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Learn

VFX & Animation Industry

News & Publications

- [80.lv](#)
- [CGChannel](#)
- [CGPress](#)
- [Befores and Afters](#)
- [Cartoon Brew](#)
- [FX Guide](#)
- [Filmnosis](#)

Blogs & Tutorials

- [VFX Blog](#)
- [School of Motion](#)

3D Production & Technical Art

Learning Resources

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

Workflows & Techniques

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

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](#)

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](#)

Technology News & Media

Dutch Media

- [VPRO Tegenlicht](#)
- [NOS op 3](#)

Tech Publications

- [MIT Technology Review](#)
- [Ars Technica](#)
- [TechCrunch](#)
- [The Register](#)
- [Gizmodo](#)
- [Slashdot](#)

Developer Communities

- [Hacker News](#)
- [Medium](#)
- [Substack](#)
- [The Startup](#)
- [LessWrong](#)

Hardware & Reviews

- [Galaxus.be](#)
- [PCWorld](#)
- [Tom's Hardware](#)
- [It's FOSS](#)

Specific Tech

- [Motherboard](#)
- [Projector Central](#)

Personal Blogs & Essays

- [Rabu](#)

Audio Production

No resources yet

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