



Blender for Filmmakers: Create Floating 3D Objects

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Blender for Filmmakers: Create Floating 3D Objects: Unlock your creativity by learning how to seamlessly integrate any 3D object into your footage and levitate it within your scene.

When Alden Peters first started exploring the world of 3D animation and VFX, he saw it as a way to combine his love for 3D and sci-fi films filled with aliens and robots. Since then, Alden has gone on to work full-time as an independent filmmaker, motion graphics, and VFX artist and created award-winning projects like "Friends of Sophia," "Femme," and "Coming Out." Now, Alden wants to show other filmmakers how to use 3D animation to boost the production value of any feature film, short, or show.

In this class, Alden will teach you how to add 3D objects to any footage, animate them, and adjust the materials of those objects within your scene. Created for filmmakers who want to add 3D objects to their projects, these lessons will show you how to utilize 3D objects to seamlessly integrate more details, VFX, and motion graphics into your films.

With Alden as your guide, you'll:

- Set up and build out your 3D scene within Blender
- Insert your 3D objects and animate their position
- Add materials and surface imperfections to your objects
- Create a glitch effect within your scene

Whether you'd like to direct an independent sci-fi film one day or you want to utilize the power of 3D in other types of videos, you'll leave this class knowing how to incorporate and composite 3D models into any production footage. You can also take what you've learned today to create a one-minute film by watching all five of Alden's 3D animation classes.



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