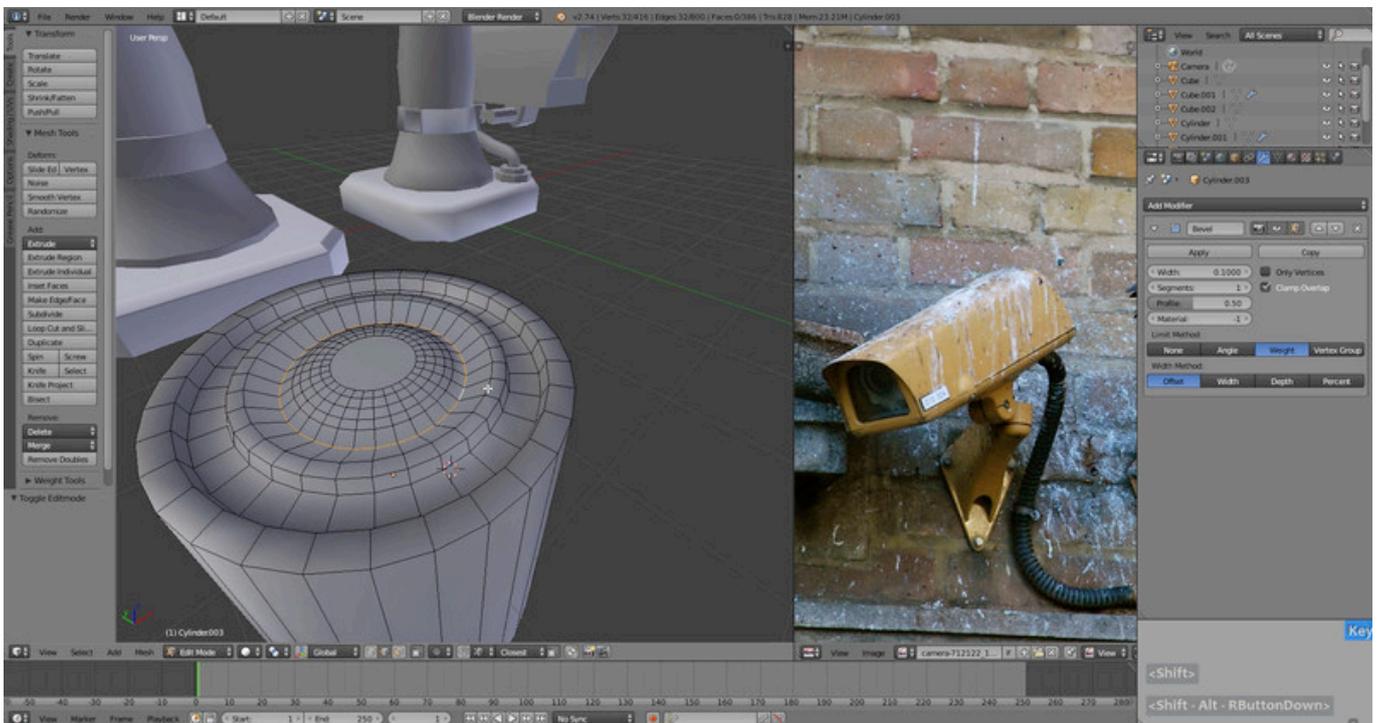


Blender Game Asset Creation Activation Code [crack]



Download ->>> <http://bit.ly/2NDFlyf>

About This Video

In 8 well structured sections with 51 short videos you will get a complete introduction and video reference guide to Blender and how to create game assets.

The training series will end with importing a hat game asset into Team Fortress 2.

In the first section all the basic knowledge will be built up to begin modeling in Blender. From there it's full steam ahead on making a Team Fortress game asset, where additional topics are explored in many 10 minute chapters - so you can just come in and browse the section on 'baking normals' or 'setting up for 3d painting' or 'exporting into Team Fortress 2' or 'an introduction to uv's'. Or you can watch the whole series sequentially as a training session to master Blender in general.

Author Aidy Burrows lives in Manchester UK and has worked for large games companies on next-gen titles titles such as Lord of the Rings and Lego Marvel. He's been trained with 3ds Max and Maya but now uses Blender for his work as well. Currently he's working as part of the CGMasters team to produce free high quality training material.

NOTE: the associated Blender files will be in a ZIP archive in the Software catalog of the Steam client.

This video tutorial was produced by Blender Institute. By purchasing this product you will support Blender Foundation's open source projects!

Full Contents:

Section 1 - Understanding the Interface.

Chapter 01 - First encounters 5 mins

Chapter 02 - Navigation 6 mins
Chapter 03 - Layout Customizing 8 mins
Chapter 04 - User Preference Changes 6 mins
(Autodepth, Autoperspective, Addon - Layers, VBO's.)

Section 2 - 3D View.

Chapter 01 - Menus, Modes and Display. 5 mins
Chapter 02 - Pivot Point and 3d Manipulator 8 mins
Chapter 03 - Layers and Snapping 7 mins

Section 3 - Modeling

Chapter 01 - Mesh Data, Object Data 7 mins
Chapter 02 - Object Tools 7 mins
Chapter 03 - Mesh Tools - Extrude 2 mins
Chapter 04 - Mesh Tools - Bevel 1 min
Chapter 05 - Mesh Tools - Subdivide 2 mins
Chapter 06 - Mesh Tools - Working With Loops. 5 mins
Chapter 07 - Mesh Tools - Vertex Connect 2 mins
Chapter 08 - Mesh Tools - Inset. 2 mins
Chapter 09 - Mesh Tools - Merging 2 mins
Chapter 10 - Mesh Tools - Knife Tool 2 mins

Section 4 - Modeling A Game Asset

Chapter 01 - Ref Images & Traffic Cone Blockout 10 mins
Chapter 02 - Traffic Cone Modeling 8 mins
Chapter 03 - Normal Editing - Smooth/Hard Edges 5 mins
Chapter 04 - High Res Traffic Cone 5 mins
Chapter 05 - Camera Modeling 15 mins
Chapter 06 - Modeling With Curves 7 mins
Chapter 07 - Camera Modeling Finish 2 mins
Chapter 08 - Removing NGons 4 mins
Chapter 09 - Hi Res Lens And Ribbed Cable 6 mins
Chapter 10 - Organizing And Naming Objects 3 mins

Section 5 - UV's.

Chapter 01 - UV's Overview 12 mins
Chapter 02 - Mirror Modifier 5 mins
Chapter 03 - UV Unwrapping The Base 7 mins
Chapter 04 - UV Unwrapping The Cable 10 mins
Chapter 05 - UV Unwrapping The Cone 9 mins
Chapter 06 - UV Final Layout 8 mins

Section 6 - Baking

Chapter 01 - Baking Setup And Creating Images 4 mins
Chapter 02 - Baking Ambient Occlusion 10 mins
Chapter 03 - Baking Normal Maps 9 mins
Chapter 04 - Creating The Base Color Materials 5 mins
Chapter 05 - Baking The Base Color 2 mins
Chapter 06 - Setting Up A Complete Material 3 mins
Chapter 07 - Cord Baking And Multiple UV Sets 9 mins
Chapter 08 - Baking The Camera Lens 7 mins

Section 7 - 3D Painting

Chapter 01 - 3D Painting Setup 6 mins
Chapter 02 - Painting A Vertical Gradient 6 mins

Chapter 03 - Multi Layered Painting 18 mins
Chapter 04 - Worn Edges With Cavity Masking 13 mins
Chapter 05 - Baking All Layers Down To 1. 7 mins

Section 8 - Importing And Exporting

Chapter 01 - Importing A TF2 Character 3 mins
Chapter 02 - Rigging And Placing The Asset 2 mins
Chapter 03 - LOD Creation 6 mins
Chapter 04 - Exporting As OBJ 1 min
Chapter 05 - Importing Into Team Fortress 2. 5 mins

Title: Blender Game Asset Creation
Production:
Blender Institute
Release Date: 29 May, 2015
Country: United Kingdom
Running Time: 310 minutes

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent

Memory: 1 GB RAM

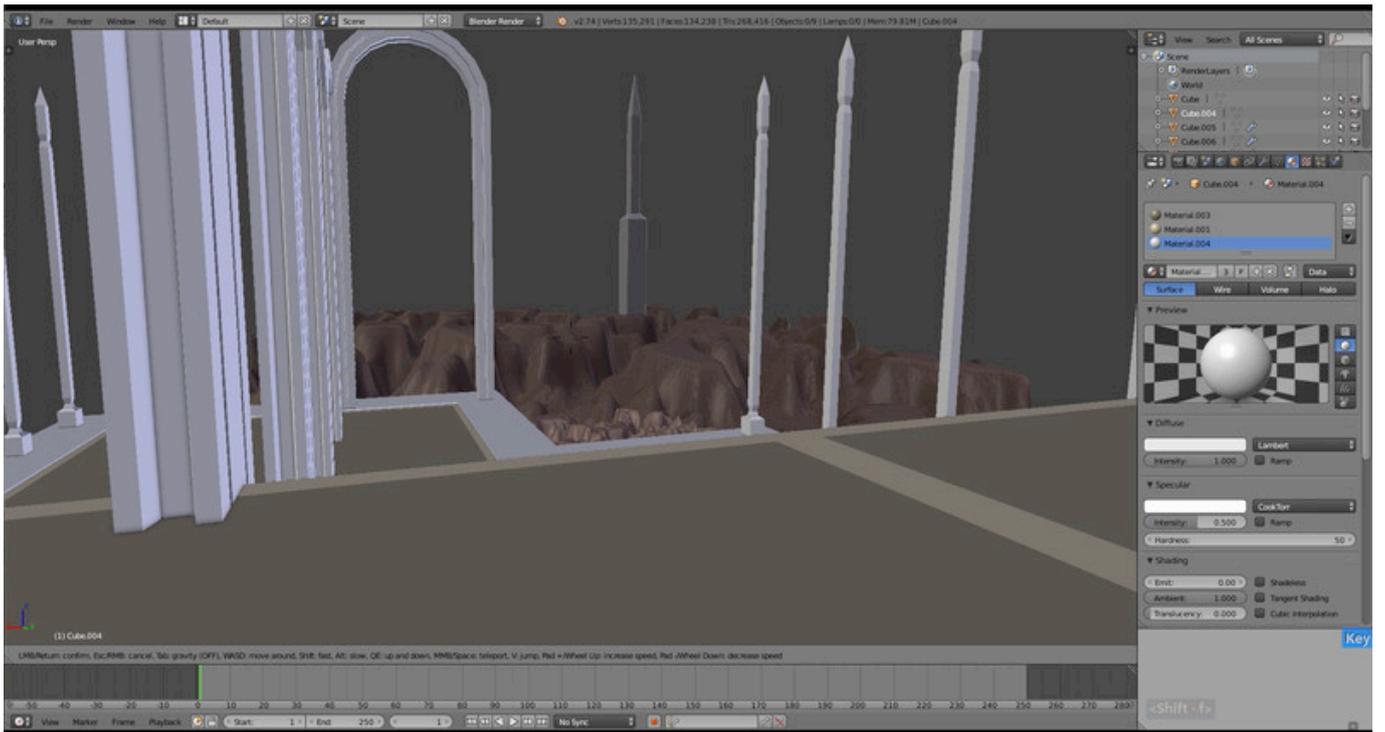
Network: Broadband Internet connection

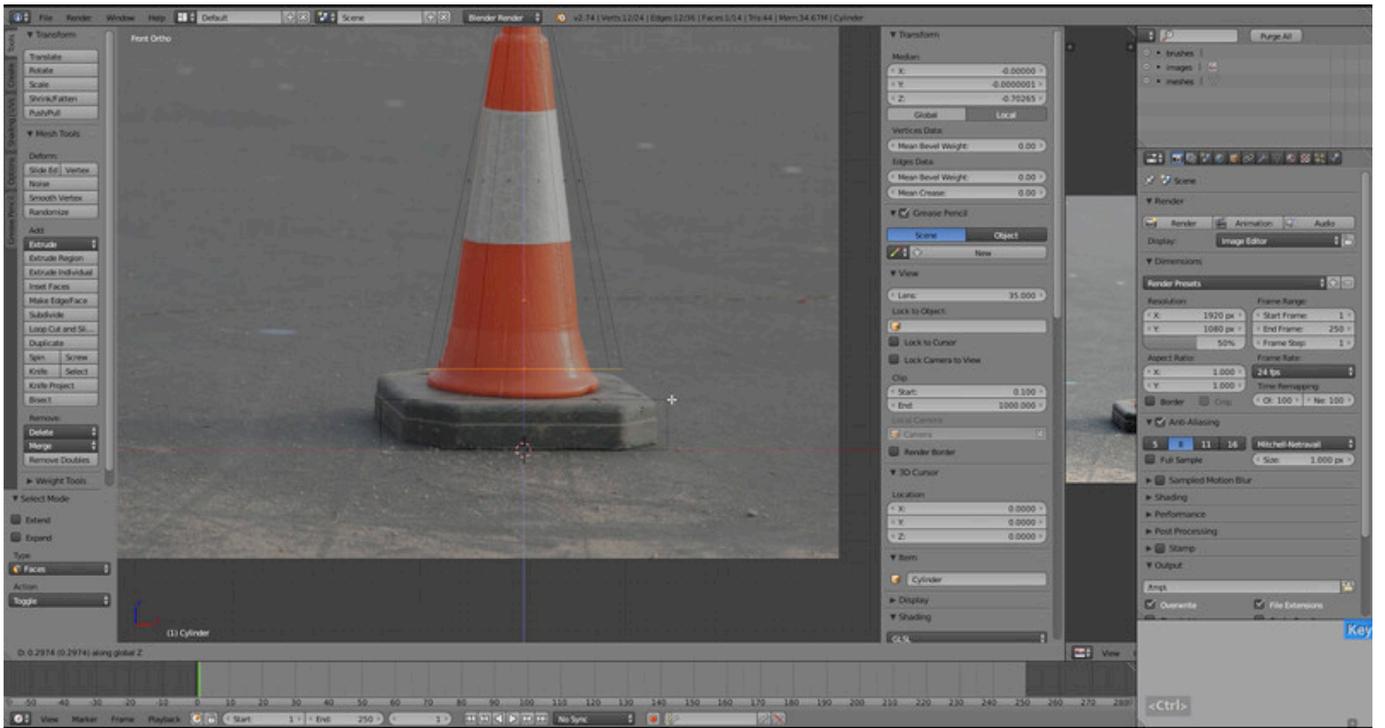
Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English







This tutorial does a great job at showing the general process of making a game asset within blender but ultimately limits its self by making the viewer create an object for TF2, a game that's very old which means the quality of the asset has to be significantly reduced for the game to handle it. If you're only interested in modding or creating community content then this tutorial is for you but if you actually want to learn game development then it's only good as a reference.. Very nice tutorials, like a pearl in the sand.

Many tips and tricks for gamedev modeling, especially working with sharp edges, UV unwrapping, texture baking. It will be useful not only for beginners.

. Not recommend ONLY because "No Save local option" this is streaming only and I have a bandwidth cap because I dont live in town.. If you want to make a chess knight or a lamp, watch a free youtube video and follow along. At the end you will have your chess knight and your lamp and you won't understand how to use blender at all.

If you want to understand how to use blender and make your own assets (for UE4 or whatever), this is the only series you will ever need to watch.

The instructor is very informative and clear and at the end of this series you will be able to make your own assets without relying on tutorials.

Although some people complained about the streaming quality, I don't have a great internet connection but the videos streamed fine for me in 1080p.

I know it says I only played 0.3 hours, but I watched the whole series. I guess hours aren't counted correctly for these video products.. The actual tutorial is really clear and very helpful if you know some of the basics of blender prior.

The inconveniences of the series is to do with steam and their streaming services, I highly recommend the actual tutorial however.. Not a bad introduction, except the teacher talks way to darn fast. The first half of the video series is spent on the interface (a necessity for sure). The tools videos are all very short and amount to basically "press 'e' to extrude". When you finally get in to modeling the traffic cone, however, the teacher forgets that he's teaching a class and speaks as quickly as he is able from one step to the next. You'll want 2 monitors for this video series, one to watch and one to blend with. Get your finger on that pause and rewind button.

That said, it was informative and useful. The creator just needs to slow it down a bit and explain what he's going to do before he does it. Blender is full of esoteric shortcut keys which he simply calls out, instead of telling us what tool the shortcut key is for and why we're using it. Its helpful to know what we're going to do before we do it so that we aren't spending more time confused than learning.

This guide is incredibly helpful and though he goes a little fast sometimes, it isn't difficult to rewind. I am quickly getting better using the few features I already knew and learning new ones as well. Great guide.

Only issue is the streaming service, itself.. I'm about halfway through the videos and I'm really enjoying them. They've shown me a lot of tips and tricks that have subsequently reduced my modelling time.

But...

The lack of an offline viewing option is more annoying than expected. Steam's servers don't seem to handle HD video traffic well during the summer sale. Constant buffering on my 30Mbps connection, and lower-res won't do (try to view blender UI usage at 360p, I dare you).

Also, I'd love to be able to watch these videos on my phone while waiting in public areas. But even the mobile steam client can't do that.

There are plenty of other "papercuts" with the steam platform as well. Can't view the full video's title in your library because the panel width isn't adjustable. Full screen is sometimes offset on linux so you can't see the left or bottom edges. The volume is pretty low (not sure if a problem with the source video or the steam player). etc.

I see that these videos are also available from <https://cloud.blender.org/training/blender-game-asset-creation/> but I don't have a subscription so I don't know if they do a better hosting job or allow offline cacheing.. Even though i'm not a complete beginner (for example: i did this <https://sketchfab.com/models/36d5622737444b308050ffae829db23a> before watching any of this videos) I already learned quite a few tricks to speed up my modelling - and i've just watched like 1/4 of the videos. Already worth the price!. This tutorial is good but has some serious problems. It moves by the important stuff way too fast, while spending way too long on trivial stuff. For example, which buttons to press to open specific menu, or even which multiple settings needs to be set before something will work properly, all happens in the blink of an eye. "Just click this, this, and this, and we are ready to go". Impossible to follow without stopping every second through those parts as you try to pause, alt-tab into blender, click one button, alt-tab to the video, play 1 sec, pause again, alt-tab back into blender, press another button, and so on. If you miss an important button click, good luck finding that part again. Further more sometimes it is impossible to see where his mouse is it as darts around the screen pushing buttons.

Then he spend way too long on the trivial stuff. I know how to place things on an image so they dont overlap, that part does not need to be 5 mins. It just making that which buttons to press harder to find. Some times i have given up on even following the tutorial and simple google for answers.

I learnt a lot, and he clearly is very good, but try youtube first before you buy this. I just thought something released by officially by blender would be a little higher quality.

Also common steam, place a next video button on your video player.. *****

UPDATE:

I've spent a few hours now with these tutorials. Streaming is still a bit sketchy, but usually I can now stream at 1080p and the ends of the videos aren't being cut off. I've gone through half of the videos now and the instruction is clear and well spoken. Be prepared to pause often, switching back and forth from the video and blender as you follow along.

If Steam streaming works smoothly at 720p or higher, I'd recommend this series to you.

*****\

I've been trying to use these videos for a couple days now. I have a good internet connect and can stream youtube videos at 1080p without a problem. My computers are also very nice.

Streaming at 1080p constantly pauses and buffers. A lower resolution of course is faster but you end up having to read fuzzy text. It makes learning from these tutorials less than optimal.

Currently to stream the tutorial smoothly the resolution is so low that I cannot read the text.

Also the video stops playing five seconds before the end and will not continue to play.

This is more of a problem with the streaming service than the tutorials themselves. The content seems to be great from what I can tell through the stuttering dialogue and fuzzy text.

I'd avoid buying these tutorials until these problems are fixed and will update this review when they are.. I watched all of these videos passively without blender open. Then when I next opened blender I created a very nice detailed castle. The way the narrator constantly says out loud what key strokes he is making and is explaining the logic behind everything he is doing is very helpful and I've learned a lot from it. While I model now I find myself saying out loud all of my keystrokes and I can recall almost all of the shortcuts the man uses. I am now from a modeling perspective able to completely independently model whatever I think of. I recommend these videos.. I find the videos to be informative and practical. There's a lot of information, and you'll have to rewind a lot... I've been using the program for years, and this is bringing some new points to light. Anything not new is a good review.. The content of these video tutorials is really thorough and very useful for a beginner. There's 50+ separate segments each ranging from about 1 - 7mins. Starting from scratch they take you from customizing the UI to building, texturing and exporting a game asset into a game.

The instructions can come a bit thick and fast sometimes for a beginner, which wouldn't be a problem usually with video rewind. But there lies the problem. Unless you have decent specs, rewinding - or even just playing the videos - can send it buffering.

Before buying please note that you are, at present, unable to download these videos; they are streaming only. This means you have to have Internet connection to view them. And if you want to view them at 1080, you need both a decent broadband connection and machine specs. It is suggested 8mb of ram with a good cpu like I5 or I7.

For this subject where detail is essential, viewing them at anything less than 1080 V 720 is useless as they are too blurry to see fine detail.

I've recommended these videos as I don't want to be too negative on the otherwise good quality of content. Just be aware of the specs needed for a smooth experience. For Steam video streaming, please read the spec requirements before purchase.

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