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- FIRST STEPS** First Steps - Blender  
Blender 1:34
- NAVIGATION OVERVIEW** Navigation Overview - Blender  
Blender 7:06
- SELECTION & TRANSFORM** Selection & Transform - Blender  
Blender 10:24
- ADDING & DELETING** Adding & Deleting - Blender  
Blender 2:45
- LAYERS & MESH VISIBILITY** Layers & Mesh Blender  
Blender 6:19
- INTERFACE OVERVIEW** Interface Overview - Blender  
Blender 10:02
- CREATING MESHES** Creating Meshes - Blender  
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Object vs Edit Mode -

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Mesh Selection

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Extrude Overview -

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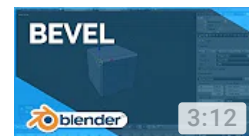
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Loop-cut & Edge Loops

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**CYCLES SHADERS**  
2:30

Cycles Shaders -  
Blender
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**CYCLES NODE EDITOR**  
3:32

Cycles Node Editor -  
Blender
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**TEXTURING INTRODUCTION**  
2:40

Introduction to Texturing  
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**UV MAPPING & UNWRAPPING**  
7:25

UV Mapping &  
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**GENERATED TEXTURES**  
4:08

Generated/P Textures -  
Blender
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**CYCLES LIGHT SOURCES**  
3:58

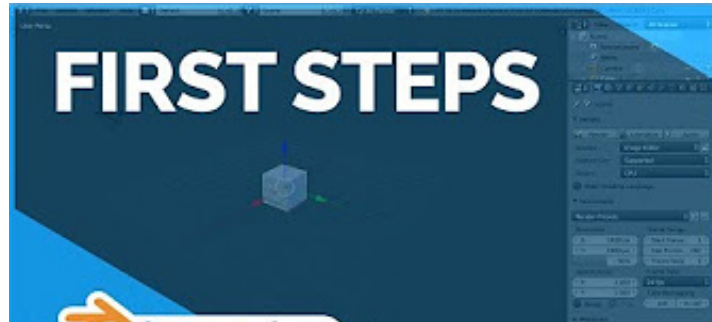
Cycles Light Sources -  
Blender
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**THREE POINT LIGHTING**  
5:11

Three-point Lighting -  
Blender

RENDER

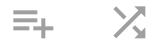
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22 **INTRODUCTION** Introduction to Render  
 blender 5:12  
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23 **DIMENSIONS & METADATA** Dimensions &  
 blender 6:57  
 Blender

24 **RENDER OUTPUT** Render Output  
 blender 9:20  
 Blender

25 **RENDER SAMPLES** Cycles Render  
 blender 5:10  
 Blender

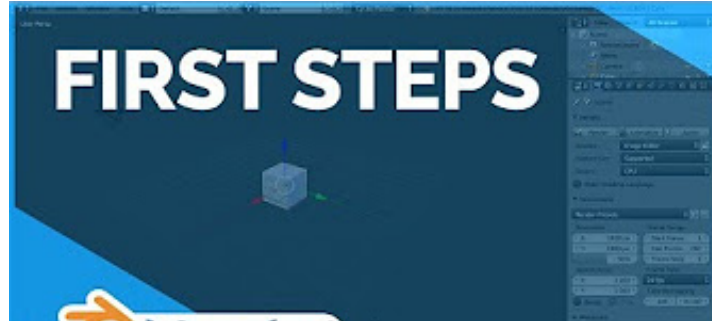
26 **RIGGING INTRODUCTION** Introduction to Rigging -  
 blender 3:15  
 Blender

27 **PARENTING** Parenting - Blender  
 blender 7:47  
 Blender

28 **PARENTING: EMPTY OBJECTS** Parenting to Empty  
 blender 5:09  
 Blender

**ARMATURES**

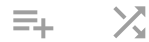
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**Armature Objects -**

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8:31

**CONSTRAINTS: COPY & LIMIT**

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**CONSTRAINTS: TRACKING**

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8:04

**CONSTRAINTS: TRANSFORMATION**

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**CHARACTER RIGGING**

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3:04

**RIGGING: MODIFIER STACK**

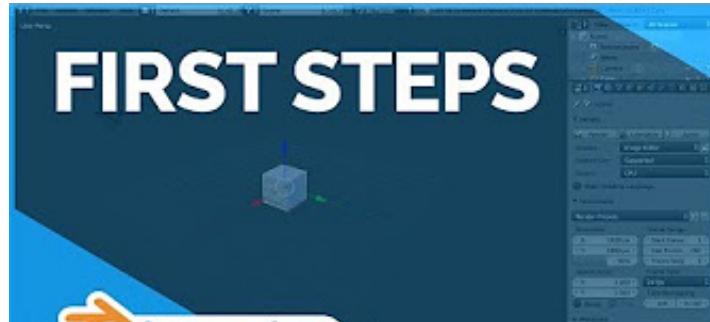
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**INVERSE KINEMATICS**

Blender
- VERTEX GROUPS

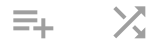
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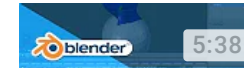
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**Vertex Groups -**  
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**Bone Layers - Blender**  
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**Keyframes - Blender**  
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**Graph Editor - Blender**  
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