



Estd. in 2001

Conferred Autonomous Status by University Grants Commission (UGC) for 10 years w.e.f. AY 2019-20

ISO 9001:2015  
Certified  
Institute

NBA  
Accredited  
Programs

NAAC Accredited  
Institute  
with 'A' Grade

AICTE-CII Survey rating  
in Platinum category for  
Industry linkages

Among Top 250 Colleges  
in NIRF Ranking  
2019-20 & 2020-21

68<sup>th</sup> & 78<sup>th</sup> in All India Rank by Outlook  
survey published in June 2019 &  
May 2018 respectively

### Prerequisites:

1. You must have basic computer knowledge.
2. The basics in 3D will be a plus but are not mandatory

# Basic + Advanced

# CERTIFICATE COURSE ON ANIMATION IN BLENDER 2.8X



## Highlights

For more information about course modules:  
[https://bit.ly/Blender\\_Coursemodule](https://bit.ly/Blender_Coursemodule)



10 days live sessions  
with course faculty



1-Day Campus  
Immersion



8 engaging  
course modules



Video Lectures  
and demos



Capstone  
projects



Explore real-world  
case studies



Real time  
problem solving



Assignments , simulations  
and discussions



Interaction with  
industry experts

## INTRODUCTION

If you want to **learn 3D** from zero, meaning **no prior experience** needed at all. Then you've come to the right place. This course will teach you the fundamentals of 3D skills using **Blender 2.8 or above**. The curriculum in this course is **carefully designed** so that students can learn gradually from the easiest lesson to the more advanced lessons, seamlessly. After completing this course you will be able to model a **3D Model**, add materials, create lights, and then render it using the **EEVEE** rendering engine.

## OBJECTIVES

- To discover the software to integrate it into your workflow
- Learn polygon modeling, animation and rendering basics
- Apprehend the interface and keyboard shortcuts for better efficiency

## EXPECTED OUTCOME

- ✓ Have a good understanding of the major components of Blender
- ✓ Gain experience and hopefully confidence in being able to pull off your own 3D projects
- ✓ Learn how to navigate through Blender and get comfortable with the user interface.
- ✓ Learn the bare basics of 3D modeling, lighting, animation, shader, texturing, rendering.

Starts On	Duration	Fees	Eligibility	Format	Batch Size
18 <sup>th</sup> October 2021	10 days Online ( 4Hours per day)	INR 1000	Students of Category 1: UG/ PG (Science/ Engg.)/ Diploma Category 2: Jr. College (Science)	Online Interactive Lectures	30 participants

### Contact Details:



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For hardware requirement: [https://bit.ly/blender\\_2\\_9](https://bit.ly/blender_2_9)

### Registration Details:

[https://bit.ly/Reg\\_Animation\\_in\\_Blender](https://bit.ly/Reg_Animation_in_Blender)



For more information visit [www.tcetmumbai.in](http://www.tcetmumbai.in)