

USER INTERFACE

- 01 First Steps
- 02 Viewport Navigation
- 03 Interface Overview
- 04 Select & Transform
- 05 Add & Delete
- 06 Collections
- 07 Workspaces

MODELING

- 08 Modeling Introduction
- 09 Creating Meshes
- 10 Object and Edit Mode
- 11 Mesh Selection Mode
- 12 Extrude
- 13 Loop Cut
- 14 Bevel Tool
- 15 Knife Tool

- 16 Introduction to Shading
- 17 Shading Editor
- 18 Introduction to Texturing
- 19 UV Unwrapping
- 20 Procedural Textures

- 21 Light Types
- 22 Three Point Lighting

RENDER

- 23 Render Settings Introduction
- 24 Render Dimensions & Metadata
- 25 Render Output Settings
- 26 Cycles Samples
- 27 Eevee Lighting

ANIMATION & RIGGING

- 28 Rigging Introduction
- 29 Parenting
- 30 Armatures
- 31 Copy Limit Constraint
- 32 Tracking Constraints
- 33 Transform Constraints
- 34 Character Rigging
- 35 Inverse Kinematics

MOTION TRACKING

- 36 Vertex Groups
- 37 Bone Layers
- 38 Keyframes
- 39 Timeline
- 40 Dope Sheet
- 41 Graph Editor
- 42 Sculpting
- 43 Right Click Select

NOTES



BEGINNER (DONUT)

00 Donut Course Trailer

LEVEL 1

01 User Interface
02 Modeling the Donut
03 Modifiers
04 Modeling the Icing
05 Sculpting
06 Rendering
07 Materials

LEVEL 2

01 Particles
02 Random Materials
03 Texture Painting
04 Procedural Displacement
05 Final Donut

LEVEL 3

01 Modeling the Cup
02 Complete Modeling
03 Glass and Liquid
04 Realistic Liquid
05 Condensation

LEVEL 4

01 Composition
02 Scene Texturing
03 Last Adjustments
04 Keyframe Animation
05 Rendering
06 Compiling the Final Video

MODELING (CHAIR)

01 Introduction
02 Edge Flow
03 Edges; Bevels
04 Modifier Mayhem
05 Curved Surfaces
06 Creases and Shearing
07 UV Unwrapping
08 Texture Mapping
09 Material; Finalizing
10 Making Studio Lighting in Blender

INTERMEDIATE (ANVIL)

00 Anvil Course Trailer
01 Modeling
02 Boolean
03 Sharpening Edges
04 Modeling - Final Touches
05 UV Unwrapping
06 Sculpting Details
07 Baking Perfect Normals
08 Texturing
09 Texture Painting a Mask
10 Texture Painting Scratches and Damage

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