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/BL2 3D graphics design and visualisation software (Blender) 2

Certification Programme examination result: 93.33%

Certification Programme description:

Python scripting: introduction, working with addons (objects, actions, settings); Advanced modeling: overview, High Dynamic Range imaging HDRi (light probe), landscapes and heightmaps (procedural landscape modeling, basic terrain, texture stenciling, heightmap exporting); Advanced materials and textures: bump mapping, normal mapping (texture normals, color map normals); Nodes: texture nodes, material nodes, compositing; Advanced rendering: cycles (glass material, fireflies, freestyle); Advanced animation: introduction, armature object, mesh object (envelope, vertex groups and weight paint, shape keys); constraints (copy location, copy rotation, track-to, floor, locked track, follow path, stretch-to, IK solver), timeline window, IPO window (data type), NLA window and editor, relative vertex keys; Advanced game engine: advanced game engine techniques (pop-up menus, dropping menus)

Certificate Programme version/revision: EITC/CG/BL2v1r1

CERTIFICATE ID: **EITC/CG/BL2/EQF23004643**

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