Blender Tutorials

Here are a list of various tutorials and a brief description on what you can learn. Blender (or any other application) requires some devotion and mastery of skills that build off each other. You can expect to become a great modeller for furniture fairly quickly, but animation-ready characters will consume more time (but totally worth it!!!)

Quick-start modelling

https://www.youtube.com/watch?v=ICBP-7x7Chc&t=1613s

This video is a few years old and uses a version prior to 2.80. Newer versions, such as 4.0 work pretty much the same but you will notice a difference in the UI. The newer versions use icons and a modern UI where this older version has text on buttons instead. Nevertheless, this is my ABSOLUTE favorite first dive into Blender because the instructor goes through core modelling features, with shortcuts, and preps you to be ready to model.

Quick-start materials

https://www.youtube.com/watch?v=Oko7kas-fu4

The sequel to the above video, but now focuses on getting started with materials and basic texturing. This is a great guide too because after finishing, your next learning task would be to dive into a texturing tool such as Substance Painter to bring your models to a professional level.

Full beginner course (*the infamous donut*)

https://www.youtube.com/playlist?list=PLjEaoINr3zgEPv5y--4MKpciLaoQYZB1Z

A complete beginners course that breaks down just about everything at a decent pace. This is a FULL course/playlist! When you finish Part 6 or Part 7, to me the rest of the parts are kinda optional (they are dives into rendering, lighting etc. where typically you would move your models into a game engine that supplies its own rendering).

Full intermediate course (requires finishing the donut tutorial)

https://www.youtube.com/playlist?list=PLjEaoINr3zgHJVJF3T3CFUAZ6z11jKg6a

This is considered an intermediate tutorial and requires either the quick-start tutorials completed above or the beginner playlist featuring the donut. This tutorial series uses references images and a pretty professional work-flow that you could expect in a professional environment. After you finish here, practice some additional modelling work and move on to texturing with something like

Substance Painter.

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