



Intro to 3D Modeling (Grades 6-8)

Feb. 7 - Mar. 14, 3:30 - 4:40 PM,
Five Mondays, No class Feb 21.

Learn the magic of 3D digital art!

Create your own digital models and environments using Blender, a free, open-source 3D modeling and animation tool. Imagine and build an alien world with trees, plants and buildings of your own design. Use polygon modeling tools to bring depth to your design, work with textures and texture maps to make your world look true to life, and light your scene to maximize its impact on the viewer.

About the Instructor

Sonya Neunzert, BS in Digital Art, is a freelance programmer and artist. Sonya works in 3D animation, game art, virtual reality development and creative coding, primarily using Unity Engine and Blender3D. She programs in C#, Python and Java. Sonya sees coding not only as a useful tool, but as a fascinating artistic medium as well.

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