Intro to blender®

3D Modeling for Games

acmForge

Blender can do A LOT...

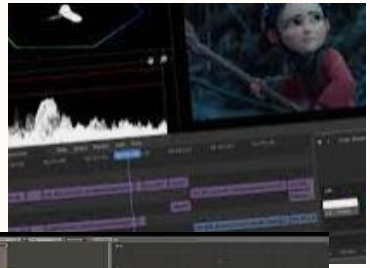
Animation
Compositing
Geometry Nodes
Layout
Modeling
Rendering
Scripting
Sculpting
Shading
Texture Paint
UV Editing

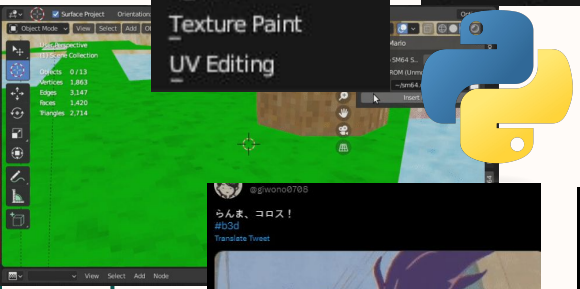
2D Animation
2D Full Canvas
Compositing
Rendering

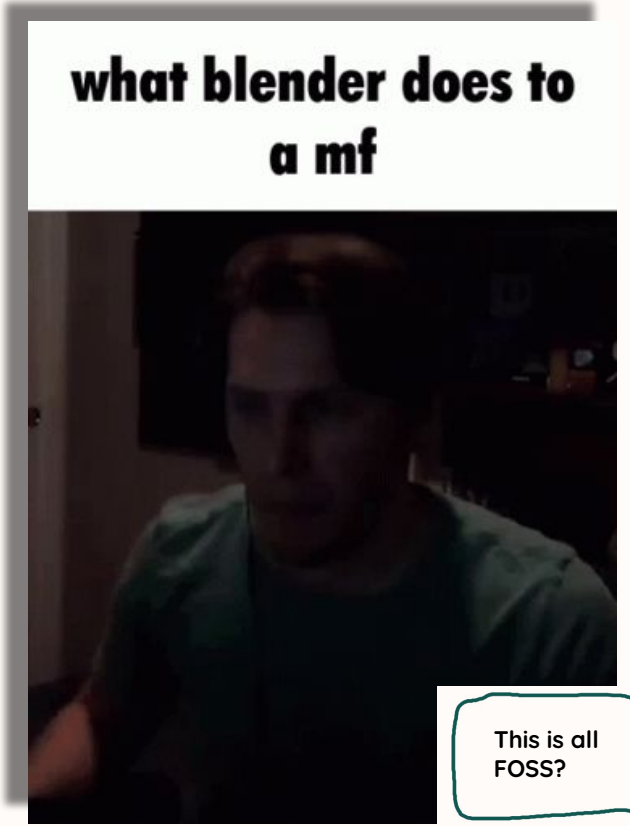
Sculpting
Shading

Rendering
Video Editing

Compositing
Masking
Motion Tracking
Rendering

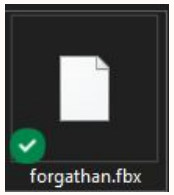




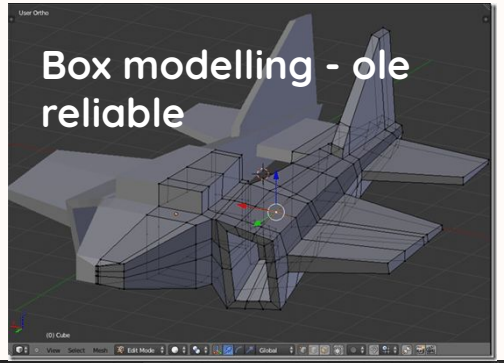


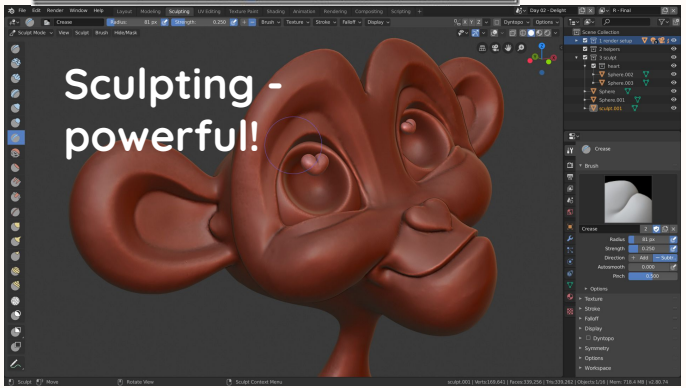
This is all FOSS?

… but we’re FOCUSED on making a MODEL to put in a GAME later

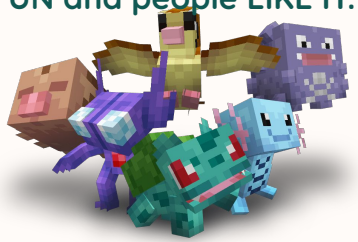


So many ways to model!





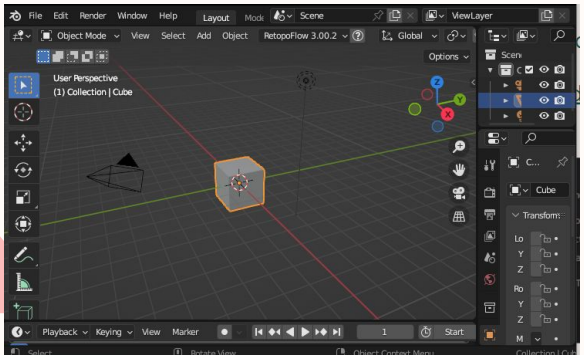
Honorable mention:
Literally just throwing cubes around.
It's FUN and people LIKE IT.

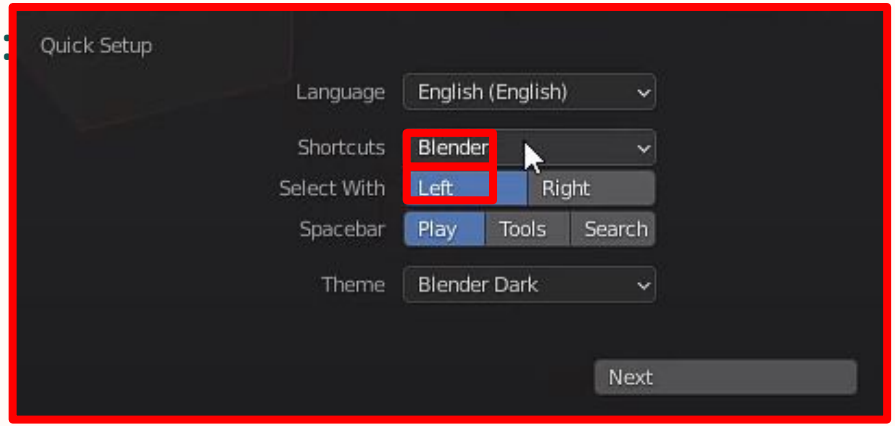


Getting set up

Let's get Blender and box-model your own dinosaur!

1. Download & install it from https://www.blender.org/download/
   a. (Or get it on Steam!)
2. Launch it
3. Do your quick setup LIKE THIS:
4. Hit next and start a new "General" project





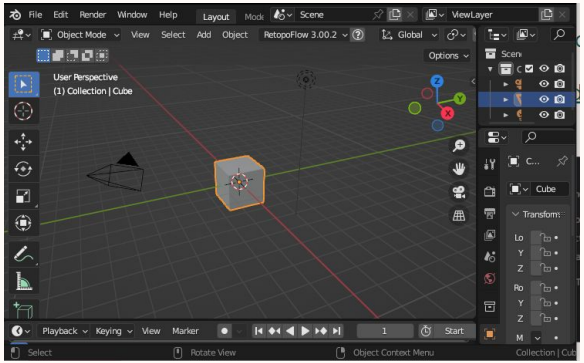
Navigation

Hold the middle mouse button and drag mouse to orbit the view

Hold Shift while doing this to pan instead

Scroll to zoom

1. Look around the cool cube
2. Select it, then delete it
3. Save (Ctrl-S)



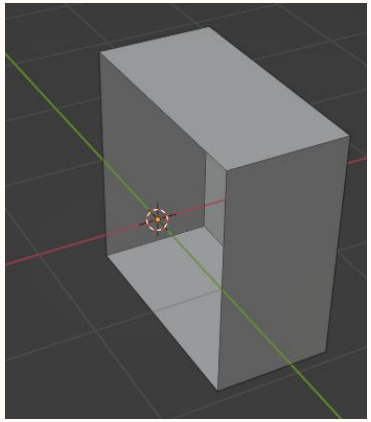
Today’s Process

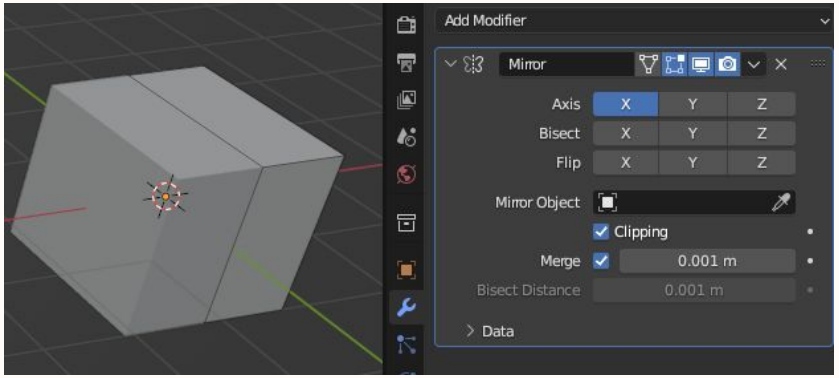
1. **Making the mesh**
2. UV unwrapping
3. Texturing

1. Making the mesh

Let's get started with symmetry!

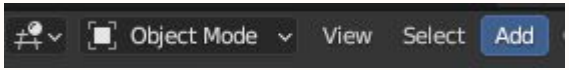
1. Cut cube in half
2. Apply the Mirror modifier





Mesh Editing

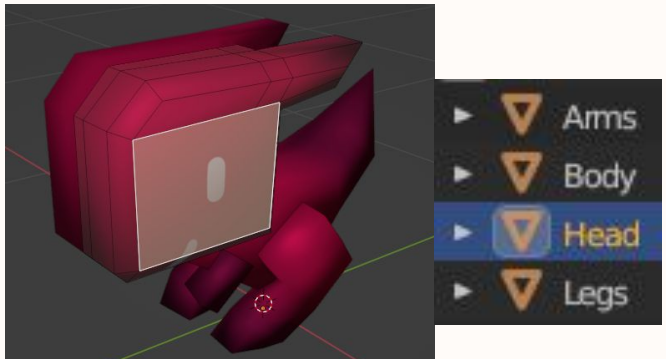
Start simple



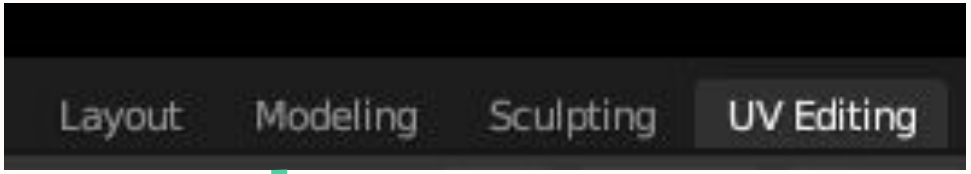
Tab — **T**oggle Edit Mode / Object Mode
Ctrl-R — Loop cut
E — **E**xtrude
S — **S**cale
G — **G**rab

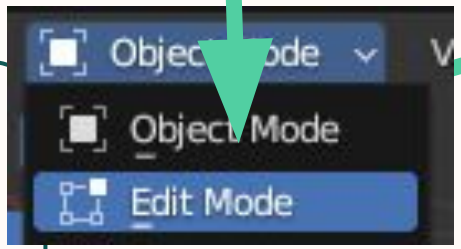
Having a hard time?

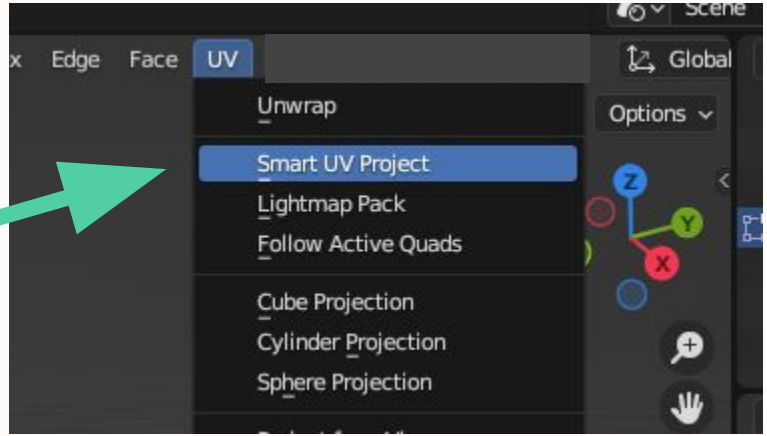
No worries, it is kinda daunting at first.
You can modify an existing dino into your own if you want! Download is in gamedev-chat or at tinyurl.com/yckjc799



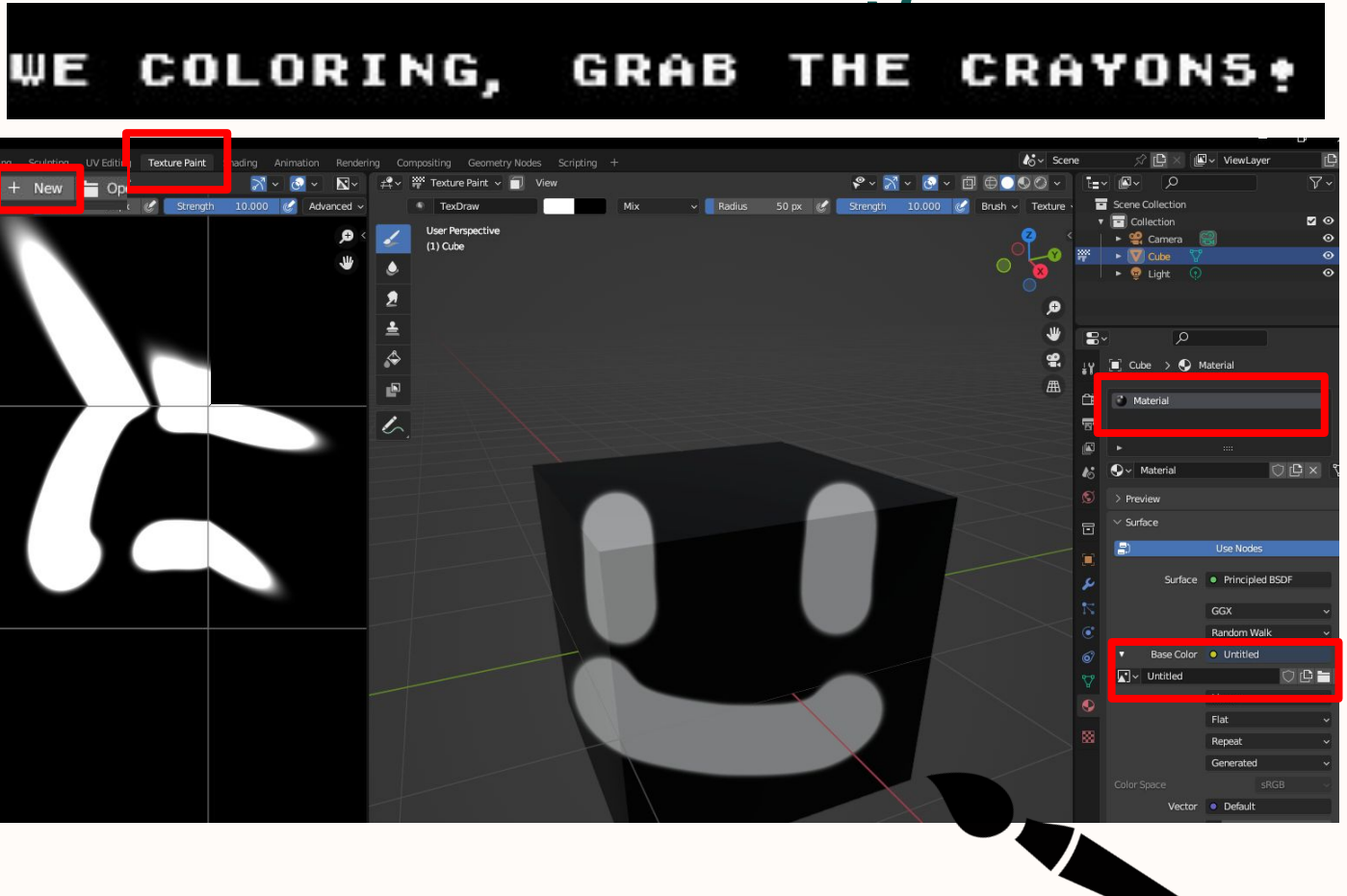
2. UV unwrapping



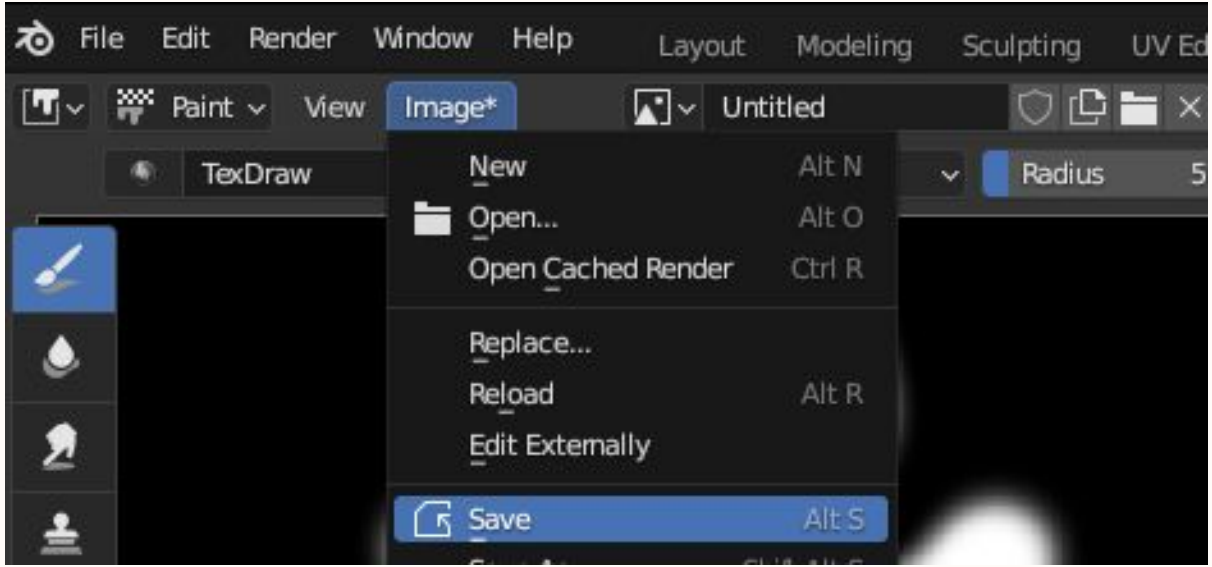




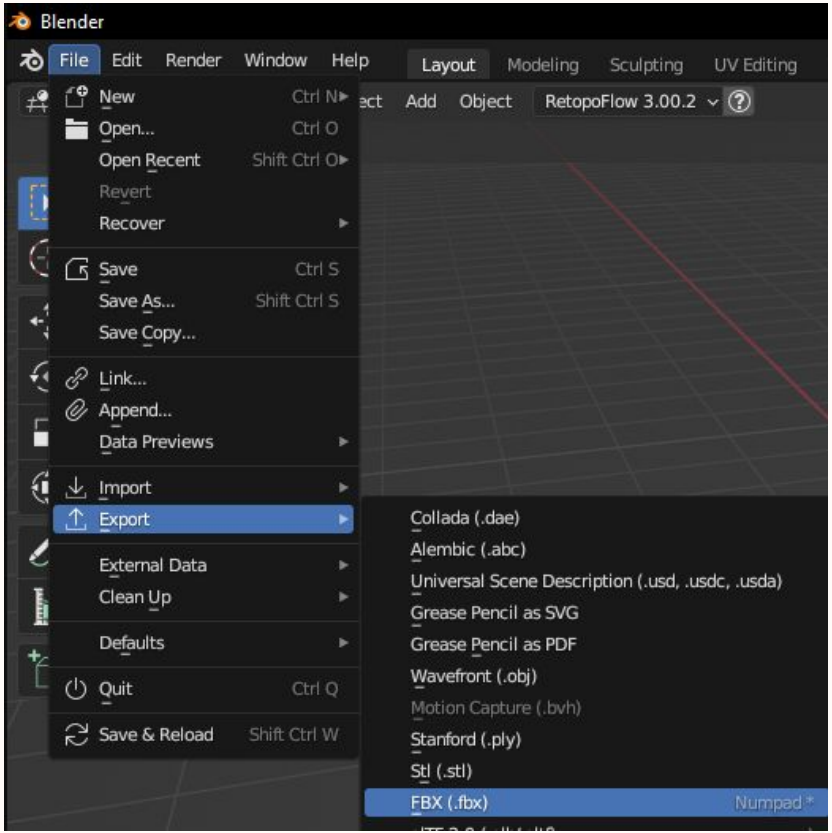
3. Texturing


WE COLORING, GRAB THE CRAYONS!
Texture Paint
New
Strength
10.000
Advanced
Texture Paint
View
TexDraw
Mix
Radius
50 px
Strength
10.000
Brush
Texture
User Perspective
(1) Cube
Scene
ViewLayer
Scene Collection
Collection
Camera
Cube
Light
Cube
Material
Material
Material
Preview
Surface
Use Nodes
Surface
Principled BSDF
GGX
Random Walk
Base Color
Untitled
Untitled
Flat
Repeat
Generated
Color Space
sRGB
Vector
Default

Save Your Texture

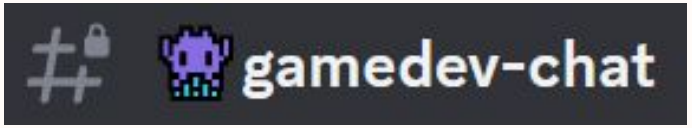


Surprise step 4. EXPORT!!



Send Your Dino!

Want your dino to be in a dino “group photo”?
Send your model file AND your texture in:



Or you can keep your dino secret :)

Thanks!

Bro made this 🤯