Mindluster Platform

About the course Hands On Blender 3D Modeling

If you're getting a 3D application strictly for asset creation then Blender can be a great option. Of course, Blender has the full capabilities you'd find in any 3D application like rigging, texturing and animation. It also has a built-in game engine .

Programming Category's Courses

Course Lesson(7)

Lesson 1 : **Hands On Blender 3D Modeling The Course Overview | packtpub com**

Lesson 2 : **Hands On Blender 3D Modeling Creating Your First Base Mesh | packtpub com**

Lesson 3 :
Hands On Blender 3D Modeling Sculpting to Add Detail to the Base Mesh | packtpub com

Lesson 4 :
Hands On Blender 3D Modeling What Is Retopology and Why Is It Important | packtpub com

Lesson 5 :
Hands On Blender 3D Modeling Baking Normal and Ambient Occlusion Maps | packtpub com

Lesson 6 :
Hands On Blender 3D Modeling Why We Need Rigging and Its Purpose for Animation | packtpub com

Lesson 7 : **Hands On Blender 3D Modeling Exporting 101 | packtpub com**

Related courses

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