

☐ **Month 1 – Blender Fundamentals & Basic Modeling**

1. Blender Interface Overview
2. Navigation, Viewports, and Selection Tools
3. Move, Rotate, Scale Tools
4. Object Mode vs Edit Mode
5. Snapping, Pivot Points, and Transforms
6. Practice: Model a Simple Table or Chair
7. Mesh Primitives and Adding Objects
8. Edit Mode: Vertex, Edge, Face
9. Extrude, Inset, Bevel
10. Loop Cuts, Knife Tool
11. Combining Objects and Joining Meshes
12. Practice: Model a Low-Poly House
13. Mirror Modifier (Symmetry Modeling)
14. Subdivision Surface Modifier
15. Solidify, Bevel, and Array
16. Non-Destructive Modeling Workflow
17. Practice: Model a Simple Robot or Sword
18. Review + Quiz
19. Modeling Props (Lamp, Mug, Bookshelf)
20. Organizing with Collections
21. Working with the Outliner
22. Saving Versions & File Management
23. Practice: Design a Stylized Room
24. Weekly Render Challenge

☐ **Month 2 – Materials, UV Mapping, and Texturing**

25. Intro to Shaders (BSDF)
26. Material Preview Modes
27. Color, Roughness, Metallic Settings
28. Shader Mixing Basics
29. Apply Materials to Models
30. Shader Practice: Metal, Wood, Glass
31. UV Mapping Concepts
32. Smart UV vs Manual Unwrapping
33. Marking Seams
34. Exporting UV Layouts
35. Apply Image Textures
36. Practice: Texture a Crate or Backpack
37. Texture Paint Basics
38. Brushes, Layers, and Masks
39. Painting Diffuse & Roughness Maps

40. Creating Stylized Hand-painted Textures
 41. Fixing Seams & Baking Textures
 42. Practice: Texture a Character Face or Helmet
 43. Start Project: Design a Game Asset or Prop
 44. Model + UV + Texture
 45. Lighting & Render Setup
 46. Apply Materials and Finishing Touches
 47. Render Turntable
 48. Present Projects to Class
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□ **Month 3 – Lighting, Rendering & Intro to Animation**

49. Types of Lights (Point, Sun, Spot, Area)
 50. 3-Point Lighting Setup
 51. Using HDRIs for Realistic Light
 52. Volumetric Lighting Basics
 53. Render Setup in Eevee & Cycles
 54. Practice: Light a Scene for Mood
 55. Camera Basics (FOV, DOF)
 56. Composing the Shot
 57. Render Settings & Output Options
 58. Render Passes & Layers
 59. Saving Rendered Images
 60. Practice: Product Render
 61. Timeline & Keyframes
 62. Animate Transform (Move/Rotate/Scale)
 63. Graph Editor & Easing Types
 64. Dope Sheet Overview
 65. Animate a Bouncing Ball
 66. Animate a Moving Object (Fan, Door, or Windmill)
 67. Create a Short Loop Animation
 68. Polish Motion with Graph Editor
 69. Add Lights and Camera Movement
 70. Render Animation as Video
 71. Add Basic Sound
 72. Present Short Animation to Class
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□ **Month 4 – Advanced Modeling, Sculpting & Retopology**

73. Boolean Modeling
74. Advanced Modifiers: Bevel, Weighted Normals
75. Creasing, Chamfering, Control Loops

76. Model a Sci-fi Crate or Weapon
 77. Model a Vehicle or Robot
 78. Review + Mini Challenge
 79. Sculpt Mode Basics
 80. Brushes: Grab, Clay, Smooth, Snake Hook
 81. Blocking out Organic Shapes
 82. Dyn topo vs Multiresolution
 83. Sculpting Human Head or Creature
 84. Showcase & Critique
 85. Retopology Basics
 86. Using Shrinkwrap and BSurface
 87. Rebuilding Clean Topology
 88. Bake Normal, AO Maps
 89. Apply Maps to Low-Poly
 90. Practice: Game-Ready Asset
 91. Choose a Personal Project
 92. Model + Sculpt + Retopo
 93. UV + Texture
 94. Light + Render
 95. Feedback + Polish
 96. Showcase
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□ **Month 5 – Rigging, Advanced Animation & Physics**

97. Armature Creation
98. Parent to Bones
99. Weight Painting Basics
100. Inverse Kinematics
101. Rig a Simple Character
102. Test Deformations
103. Animate Walk Cycle
104. Animate Run or Jump
105. Pose-to-Pose vs Straight Ahead
106. Add Facial Shape Keys
107. Polish in Graph Editor
108. Export as Render
109. Intro to Particle Systems
110. Emit Particles (Rain, Sparks)
111. Hair Particles & Grooming
112. Hair Material and Lighting
113. Make Fur on Animal Model
114. Simulation Challenge
115. Cloth Simulation (Cape, Flag)
116. Pinning & Wind Effects

- 117. Rigid Body Basics
 - 118. Collisions & Constraints
 - 119. Breaking Structures
 - 120. Physics-Based Scene
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□ **Month 6 – VFX, Compositing & Portfolio**

- 121. Blender Compositor Overview
- 122. Color Correction & Glows
- 123. Render Layers & Passes
- 124. Depth of Field, Blur, Lens Effects
- 125. Combine 3D with 2D Elements
- 126. Practice Composite Project
- 127. Track Real Footage
- 128. Add 3D Object to Scene
- 129. Light Matching
- 130. Add Smoke, Fire, or Fluid
- 131. Composite with Footage
- 132. Final VFX Shot
- 133. Intro to Geometry Nodes
- 134. Use for Procedural Models
- 135. Create Effects (Grids, Displacement)
- 136. Distribute Objects (Grass, Rocks)
- 137. Animate Geometry Nodes
- 138. Showcase Procedural Scene
- 139. Final Project Planning
- 140. Full Pipeline (Model → Texture → Animate → Render)
- 141. Create Demo Reel
- 142. Create Online Portfolio (ArtStation, Behance)
- 143. Class Showcase + Feedback
- 144. Course Completion & Certificates