Resources for Learning Blender

If you're new to Blender, CG Cookie can help get you up to speed on modeling, sculpting, texturing, rigging, animation, and more! A great first place to start would be the free Blender Basics course and recommended first project.

The thorough 7 course Fundamentals series follows that up by diving deeper into each subject and prepares you to tackle any project on your own.

step-by-step
COMPLETE
WORKFLOW
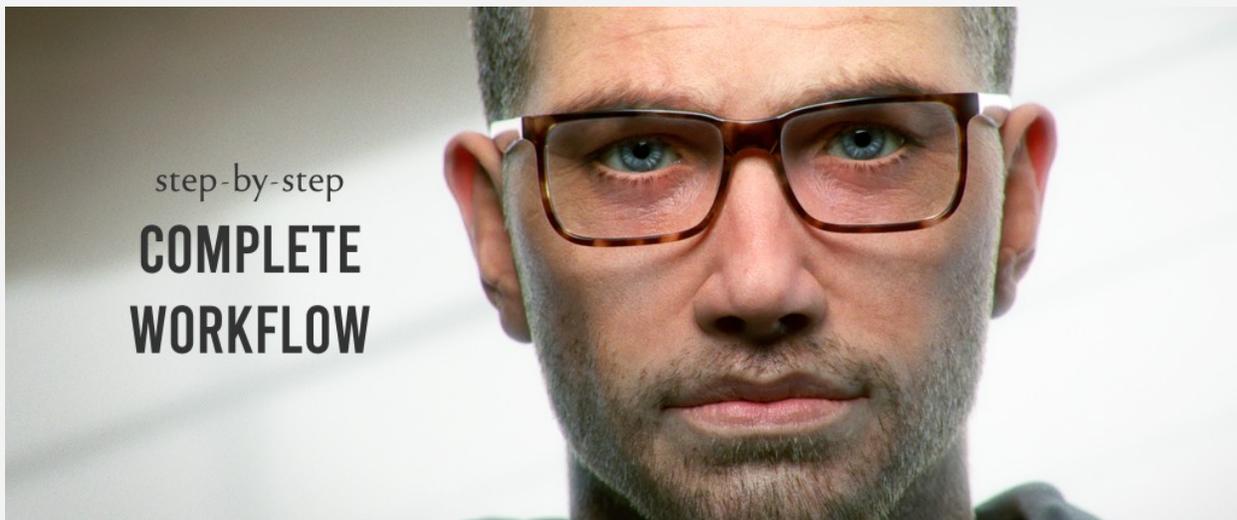
If you're already feeling comfortable with the tools and are ready to take them to the next level, check out the more advanced courses like HUMAN, POTHEAD, and OFF-ROAD.

If a subscription isn't your thing, these are all available on the [Blender Market](#) as well.

Learn More about Geometry Nodes

We'll have a full Geometry Nodes course coming this fall, but in the meantime, here are a few courses and YouTube channels that you may want to explore:

- [Geometry Nodes from Scratch - Blender Studio](#)
- [Erindale - YouTube](#)
- [CG Cookie - YouTube](#)
- [Johnny Matthews - YouTube](#)
- [CG Boost - YouTube](#)
- [Default Cube - YouTube](#)
- [Bad Normals - YouTube](#)
- [Chong 3D - YouTube](#)
- [Kammerbild - YouTube](#)

Is Blender right for you?

If you would like help or advice about incorporating Blender into your production pipeline, don't hesitate to reach out to us, Jason and Jonathan, at [Orange Turbine](#). We'll be happy to hear from you!