COURSE BROCHURE

Blender: 3D Modelling and Rendering Foundations

Drawing & Visual Arts / 3D Design & Animation

One-time full-course fee

INR 3,499

Access

12 months course access

Study plan

18 suggested study hours; 12 months access

Learning format

4 self-paced written English lessons with original worked examples, local exercises, explained knowledge checks and a self-assessed capstone. Optional automated Course Tutor assistance is available in the protected LMS.

Programme overview

Four original written workshops completing one primitive-only desk-marker still-image workflow: transforms, small bevels, simple materials, camera, area light, render export and a revised-dimensions capstone. Targets Blender 4.5 LTS terminology; not a complete Blender, animation, manufacturing or vendor-certification programme. GUI execution and a reference render have not been performed by the author. 4 self-paced written English lessons with original worked examples, local exercises, explained knowledge checks and a self-assessed capstone. Optional automated Course Tutor assistance is available in the protected LMS. AI-authored with independent AI editorial checks; independent human academic review is not included. An independent ZELVU short course covering the stated scope. Live human tuition, individual human marking, recorded video lectures, external qualifications or academic credits, vendor certification, examination vouchers and placement guarantees are not included. Use your own compatible computer and any required basic art supplies; these are not supplied. No paid software subscription or paid AI API is required for the supplied practice. Follow the documented software version; interface details can change. Related ZELVU Animation & VFX academic support and AutoCAD & Engineering Drawing are separately sold. This focused course develops a distinct Blender primitive-model and rendered-still workflow. General shape, perspective and drawing concepts may overlap; no existing access or lesson is replaced.

Who this is for

1. A computer capable of running Blender, basic file handling and elementary arithmetic. Blender is separate free software; no paid asset, subscription, hardware purchase or prior 3D experience is required by the exercises. Reading or planning alone does not complete the software practical.
2. Use the supplied fictional examples or your own non-sensitive practice material. Do not enter private student, employer or customer information into the Course Tutor.

Published topics and learning focus

1. Primitive Scene and Checked Transforms
2. Reversible Bevels and Simple Materials
3. Camera, Light and Render Export
4. Desk Marker Rendering Capstone

Before you choose

1. These are published programme highlights, not certification of complete syllabus coverage. Review the available reading index and programme trial before enrolling.
2. ZELVU provides learning support. It does not award the underlying degree, professional registration or an examination result.
3. Current checkout terms and refund policy apply. Payment and access require successful provider verification.

Take the next step

Explore the programme trial

View current details, scope and terms

Ask ZELVU about this programme

Save this brochure for reference. Details can change: confirm the current programme page and checkout before making a purchase.