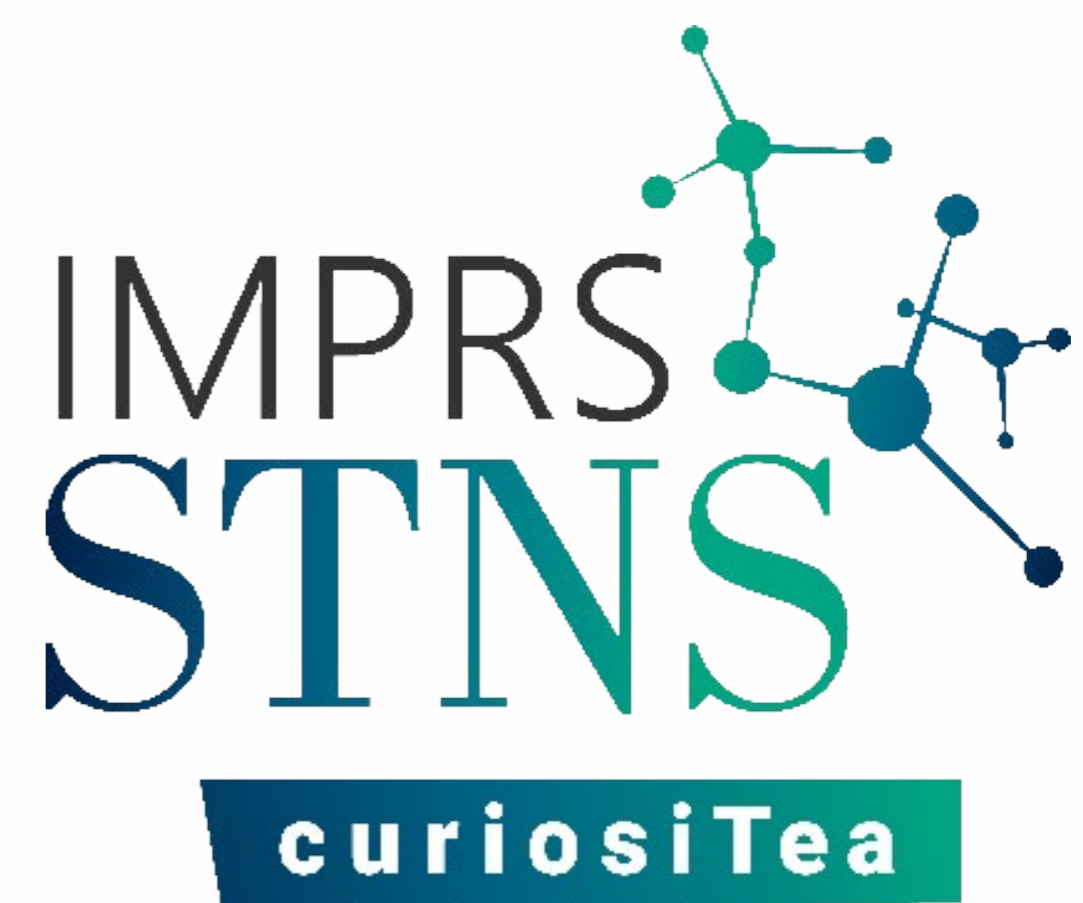


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# FIRST STEPS: BLENDER FOR SCIENTISTS

An important part of doing research is communicating your ideas, models and results to a broader audience. However, scientists often struggle with the visual representation of their ideas. An easy way is to create 3D models is by using a software like Blender, which is a free and open-source 3D creation software. Blender is widely used for creating animated films, visual effects and 3D printed models. With Blender, you can create high-quality 3D renders and animations of your models, experimental systems, or sample preparation steps, that one can use in publications or your thesis. Be curious!

**In this Blender tutorial, I am going to talk about:**

- Software interface
- Creating some simple 3D models
- Setting up lights and camera
- Rendering images and animations

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**4:00 PM**

**ONLINE**



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