

Atelier

Le vendredi 28 juin 2019, 9h30
Des rafraîchissements seront servis dès 9h
Complexe STEM, pièce 224
Université d'Ottawa, 160, privé Louis-Pasteur
Gratuit

L'atelier se déroulera en anglais.

Inscription obligatoire

<https://forms.gle/Y3cqpbKUVXdzKlb98>

Workshop

Friday, June 28, 2019, 9:30 a.m.
Refreshments to be served starting at 9 a.m.
STEM Complex, room 224
University of Ottawa, 160 Louis-Pasteur Private
Free

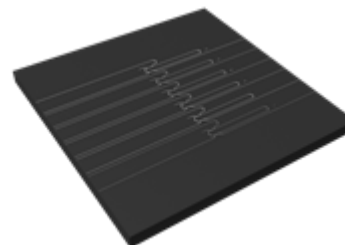
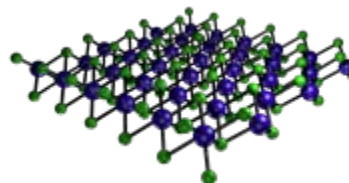
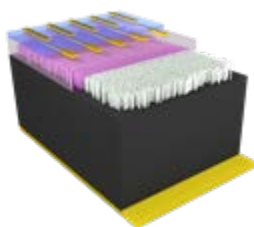
Mandatory registration

Advanced 3D visualization for the physical sciences:

A Blender workshop for scientists

Ross Cheriton, National Research Council Canada

Abstract: A large part of being a scientist is the effective communication of advanced concepts and ideas to other scientists as well as the public who fund the large majority of the research being conducted. While data plots, graphs, and photos are instrumental in conveying scientific results, often much of the physical environment, materials, and physics of your research cannot be adequately described by data alone. Blender is a professional-grade 3D animation software that is used for anything from 3D printing to game development to big budget animated movies. In this hands-on workshop, you will be trained to use Blender to produce scientific visuals for posters, papers, and presentations, although Blender can be used to run full 3D physical simulations! Designed to get you adept with Blender in only 2 hours, this workshop will make you familiar with mesh creation, object transformations, materials, and lighting. You will create schematic and photorealistic objects relevant to physics, rendering them to form image files and even movies, and be ready to create visuals for your next paper, poster or presentation! See some examples below:



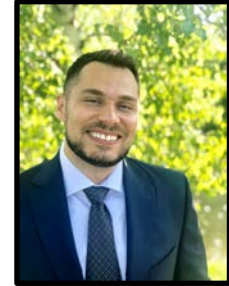
Installation instructions:

- Download Blender at <https://www.blender.org/download/>
- Install Blender 2.79b 64 bit, **NOT the 2.8 Beta**.

What you should bring:

- A laptop with Blender installed (all attendees are **strongly** encouraged to download Blender, which is 100% free, lightweight, and open source on all platforms: Windows, MacOS, and Linux).
- A mouse (a mouse makes learning the application **much** easier).

Bio: Dr. Ross Cheriton is a Postdoctoral Fellow at the National Research Council of Canada. He received his PhD in physics at the University of Ottawa with research on the theory and characterization of gallium nitride nanowire intermediate band solar cells. His previous research topics have included III-V on silicon solar cells, multijunction solar cells, quantum dot theory, entangled photon sources, and optical systems for wireless retinal implants. His work currently focused on astrophotonics using integrated photonic devices for astronomy and remote sensing. He has taught numerous seminars on 3D modeling using Blender for science visualization.



TOP-SET est un programme de formation FONCER du CRSNG en puissance optoélectronique ayant pour but de façonner une cohorte de personnel hautement qualifié détenant des connaissances approfondies en systèmes optoélectroniques pour joindre les rangs d'équipes de recherche et développement.

Pour de plus amples renseignements sur TOP-SET, veuillez consulter create-topset.eecs.uottawa.ca/fr.



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NSERC CREATE Training in Optoelectronics for Power: from Science and Engineering to Technology (**TOP-SET**) is a training program that aims to form a cohort of highly qualified personnel with comprehensive understanding of optoelectronic systems, capable of joining advanced R&D teams.

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