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**