Hello Welcome to Blender Course

Teacher is 3d artist

Done masters in Game development and concentration in environment modeling

Teacher began learning 3D art using Blender in 2014 and have been hooked ever since

Teacher focus has primarily been on creating environment and assets for games, but I have dabbled (take part in an activity in a casual or [superficial](https://www.google.com/search?client=firefox-b-d&sca_esv=2c9e1e9a39f0ac3a&sxsrf=AE3TifPLgQUiIfuX9aMXJ4mygZYWSN84_A:1748099437530&q=superficial&si=AMgyJEu2dDdE8z0NZJJsg3Fd0ziY6tM-X_Y9CnBJuv3O-278tmgIrNp3tdUjCNfB_cGTZif9WEUMF8CjfV9YRsWc2iDnL-P6iOaYrB4vEI5-klmCwCUl0D4%3D&expnd=1&sa=X&ved=2ahUKEwingIbwsbyNAxVqcfUHHaFYOrsQyecJegQIRRBA) way.)in just about every area, from animation to Zbrush(who knows) and teacher is yet to find a program as versatile, powerful and affordable as blender. In this course, we’re going to cover up from the ground up and cover what you need to know as an absolute beginner in order to get going making your own modals that can be used in games, animation, 3d printing and much more.

We will be cover a lot in this course including getting started in blender, mesh modeling , sculpting, materials and textures , basic animation and rendering

Teacher will tell us everything we need to know to get started and although it may seem daunting(difficult to deal with in prospect) at times, stick with it. And Tracher promise you’ll be making incredible models in no time.