



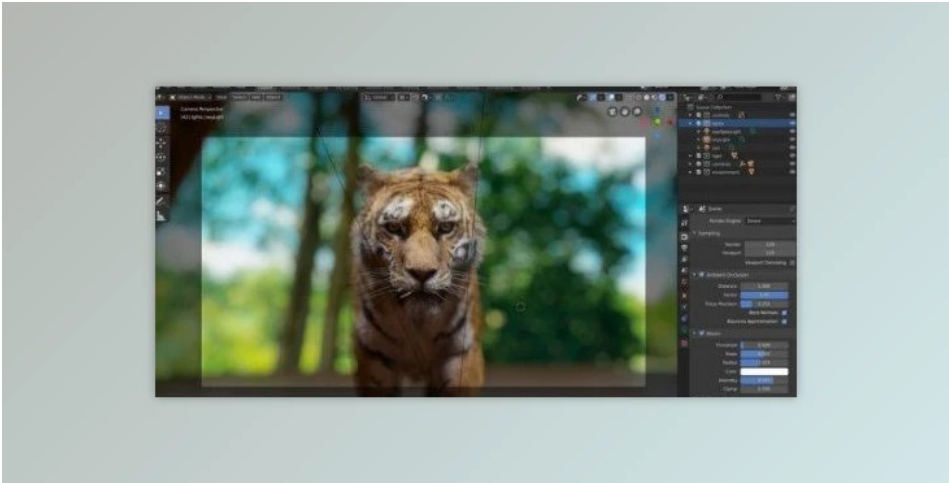
Master Blender 3D With Top Addons, Unity3D & AI Tools

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Master Blender 3D With Top Addons, Unity3D & AI Tools: In this course, you'll master Blender addons to create stunning 3D environments and characters. We'll begin by learning how to use Mossify to add realistic moss to 3D models, controlling parameters for the noise pattern, moss density, and size. You'll discover how to achieve photorealistic nature scenes by incorporating this moss into your renders.

Next, we'll explore creating realistic waterfalls using the Dispersant shader, specifically designed for the Eevee render engine. This shader utilizes a unique form of displacement, allowing you to generate dynamic waterfalls in real time without deforming geometry.

Then, we'll dive into aquatix, a water simulation-based addon that enables you to add water effects to your scenes effortlessly. You'll learn to use pre-made water assets to construct various effects and assets like fountains, birdbaths, and water materials, all previewable in the viewport.

This course is suitable for:

- Artists and game developers looking to enhance their Blender skills
- Beginners in Blender aiming to advance their character creation and 3D environment modeling abilities
- Individuals interested in learning computer graphics and 3D artwork, regardless of experience level



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