In this video, we’ll take a look at some basic workflows when it comes to modeling, using Modifiers and shading your models.

****Notes:****

* Blender 4.2.2

****Timestamps:****

* 00:00 - Intro
* 00:44 - Basic Modeling
* 03:35 - Proportional Editing
* 04:31 - Modifiers
* 08:10 - Shading

****Links:****

* [CG Boost Courses](https://www.cgboost.com/courses" \t "https://academy.cgboost.com/courses/master-cinematic-storytelling-in-blender/lectures/_blank)

****Shortcuts:****

* ****Ctrl + C**** | Copy
* ****O**** | Proportional Editing