



3D House Design In Blender: Make Low Poly Art For Unity

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Requirements

- Blender 2.78 or higher
- Unity
- This course was recorded using the Mac however, you could utilize the course on a PC

Make your process of creating as easy as you can!

Create modern-day houses. Bring assets into Unity!

- Learn how to utilize Blender and navigate its incredible and extensive tools
- Be aware of the principles of modeling
- Find out more about design tips and techniques
- Make your own materials
- Create 3 low poly houses using Blender.

The course was financed by a top Kickstarter project

I'm Kevin Liao from Mammoth Interactive One of Udemy's top instructors. I've developed over 20 classes teaching students just like you how to create digital art. I've had experience with different platforms like Blender, Photoshop, MakeHuman, and Maya.

Learn how to produce with the same efficiency the way I did. Learn to develop a unique technological eye. You'll want to know more and be amazed at the power you can access. You'll have a wealth of knowledge you can add to your collection. I'll teach you how to export your models for use in almost any software you want to use.

Learn how to build multi-level houses with Blender in less than 2 hours!

We will load our models in Unity 5.6.0f3 to ensure you can integrate them into a game to elevate your game design to the next step. This is the training you'll need to take to be ahead of your competition.

Make contemporary low poly houses with Blender and then import them Unity! Unity!

- The first floor is the most important part of the house
- Add on the first floor to create another floor
- Create more homes by switching shapes around to create more layers, and also different designs.

You'll get lifetime access for one charge. I'm qualified and knowledgeable in modeling and am capable of explaining every step step-by-step.

Learn how to start creating computer-generated models now with our amazing course. Make yourself stand out by being skilled and innovative.

Who is this course to be used for:

- Game designers who wish to improve their game art
- Anyone who is looking to be creative
- Anyone who is just beginning to master 3D modeling.
- Anyone who is just beginning to understand how to use Blender.
- Game developers that require art assets for their games.



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