



Blender Master Course – City Environment And Car-2 Courses + Asset Packs

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Blender Master Course – City Environment And Car-2 Courses + Asset Packs: Welcome to this comprehensive Blender tutorial, where I'll guide you, step by step, in creating a stunning render and animation that will transport us 50 years back in time. But that's not all; I've also included a bonus, shorter one-hour tutorial where we'll craft an additional scene.

What's Covered in the Master Tutorial:

- Two Unique Scenes: We'll explore creating two distinct scenes featuring a street and a car, each employing slightly different methods for added variety.
- First Scene Approach: We won't strictly adhere to the reference image in the initial scene. I'll utilize assets from various pre-existing and Internet sources to swiftly achieve our final result in approximately one hour.
- Second Scene: Reference-Based Animation: The second part of the tutorial takes a meticulous, step-by-step approach, adhering closely to a reference photo. We'll bring it to life and transform it into an animation.
- Maximizing Reference Photo Usage: Learn how to use the photo as a reference and leverage textures to expedite the process, align with the reference more closely, and achieve a realistic outcome more efficiently.

Additional Resources:

- You'll receive the final .blend files for both scenes and the tutorial.
- Access to two asset packs utilized in the tutorial.

This tutorial is designed to cater to quick and effective results and a more in-depth, reference-based animation experience. Whether you're a beginner or an experienced Blender user, join me on this journey and unlock the skills to create captivating scenes and animations.



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