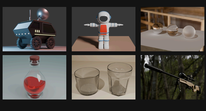
20-hour Blender Online Training Course

「Master 3D Creation from Scratch in 20 Hours!」
Master the 3D World in 20 Hours - Your Gateway to 3D Creation!

A systematic Blender course designed for beginners, covering basics to advanced applications across 20+ hours of professional content. Let's explore the endless possibility of the 3D realm, perfect for both hobbyists and aspiring professionals.

6 Major Modules × **70 Lessons** × **3 Languages**



- Comprehensive Training: Master core Blender techniques from modelling to animation
- Practical Projects: Practice-oriented learning with progressive exercises
- Professional-Quality Creations: Create professional-grade 3D works

Course Hightlights

Perfect for Beginners
- Zero prerequisite course design
- Step-by-step learning from interface basics to advanced simulations

Structured Learning Path
- 6 major modules with 70 lessons
- Systematic breakdown of core techniques with hands-on practice

Multilingual Support
- Available in English, Traditional & Simplified Chinese, with full subtitle support across all languages

Results-Oriented Approach
- Complete workflow mastery from modelling to animation
- Advanced simulation techniques including fire and fluid effects

Flexible Learning
- Lifetime access to pre-recorded content
- Learn at your own pace, anywhere, anytime

Professional Tools
- Blender 4.0
- Industry-standard workflows and practices

IABE Blender Certification

- Official certification upon course completion
- Globally recognized badge system
- Validate your Blender proficiency across key 3D domains

20-hour Blender Training Course

Master 3D Creation from Scratch in 20 Hours!

Basic and advanced teaching | 6 modules that cover 70 lessons | Blender mastery with systematic learning

Module	Introduction	Duration
Module 1: Getting Started	Introduction to Blender interface and core functions	53 min
Module 2: Modelling Basics	Essential modeling tools and modifiers Progressive geometric modelling exercises	7 hrs 52 min
Module 3: Texturing and Materials	Material system mastery and mapping techniques UV unwrapping and texture creation workflow	3 hrs 48 min
Module 4: Lighting and Rendering	Scene lighting setup and HDRI implementation High-quality render output techniques	4 hrs 16 min
Module 5: Animation and Camera	Animation timing and camera control Path animation and curve editor mastery	4 hrs 11 min
Module 6: Advanced Topic	Physics simulation for fire and fluid effects	32 min

Early-Bird: HKD 399

Original Price: HKD 599

Group Discount

Enjoy group discounts (for schools and institutions)

Contact us to confirm the number of students and obtain a special discount code now!
Email: competition@yage.media

Students	Discount
10-19 students	10% off
20-49 students	20% off
50+ students	30% off

Detailed Course Outline

	Modules	Content	Duration (min)
1	Module 1: Getting Started	Downloading and Installing Blender	5
2		Exploring the Blender Interface	28
3		Blender Mouse and 3D Scene Controls	20
1	Module 2: Modelling Basics	Basic Knowledge in Modelling	13
2		Basic Snapping in Blender	5
3		Duplicate in Blender	4
4		Working with Subdivision Surface Modifiers	5
5		Working with Mirror Modifiers	5
6		Working with Array	4
7		Working with Bezier Modifiers	6
8		Working with Mesh Deform and Lattice	10
9		Collection Instances	11
10		Crease in Blender	4
11		Exercise (1) Dice	6
12		Exercise (2) Chair and Desk	15
13		Exercise (3) TV	15
14		Exercise (4) Low-Poly Giraffe	27
15		Exercise (5) Low-Poly Wall	38
16		Exercise (6) Gear	9
17		Exercise (7) Airplane	13
18		Exercise (8) Booth - Part 1	21
19		Exercise (9) Booth - Part 2	17
20		Module Project (1) Realistic Sword	24
21		Module Project (2) Rocket	18
22		Module Project (3) High Detail Modelling - Sniper Rifle Part 1	40
23		Module Project (3) High Detail Modelling - Sniper Rifle Part 2	37
24		Module Project (3) High Detail Modelling - Sniper Rifle Part 3	52
25		Module Project (4) Spaceman	37
26		Module Project (5) Space Car Part 1	28
27		Module Project (5) Space Car Part 2	7
1	Module 3: Texturing and Materials	Material Properties	5
2		Creating Basic Materials and Adjusting Properties 1	8
3		Creating Basic Materials and Adjusting Properties 2	10
4		Blender Basic Texture	10
5		Special Material Application (1) Bubble	7
6		Special Material Application (2) Brushed Metal	6
7		Blender UV	7
8		Blender Texture Paint	10
9		Exercise (1) Breakfast Box	7
10		Exercise (2) Apple	11
11		Exercise (3) The Texture of a Low-Poly Wall	15
12		Exercise (4) The Texture of a Booth	12
13		Exercise (5) The Texture of a Space car	10
14		Module Project (1) Creating Procedural Planet Material	23
15		Module Project (2) Creating Procedural Glass Material with Imperfections	23
16		Module Project (3) Sword Texturing	12
17		Module Project (4) Rocket Texturing	13
18		Module Project (5) Spaceman Texturing	6
19		Module Project (6) Sniper Rifle Texturing	4
20		Exercise (1) GPS Modelling and Texturing	14
21		Exercise (2) Earth Modelling and Texturing	15
1	Module 4: Lighting and Rendering	Blender Lighting Attributes	10
2		Introduction of Lighting Skill	9
3		Blender World Setting HDR of Lighting	11
4		Blender Render and Output	16
5		Exercise (1) Island	41
6		Exercise (2) Glass Bottle	31
7		Exercise (3) Caustic Effect part 1	16
8		Exercise (3) Caustic Effect part 2	50
9		Module Project (1) Atmospheric Lighting Part 1	28
10		Module Project (1) Atmospheric Lighting Part 2	35
11		Module Project (1) Atmospheric Lighting Part 3	6
1	Module 5: Animation and Camera	Timeline and Keyframe in Blender	7
2		Shapes Keys in Blender	4
3		Graph Editor in Blender	9
4		Camera in Blender	5
5		Path Animation in Blender	9
6		Exercise (1) Ball Bouncing in Place	31
7		Exercise (2) Ball Bouncing	20
8		Exercise (3) Brick Falling From a Shelf	42
9		Module Project (1) Tail Following Animation	43
10		Module Project (2) Half-body Animation (Jumping)	25
11		Module Project (3) Half-body Animation (Walking)	30
12		Module Project (4) Curve in Blender	27
1	Module 6: Advanced Topic	Quick Fire	18
2		Quick Liquid	14

Start your 3D creative journey now!