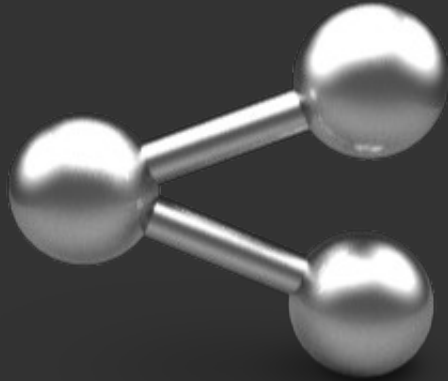
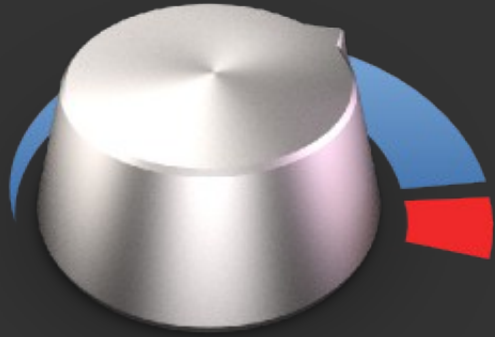


PROTOTYPING in the 4TH DIMENSION

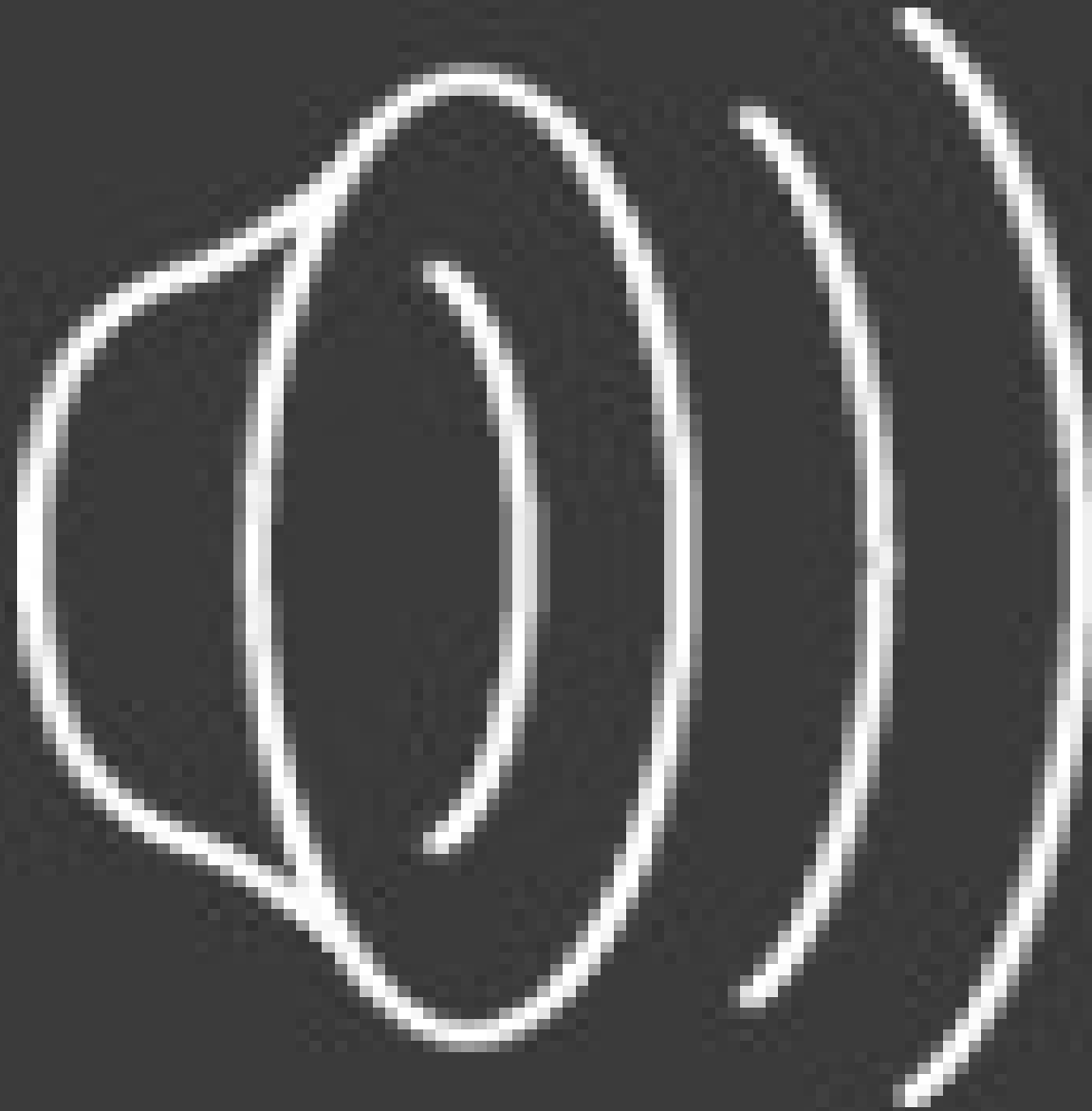
Jakub Steiner











BLENDER FOR MOTION DESIGN

[youtube.com/gnome3design](https://www.youtube.com/gnome3design)

is.gd/mmRpTR

WHY DESIGN TRANSITIONS?

FEEL RIGHT = ITERATIONS

REALTIME ANIMATION: GLSL



