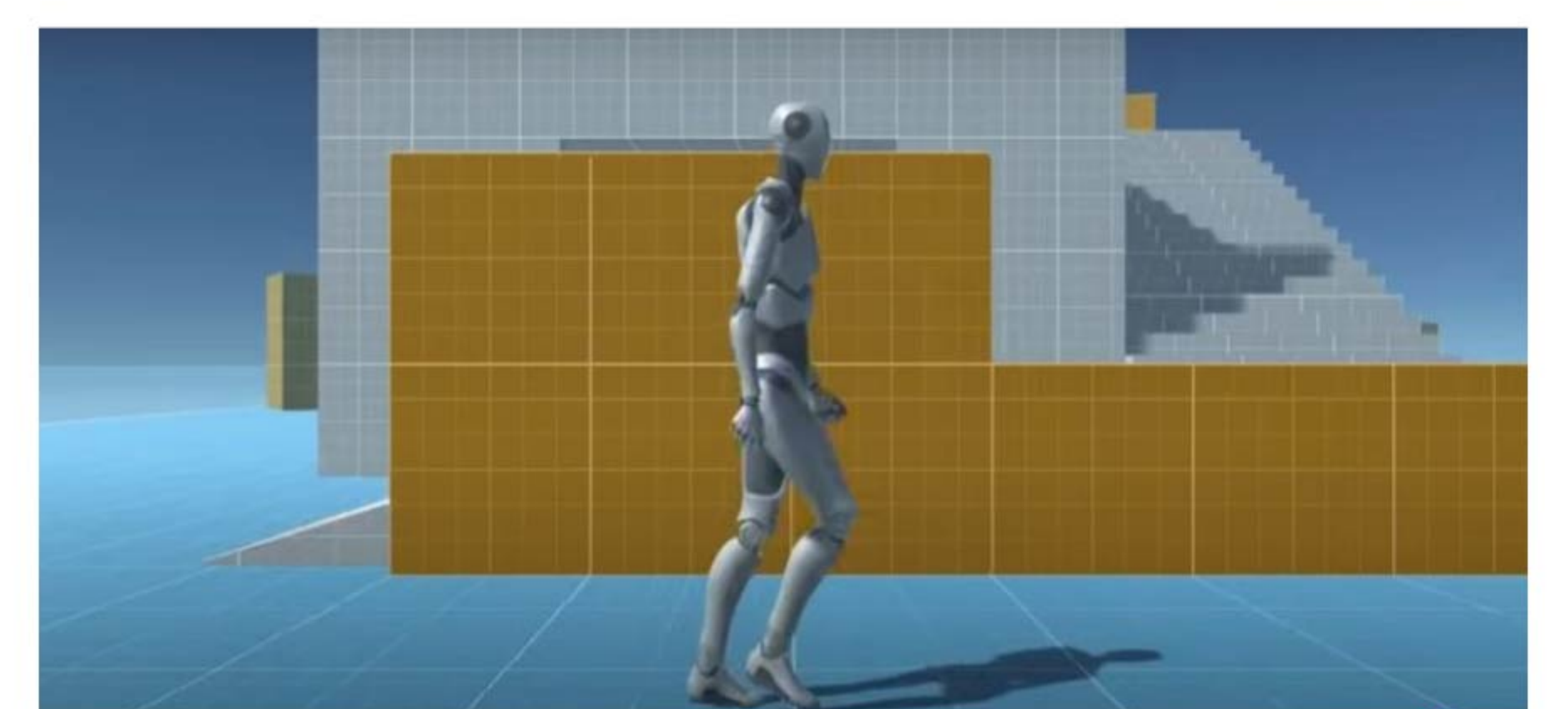
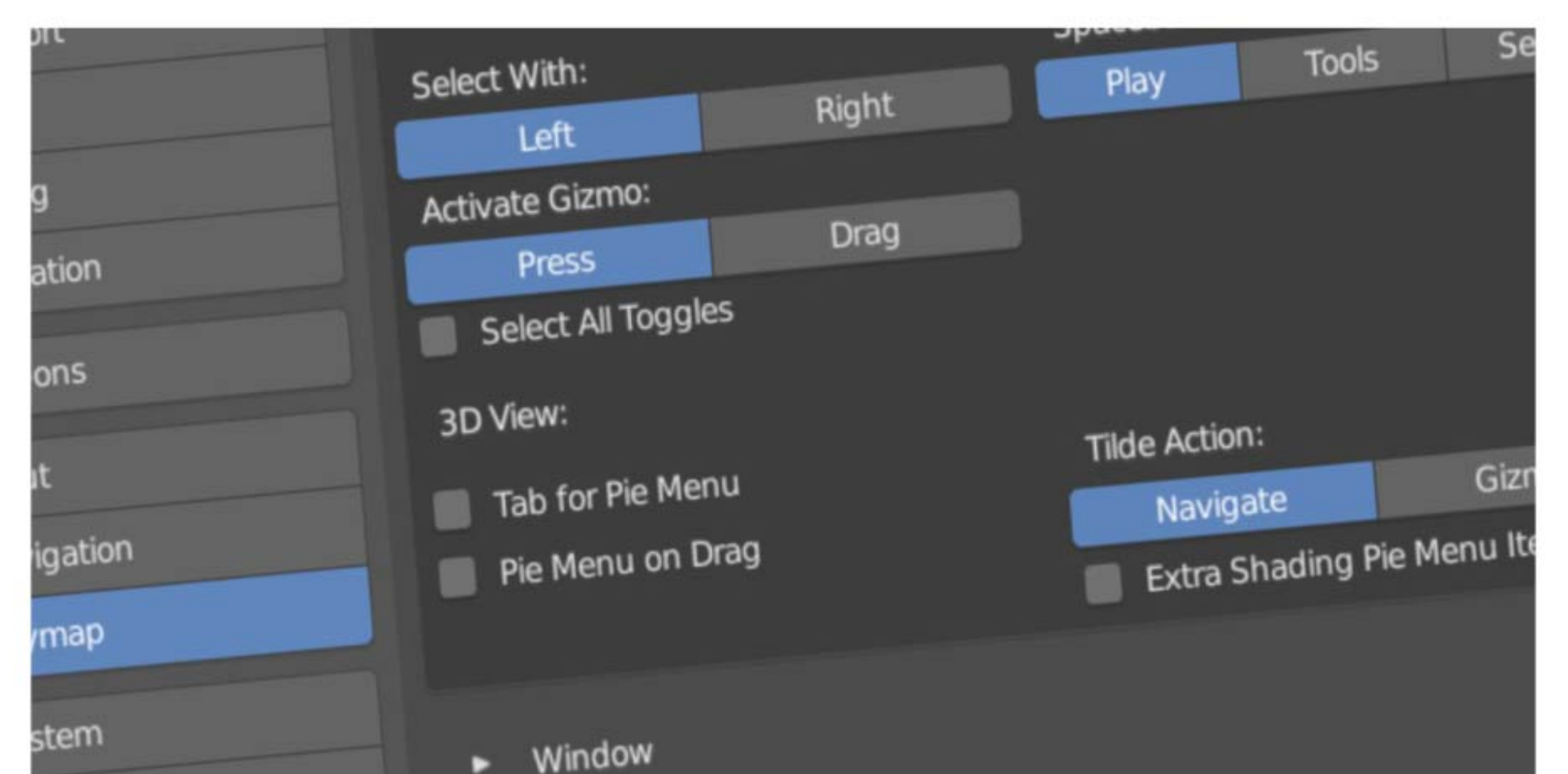


Blender - Unity Bootcamp

This is a live, student-friendly After Effects course that introduces you to the exciting world of visual effects (VFX) and motion graphics. 10 hours of interactive sessions, students learn the fundamentals of Adobe After Effects, from creating and compositing layers to adding motion, visual effects, and text animations. With step-by-step guidance from an instructor, No prior experience needed.

LESSON PLAN

- ✓ 1: Introduction to Blender & Interface
- ✓ 2: Navigating the 3D Workspace
- ✓ 3: Creating and Manipulating Objects
- ✓ 4: Properties & Transformations
- ✓ 5: 3D Modelling Techniques
- ✓ 6: Lighting & Cameras
- ✓ 7: Materials and Colors
- ✓ 8: Modifiers & Animation
- ✓ 8: Introduction to Unity & Interface
- ✓ 9: Creating Your First Scene
- ✓ 10: Applying Materials & Colors
- ✓ 11: Using Prefabs and Hierarchies
- ✓ 12: Basic Object Interaction
- ✓ 13: Player Movement 3rd & 1st
- ✓ 14: Adding Simple Gameplay Elements
- ✓ 15: Physics Engine
- ✓ 16: UI Basics
- ✓ 17: Build, Play & Questions



Cost

\$300 + GST AUD,
per student
Min 15 students
Transport and Acc Cost

Package Includes

17 Lessons over 4-5 Days
Unity & Blender asset pack
Student lesson worksheets

School Requirements

Location for Bootcamp
Student laptop or PC
Unity 6000.2.6f2 installed
Blender 4.2.1 installed
Lesson package Ready

Speak with Our Team

0430 274 656
admin@raynerdigitallabs.com.au

RaynerDigitalLabs.com.au