



Low Poly Set Modeling for Video Games By Daniel Gutiérrez

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There are video games that tell the story that is reminiscent of the classic Hollywood film. The amount of detail put into the characters, and not just physically but also in terms of narrative, lets us make interesting stories with the characters. Daniel Gutierrez - an art director and expert in 3D modeling are enthusiastic about videos and games in minimalist designs. In this course, he'll show how to create the real.

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Learn how to create, make models in 3D and texturize a game character using style and low poly.

Who's it intended for?

To artists, designers programmers, anyone who would like to get started with 3D modeling.

What do you require

It is not necessary to be familiar with 3D modeling or the use of Blender as Daniel will be in charge of providing step-by-step instructions on how to use the tools.

For materials, you'll require an operating system that supports Blender 2.8 or greater.



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