Eevee will be the rendering engine of choice for this course. Therefore, let’s get familiar with a few of its basic settings.

****Notes:****

* Blender 4.2.2

****Timestamps:****

* 00:00 - Grease Pencil Intro
* 00:06 - Sampling
* 01:16 - Shadows & Raytracing
* 02:15 - Volumes
* 02:44 - Simplify