

BCLUW

"VIRTUAL REALITY & 3D APPLICATIONS" PROGRAM

Now that you've learned a little bit about Blender, a very powerful 3D graphics & animation software program, what are the "next steps"?

- * Keep working at it! Like many things - "use it or lose it" It takes a lot of time and work to become skilled (if it was easy....lots of people would be doing it!). Blender has many different features / capabilities in modeling, rigging, game design, and animation.
- * Blender is open source (free), and can be installed on almost any modern computer - <http://www.blender.org/download/get-blender> (we will also be installing the program on some computers at the middle school)
- * There are a growing number of online tutorials that can help you learn. Some of those used by BCLUW High School students include:

Blender Guru - www.blenderguru.com

Blender Cookie - <http://cgcookie.com/blender>

Blender Nation - <http://www.blendernation.com>

Blender Cycles- <http://www.blendercycles.com/category/tutorials>

The Blender Game Engine-

<http://www.blender.org/education-help/tutorials/game-engine/>

<http://www.youtube.com/user/ianscott888>

- * If you want to see some examples of BCLUW High School work from students in the Virtual Reality & 3D Applications program, or some ways that 3D graphics computer skills are being used in Iowa business and industry, visit our website at-

<http://bcluw3d.wikispaces.com/>