



CGFastrack – UV and Image Projections in Blender (4.0)

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CGFastrack – UV and Image Projections in Blender (4.0): Discover a rapid method for applying 2D image textures to your 3D models through flat and box image projection techniques. Enhance your texture control by mastering the fundamentals of UV unwrapping workflows.

- Part 1: Dive into image projections and learn how to effortlessly apply texture files onto 3D objects, bypassing the UV unwrapping process.
- Part 2: Explore essential UV unwrapping tools to flatten 3D objects into 2D UV space, enabling practical application of image textures onto mesh objects.
- Part 3: Conclude your scene by refining UVs for additional objects and applying newfound knowledge to more intricate shapes.

Information:

- Duration: 1 hour 11 minutes
- Skill Level: Beginner



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