CGFastrack – Texturing and Shading Fundamentals in Blender (4.0)

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CGFastrack – Texturing and Shading Fundamentals in Blender (4.0): Embark on a journey to transform your models into fully textured and shaded scenes using the shader editor. Discover how to craft consistent and believable worlds through advanced production techniques.

- Part 1: Master image textures, shaders, and materials within the Shader Editor. Unleash the potential of the Principled BSDF shader, exploring glossy, transmission, alphas, displacement, and normal maps.
- Part 2: Apply shader techniques in practical scenarios, creating a rustic wooden table, a translucent candle, a multi-layered specular and roughness book, and a magical ring with a captivating fresnel glow effect.
- Part 3: Delve into transparency effects like alphas and glass and learn to integrate them seamlessly while overcoming rendering challenges within the real-time rendering engine, Eevee.
- Part 4: Complete your scene by assembling props, incorporating lighting, compositing, and utilizing keyframes to craft a cinematic animated render.

Information:

- Duration: 3 hours 50 minutes
- Skill Level: Beginner

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