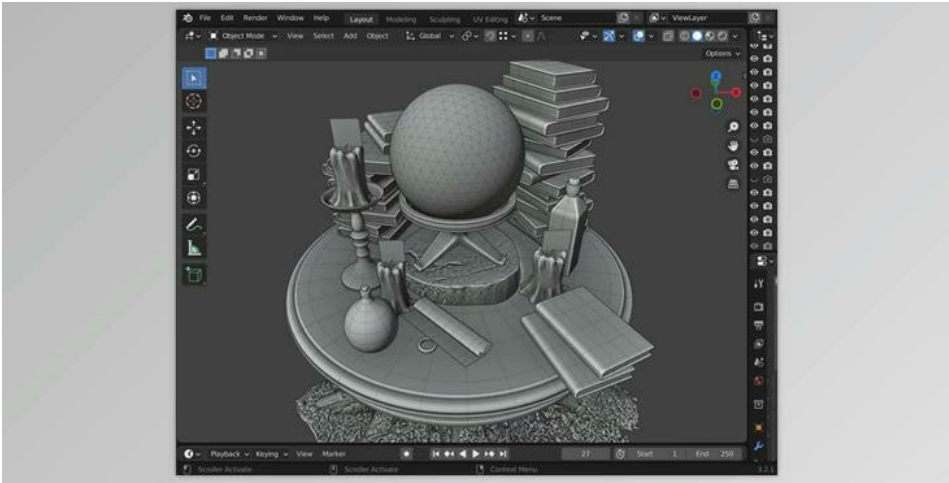# CGFastrack – Modeling Fundamentals in Blender (4.0)

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CGFastrack – Modeling Fundamentals in Blender (4.0): Embark on a journey into the fundamental aspects of 3D modelling with Blender. This series will equip you with essential skills and workflows while constructing a captivating, magical environment.

Part 1: Setting the right course for a 3D model is crucial for project success. In Part 1, you'll delve into the foundational workflows of 3D modelling, starting with transforming 2D objects into intricate 3D geometry.

Part 2: Every masterpiece begins with a simple shape! Box modelling stands as the cornerstone technique for crafting digital props. In Part 2, you'll master transforming basic primitives into compelling narrative elements for your scene.

Part 3: Some models present challenges without a clear starting point. In Part 3, you'll roll up your sleeves and dive into the construction of complex forms using advanced techniques. Explore the depths of polygon modelling, sculpting, and beveling workflows to unlock the potential of your creations.

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