

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

Post by “Martin” of April 29, 2023 at 3:17 PM

Blender is good for people who draft free hand for 3D modeling. I prefer numerical (or even better parametric) input and found no simple way to do that in Blender except by manually editing every datapoint, which is too tedious. Most of the free samples for Blender lack resolution, probably because free hand with high resolution is extremely tedious.