

Forum:[Hack Forums](#)

Thread: [3D modelling](#)

Perileos - August 14, 2020, 10:40 am

Anyone into 3D modelling?

If so, hit me up.

Kayvh - August 16, 2020, 5:23 am

I mostly do UI/UX Design and Web Dev but I want to get into doing 3D illustrations to integrate models with my websites.

OnePiece - September 28, 2020, 12:41 am

I was interested to learn 3D Modelling so that I can turn it as my Hobby.
but what software do you use?
Thanks in advance :)

Perileos - September 28, 2020, 2:43 am

(Sep 28, 2020 12:41 AM)OnePiece Wrote: [\[CITE\]](#) I was interested to learn 3D Modelling so that I can turn it as my Hobby.
but what software do you use?
Thanks in advance :)
I'm learning to use Blender at the moment!

mike.vronsky - September 29, 2020, 10:22 am

yeah i have just started 3d modelling, i am just new , i am learning basic and i use UNITY 3d right now for basic concept but soon when i will learn basic i will move to Blender for 3D modelling

.Pazuzu - September 30, 2020, 9:30 am

Yeah i've been using Blender for a bit now,

Just started to get into the physic sim side of it, here's my first water sim (I know it's very rough haha);

Nico - September 30, 2020, 9:41 am

I started working with 3D modeling back when I played Minecraft. I used to make models of characters for thumbnails on my Youtube channel. This led me to start freelancing and making thumbnails and intros for other people's channels. I was working in Cinema 4D for a lot of these. I eventually took a class for 3D modeling using Autodesk 3DS Max and liked it a lot. This was years ago. No I've been accustomed to pixel art. Still have the itch to make random 3D models from time to time but I think I'm much better at 2D.

Goku - May 10, 2022, 9:33 am

(Aug 16, 2020 05:23 AM)Kayvh Wrote: [\[CITE\]](#) I mostly do UI/UX Design and Web Dev but I want to get into doing 3D illustrations to integrate models with my websites.
Same!

I want to learn Blender, but it's so overwhelming.

When I was 12 years old, I was fucking around with Cinema 4D to make MLG intros for minecraft en mw2 videos xd

I would like to be able to recreate this, for example.

I think that I'll give Cinema 4D another chance soon. I hope the things I learned a decade ago still stucked xd

Kayvh - May 21, 2022, 2:58 am

(May 10, 2022 09:33 AM)Goku Wrote: [\[CITE\]](#) Same!

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Oh cool, yeah I was the same back in the old trickshotting days, I used to use Cinema 4D also when designing 3D banners ?

After I have made my post I started learning 3D modelling using Blender, I know of a good course if you want to DM me to learn it and create awesome work.

As I also code too, I'm also learning Three.js to be able to integrate my models into my websites or to create unique experiences.

Goku - May 22, 2022, 9:41 am

(May 21, 2022 02:58 AM)Kayvh Wrote: [\[CITE\]](#) Oh cool, yeah I was the same back in the old trickshotting days, I used to use Cinema 4D also when designing 3D banners ?

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I'm happy I learned it, but Blender still scares me.

I'm gonna try Cinema 4D again soon, I understand that way of working a bit better.

Ye true, I want to learn Three.js as well, I understand JS pretty well, so I'm gonna need to catch on my modeling skills first, and also understand texturing and lighting.

If you could link me some tuts you recommend, I'll try to check them out, maybe get inspired.

Kayvh - May 25, 2022, 10:49 am

(May 22, 2022 09:41 AM)Goku Wrote: [\[CITE\]](#) I'm happy I learned it, but Blender still scares me. I'm gonna try Cinema 4D again soon, I understand that way of working a bit better.

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If you could link me some tuts you recommend, I'll try to check them out, maybe get inspired.
Oh cool, sure I sent on a few links. ?