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Recourses

3D Production & Technical Art

Learning Platforms & Courses

- [Double Jump Academy](#)
- [Andreas Kjær-Jensen](#)

Workflows & Techniques

- [Creating an Epic Icelandic Landscape in Blender & Houdini](#)
- [Physically Based](#)
- [Flat Planets](#)
- [3DMath.xyz](#)

Programming

- [Boot.dev](#)
- [Receipt printer](#)

Graphics Programming & Game Dev

- [Simon Schreibt](#)
- [Useless Game Dev](#)
- [Acerola](#)
- [Understanding Maps Without Code](#)
- [Life as a Creative Commons Indie Game Developer](#)
- [Aeva's Braindump](#)
- [One Formula That Demystifies 3D Graphics](#)

Classic Techniques

- [Color Cycling](#)

3D Printing & Digital Fabrication

- [Gridfinity](#)
- [How to design a print with perfect tolerance EVERY time](#)

- [Why the 3D Printer is Now a Production Tool](#)
- [Design Rules for FFF 3D Printing](#)

Web Development

- [Sinan Isler](#)

AI

- [Sankalp](#)

Technical Resources

- [Projector Central](#)

Rational Thinking & Essays

- [LessWrong](#)
- [Rabu](#)

Audio Production

No resources yet

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