Software:
www.blender.org

Tutorialsammmlung

Interface:
Blender Cloud: *https://cloud.blender.org/p/blender-inside-out/560414b7044a2a00c4a6da98*
AgenzasBrothers: *https://www.youtube.com/watch?v=IPCNpi9x0_s&list=PL8BC0ED43C2D571ED*
CG-Cookie: https://cgcookie.com/course/blender-basics/

Grundlage Modelling:
Agenzas Brothers: *https://www.youtube.com/watch?v=phvkkqhj66I&list=PL8BC0ED43C2D571ED&index=4*

Modifier:
Agenzas Brothers Modifier-Tutorials: *https://www.youtube.com/watch?v=C8VmZSypGwk&list=PL8BC0ED43C2D571ED&index=78*

SubdivisionModelling:
tutor4you Tasse: *https://www.youtube.com/watch?v=y__uzGKmxt8*
Generelle projektorientierte Modelling Tutorials: *http://www.blenderguru.com*
Beispiele: *http://www.blenderguru.com/tutorials/create-a-spaceship-part-1/; http://www.blenderguru.com/tutorials/create-a-spaceship-corridor-part-1-of-2/; http://www.blenderguru.com/tutorials/how-to-make-an-airplane-part-12/*

Sculpting:
Agenzas Brothers: *https://www.youtube.com/watch?v=cxvlSOKMgjw*

3D-Druck:
https://www.sculpteo.com/de/tutorial-de/bereiten-sie-ihr-modell-fuer-den-3d-druck-mit-blender/

Lighting:
Lighting mit HDR Environment Maps: *http://www.hyperfocaldesign.com/tutorials/blender-hdri-tutorial-cycles/*
Kostenlose Environment Maps: *http://hdrlabs.com/sibl/archive.html; http://zbyg.deviantart.com/art/HDRi-Pack-2-103458406*
Weitere Lighting-Techniken: *http://www.creativeshrimp.com/lighting-tutorials-my-way-to-write-a-book.html*

Materials:
Generell: *https://www.youtube.com/watch?v=fgAySB7DoOc*
PBR Theorie: *https://www.allegorithmic.com/system/files/software/download/build/PBR_Guide_Vol.1.pdf*
PBR Blender Guru: *http://www.blenderguru.com/tutorials/pbr-shader-tutorial-pt1/; http://www.blenderguru.com/tutorials/making-realistic-pbr-materials-part-2-metal/*
PBR Cynicat Pro: *https://www.youtube.com/playlist?list=PLlH00768JwqG4__RRtKACofTztc0Owys8*

Texturing:
Generell: *http://www.blenderguru.com/tutorials/basics-realistic-texturing/*
Kostenlose Texturen (Lizenz selber recherchieren!!!): *http://texturise.blogspot.de/*

Rendering:
Generell: *https://www.youtube.com/watch?v=nxATPhNL97M*
Fotorealismus-Techniken: *http://www.blenderguru.com/tutorials/photorealism-explained/*

Compositing:
http://www.creativeshrimp.com/post-processing-tutorial-in-12-simple-steps.html