

FULL CURRICULUM • 2026

# Blender

Model, animate and render in 3D — free and professional.

Every module, every lesson — the complete syllabus, end to end.

8

MODULES

90

LESSONS

5

MONTHS

₹17,000

FULL PROGRAMME

## What this course covers

1

### Level 1 • Beginner

Blender • Basics

1 month • 2 modules • 17 lessons • ₹4,000

2

### Level 2 • Intermediate

Lantern Project • Fire Hydrant Project • Grenade

2 months • 3 modules • 38 lessons • ₹5,500

3

### Level 3 • Advanced

Architectural Visualisation • Space VFX - PART 1 • Terrain FX

2 months • 3 modules • 35 lessons • ₹7,500

# The whole journey

This is the complete syllabus for Blender — 8 modules and 90 lessons, in the order you will learn them. The level markers show how far each stage carries you, but the curriculum runs as one continuous path from the first lesson to the last.

1

## LEVEL 1

# Beginner

Blender · Basics

1 month · 2 modules · 17 lessons · ₹4,000

## 1. Blender

1 lessons

- Intro to Blender

## 2. Basics

16 lessons

- Basic UI
- Modeling 1
- Modeling 2
- Modeling a Mug
- Modifier 1 (subdivision)
- Street light 1 (subdivision)
- Street Light 2
- Street Light 3
- Table 1
- Table 2
- texturing basics part 1
- Texturing Part 2
- UV Unwrapping
- Rendering Part I
- Rendering II
- Rendering Part III

2

## LEVEL 2

# Intermediate

Lantern Project · Fire Hydrant Project · Grenade

2 months · 3 modules · 38 lessons · ₹5,500

## 3. Lantern Project

9 lessons

- Choosing reference image, Screw modifier basics and snap tool basics
- Setting up the layout and changing the default startup file
- 3D Modelling the Lantern
- 3D modeling the holding bars
- 3D modeling the handle bars
- Material Sots in Lantern
- Metal Color 1
- Metal Color 2
- Lighting and glass



## 4. Fire Hydrant Project

12 lessons

- Fire Hydrant references
- Modeling the base shape
- Adding Bolts
- Top Dome of Hydrant
- Boolean of side nozzles
- Boolean-Cleanup
- Boolean-smoothing and Mirror modifier
- Boolean Alternative for metal welding
- Central Nozzle
- Sky texture settings and base material setup
- Sky light and Exposure values
- Texture Prep



## 5. Grenade

17 lessons

- Intro
- Modeling the base of grenade 1
- Modeling the top of grenade 1 Part - I
- Modelling the top of grenade 1 part -II
- modeling the top of grenade 1 part - III
- Texturing Grenade 1 part - I
- Texturing and UV Unwrap Grenade 1 Part - II
- Texture Painting of Grenade 1
- Lighting and Texture Details Part - I
- Grenade -2 Modeling Base
- Grenade 2 - Modelling the top handle
- Grenade - 2 Modeling the top part
- Grenade 2 Adding the ring
- Grenade -2 Adding details and bevels
- Grenade -2 Base Material Setup and UV unwrap
- Adding Texture Details using Texture painting and Layering
- Grenade -2 Rendering

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LEVEL 3

# Advanced

Architectural Visualisation · Space VFX - PART 1 · Terrain FX

2 months · 3 modules · 35 lessons · ₹7,500



## 6. Architectural Visualisation

9 lessons

- archviz one
- FSPY tutorial - Importing and setting up in blender
- FSPY tutorial camera projection mapping
- library blockout
- Fixing errors
- Explanation to shadow catcher
- Use case of shadow catcher
- multiple approach to complex projects
- Very Important Full workflow of archviz from reference

## ○ 7. Space VFX - PART 1

14 lessons

- Setting up scene and Textures
- Adding base texture to surface
- Atmosphere
- Tweaking atmosphere and subdiv values
- adding clouds
- Compositing the Entire scene
- Spaceship-I (Blockout)
- adding material and earth
- adding glass material and object
- adding another glass and fixing the render perspective
- adding a different window
- Alternate compositing and look
- adding a better texture for spaceship
- Minor final tweaks to get that hollywood look and some tips

## ○ 8. Terrain FX

12 lessons

- Basic sculpting techniques for terrain.mp4
- Megascans tutorial.mp4
- Importing megascans assets into blender.mp4
- Terrain Material Setup and Weight painting.mp4
- Scattering grass the default way.mp4
- Beautiful Pond scene using advanced terrain techniques.mp4
- Adding Detailed assets to the scene with texture painting.mp4
- Water shader plugin.mp4
- More Assets.mp4
- Adding Boats.mp4
- Animation and Dynamic Paint.mp4
- Adding Dynamic paint to boats and water.mp4

## Certificates & what comes next

You receive a certificate at the end of every level you finish. Join for a single level or the full programme — the choice is yours. Learners who stand out may be invited to work on live client projects as interns; these places are merit-based, limited, and depend on projects being available.