




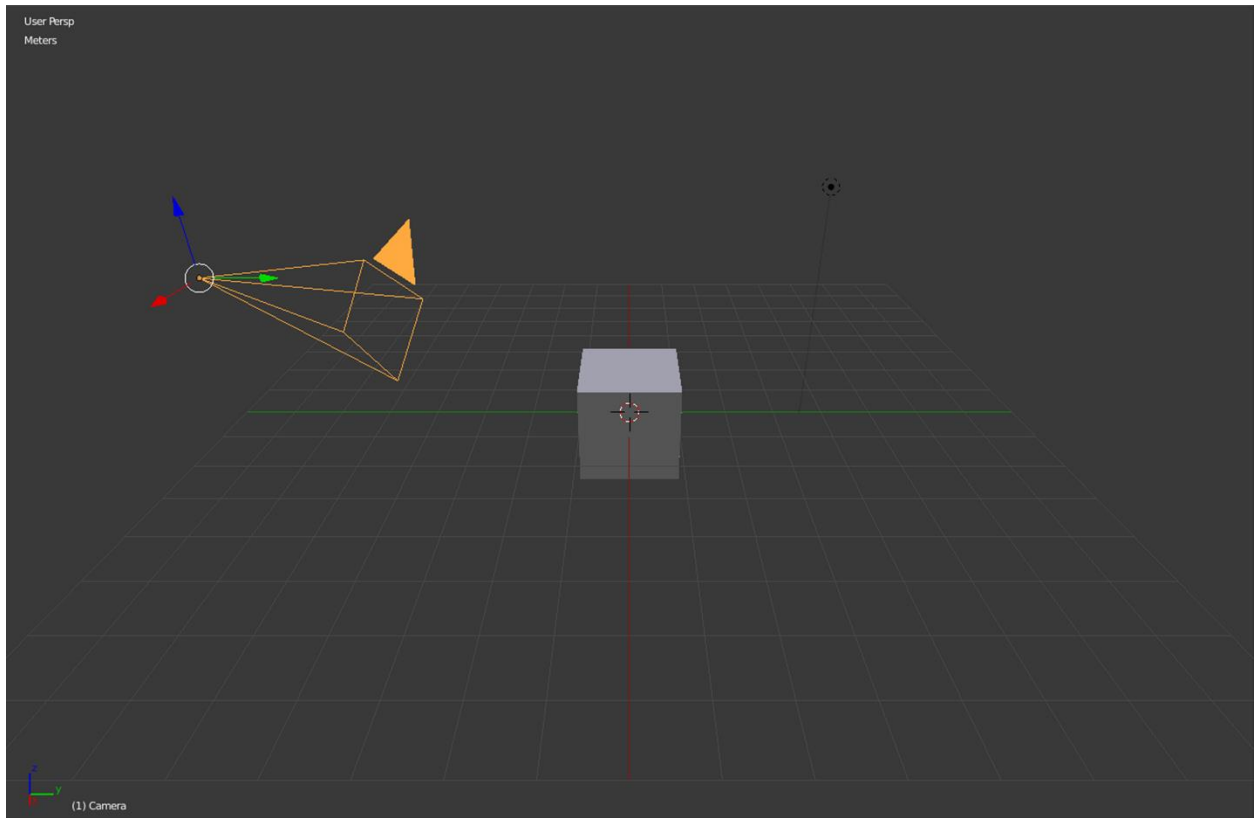
Chapter 1: Unreal, My Friend, I'd Like You to Meet Blender



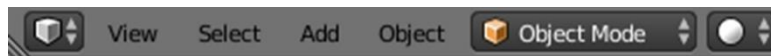
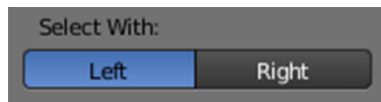
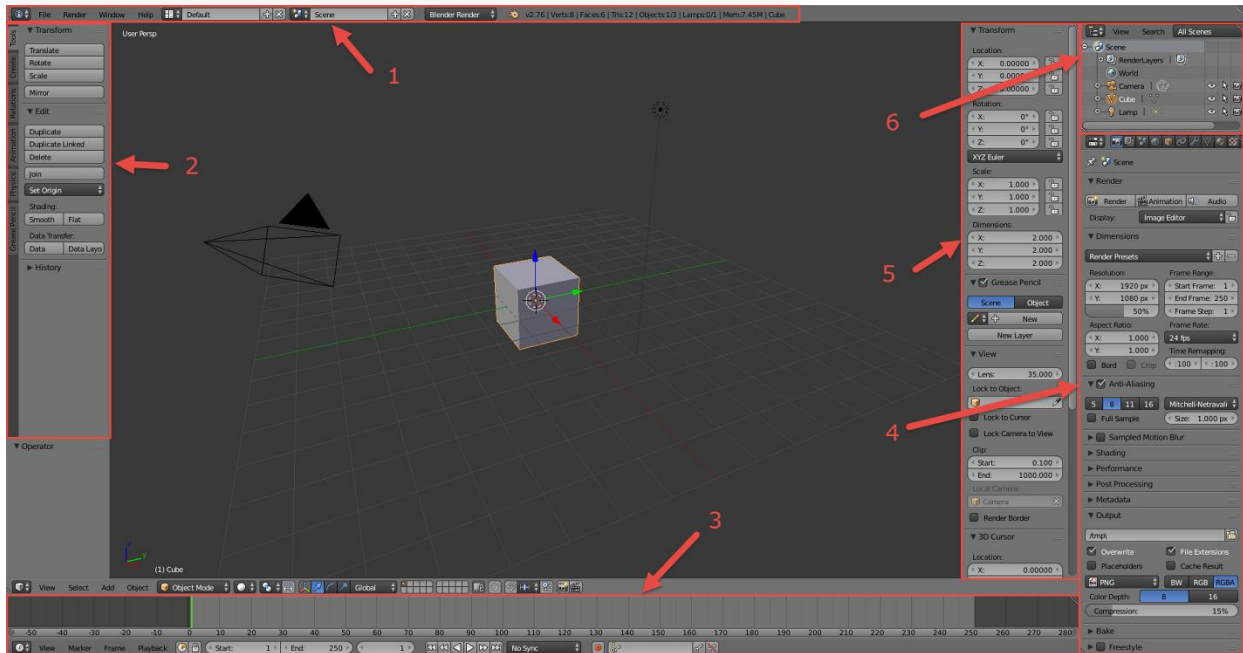
 Blender 2.77a for Windows
Compatible with Windows 10 | 8 | 7 | Vista

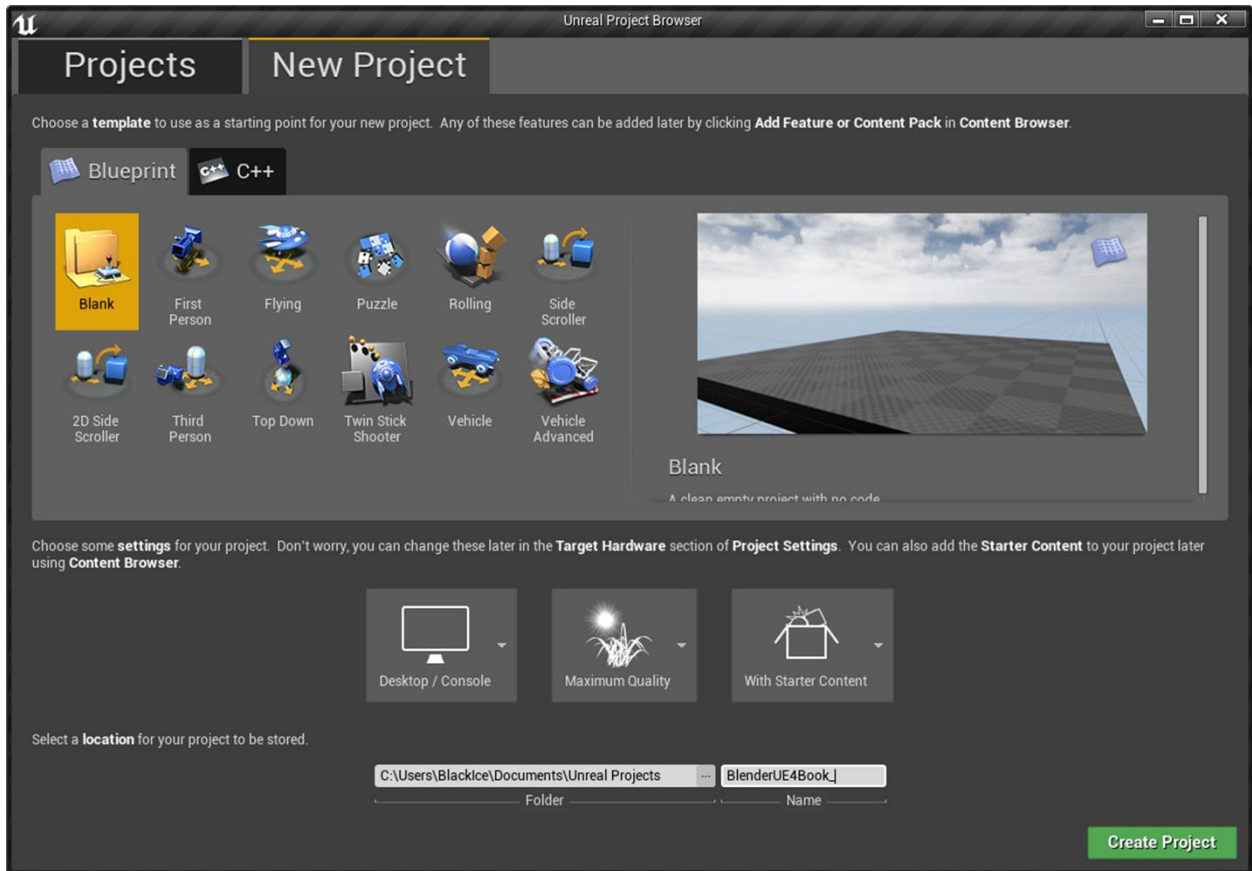
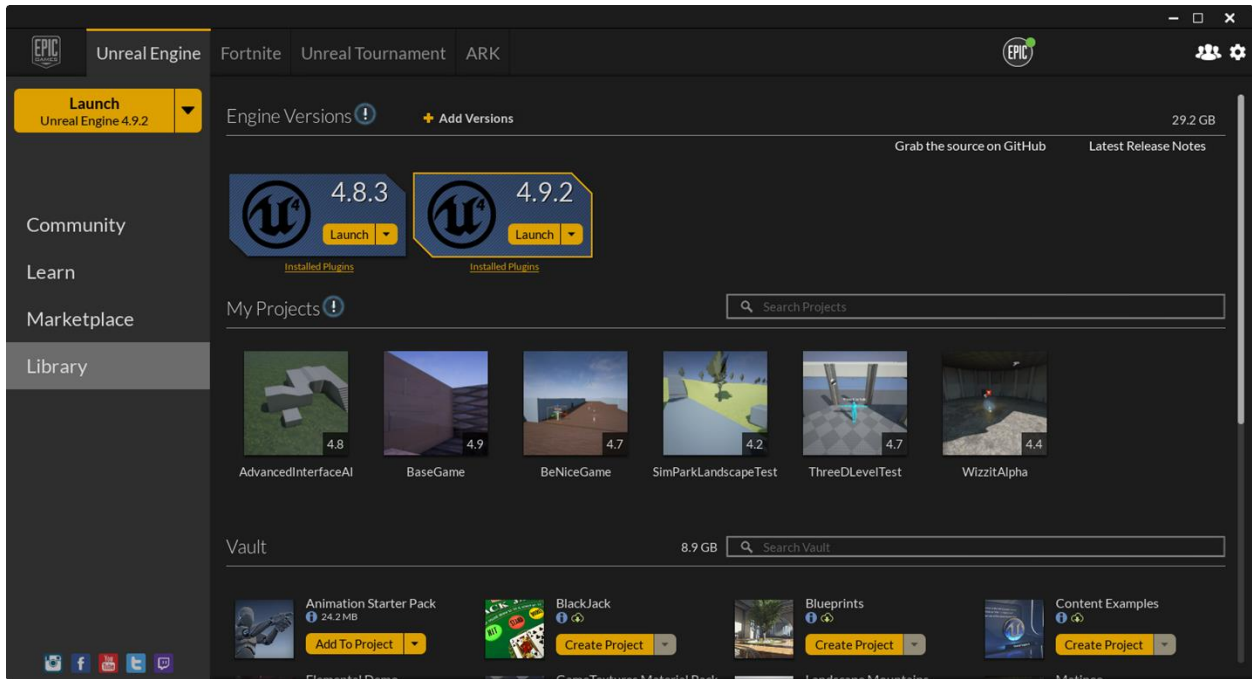
	64bit	32bit
 Installer (.msi)	USA DE NL 1 NL 2	USA DE NL 1 NL 2
 .ZIP	USA DE NL 1 NL 2	USA DE NL 1 NL 2

i Windows XP is not in (active) support anymore.
If Blender reports an error on startup, please install the Visual C++ 2013 Redistributable Package. [Click here.](#)

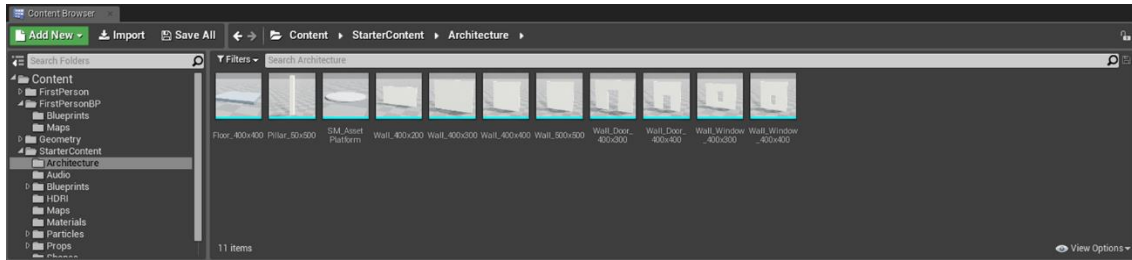
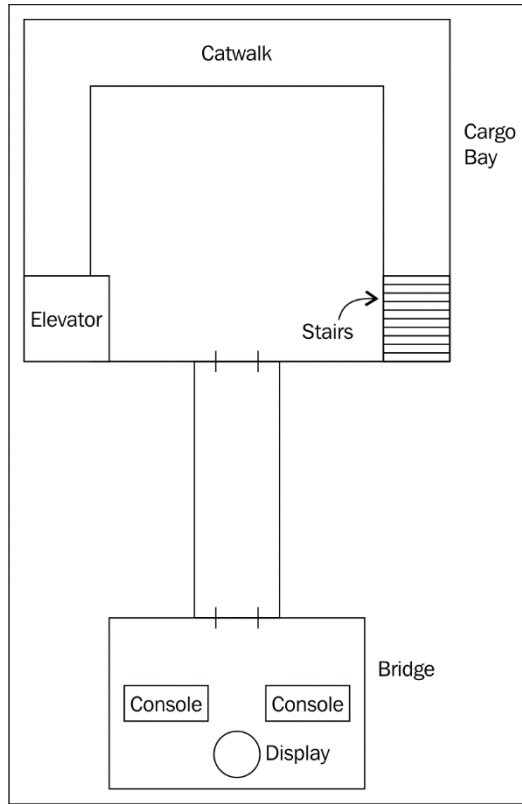


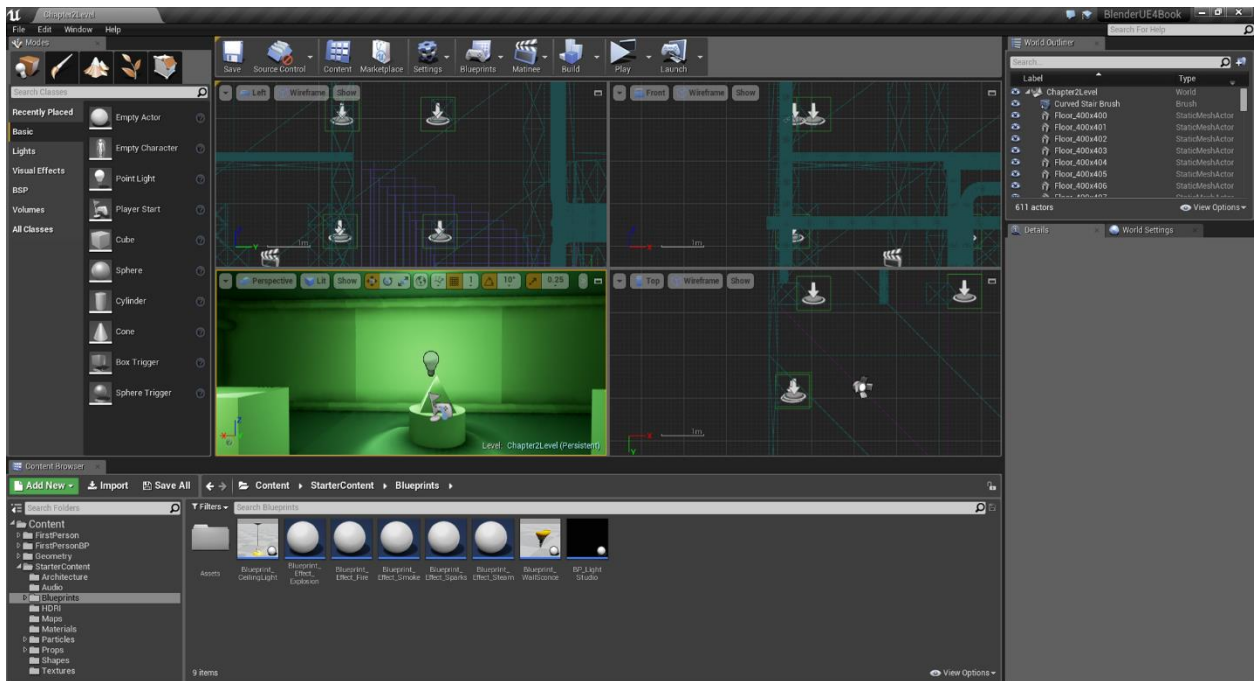
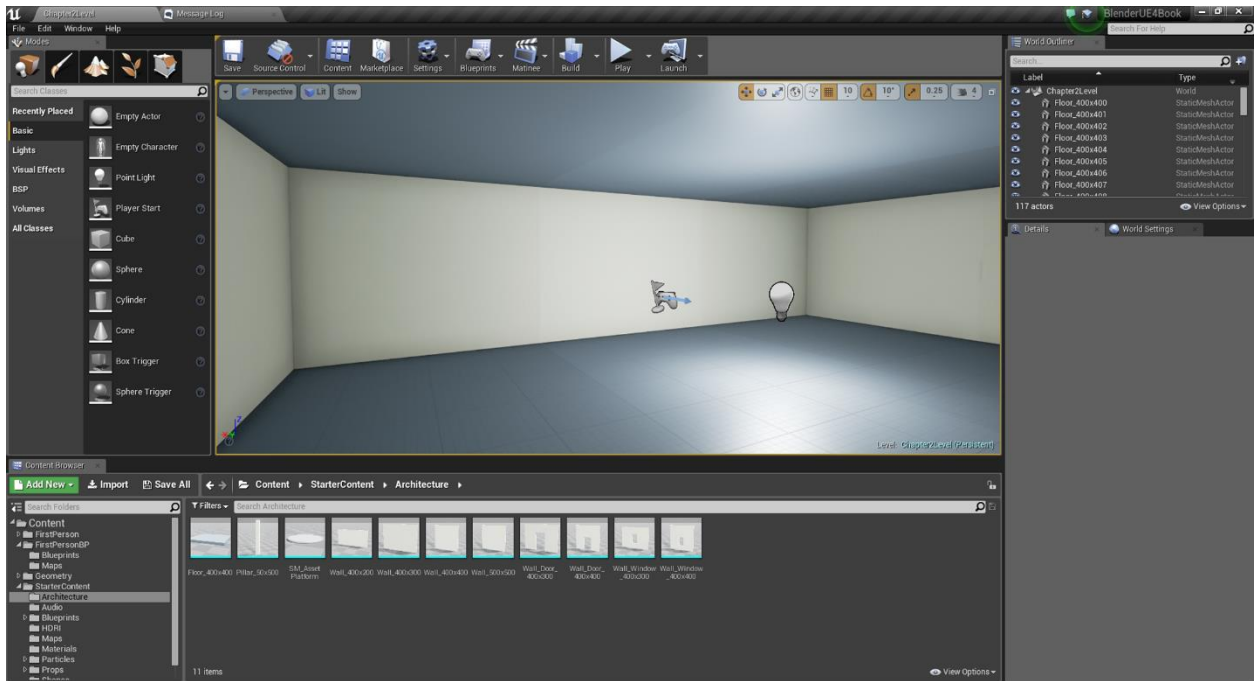
Cameras	
Left	Ctrl Numpad 3
Right	Numpad 3
Back	Ctrl Numpad 1
Front	Numpad 1
Bottom	Ctrl Numpad 7
Top	Numpad 7
Camera	Numpad 0

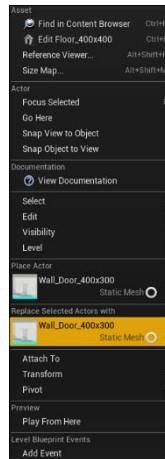
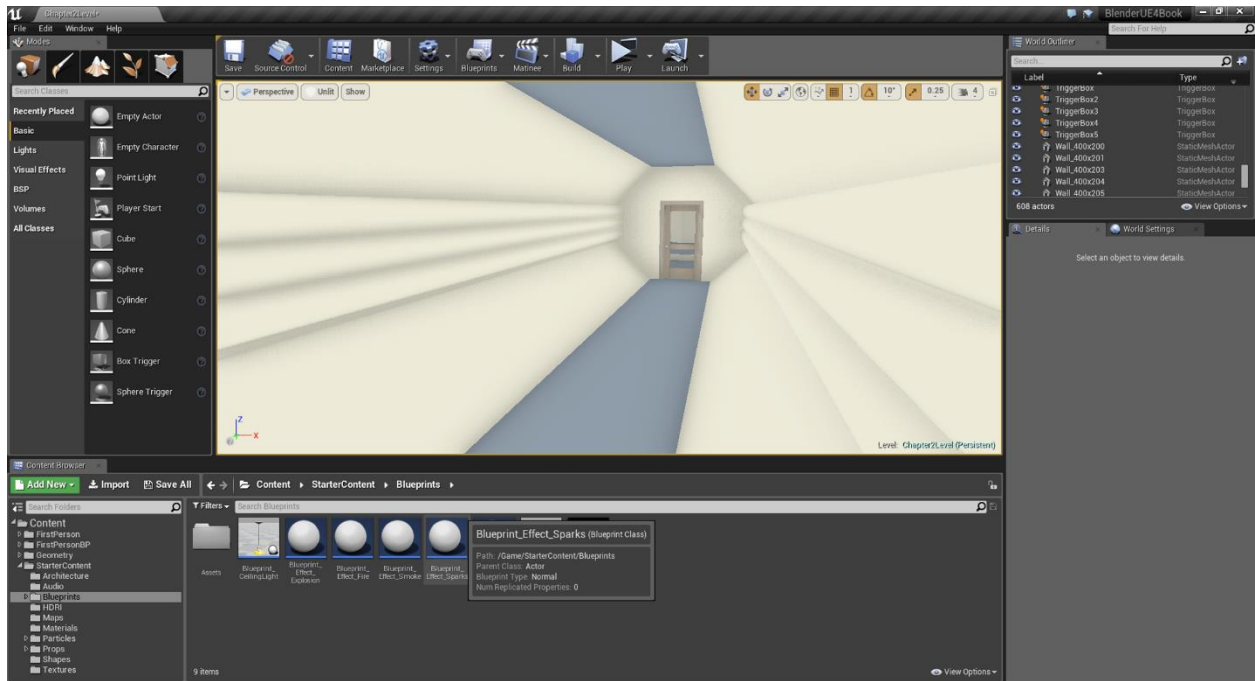


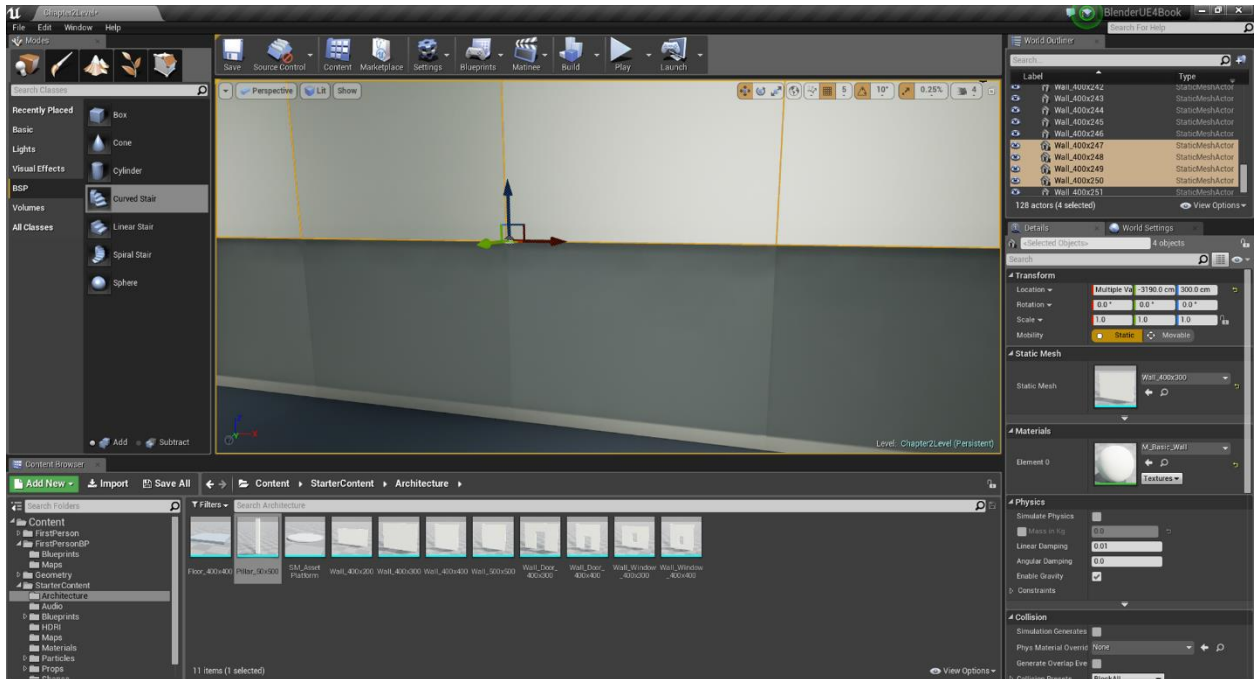
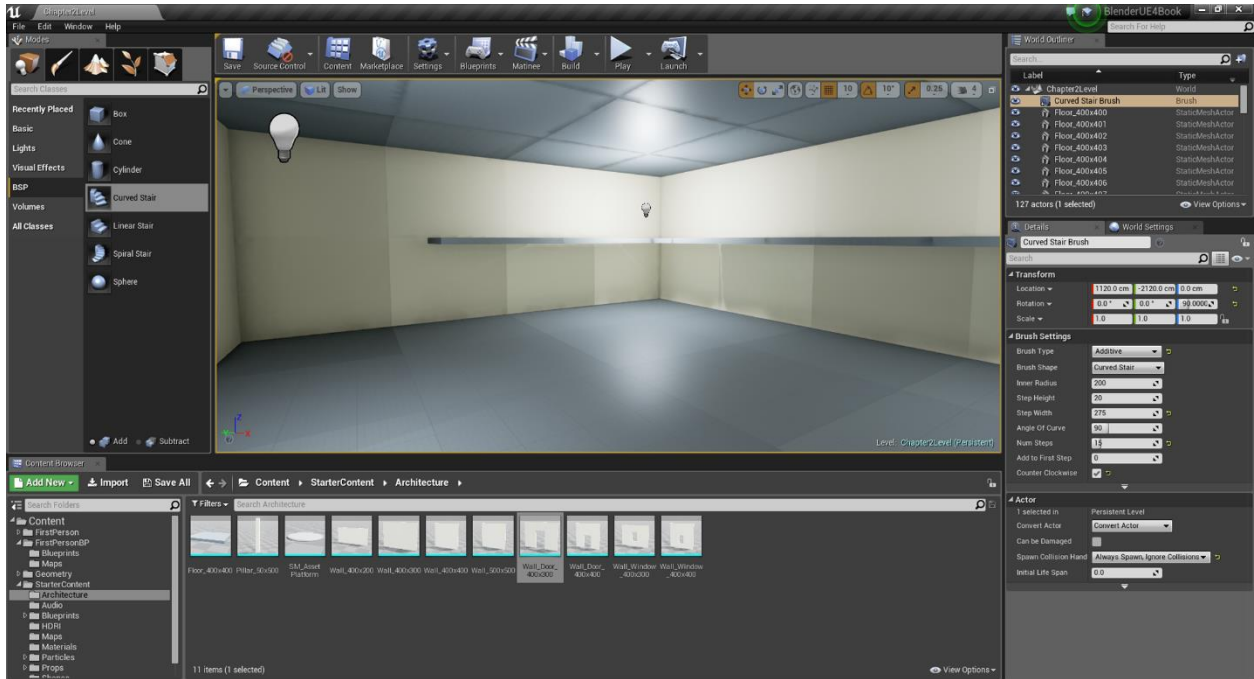


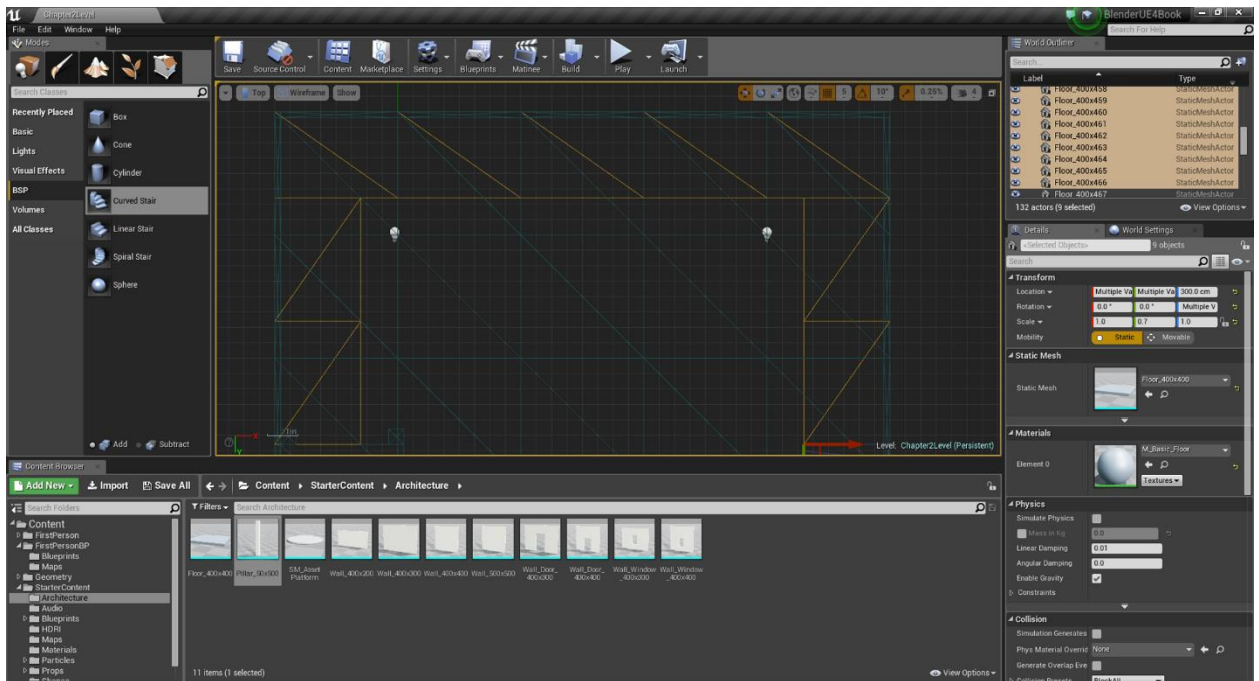
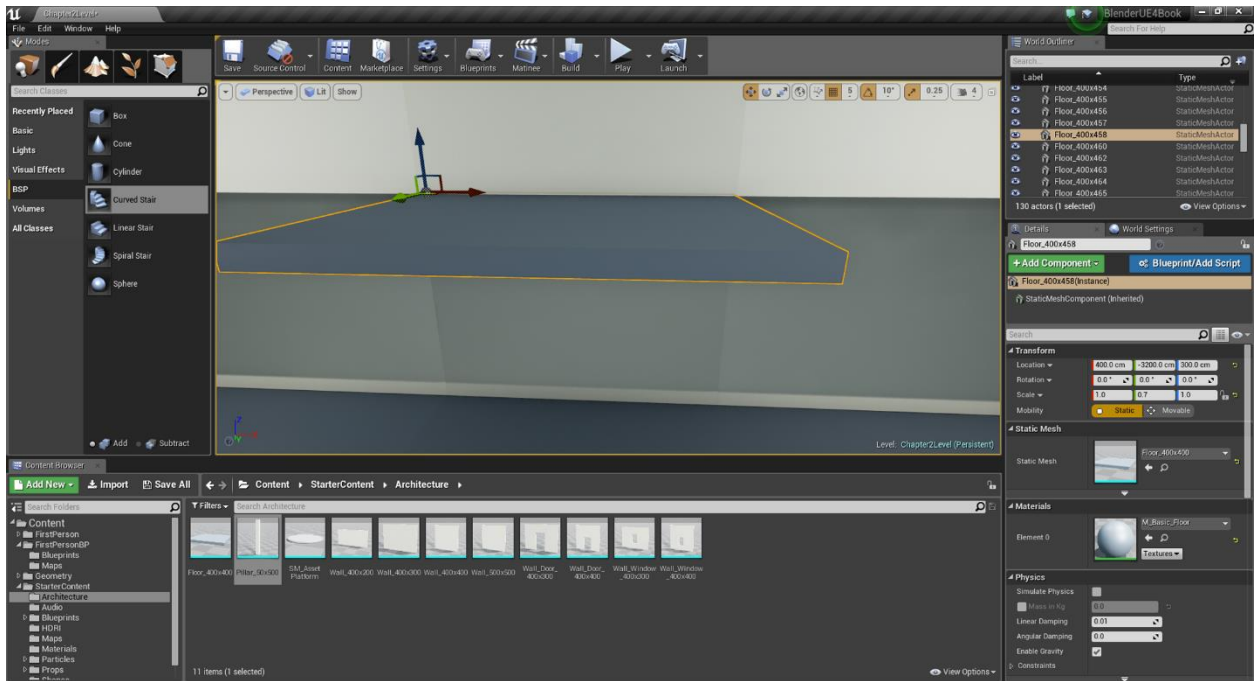
Chapter 2: Starting Our First Project

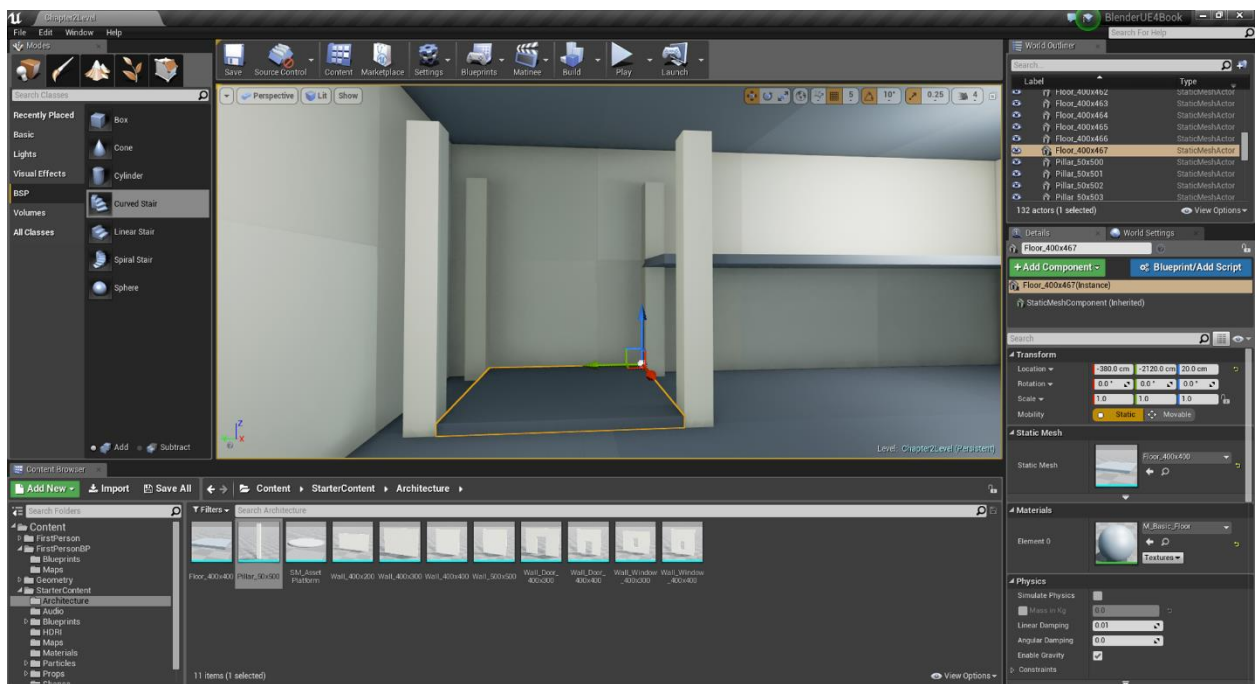
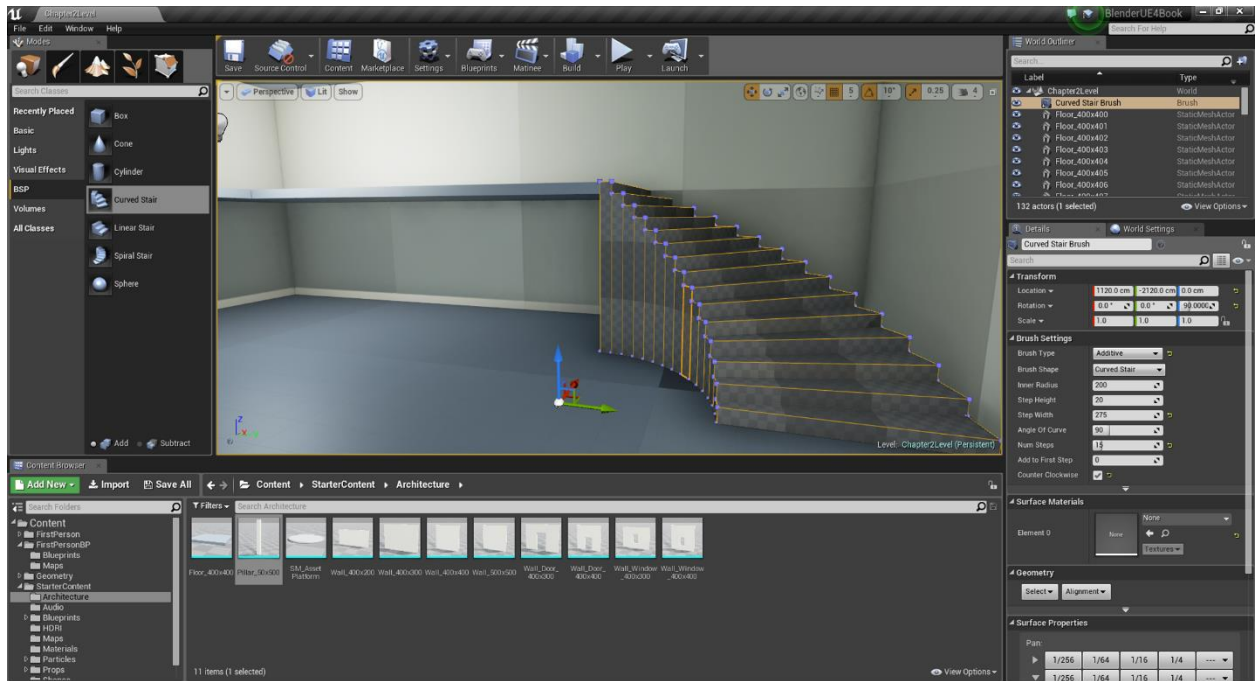


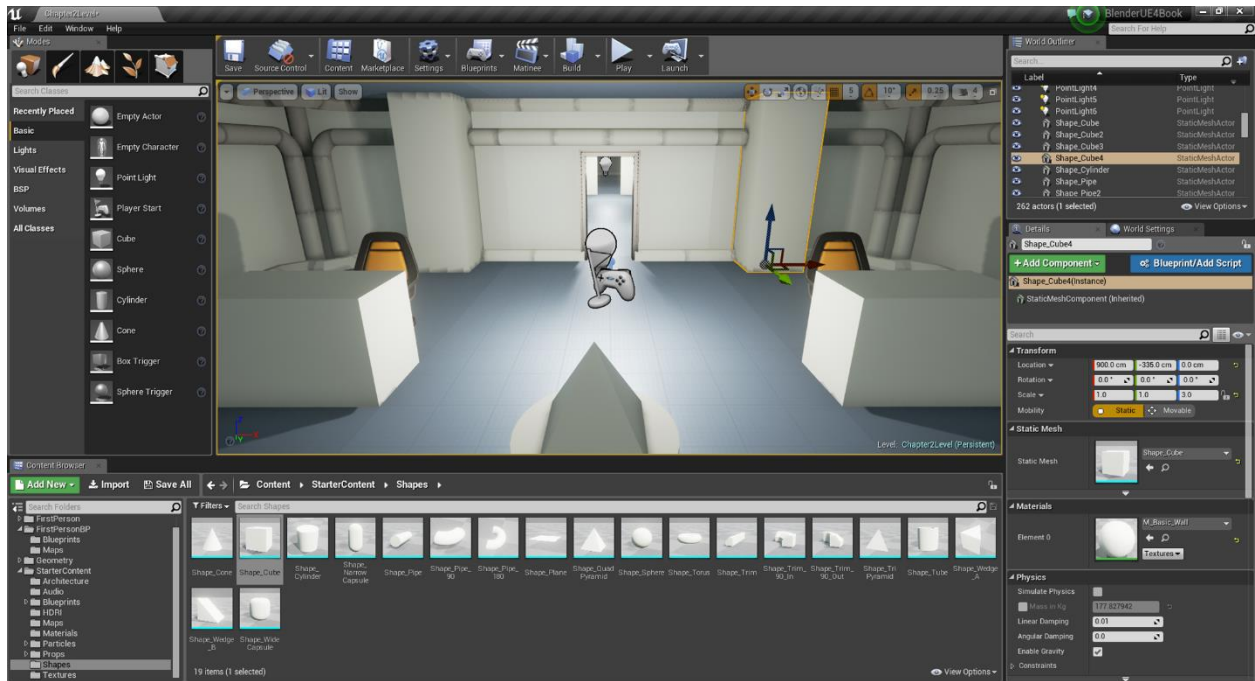


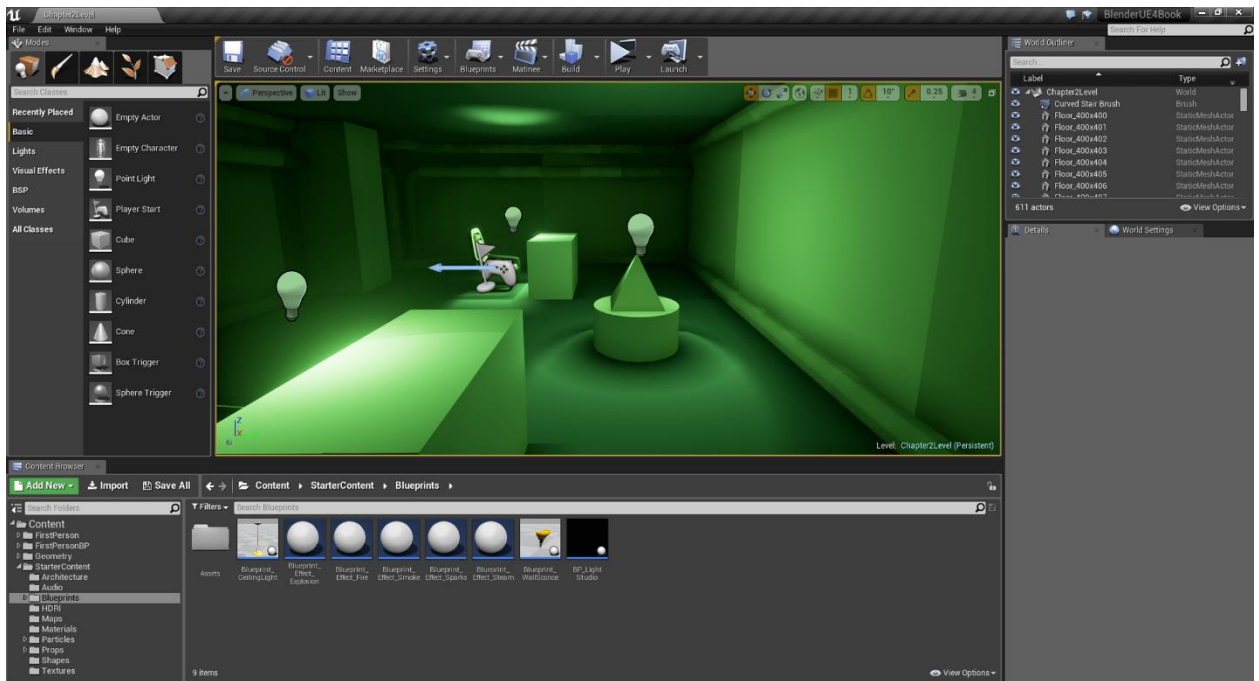
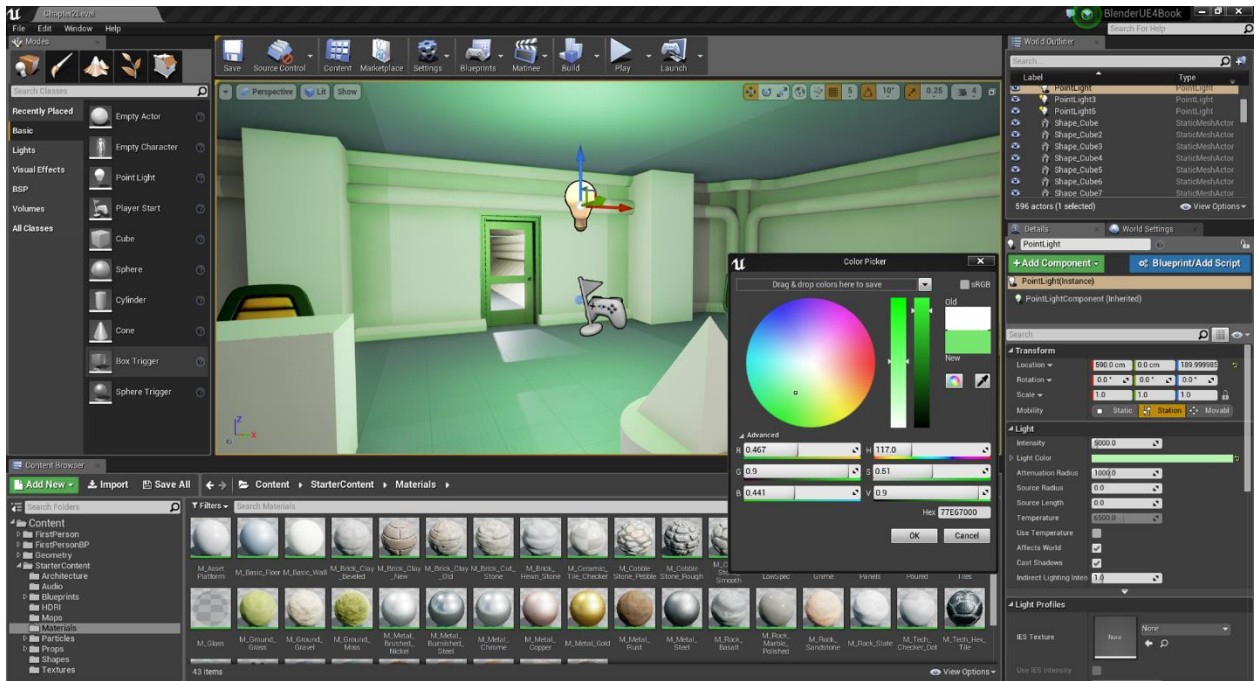


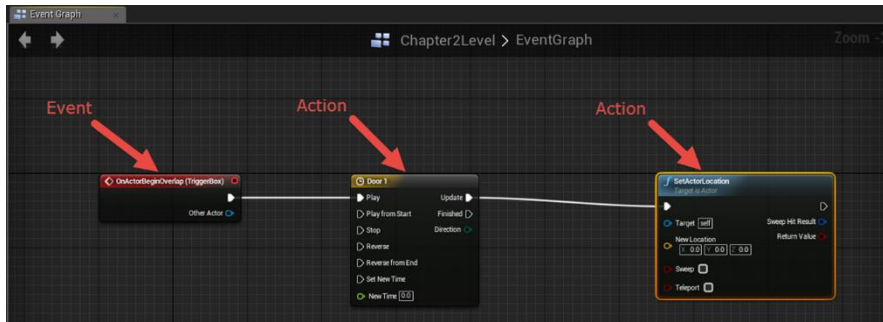
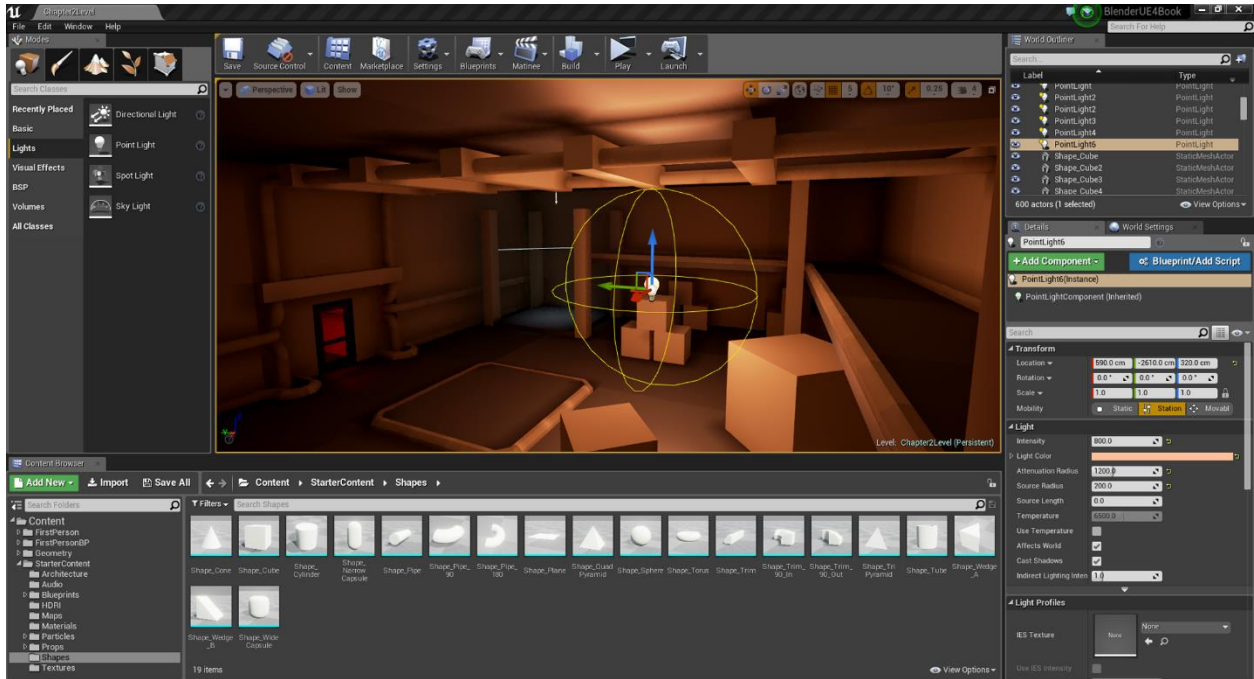


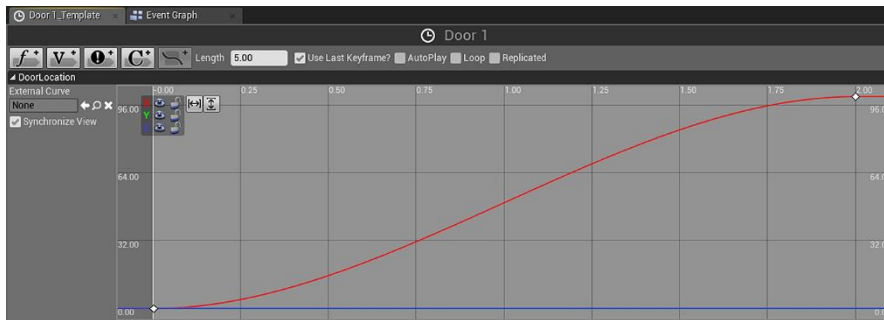
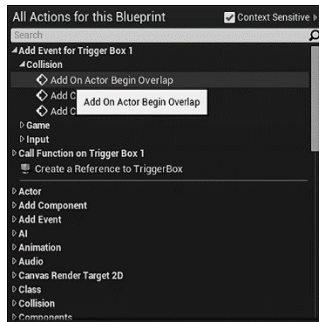
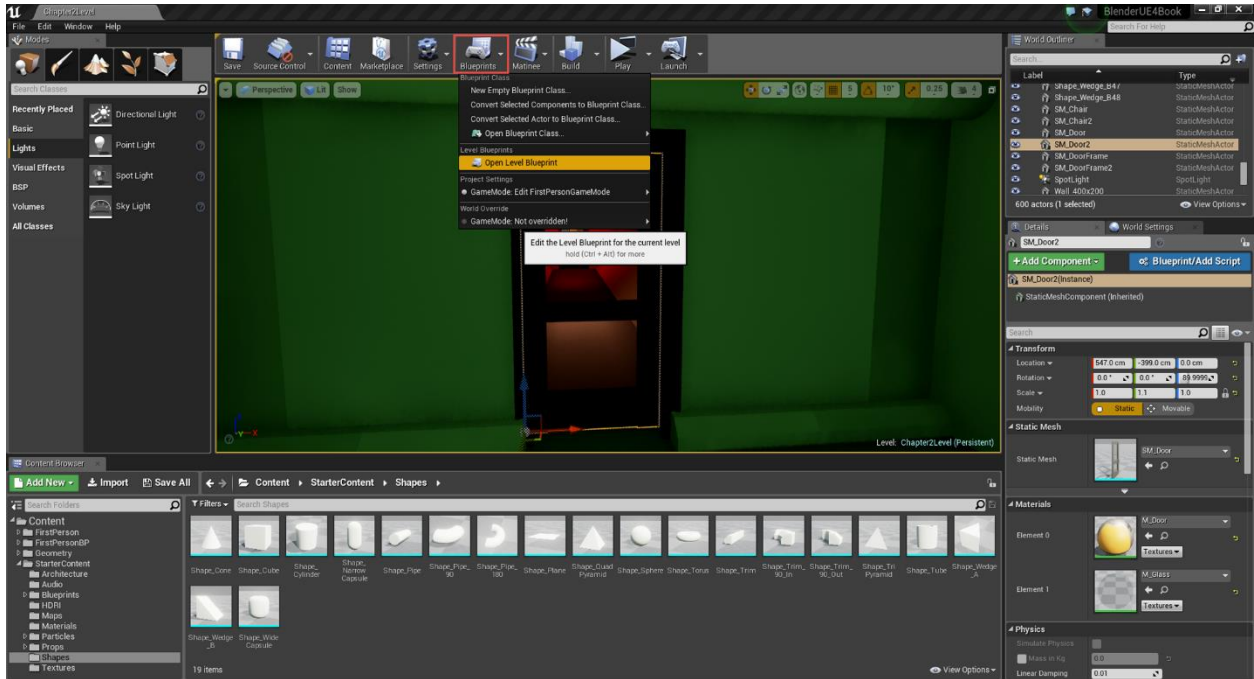


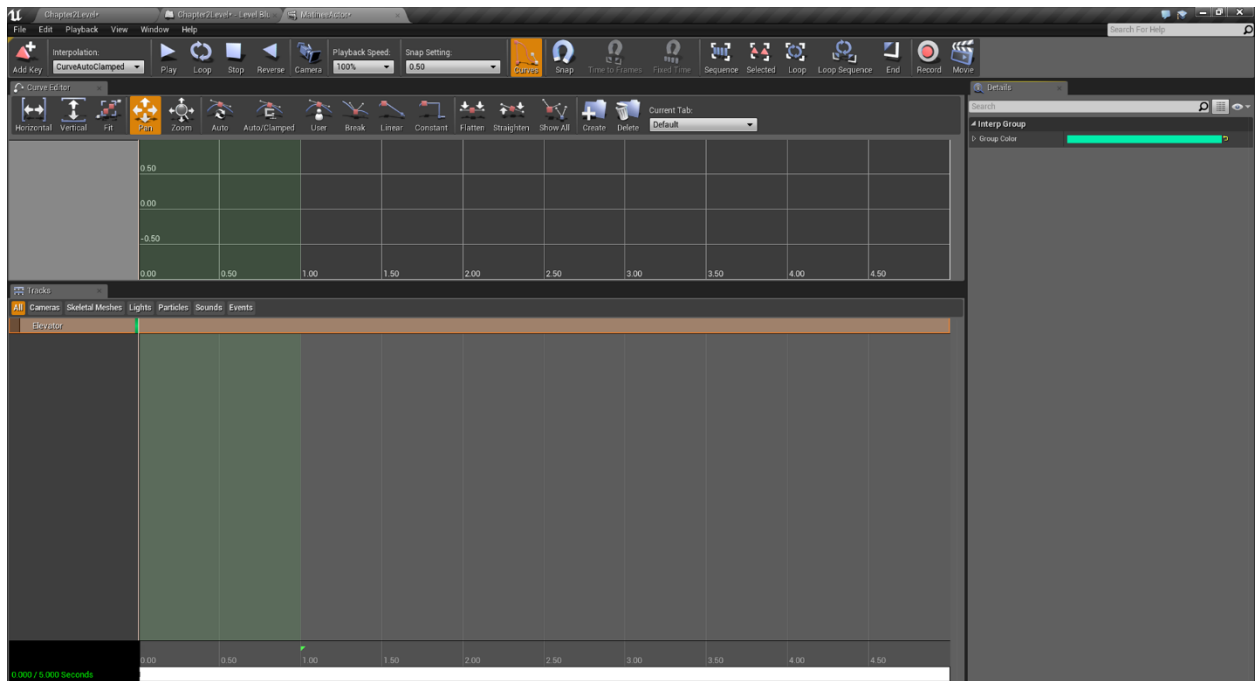
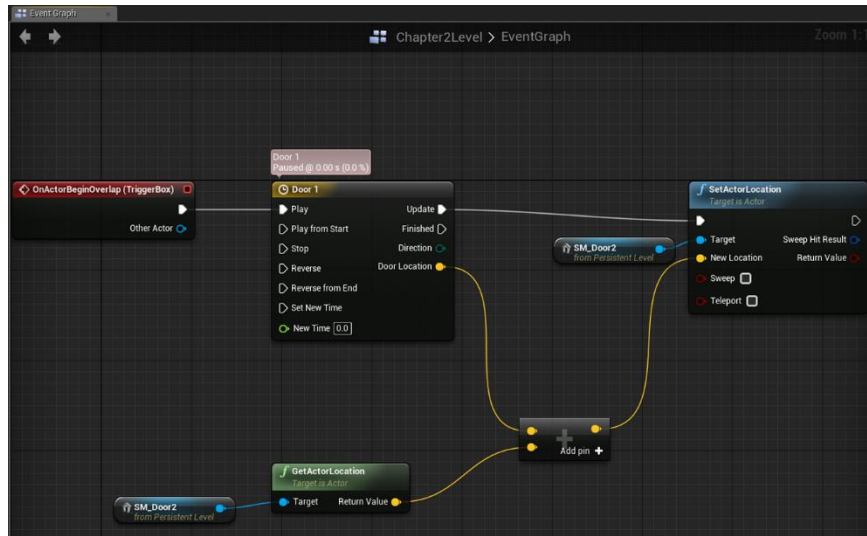


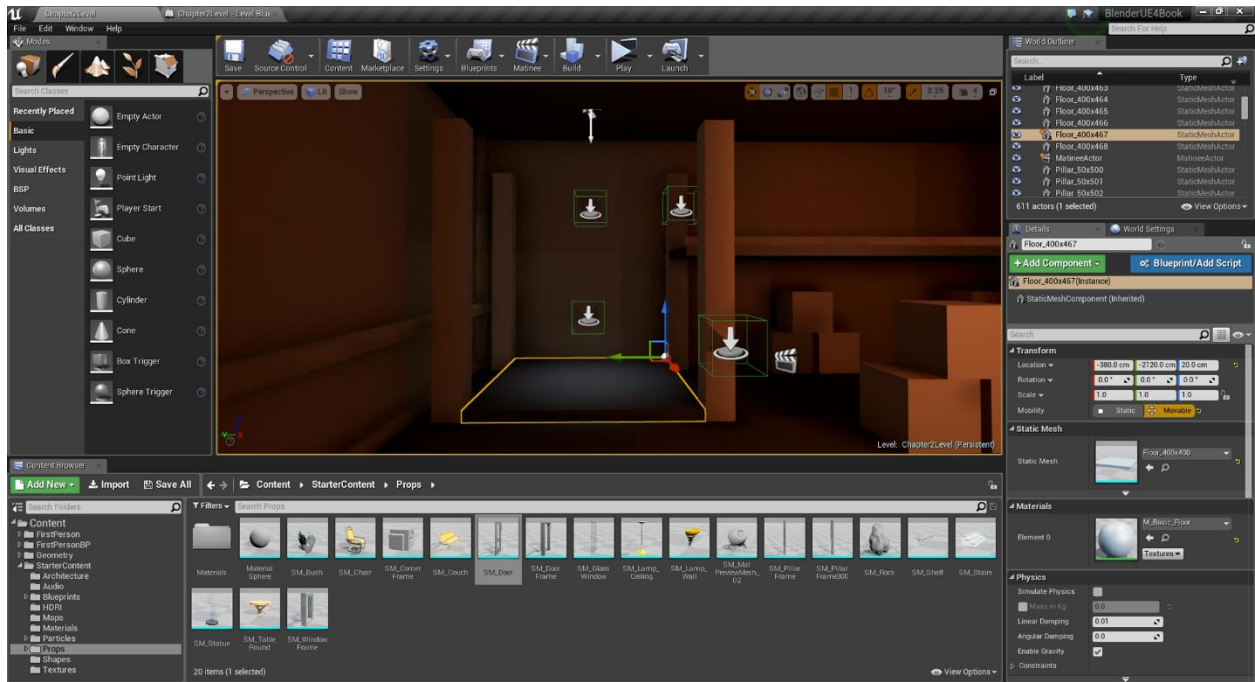
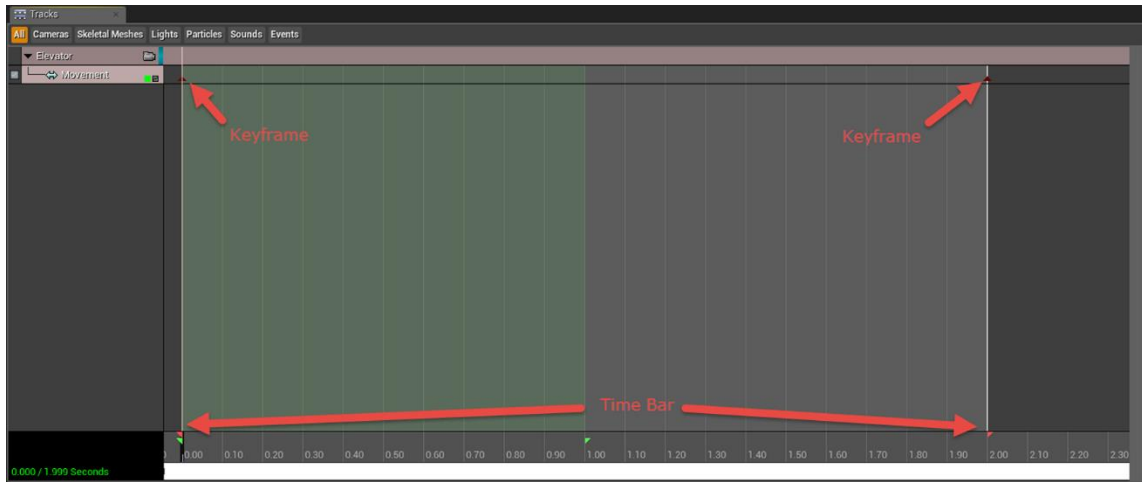


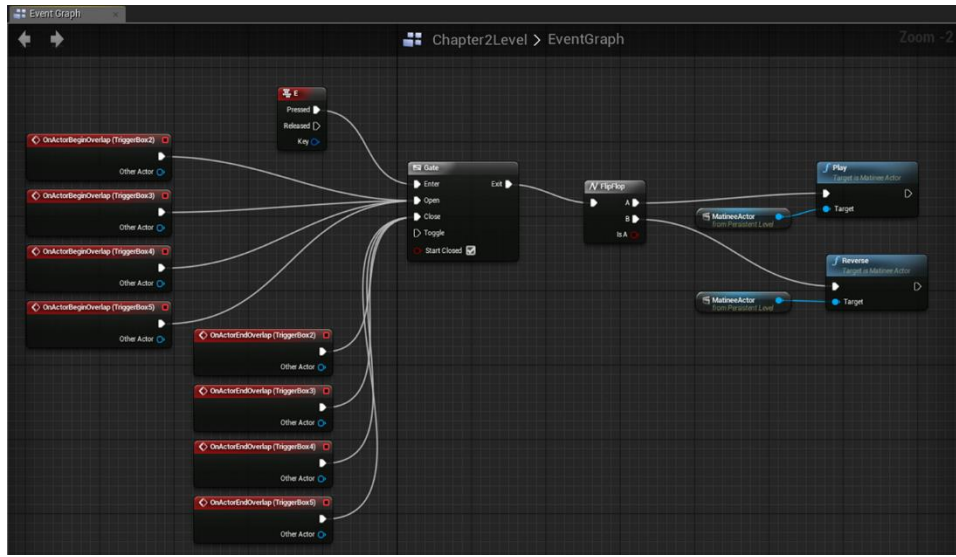




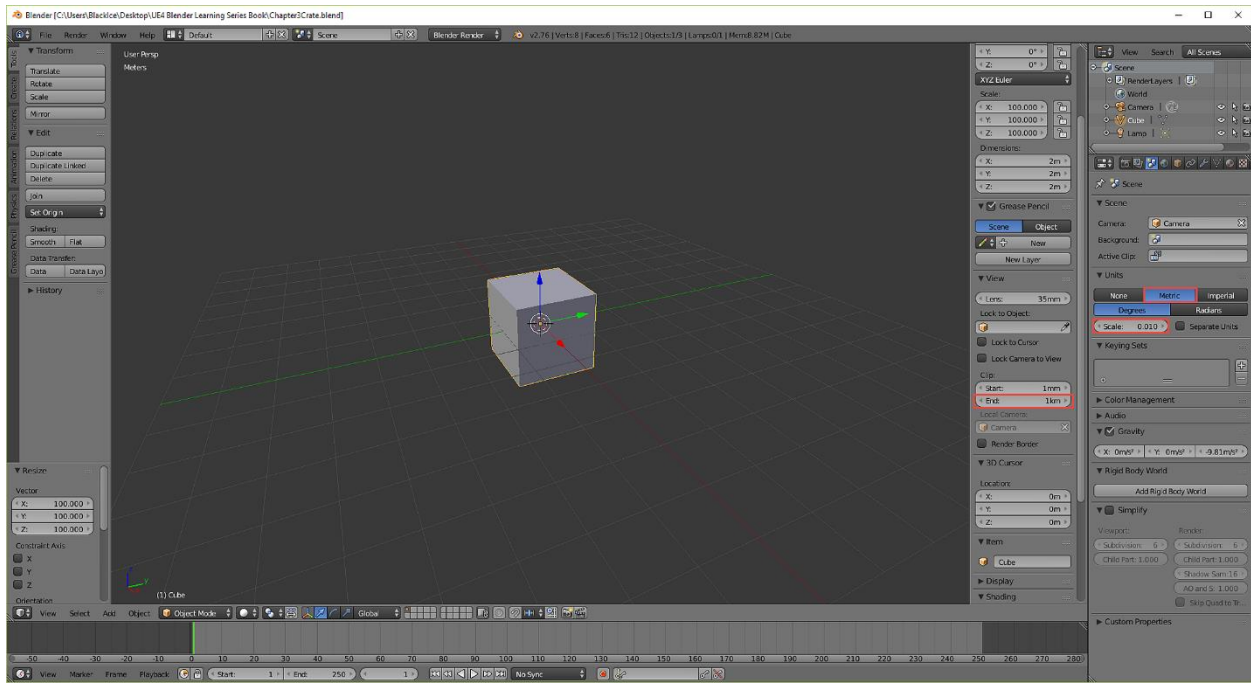
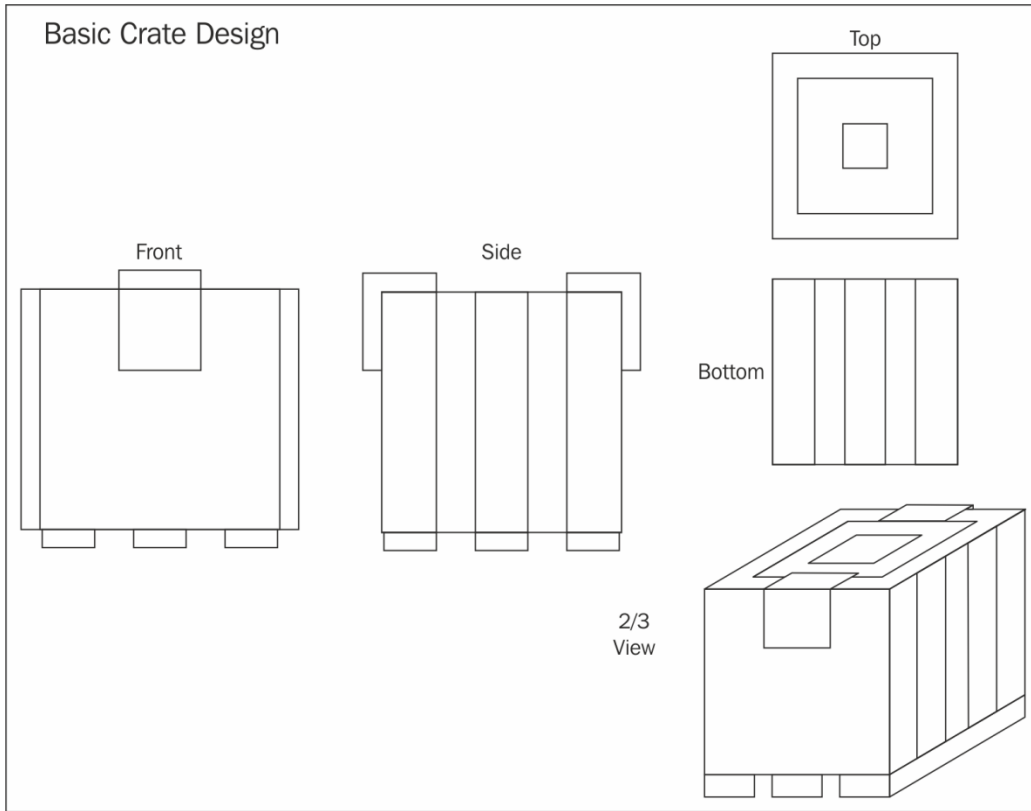


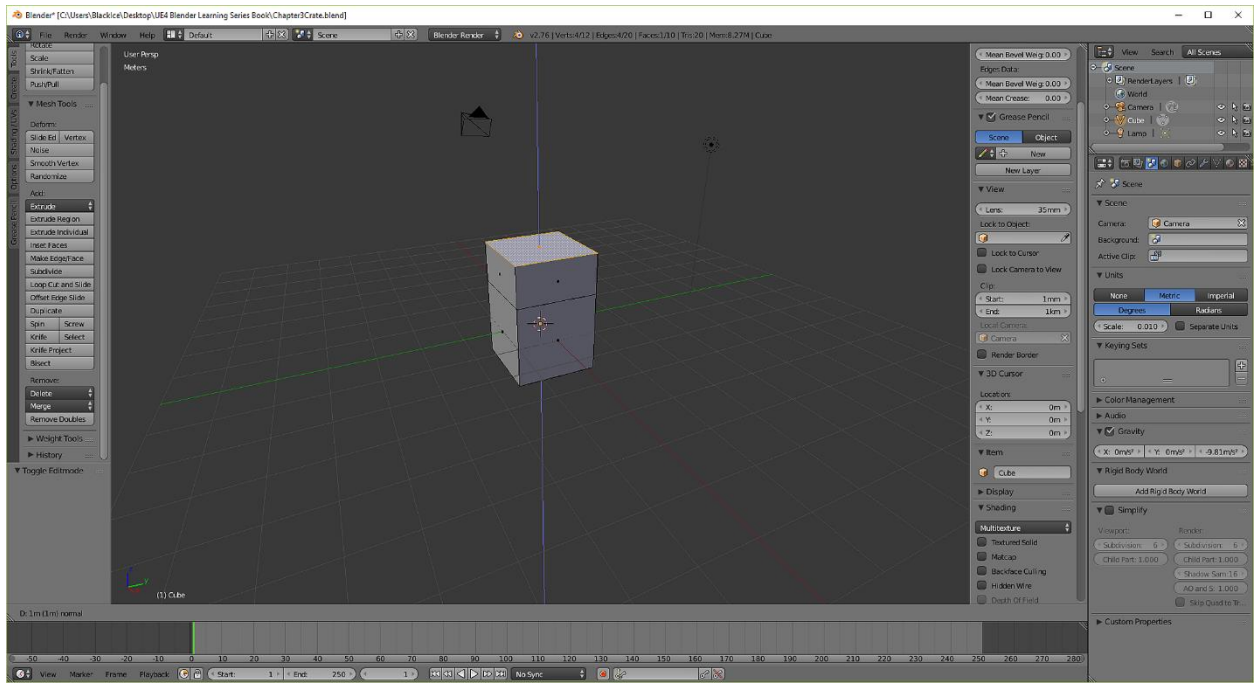


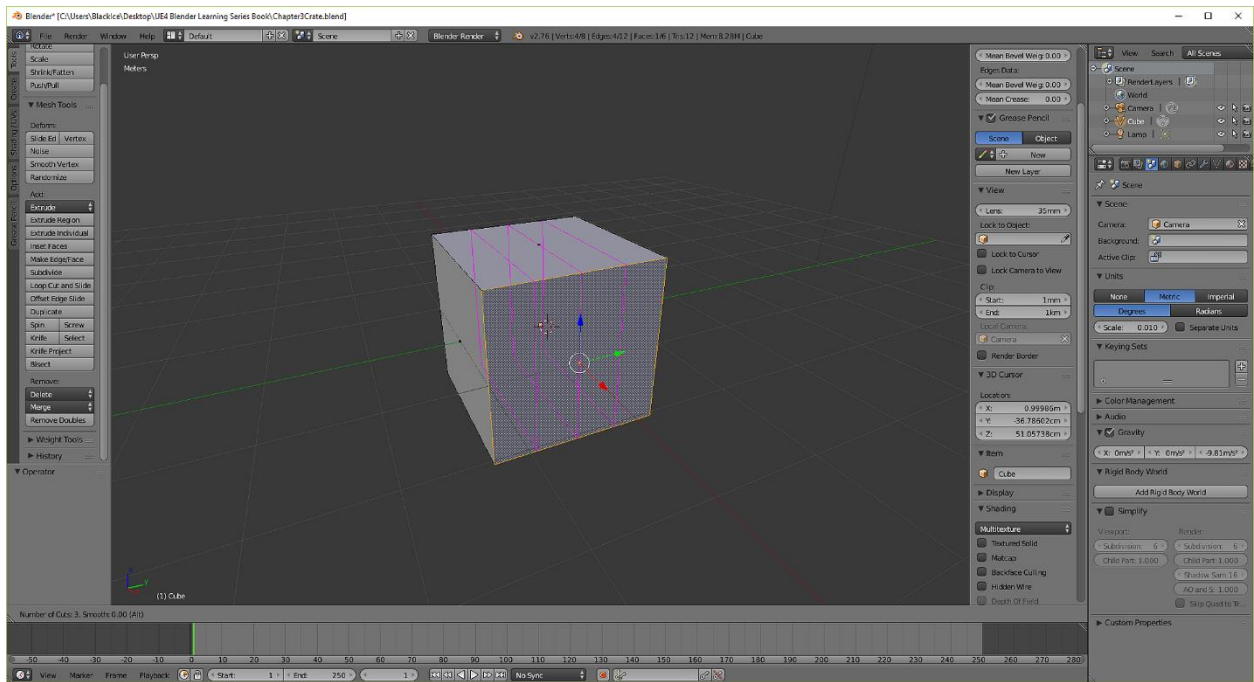
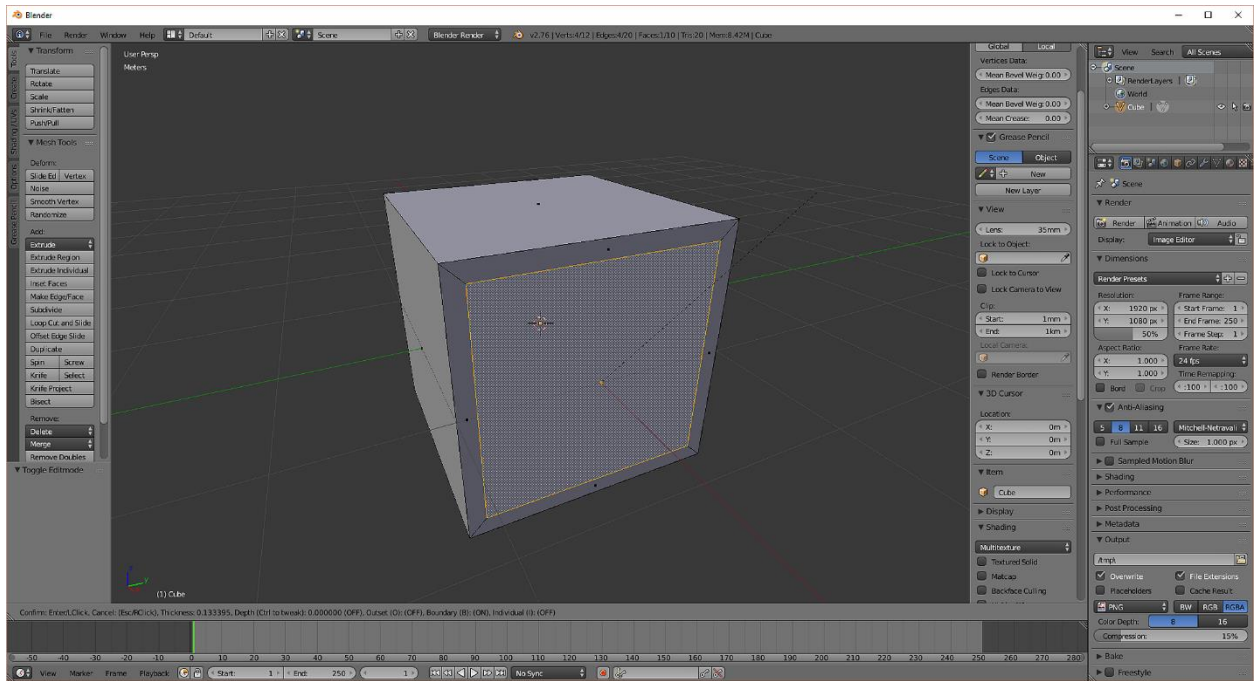


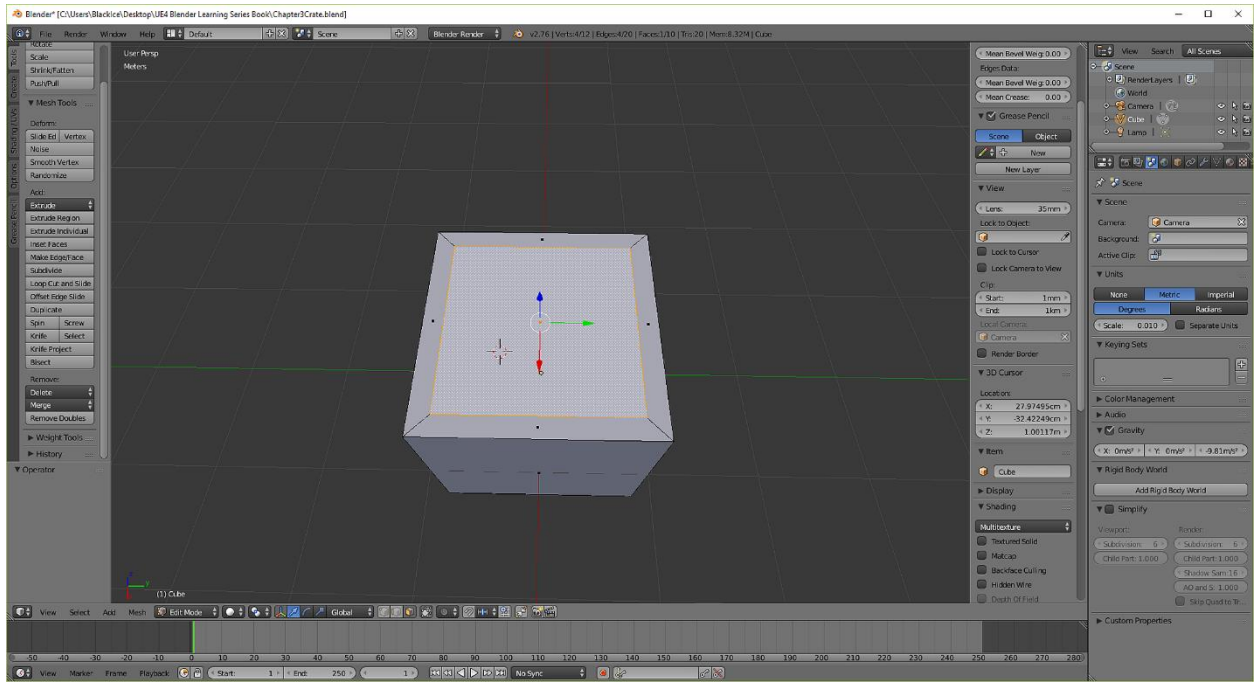
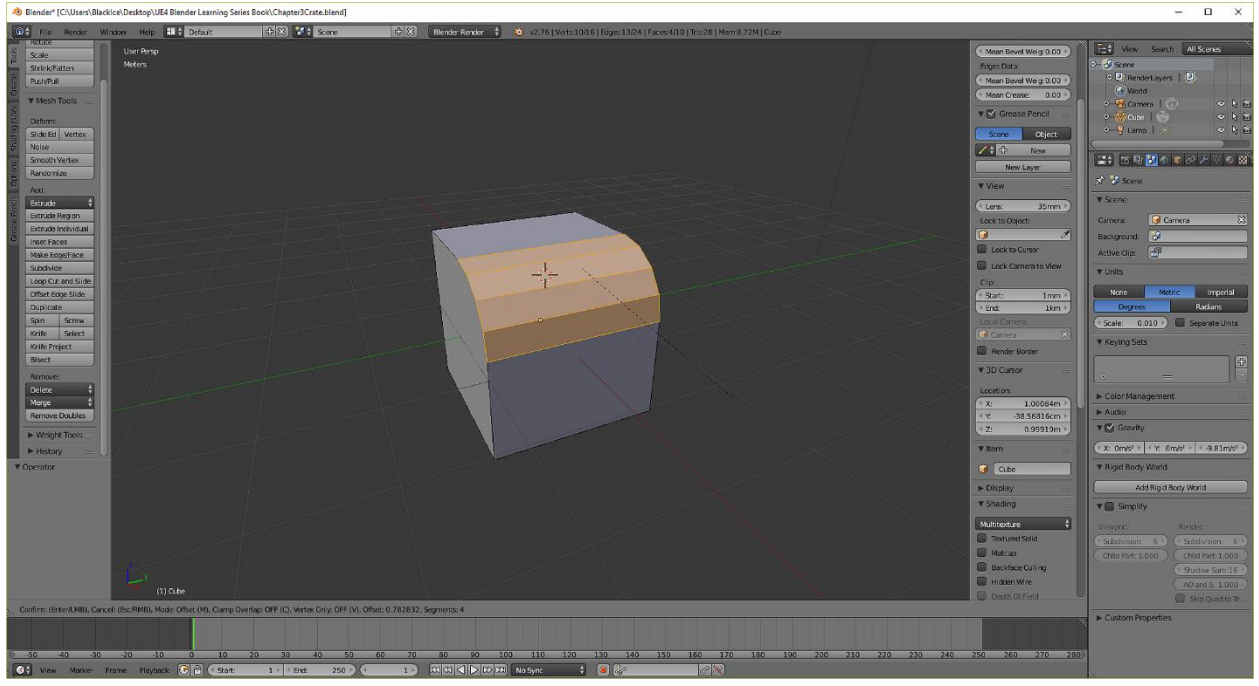


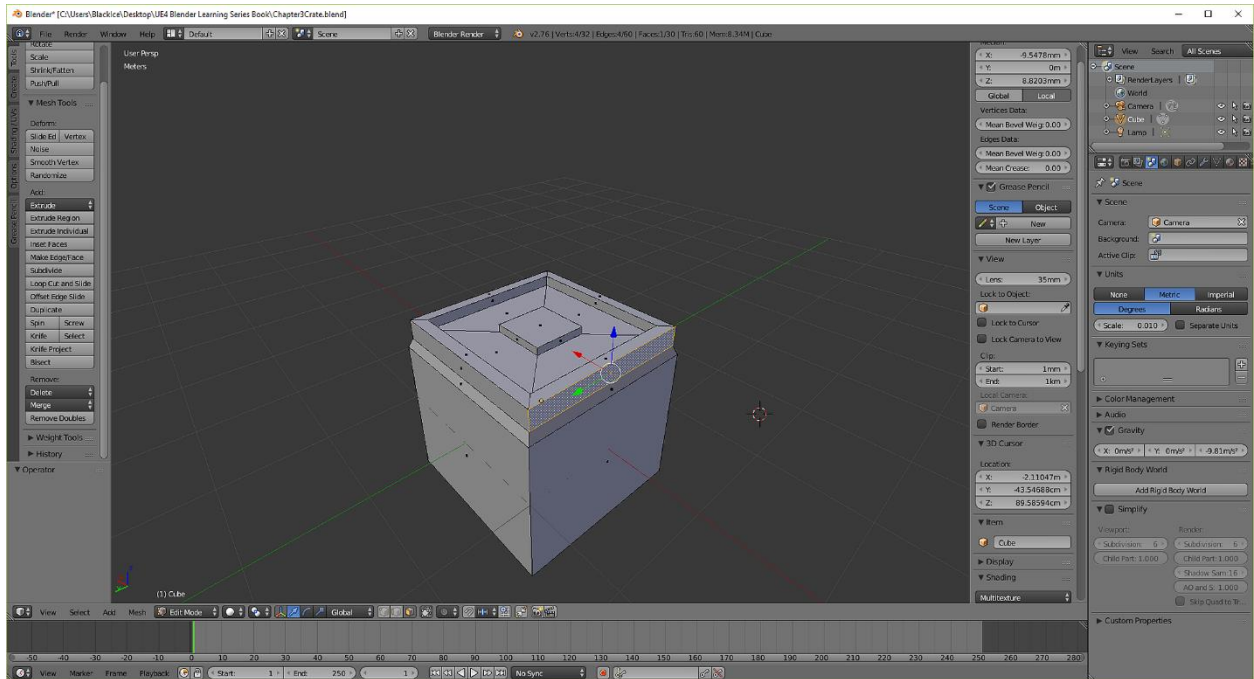
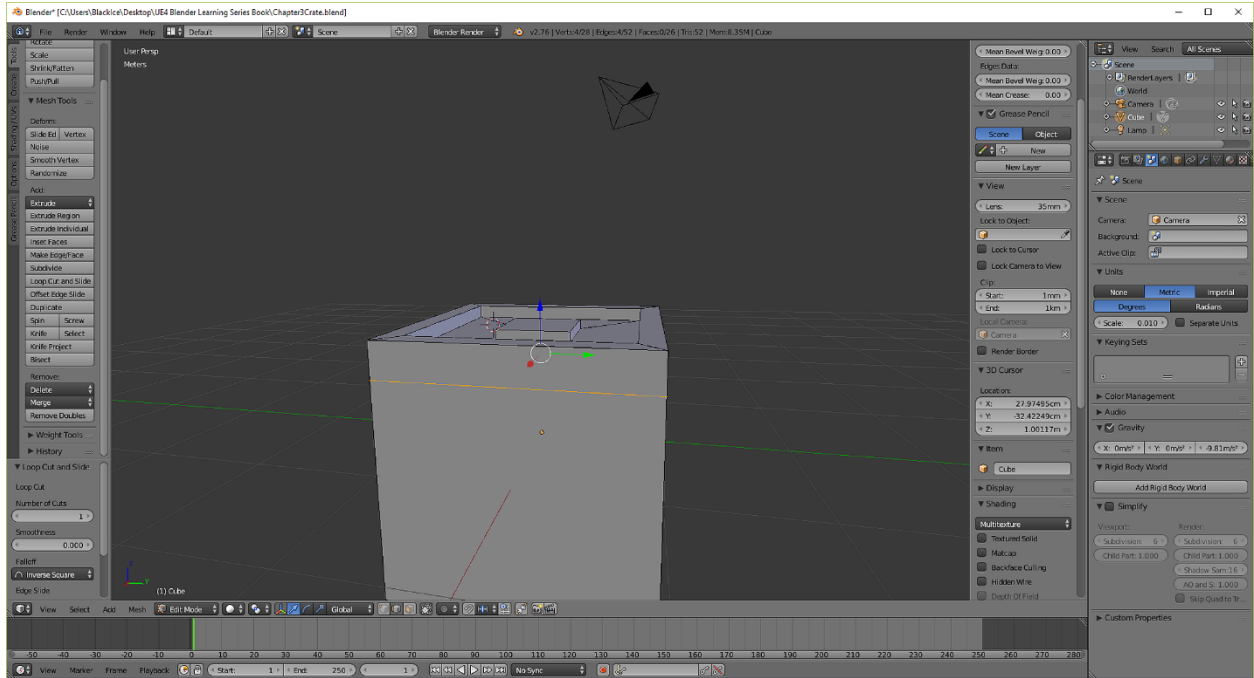
Chapter 3: It's Time to Customize!

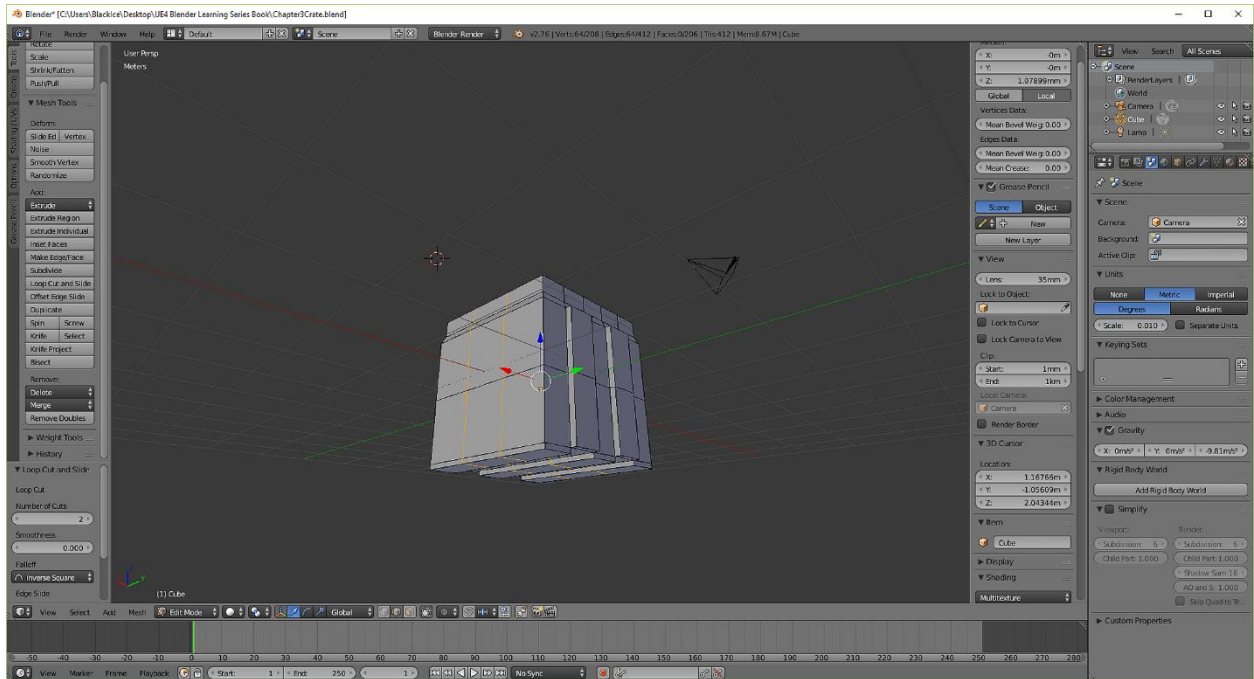
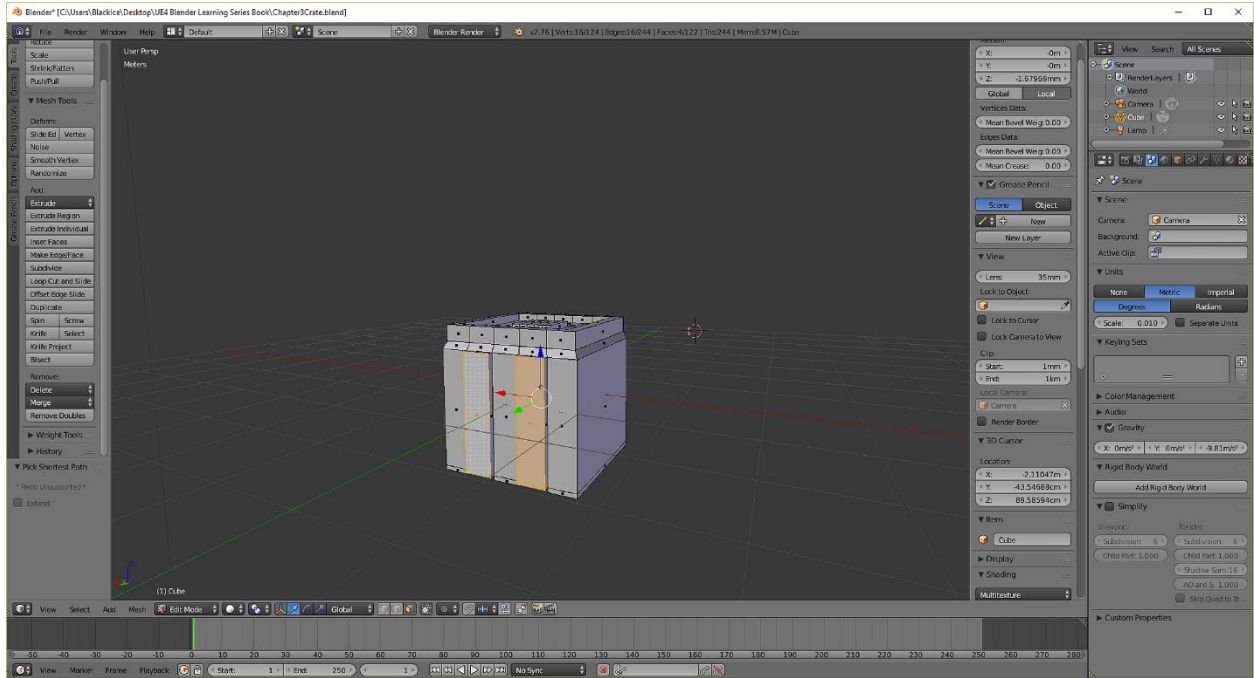


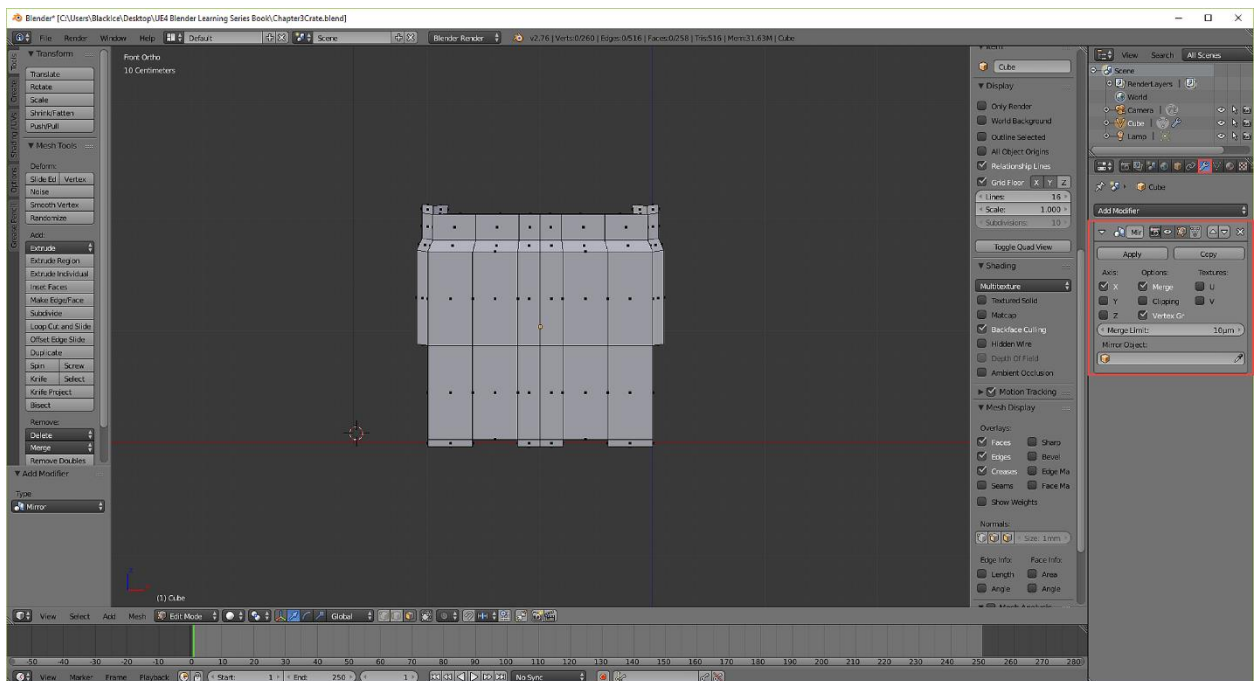
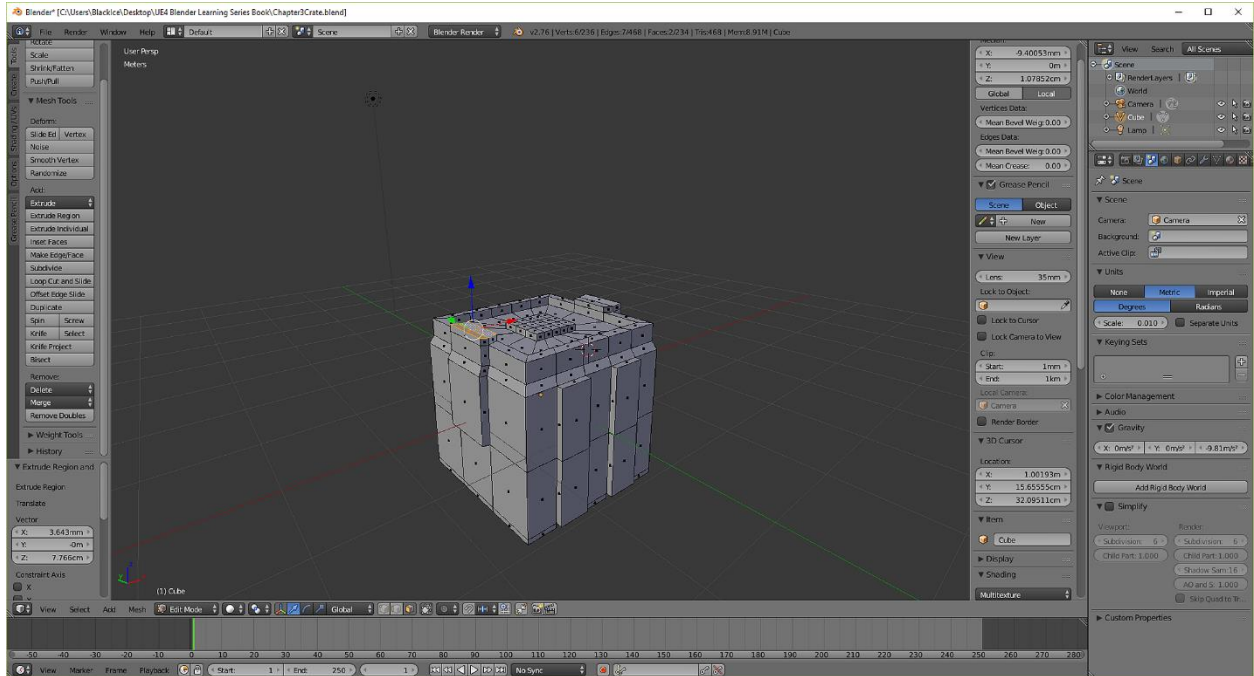


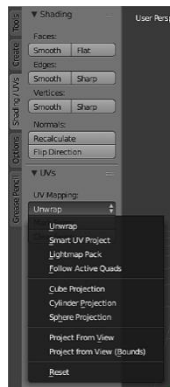
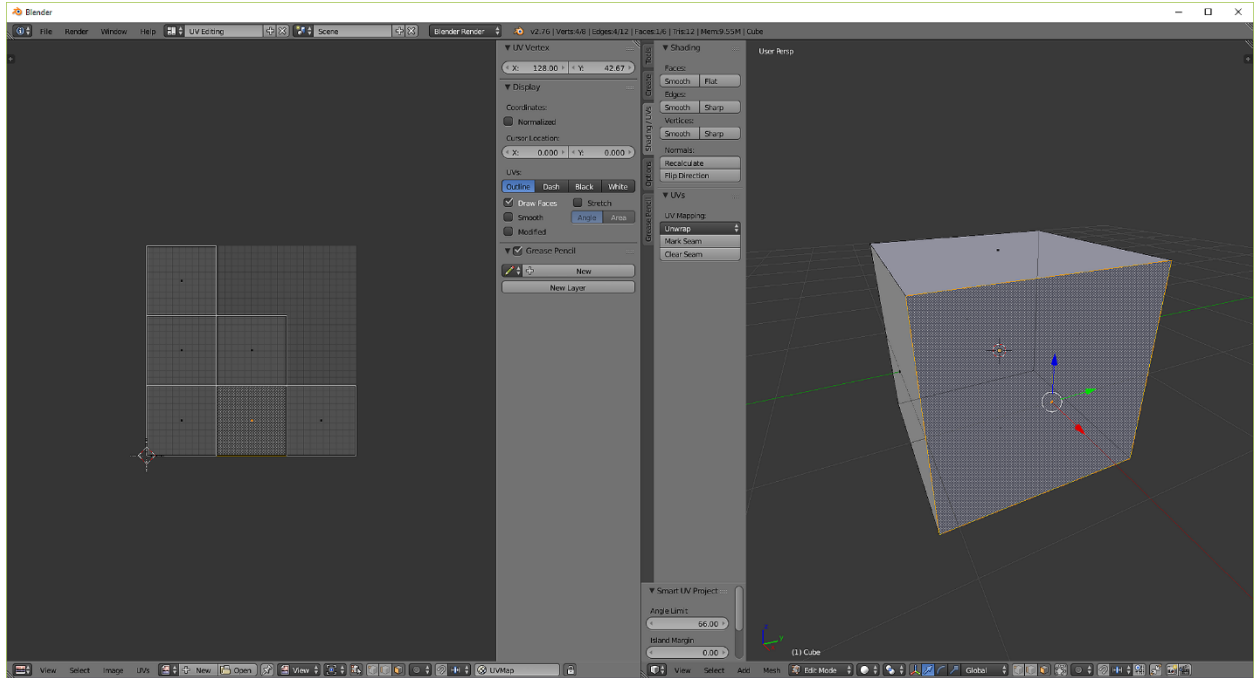




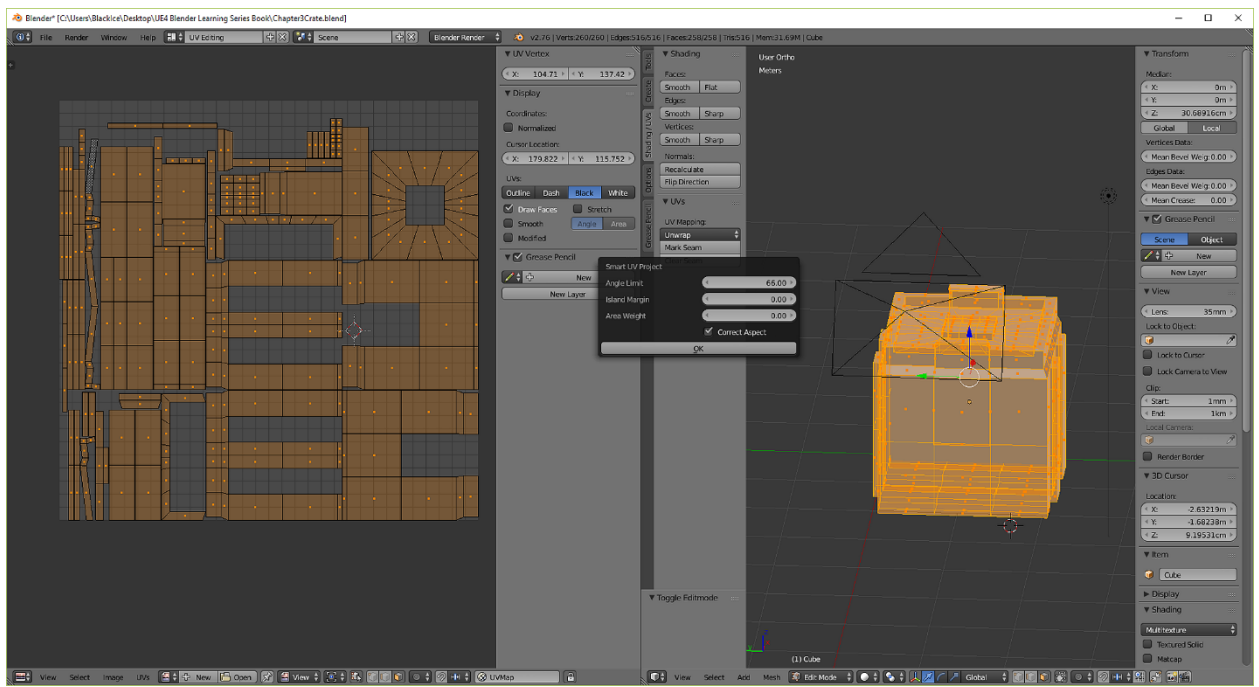
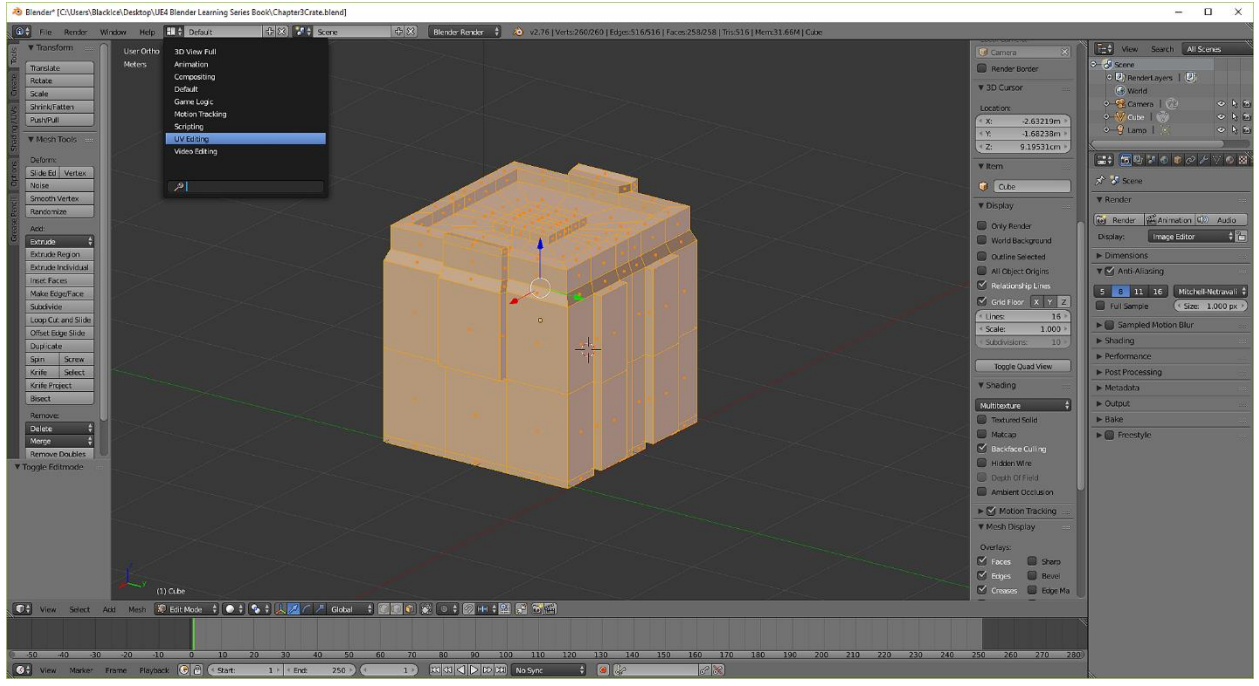


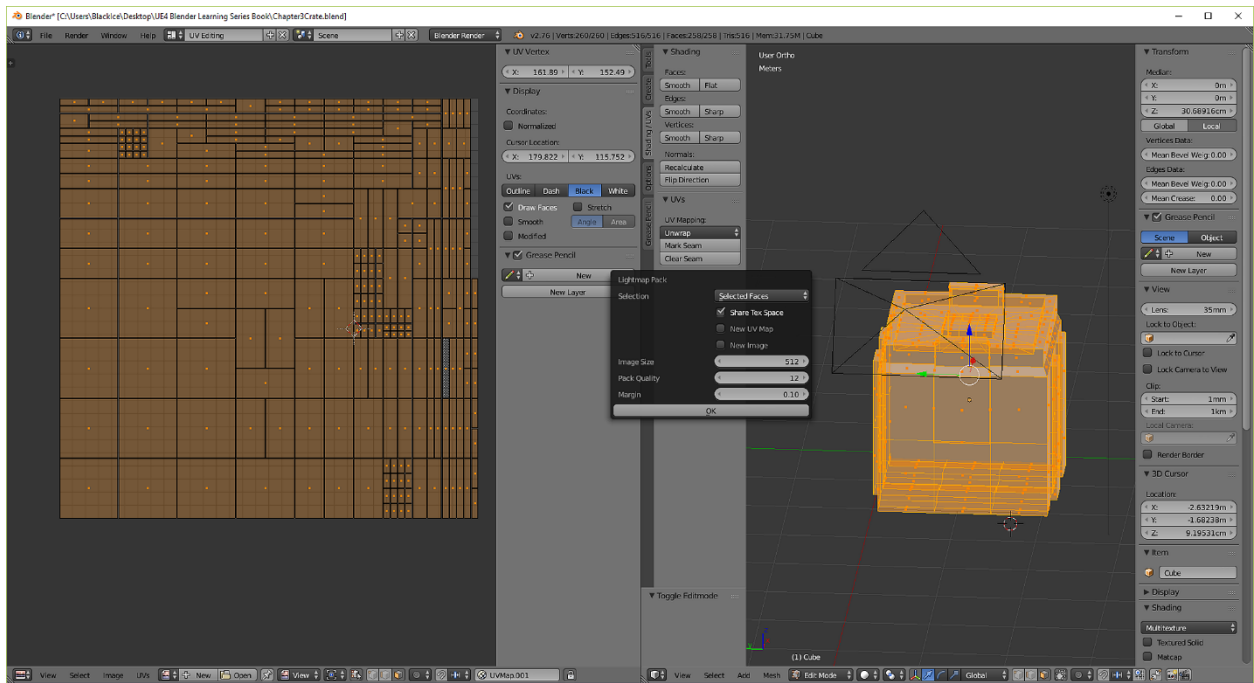
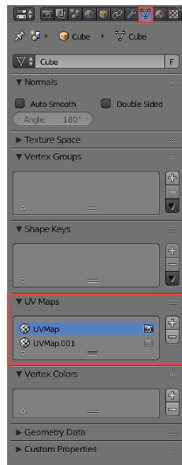


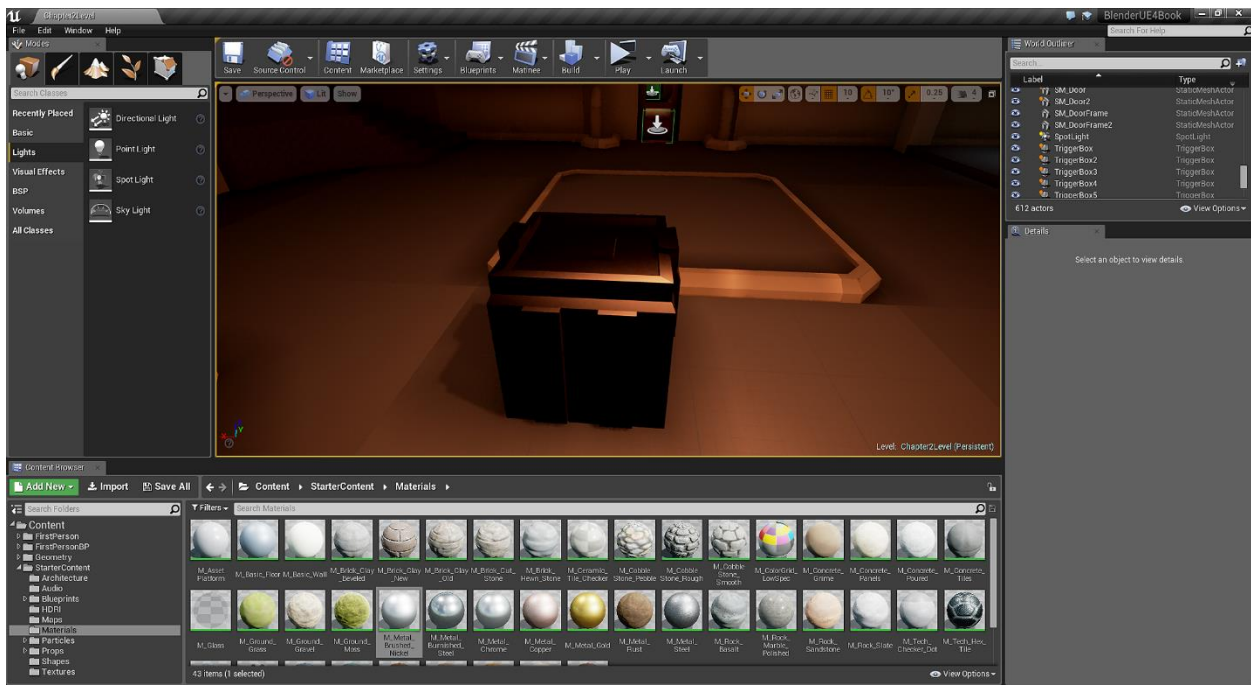
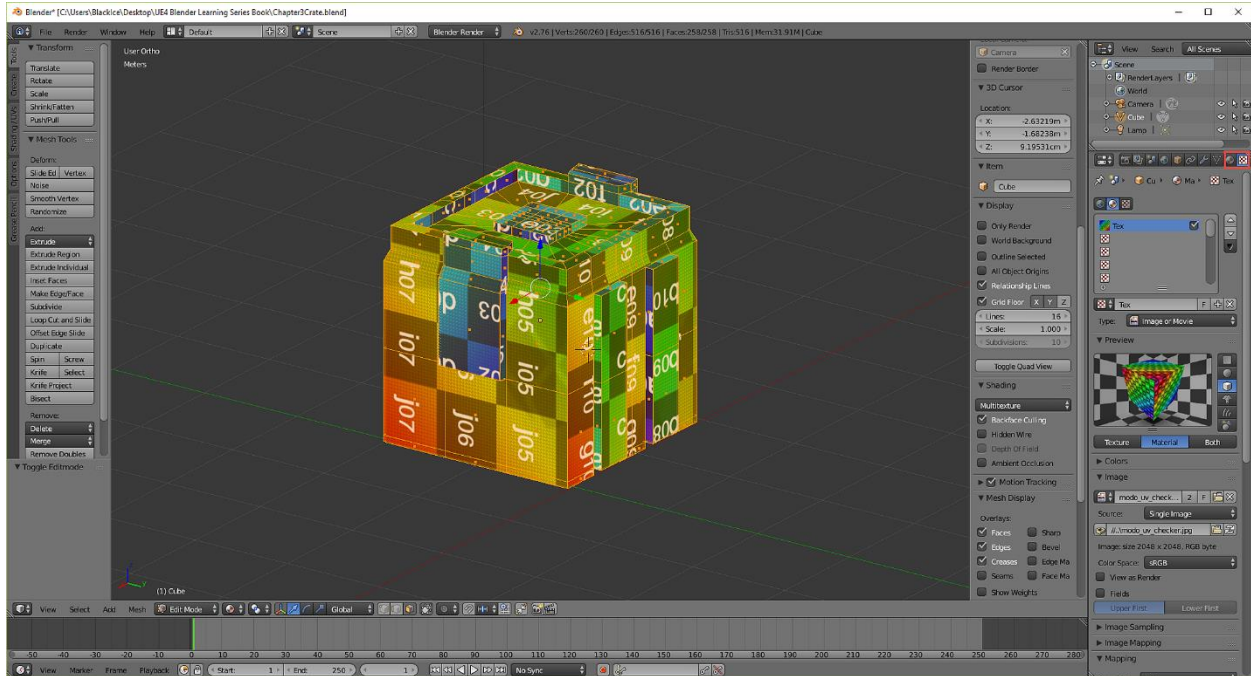


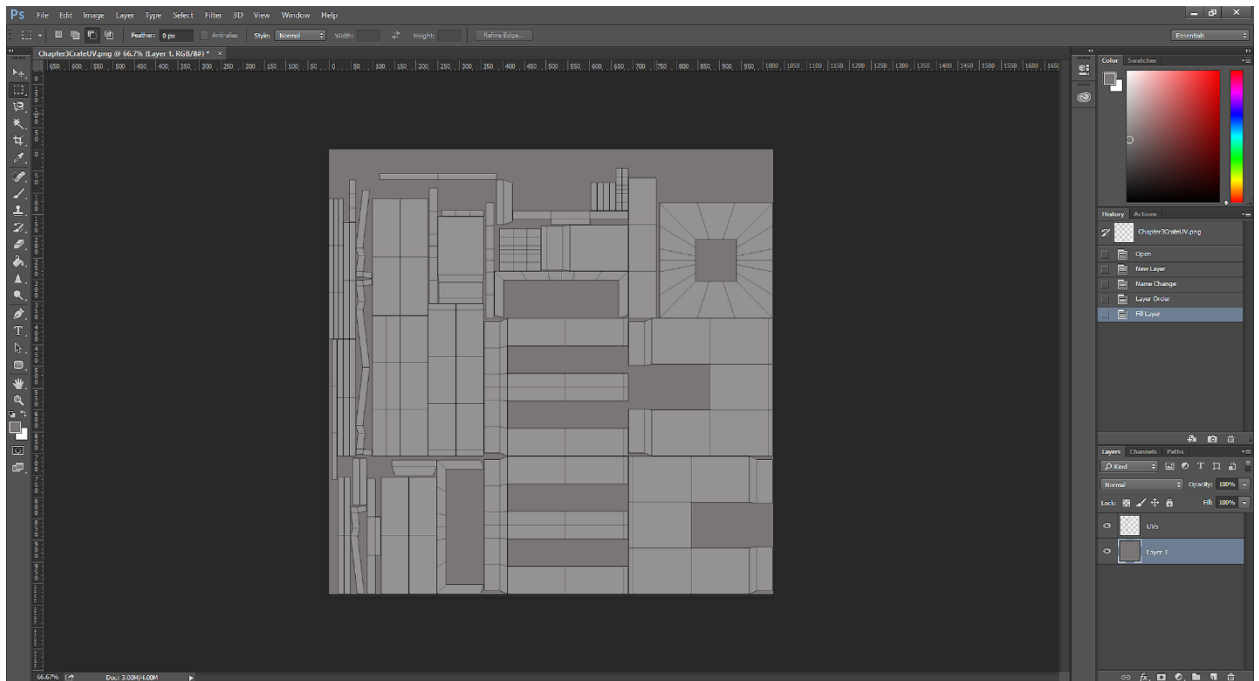
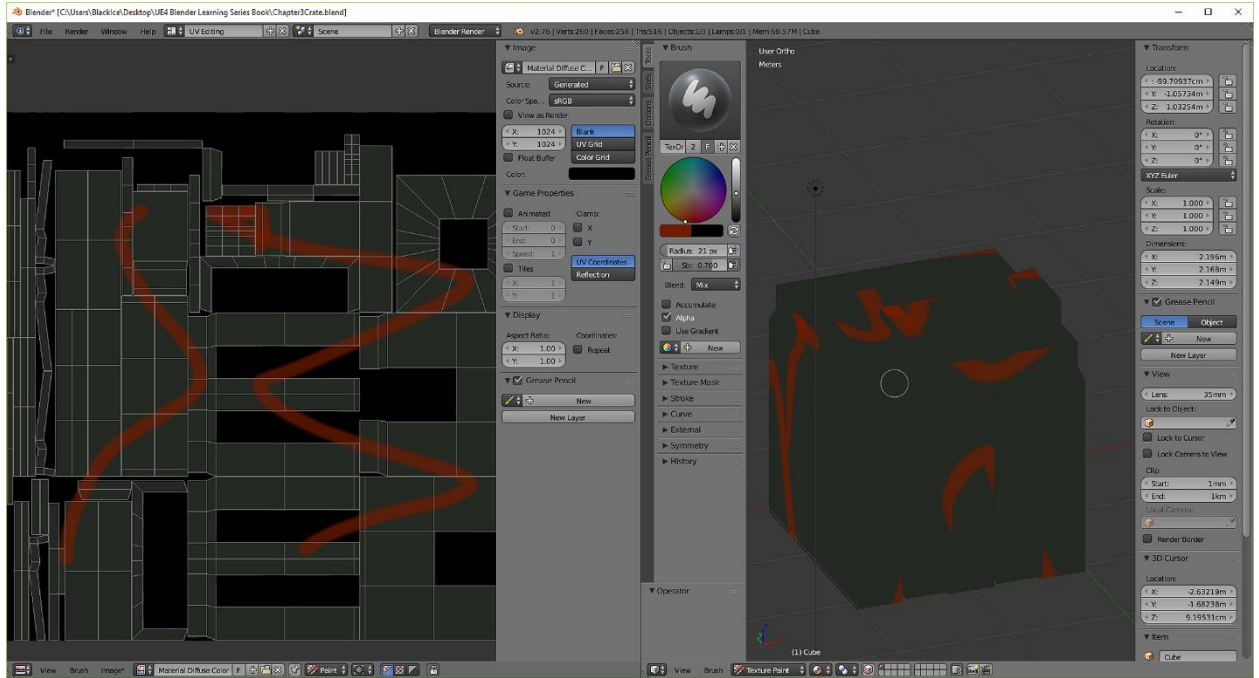


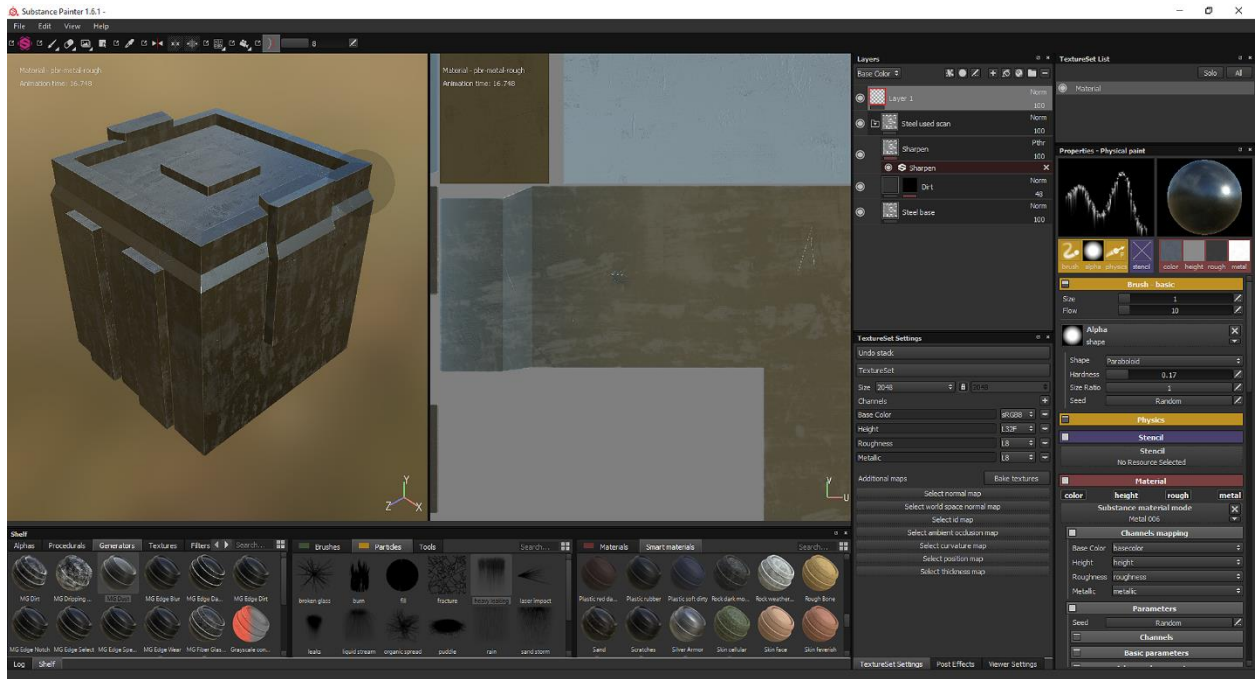
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a06	b06	c06	d06	e06	f06	g06	h06	i06	j06
a07	b07	c07	d07	e07	f07	g07	h07	i07	j07
a08	b08	c08	d08	e08	f08	g08	h08	i08	j08
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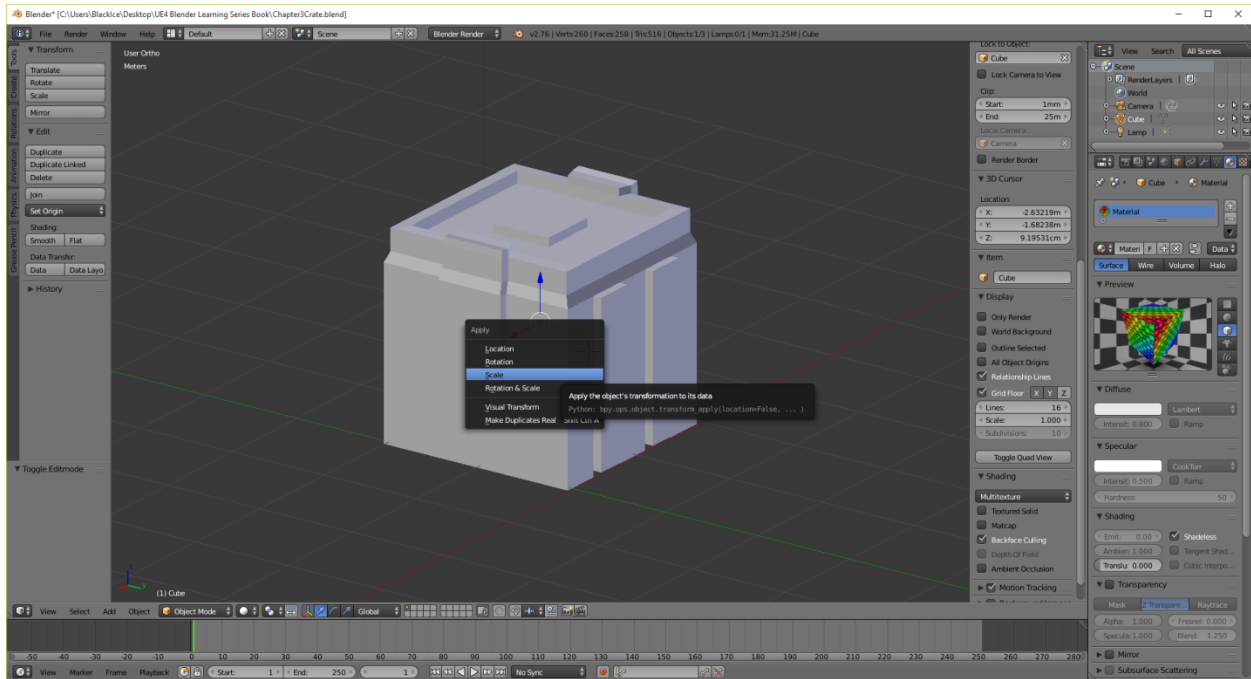


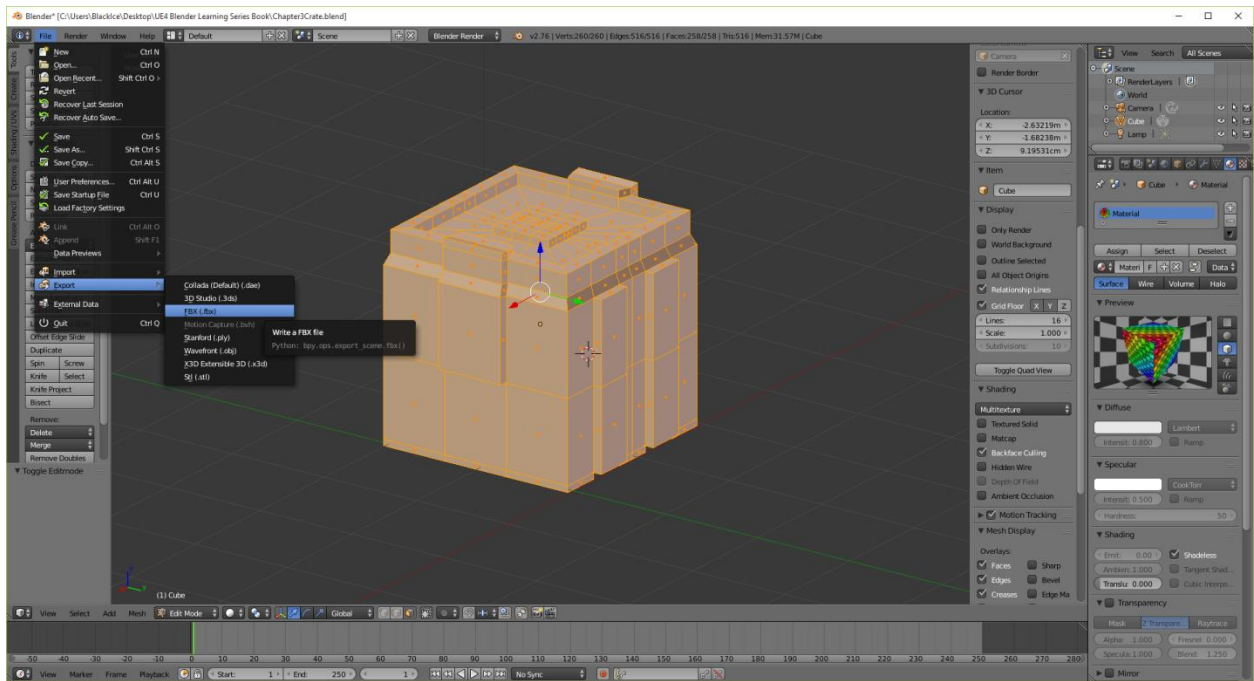
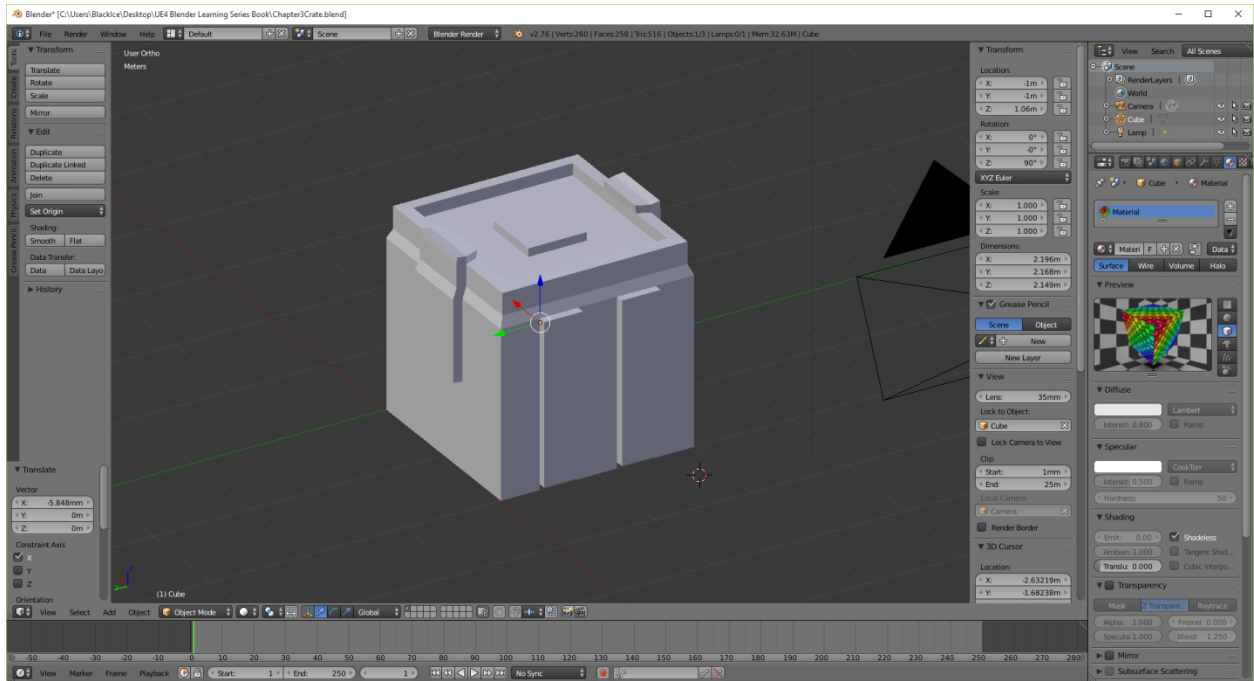


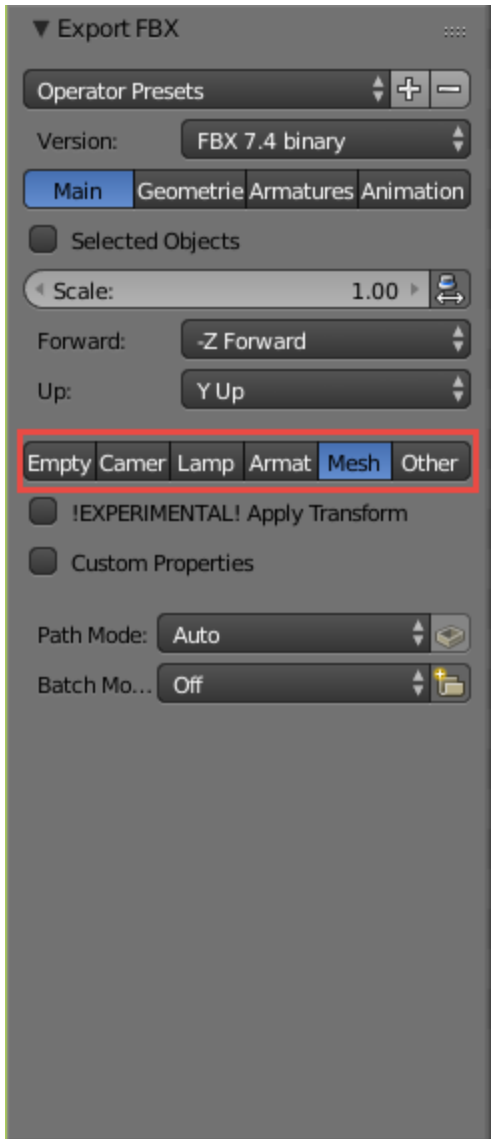




Chapter 4: Getting the Assets to the Level







▼ Export FBX

Operator Presets ⬆ + - ⬆

Version: FBX 7.4 binary ⬆

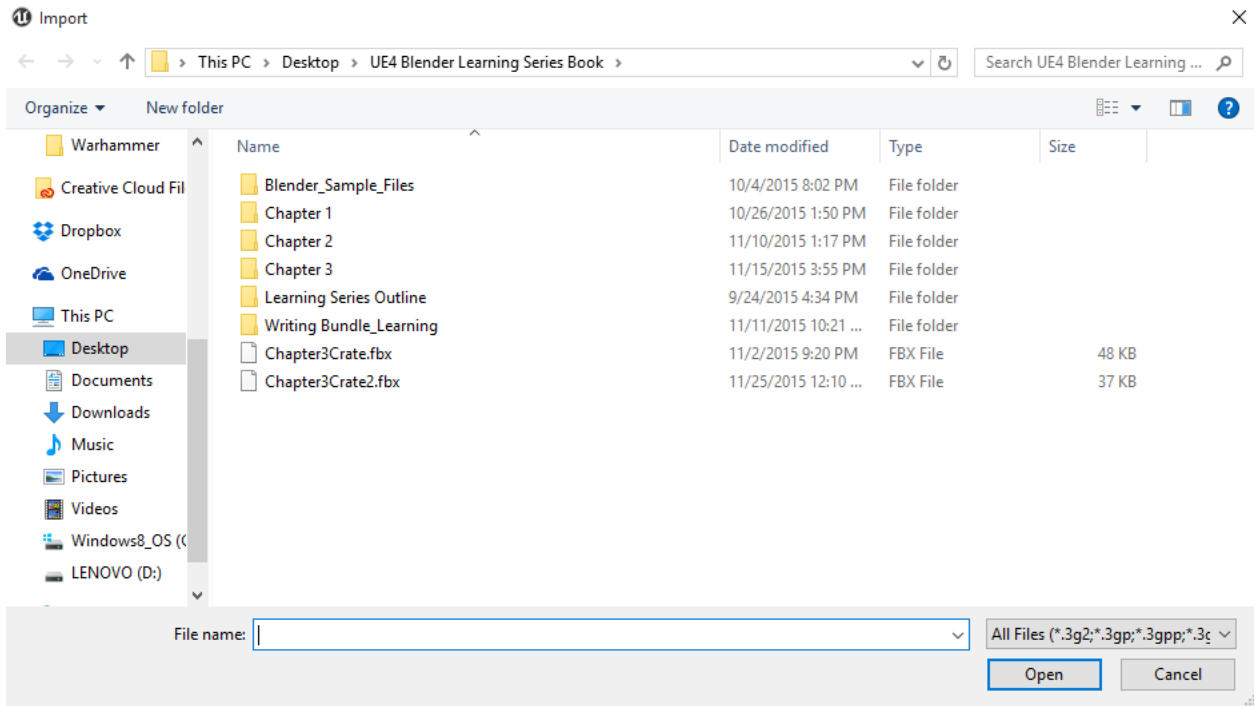
Main Geometrie Armatures Animation

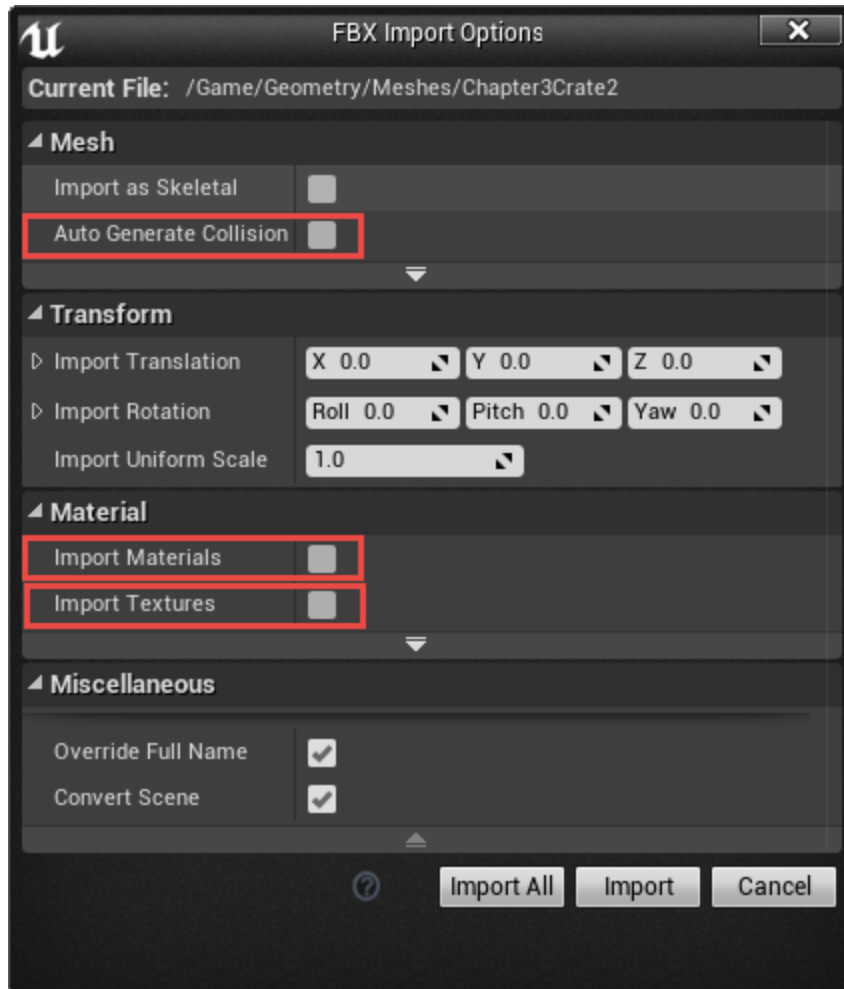
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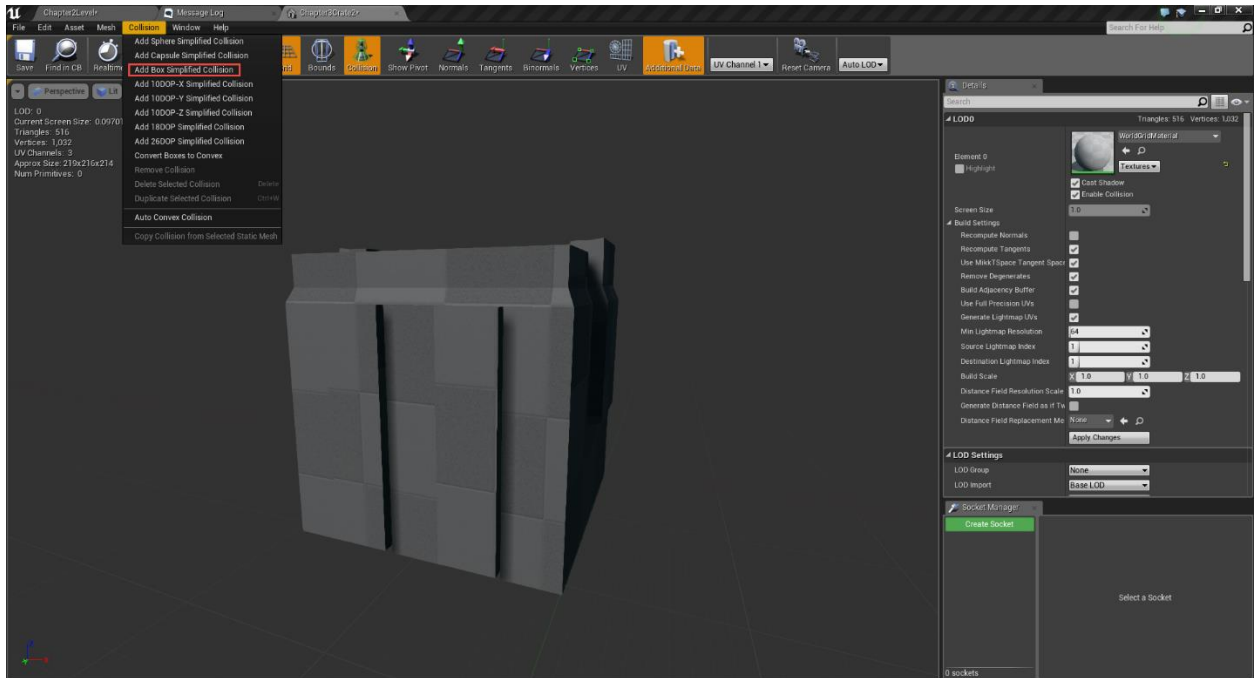
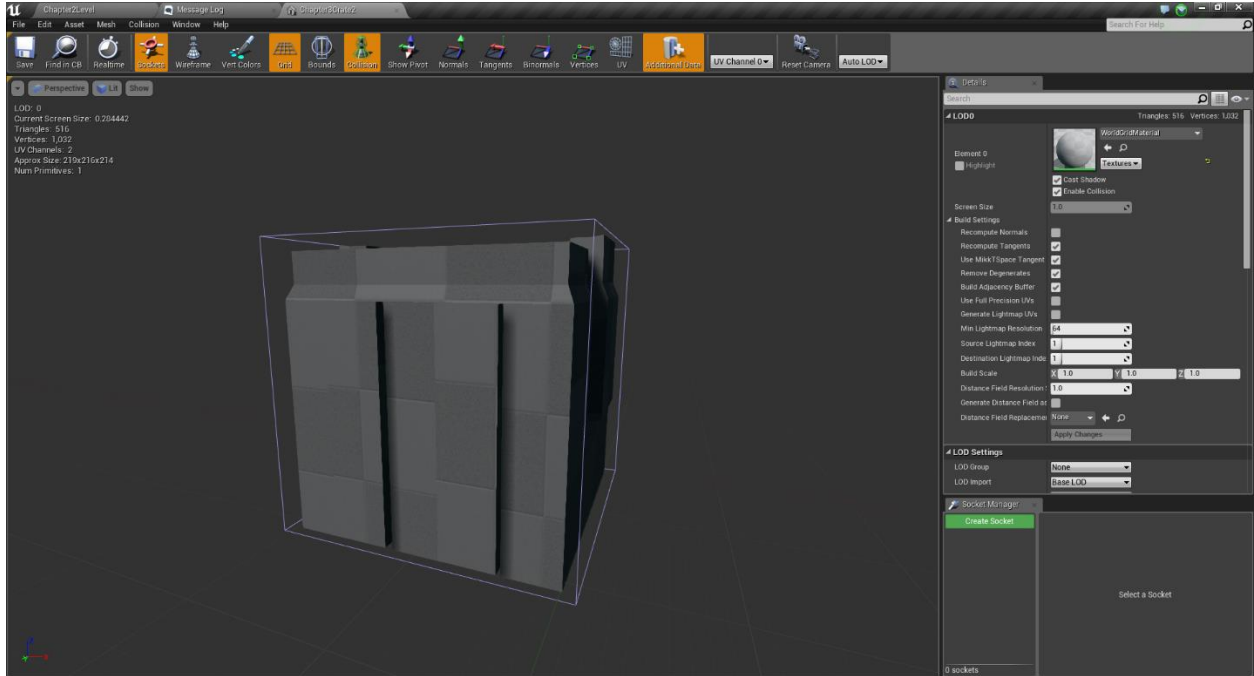
Smoothing: Face ⬆

Loose Edges

Tangent Space








Details

Search

LODO Triangles: 516 Vertices: 1,032

Element 0
 Highlight

 M_Metal_Copper
← 🔍
Textures ▾ ↻

Cast Shadow
 Enable Collision

Screen Size 1.0 ▾

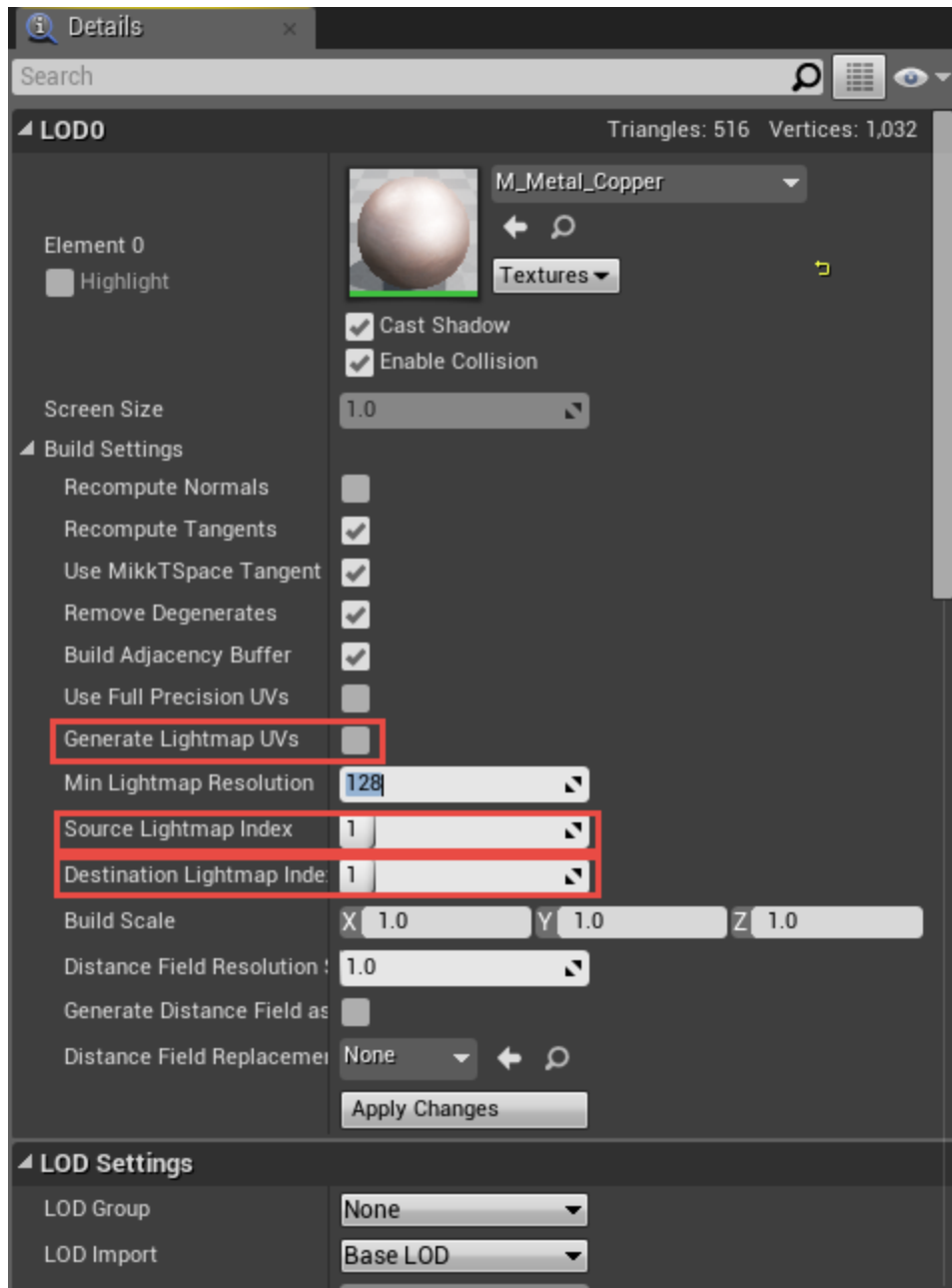
Build Settings

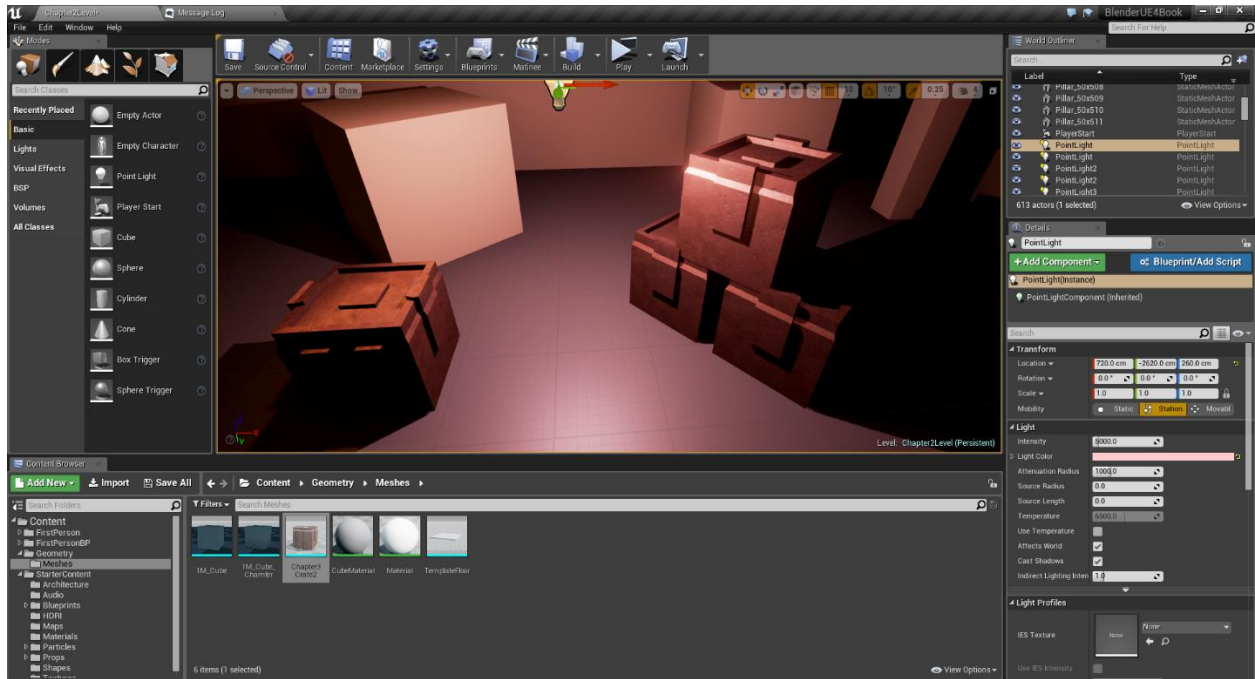
- Recompute Normals
- Recompute Tangents
- Use MikkTSpace Tangent Space
- Remove Degenerates
- Build Adjacency Buffer
- Use Full Precision UVs
- Generate Lightmap UVs
- Min Lightmap Resolution 128 ▾
- Source Lightmap Index 1 ▾
- Destination Lightmap Index 1 ▾
- Build Scale X 1.0 Y 1.0 Z 1.0
- Distance Field Resolution Scale 1.0 ▾
- Generate Distance Field as if Two Sides
- Distance Field Replacement Method None ▾ ← 🔍

Apply Changes

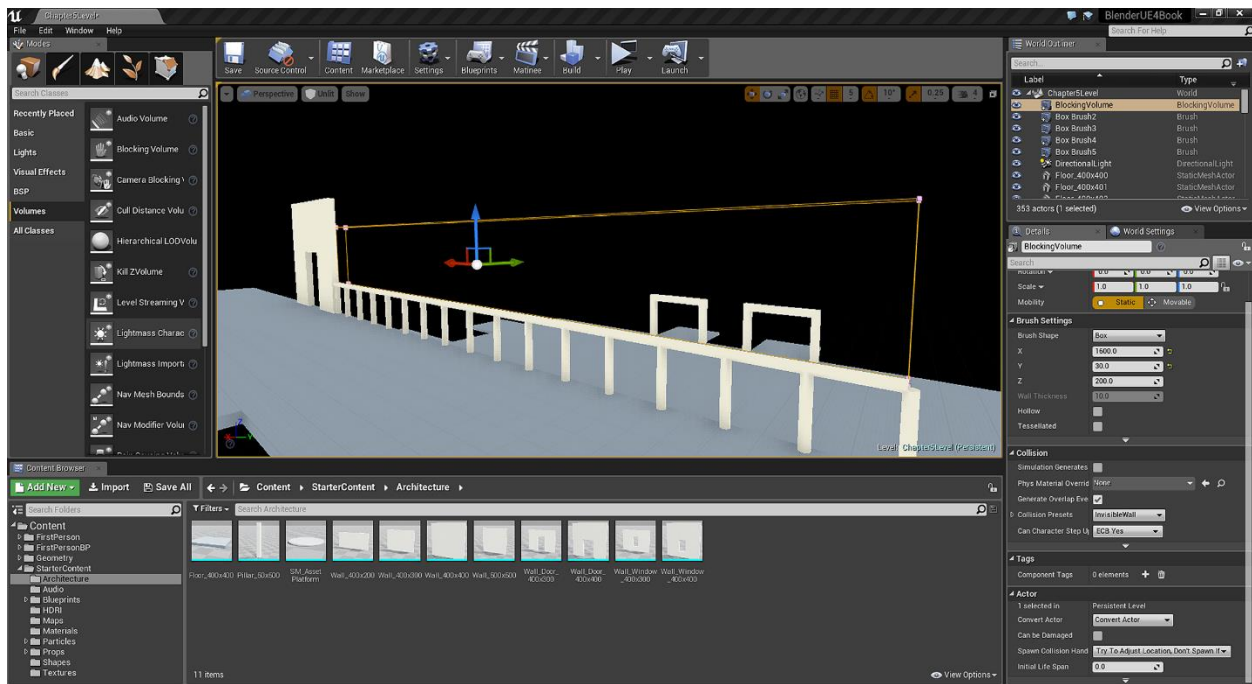
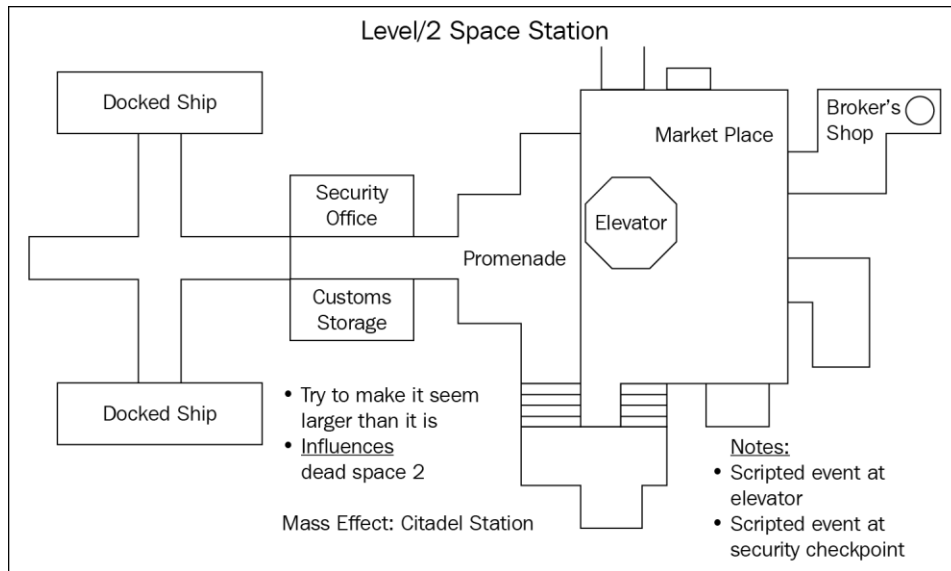
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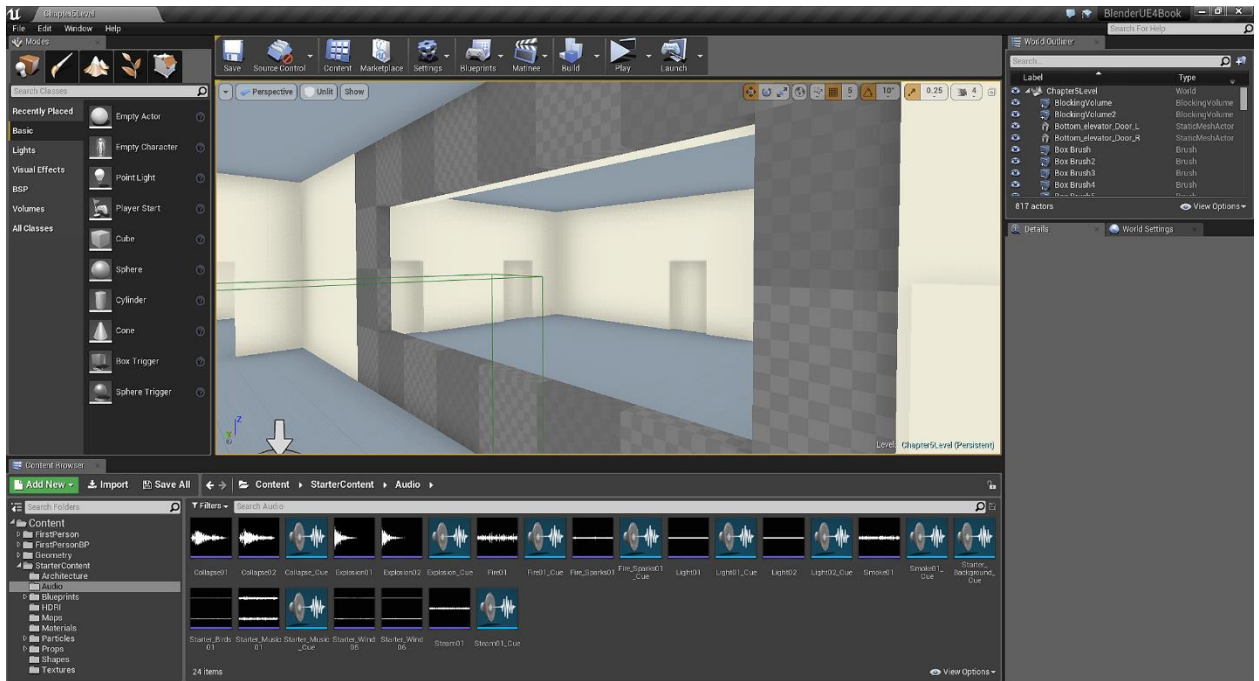
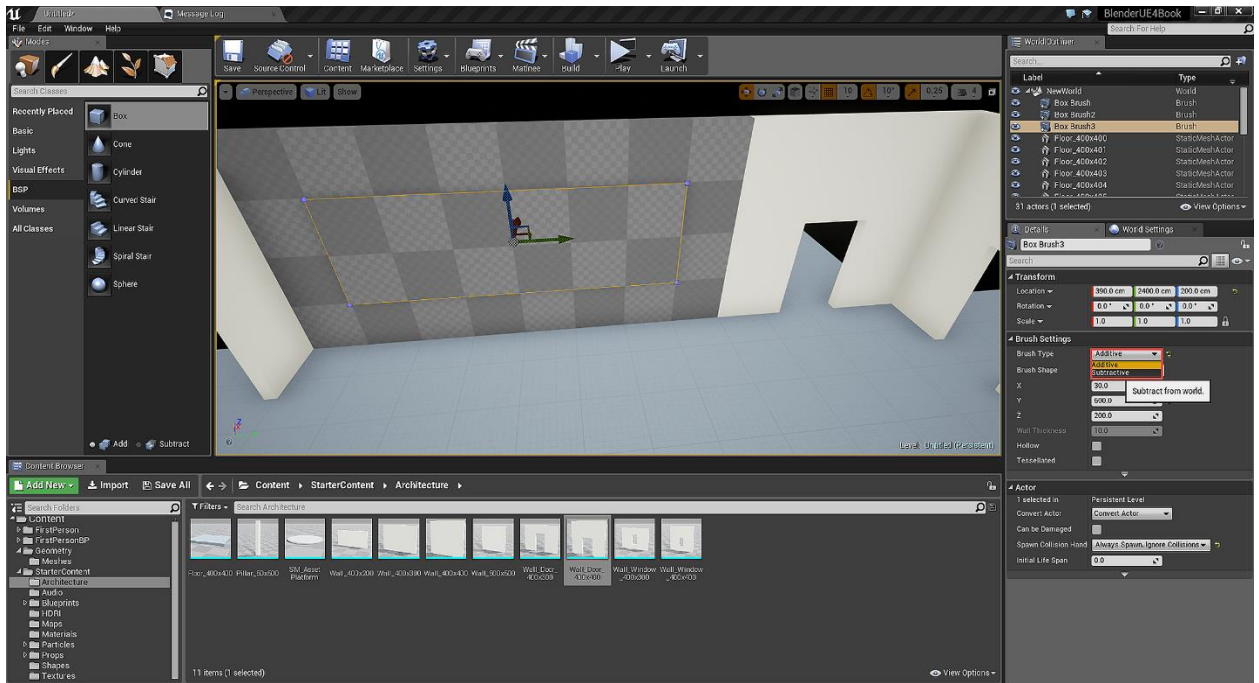
- LOD Group None ▾
- LOD Import Base LOD ▾

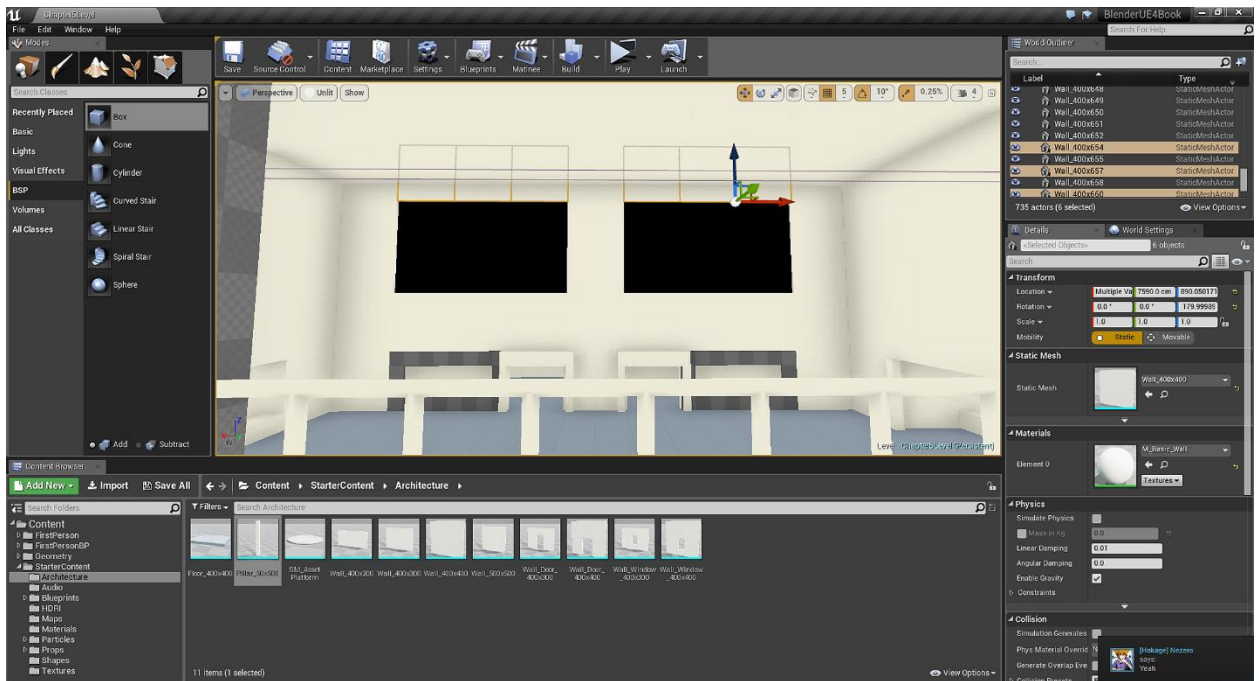
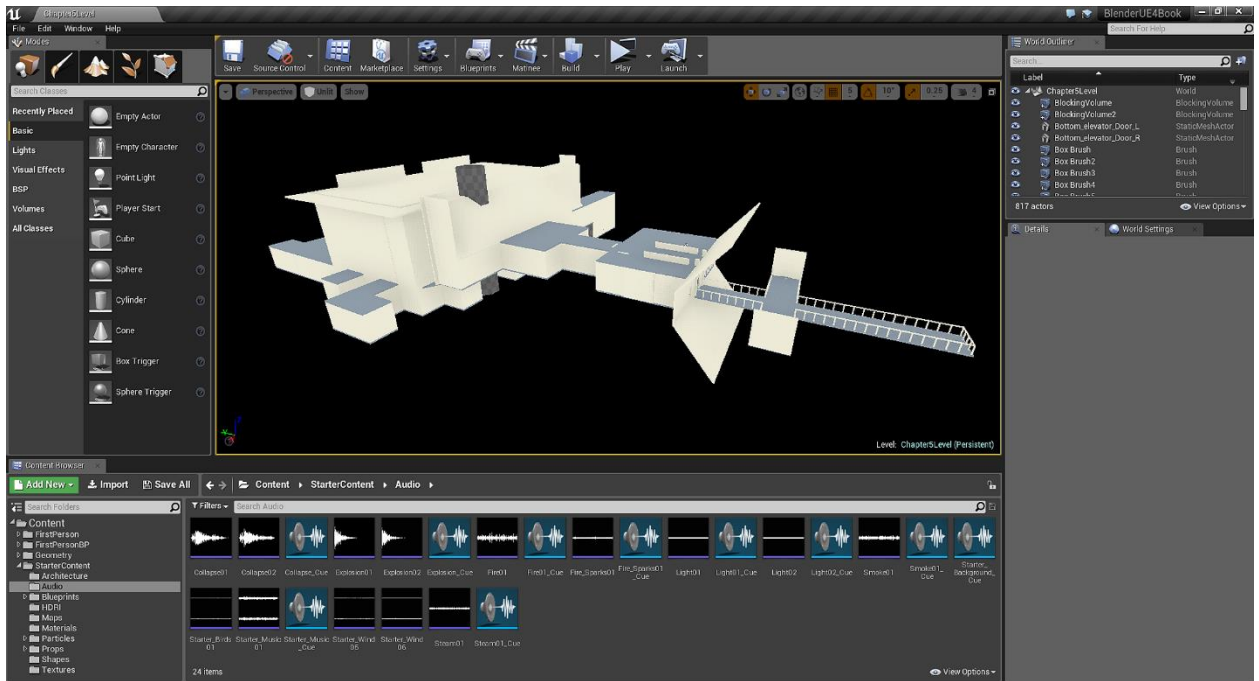


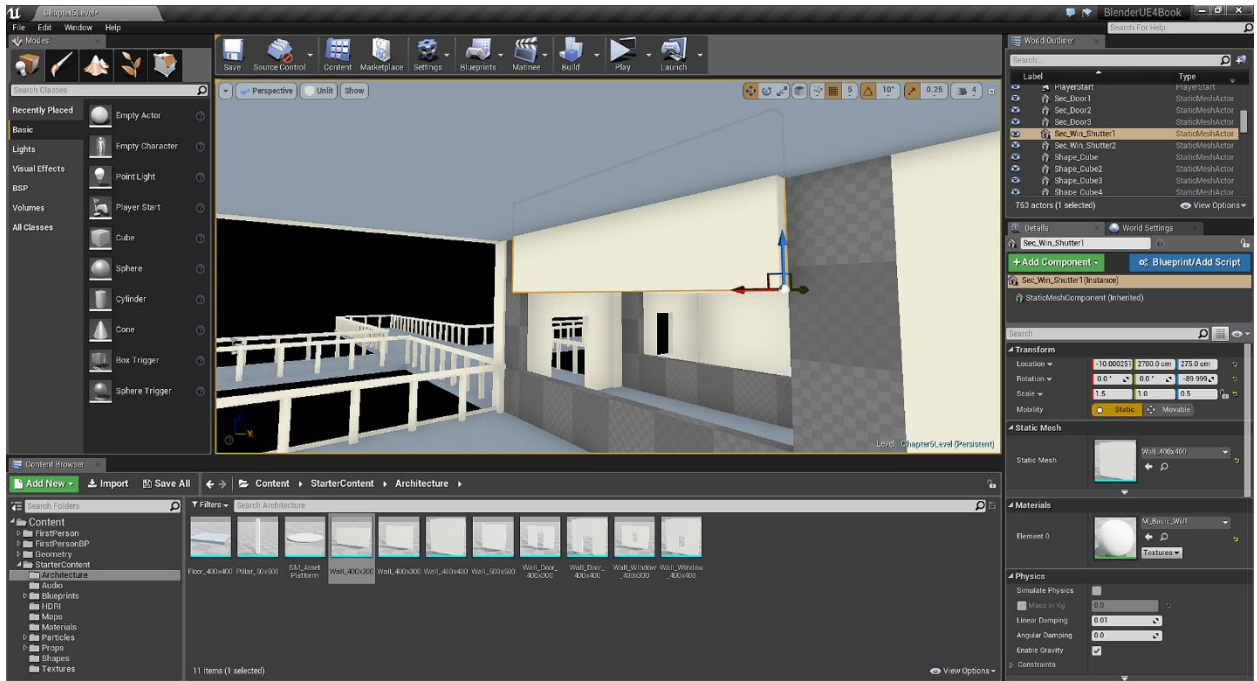
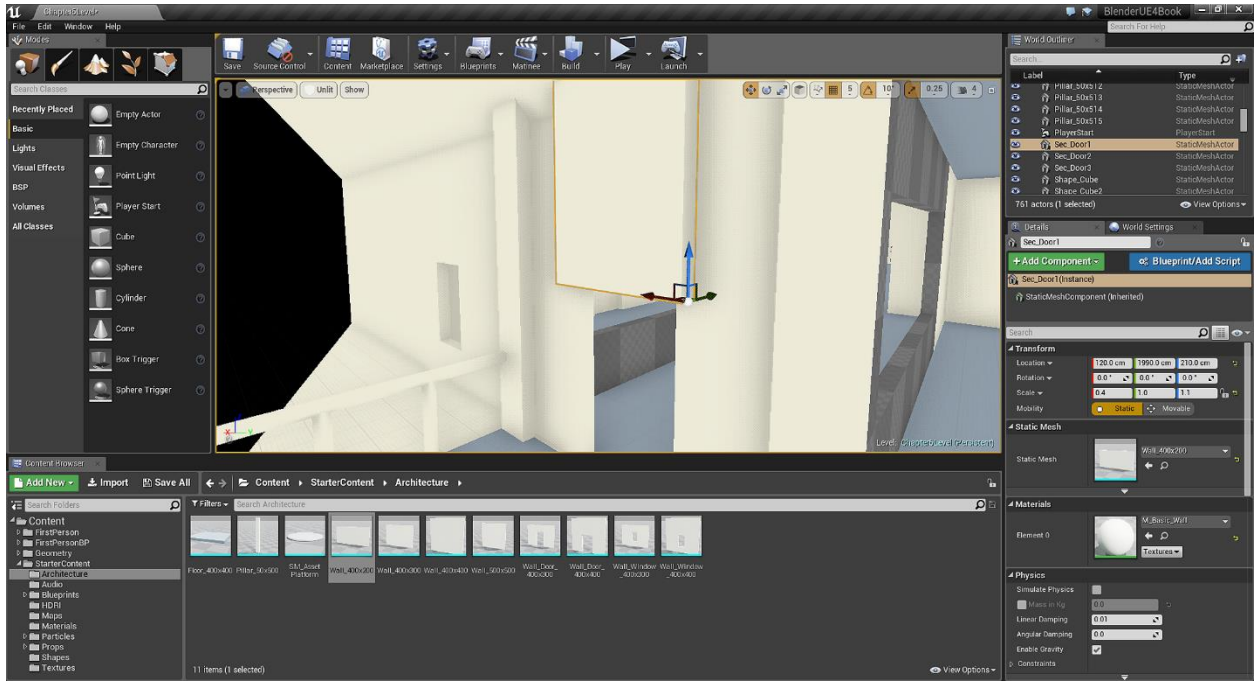


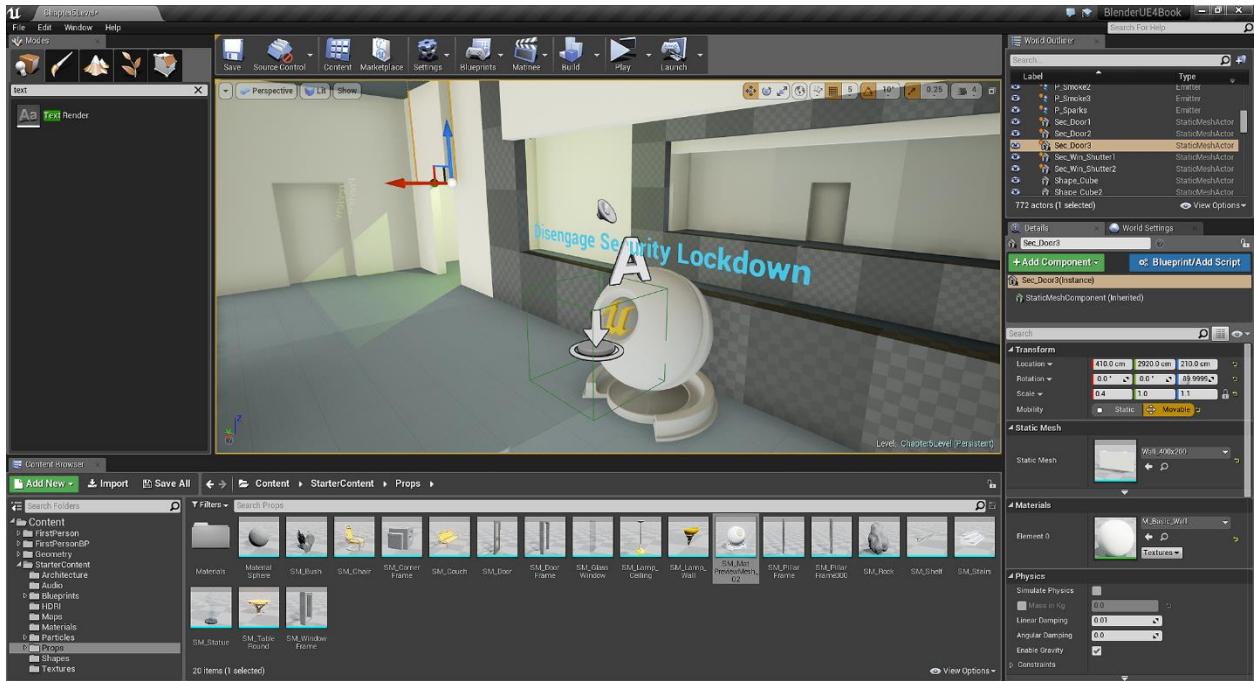
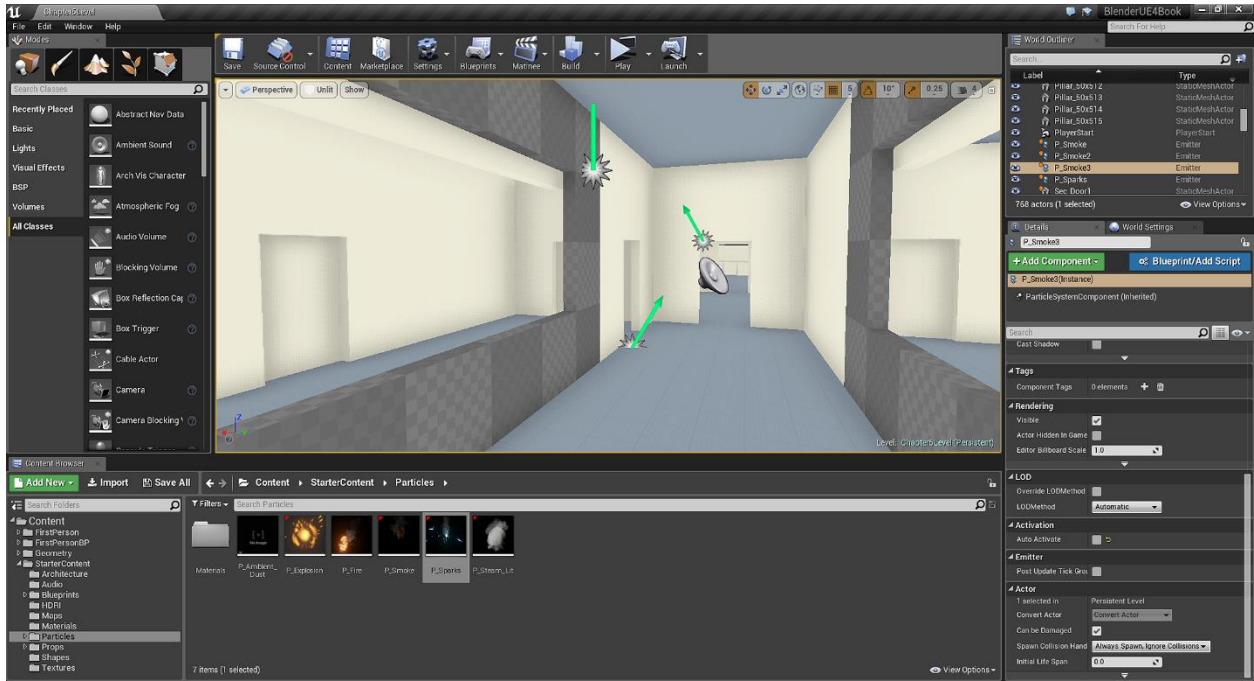
Chapter 5: Taking This Level Up a Notch

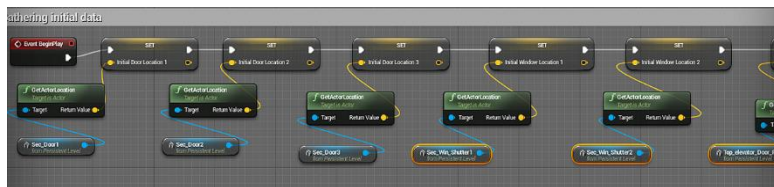
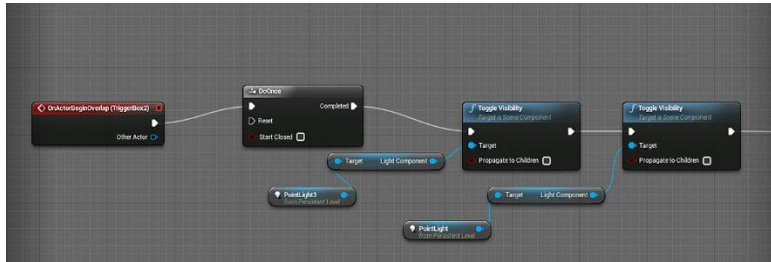
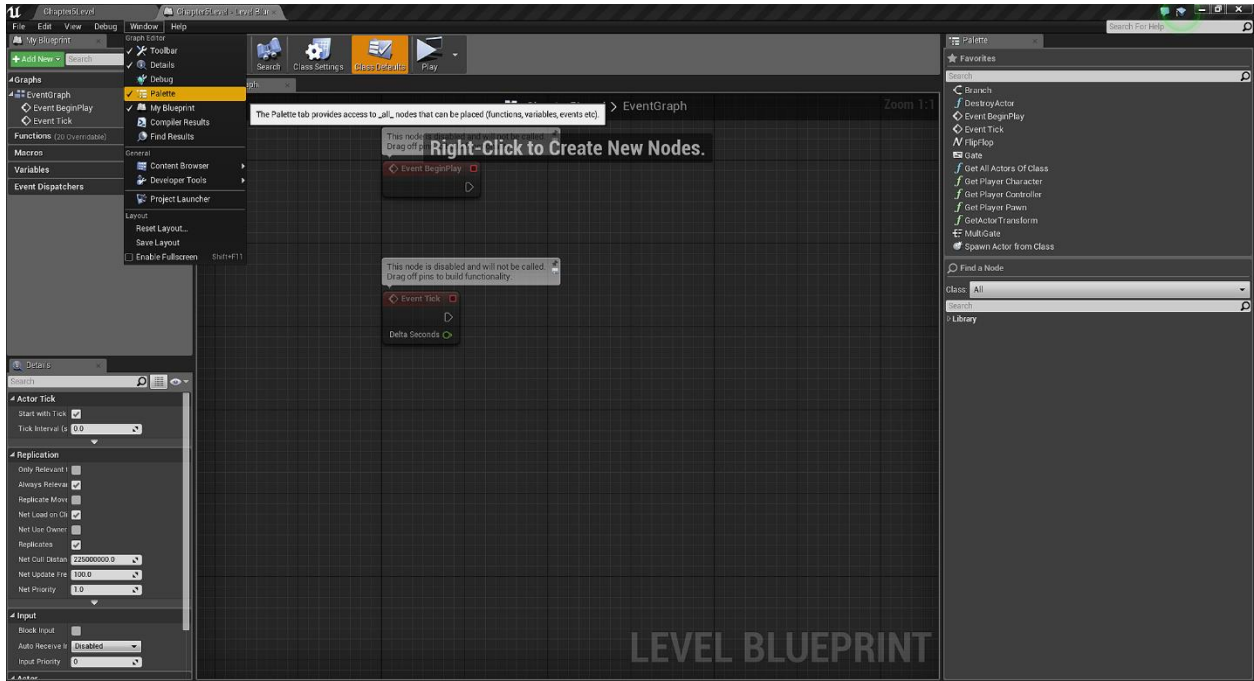


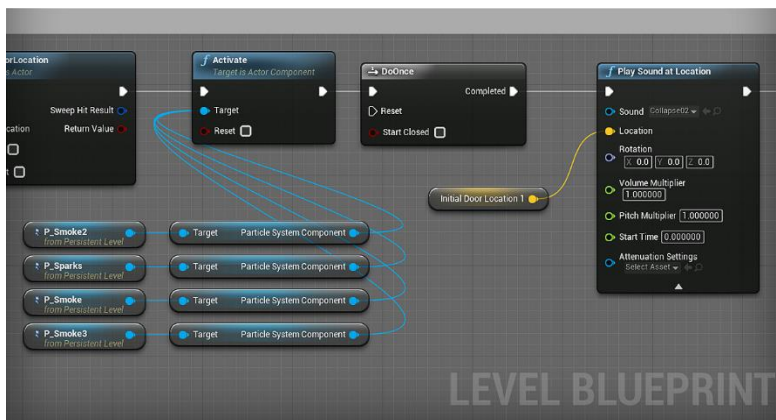
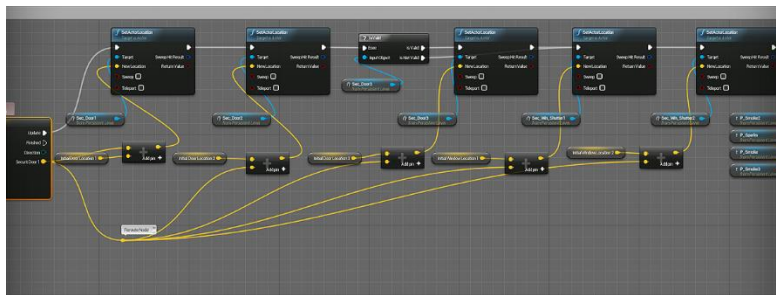
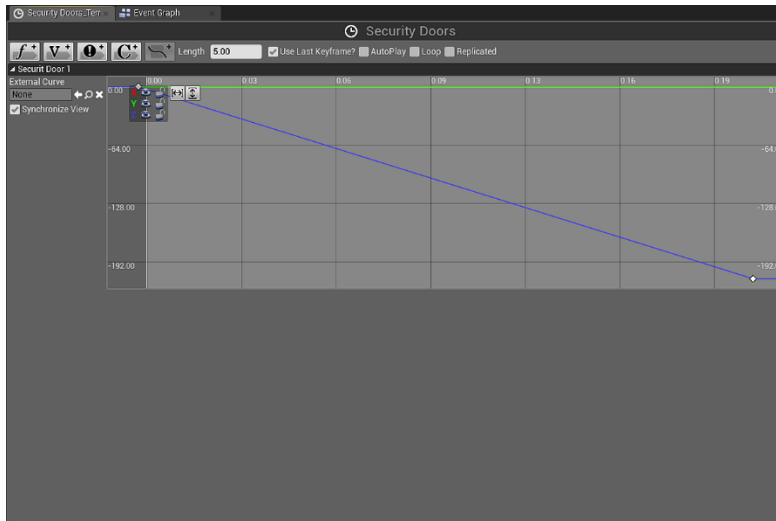


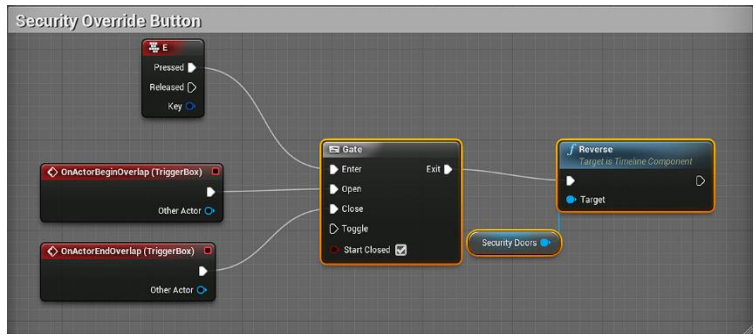
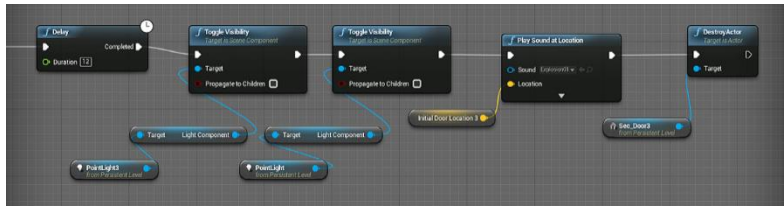
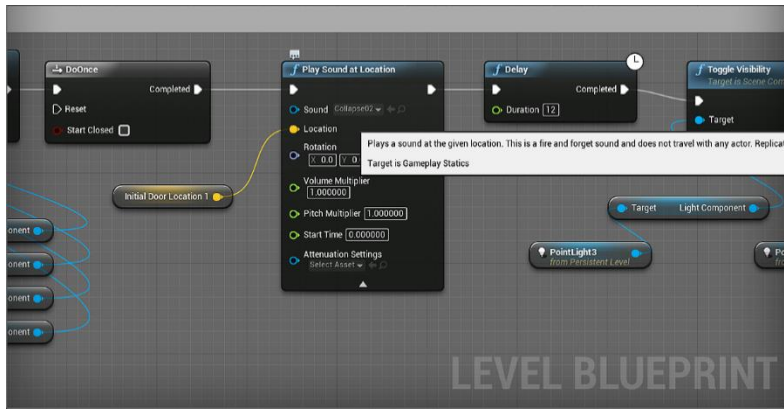


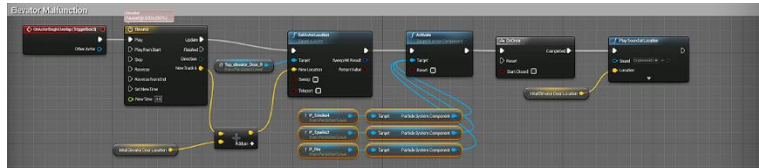
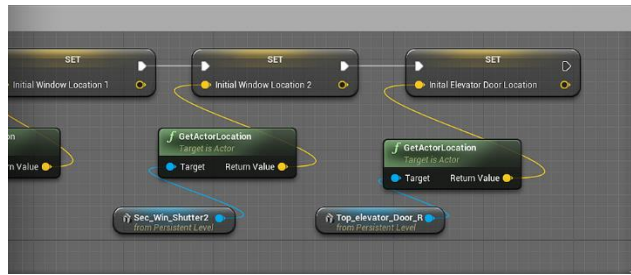
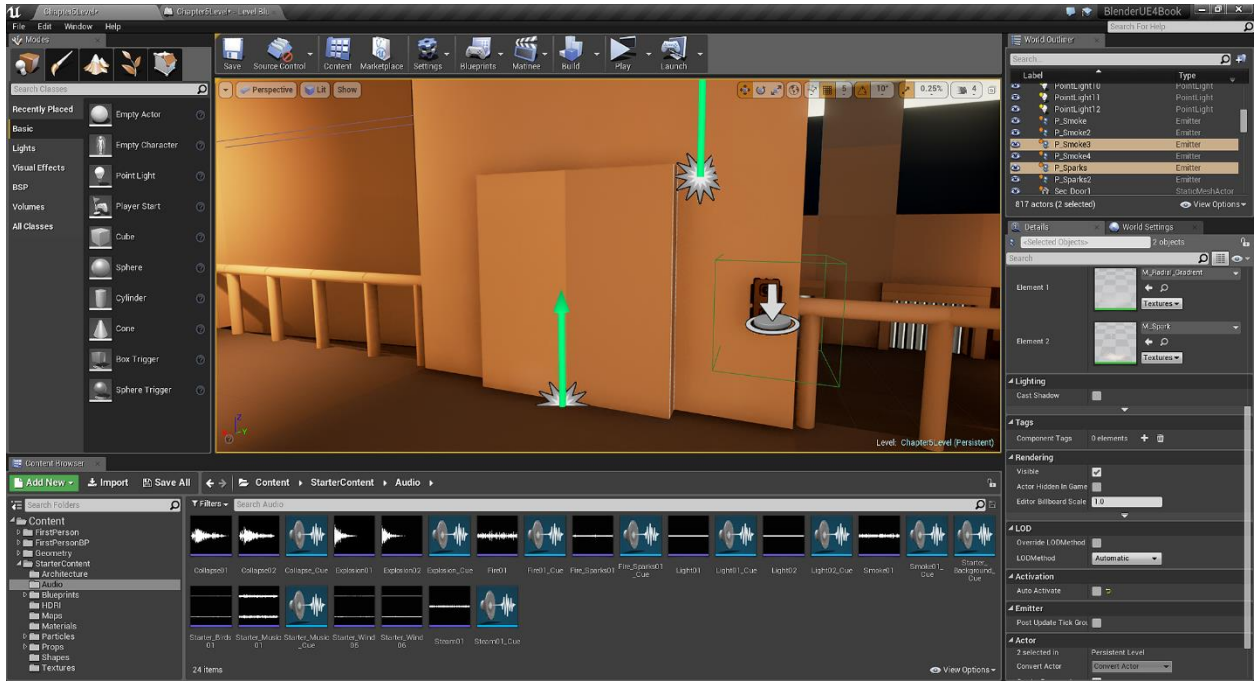


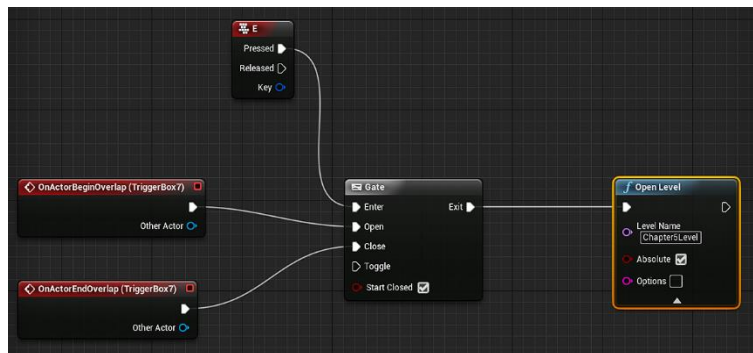
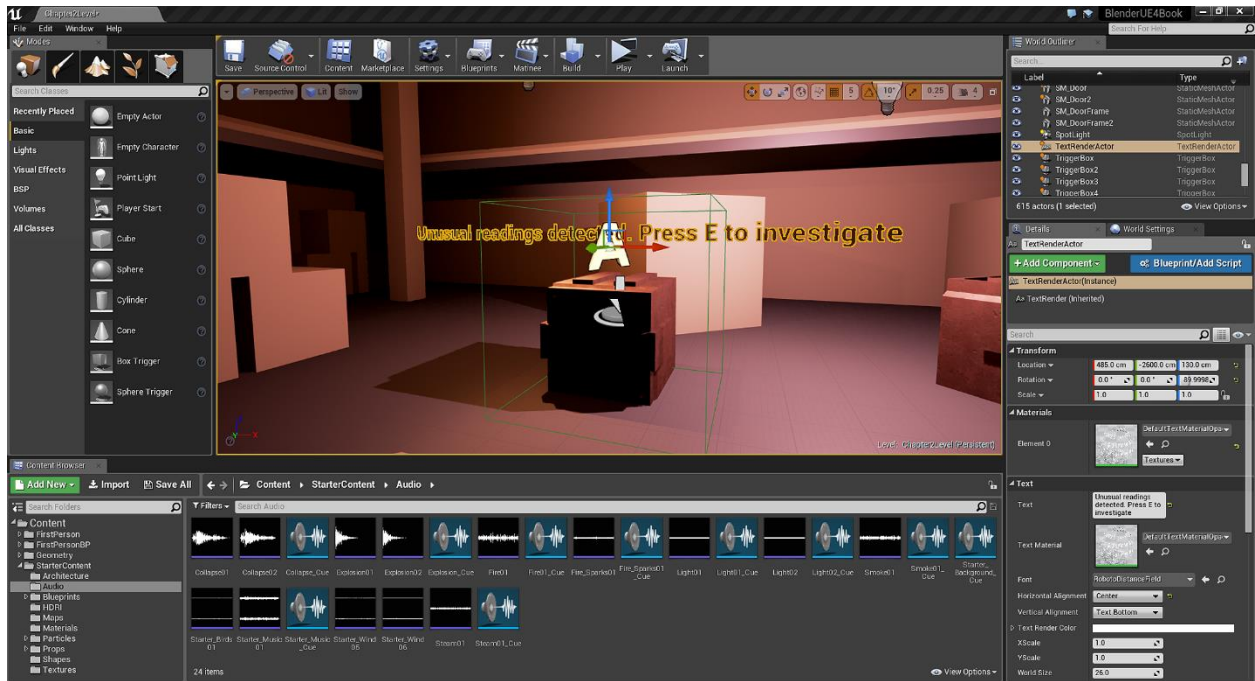




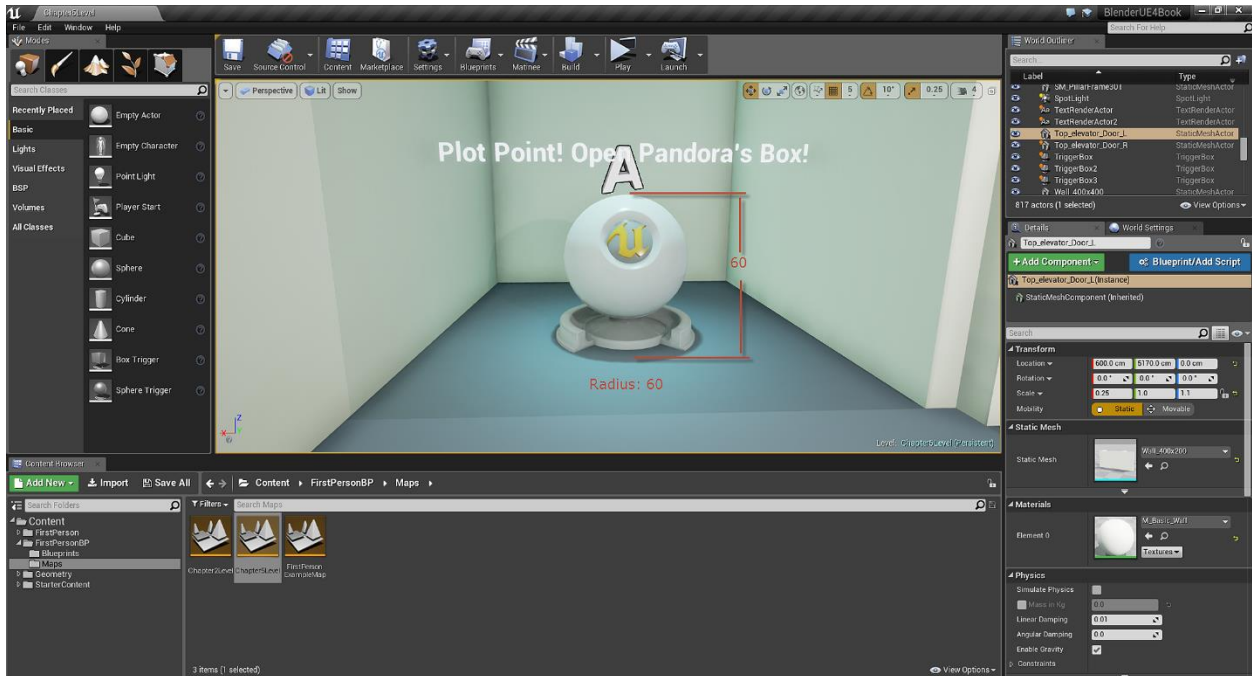
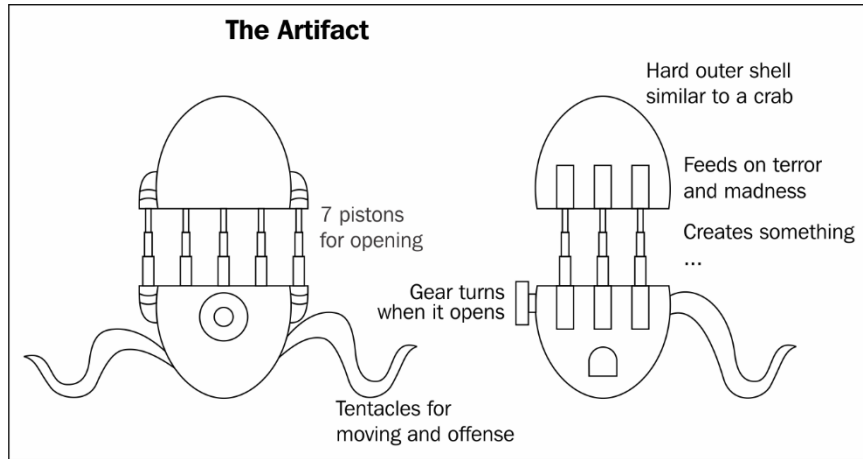


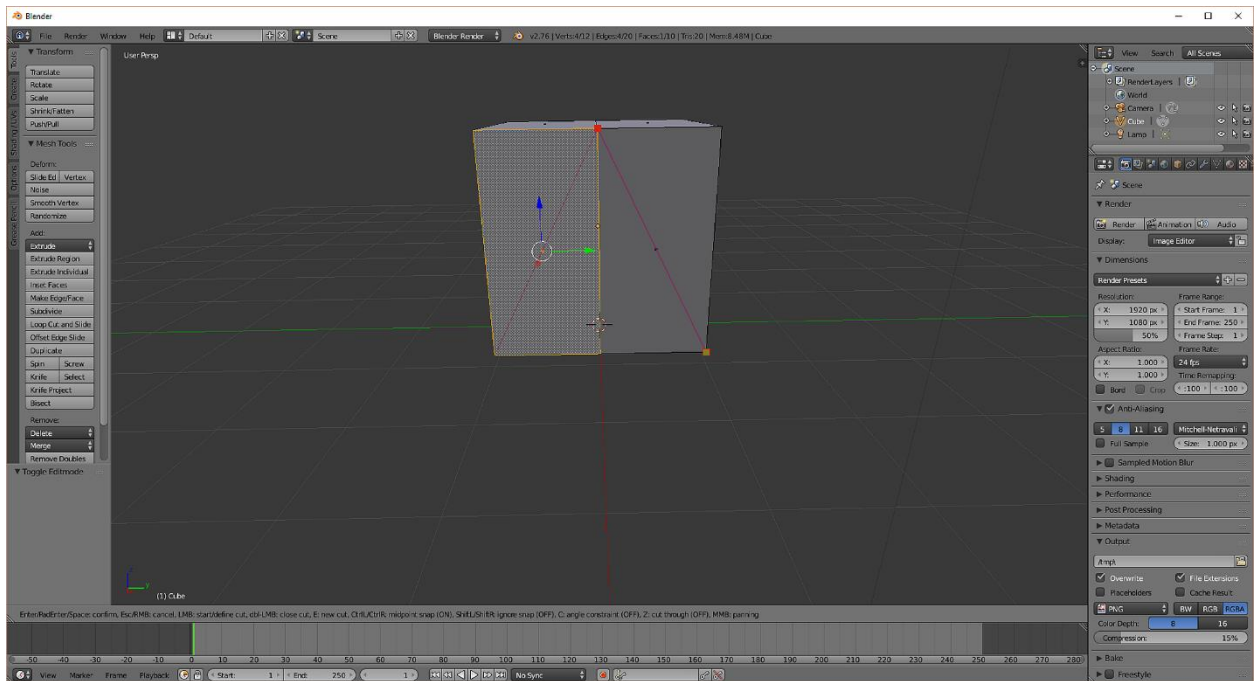
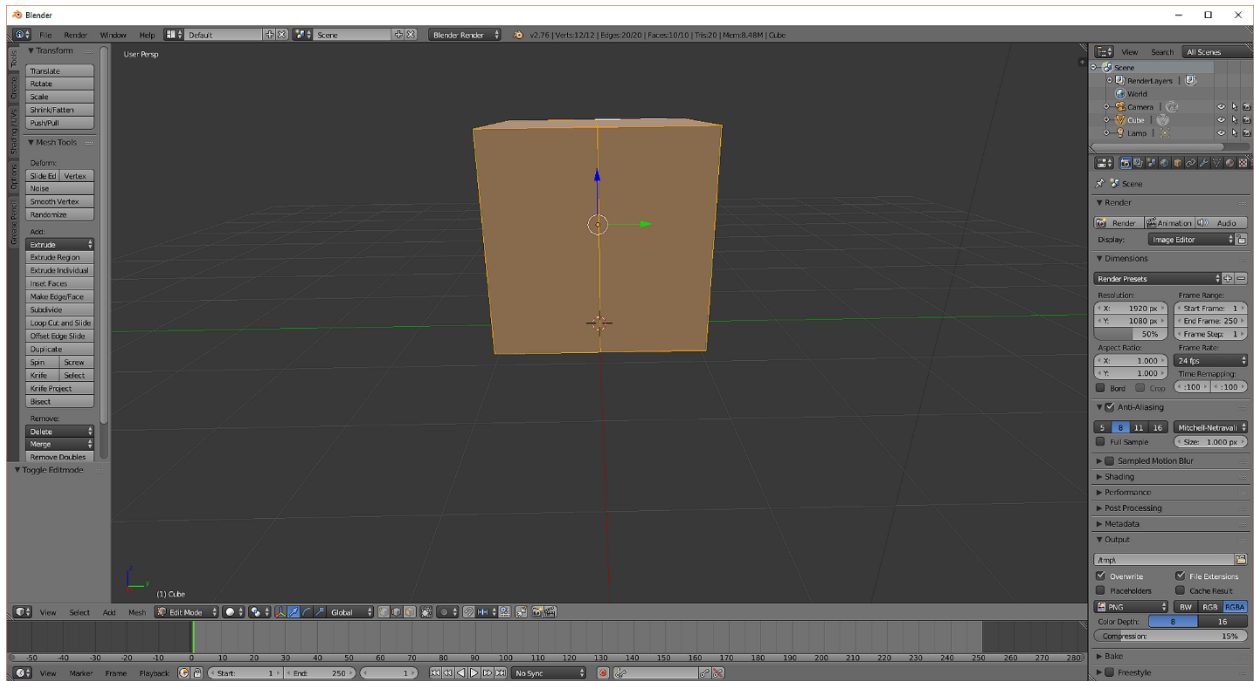


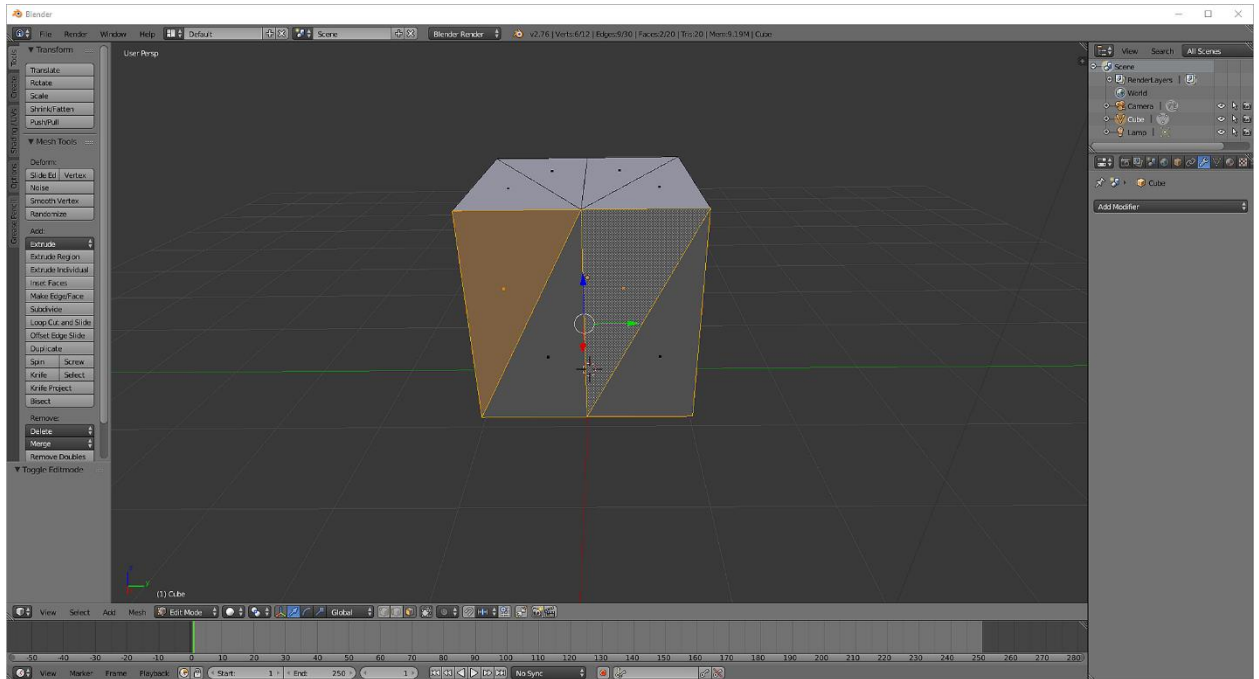
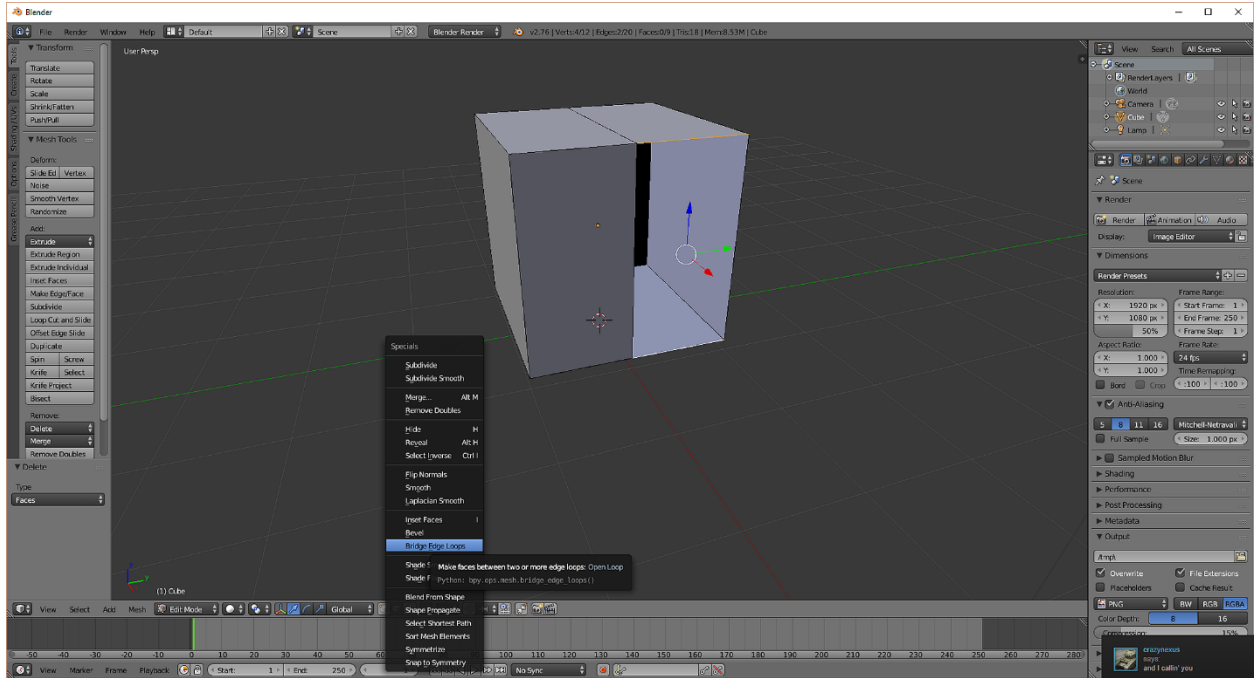


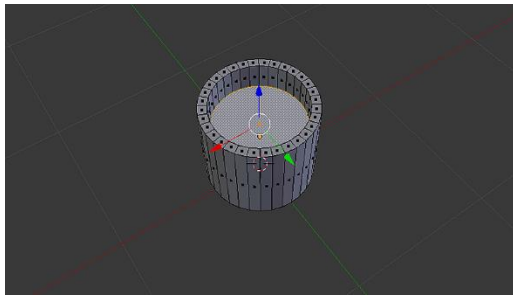
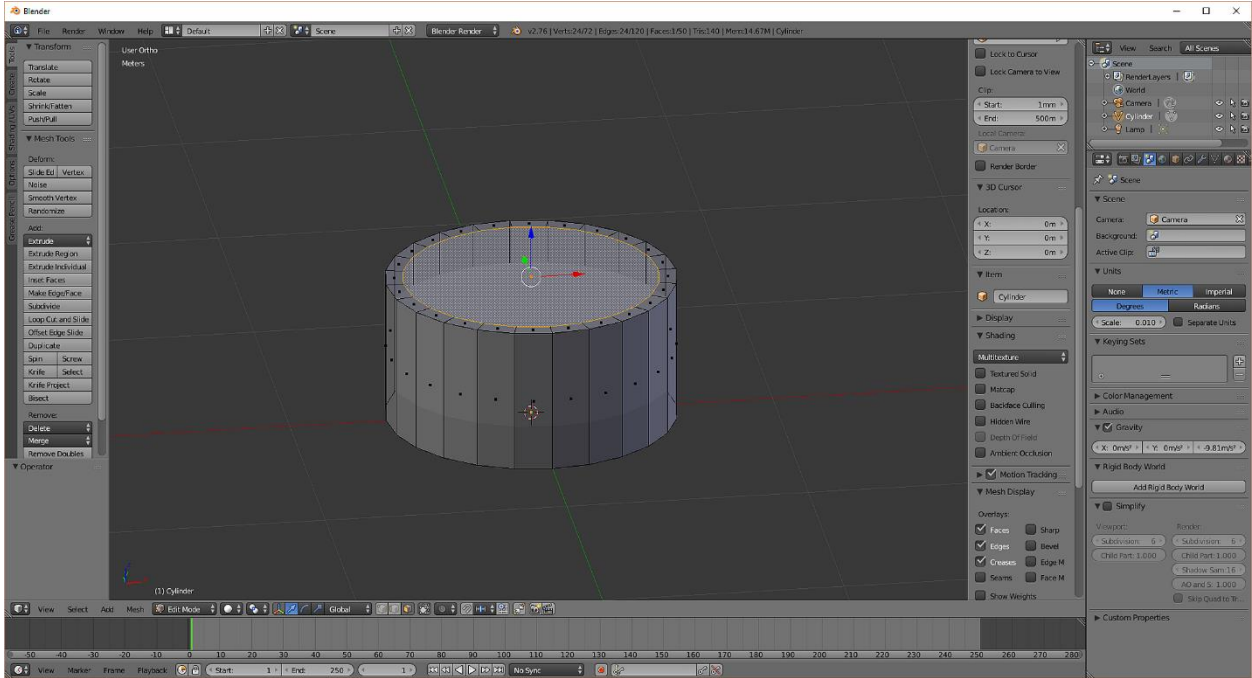
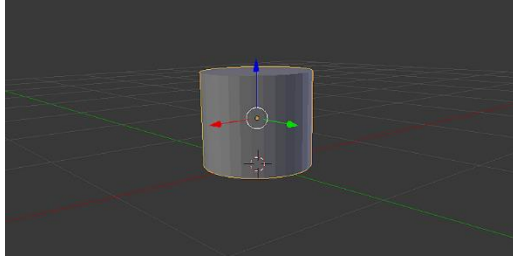


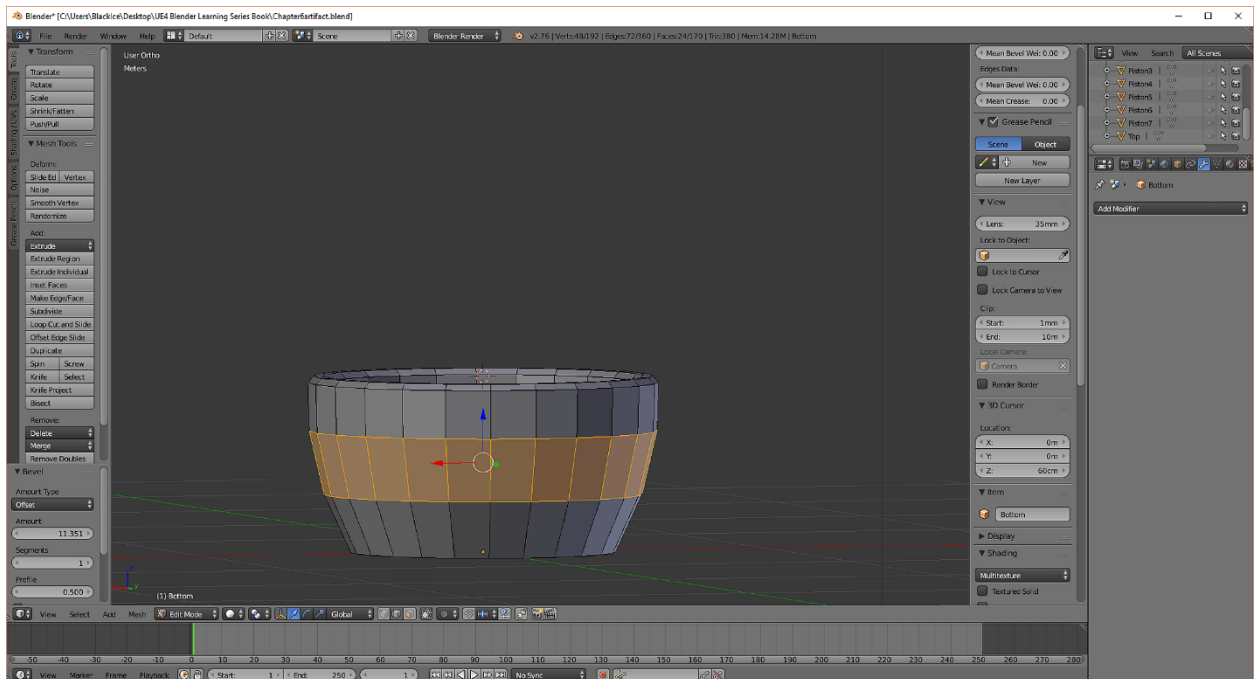
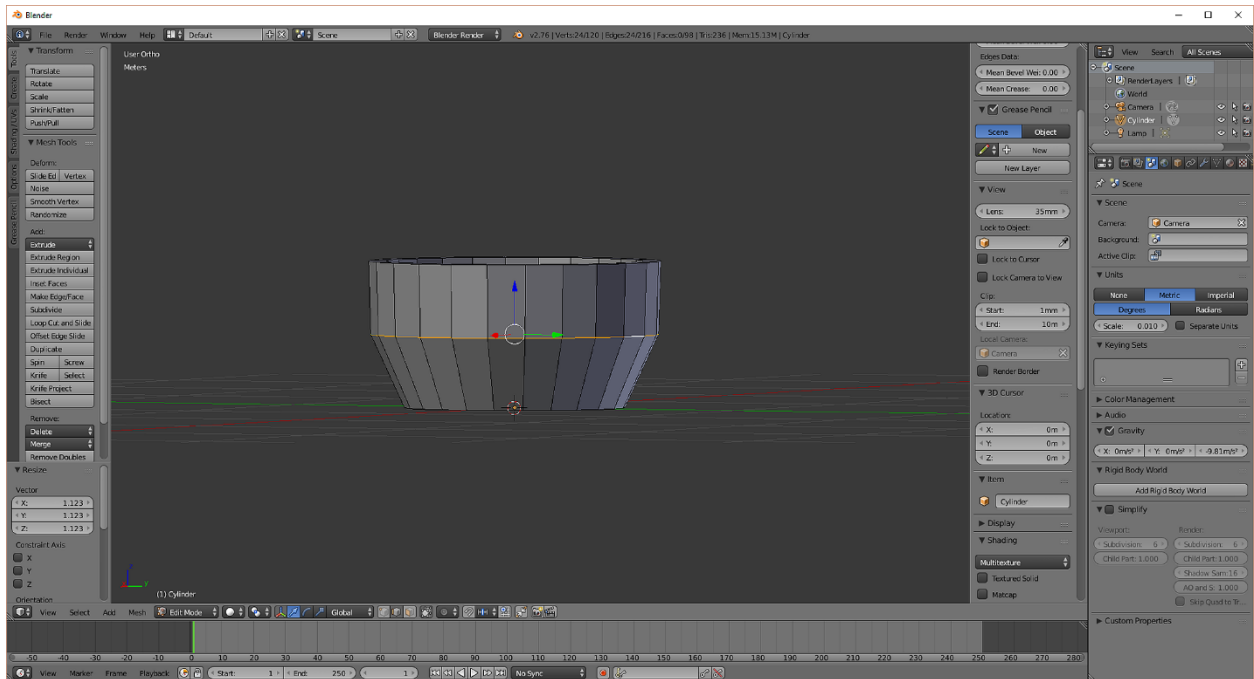
Chapter 6: Monster Assets – The LevelTotally Needs One of These

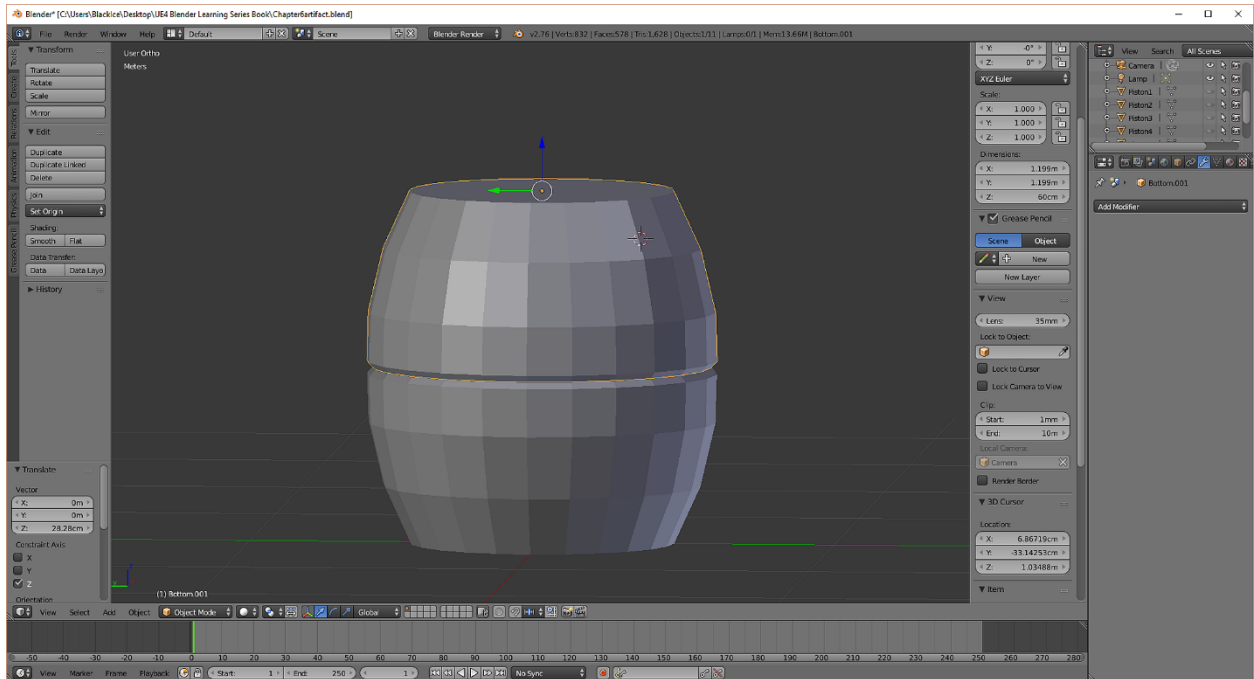
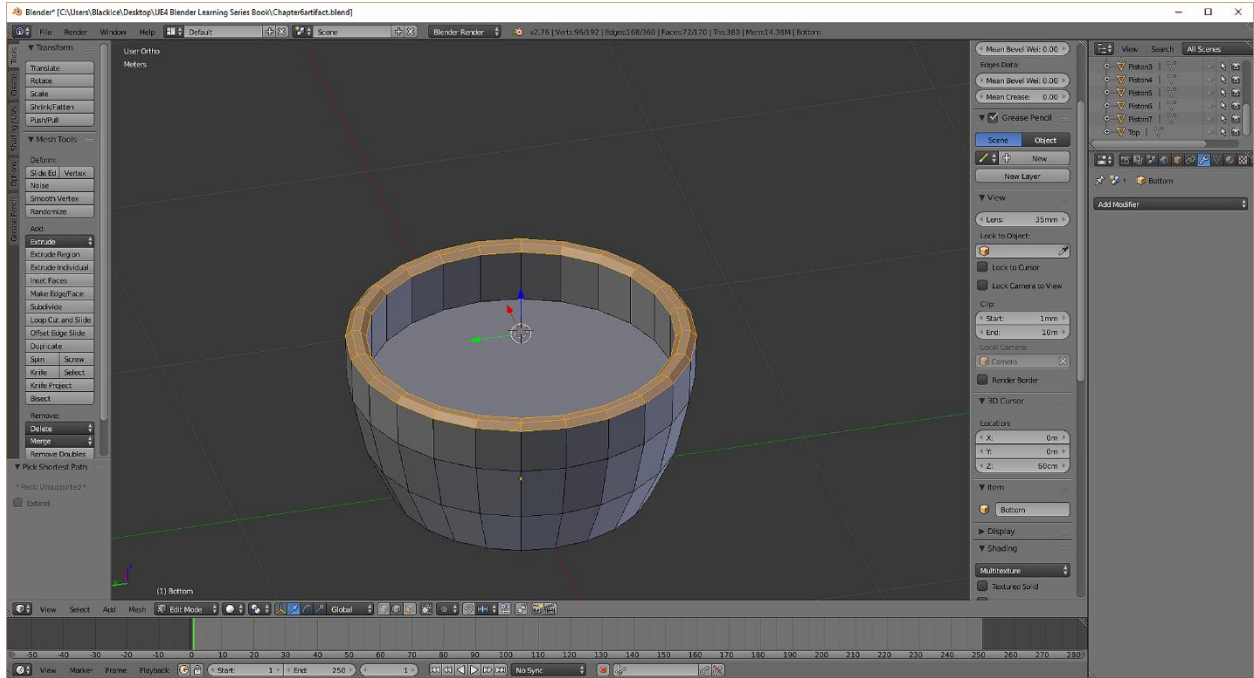


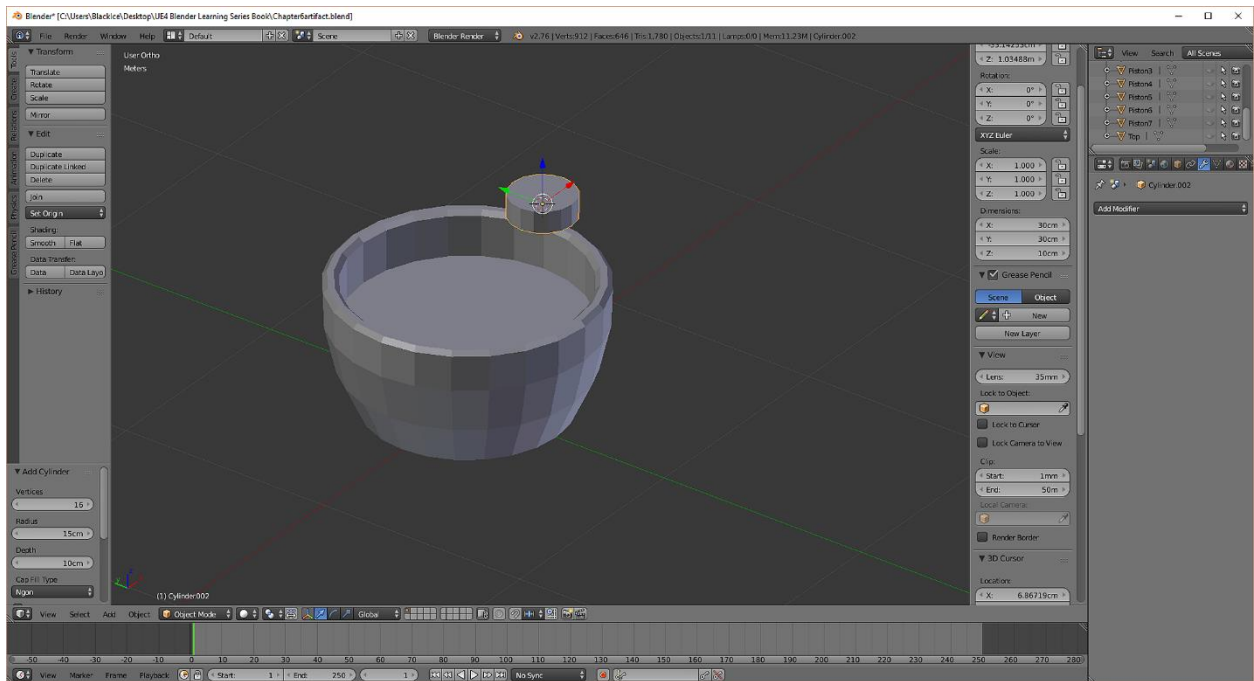
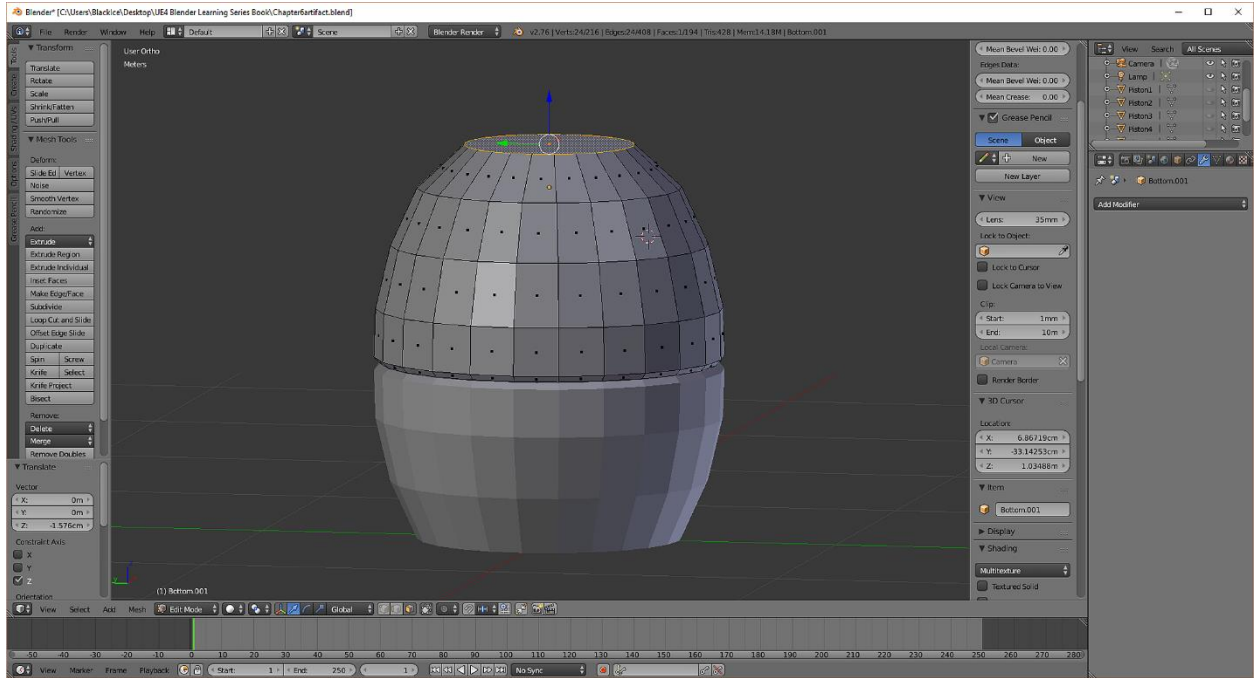


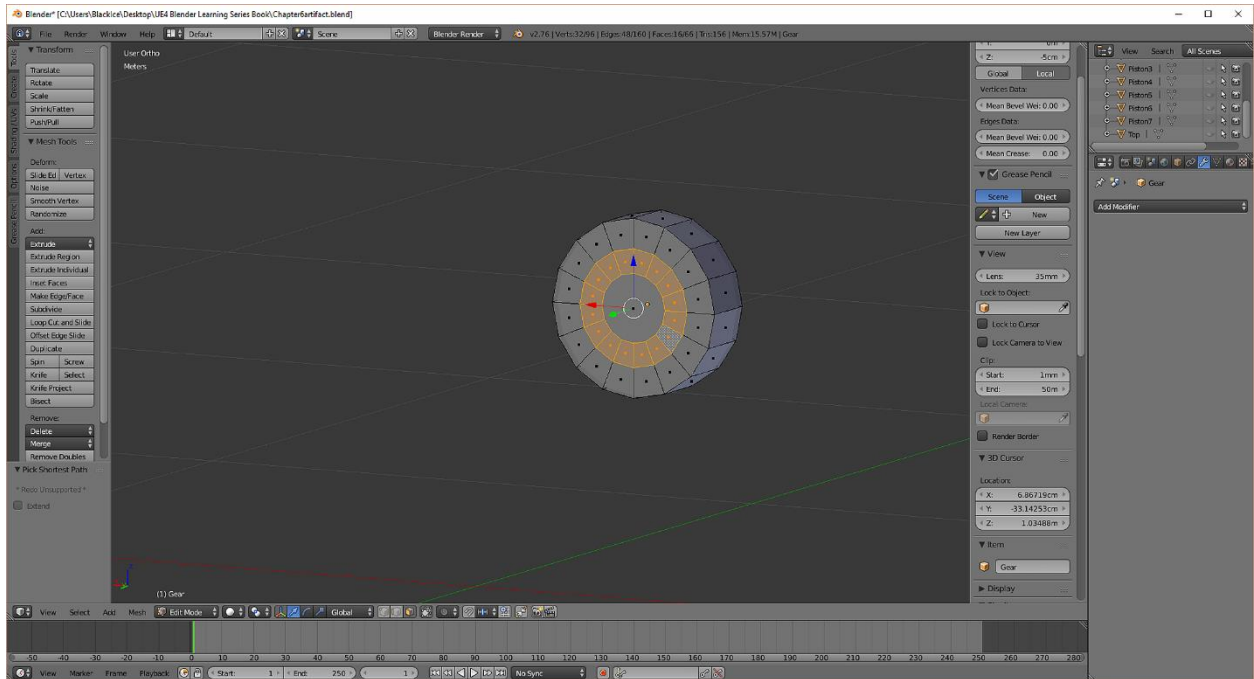
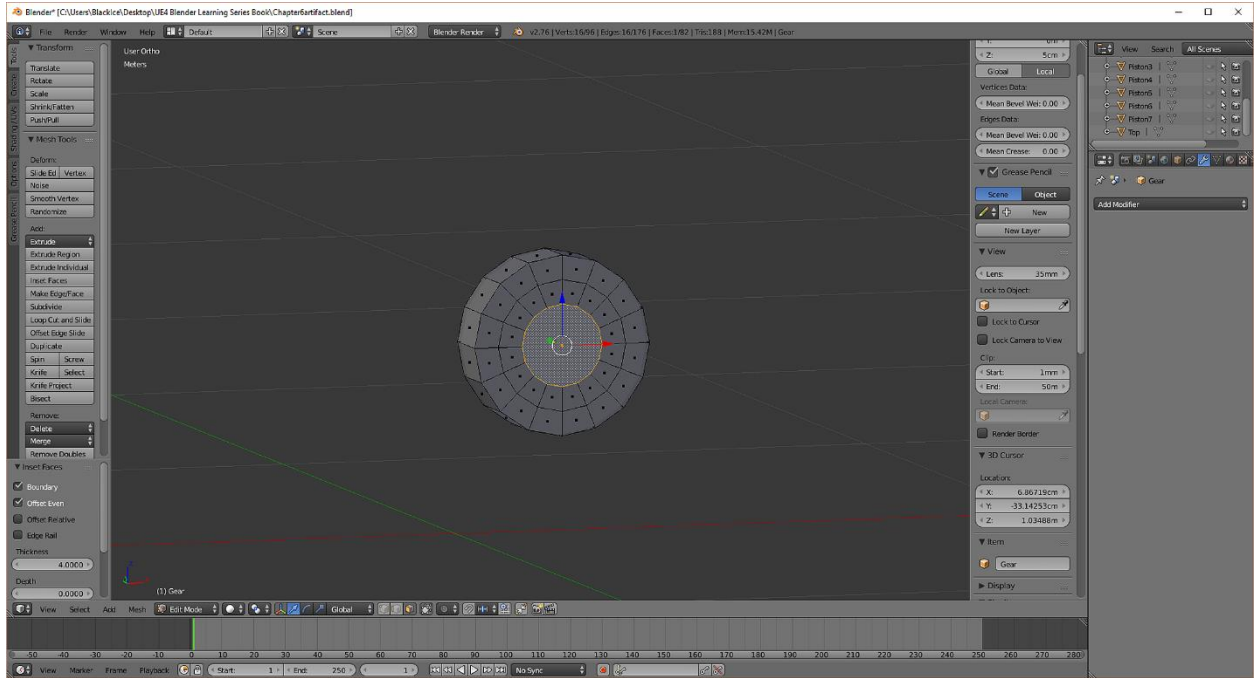


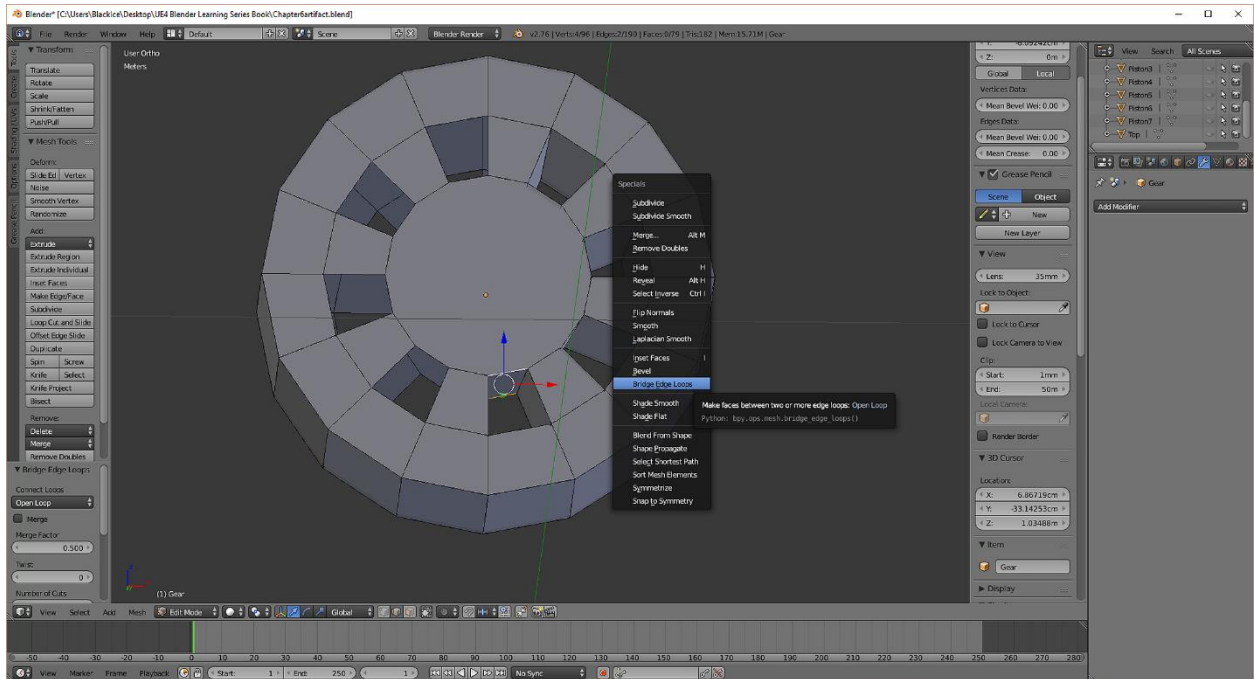
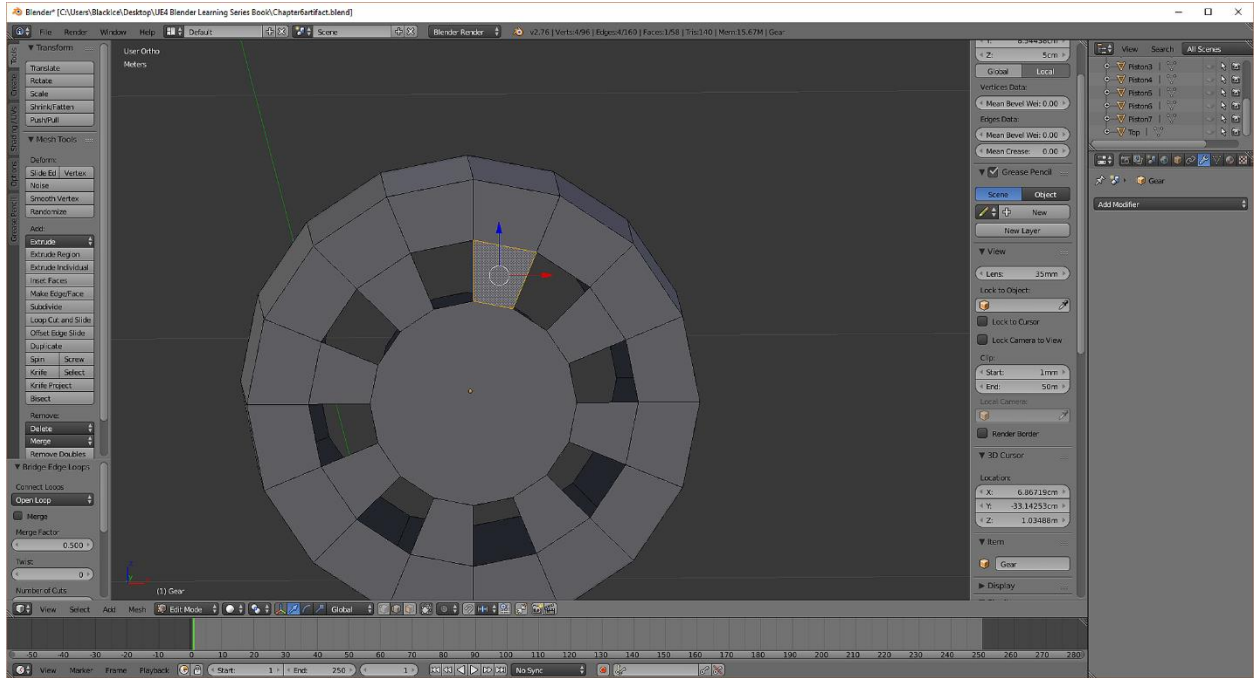


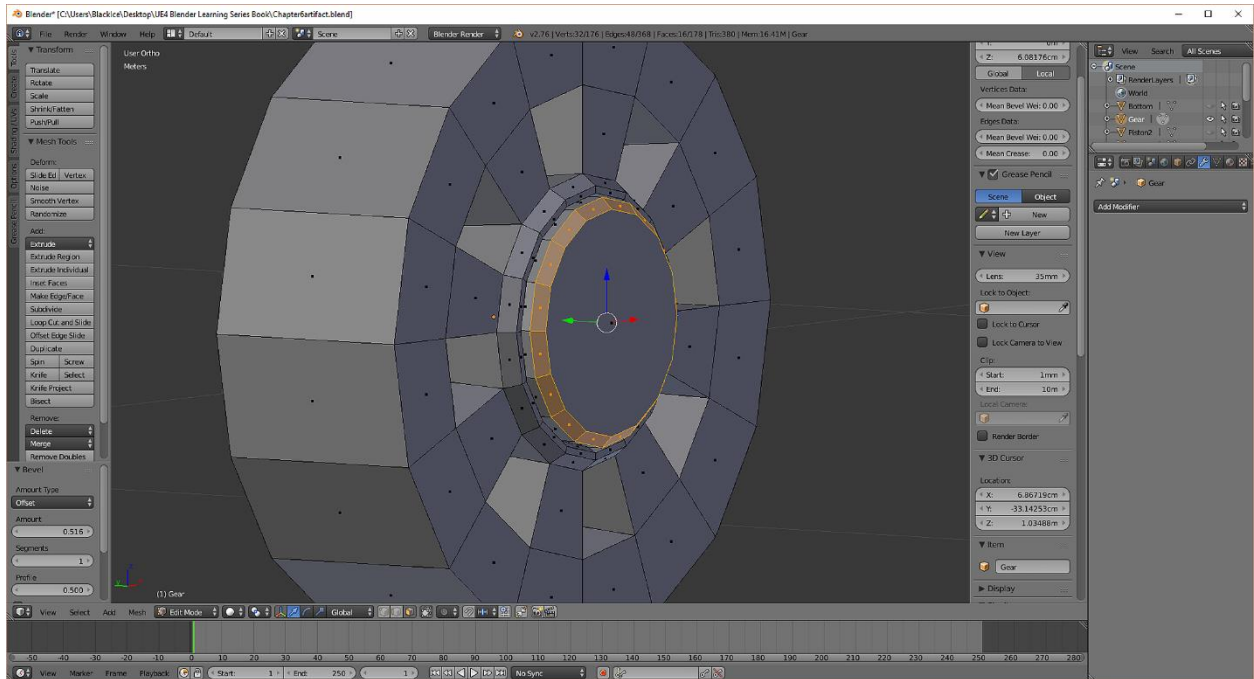
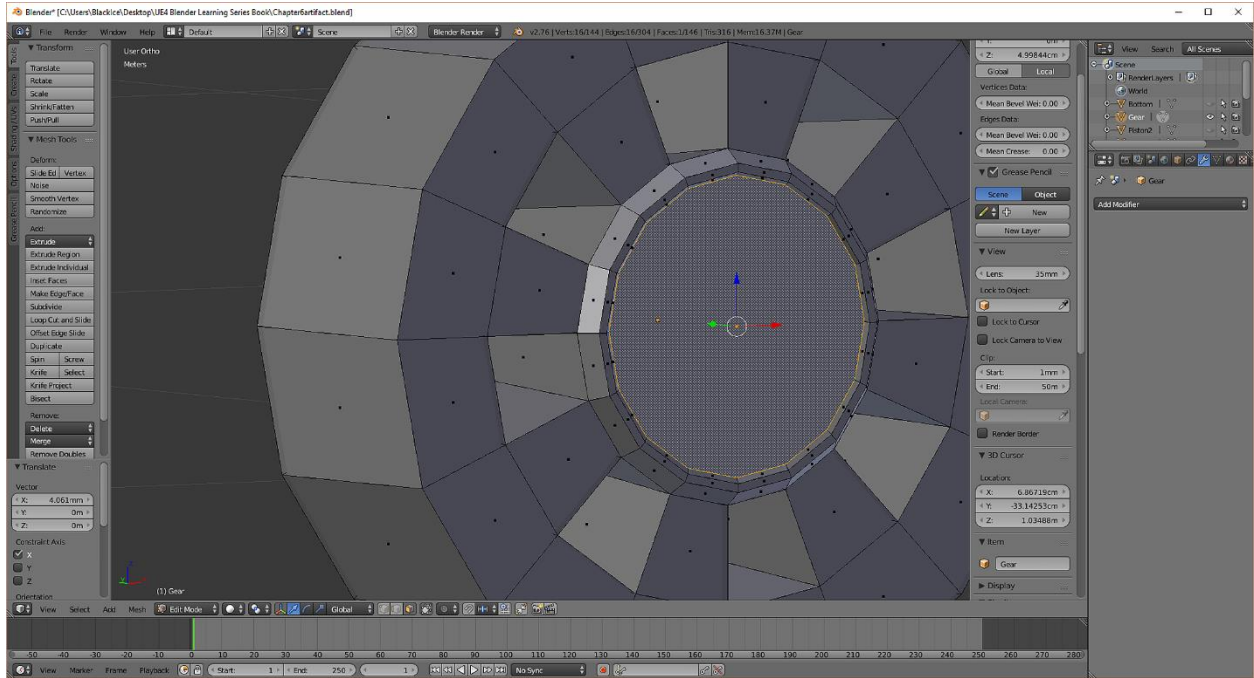


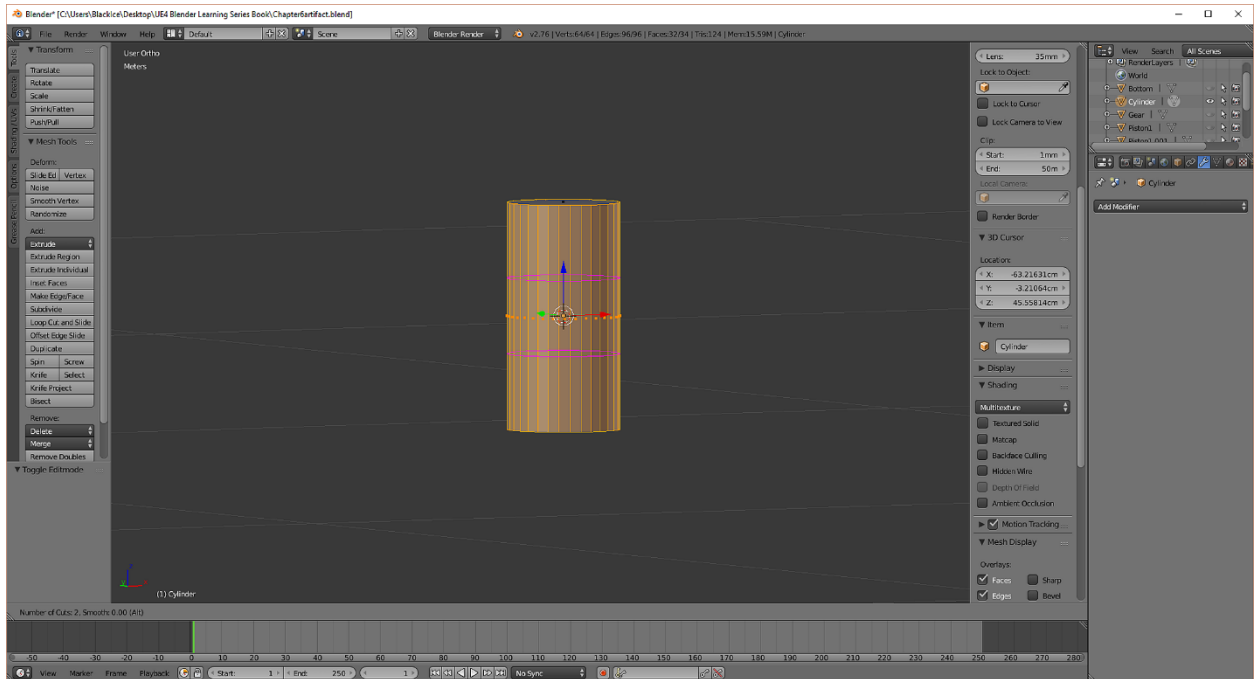
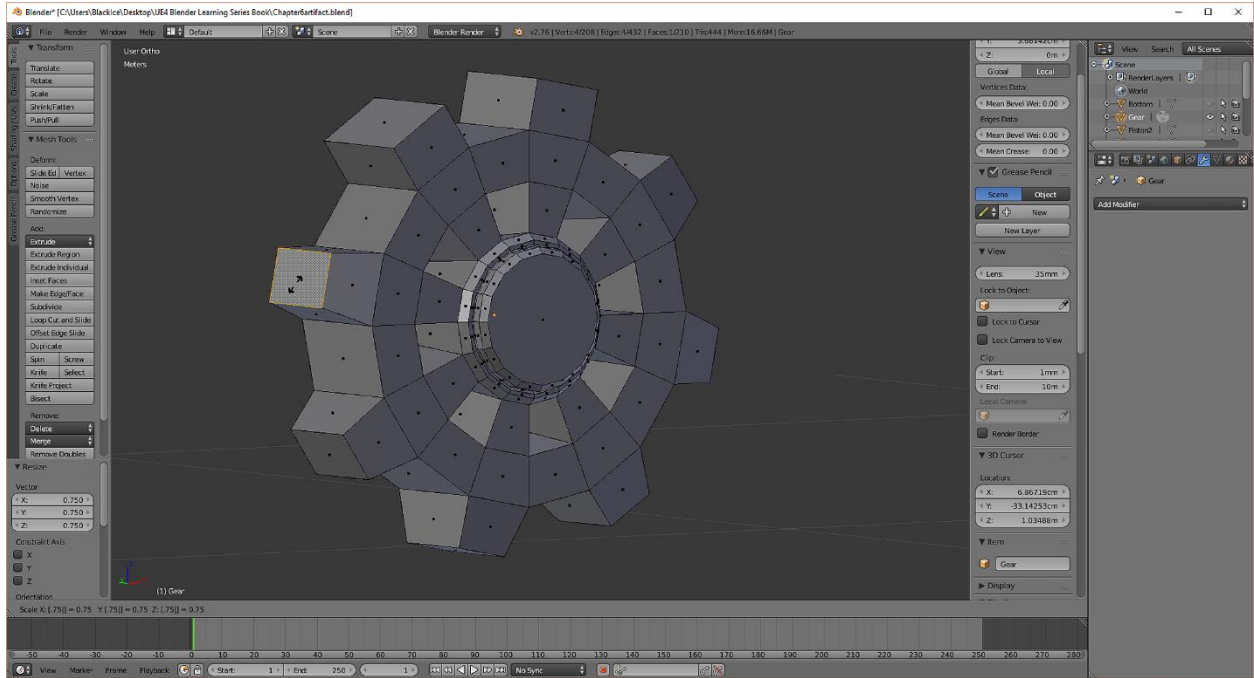


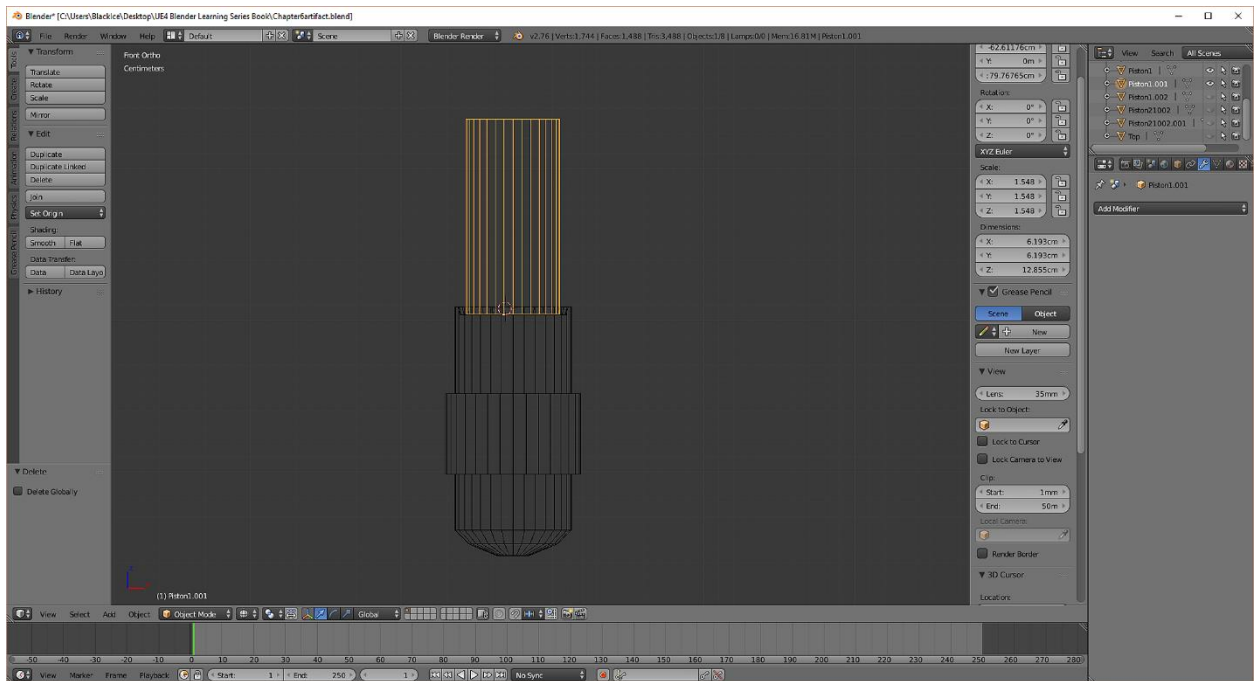
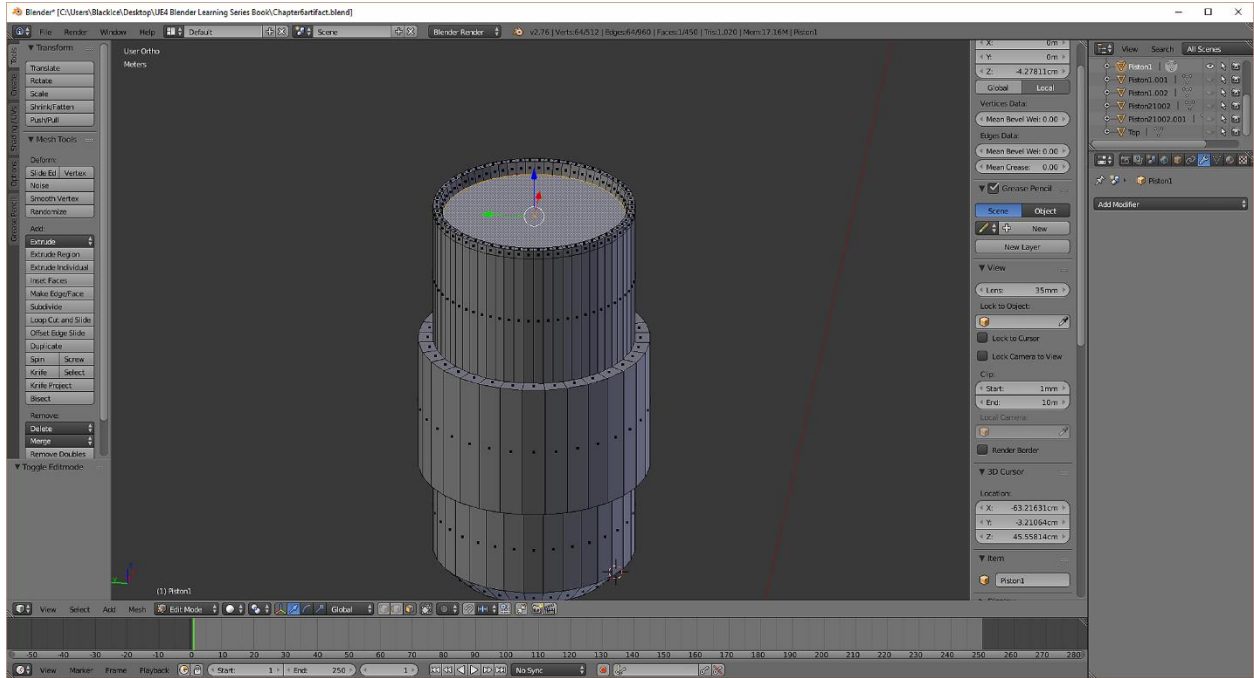


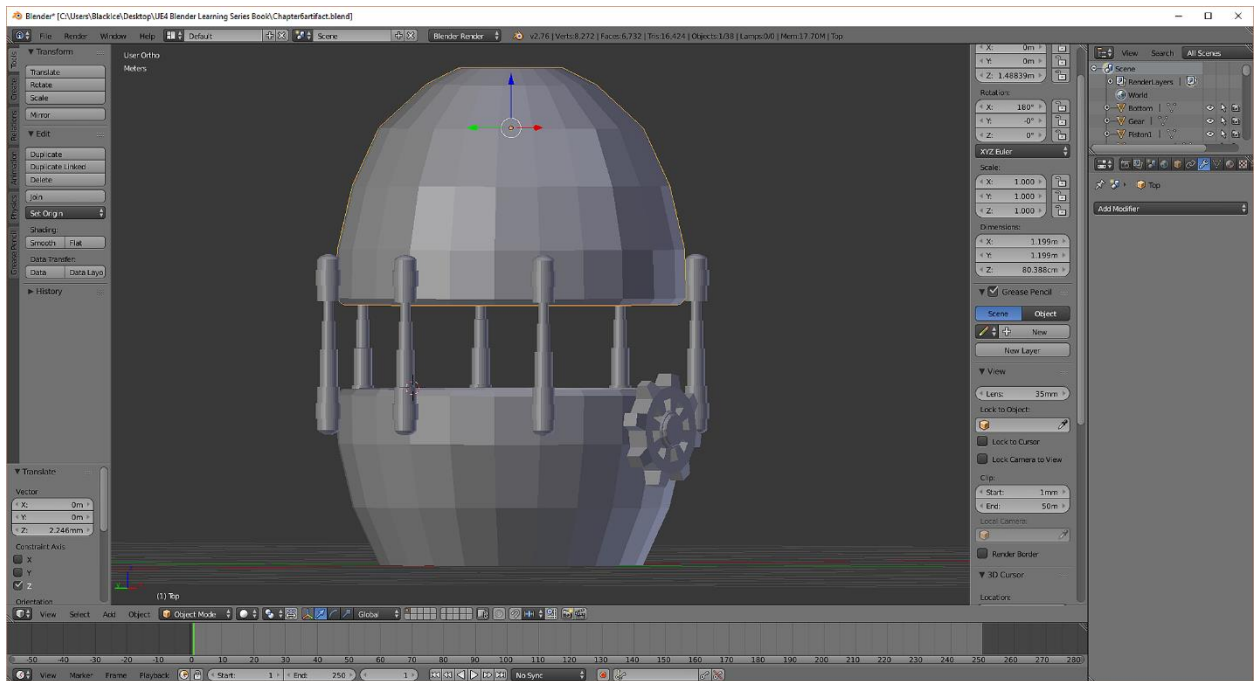
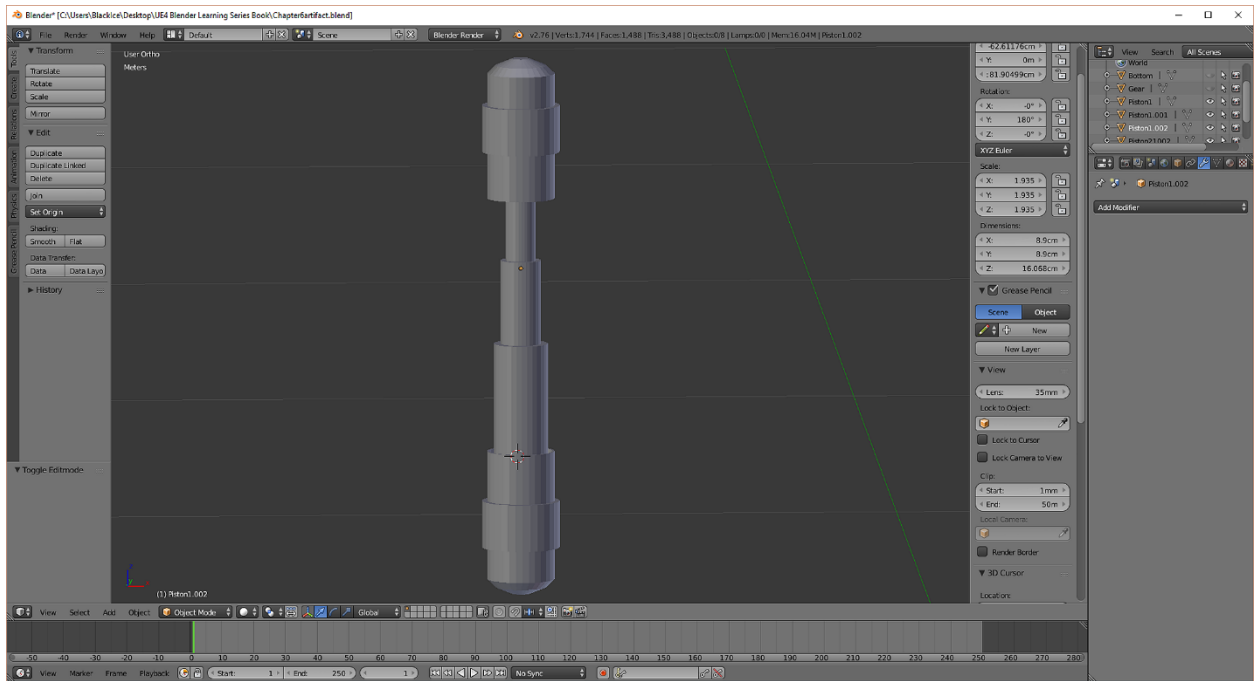


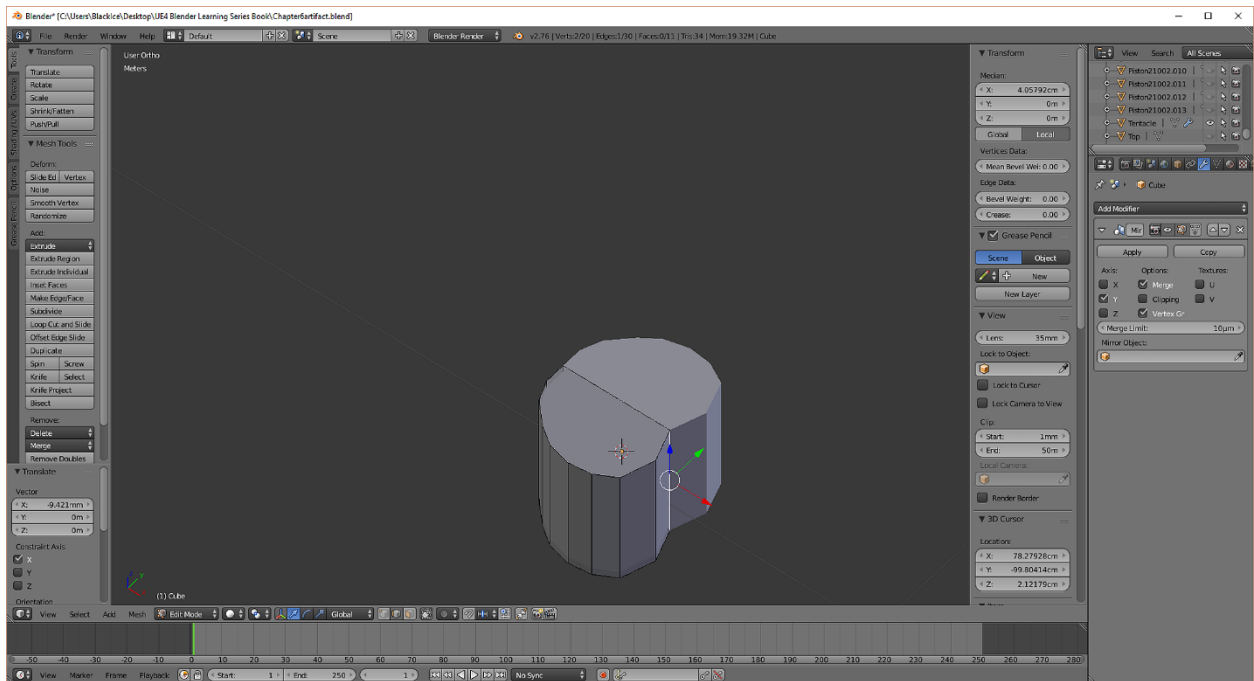
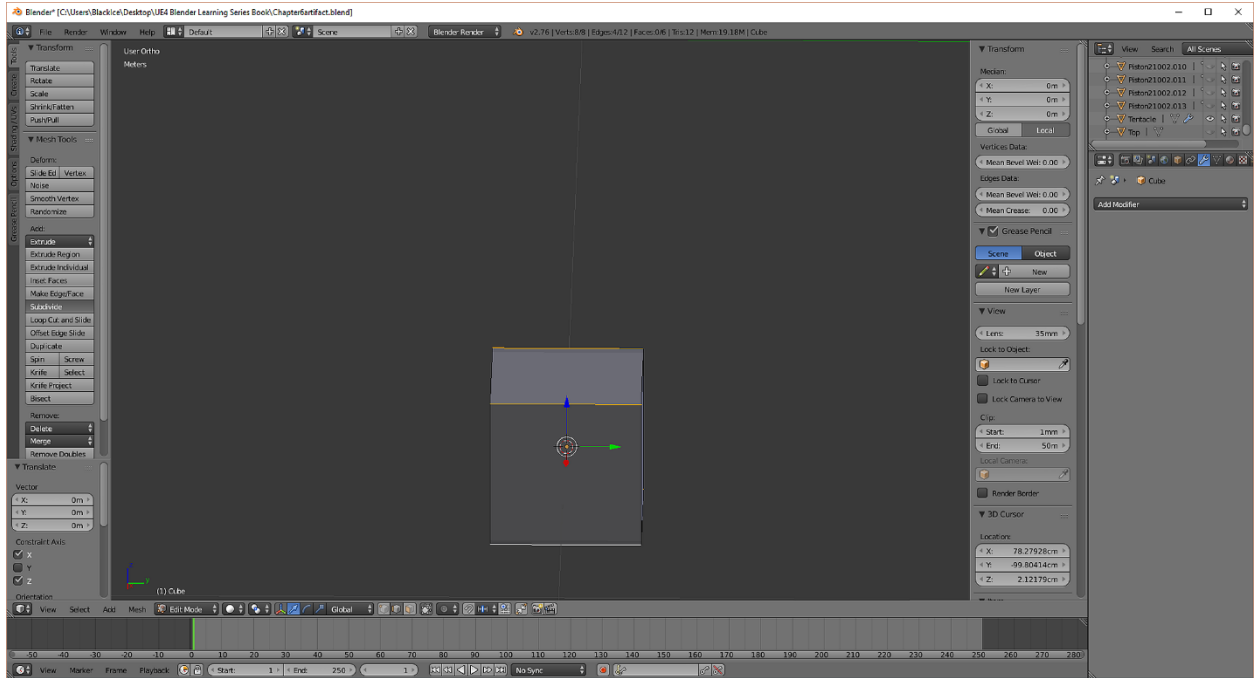


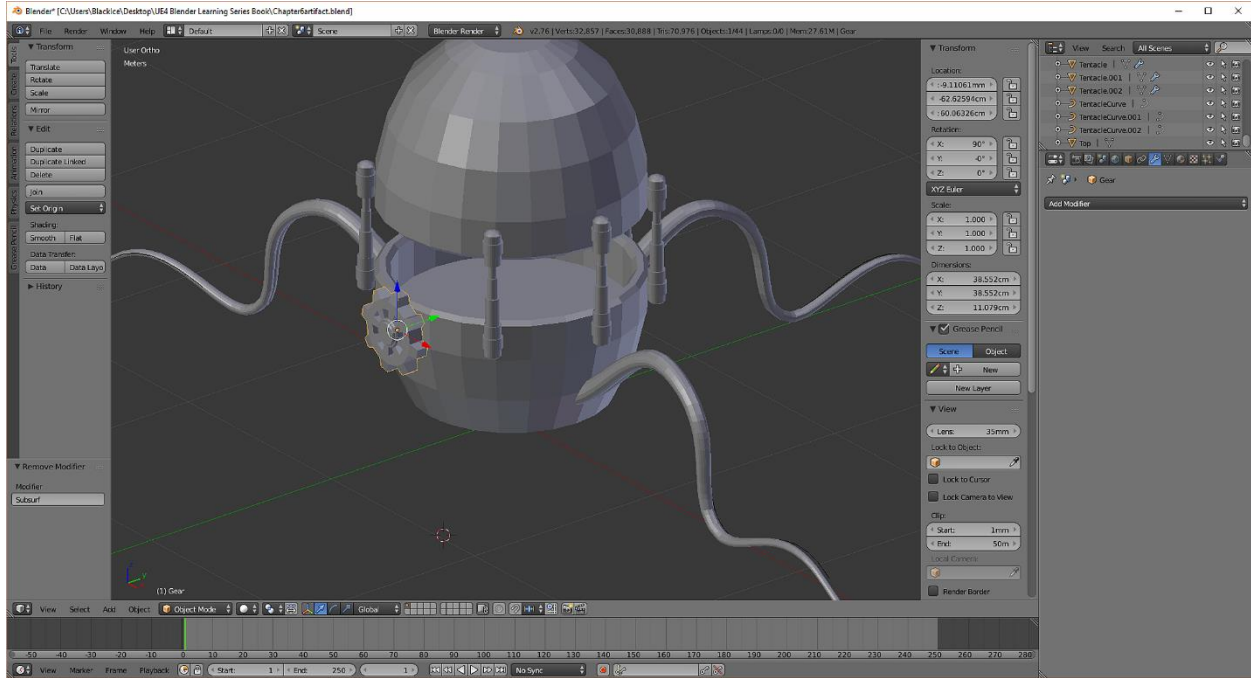
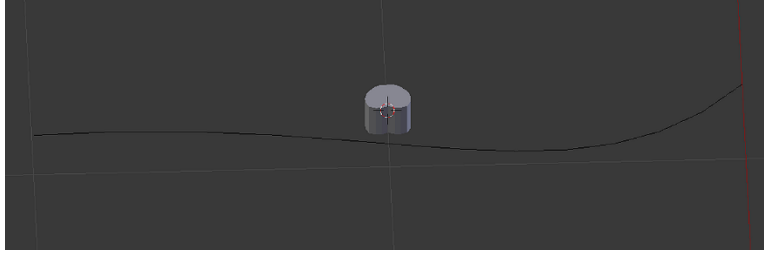


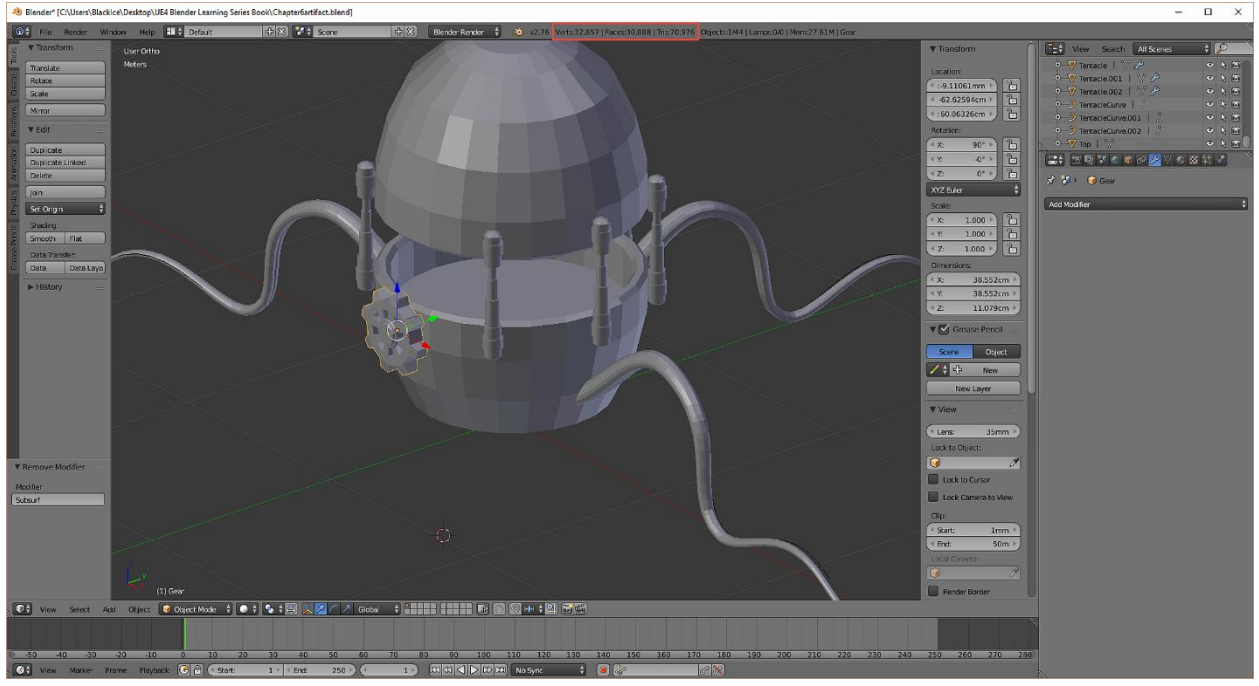




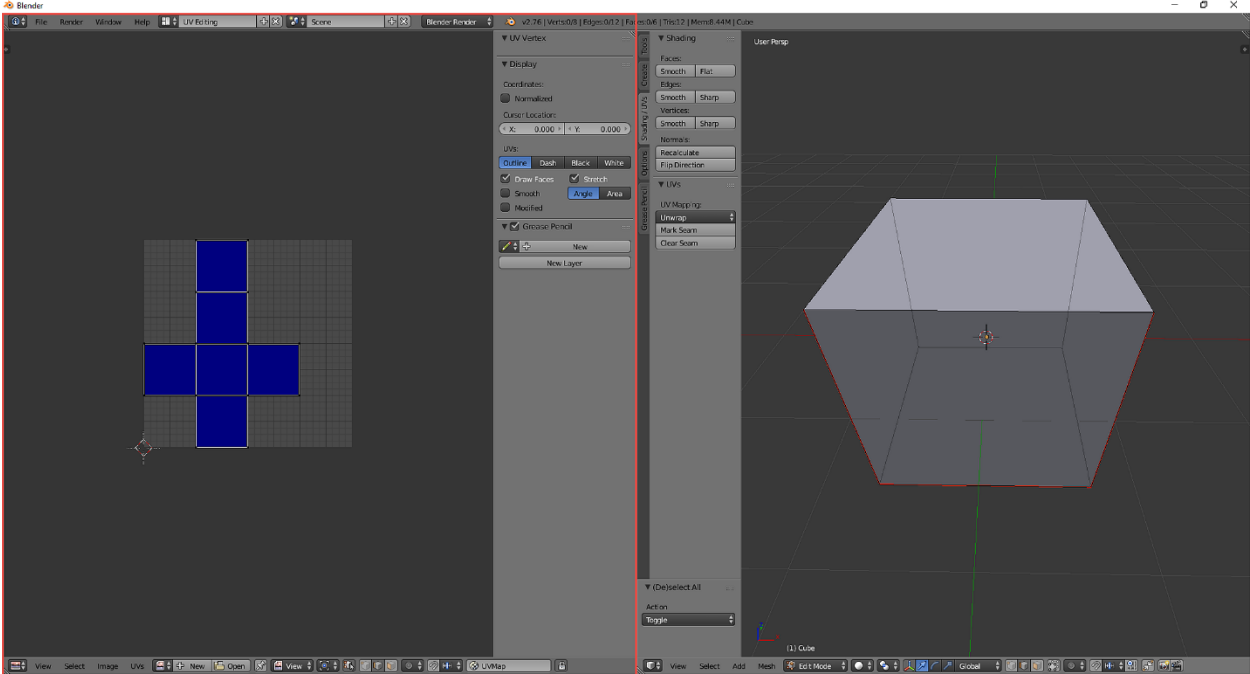
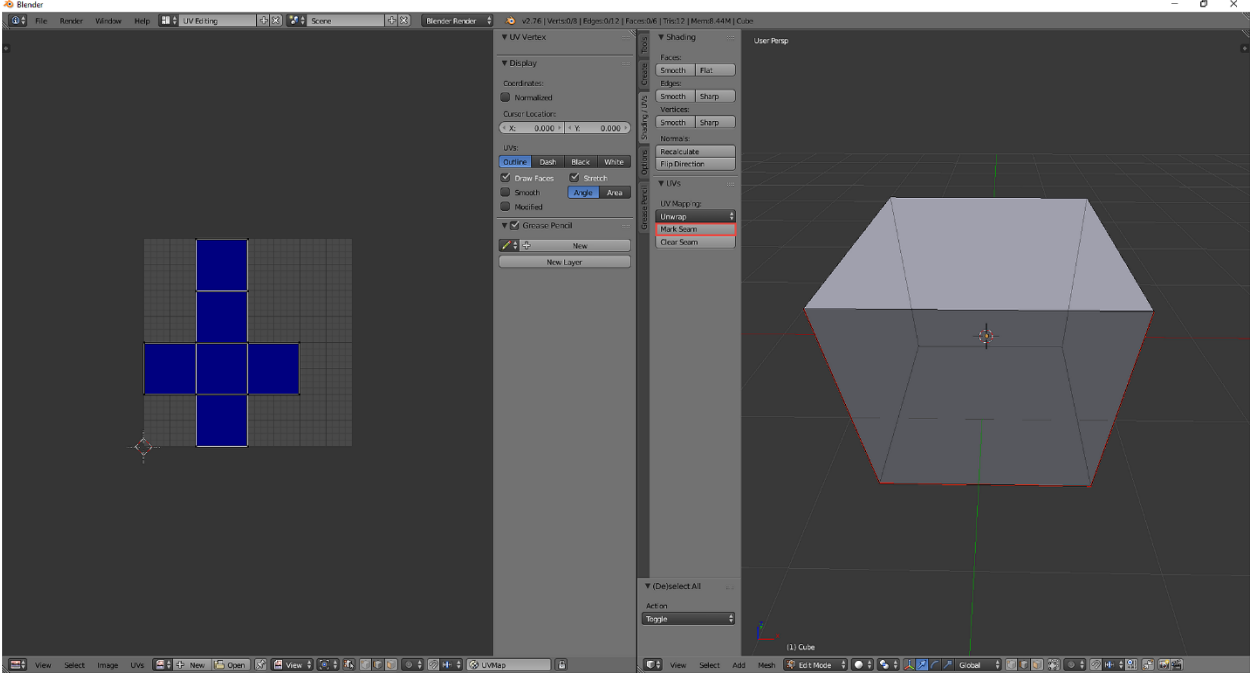


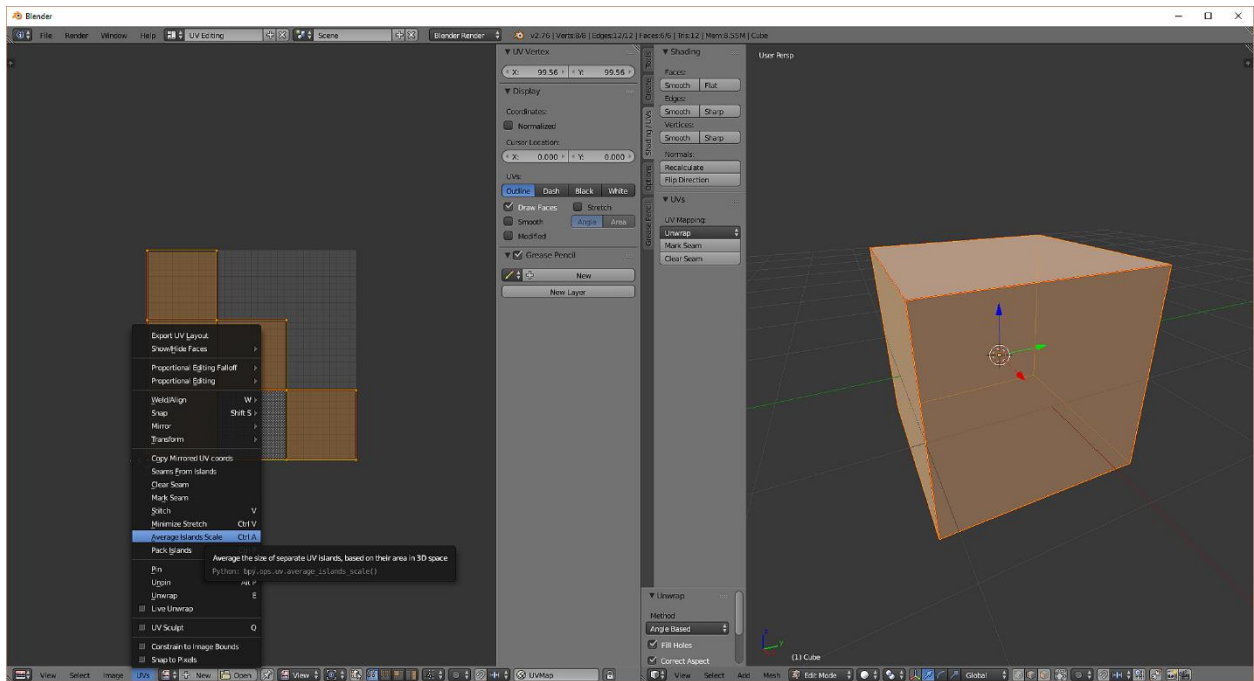
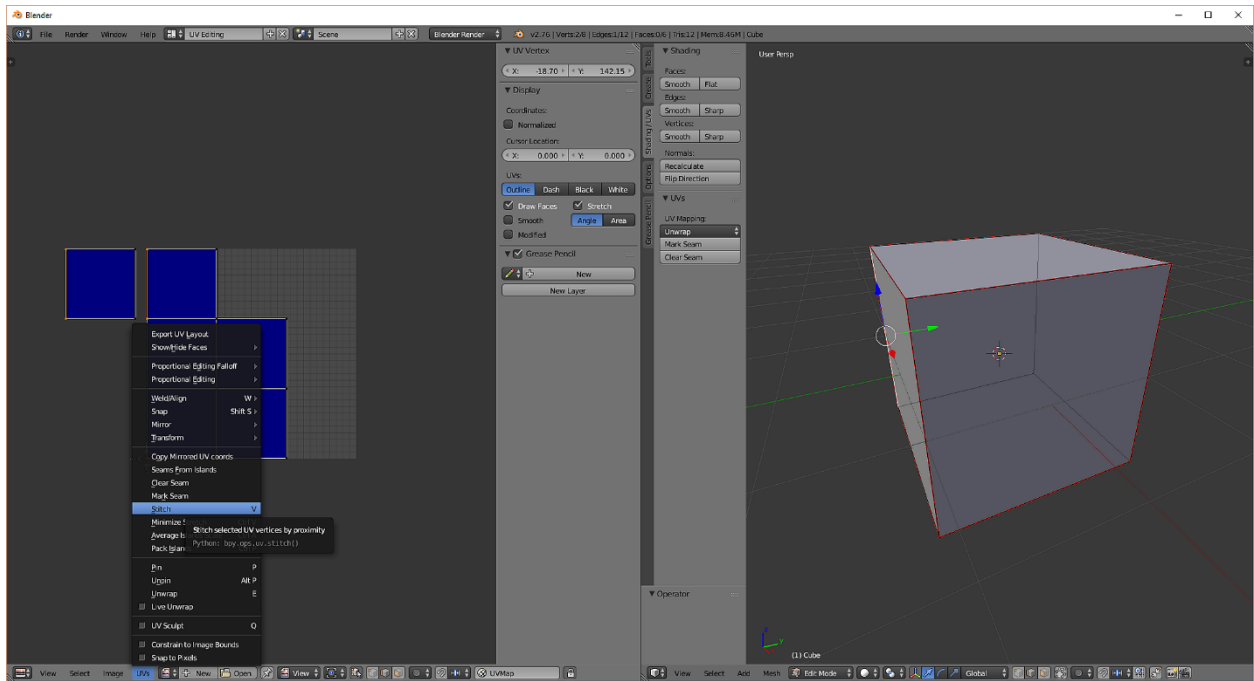


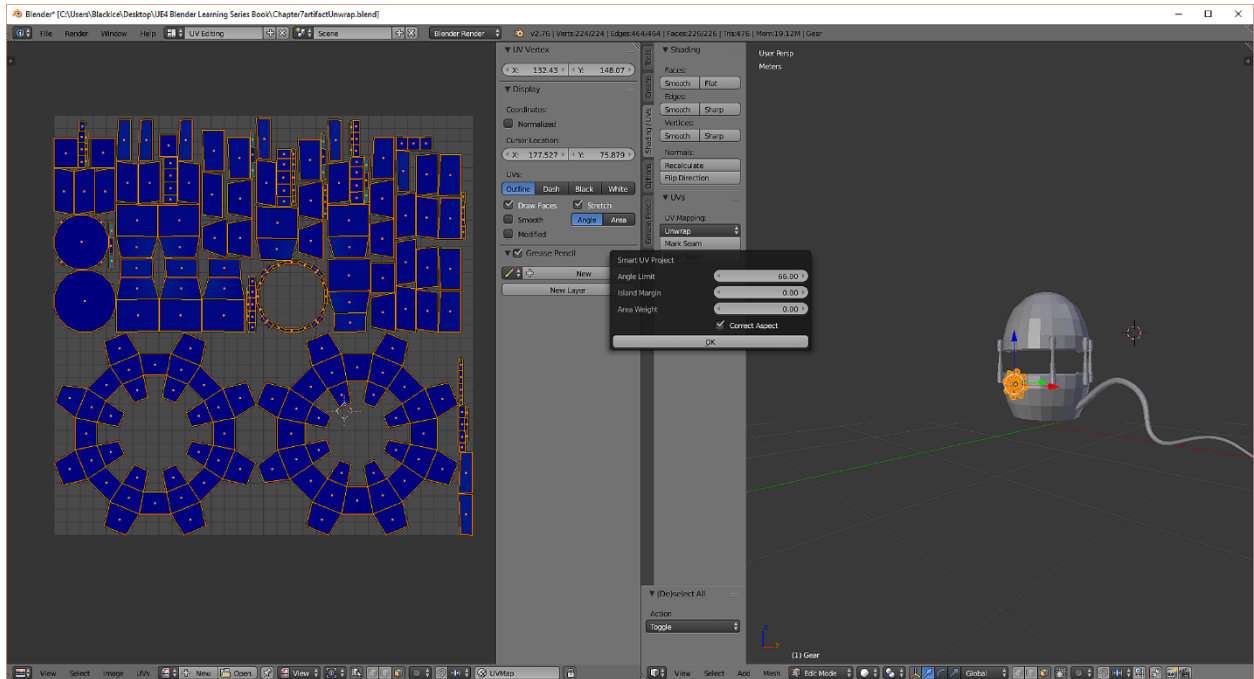
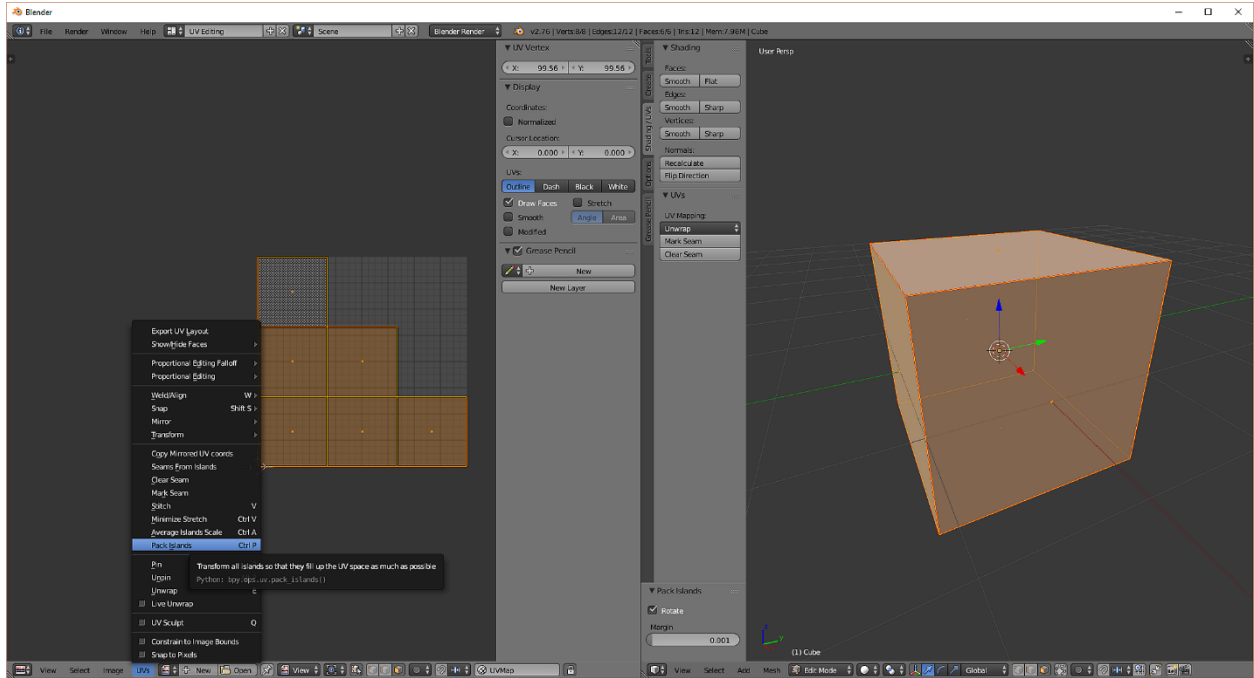


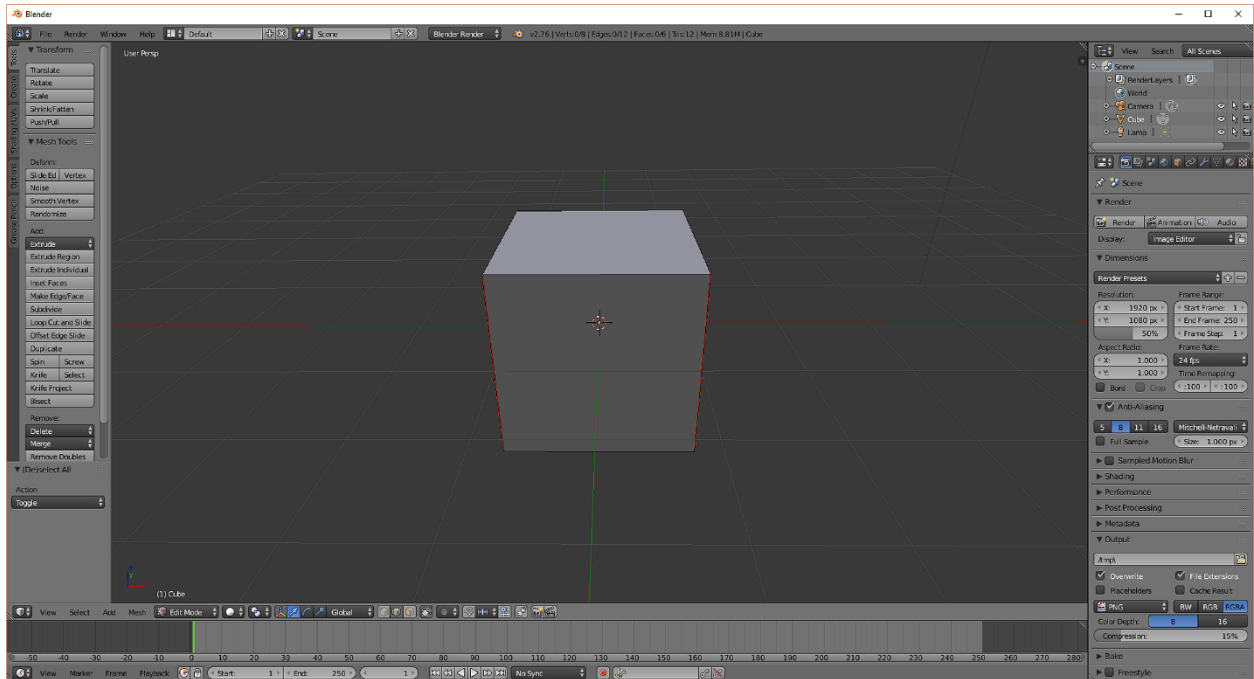
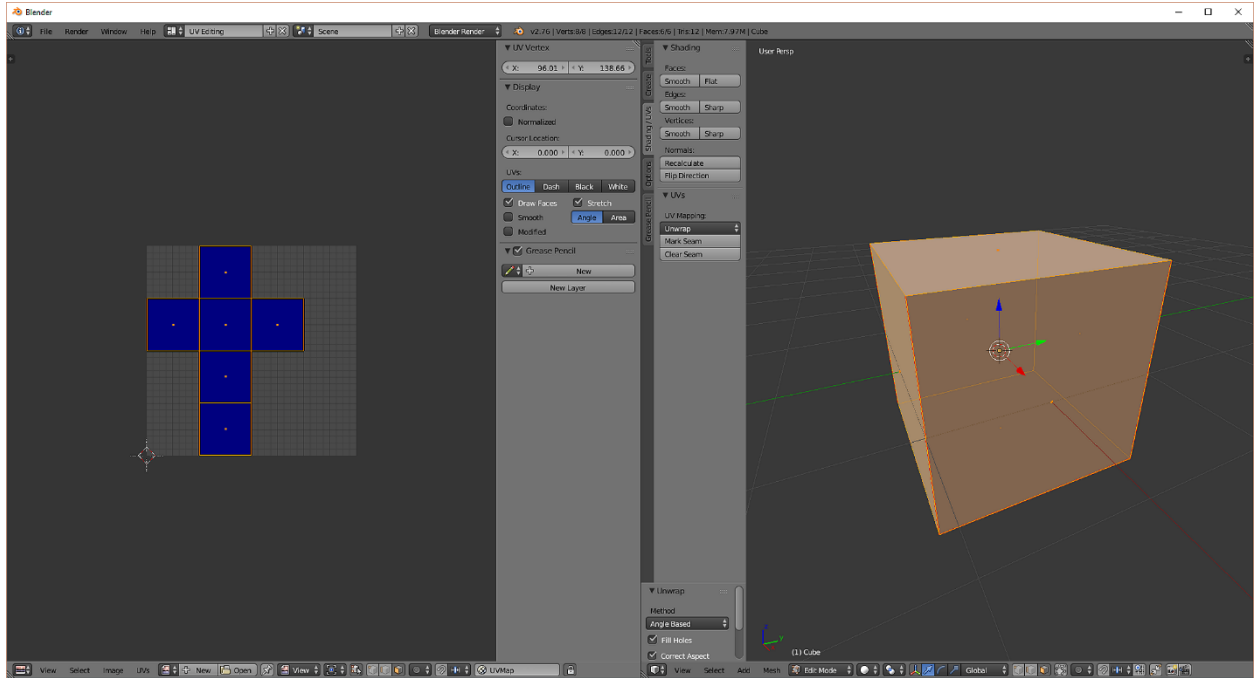


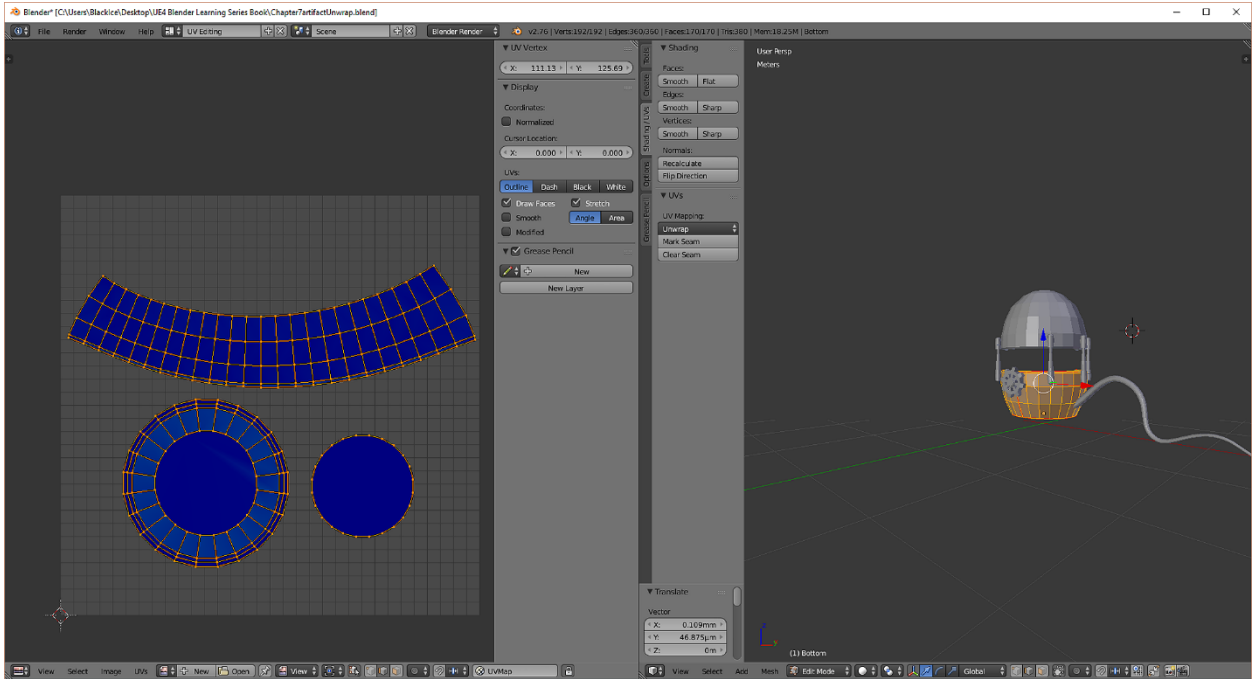
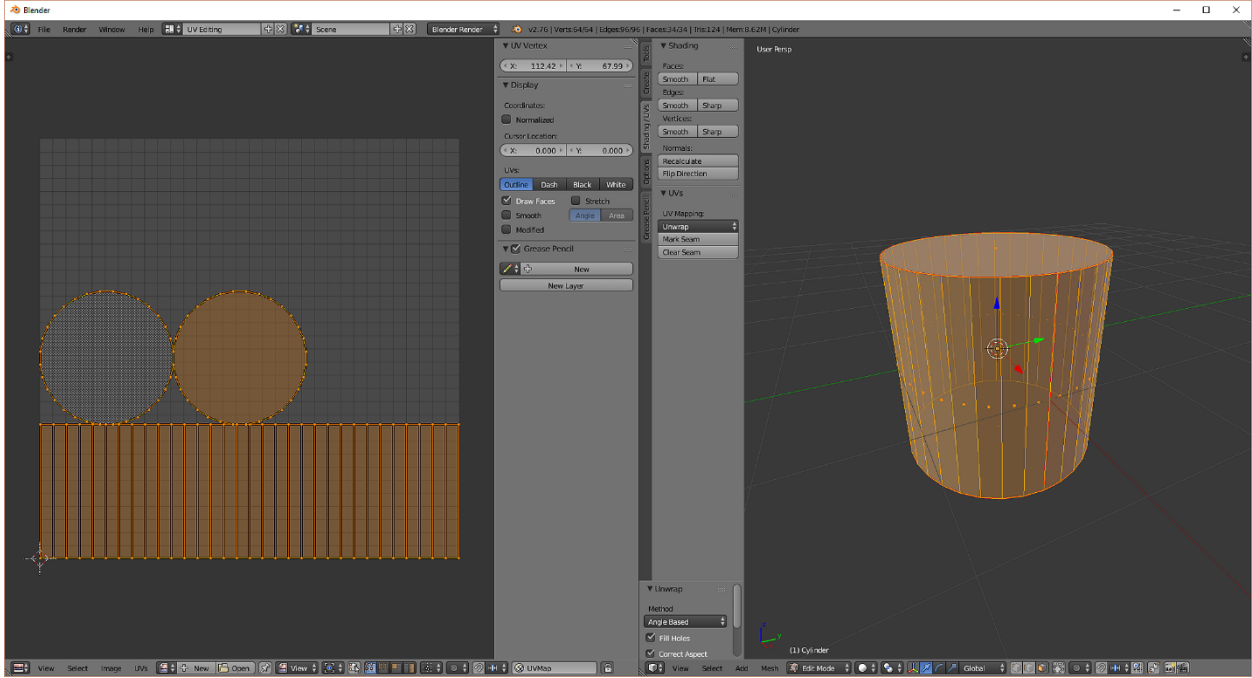
Chapter 7: Let's Dress to Impress!

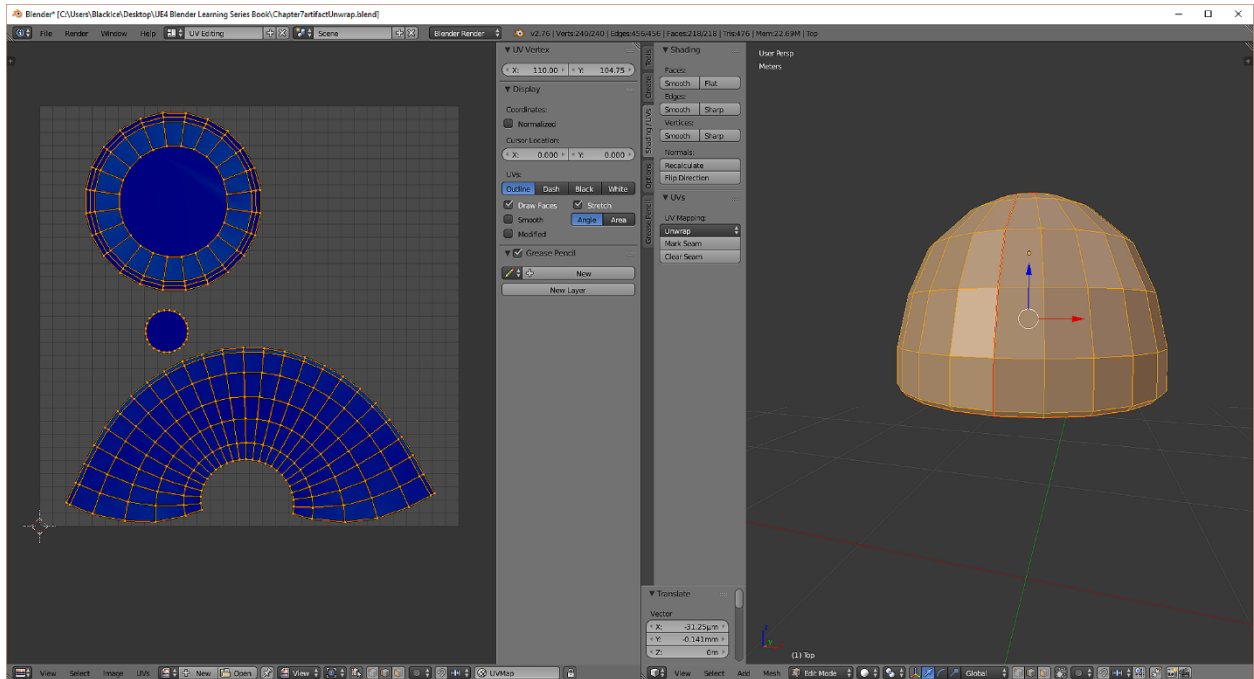
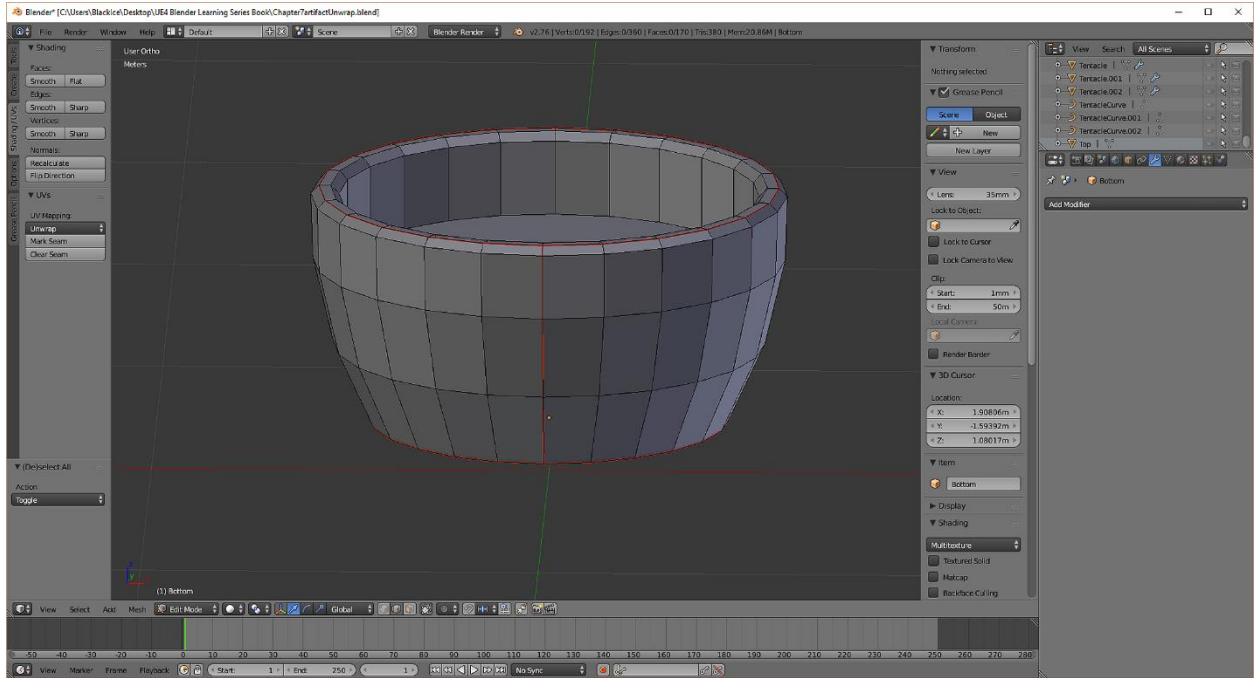


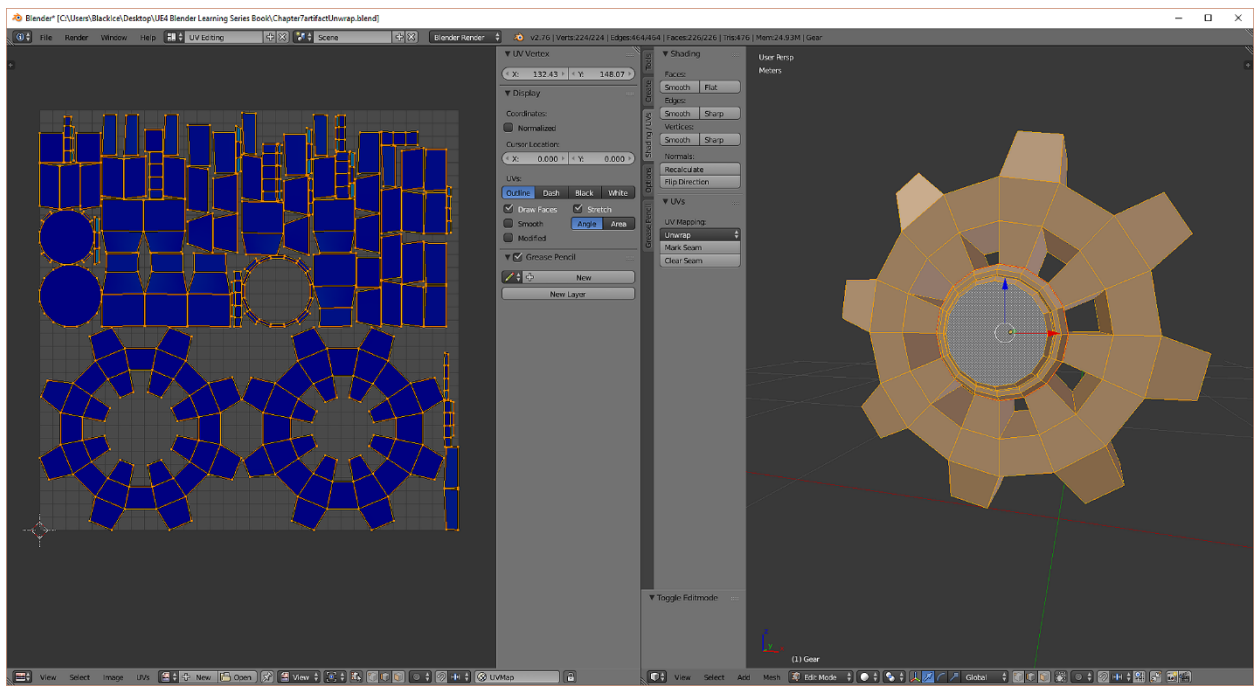
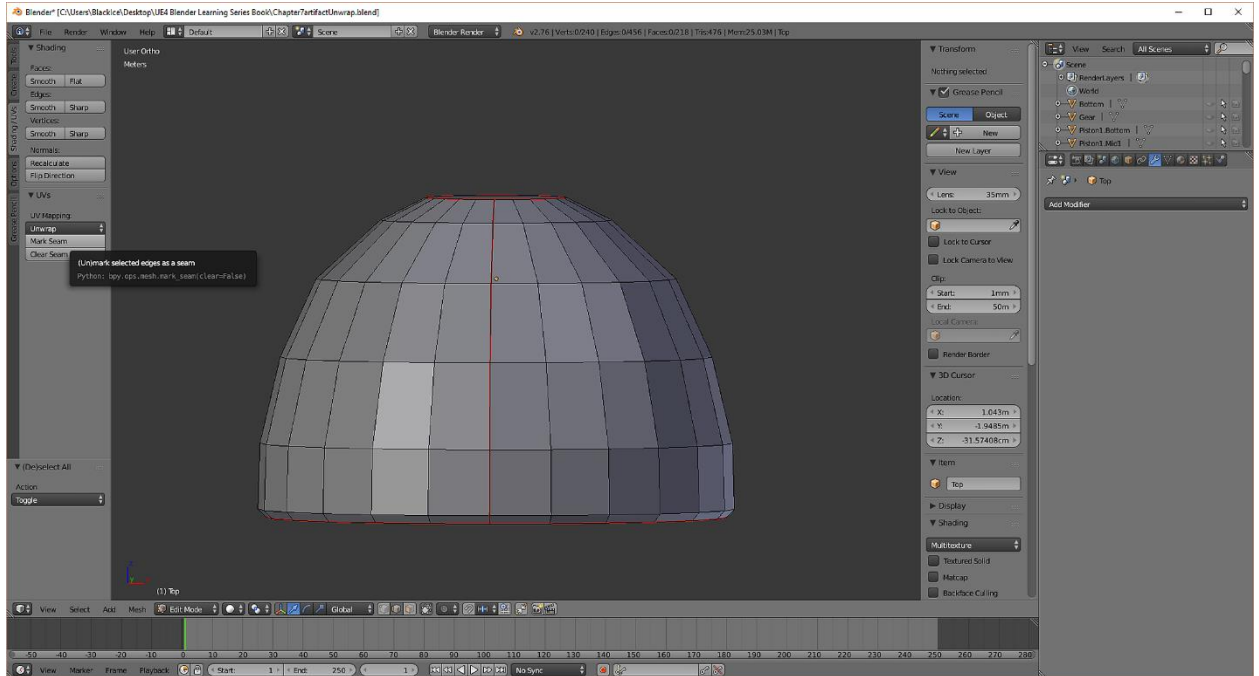


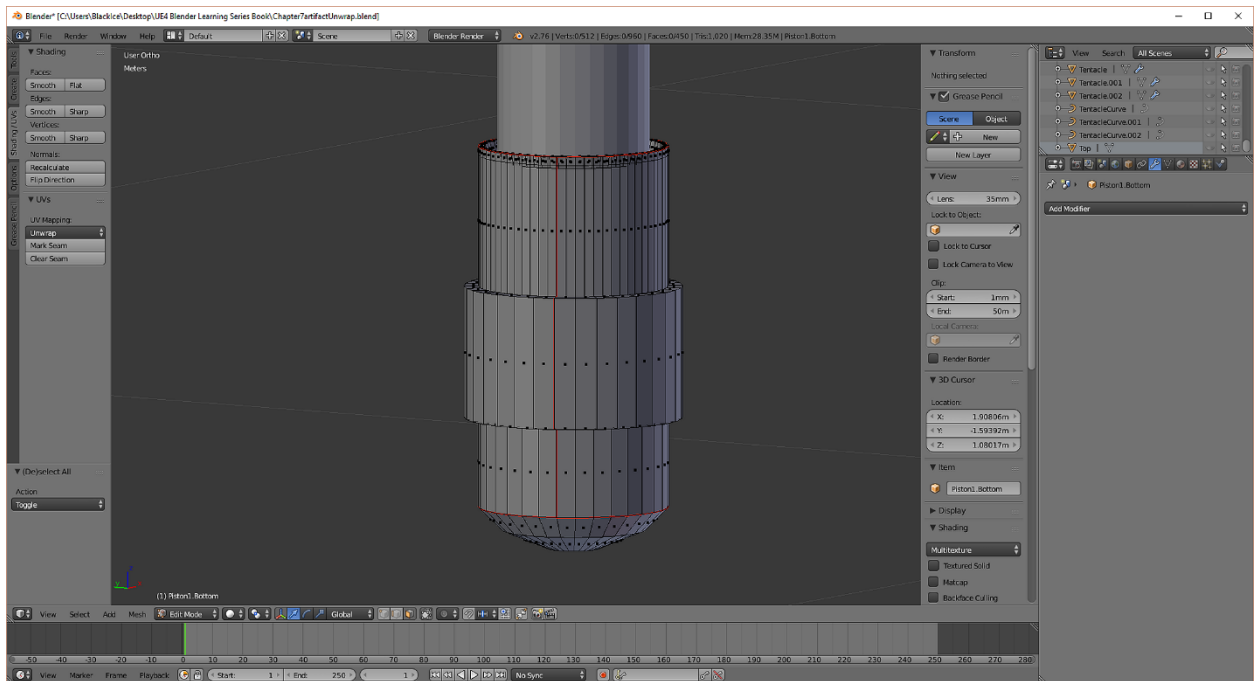
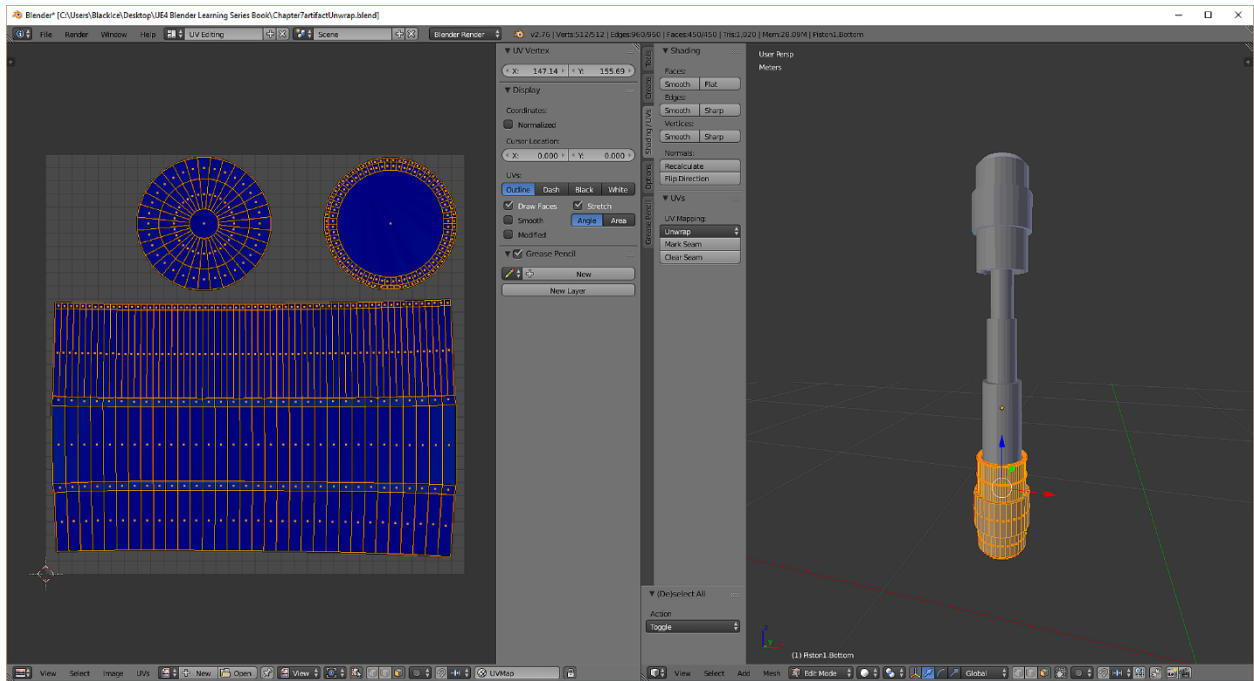


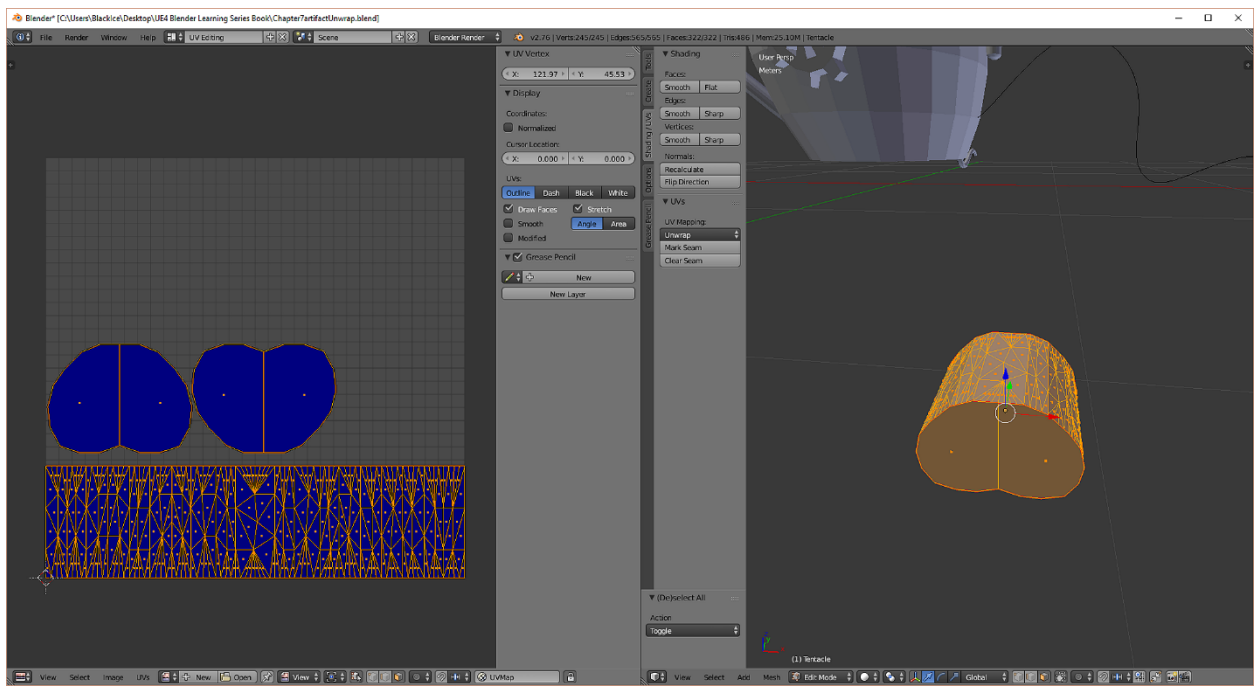
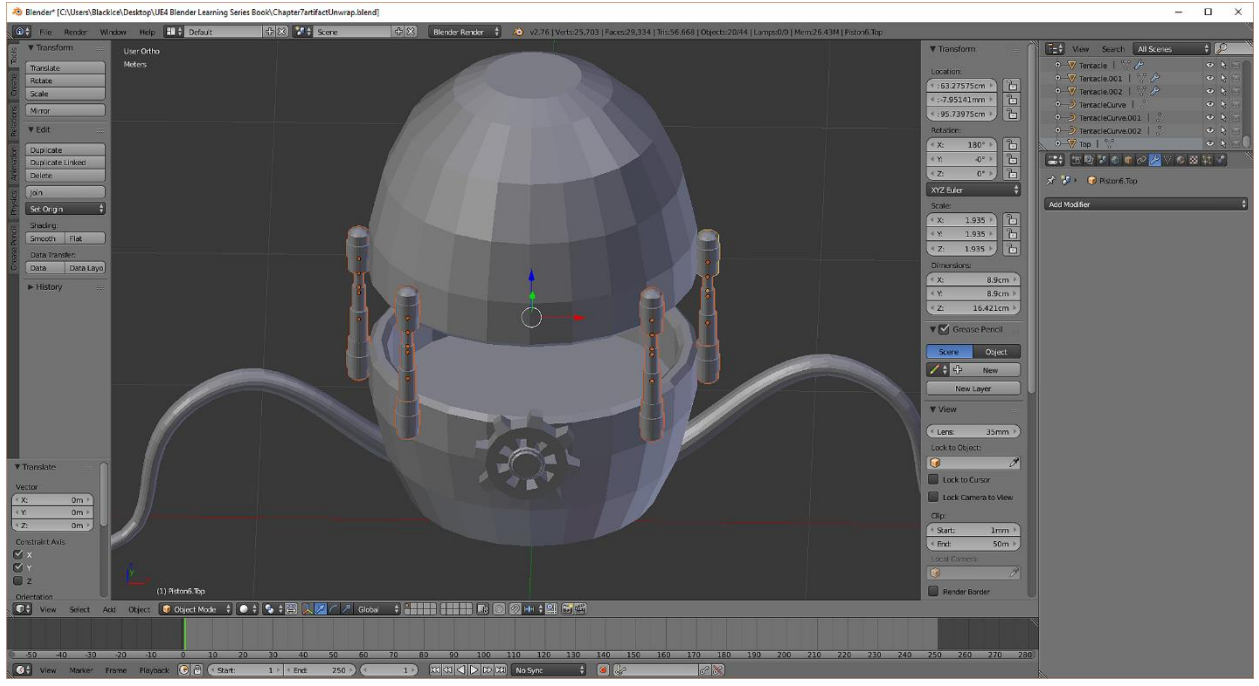


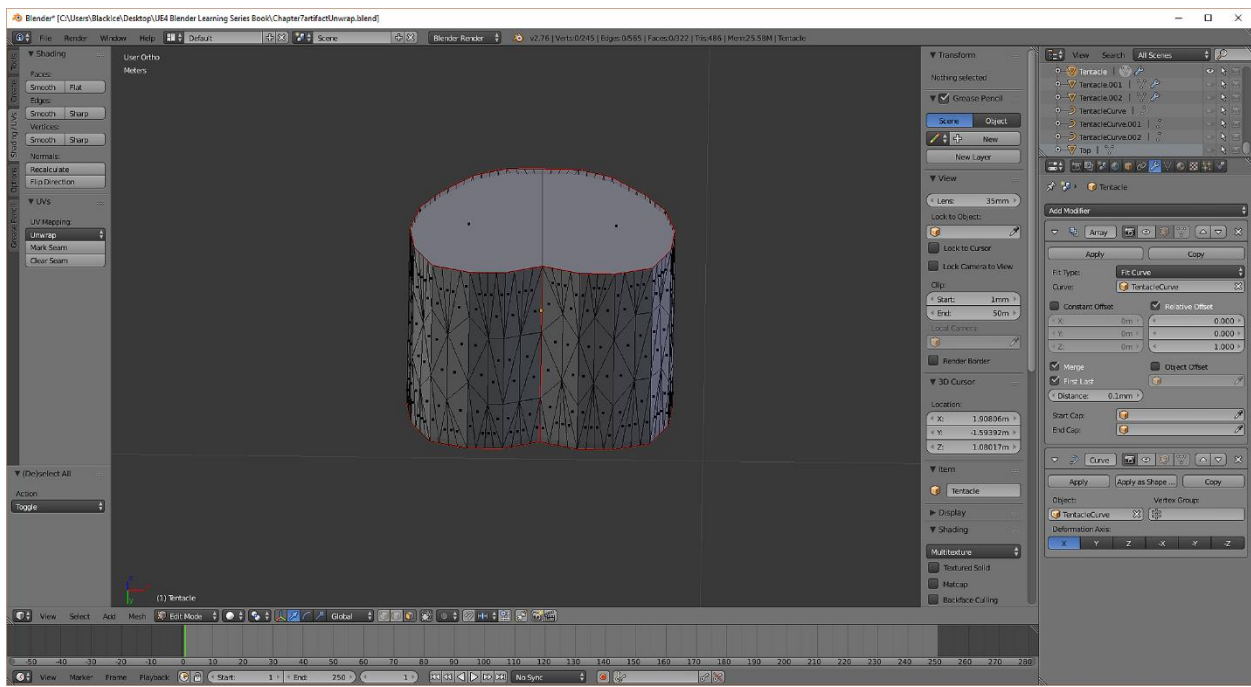
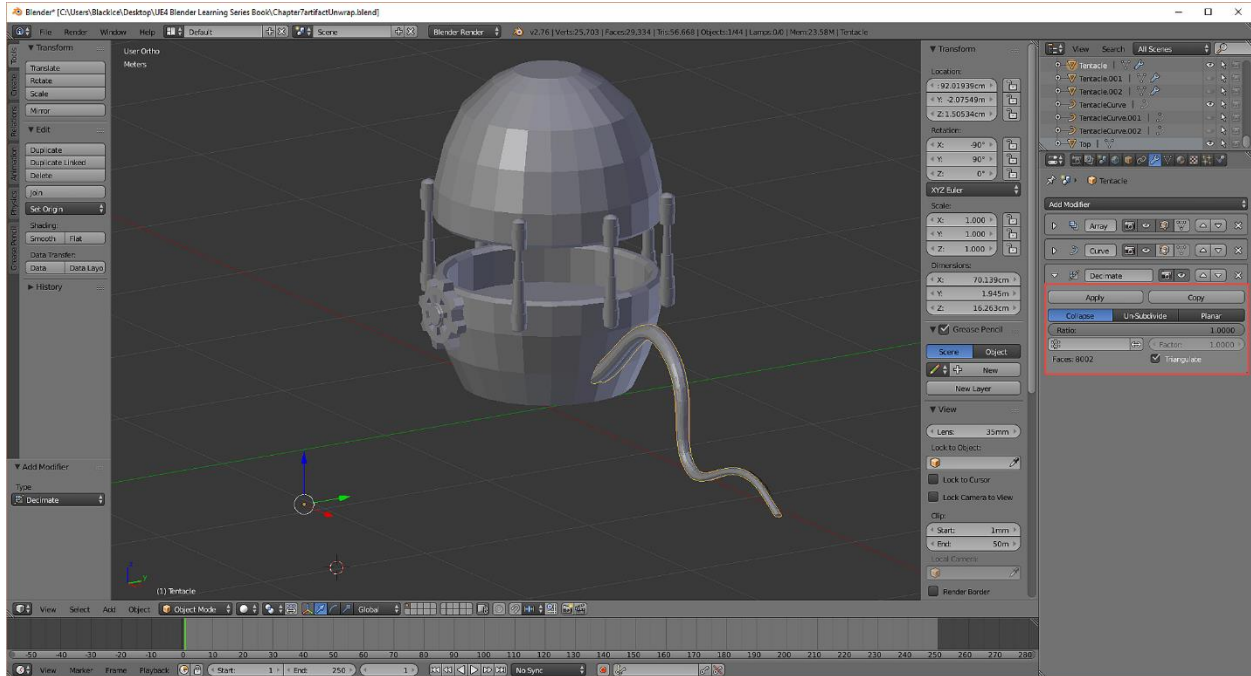






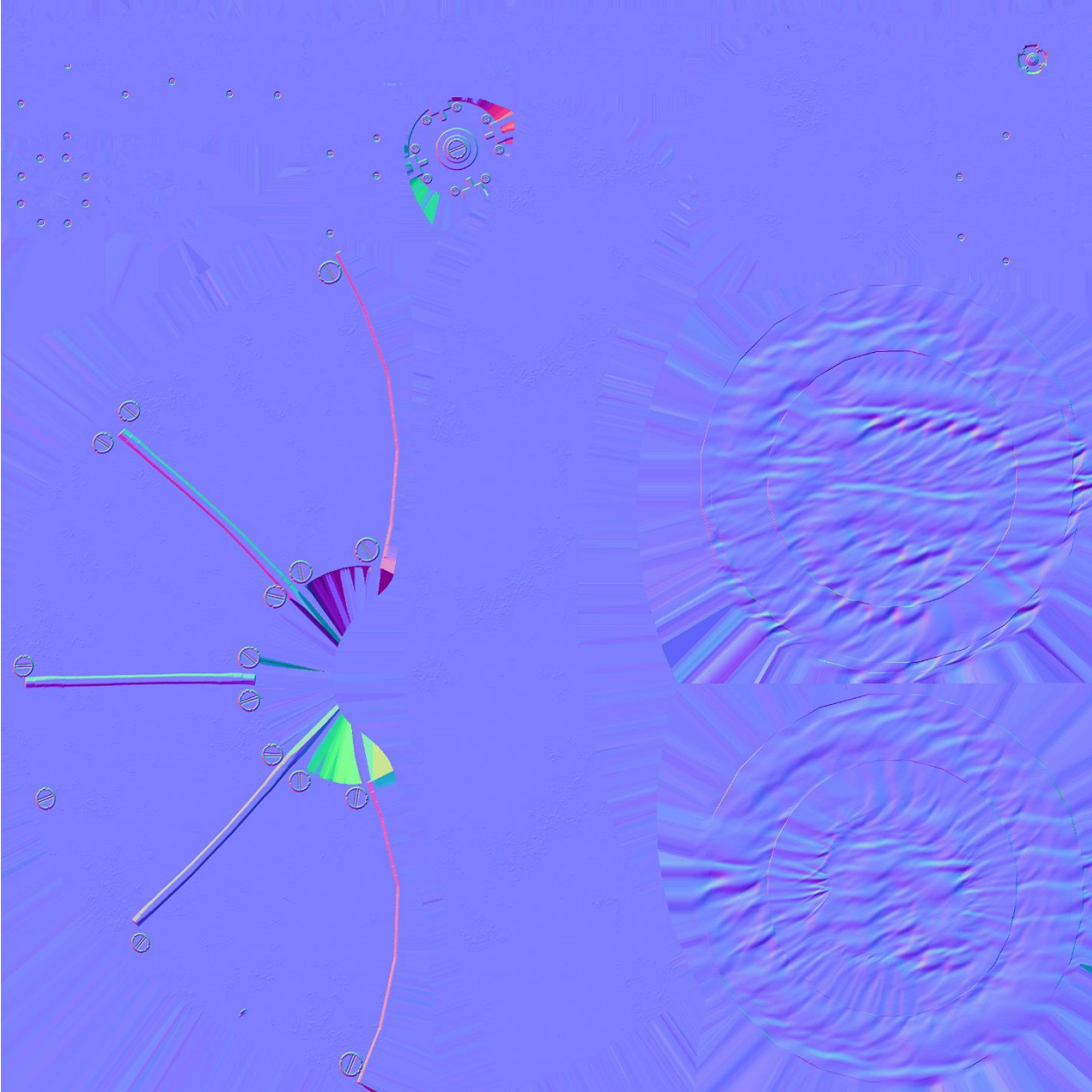


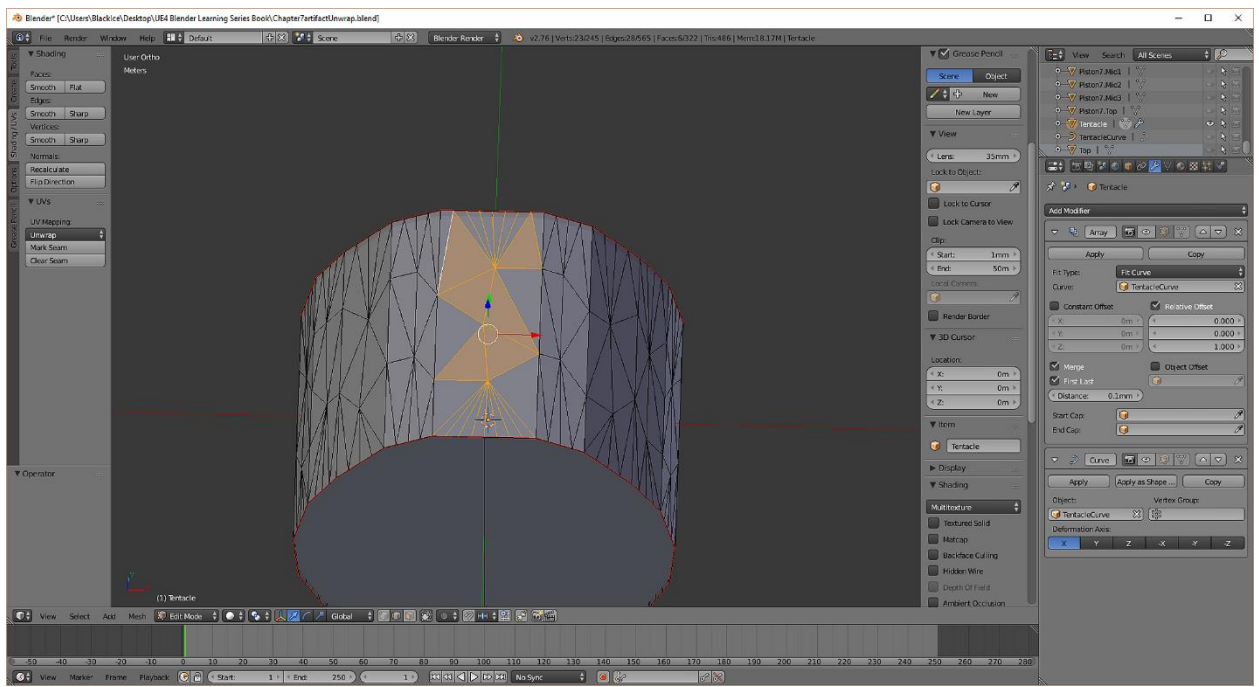
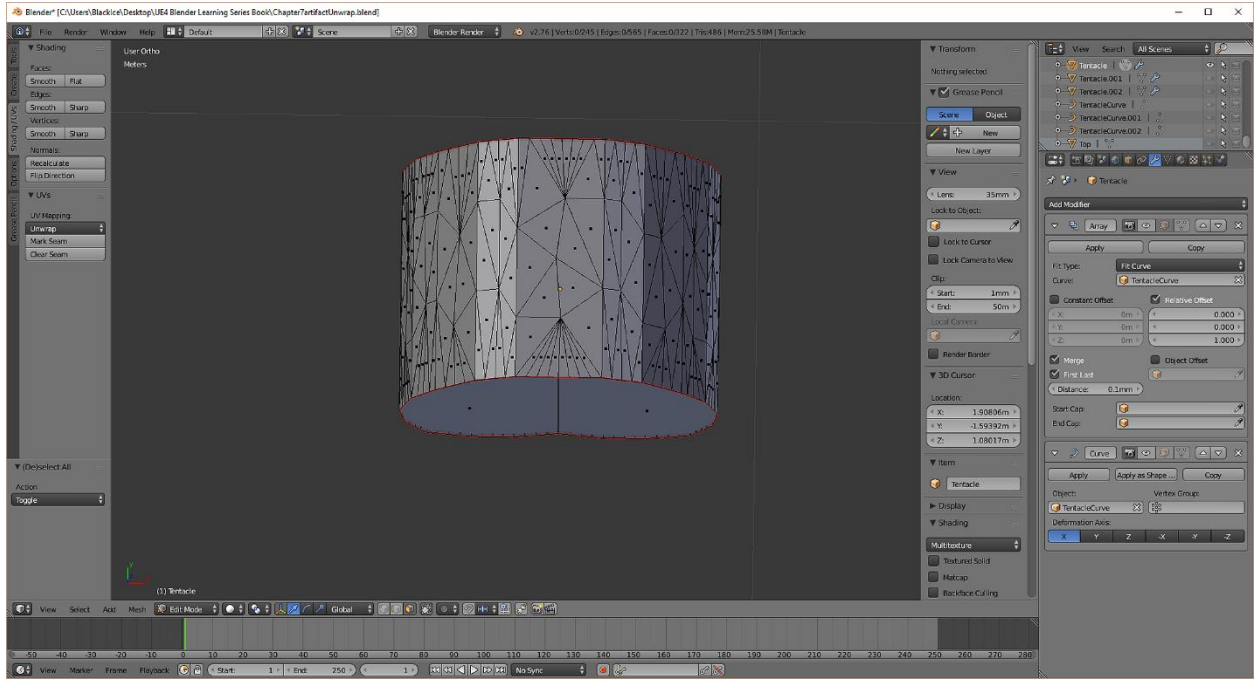


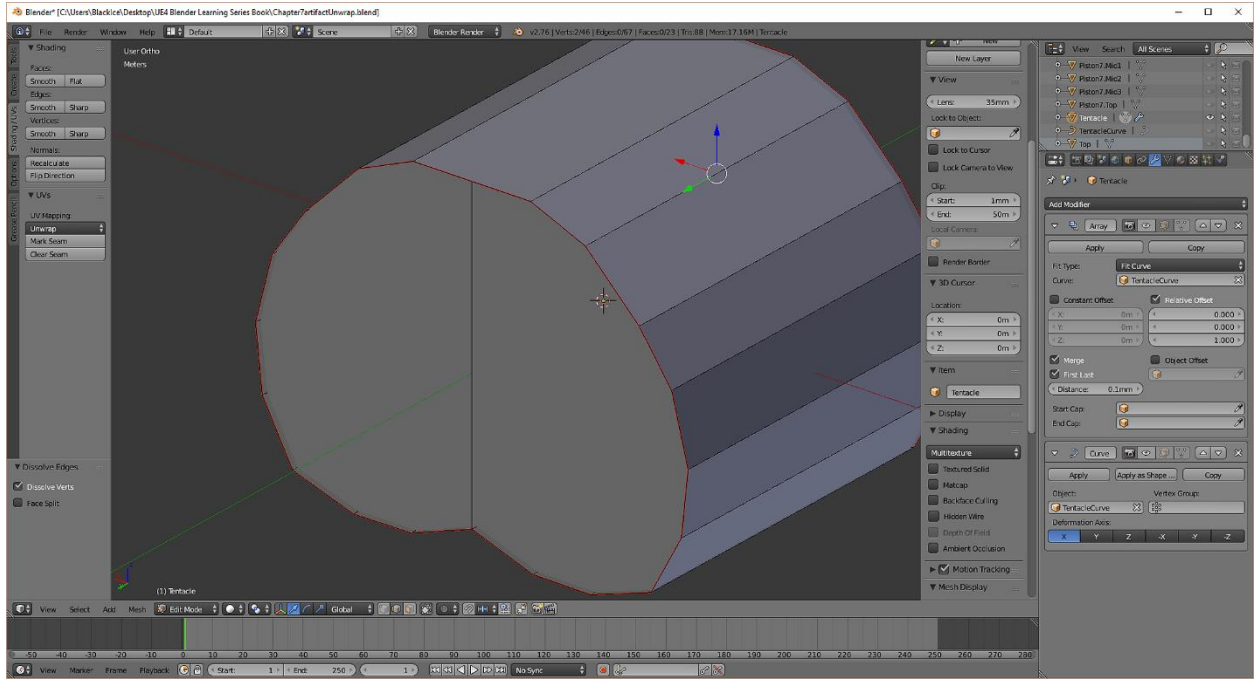


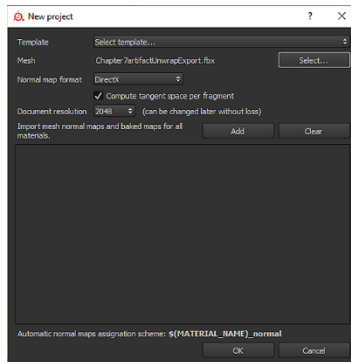
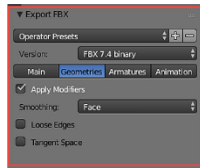
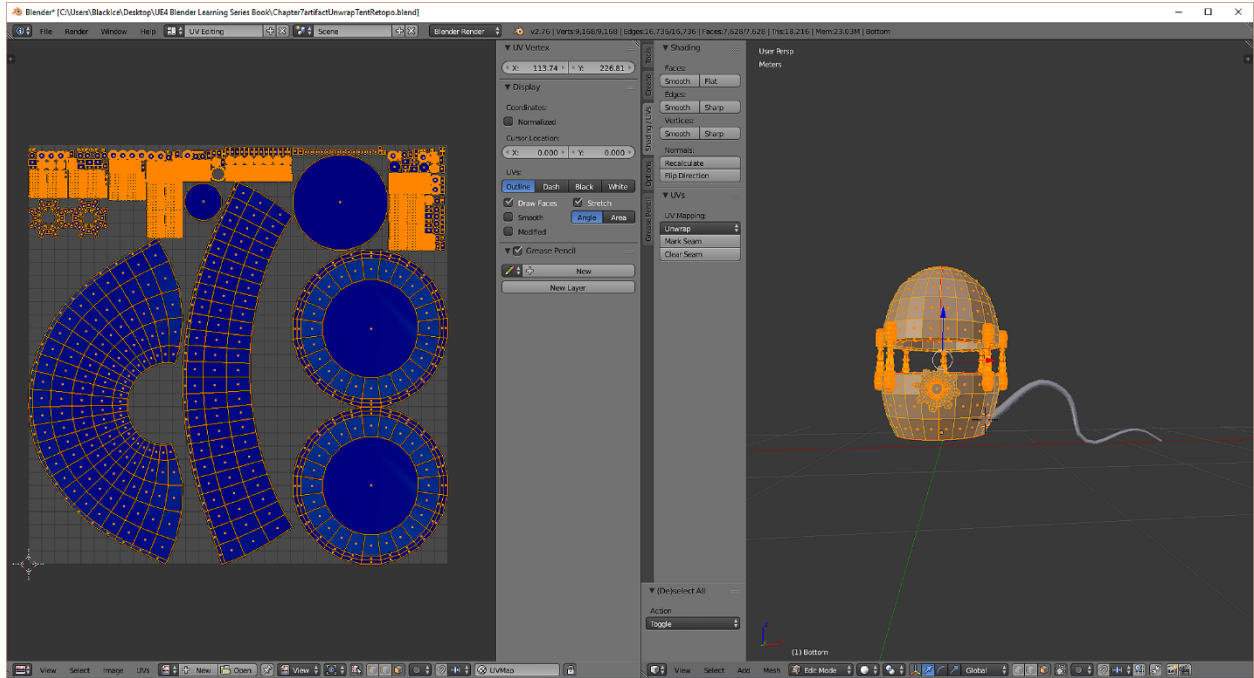


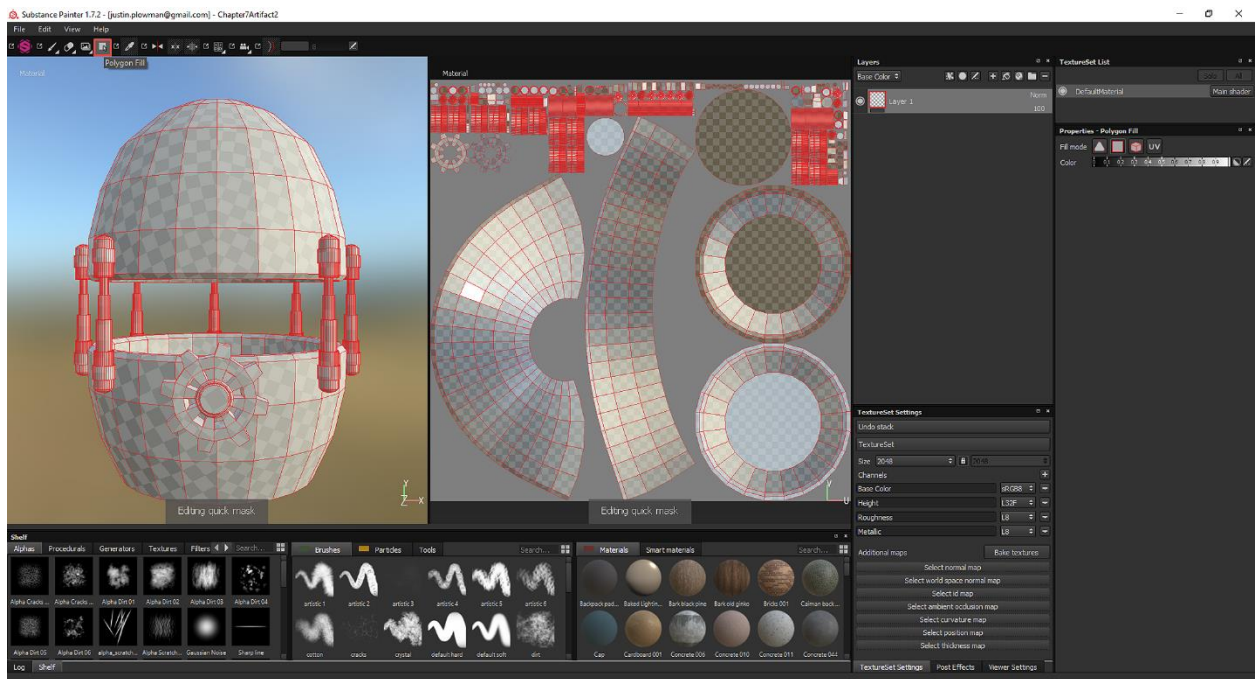
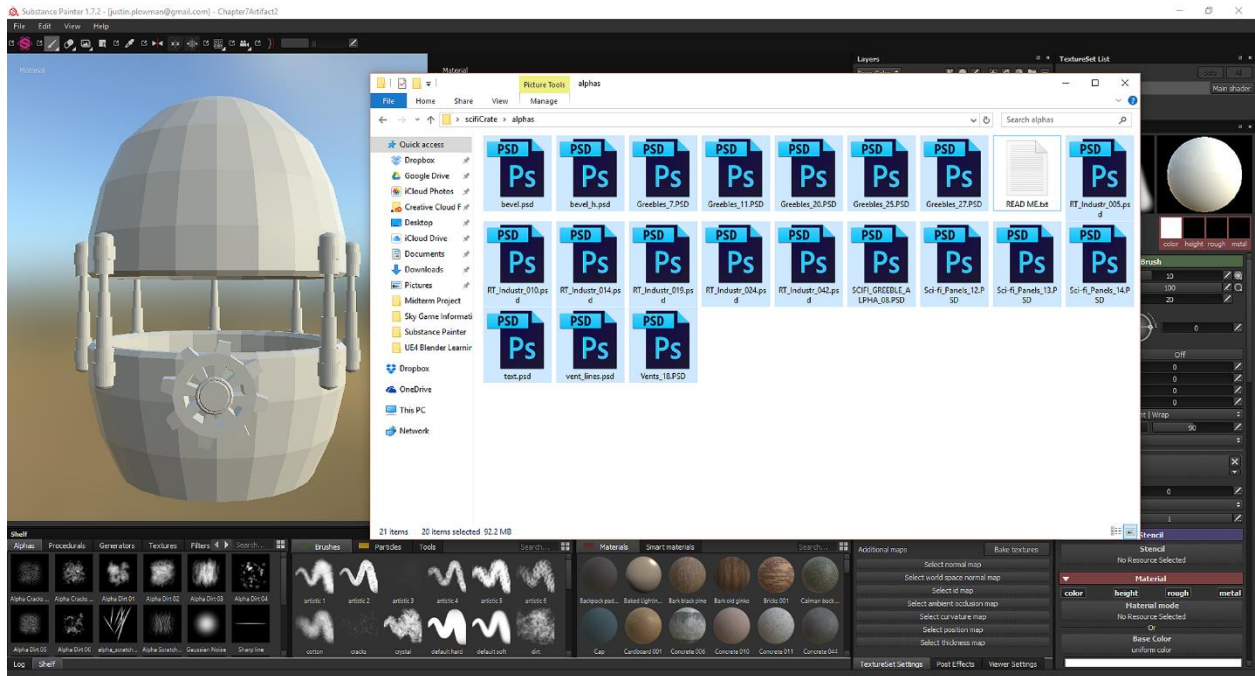


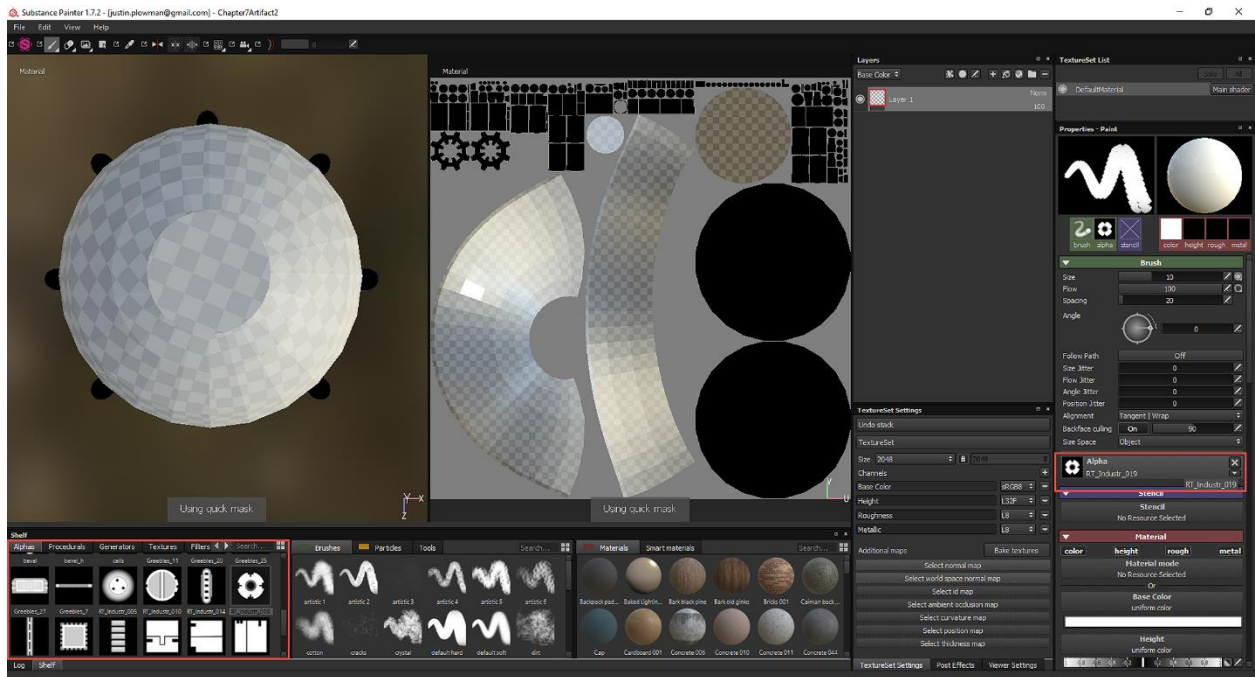
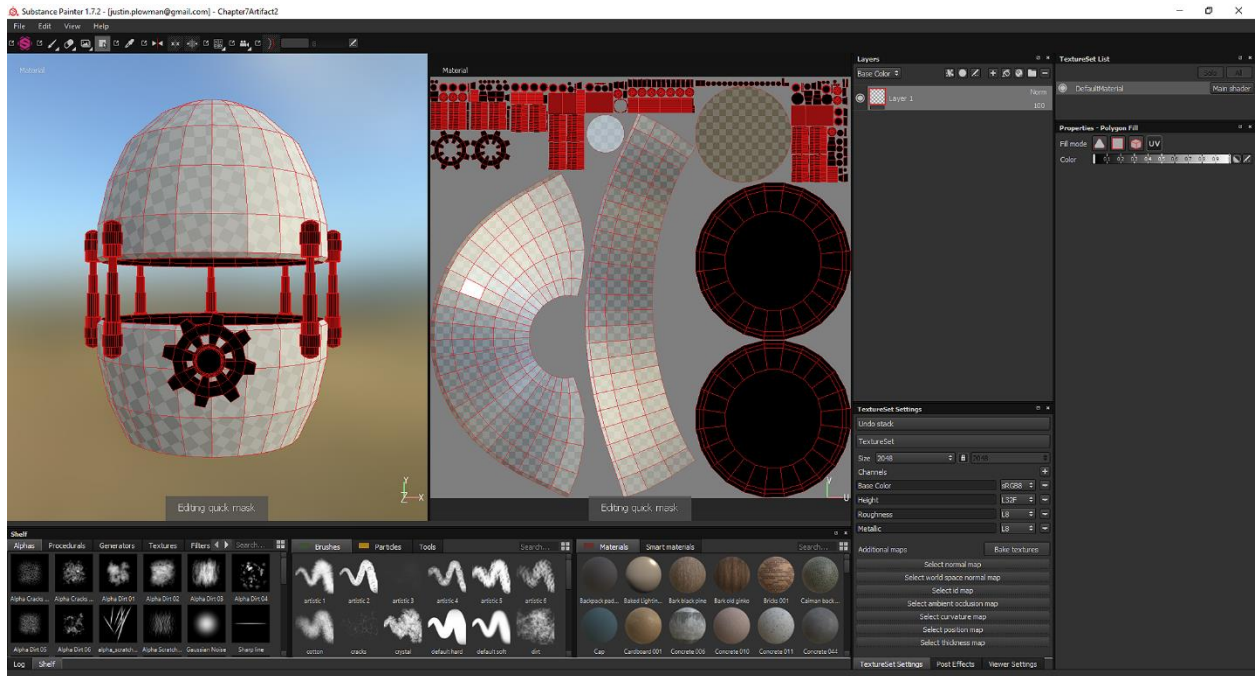


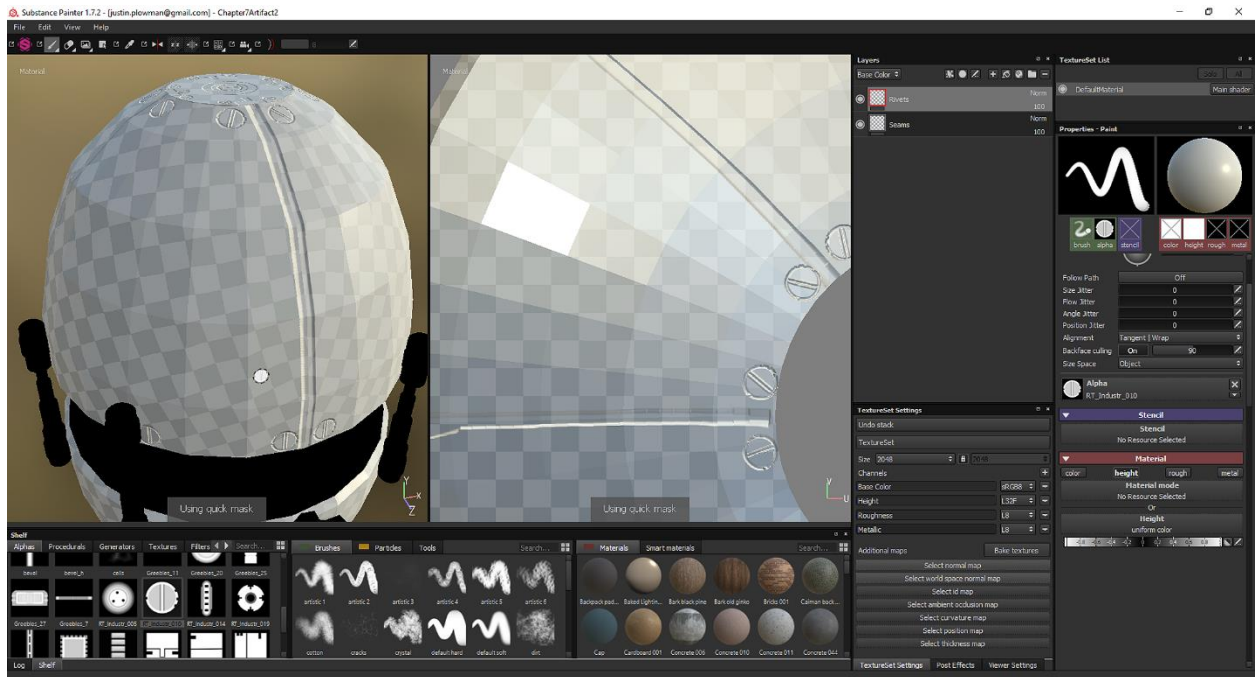
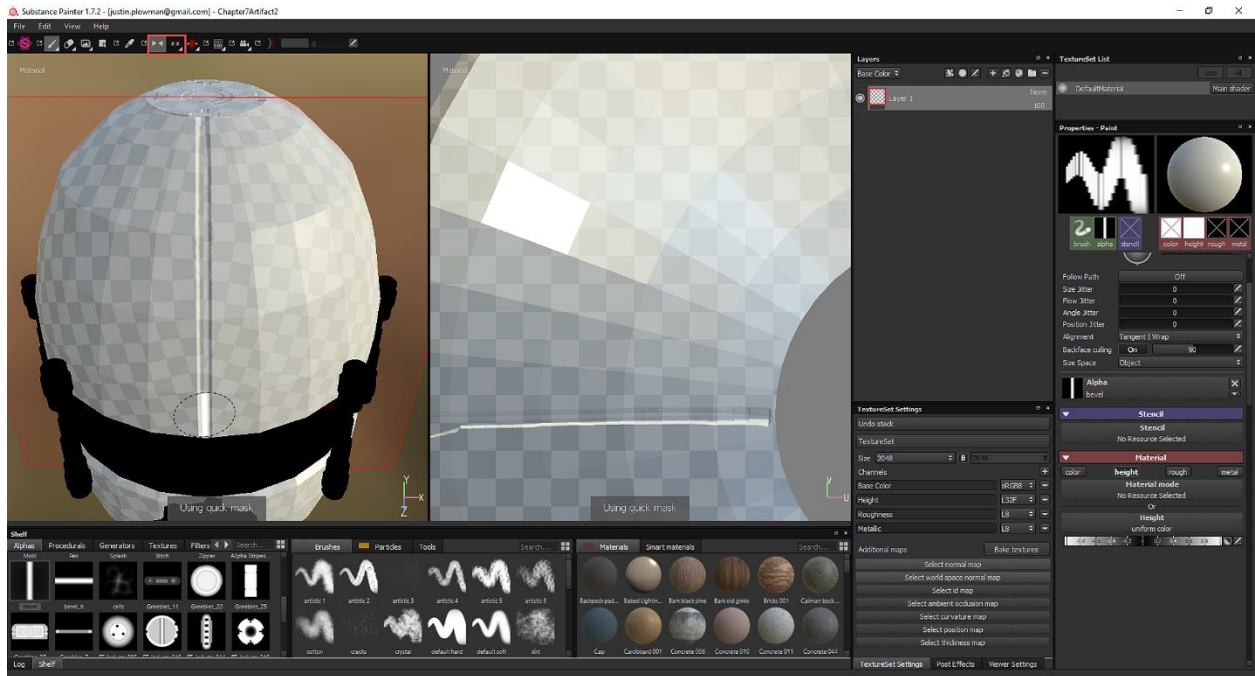


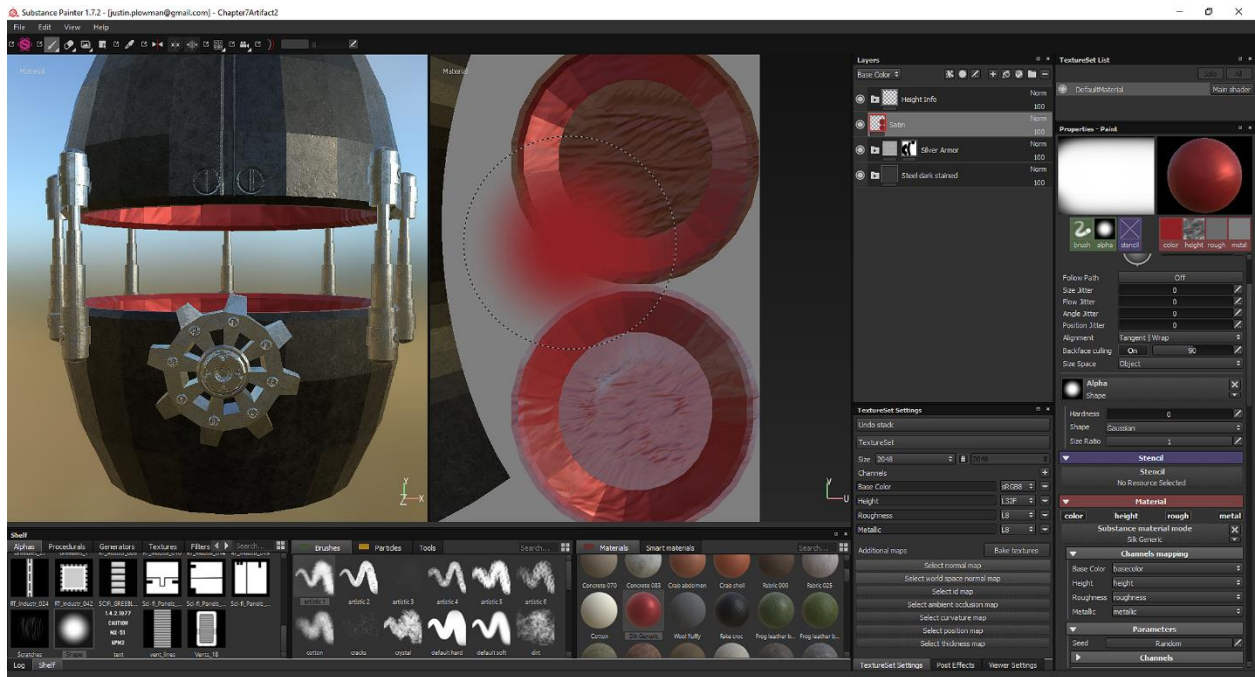
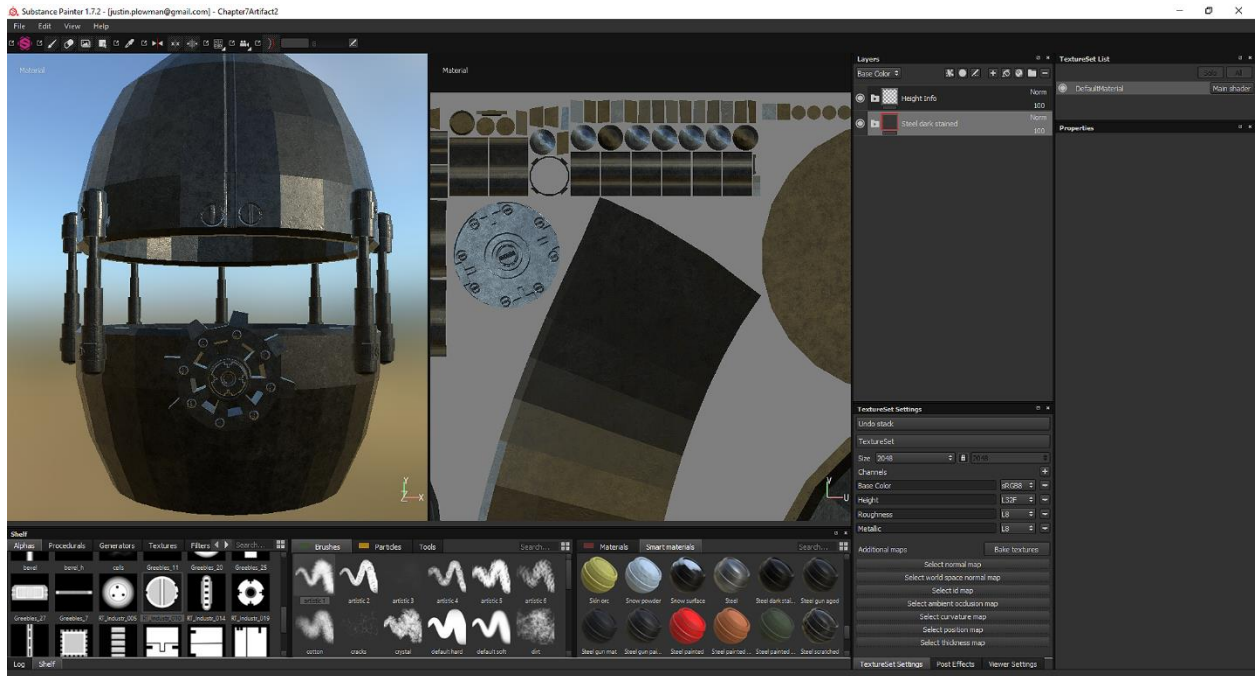


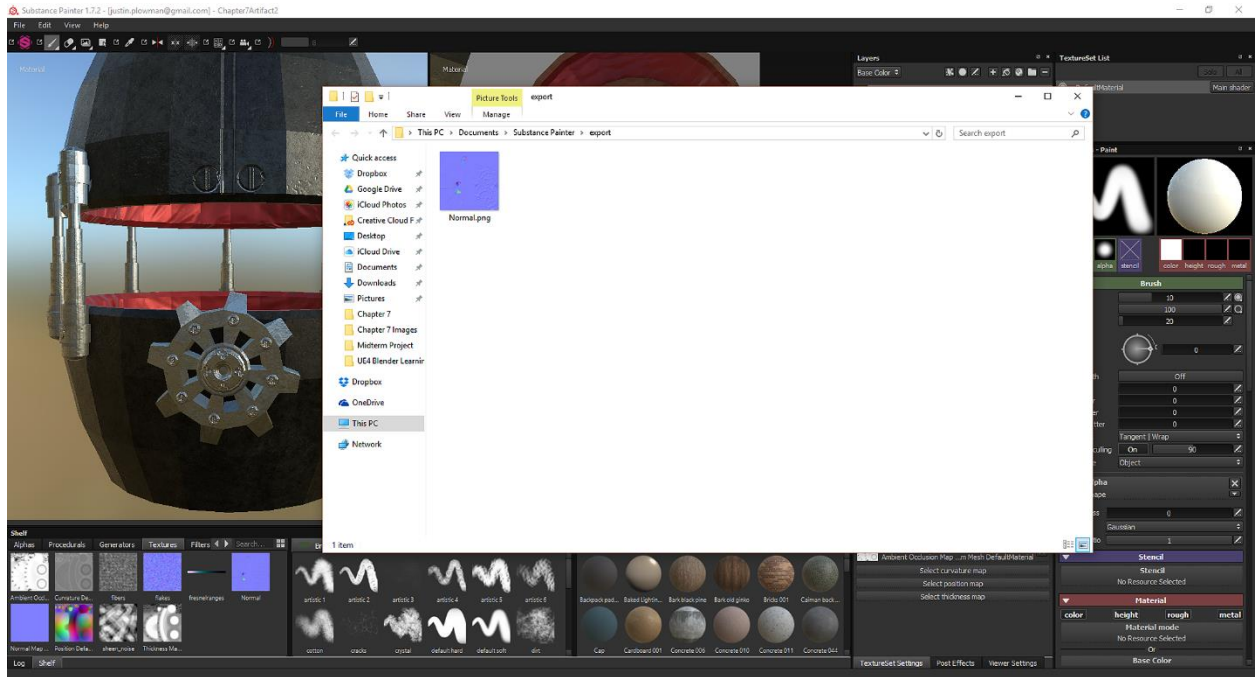
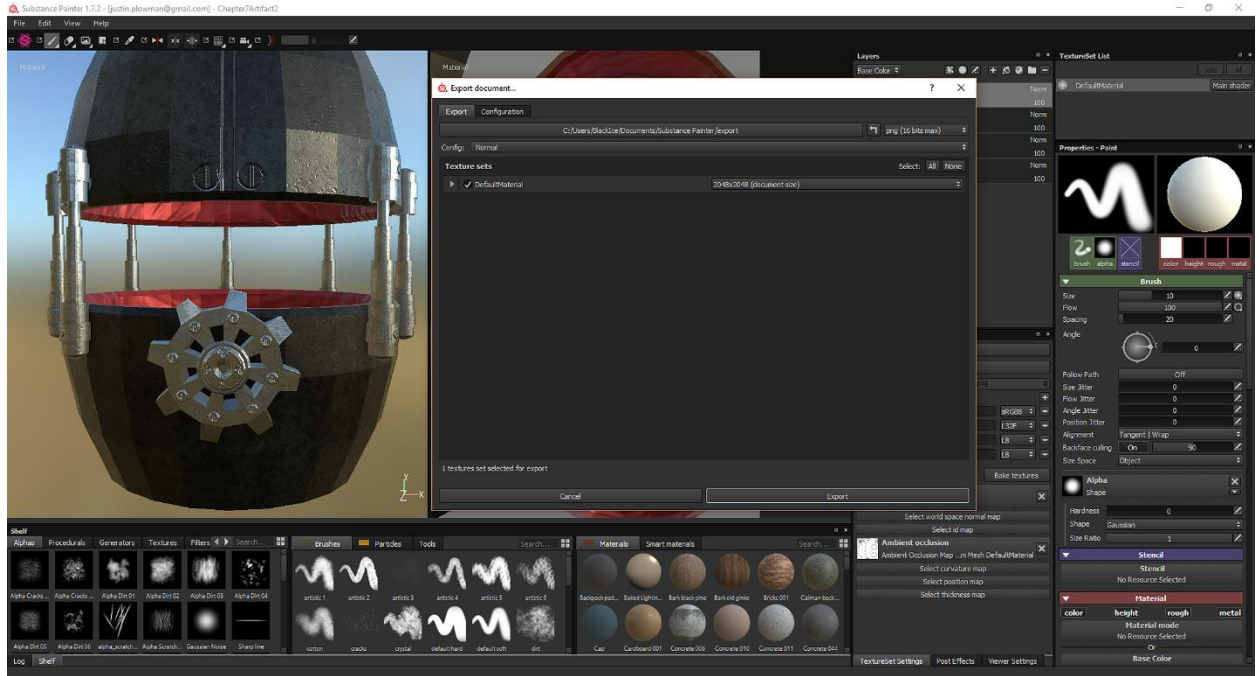




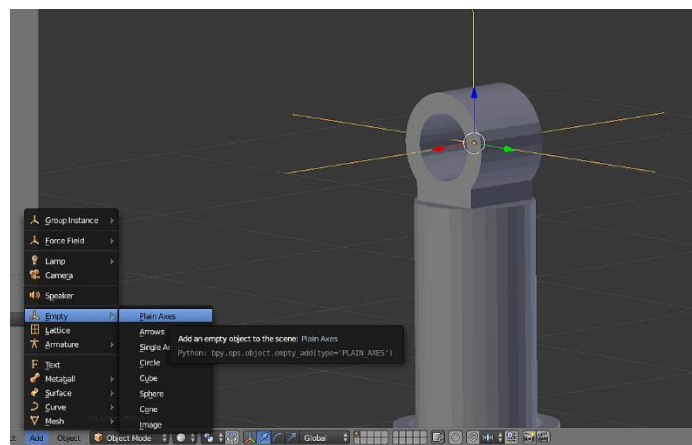
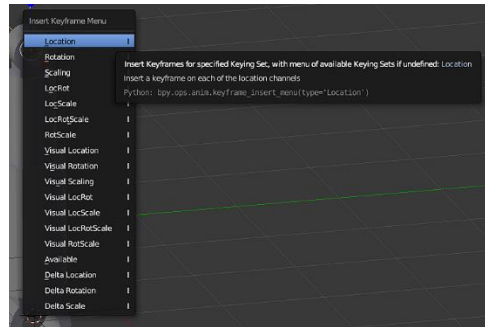


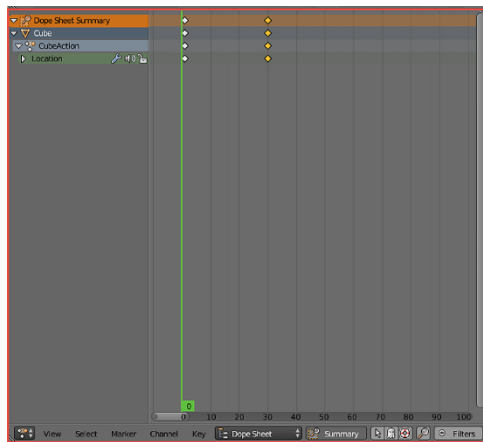
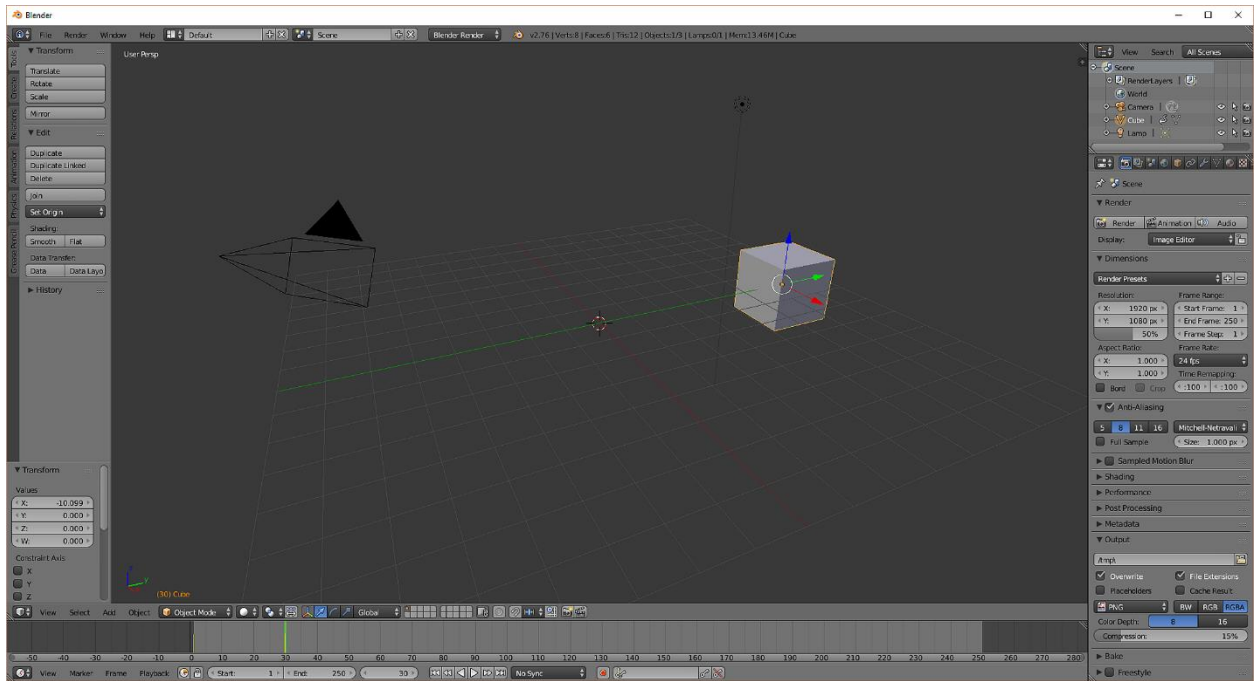


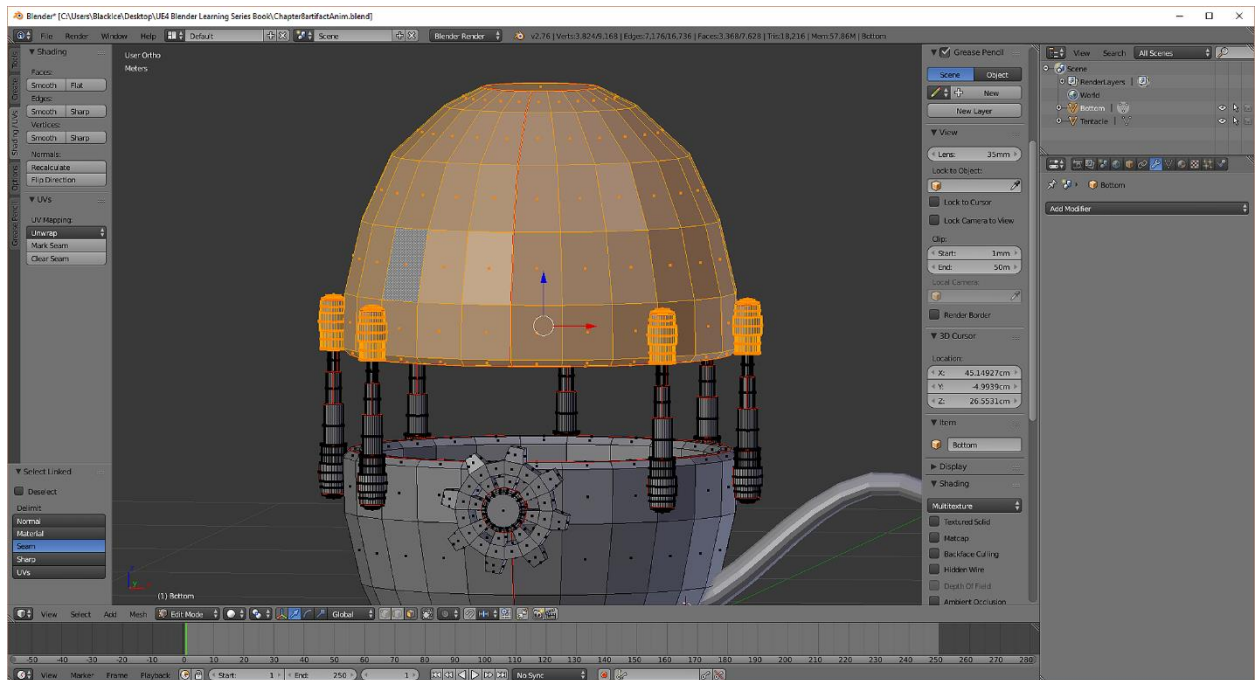
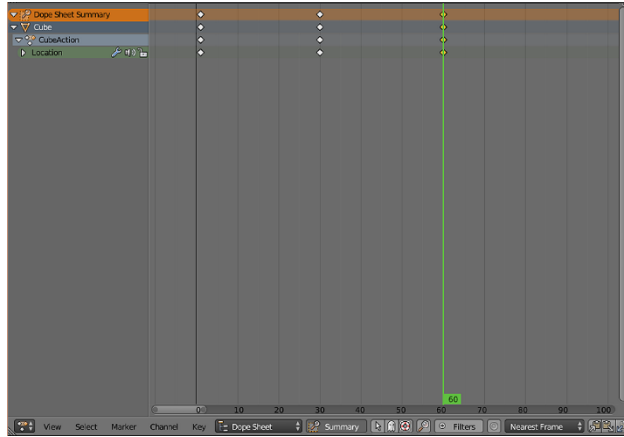


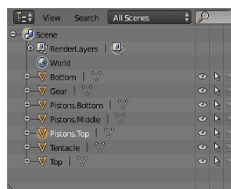
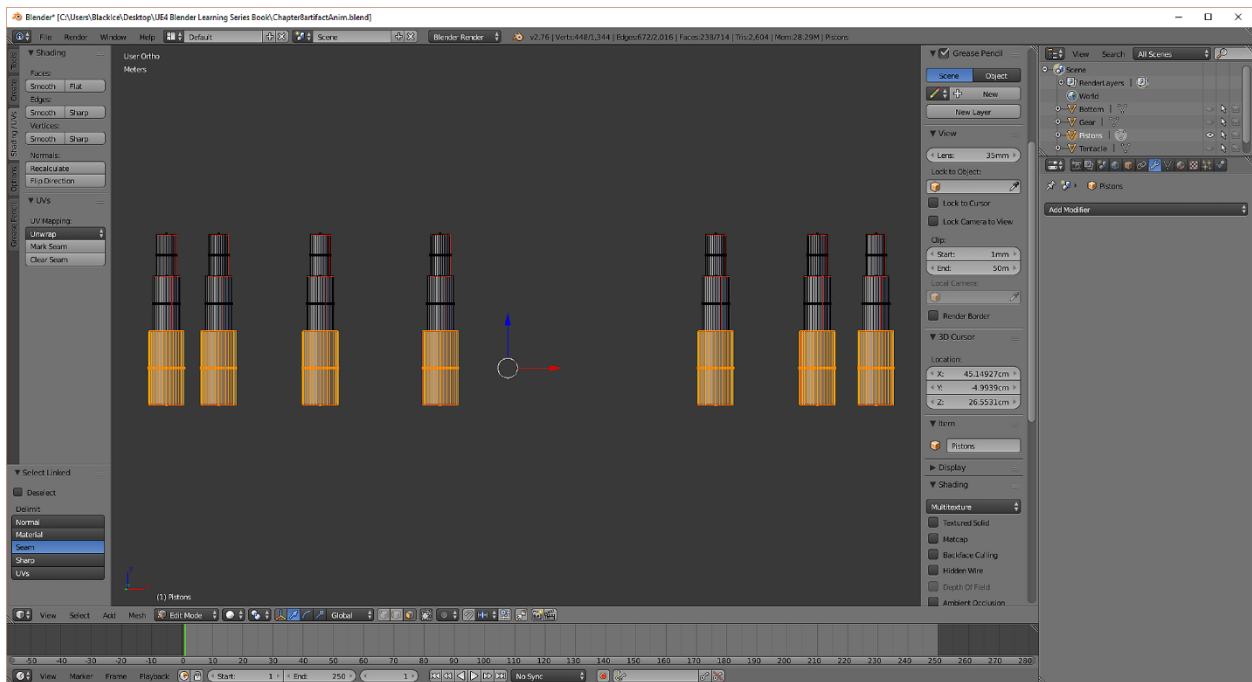
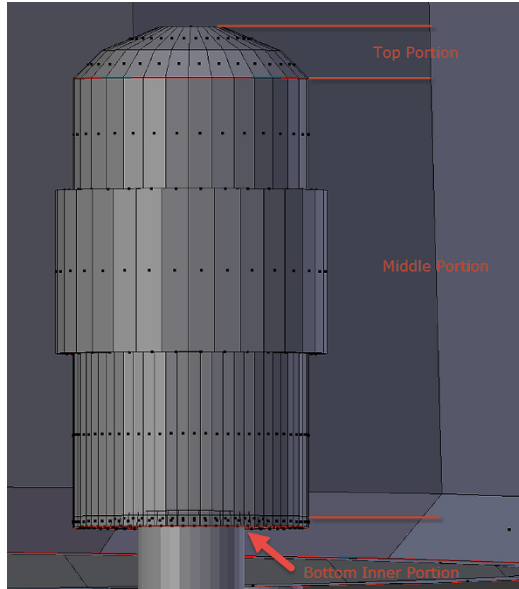


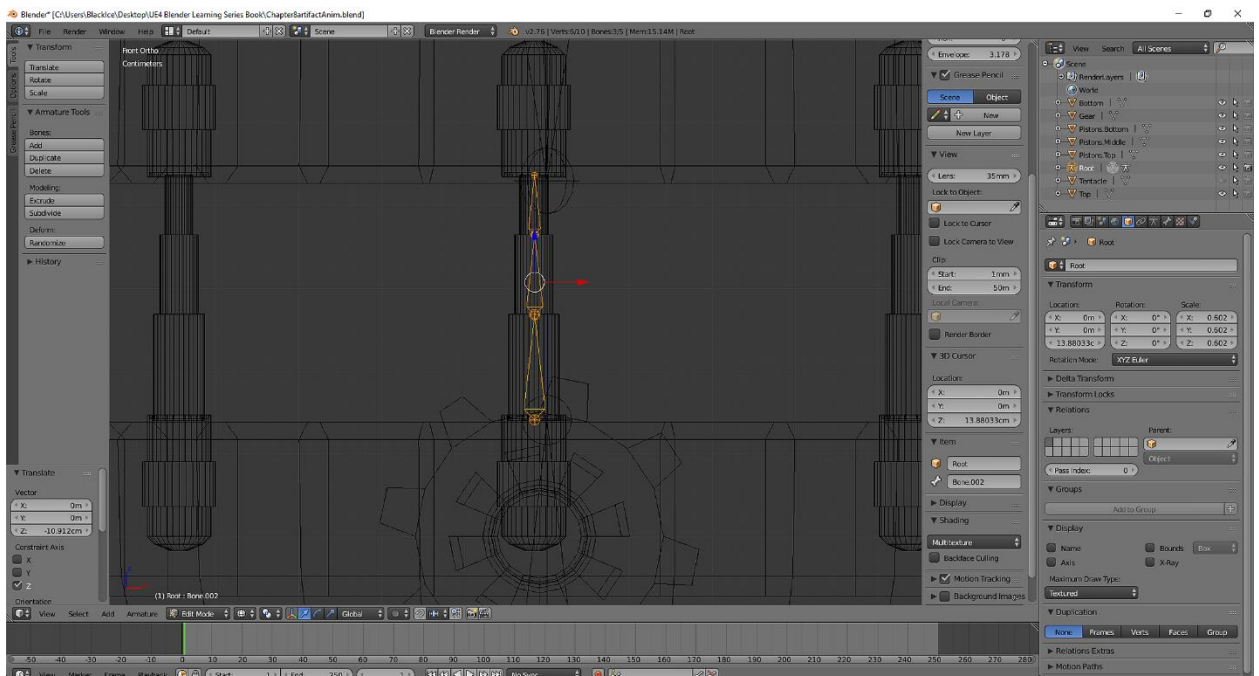
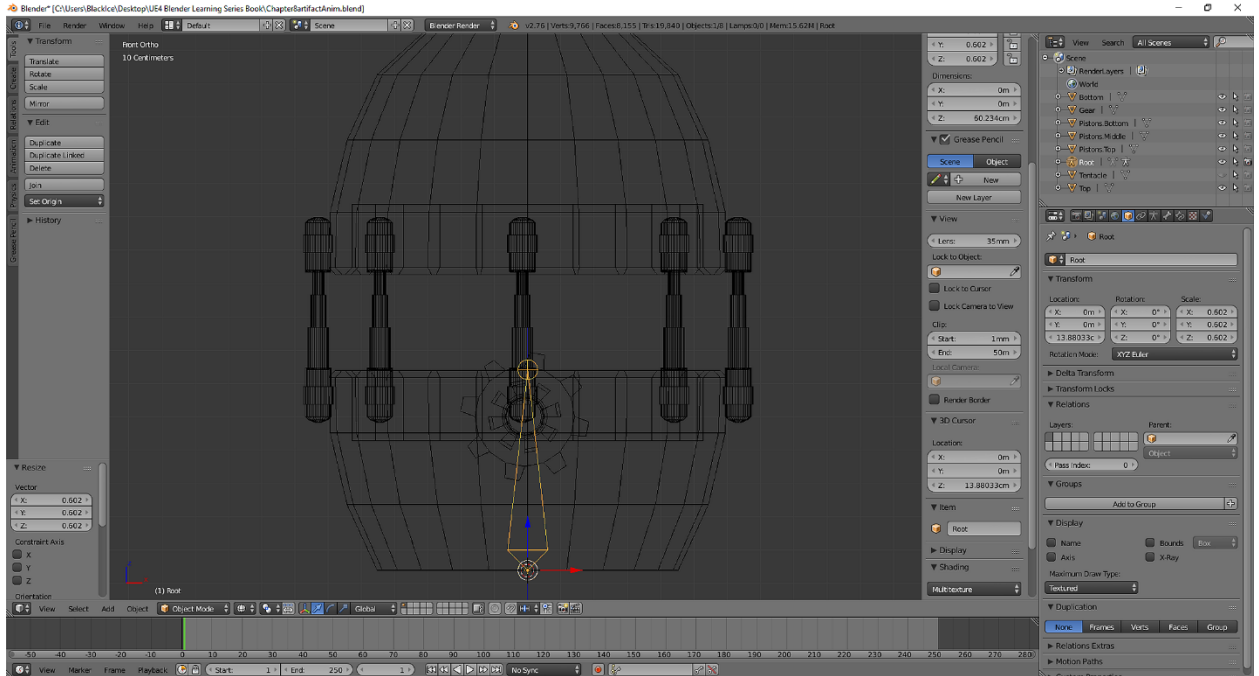
Chapter 8 : Lights, Camera, Animation!

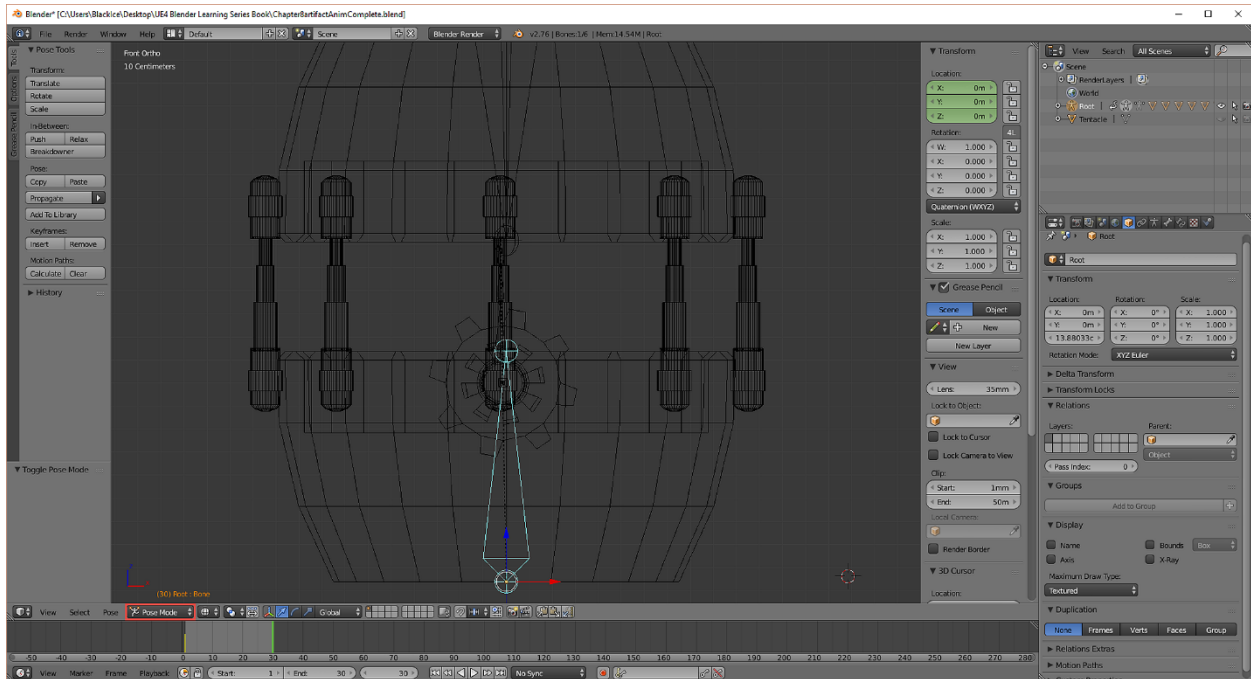
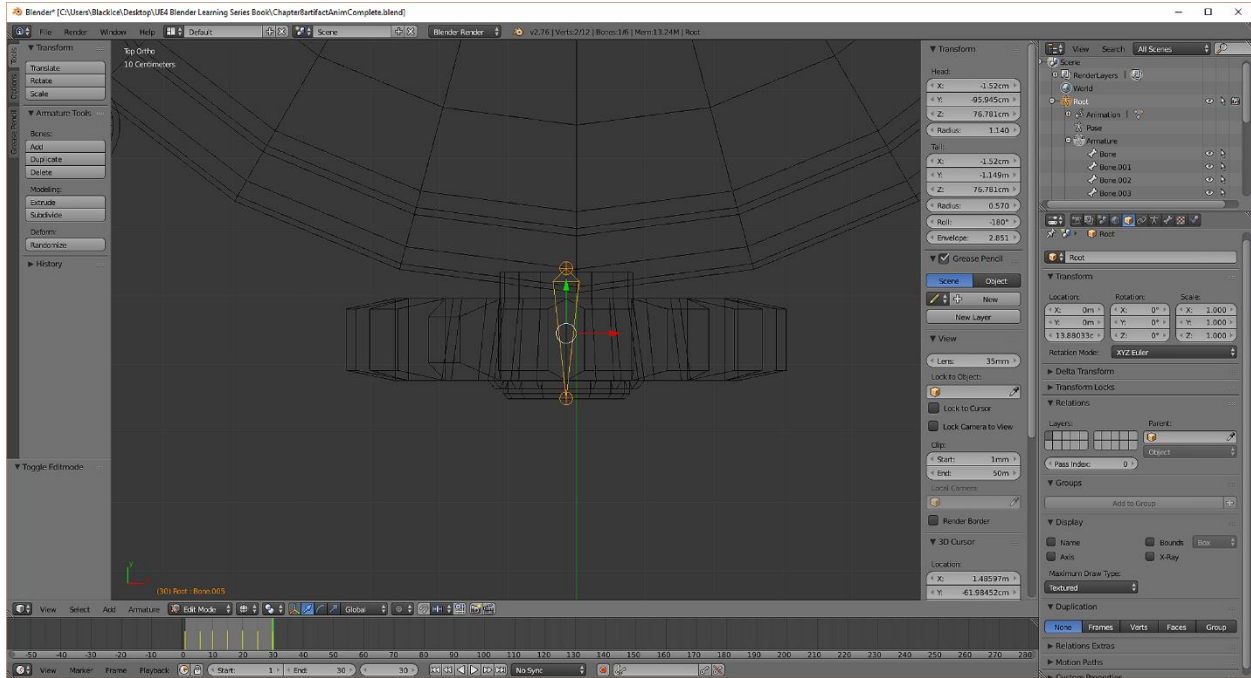


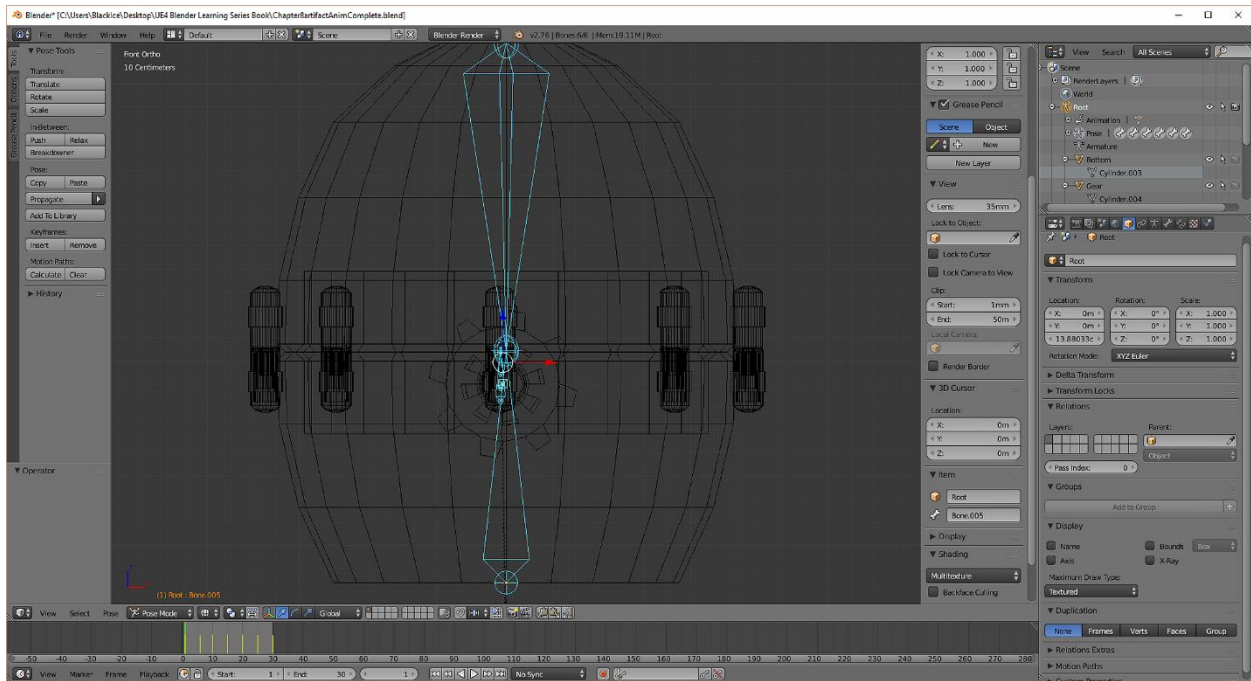
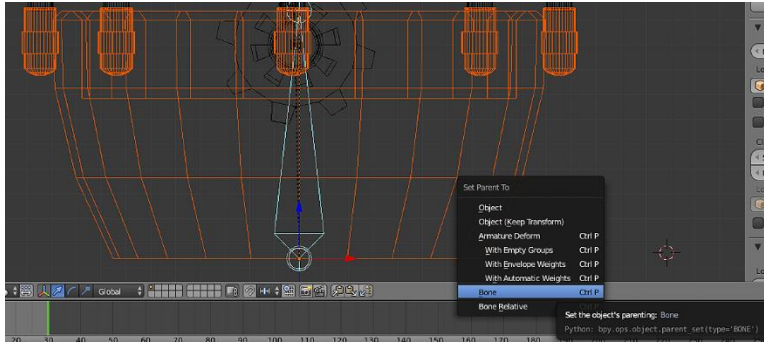


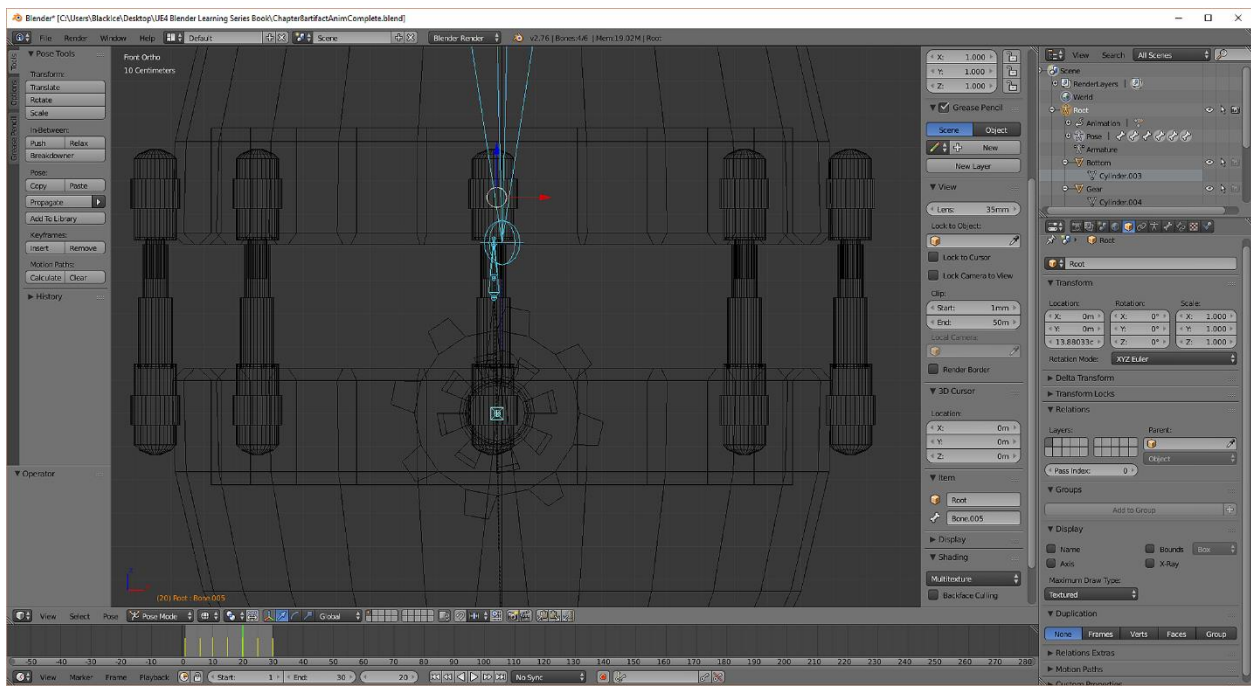
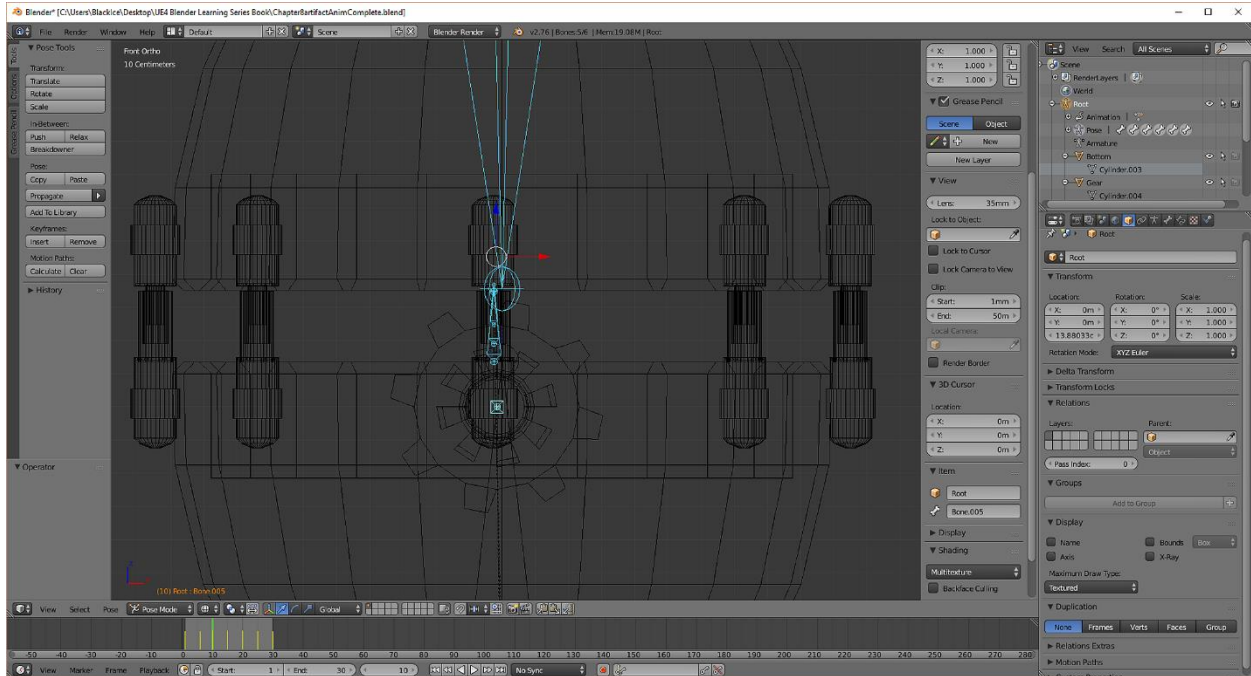


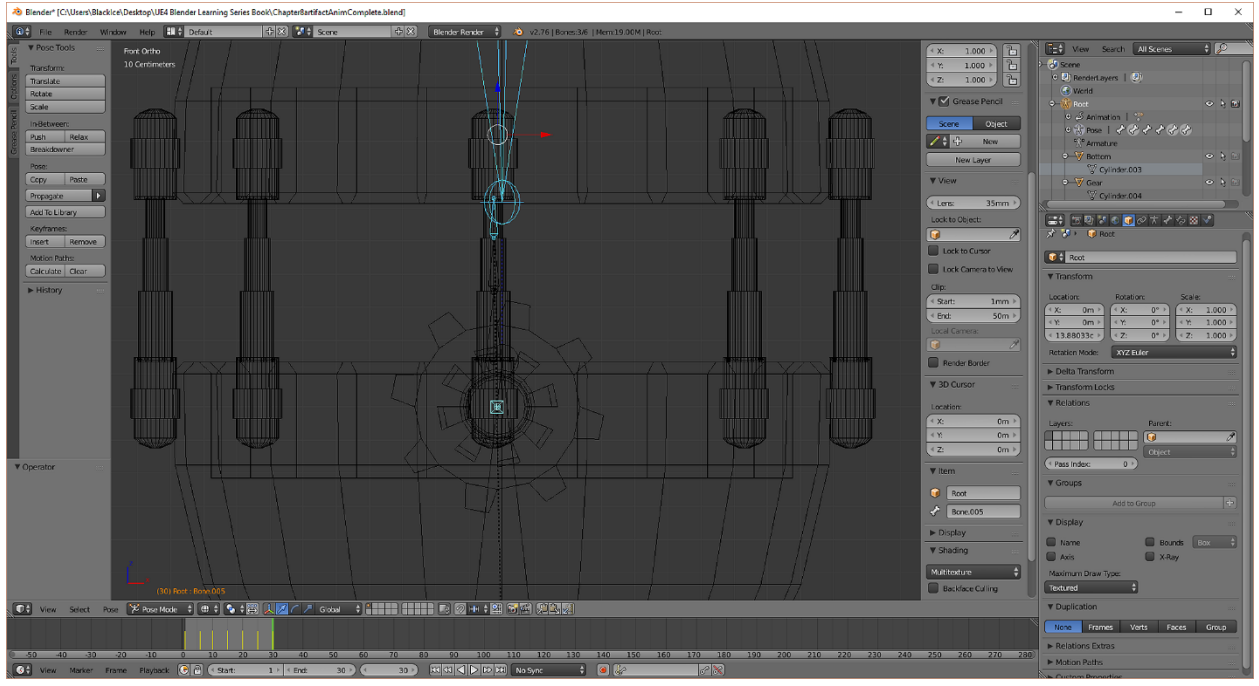












Chapter 9: Bang Bang – Let's Make It Explode

