



Gyanmanjari Institute of Technology (GMIT)
Mechanical Engineering Department

SDP Course Content

Name of Course : Blender

Course Objective:

- To get familiar with blender interface
- To learn about modelling in Blender
- To understand about various modifiers and their use
- To learn about rendering of design or video

Syllabus

Sr.No.	Contents	Hrs.
1.	Navigation & transformation <ul style="list-style-type: none">➤ Introduction with blender interface➤ Basic commands and shortcuts➤ Basic movements of the object in 3D➤ Practice	2
2.	Basic editing <ul style="list-style-type: none">➤ Basic shapes and their transformations➤ Editing edges, faces and vertex➤ Sample designs and Practice	4
3.	Intro to modelling <ul style="list-style-type: none">➤ Basic commands and their use➤ Combinations of shapes➤ Complicated shapes using Simple shapes	6
4.	Modeling tools <ul style="list-style-type: none">➤ Use of modifiers and making creative objects➤ Assigning materials	2
5.	Video and Animation <ul style="list-style-type: none">➤ Introduction to video making and animation➤ Rendering of Image or Video➤ Test (Making of a product + assigning materials)	4
Total Hrs.		18

Coordinator details and timing:

Course Duration	09 Hrs.
Course Coordinator	
Batch Size	
Course Fee	
Targeted Audience	Engineering students

Resource requirement:

Infrastructure requirement	Class room with projector,
Hardware / Software	Laptop or PC with Blender installed
Consumable	
Special Equipment	

Assessment criteria

Sr. No.	Criteria	Marks
1	A practical exam of a model making and its rendering	50
Passing criteria: More than 50% marks in all component		

Course Outcome:

- Blender is a graphic designing and animation software
- In this course, students will get familiar with blender interface
- At the end of the course, students will learn about modelling in blender
- They will learn how to assign materials and how to make animation video