

# 3D Model - Learning Sequence and Resources

## Suggested Learning Sequence

- Start with primitive modeling and 3D navigation
- Learn manipulation tools (scale, rotate, extrude)
- Understand topology and edge flow
- Practice UV unwrapping and basic materials
- Export and test in game or render environment

## Where to Look for Help

- 3D modeling forums and tutorial websites
- Beginner guides from software documentation
- YouTube series on low-poly modeling
- Free online 3D asset libraries and walkthroughs