

Epicurean Video Production Thread (Especially Blender and Other Open Source Video Software)

Post by “Joshua” of April 29, 2023 at 1:58 PM

I'm just learning it as well, [Godfrey](#)! I realized yesterday when I installed it that I already had an older version on my computer, so I guess I've tried using it before but just couldn't figure it out.

There have been significant changes over time, so it can be difficult following tutorials as well. I spent nearly two hours trying to figure out the node system before I realized that the geometry nodes and shader nodes have been split into different panels. There's a million little buttons, toggles, sliders and menus and I don't know what 95% of them do. But this project is relatively simple so I should be able to get something put up this weekend, and then I can continue to expand on it over time.