Blender
Design & Prototyping Level 2

Duration

AM Session
9:30 – 11:30am

PM Session
12:00 – 2:00pm

Session timings may be adjusted slightly to suit school calendars between the hours of 9:30 – 2:30.

Curriculum Level

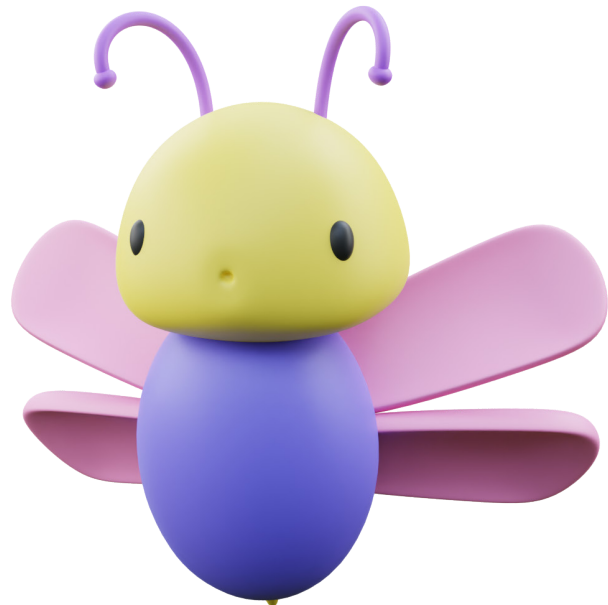This program is suitable for students from level 8 to level 12.

Class Size

1 Class: 28 students

Students will use Blender to create 3D assets which could be used in game design. After designing their assets the students will have the option of verifying their work using VR.

- Overview of Blender Tools
- Graphic Design Techniques
- 3D Image Manipulation
- Career Pathways

Design & Prototyping	
Level 1A **Tinkercad & 3D Printing**	Learn how to use Tinkercad / Illustrator to use 3D Printers, CNC, laser cutters, vinyl printers, and Cricut machines.
Level 1B **Illustrator**	
Level 1C **Cricut**	
Level 2 **Blender**	3D modelling with Blender.
Level 3 **3D Scanner**	3D Scanning, fixing the model for a perfect 3D model. *Releasing Term 2.*