3D Model - Software Tools and Skills

3D Modeling Software

- Create and manipulate primitives

- Use extrusion, scaling, and rotation tools

- Work with modifiers and deformers

- Navigate 3D space and views

- UV unwrapping and material application

Sculpting Software

- Use brushes for shaping and detailing

- Apply symmetry and mirroring

- Manage subdivisions and resolution

- Smooth and pinch surfaces

- Export for texture or animation