The uses of 3D modeling

Introduction
We live and interact in a 4D world but for forty thousand have progressed little in communicating form and process beyond cave painting. The only way to communicate form and change was to flatten and freeze it into two dimensions. Only in the last thirty years have we developed widely available ways to record and communicate forms, processes, events, and situations in all four dimensions – three of space and one of time. 3D modeling and animation can be used for

structural analysis – https://www.youtube.com/watch?v=KOci2eQ036M
design and prototyping – https://youtu.be/wdRswasftfl
technical animation – https://www.youtube.com/watch?v=0qo78R_yYFA
narrative linear animation – https://youtu.be/3QiGr0jLUGc
games and simulations – https://youtu.be/GXI0l3yqBrA
ideation and form development – https://youtu.be/Yvyel-Axb70
motion graphics – https://www.columnfivemedia.com/best-100-motion-graphic-examples

Links
There are many sites where you can see how 3D modeling and animation is used. A few that I recommend are:

http://www.theanimationblog.com/
https://vimeo.com/channels/everythinganimated
http://motionographer.com/
https://www.artofvfx.com/

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