



CGBoost – Master 3D Sculpting in Blender-PART-3 Chapters 11 to 13

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Master 3D Sculpting in Blender-PART-3: Learn the basics of sculpture and how to bring your sculptures to life.

Are you looking to create 3D sculptures that you can be proud of?

Are the free Blender sculpture tutorials available on YouTube just an overview? However, they do not teach you to create beautiful, high-quality sculptures.

This is why we have designed this comprehensive Blender course that will teach you the most essential shaping workflows with only free tools.

In two straightforward projects, you will learn step-by-step how to create 3D creature models to life by sculpting them from reference images and adding color while rendering turntables out of every creature.

So, get your graphic tablet (a mouse can also be used, but it's not as enjoyable) and begin your sculpting adventure.

Chapter 11 - Epic Creature Rigging

Learn to design an entirely-featured rig for your creature to pose and then animate it quickly. To do this, we'll utilize the no-cost Rigify add-on. It simplifies the process significantly with various rig templates, which we can alter according to our preferences. After that, we create the entire controller bone with one click. We will also discover how to bake all the materials in the animal into easy texture maps.

Chapter 12 - Epic Creature Rendering

Learn how to make stunning still images of your work. To do this, we'll set up the camera, pose the animal a stunning pose, create an easy setting using pre-designed 3D assets, and then create an atmospheric lighting setup and fine-tune the whole thing using the Compositor.

Chapter 13 - Epic Creature Animation

Learn to bring your sculpted animal to life with an animation that loops. We will animate cameras, surrounding, and the animal to do this. Adding a bit of excitement to the scene makes it more exciting. In addition, you'll learn how to tweak your compositing settings and render settings to improve the rendering speed and then render a high-quality video of the animation. Part four – Brushes & Setting Sculpting Settings



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