

Common 3D Features

This page consists of the culmination of the Brackeys video: How to make 3D Games in Godot. The video is not a tutorial, but a guide to common engine features like lighting, physics, materials, animations, and more. For convenience, video link and its times stamps are below:

[How to make 3D Games in Godot \(video\)](#)

[3:35](#) 3D Space

[6:13](#) Greyboxing

[9:31](#) Terrain

[10:01](#) Playing the Game

[11:11](#) Character Controller

[14:15](#) 3D Physics

[16:10](#) Graphics

[17:44](#) 3D Assets in 1 min

[18:45](#) Assets in Godot

[22:38](#) StandardMaterial3D

[26:53](#) Scene Workflows

[30:53](#) Collision

[32:57](#) Replace Greybox

[35:43](#) Animated Characters

[38:33](#) Speed up Workflow

[39:24](#) Environment

[42:00](#) Lighting

[45:38](#) Tonemap

[47:18](#) Camera

[48:45](#) Render Quality

Revision #1

Created 5 March 2025 14:30:14 by Wes

Updated 5 March 2025 15:06:51 by Wes