



Create A Lighthouse on The Island in Blender 3D

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Create A Lighthouse on The Island in Blender 3D: Welcome to this beginner-friendly course, designed to teach you step-by-step how to model a Low Poly Lighthouse on The Island using Blender 4.0. Throughout the course, you'll learn the Modeling, Shading, Lighting, and Rendering processes, enabling you to create stunning 3D artwork.

While some prior knowledge of Blender may be beneficial, this course is structured to be accessible even to those new to the program. We aim to help students enhance their 3D art skills, providing them with techniques and abilities to support their creative journey.

Here's a breakdown of the lessons in this class:

- Introduction - 1:17
- Modeling the Lighthouse Base - 6:37
- Modeling Balcony and Ladder - 9:00
- Adding Door and Windows - 6:44
- Creating Lighthouse Environment - 5:05
- Modeling the Island - 10:00
- Adding Materials - 11:44
- Preparing for Render - 4:13
- Lighting and Rendering - 9:39
- Final Thoughts - 0:13

Each lesson is carefully crafted to guide you through the process, making it easy to follow along and learn essential 3D modeling and rendering skills.



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