The Spoken Tutorial project

- Self explanatory - uses simple language
- Audio-video - uses multi sensory approach
- Small duration - has better retention
- Learning by doing - learn and practice simulta-neously
- Empowerment - learn a Foss

Target Group

- Students - High-School and College
- Working professionals - software users, developers and trainers
- Research scholars
- Community at large

Workshop

The spoken Tutorial Project team conducts workshops on Bender and other FOSS using spoken tutorials and gives certificates to those who pass an online test.

The Spoken Tutorial Project is funded by the National Mission on Education through Information and Communication Technology, Ministry of Human Resource Development, Government of India.

Contact us

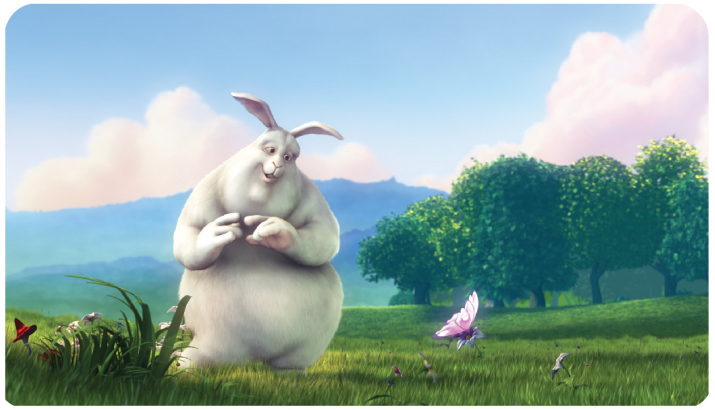
Email: contact@spoken-tutorial.org

Website: http://spoken-tutorial.org

IIT Bombay

Spoken Tutorial

http://spoken-tutorial.org



National Mission on Education through Information and Communica on Technology (NMEICT)
https://www.sakshat.ac.in

Funded by MHRD, Government of India

Blender Introduction

Blender is the free and open source 3D creation suite

It is used to create animated movies, visual effects, interactive 3D applications and video games.

It is available under the GNU General Public License for all operating systems, Linux, Mac OS X, FreeBSD, OpenBSD and Microsoft Windows.

The Blender site allows you to download and use pictures and graphical creations. All materials of Blender's Open projects are freely licensed as Creative Commons making it easy to reuse and be mirrored.

Originally developed as an in-house tool, the Blender software now is being developed online by a community of developers. It is comparable to 3dsMax to a great extent

Movies created using Blender

- SpiderMan- 2
- Elephants Dream
- Yo Frankie!
- Big Buck Bunny
- Sintel
- Tears of Steel
- Caminandes: Gran Dillama
- Cosmos Laundromat
- Glass Half
- Caminandes: Llamigos
- Agent 327: Operation Barbershop

Features

For those who are pursuing a career in advanced graphics application, Blender offers a wide range of options. Blender's features include 3D modeling, UV unwrapping, texturing, rigging, water and smoke simulations, skinning, animation, rendering, particle and other simulations, video editing software, compositing and the ability to create interactive 3D applications, video games, animated film and visual effects.

More advanced tools include rigid, realistic body, fluid, cloth and softbody dynamics simulation, modifier-based modeling, character animation, a node-based modeling.

Using the spoken tutorial series on Blender, You will learn -

- 3D Views
- 3D Modelling
- Texturing
- Animation
- Navigation - Camera View
- Moving in 3D Space
- UV/Image Editor and many such features

Useful Links

Blender
https://www.blender.org

Project Oscar by IIT Bombay
http://oscar.iitb.ac.in

Learning made easy by using Blender

Repository Learning made easy using Blender IIT-B has developed programmes under the Project Oscar (Open Source Courseware Animations Repository) to build a large repository of web-based, interactive animations and simulations, referred to as learning objects (LOs), for teaching and learning concepts in science and technology. For more information website here please visit http://oscar.iitb.ac.in

Aim

The current goal is to develop LOs for topics in various subjects at the Undergraduate and Postgraduate levels. An auxiliary goal of Project OSCAR is to provide training opportunities to students in developing LOs, managing the back-end of the repository, and conducting educational research. Each LO is platform-independent, developed in either Java or Flash or Blender, and can be viewed through a web-browser interface. The key difference between these LO's and powerpoint/openoffice animations lies in the interactive nature of the LO's. All the material developed in project OSCAR are Open Source Courseware.