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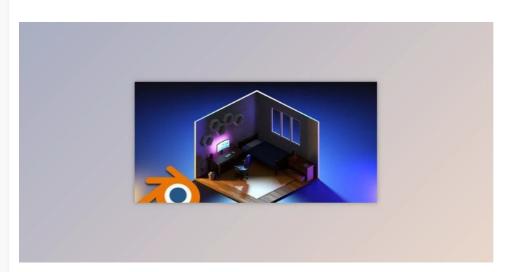


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Model your Low Poly Room in Blender 3.3 by Udemy

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Model your Low Poly Room in Blender 3.3 by Udemy: Do you want to begin your 3D journey to make it your primary source of income, become the top artist in the business, etc.? You're searching for the top blender training course to begin?

Maybe you're already on your way and would like to design something more sophisticated but not too complicated.

If you are, you should enroll in my course. Together with me, you'll build this incredible low-poly space.

In the beginning, we'll start with an introduction to the interface of the blender, and then I will explain how things are set there.

Gfx plugin details of Model your Low Poly Room in Blender 3.3

The product is in Tutorial category, for more information about this post you can click on the home page link in the sidebar.

Then we'll move on to the modeling area, where we will begin to model our space, starting with simple designs. Through modeling, we'll learn to model various objects like cables, keyboards, and mouse blankets with clothes in drawers.

In the texturing portion, we will apply the color of our models, as well as I will also demonstrate how to include PBR materials and ways to create models glow when we add emission materials.

The final segment will set the default 3-point light and demonstrate the basic rendering settings.

When you finish this course, you'll be able to design your own low poly space.

- · Make use of Blender and get to know its interface
- Create 3D models by using basic colors
- Know the basic principles of modeling
- How do you render your model





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