

# LEARNING BLENDER

Maya Yoder  
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# Why I chose this project

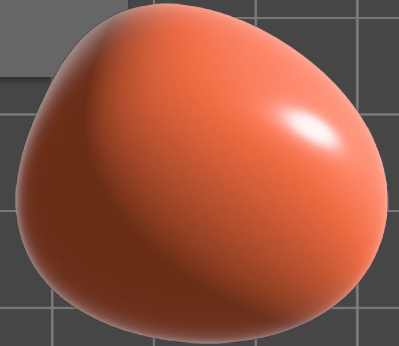
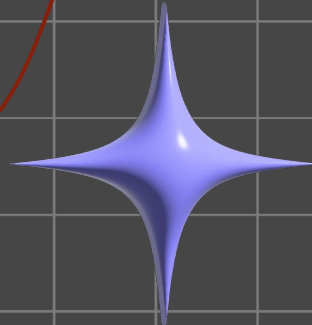


- Saw lots of artwork from blender online
- Very versatile
- Thought it would be important to learn how to use
- I wanted to learn it beforehand

## 21st Century Skill

Technological Literacy

Risk Taking



# Materials

- Computer
- Blender
- That's it...
- (A mouse is recommended)



LET'S  
START

# Process

1. Download Blender
2. Learn the basics of Blender using Youtube tutorial



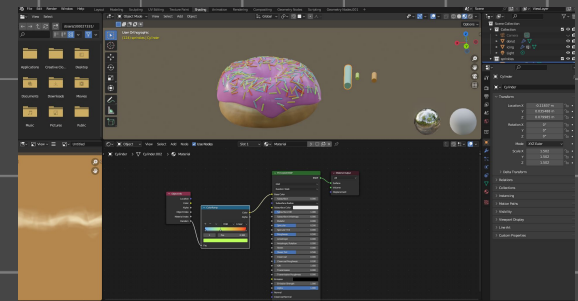
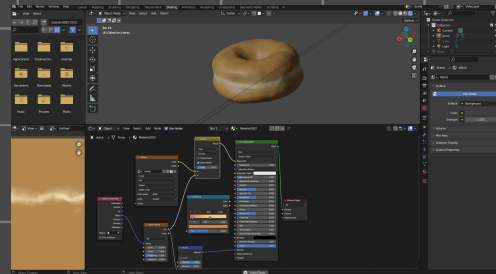
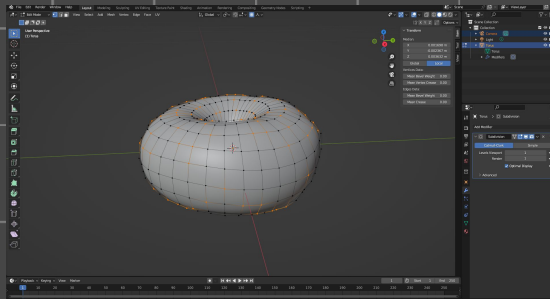
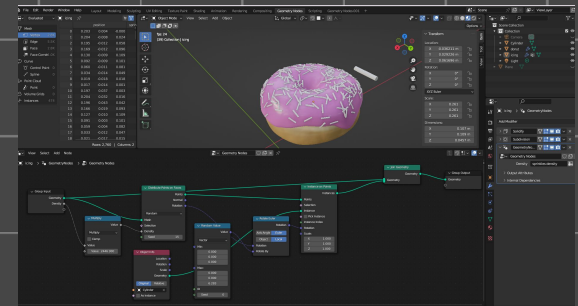
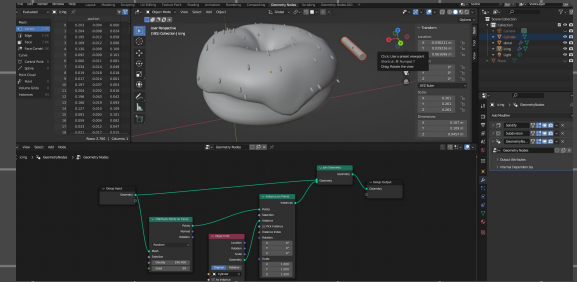
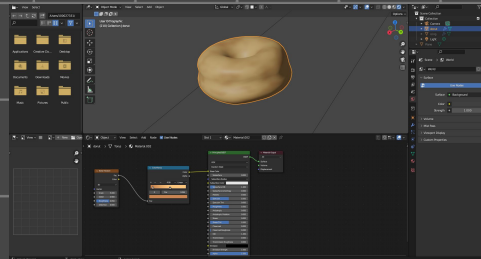
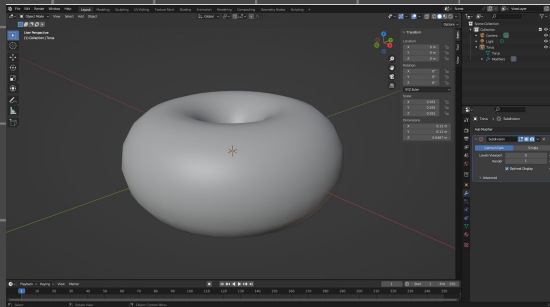
This is the tutorial I followed^

3. Implement skills to create my own Blender sculpture

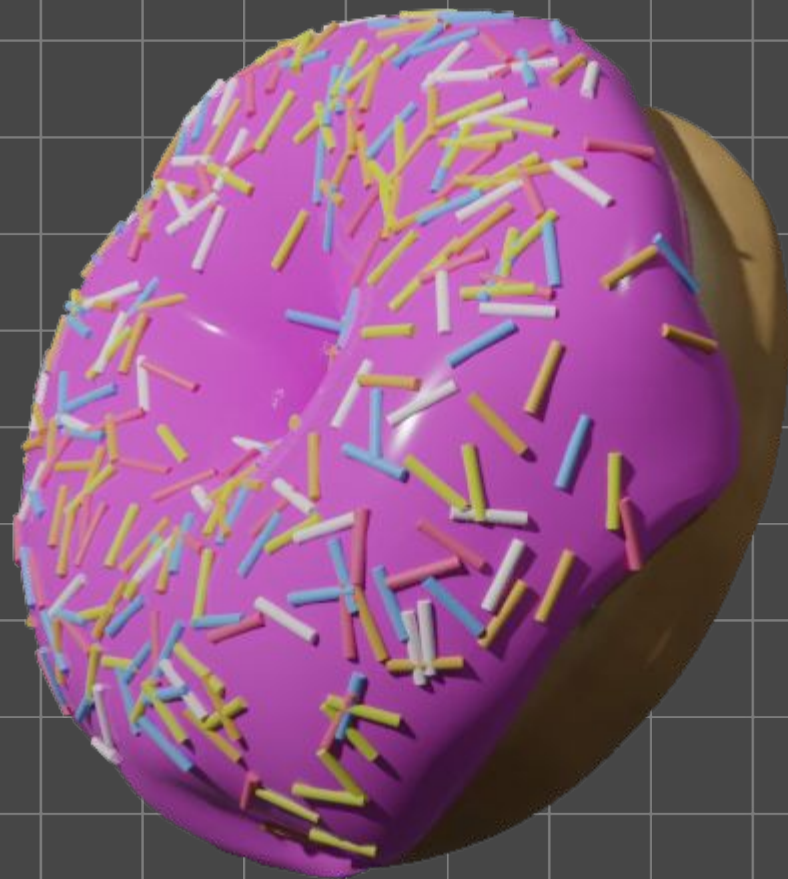
## Tutorial Process

1. Add mesh
2. Add modifiers to mesh
3. Sculpting
4. Add texture with nodes
5. Texture Paint
6. Add Sprinkles with Geometry Nodes
7. Render!

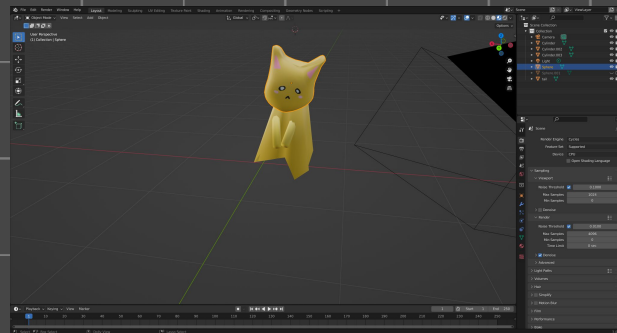
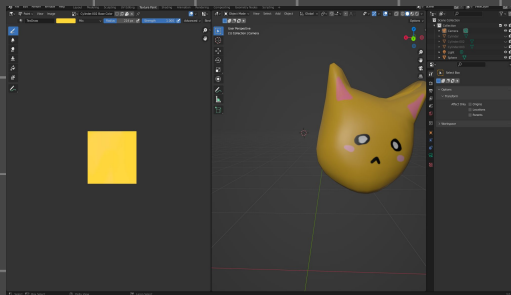
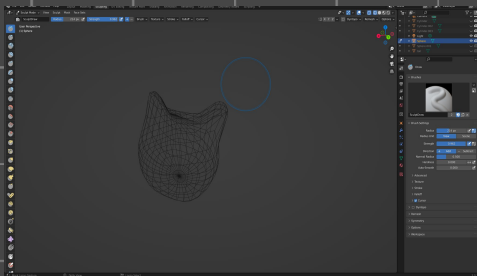
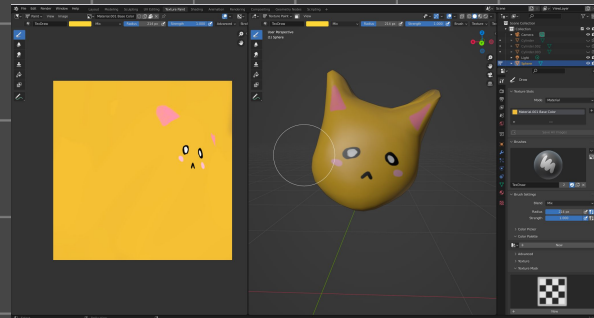
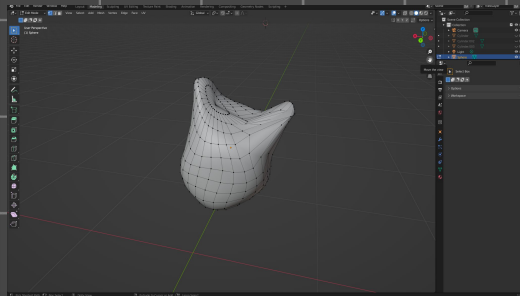
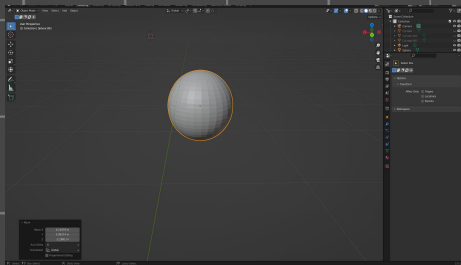
# Photos of Process



# Final Product



# Photos of Process



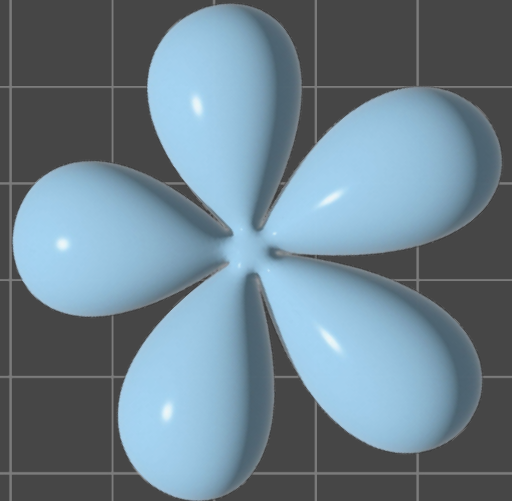
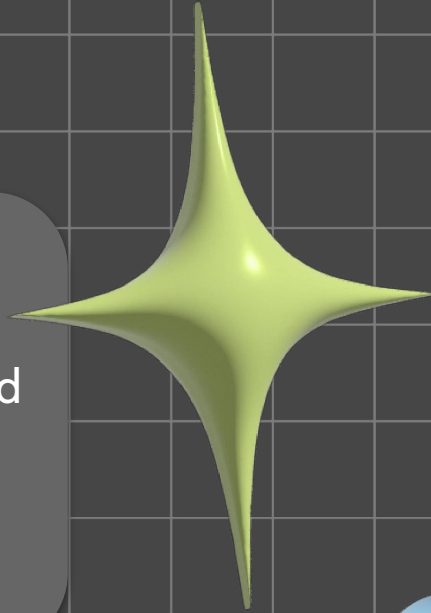
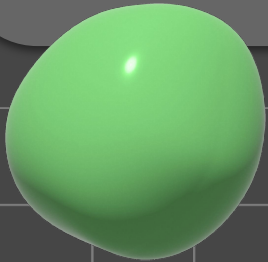
# Final Product





# Challenges

- No mouse
- Tutorial was very long (17 parts)
- Blender was harder than I anticipated
- Computer at home was slow
- Tutorial was confusing



# Conclusion



## What I Learned



- about how to navigate the software
- basic functions
- Difficulty
- Not super art based
- Patience

## What to do next time



- Follow a different tutorial
- Get more familiar with functions
- Try out animation
- Use a mouse

**Questions?**

