

3D & MOTION GRAPHICS > LOW-POLY

Secrets to Creating Low Poly Illustrations in Blender

by [Karan Shah](#) 14 Jan 2014

- Design & Illustration
- Code
- Web Design
- Photo & Video
- Business
- Music & Audio
- 3D & Motion Graphics

LowPoly Blender 3D Modeling Lighting Geometric Illustration Landscape

FEED LIKE FOLLOW

Weekly email summary

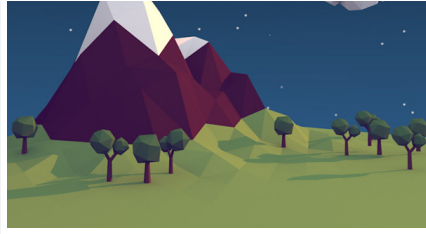
Subscribe below and we'll send you a

OK

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details



Low poly style illustrations are a hot trend these days and we see them everywhere – books, animations, music videos, apps, etc. and today you'll learn how to create one in Blender. This tutorial will focus more on how to achieve the style, rather than learning illustration theory or modeling anything in particular. We will create one example illustration and learn the steps to achieve the desired result.

Looking for a Quick Solution?

If you're looking for a quick solution, there's a great collection of [low poly models](#) and illustrations over at Envato Market. Starting from just a few dollars, it's a great way to quickly build up a collection of high-quality low poly items for your project.




Translations

Envato Tuts+ tutorials are translated into other languages by our community members—you can be involved too!









Translate this post

Powered by



	Low Poly Base Mesh Female BITGEM	In 3D Models / Base Meshes 3D File Formats Included: .ma (.maya), .obj (multi format), Geometry: Polygons, Poly Count: 1794	\$9 45 ratings 431 Sales
	Low Poly Base Mesh Male BITGEM	In 3D Models / Base Meshes 3D File Formats Included: .ma (multi format), .obj (multi format), Geometry: Polygons, Poly Count: 2424	\$9 24 ratings 317 Sales
	Low poly Base mesh (Male) karan11	In 3D Models / Base Meshes 3D File Formats Included: .obj (multi format), Geometry: Polygons, Poly Count: 1800	\$8 18 ratings 169 Sales

Or if you're looking for something more comprehensive, you could try the [3D design & modeling services](#) on Envato Studio. You can find experienced providers to do photorealistic 3D rendering, create 3D logos, and much more.

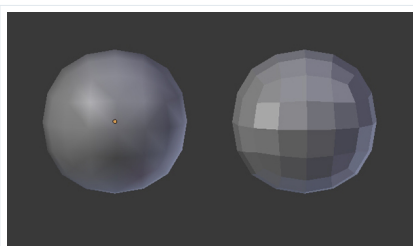
			
3D Floor Plan Modeling and Rendering WawaDesign 100% Recommended \$100 \$ per hour	3D Logo Design Gawazli 100% Recommended \$200 \$ per hour	3D Character / Mascot Design Gawazli 100% Recommended \$300 \$ per hour	3D Character / Mascot Design mawad 100% Recommended \$150 \$ per hour
			
3D Object Modeling WawaDesign 100% Recommended \$450 \$ per hour	3D Rendering WawaDesign 100% Recommended \$120 \$ per hour	Product Visualization WawaDesign 100% Recommended \$100 \$ per hour	Turntable 3D Models QuickDesign 100% Recommended \$100 \$ per hour

3D modelling services on Envato Studio

1. Secret Ingredients

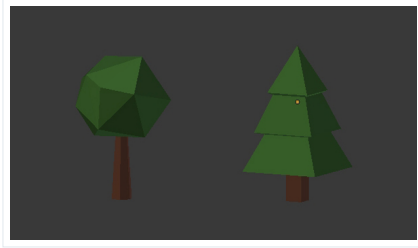
Flat Shaded Models

One of the main requirements to achieve this style, is that the models must be flat shaded. This will give a blocky looking result, which a smooth shaded surface does not produce.



Low Poly Models

Another prerequisite for this style is that the models must be low poly (obviously!). The forms must be drawn close to basic geometric shapes. For organic models, if you find it difficult to built them using less triangles, then don't worry. You can construct the model as you want and later crunch those polys down with the help of the Decimate Modifier. You can also import and use your existing mid-poly models, and then use the Decimate Modifier to reduce the polygons.

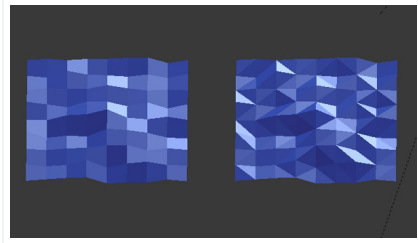


Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

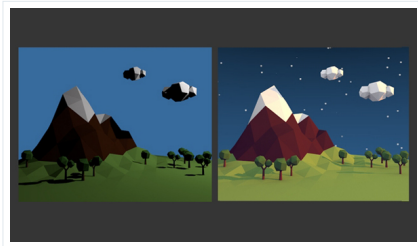
Show details

OK



Lighting

Lighting is the most important part of producing a good render. The scene should be properly lit according to the composition, and we must use Ambient Occlusion and Global Illumination. Photo-realistic rendering will produce the best result, otherwise the scene will look like a render from a 3D game from the 90's. This lighting and shading are what set it apart from a bad looking render.



Now we will create a scene and learn how to apply the above points to achieve the desired style.

2. Rough Sketch and Layout

Step 1

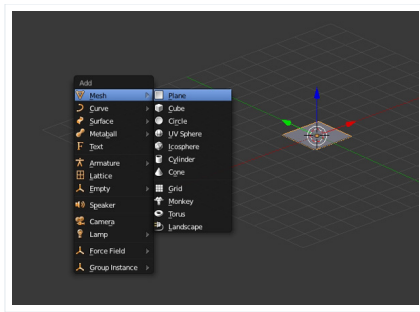
First draw a rough sketch of the illustration. This is necessary as it will serve as a blueprint and you won't feel lost later. Although everything is constructed in 3D, the illustration itself is 2D Art. Everything is arranged for a 2D frame, be it cinema, photography or 3D illustrations. The final result is shown on a monitor, TV screen or cinema screen, which are all 2D surfaces. So the layout or frame, must be properly balanced and arranged.



3. Modeling The Terrain

Step 1

In a new file press **Shift-A** and add a **Plane**.



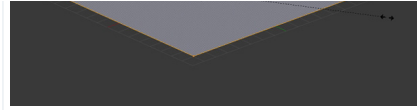
Press **TAB** on the keyboard to enter into **Edit** mode. Then Press **S** and drag the mouse to scale the **Plane** up.

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

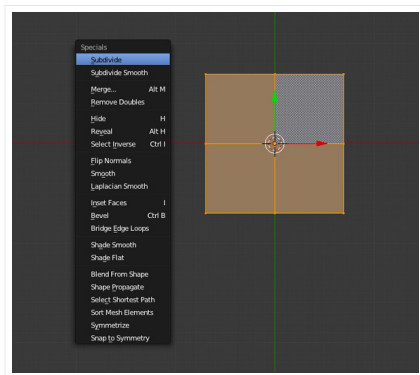
Show details

OK

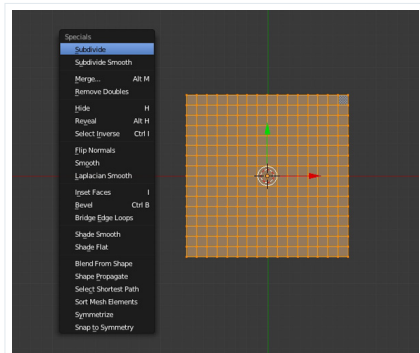


Step 2

While in the **Edit** mode and with the mouse pointer in the 3D view, press **W** and select **Subdivide**, to subdivide it.

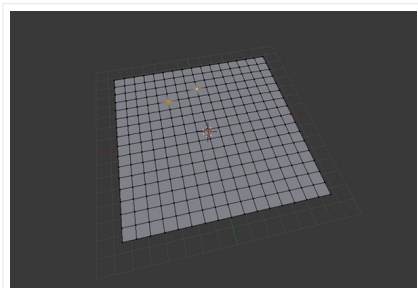


Do this several times. Three to four times would be sufficient, don't make it too dense.



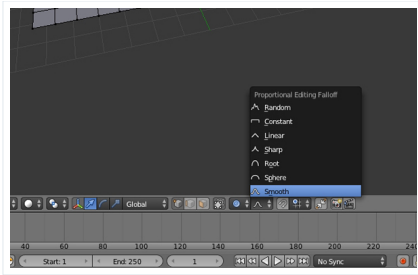
Step 3

Press **A** to deselect all the vertices. Now to create the mountain ridge, select *two* vertices as shown in the following image. **Right Click** on any vertex to select it, and then *hold Shift* and **Right Click** on another vertex to select multiple vertices. Here I have pressed **5** on the Numpad to get into **Perspective** mode. To Rotate the view, click and drag using the **Middle Mouse Button**.



Step 4

While in **Edit** mode, press **O** on the keyboard to enable the **Proportional Editing Tool** (Soft selection), and make sure that **Smooth** falloff is selected.



Step 5

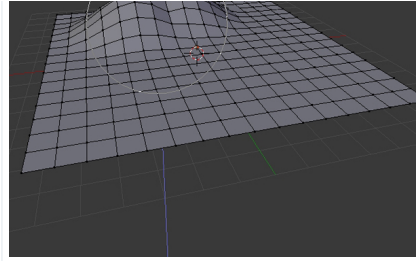
Now drag the Arrow Widget to move the vertices upward (Z axis). Or press G and then Z to move the vertices along the Z Axis only. Move them up just a little bit, not too much. You can increase or decrease the area of influence with the Mouse Wheel.

Your privacy matters

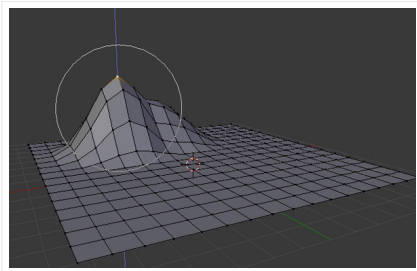
Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK

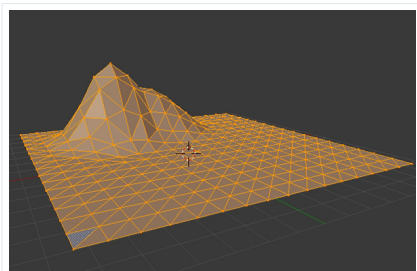


Now select *only* one of the verts and pull it upwards. Again you can either use the Arrow Widget, or press G and then Z and move your mouse, to move the vertex up.



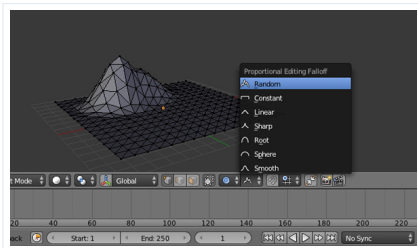
Step 6

Press A to select all the vertices, and then Press **Control-T** to triangulate the mesh.



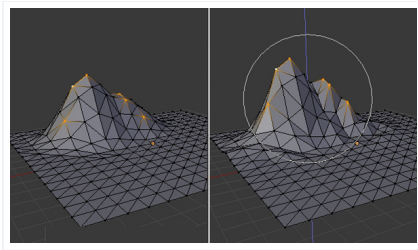
Step 7

Press A again to deselect the mesh. Now select **Random** Falloff mode.



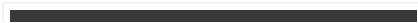
Step 8

Select a few of the peak points and move them upwards (hold **Shift** and then **Right Click** to select more than one vertex.) You will see that the mountain is now taking shape, but take care that the ground is not being affected too much. You can also tweak the points individually to achieve the desired effect.



Step 9

Again select all the vertices by pressing **A**, and then press **W** to bring up the **Specials** menu. Select **Shade Flat** to give it a flat look and then press **TAB** to exit **Edit** mode. The mountain is now ready. So press **Control-S** to save the file.

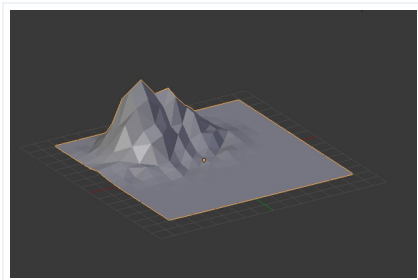
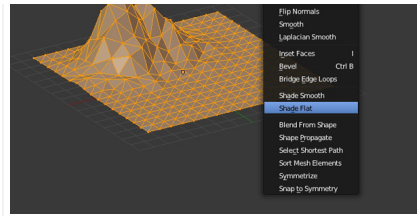


Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

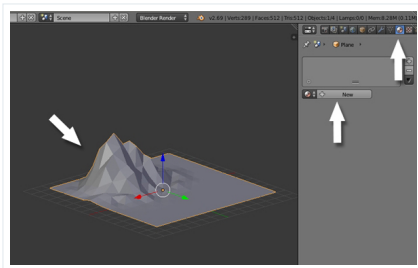
OK



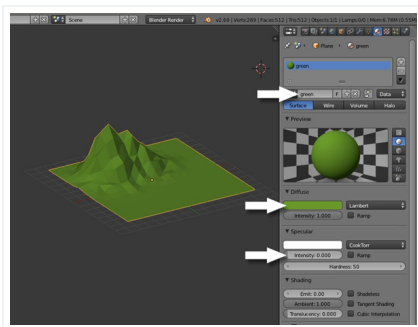
3. Assigning Materials to the Mountain

Step 1

With the **Mountain** object selected, click on the **Materials** button in the **Properties** window and press the **New** button.

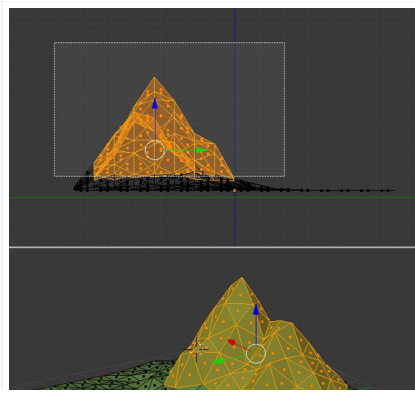


Name the new material "Green" or "Ground", and set the **Diffuse** color to a warm green. Reduce the **Specular Intensity** to **0.0**, as we want to have a non-shiny material.



Step 2

Here we will learn how to assign multiple materials to a single object. Press **TAB** to enter into **Edit** mode and then press **Z** for **Wireframe** mode, so that while selecting we are able to select the faces and vertices which are behind and nothing will be left out. Press **Control-TAB** and select **Face** in the **Mesh Select** mode menu. Now press **B** and drag to select the part of the mountain which is above the ground. If you miss some faces, manually select them by holding down the **Shift** key and **Right Clicking** on them.



Your privacy matters

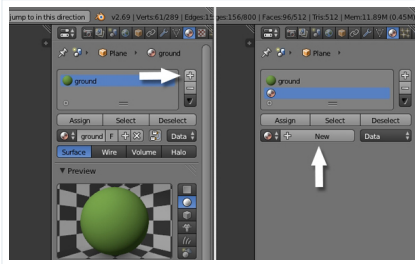
Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK

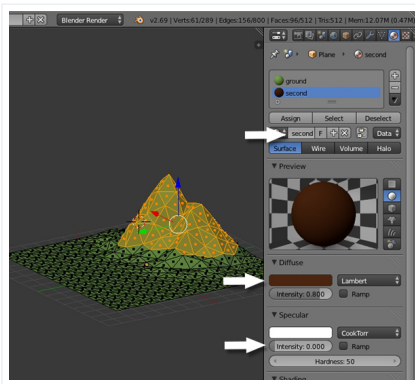
Step 3

Click on the + button to add a new material slot and then press the **New** button.

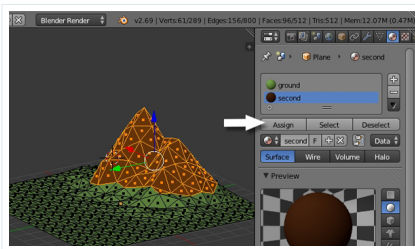


Step 4

Name the new material, and give it a nice stone color or make it brown. Again, reduce the **Specular Intensity** to 0.0.

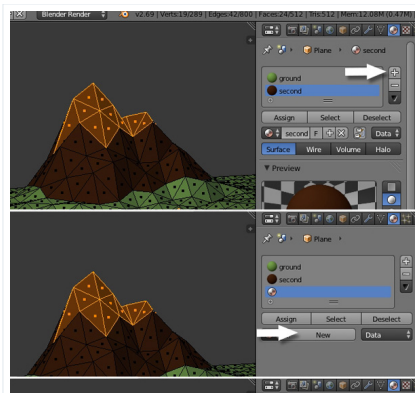


Finally, click **Assign** to assign the new material to the selected faces.



Step 4

Now we will create some snow on top of the mountain. So select the top few faces and create a new material (just as we did to create the second material.) Press the + button to add a new slot, click on the **New** button, change the color to White and reduce the **Specular Intensity** to 0.0.

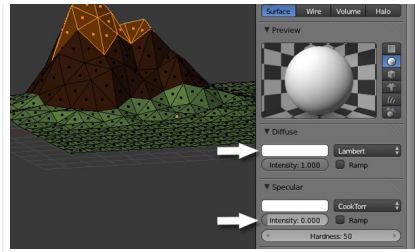


Your privacy matters

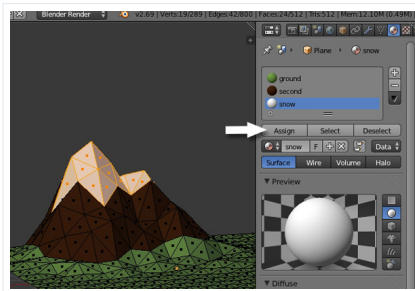
Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK



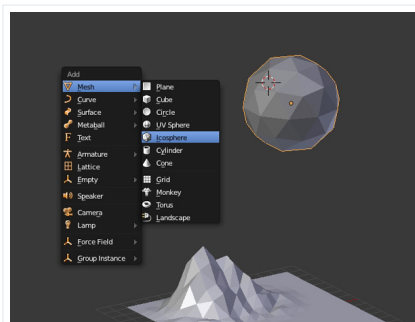
Finally, press **Apply** to apply the material to the selected faces.



4. Modeling the Trees

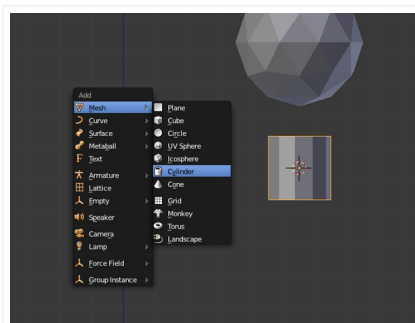
Step 1

Left Click on an empty space to bring up the 3D cursor. Press **Shift-A** > **Mesh** > **Icosphere** to add a sphere to the scene.

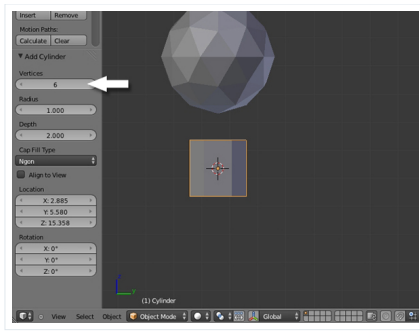


Step 2

Press **.** (period) on the numpad to make it centered and **3** (on the numpad) to get into the *Right* view (Press **5** to turn off Perspective view.) Press **Shift-A** and add **Mesh** > **Cylinder**.



Press **T** to bring out the **Tool Shelf** (if it's not already there) and reduce the **Vertices** to 6.



Step 3

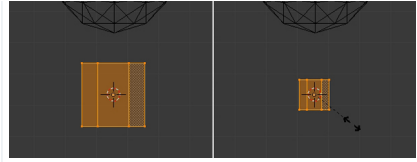
Press **TAB** to enter into **Edit** mode. Select all the vertices by pressing **A**, and press **S** to scale them down to

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

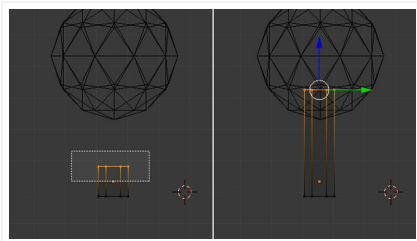
Show details

OK



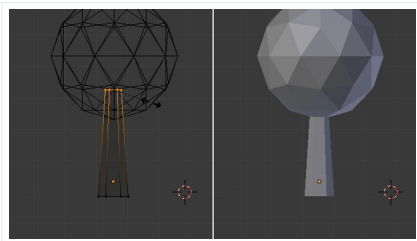
Step 4

Deselect all the vertices with the **A** key. Then press **B** to drag select *only* the top vertices and then pull them up along the **Z** axis, by dragging the Arrow Widget or by hitting the **G** key and then **Z**, moving the mouse and finally clicking to confirm.



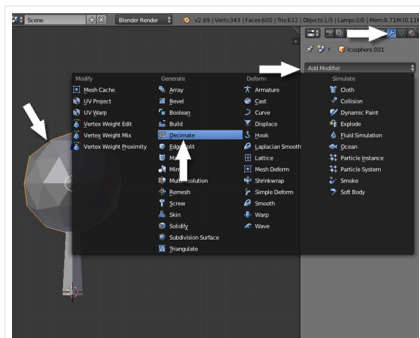
Step 5

With the *top* row of vertices selected, press **S** and scale them down to give the trunk a nice shape (you can also press **Z** to preview it in Solid mode.)

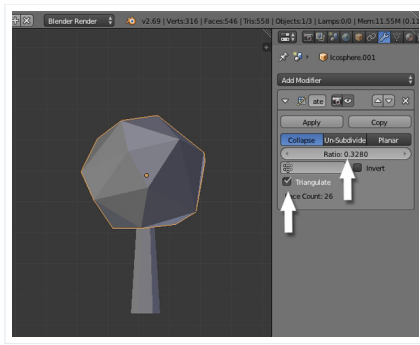


Step 6

Now we will reduce the polygons for the leaves. Select the object (icosphere) by **Right Clicking**, and then click on the **Modifiers** button in the **Properties** window, and select **Decimate**.



Reduce the **Ratio** according to how low poly you want the tree to look.



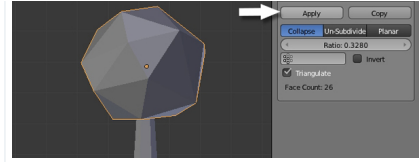
Finally click **Apply**.

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

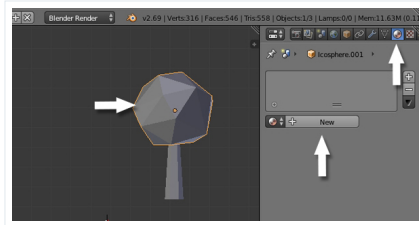
OK



5. Creating Materials for the Tree

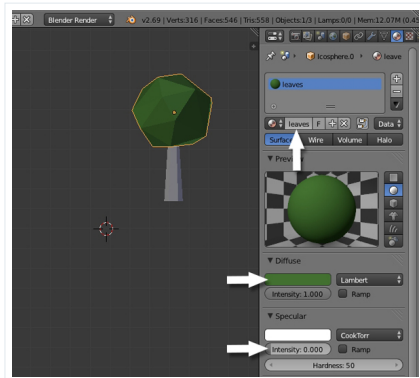
Step 1

With the leaves selected, click on the **Materials** button on the **Properties** panel and add **New**.



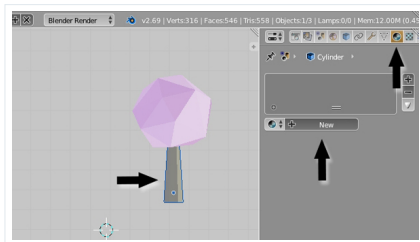
Step 2

Name the new material "Leaves" and choose a nice green color. Reduce the **Specular Intensity** to **0.0**.



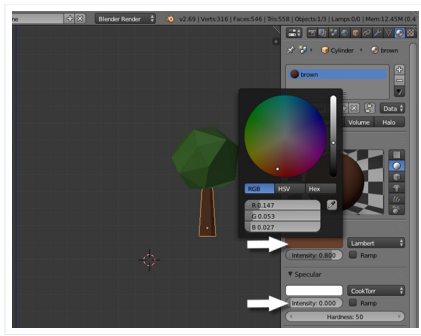
Step 3

Now select the **Trunk**, and in the **Material** properties click on **New**.



Step 4

Name the new material "Brown" (or whatever you like.) Choose a nice brown color for the **Diffuse** and reduce the **Specular Intensity** to **0.0**.



6. Making the Tree a Single Object

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

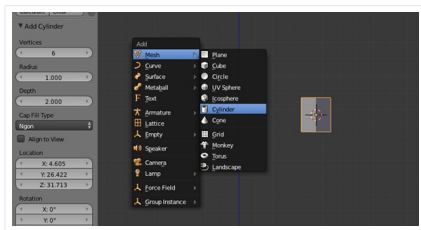
OK



7. Modeling a Different Tree

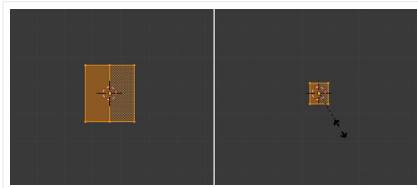
Step 1

Press **Shift-A** to add a **Cylinder**. In the **Tool** shelf, reduce the **Vertices** to 5 or 6.

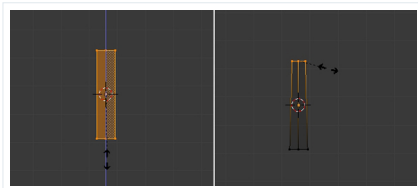


Step 2

Press **TAB** to enter into **Edit** mode, and select all the vertices with the **A** key. Press **S** to scale them down.

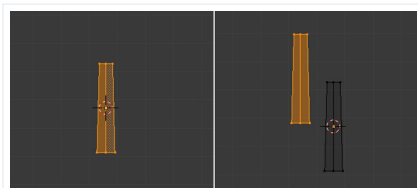


Scale them again along the **Z** axis. Press **S** and then **Z** to scale vertically. Select the **top** row of vertices with the **B** key, and **Scale** them down to give it a nice form.



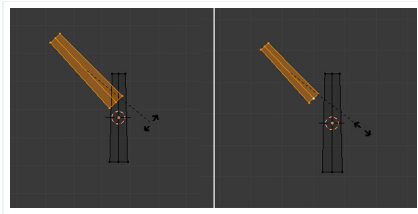
Step 3

Select all the vertices by pressing the **A** key. And then press **Shift-D** to duplicate the selection. Click anywhere to confirm.



Step 4

Press **R** to **Rotate** the mesh to form a branch. **Scale** the new mesh down with the **S** key.



Step 5

With the new mesh selected, press **Shift-D** to duplicate it.



Your privacy matters

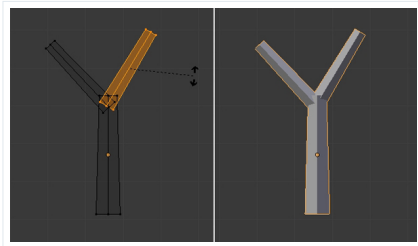
Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK

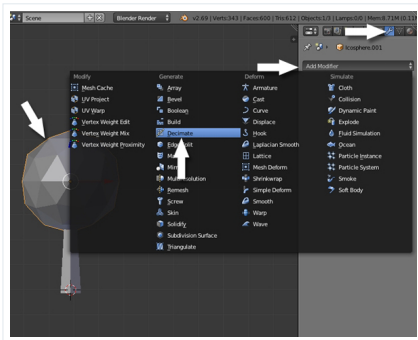


Press **R** to Rotate it, and then **TAB** to exit Edit mode.



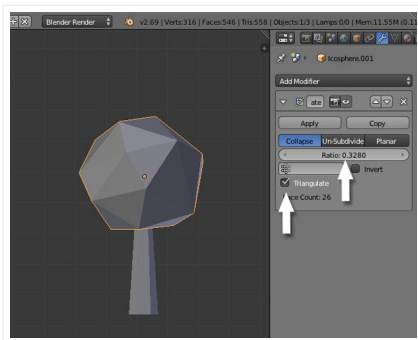
Step 6

Click on an empty space near the new trunk, press **Shift-A** and add an **Icosphere**.

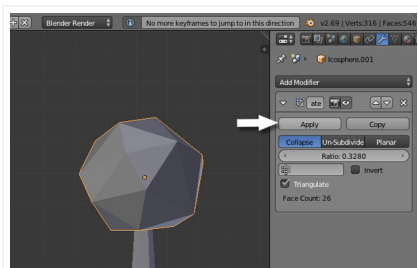


Step 7

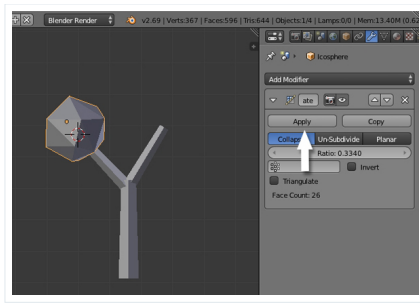
With the sphere selected, click on the **Modifiers** button in the **Properties** window, and add a **Decimate** modifier.



Reduce the **Ratio** amount to achieve a nice low poly look.



Finally click **Apply**



Step 8

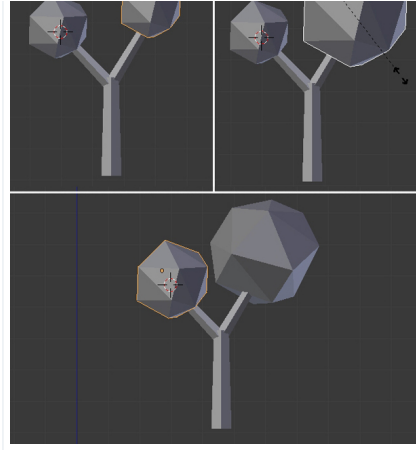
Select the **Icosphere** by **Right Clicking**, and press **Shift-D** to duplicate it, and then click again to confirm. Place it on the second branch (Press **G** to move) and scale it with the **S** key (to **Rotate**, press **R**). You can adjust both spheres to give the tree a nice shape. Our second tree is now ready.

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

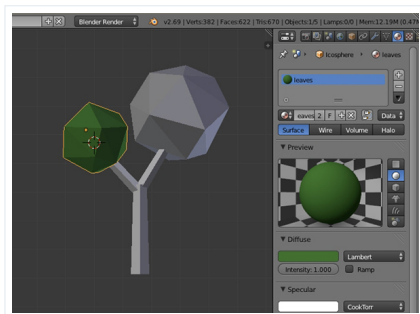
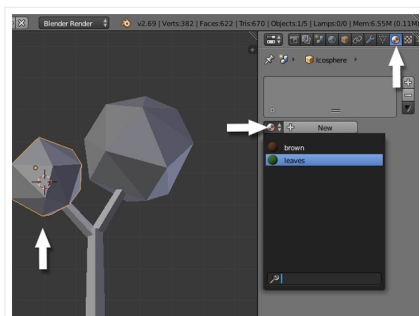
OK



8. Assigning Materials to the New Tree

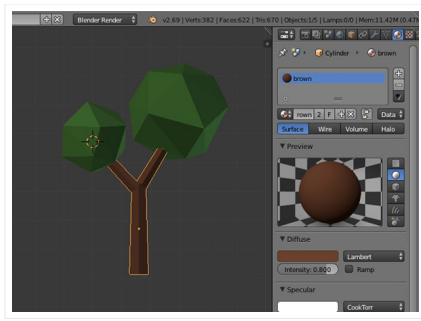
Step 1

Right Click on the **Sphere** to select it. And in the **Material** properties, assign the already created **Leaves** material to the **Sphere**.



Step 2

Similarly assign the corresponding materials to the rest of the parts.



Step 3

Select all the objects of the new tree, and press **Control-J** to combine them into one single object. The second tree is now ready.

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

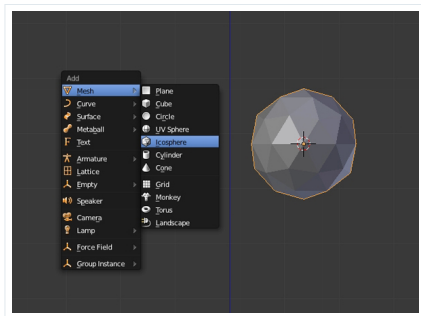
OK



9. Creating the Clouds

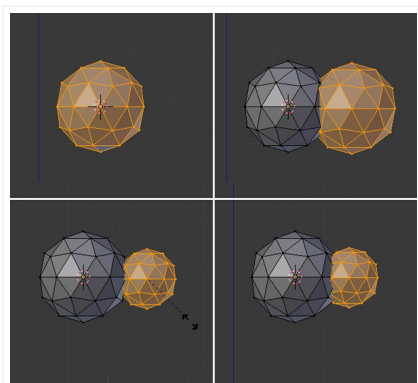
Step 1

Press **Shift-A** and add another **Icosphere**.



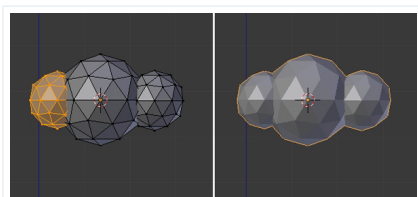
Step 2

Press **TAB** to get into **Edit** mode, and select all the vertices by pressing the **A** key. Press **Shift-D** to duplicate the mesh and click again to confirm the position. With the new mesh selected, press **S** and scale it down, and **G** to move the selected mesh into the right position.



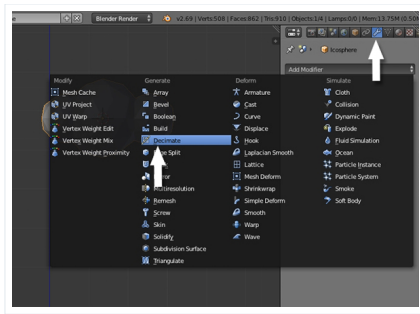
Step 3

Similarly, duplicate the sphere again to complete the cloud, and press **TAB** to exit **Edit** mode.



Step 4

With the cloud selected, click on the **Modifiers** button in the **Properties** window, and select **Decimate**.



Reduce the **Ratio** amount to achieve a low poly look, but not too much that it loses its shape.



Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

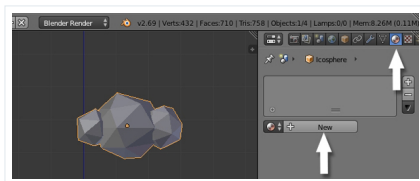
Show details

OK

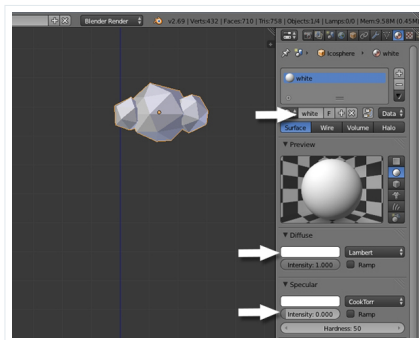


Step 5

With the cloud selected, click on the **Materials** button in the **Property** window, and then click on the **New** button.



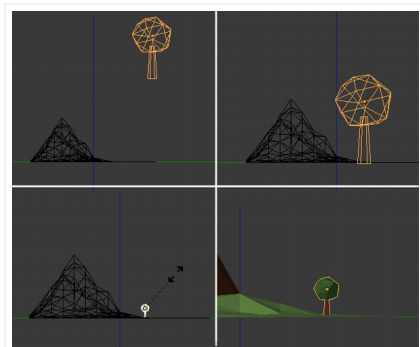
Name this material "White" or "Clouds", and set its **Diffuse** color to white, and reduce the **Specular Intensity** to 0.0.



10. Bringing it All Together

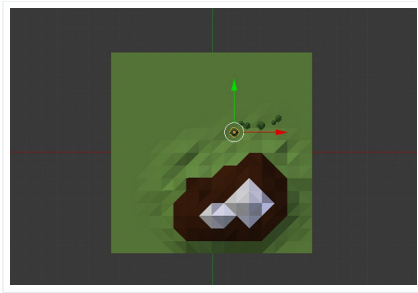
Step 1

Now lets arrange all the objects together to make the scene. Press **3** on the numpad to get into a side view. Switch to **Ortho** view by pressing **5** on numpad (if you are in **Perspective** view). Now select the tree by **Right Clicking** on it, and then press **G** to move it to the desired position. **Scale** it as needed with the **S** key.



Step 2

Press **7** on the numpad to get into the **Top** view. Select the **Tree** and press **Shift-D** to duplicate it. Place it alongside the mountain and repeat this process to create a nice landscape.



Step 3

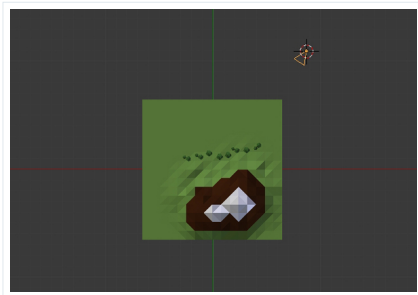
Now we'll add the camera. Press **Shift-A** and add a **Camera** and place it according to your composition. Press **G** to move and **R** to rotate the camera, and press **0** on the numpad to change to the camera's view.

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

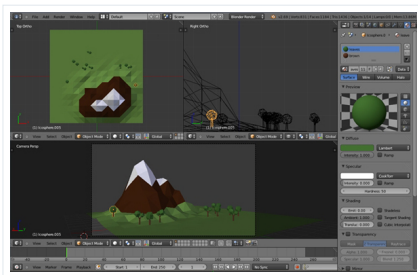
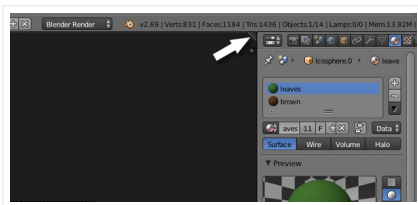
Show details

OK

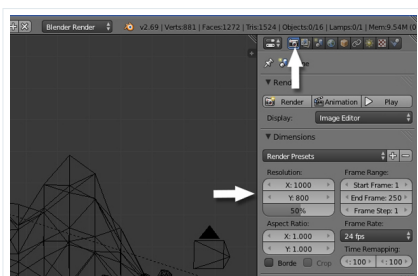


Step 4

You can **split** the 3D view and assign one for the camera, one for the top and one for the side view. Move the mouse over the corner of the 3D view, and when it changes, pull to split the window. Move your mouse over any of the views and press **7** on the numpad to get a **Top** view, **3** (numpad) for a side view and **0** on the numpad for the **Camera** view. Now you can adjust the position of your objects, and see the arrangement in the camera view. While in the camera view, you can press **Shift-F** to move the camera to adjust the frame in a fly-through mode.

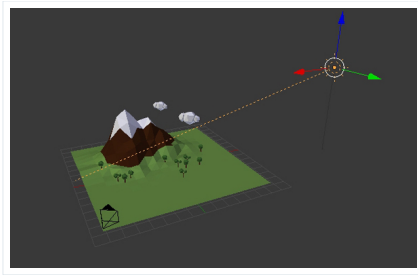


I have set a new size for the frame according to my needs in the **Render** panel. You can adjust yours, or leave it at the default.



Step 5

Now lets add some light. Press **Shift-A** and add a **Sun**. Place it on one side, and adjust its direction by rotating it with the **R** key.



With the **Sun** selected, click on the **Light Properties**. Change the color to a light yellow and turn on the **Ray Shadows** option.

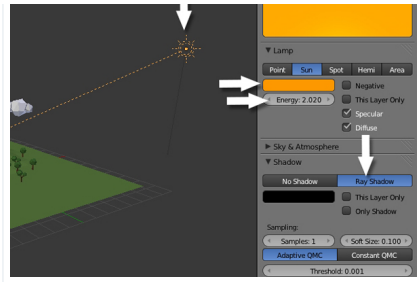


Your privacy matters

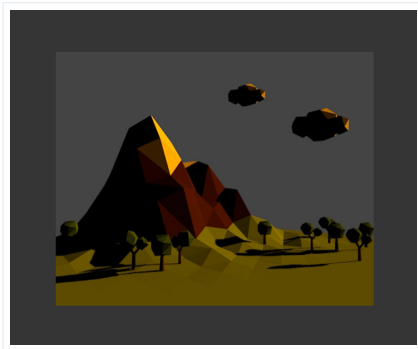
Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK

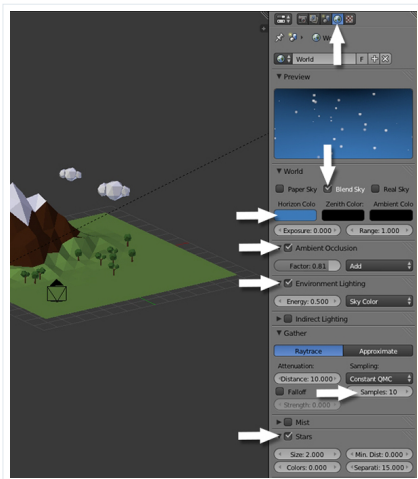


Now press **F12** to render the scene.



Step 6

Click on the **World** settings in the **Properties** panel and set the **Sky** color to blue and check the **Blend Sky** option, so that we get a nice gradient with the zenith color. Turn on **Ambient Occlusion** so we get realistic shadows, and also turn on **Environment Lighting** and choose **Sky Color** as the light source. In the **Gather** Panel, increase the **Samples** to **10**, and finally turn on **Stars**.



Hit **F12** to render and you'll see the effect of the sky color and Ambient Occlusion.



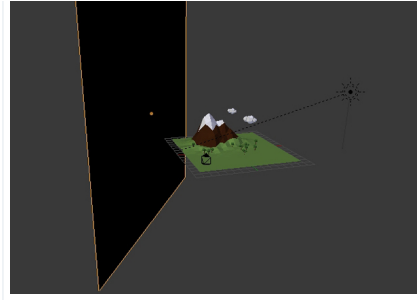
Step 7

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

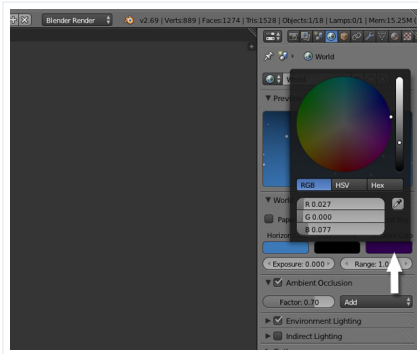
Show details

OK



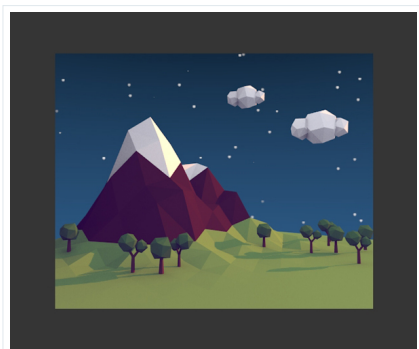
Step 8

In the **World** panel, Change the **Ambient Color** to dark purple. This will give a nice tint to the image.



Conclusion

Hit **F12** and see the magic! I hope you enjoyed this tutorial.





Karan Shah

Karan Shah is a 3D Artist and Animator from India. He is a BFA Graduate with specialization in sculpture. An inclination towards the digital medium made him a self taught computer artist. He is a currently freelancing...

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK

185 Comments Cguts+ Login

Recommend 34 Tweet f Share Sort by Best

Join the discussion...

LOG IN WITH OR SIGN UP WITH DISQUS Name

Jake Hemmerle 5 years ago Thanks for the tutorial! It was VERY helpful in getting a little familiar with Blender too. Here's my replica, with a little extra added.



40 ^ | v · Reply · Share

Faizin Nurul 2 years ago wow amazing... nice 31 ^ | v · Reply · Share

Mati Macedo 3 years ago Wow. Well done! It looks amazing! 1 ^ | v · Reply · Share

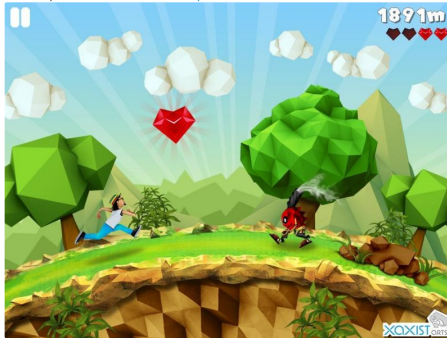
Japh 6 years ago Fantastic tutorial! For someone without much experience with Blender, but interested in creating this type of aesthetic, this tutorial really shines.

Thanks so much!

For those who didn't like this tutorial: if a tutorial doesn't cover something you specifically are interested in, that doesn't make it completely useless. Show a little respect for the author and their efforts to address those who have different interests and goals. You can also politely ask that a future tutorial might cover some other specific thing you are interested in. Let's try and encourage each other so we all learn and improve together, yeah?

42 ^ | v · 1 · Reply · Share

Anup Sarode 6 years ago Here's a quick screenshot of our work! http://www.xaxisarts.com/...



27 ^ | v · 1 · Reply · Share

Voxel 2 years ago How did you curve the world? ^ | v · Reply · Share

CIDE 6 years ago Hell! this "game" is made in Blender? ^ | v · Reply · Share

Alex Dueppen 4 years ago Blender does have a full game engine. 2 ^ | v · Reply · Share

crutchcorn 4 years ago Ayyyyyyyye LMAO 1 ^ | v · Reply · Share

Paulie 6 years ago This was my attempt at re-creating your little masterpiece. Thanks for the tutorial. It helped a lot :)



17 ^ | v · Reply · Share >



Guest · 5 years ago

Thank you for that really awesome tutorial. That's my first try with blender!

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK

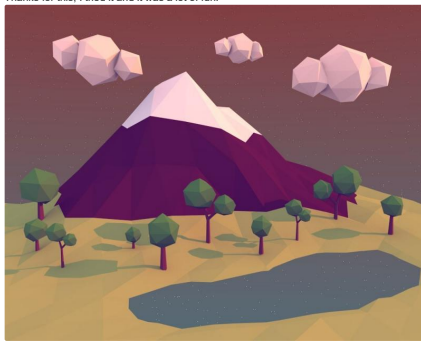


14 ^ | v · Reply · Share >



Jessi · 5 years ago

Thanks for this; I tried it and it was a lot of fun!



10 ^ | v · Reply · Share >



Patricia T · 5 years ago

Welp, here's mine. First ever blender project, quite pleased with it. Thanks for the tutorial (:



10 ^ | v · Reply · Share >



Sharon Milne · 6 years ago

This is so glorious <3

17 ^ | v 2 · Reply · Share >



Cheapskate01 · 5 years ago

Here's mine, they aren't great so plz don't judge.



see more

7 ^ | v · Reply · Share >



MaryCherryPie → Cheapskate01 · 2 years ago

this is amazing!!

^ | v · Reply · Share >



Arvanche → Cheapskate01 · 3 years ago

That water effect looks amazing!

^ | v · Reply · Share >



cheapskate01 → Arvanche · 3 years ago

:) Thank you!

^ | v · Reply · Share >



Ax → cheapskate01 · 3 years ago

How did you do the water?

^ | v · Reply · Share >



Saeed Ektesabi → Ax · 2 years ago

I think you can do a plane, and then with the proportional editing and random fall off make the randomness look. and then it is only the materials you can go with glossy I think.

axoloti → Cheap skate01 • 4 years ago
They look cool

Liamlamaduck • 5 years ago
:-)



Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK

axoloti → Cheap skate01 • 4 years ago
They look cool

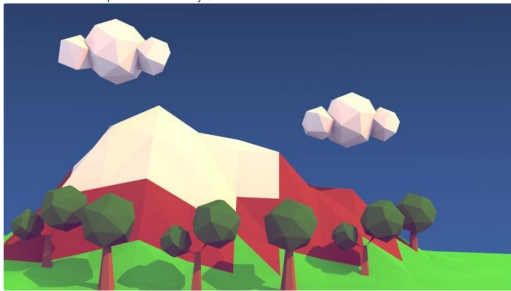
alysa wakefield • 5 years ago



6 ^ | v • Reply • Share

Jenni Nexus → alysa wakefield • 5 years ago
cuute added cherries / apples/blossoms. :-)

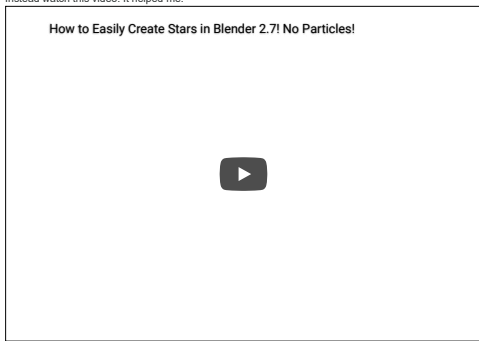
Gaurav • 6 years ago
I dont have the stars option dont know why :/



6 ^ | v • Reply • Share

Karan → Gaurav • 6 years ago
The latest version of blender (2.70) doesn't have the stars option :(

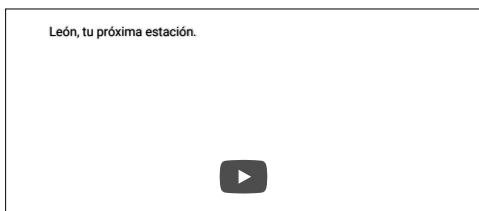
Tony Corin → Gaurav • 4 years ago
Instead watch this video. It helped me.



2 ^ | v • Reply • Share

garvie Garvie • 6 years ago
wow.. that's really great. I LOVE low poly stuff, and you explain it all beautifully, thank you, thank you!! this would be supper to use as beginner blender tut too. excellent stuff.

Greg P → garvie Garvie • 6 years ago • edited
Here is a brilliant example of this style, all done in Blender, including Cycles renderer. It was made for Leon region tourism, in Spain.





32 ^ | v · Reply · Share >



Harmon · 6 years ago
I learned more in this than in the 10 other videos I have watched.

It's a simple scene and easy to follow.
5 ^ | v · Reply · Share >



dustylavender · 6 years ago
Thanks for another Blender tutorial, I'd really like to see them more often.

8 ^ | v | 1 · Reply · Share >



Shu · 5 years ago
This tutorial is awesome! This is my first attempt using Blender and I'm glad that I found this tutorial. But I got a problem...I think I did each step correctly but somehow my ground looks really wired after rendering. Can someone help?

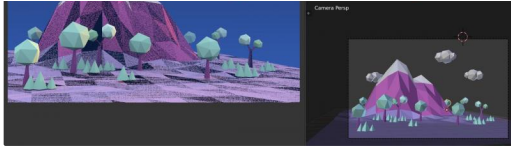


Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK



4 ^ | v · Reply · Share >



Karan → **Shu** · 5 years ago
I think you might have accidentally duplicated the land + mountain mesh, so there might be two of them overlapping each other. Just delete one of them - if they are two.

1 ^ | v · Reply · Share >



Adam → **Karan** · 5 years ago
He is right. I had the same problem with some of my trees.

^ | v · Reply · Share >



Ianymo → **Adam** · 2 years ago
Yep this helped me as well. I had duplicated a couple of clouds. Cheers! Awesome tutorial! btw.

^ | v · Reply · Share >



Nik · 6 years ago
Fantastic tutorial! Thanks very much for sharing.

3 ^ | v · Reply · Share >



adrot · 4 years ago · edited
Hi, love the tutorial. Here's mine. I added other models from other people as well. It's a passage from the Bible in Romanian.



4 ^ | v | 1 · Reply · Share >



ev4n · 6 years ago
This is fun :)

5 ^ | v | 2 · Reply · Share >



Sérgio Toledo · 4 years ago
Very good!
Here is my landscapes.



see more

2 ^ | v · Reply · Share >



Alex · 4 years ago
Thanks for the tutorial!



2 ^ | v · Reply · Share >

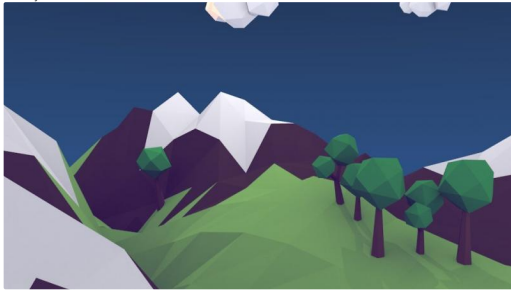


David Wolf · 5 years ago
No wonder I was tearing my hair out... these shortcuts don't even work. I'm on a mac and all these damn shortcuts are invalid! >:(

2 ^ | v · Reply · Share >



Eun Ji Kim · 5 years ago · edited
so easy and cool. thanks!!!!



2 ^ | v · Reply · Share >

Your privacy matters

Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK

Here is my result, but I let the Ambient Color as black (the dark purple reduces the contrast a little bit).



2 ^ | v · Reply · Share >



greg p · 6 years ago
Haters gonna hate!
5 ^ | v · 3 · Reply · Share >



Mark Klimes · 5 years ago · edited
Thank you a lot! Amazing :3



3 ^ | v · 1 · Reply · Share >



Tyok Hari · 6 years ago
This is not just a tutorial. This is a trend
3 ^ | v · 1 · Reply · Share >



Srihith Reddy · 4 months ago
Thanks for the tutorial. I was having trouble with stars so I used the stucci texture. This is my recreation of this tutorial.



1 ^ | v · Reply · Share >



Bruno Santos · 2 years ago
It's my project, simple but beauty in my opinion :), thanks helped me alot





1 ^ | v · Reply · Share ›

Load more comments

Subscribe Add Disqus to your site Add Disqus Add Disqus Privacy Policy Privacy Policy Privacy Policy

LOOKING FOR SOMETHING TO HELP KICK START YOUR NEXT PROJECT?

Your privacy matters

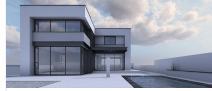
Cookies and similar technologies are used on our sites to personalise content and ads, provide and improve product features and to analyse traffic on our sites by Envato, our business partners and authors. You can find further details below. By continuing to use our sites and services, you agree to the use of these cookies and similar technologies.

Show details

OK



3D Models
From \$4



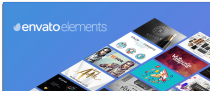
HDR Images
From \$4



3D Animal Models
From \$4



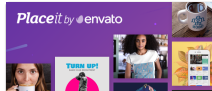
3D Animation Data
From \$3



Unlimited Downloads
From \$16.50/month
Get access to over one million creative assets on Envato Elements.



Over 9 Million Digital Assets
Everything you need for your next creative project.



Create Beautiful Logos, Designs & Mockups in Seconds
Design like a professional without Photoshop.



Join the Community
Share ideas. Host meetups. Lead discussions. Collaborate.

QUICK LINKS - Explore popular categories

ENVATO TUTS+

About Envato Tuts+
Terms of Use
Advertise

JOIN OUR COMMUNITY

Teach at Envato Tuts+
Translate for Envato Tuts+
Forums

HELP

FAQ
Help Center



28,280 Tutorials
1,267 Courses
39,866 Translations

Envato.com Our products Careers Sitemap

© 2019 Envato Pty Ltd. Trademarks and brands are the property of their respective owners.

Follow Envato Tuts+   