

Introduction to 3D Visualization with Blender for Scientists

Course overview

This course is designed to equip scientists with the essential skills and knowledge to create high-quality 3D visualizations using Blender. This course will cover the basics of Blender, a powerful open-source software, and its application in scientific research and communication. Participants will learn how to create 3D graphics that will help to enhance their publications.

The workshop includes

- Overview of Blender and its capabilities
- Navigating the Blender interface
- Essential techniques of 3D modeling
- Giving models a realistic finish with textures and lighting

This course is intended for researchers across various scientific disciplines with little to no prior Blender experience who are interested in incorporating 3D visualization into their work.

We adapt materials and practical tasks for a specific field of scientific interest. The workshop includes handouts and assignment for home practice.

Number of participants max. 12

What our students say

- I personally enjoyed this workshop very much and the tutors were helpful.
- I appreciated that we were given an overview of the basics in graphics that are most often required; the connection to biochemical topics.
- Presenters adapted the workshop to the questions and needs of the participants.



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