stage in the camera view, you can rotate the view with the middle mouse button, and you can drag the view by pressing the shift key while dragging with the middle mouse button.



2. Do a research to find free models online (turbosquid, <http://www.turbosquid.com/>)

You can import models in the following formats:

3DS, obj, fbx

You may need to create a free account (turbosquid).

3. Import your models. Place them on the stage. Scale, rotate and move your models.

You may find that some models are missing textures. Add your own materials and textures to make your objects look as good as possible.

4. Optional: use transparency, reflections, mirror and other effects.

5. Render an image with the F12 key, dismiss the rendered image with the ESC key.

Save the best image (image>save as image) your_last_name.png

Assignment 1
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Inspirations and examples:
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Henry Matisse

