

Virtual Environments: Hands-on Blender Workshop



Wednesday, February 6, 2019, 6-8pm

Image from Hiba Ali's video, *Flag for Net Neutrality* (2018)

INTERESTED IN MAKING 3D AND DIGITAL ANIMATIONS?

Then don't miss this great free opportunity at the Union Gallery!

Join artist and Union Gallery's Curatorial Assistant, Hiba Ali, on Wednesday, February 6, at 6pm to learn how to make a digital sculpture and render 3D video. We will learn about the Blender interface, 3D shapes, textures, and key-frames. Blender is an open-source 3D and animation software.

Participants are asked to bring a laptop and a mouse and to download Blender (at blender.org) before the workshop.

Please register by emailing ugallery@queensu.ca by January 19, 2019

Location: Union Gallery | Maximum participants: 10



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UNION GALLERY 1st Floor Stauffer Library, Queen's University, Kingston, ON K7L 5C4 613-533-3171
ugallery@queensu.ca <http://uniongallery.queensu.ca> / Tuesday, Thursday-Saturday 11-4:30; Wednesday 11-8pm
Contact: Jocelyn Purdie, Director - jp14@queensu.ca