Vili Tuori   17.12.2021
L4641

3DMAT – Summary

Learning goals

1. Learn how to Blender more efficiently
2. Sculpting
3. Texturing
4. Some animation (self-study)
5. More?

What I learned

1. I learned to work with Blender to produce models faster with less backtracking to correct mistakes
2. Some sculpting, grab tool is great.
3. I became decent at texturing
4. Animation is mine, waiting for the spring course :P
5. Also geometry nodes, they are a fantastic tool to generate interesting geometry