**General Learning Resources (Blender)**

+ [CG Cookie](https://www.youtube.com/channel/UC9VayT7q3pQ7tdF-TG4Q0yQ)

+ [Blender Secrets](https://www.blendersecrets.org/) + [Youtube](https://www.youtube.com/c/BlenderSecrets?app=desktop)

+ [Blender Guru](https://www.blenderguru.com/)

+ [CG Geek](https://www.youtube.com/channel/UCG8AxMVa6eutIGxrdnDxWpQ)

+ [Ryan King](https://www.youtube.com/c/ryankingart)

+ [Southern Shotty](https://www.youtube.com/c/SouthernShotty)

+ [Jayanam](https://www.youtube.com/@JayAnAm)

+ [Default Cube](https://www.youtube.com/@DefaultCube)

+ <https://blenderartists.net/>

[+](https://blenderartists.net/) [Blender Bob](https://www.youtube.com/@BlenderBob/videos)

+ [Grant Abbitt](https://www.youtube.com/c/GrantAbbitt/videos)

**Modelling**

+ [Grant Abbitt](https://www.youtube.com/channel/UCZFUrFoqvqlN8seaAeEwjlw) - Optimisation + Video Game

+ [Josh Gambrell](https://www.youtube.com/c/JoshGambrell) - Topology

**Sculpting**

+ [Yan Sculpts](https://www.youtube.com/c/yansculpts)

**Animation**

+ [Dikko](https://www.youtube.com/c/Dikko) - Character Modelling + Rigging

+ [Polyfjord](https://www.youtube.com/@Polyfjord/playlists) - Robotic Rigging

+ [Pierrick Picaut](https://www.youtube.com/channel/UCXxtsisIDLiiL6YZFrORkUg) - Advanced Rigging

+ [Joey Carlino](https://www.youtube.com/@JoeyCarlino) - Skinning and Rigging

+ Ryan King - Mechanical Rigging: https://www.youtube.com/watch?v=J1He21vDIfQ

**Physics / Simulations**

+ [CG Boost](https://www.youtube.com/channel/UCWWybvw9jnpOdJq_6wTHryA) - VFX

+ [William Landgren](https://www.youtube.com/@landgrenwilliam/videos) - VFX

+ [Blender Made Easy](https://www.youtube.com/c/BlenderMadeEasy) - Simulations

**Cloth**

+ PIXXO 3D - Cloth Simulations (Basics): https://www.youtube.com/watch?v=\_hNFZ0v\_\_no

+ MK Graphics - Cloth Sims (Sewing): https://www.youtube.com/watch?v=v54aD698Vv0

+ 5-minute Blender - Cloth Sims (Basics w/ example parameters): <https://www.youtube.com/watch?v=ddlFVxl8ICM>  
+ Blender Secrets - Cloth Sewing Basic: <https://www.youtube.com/watch?v=5t2WQJMoQDM>  
+ Blender Secrets - Extruded Clothing: https://www.youtube.com/watch?v=ffS36ZG9LtI

**Hair Simulations**

**Geometry Nodes (Hair):**

+ https://www.youtube.com/watch?v=dCIKH649gac

+ https://www.youtube.com/watch?v=we4KvS5BXc0

+ https://www.youtube.com/watch?v=6\_USH9c\_vNU

**Animated Hair:**

+ Default Cube - Wiggle Bones: https://www.youtube.com/watch?v=gTdRGZA4TXA

+ ChrisFastMedia - Wiggle Bones: https://www.youtube.com/watch?v=TmZdAzaZIj4

+ PixelicaCG - Softbody Physics: https://www.youtube.com/watch?v=rMU\_fa1G-bA

**Realistic Hair**

+ Luwiz Art - Realistic Human Hair: https://www.youtube.com/watch?v=82X6eeHPjZI

Fuzz

+ Southern Shotty - Fuzzy Hair/Fabric: https://www.youtube.com/watch?v=9WLixmqMXig

+ Joey Carlino - Fuzz with Geometry Nodes: https://www.youtube.com/watch?v=9NM9oaijmLg

**Fur (Easy)**

+ CG Sky Arts - https://www.youtube.com/watch?v=sYPiX5K6gd8

+ Kaizen - Plush Fur: https://www.youtube.com/watch?v=UAFx7wJkq0I

Hair Varia

+ askNK - Hair Tools: https://www.youtube.com/watch?v=4MwIjsb3-Tg

+ InspirationTuts - Hair Add-ons: https://www.youtube.com/watch?v=cS1C-LiiMdI

**Volumetrics**

+ Ryan King - Volumetric Fog: https://www.youtube.com/watch?v=MoggY\_6v5qQ

+ OnlyGoodSir - Volumetric Fog: https://www.youtube.com/watch?v=Mx0UaX5XCvk

+ Iridesium - Explosions with Mantaflow: https://www.youtube.com/watch?v=29yfS-icS3M

+ InsidetheBox - Explosions (Fast and Easy): https://www.youtube.com/watch?v=lGF9uNy60Hw

+ Light Architect - Explosions (Quicktips): https://www.youtube.com/watch?v=FL0riTqQQoo

**Geometry Nodes**

+ [Bad Normals](https://www.youtube.com/channel/UCvigl2g67gl18hJgFex-3zg) - Organic Forms

+ [Erindale](https://www.youtube.com/channel/UCvigl2g67gl18hJgFex-3zg) - Simulation Nodes

**Materials + Texturing + UVs**

+ [Kaizen](https://www.youtube.com/channel/UCMosQZ8k4dPITlPZ0Q6kpog) - Texturing

+ [CrossMind Studio](https://www.youtube.com/c/CrossMindStudio) - Materials

+ [Ducky 3D](https://www.youtube.com/channel/UCuNhGhbemBkdflZ1FGJ0lUQ) - Materials

**Cameras / Lighting**

+ [Gleb Alexandrov](https://www.youtube.com/channel/UCVA3cYOgsTN4hs3v7pjne7w) - Lighting

**Rendering + Post-Production**

+ [Derek Elliot](https://www.youtube.com/channel/UCk7IufzS4r8v76NeWR6A3dg) - Product Rendering

**Game Dev**

+ [Thomas Brush](https://www.youtube.com/@thomasbrush/videos) - Blender + Unity

**2D Animation**

+ [Sophie Jantak](https://www.youtube.com/@SophieJantak/videos) - Grease Pencil

**OTHER**

**Houdini**

+ Jonathan Kron - Houdini to Blender Workflow: https://www.youtube.com/watch?v=q2bMlsP7LZo

+ Kev Binge - Blender to Houdini (Character): https://www.youtube.com/watch?v=0ca1JjCEtPw

+ [Houdini Foundations](https://media.sidefx.com/uploads/article/foundations-book/houdini_foundations_19_5_01.pdf)

+ [Side FX](https://www.sidefx.com/learn/getting_started/) - Intro Tutorials

**Unreal**

+ [Unreal Sensei](https://www.youtube.com/@UnrealSensei)

**Game Development Portfolio Design**

+ Example Portfolio: [Chau Ho](https://www.chauhogamedesigner.com/)

+ Example Portfolio: [Hugo Peters](https://hugo.fyi/#)

+ "[Creating a Killer Game Design Portfolio](https://marlenaabraham.medium.com/creating-a-killer-game-design-portfolio-what-to-include-and-why-edecbe771632)" Marlena Abrahams