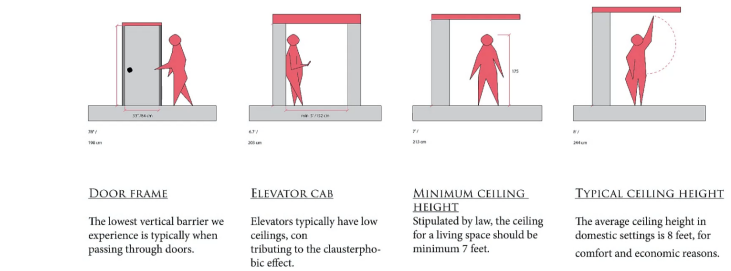
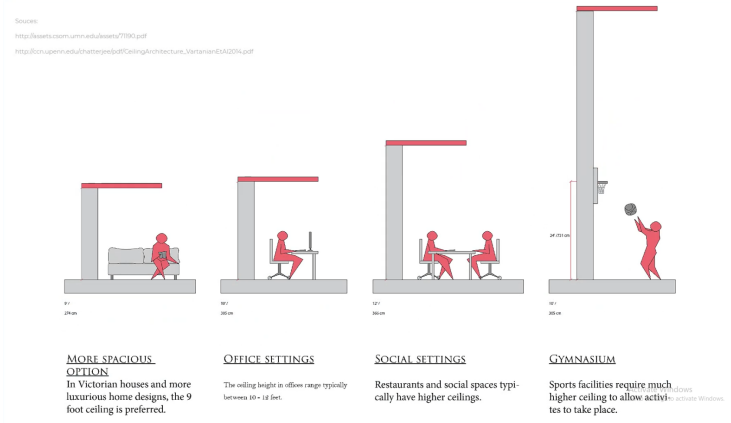
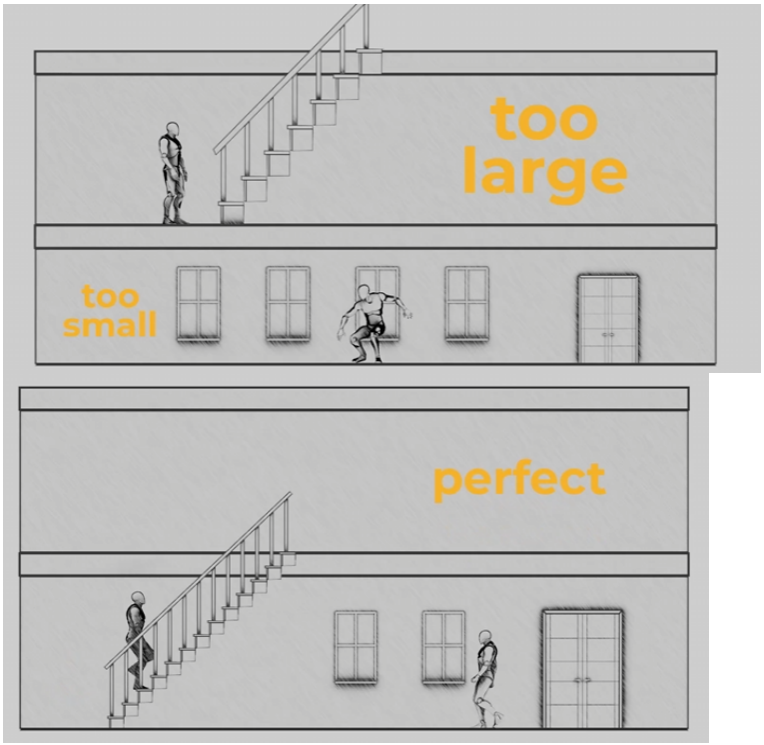
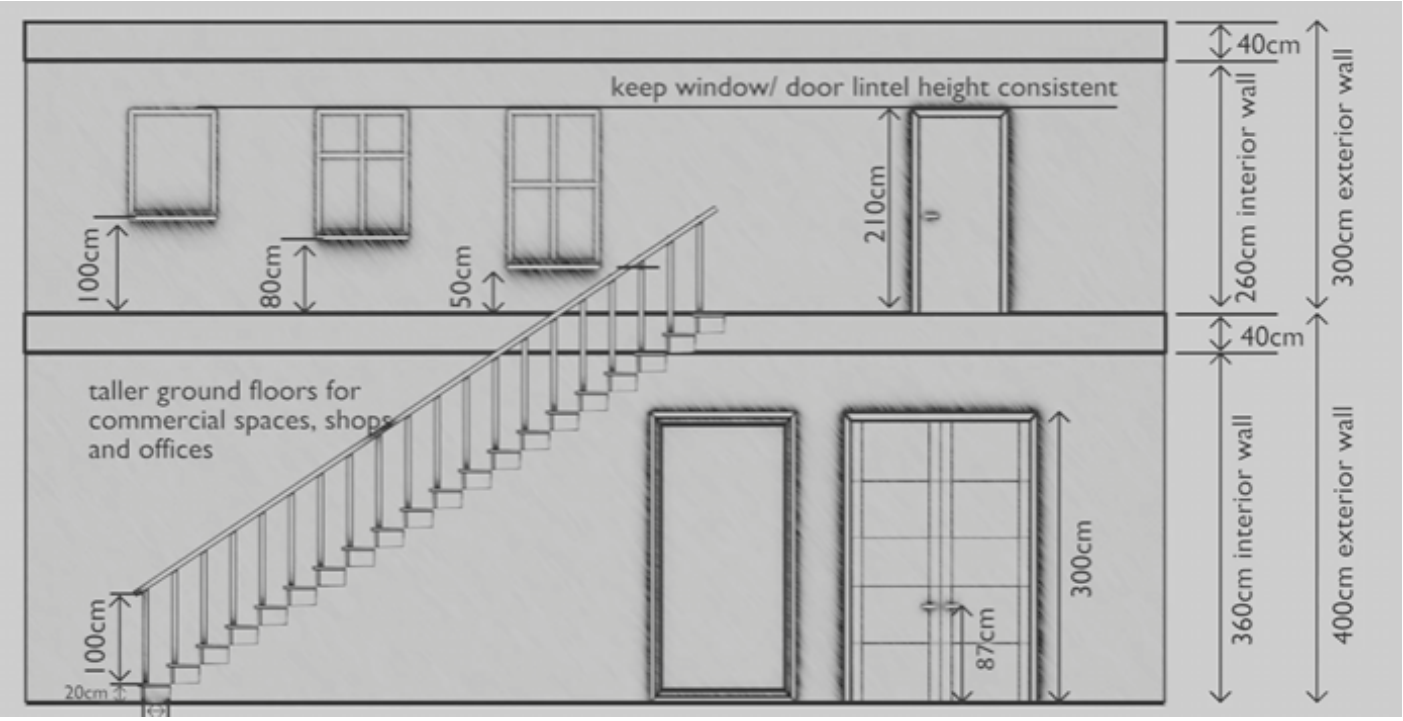
Scale and Proportions

We will be working with standard Blender units aka meters. One meter is one Blender unit. One meter is also 100cm, so working from measurements like the ones attached is easier than it seems if you're used to imperial!









> For scale, please also utilize a "main_character" mesh (attached) to compare to your mesh whenever possible! When working, we will start with a blockout for your objects/ character that will be tested in the game engine.

reference photos sourced Schoolism. Life – Lesson 71. Schoolism. Accessed 2/11/26.

https://schoolism.com/s/life/course/lessons/71

Revision #2
Created 2026-02-16 14:14:46 PST by xury
Updated 2026-02-16 14:15:29 PST by xury