

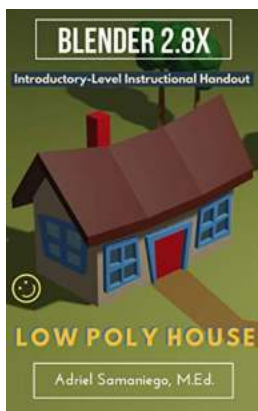
# Blender 8x Introductory Level Instructional Handout On How To Model Low Poly

In the world of 3D modeling, Blender has emerged as a powerful and popular tool. Its versatility and user-friendly interface make it accessible to both professionals and beginners. This instructional handout aims to provide an to Blender 8x and guide you through the process of creating low poly models.

Blender 8x is a widely used version of the software that offers numerous features and capabilities. Mastering its basics is essential for anyone who wants to delve into 3D modeling. Low poly modeling, in particular, focuses on creating models with a minimal number of polygons, resulting in a stylized and efficient representation of objects.

## Why Low Poly?

Low poly modeling has gained popularity due to its unique aesthetic appeal and suitability for various applications. The simplistic style can be used in animation, games, virtual reality, and even architectural visualizations. Additionally, low poly models are more computationally efficient, making them ideal for projects with performance requirements.



## Blender 2.8X Introductory-Level Instructional Handout on How to Model a Low Poly House: Designed for Beginners

by Adriel Samaniego MEd (Kindle Edition)

★★★★☆ 4 out of 5

Language : English

File size : 1348 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled  
Print length : 51 pages  
Lending : Enabled



Now, let's dive into the step-by-step process of creating low poly models using Blender 8x.

## **Step 1: Familiarizing Yourself with Blender Interface**

Blender's interface may seem overwhelming at first, but with practice, it becomes intuitive. Spend some time exploring the various windows, panels, and tools. Familiarize yourself with the basics like navigating the 3D view, adding objects, and manipulating them using the transformation tools.

## **Step 2: Importing a Reference Image**

Before you start modeling, it's helpful to have a reference image to guide your design. Blender allows you to import reference images that can be used as a visual aid during the modeling process. This could be a concept art, sketch, or photograph that represents the object you want to model.

## **Step 3: Adding a Primitive Shape**

To begin creating your low poly model, you need to add a primitive shape as the base. Blender offers various options such as cubes, spheres, cylinders, and cones. Choose the shape that closely resembles your reference image and add it to the scene.

## **Step 4: Adjusting the Shape**

Now that you have your base shape, you can start adjusting it to match the reference image. Use Blender's transformation tools to scale, rotate, and move the vertices, edges, and faces. Keep in mind the low poly aesthetics during this process, focusing on creating a stylized version of the object.

### **Step 5: Extruding and Cutting**

To add more details to your low poly model, you can use extrusion and cutting techniques. Extrusion involves duplicating a face or selection of faces and moving them to create depth. Cutting allows you to remove sections of the mesh, refining the shape. Experiment with these techniques to bring your model closer to the reference image.

### **Step 6: Adding Materials and Textures**

Once you've modeled the basic shape, it's time to add materials and textures to enhance the appearance of your low poly model. Blender provides a wide range of options for applying colors, patterns, and textures to your mesh. Use the UV mapping tools to ensure the textures are correctly and accurately applied to your model.

### **Step 7: Finalizing and Exporting**

After refining the details and achieving the desired look, it's time to finalize your low poly model. Ensure all the elements are correctly positioned, and the materials and textures are appropriately applied. You can then export your model in your preferred file format and utilize it in your desired application.

Mastering low poly modeling in Blender 8x opens the doors to a world of creative opportunities. With practice and experimentation, you can create stunning low poly models that captivate audiences across various media. Remember to

immerse yourself in Blender's interface, stay true to the low poly style, and explore additional advanced techniques to take your creations to the next level.



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This is an instructional handout for Blender 2.8 versions. It is heavily structured and procedural. It is intended for new learners of Blender 3D. Its step-by-step instructions are designed to aid you in the activity instead of overwhelming you. The tools used can be transferred to other Blender projects you might be working on.

The activity in this handout is to model a cute and fun low poly house.

Learn by doing.

The tools and features used include:

- Drag Selection
- Extrusion

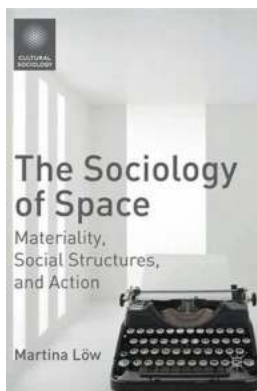
- Scale
- Loop Cut
- Knife Tool
- Rotate
- Materials
- Proportional Editing
- Rendering

Blender is FREE Opensource 3D Modeling Software and available from [blender.org](http://blender.org) for download.

You can also support future publications by subscribing to my YouTube Channel "Blender Savage"

Copy and Paste the Link below to Check out my Youtube Channel:

[https://www.youtube.com/channel/UC5Xzr\\_xXz9loeJU2brDa6LA](https://www.youtube.com/channel/UC5Xzr_xXz9loeJU2brDa6LA)



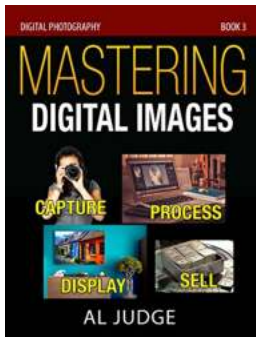
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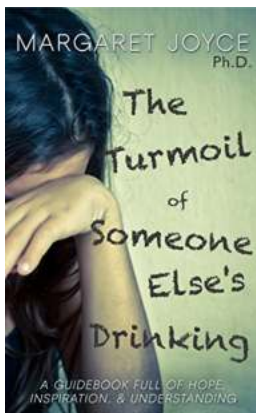
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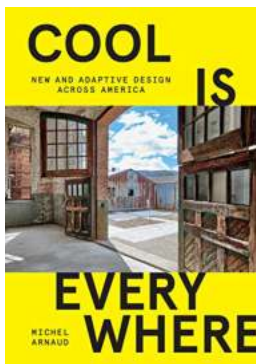
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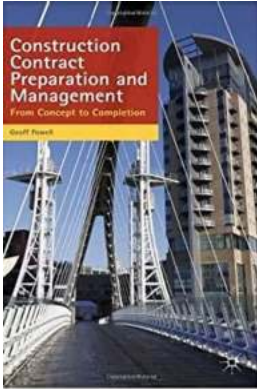
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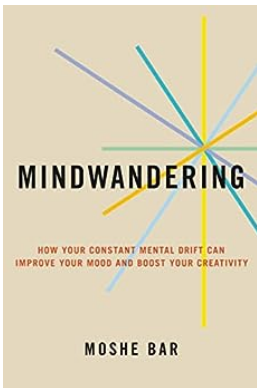
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