More than anything else in your 3D art work, composition requires planning. Let’s have a look at how to approach this phase.

****Notes:****

* Blender 4.0.0

****Timestamps:****

* 00:00 - Intro
* 00:20 - Know the Story
* 01:37 - Don’t start with final result
* 02:52 - 3D Blockout