



Intro to 3D Modeling with Blender

ELEMENTARY SCHOOL LEVEL | WORKSHOP

FREE EVENT

DATE

09/29/2020

TIME

04:00 PM - 07:00 PM

LOCATION

San Diego Public Library
Virtual Branch

sandiego.librarymarket.com

PLEASE NOTE:

More than one student per household may register. Parent/Guardian may attend, but adults do not need to register.

3D modeling is a fast-developing technology with applications in many fields and careers. Use the open-source program Blender to explore the potential of 3D modeling and printing. We will start with an introduction to Blender, an extremely powerful tool for 3D modeling. Students will learn how to use Blender for computer-aided design projects such as 3D printing, tool making and architectural modeling. They will practice re-creating chess pieces in a physical and a digital environment. Students will also learn the basics of environmental design for video games. The class offers a good starting point for moving on to more advanced 3D modeling skills

This project is funded in whole or in part with Community Development Block Grant (CDBG) Program funds provided by the U.S. Department of Housing and Urban Development (HUD) to the City of San Diego. All participants are welcome. If you need special accessibility accommodations, please call (619) 236-5807 or email mbrandesmiesner@sandiego.gov in advance of your participation. If you have comments, questions or grievances about Library NEXt, please contact Library NEXt Programming at srs@ucsd.edu.

Space is limited registration required in advance.

