



Using ITC's to preserve
European Crafts



Girls & Boys
Programming in Europe Erasmus+



C4 Spain GBPE Mobility

GBPE Erasmus+ project . 2019-1-CZ01-KA229-061282-1

“Girls & Boys are Programming in Europe ”

girlsboysprogramming.eu

V2 Spain UIPEC Virtual Mobility

UIPEC Erasmus+ Project 2019-1-ES01-KA219-065673

“Using ITC to Preserve European Crafts”

eucrefts.eu

Girls & Boys Programming in Europe Erasmus+

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**C4 European Congress:
“Innovative tools in ITC Learning”**

Participates

Organization by

**IES Playamar
Torremolinos
Spain
March 2022
girlsboysprogramming.eu**

3d Design Blender Workshop

Imparted By Prof. Alfonso Ballesteros (IES Playamar)

3D Design with Blender Workshop



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Context

This workshop is made as one of the ICT formation activities part of the C4 Spain GBPE Mobility of the GBPE “Girls & Boys are Programming in Europe” Erasmus+ project . 2019-1-CZ01-KA229-061282-1 Erasmus +”. This activity will be also considered as part of a synergy activity for a Virtual Mobility of the UIPEC Erasmus+ Project 2019-1-ES01-KA219-065673 “Using ITC to Preserve European Crafts” . This Workshop has been imparted By **Alfonso Ballesteros from IES Playamar.**

What's Blender?

Blender is a free and open-source 3D computer graphics software toolset used for creating animated films, visual effects, art, 3D printed models, motion graphics, interactive 3D applications, virtual reality, and computer games. Blender's features include 3D modelling, UV unwrapping, texturing, raster graphics editing, rigging and skinning, fluid and smoke simulation, particle simulation, soft body simulation, sculpting, animating, match moving, rendering, motion graphics, video editing, and compositing.

Professional use of Blender

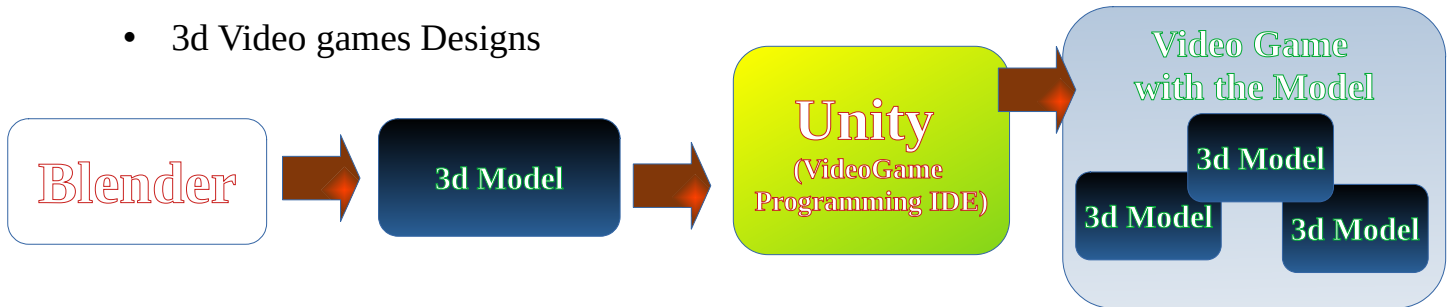
- architectural rendering



- Scientific Physics fluid simulation (Gif)
- Artistical 3d Designs
- Forensic reconstruction (example mummy [Cícero Moraes](#) (Gif))



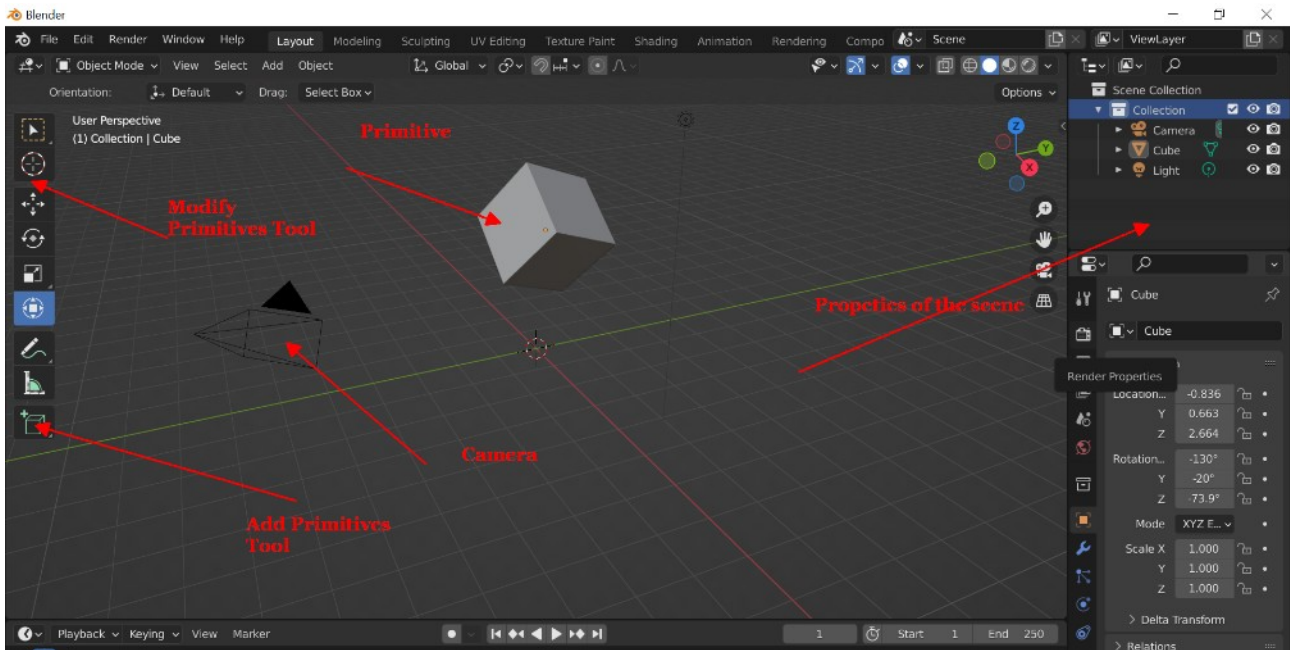
- 3d Video Design
- 3d Video games Designs



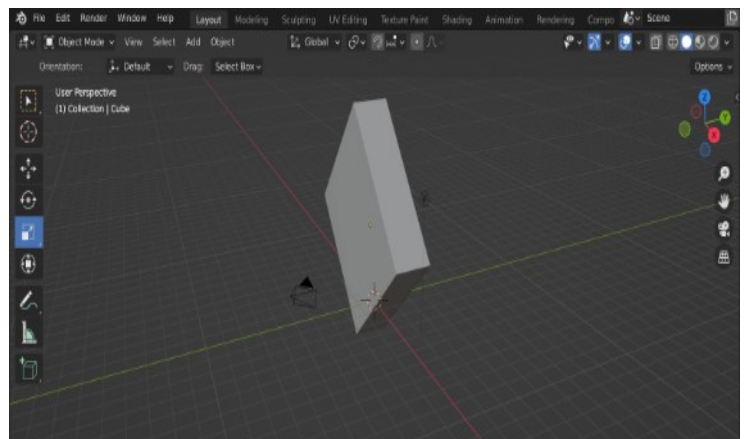
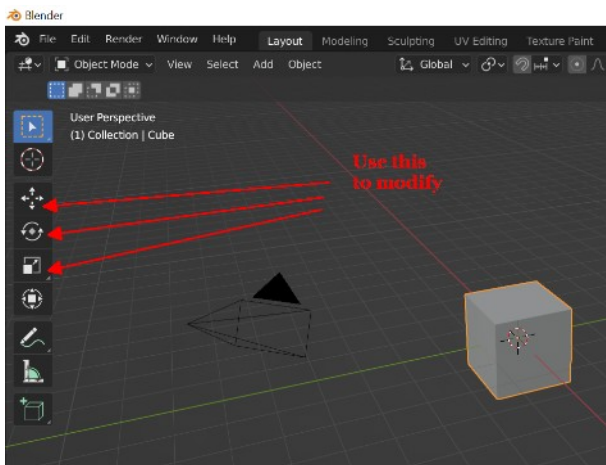
Lets Open Blender

1° Transforming

Important concept , We have to select the points that we are going to modify- Tools: Rotate, Translate, Select, Scale, Draw



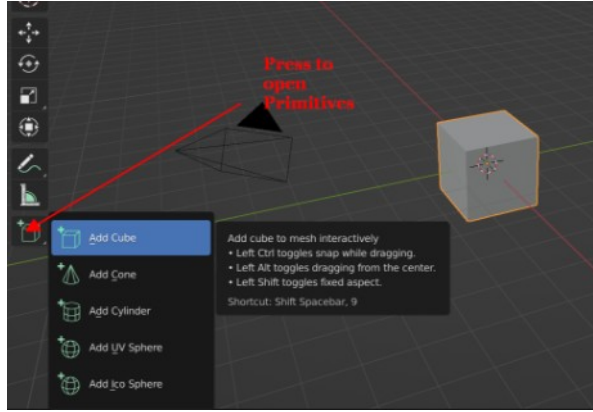
1° Task Transform the Cube to a rotated rectangle



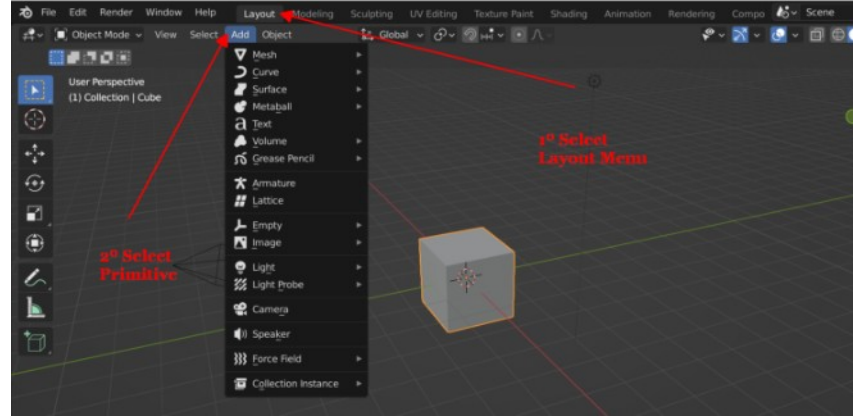


2º Adding Primitives

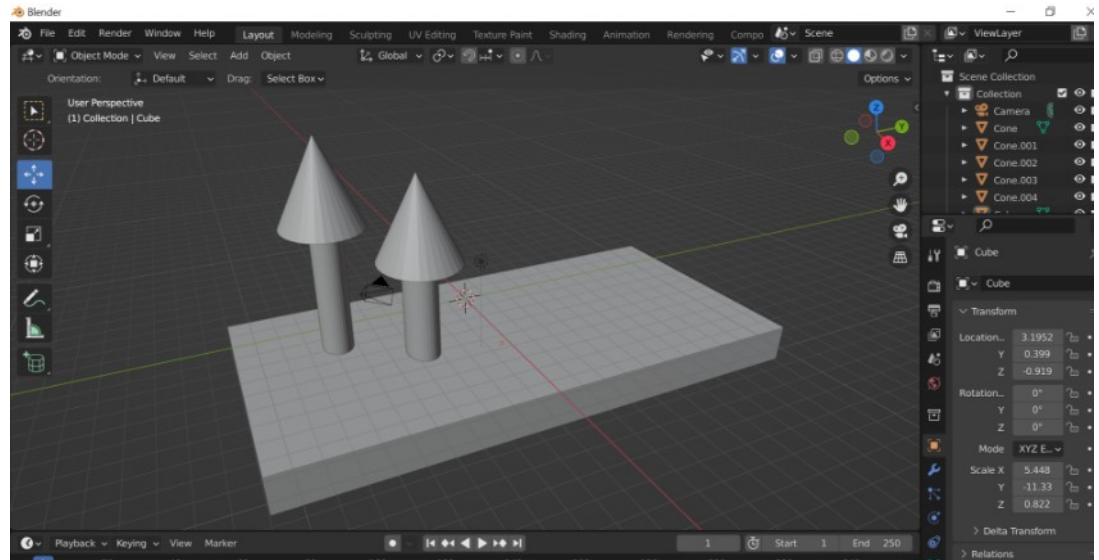
Basic Adding



Advanced Adding



2º Task Add a Cube a sphere and a Cylinder To create this



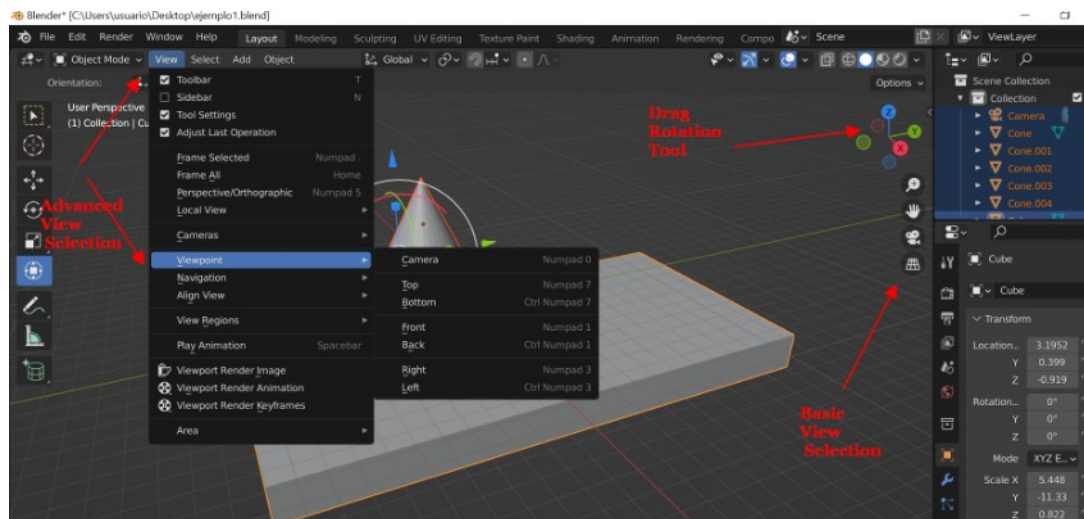
3º Views

Views X-Y-Z

Isometric

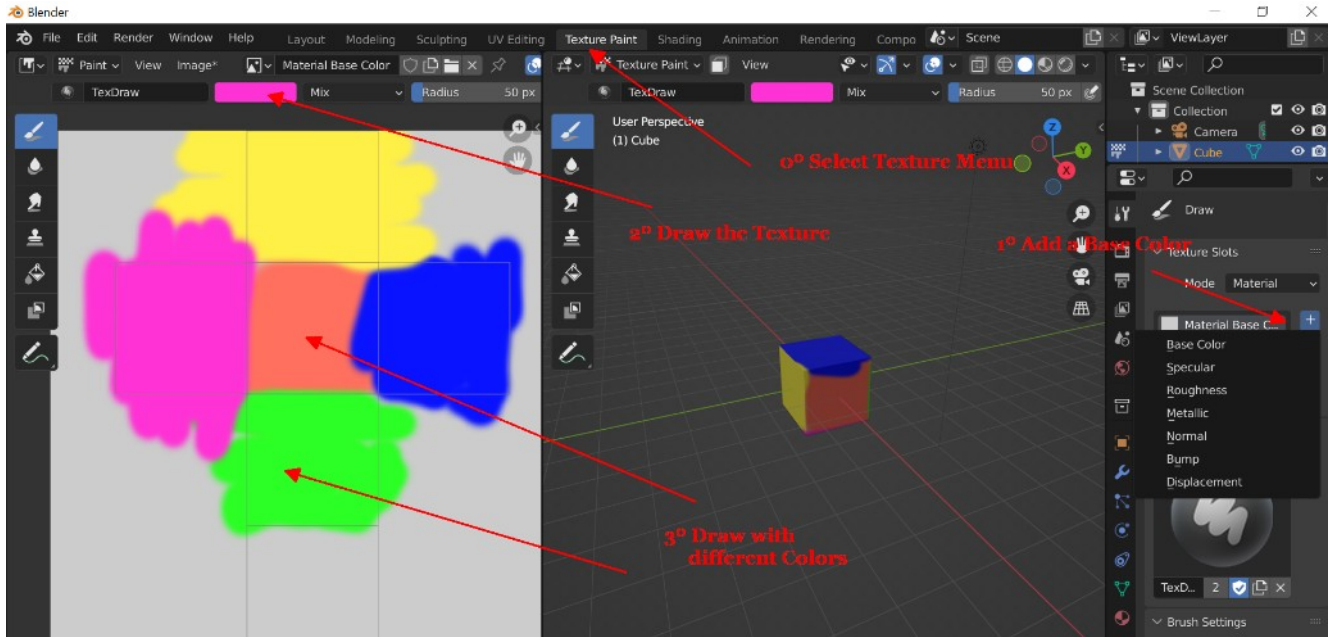
Camera

3º Check several Views of the scene.





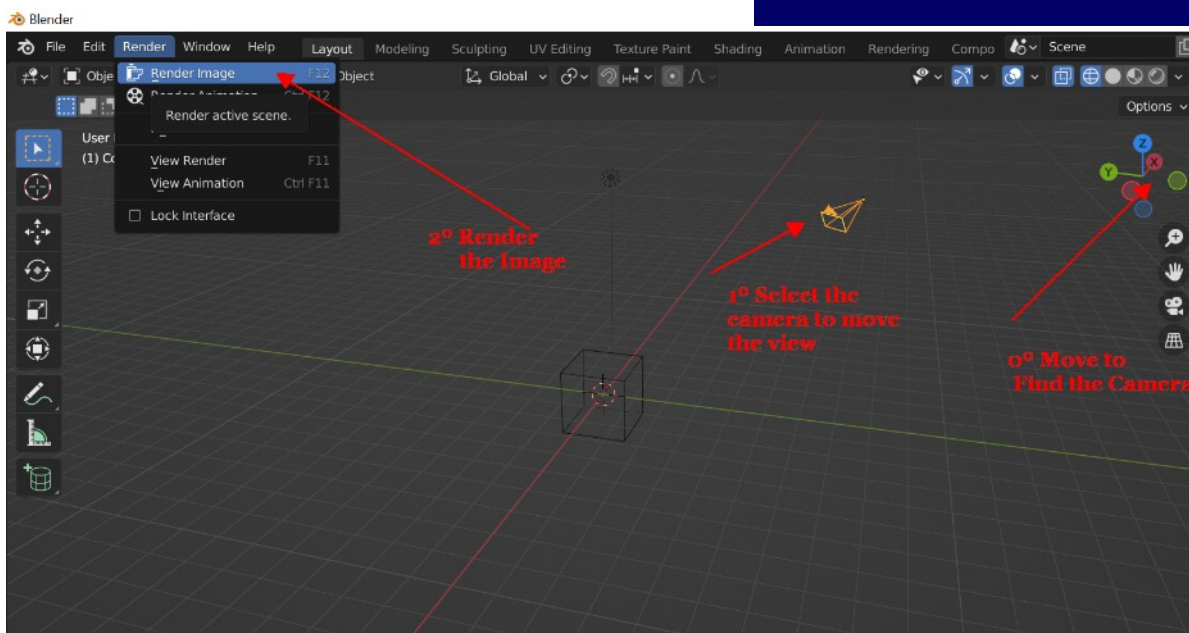
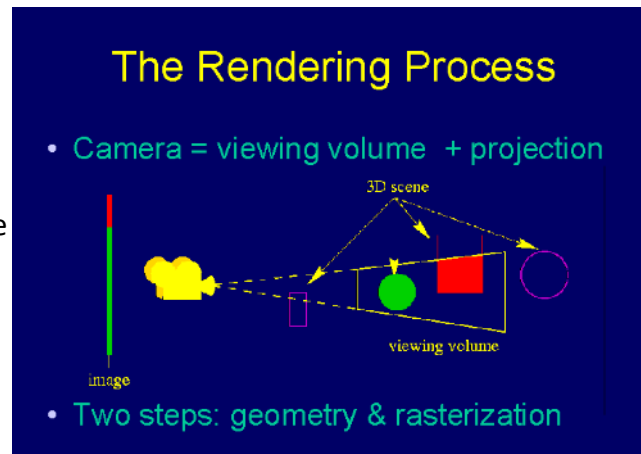
4º Adding Textures



4º Task Draw a colorful Cube

5º Camera & Rendering

What's Rendering? It's the process to take a shot of the scene with the textures



5º Task Render the Colored cube



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Thanks!




Connect with me in Etwinning for more ITC workshops "Alfonso Ballesteros"
In Twitter on the web [@DTSE_Erasmus](https://twitter.com/DTSE_Erasmus)