

California State University San Bernardino  
School of Computer Science and Engineering

**CSE 4820 Senior Project Presentation**

**Date**

Tuesday 12/9/2021

**Time**

11:00 AM

**Location**

Zoom: <https://csusb.zoom.us/j/9274738936>

**Title**

Blender 3d Modeling

**Student**

Thai Tran

**Advisor**

Dr. Fadi Muheidat

**Abstract**

My senior project was about learning how to use the 3d modeling software blender. I was to learn it's various function, tools, and different techniques when it comes to modeling 3d objects. For my background I have always been interesting in the art and design side of game development and love to draw so naturally I went towards creating art assets for video game development and so I had chosen to study blender to do it. I idea was to follow tutorials and learn the various hotkeys and tools and apply them to create models of some real-world objects. I had also wanted to stylize my models a bit as I am aiming or a lowish poly vibrant look. The final project includes two isometric room scenes with items and objects I modeled. The process of modeling was fun to create and learn how game developers create their games. By the end I have enough skills to pursue even more advance modeling in the future.