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Learn 3D modeling for beginners starting with the essentials: navigating Maya's interface, understanding professional workflows, commonly used tools, and building 3D assets from scratch. Identify differences between film and video game models by learning high poly 3D modeling techniques, then converting it for video games, and adding textures in Substance Painter.

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By the end of the course, you'll be very confident in the basics of 3D modelling and rendering, and hungry to learn more. If you're a complete beginner, we'll teach you all the modelling fundamentals you'll need. If you're a coder, we'll teach you modelling and design principles.

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3D printing may seem difficult if you are a complete beginner with no experience, especially when it comes to using 3D software. This can cause people to give up before creating their finished STL files. To help you overcome this challenge and achieve your 3D model of the following their finished STL files. To help you overcome this challenge and achieve your 3D model of the following their finished STL files. To help you overcome this challenge and achieve your 3D model of the following their finished STL files. To help you overcome this challenge and achieve your 3D model of the following the following the following the following the files. To help you overcome this challenge and achieve your 3D model of the following the following the files. To help you overcome this challenge and achieve your 3D model of the following the files. To help you overcome this challenge and achieve your 3D model of the following the files. To help you overcome this challenge and achieve your 3D model of the following the files. To help you overcome this challenge and achieve your 3D model of the files. To help you overcome the files are the following the files. The files are the

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