



# POLITECNICO DI TORINO

## THE HOW AND WHAT IN TEACHING BLENDER

by Fabrizio Valpreda and Gianluca Faletti

The last few years were very important for Blender, with the introduction of brand new and impressive features and, consequently, an increased professional usability.

One of the most evident (and good...) characteristic of Blender are its **differences** from any other similar tool. This can easily become a **significant problem in teaching** Blender as key of a course if students already have experience of other (often commercial) tools, used in schools.

The **Industrial Design courses** of **Politecnico di Torino** introduced Blender in didactics three years ago, replacing all other 3D tools. The first problem we faced was to identify new ways to introduce Blender to students to overcome the aforementioned problem.

Not only the interface area was touched by a **special teaching approach**: nodes, materials, outliner, UV mapping are only some of the important parts where Blender is **different** and where it is most important to work for an improved learning experience.

A special part of this job is focused on the **documentation**: being open, Blender offers a lot of resources and our hundreds of **students** can be involved in this area of work with a new active approach in the **creation of documentation**, wiki and specific tutorials.

The paper will be a presentation of the results of our experience, focusing the attention on what is useful to do in teaching Blender, but especially in what the students can do for the actively growing Blender community.

### Brief biography of Fabrizio Valpreda

I was born the 26 of august, 1967.

Since the beginning of my university studies i started to use digital tools for my projects.

As soon as i got a degree in Architecture with an industrial design thesis, i moved my professional interests in digital communications starting to work with other architects and designer for industrial design products.

In 1997 i got a job in Politecnico di Torino as a lab technician and in 2003 i was chosen as a researcher in Architecture and Industrial Design Department of 1 Facoltà di Architettura.

I'm now lecturer of the first and second level degree of Industrial Design courses where one of my most important target is spreading the knowledge and use of Open Source software.

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