



Patreon – Viz.Guru – BMW Studio with Johannes Lindqvist

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Car visualization tutorial using 3Ds Max, and Form.

Why is Patreon important?

I am a lover of sharing. Teaching is my passion. And I've discovered it's one of the most effective methods of learning new things is to share them with others. Since I've started the Patreon page, I've had a lot of new experiences and have come to know so many incredible people. I truly believe that I've developed at the same rate that my patrons have, and I'm planning to keep on the same path to make this page something bigger and more complete! It has always been my dream to participate in the advancement of our industry and move things forward and this channel I believe it's a great method to accomplish that even if it's on a smaller size, and also receive some kind of compensation for my effort.

What do you get by subscribing to my Patreon page?

Most of my lectures are videos, both shorter ones and longer ones that I will explain my methods, workflows, and perhaps most importantly my mistakes. I'm currently using 3Ds Max along with FStorm as well as other applications, however, I'm confident that with a bit of common knowledge, you will be able to effortlessly follow my instructions with another software program. Also, I'm making videos and articles on different topics that do not directly relate to the two software. This could include HDRI photography equipment, photogrammetry techniques, and more.

You'll also have access to the 3D models I create along with a few of my working files such as scenes and post-processing files.



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