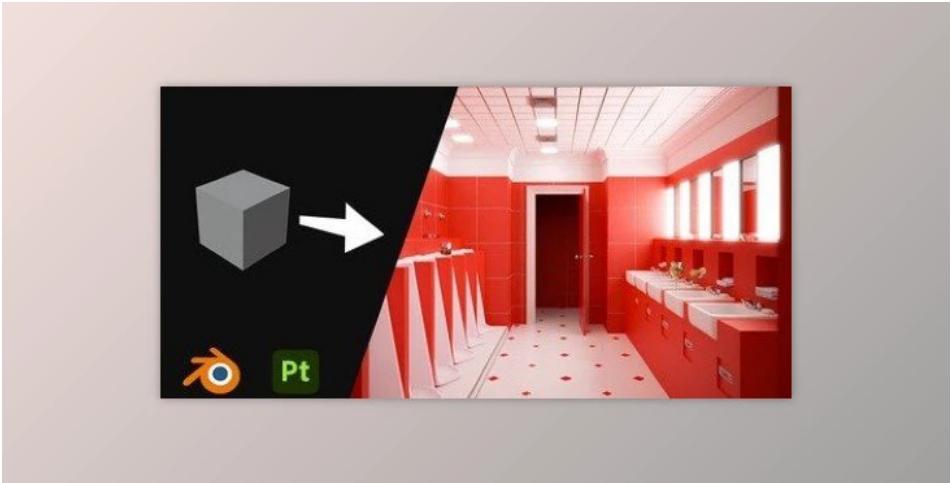


Blender & Substance Painter: Create A Realistic Bathroom A-Z

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Blender & Substance Painter: Create A Realistic Bathroom A-Z: Welcome to my complete course, where I'll impart my vast knowledge and experience with Blender & Substance Painter. The material settings in Blender aren't compatible with other software like Blender. This course will show you how to create bathrooms that can be loaded into any 3D game engine or software. Prepare to discover the secrets to creating stunning 3D models, such as the famous Red Bathroom from the movie "The Shining" (1980).

How can we develop skills in 3D modeling, texturing, and rendering using Blender and Substance Painter?

You can use the course "Blender & Substance Painter: Create A Realistic Bathroom A-Z."

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of Blender & Substance Painter: Create A Realistic Bathroom A-Z

The product is in the **Tutorial category**, for more information about this post you can click on the home page link in the sidebar.

To search for similar products to Blender & Substance Painter: Create A Realistic Bathroom A-Z,

In this class, you'll be able to master how to seamlessly match your camera to actual photographs, eliminating uncertainty and reaching astonishing accuracy.

Integrating Blender & Substance Painter can be complex, particularly regarding the import of the models and assigning them to materials. Don't bother with tedious tasks like manually generating "color ID maps" or navigating multiple textures in one UV area. I've taken care of the tedious job for you. I'll show you the best practices for easily importing texturing, exporting, and importing your textures. I've even provided a Blender export template to download and use as a reference that you can download and utilize.

Prepare to explore the world of UV wrapping architectural models by scaling UV islands proportionally and creating unique textures with Substance 3D Painter. Discover how to maximize your UV area without losing detail or creating massive, unreliable textures.

I'll guide you through modeling for different fixtures, ensuring your workflow is fluid and clutter-free. This will save the memory of your RAM from duplicate objects.

Make your renders go up by obtaining professional advice on fast and efficient post-processing methods. Learn how to get around Blender's compositor to achieve better outcomes using Adobe Lightroom and other nifty photo editing software. Make your photos more appealing with presets, or test your creative side with custom adjustments.

At the end of this class, you'll possess the knowledge to create stunning 3D models, learn how to texture, and improve your renders by using advanced post-processing techniques. Take me along on this transformational learning adventure and unlock your potential in 3D design.

Who is this course intended for:

- Blender beginners
- Substance Painter and Blender workflow learners
- Architectural Visualizers



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- Artists in CG
- CG photographers
- "The Shining" (1980) film lovers

Included files

- 1 - Introduction What to Expect What You Learn
- 2 - Perspective Matching Bathroom Modeling
- 3 - Modeling Bathroom Fixtures Mirrors
- 4 - Modeling the Urinals The Doors
- 5 - Modeling the Toilet Stalls the Ceiling Fixtures
- 6 - UV Unwrapping 01
- 7 - UV Unwrapping 02
- 8 - Substance 3D Painter Workflow
- 9 - Lighting Rendering

What is Blender & Substance Painter: Create A Realistic Bathroom A-Z?

The course "Blender & Substance Painter: Create A Realistic Bathroom A-Z" is a comprehensive and hands-on learning experience for individuals interested in mastering 3D modeling, texturing, and rendering using Blender and Substance Painter.



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