

Blender und Trainz für "Neulinge" (wie mich) [Entwurf - in Arbeit]

Eine Zusammenstellung von Links und Informationen

[\[TRAINZ:DE Forenzweig Blender\]](#) DE

[\[Trainz Wiki - Tutorial for Blender\]](#) EN

- [Creating Normal Maps with Blender](#)
- [Polished metal using Blender](#)
- [HowTo Export from Blender using FBX](#)
- [Material Types - Materialarten](#)
- [M.pbrmetal PBR-Metal: most basic PBR-based material type](#)
- [Exporting a Cube with FBX and PBR \(Blender\)](#) EN Video
- [Trainz asset creation FBX. Blender 2.9.](#) EN Video

[\[Attachment Points for Trainz Assets\]](#) EN

(Sind Sicht von Blender Empties, die richtig/sinnvoll zum Mesh positioniert)

- https://en.wikibooks.org/wiki/Trainz/Tutorial_for_Blender#Attachment_Points
- http://online.ts2009.com/media...ndex.php/Attachment_point
- http://online.ts2009.com/media...rt_from_Blender_using_FBX

[\[44090 Digital Models - Blender Tutorials Home\]](#) EN

- [Blender: Mesh Creation \(v2.49b\)](#)
- [Blender: Mapping and Texturing \(v2.49b\)](#)
- [Blender: Animation and Exporting \(v2.49b\)](#)
- [Blender: Creating a Loco \(v2.73\)](#)

- [\[Blender Procedural Nodes - Prozedurale Texturen\]](#) EN Video
- [\[Blender Intermediate UV Unwrapping - UV-Map aus Objekt\]](#) EN Video
- [\[HowTo PBR Materials - Part 1 - Physical Based Materials - NonMetals\]](#) EN Video
- [\[HowTo PBR Materials - Part 2 - Physical Based Materials - Metals\]](#) EN Video