

# Project: C-Con – Devlog Entry 29

Date: 6/27/2025

Time Spent: 40 mins

Focus Area: Finish appointed section Blender modeling tutorial

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## What I Planned

- Model a different type of sprinkle
- Finish the agreed upon short segment of the Donut modeling tutorial

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## What I Did

- Created and modeled different types of sprinkles
- Used random math blender nodes and ended at 2:25:05 of Blender tutorial

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## What I Learned / Noticed

- How to organize your workspace when it gets crowded in Blender

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
## Next Steps

- Continue next part of Blender tutorial
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# Notes & Extras

- So far we have been focusing on 3D modeling but I should've finished the donut tutorial by now so we're trying to get that done and over with

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C-Con Anon 06/27/25(Fri)21:34:52 No.529099687 ▶  
File: donutSprinkles.png (900 KB, 1920x1080)

Day 28 on a Thread for Project C-Con - "Donut is a noob trap" Edition  
Journal logs are being posted into /agdg/ daily.

We finished another section of Blender modeling so now we're a bit past the halfway mark. So far we used more geometry nodes and modeled different types of sprinkles. I've only been focusing on Blender modeling as beforehand we were doing Unreal Engine C++ courses and animating, so that's why we have been dedicating some of these past few days back to modeling.

What is Project C-Con?  
[https://docs.google.com/document/d/10J54VHQz5HygejRwN7N6d3-1CY\\_-EhwJLqs-EB/Ux8k/edit?usp=sharing](https://docs.google.com/document/d/10J54VHQz5HygejRwN7N6d3-1CY_-EhwJLqs-EB/Ux8k/edit?usp=sharing)

Today's Log:  
<https://docs.google.com/document/d/1vbVTccdf0eU2UEhZ5MvmqyqkH6FCSGW3SvF8TeEzmGA/edit?usp=sharing>

Current Trello:  
<https://trello.com/in/ite/b/68451978bbbc485dd38cb0b5b/ATT1293a4fca1b86409df4ab24965a60d1429BB11CCE/c-cons-td>