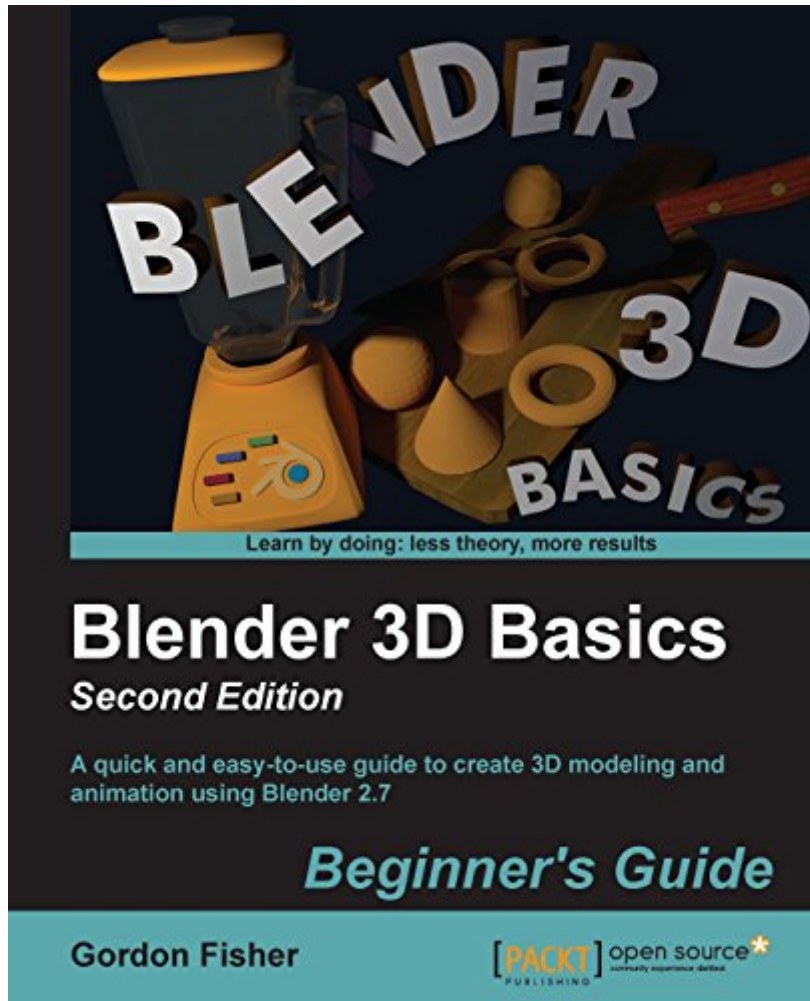


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Blender 3D Basics Beginner's Guide Second Edition



Synopsis

A quick and easy-to-use guide to create 3D modeling and animation using Blender 2.7

About This Book Explore Blender's unique user interface and unlock Blender's powerful suite of modeling and animation tools Learn how to use Blender, and also the principles that make animation, lighting, and camera work come alive Start with the basics and build your skills through a coordinated series of projects to create a complex world

Who This Book Is For This book is for 3D Artists and Designers who want to learn efficient building of 3D Animations. Knowledge of 3D Modeling is essential but no prior experience with Blender is required.

What You Will Learn Use the Blender user interface for building and animating projects Build objects using Box Modeling, Subdivision Surfaces, and NURBS Curves Create landscapes and trees with Blender's powerful procedural modeling plugins Use movie lighting theory to make your images pop Manipulate cameras for dramatic effect Make entertaining animations with keyframes and motion curves Connect graphics nodes to create stereo 3D animation from two separate image streams

In Detail This book teaches you how to model a nautical scene, complete with boats and water, and then add materials, lighting, and animation. It demystifies the Blender interface and explains what each tool does so that you will be left with a thorough understanding of 3D. This book starts with an introduction to Blender and some background on the principles of animation, how they are applied to computer animation, and how these principles make animation better. Furthermore, the book helps you advance through various aspects of animation design such as modeling, lighting, camera work, and animation through the Blender interface with the help of several simple projects. Each project will help you practice what you have learned and do more advanced work in all areas.

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Customer Reviews

OK. I read the other reviews, and they sound like glowing endorsements. Allow me to offer a more sober view, from the perspective of a complete novice to Blender, but someone who did pick up a minor in computer science during his doctoral program, that involved several programming classes, along with linear algebra and a math-oriented computer graphics course. First, Blender itself is mind-bogglingly complex. It's almost unfathomable how complicated this program is. It's far and away the most complex program I've ever tried to use, and I've used Mathematica for 20 years and Visual Studio for several. Any given object you create can literally have hundreds of attributes, each of which can, itself, have dozens to hundreds of individual sub-attributes and settings. Moreover, almost none of these attributes and settings will seem intuitively obvious to a beginner. So, trying to get launched with even a simple project feels like slogging through an endless swamp. As far as this particular book is concerned, chapters 1-5 aren't too bad, although you HAVE to go slowly, step-by-step, and you HAVE to download the examples package from the publisher's Web site, or you'll be completely lost.. Even so, chapter 6 is pretty much a nightmare, particularly from p. 192 on (that's as far as I've gotten so far). The text instructions are sketchy, important figures that could help you figure out what's going on are absent, and you're asked to perform tasks whose underlying logic is complex, but largely unexplained. Moreover, the author insists on exclusively using hotkeys (rather than the pulldown menu). And, there are scores and scores of hotkey combinations--easy to confuse and forget. After about the 40th combination, my head was literally reeling.

I recently received a e-copy of Blender 3D Basics Beginner's Guide Second Edition from Packt Publishing by Gordon Fisher. This is the second edition of his book, much of the content is the same as is to be expected with updates where appropriate. The original was a great a book and the second edition is as well. This book is definitely geared for a beginner, that is not to say that more advanced users won't learn a thing or too as well, but it is aimed at getting a new user up to speed in Blender through a series of simple exercises and projects broken down into easy to accomplish

steps. To start the author gives a brief introduction to the history of 3d and animation and goes into getting familiar with Blender itself. Then takes the reader through a series of short exercises to provide a framework for understanding how Blender works. After getting familiar with Blender, the reader gets to the fun stuff. In this case modeling and animating not one, but two different boats. The second boat, a sloop, is then put into an ocean scene and animated. Throughout the sections on the boats, the author introduces basic modeling and animation techniques that provide a good foundation for future exploration of Blender. The Cycles engine is covered as well as the Video Sequence Editor. Throughout the book, the author provides links to useful resources that give the reader further information and/or resources to either complete the lessons or provide better understanding of a concept. In the provided data pack download there are bonus chapters with more in depth coverage of a few more useful topics.

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