



A Beginner’S Guide To Low Poly Models In Blender!

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Requirements

- A Mac or PC that can use Blender 2.78c and higher.
- The Blender program is completely free for download. Download and install Blender prior to purchasing this course.
- It is important to note that this course was recorded using Macs. Mac.

Create low-poly digital buildings for games. A Compact Course on Blender, created to facilitate highly efficient learning.

In this class Digital illustrator, Kevin Liao from Mammoth Interactive will show you how to make use of Blender to create low-poly art. You will draw thirteen 3D models of structures for the game's development or any other designs of your own.

This course is ideal for people who are just beginning. The course begins with an in-depth explanation of the Blender interface. Blender is an extremely robust (and free) software that allows you to create art assets. The artwork created with Blender can be easily added to games, or to other work. Even even if you are not an artist you can create the basic models for art.

How do I define a compact course?

The Compact course is designed in order to increase efficiency and help you master a specific technique in the afternoon.

Instead of completing the same course for an extended period of time. This course will give you a tangible accomplishment and brand new skills in just a couple of hours.

Why should you take a Compact Training Course?

If you are looking for a teaching method that resembles an introductory Bootcamp but without education and more emphasis on an attainable learning objective, You can try the Compact Course.

If you've got a spare afternoon, use it by mastering a new skill you can add to your resume. You can also add an accomplished project that you can include in your resume. Sooner or later the showcase will expand by the many projects that will have been built over the course.

It's not our intention to teach you the entire process of Blender instead, we're focusing on one specific project you'll be able to complete at the end of the course.

Making daily efforts to build your tools can ensure you're a perpetual learner. There's no anything like a tiny step. Every decision you make can have a lasting impact on your professional career.

The source files of the art-related assets that we create can be found in this course. Sign up today to join our Mammoth community.

This course is to be used for:

- Anyone who is just beginning to master 3D modeling.
- Beginning users who wish to master the use of Blender.
- Game developers need art assets for their games.



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