EUROPEAN INFORMATION TECHNOLOGIES CERTIFICATION INSTITUTE, ASBL.

Brussels, Belgium, European Union

CERTIFICATE

Brit Kongstad

Has successfully completed test requirements of
The European Information Technologies Certification Programme

EITC/CG/BL1 3D graphics design and visualisation software (Blender) 1

Certification Programme examination result: 66.67%

Certification Programme description:

Introduction to Blender: 3D geometry, coordinate transformations, coordinate spaces; User interface: keystrokes, buttons, and menus, Blender windowing system; Introduction to meshes: meshes and edit mode, normals and shading, understanding the camera: Smooth meshes; Materials and textures: multiple materials, texture settings, image textures, procedural textures; Creating models: bone tool, transforming simple shapes, working with depths, creating complex models, spin technique, lighting, applying custom textures; Curve and path modeling: BÃ©zier curves, bevel tool, curve modifier, surfaces: Empty objects; Reference photos: background images, guide images, 2D to 3D transformation with BÃ©zier curves; Advanced materials and textures: subsurface scattering, ray tracing, transparent textures, cloud texture; UV/image editor; UV maps; Lighting: real lights, blender lights, lighting rigs, global illumination; Basic animation: keyframing, animation editors, graph editor, animation rendering, lattice modifier, sequencer tool: Particle systems: simple particles systems, shapes from particles, billboard visualization; Soft bodies: soft body animation, simple cloth animation; Blender game engine: basics, controls and movement, physics in Blender, basic mouse pointer, text

Certificate Programme version/revision: EITC/CG/BL1v1r1

CERTIFICATE ID: **EITC/CG/BL1/EQF23004643**

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