



## **Blender Workshop**

**An introductory workshop  
on the world's most popular  
Open Source 3D Modelling  
and Animation Software**

**16-17 September 2011  
Travancore Hall,  
Technopark, Trivandrum**

### **About the Workshop**

This introductory workshop is meant for professional animation artistes, digital media professionals, students, and teachers.

As a hands-on workshop, participants are expected to bring their own laptops.

A fee of Rs. 1,000 per participant will be charged for the two-day session (Rs. 500 for students). Working lunch and tea will be provided for participants.

Seats will be allocated on a first-come-first-served basis. Kindly contact ICFOSS for more details.

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### **About Blender**

Blender is a FOSS-based 3D graphics application, available for multiple Operating Systems.

Blender's features include 3D modeling, texturing, rigging, skinning, animating, rendering, particle, water, smoke & other simulations, video compositing, and the ability to create interactive 3D applications, video games, animated film, or visual effects. It can be downloaded free of cost for any of the supported platforms.

Blender has been used in numerous applications including full-length movies. It provides an extremely cost-effective, efficient and complete solution to most common 3D animation requirements.

