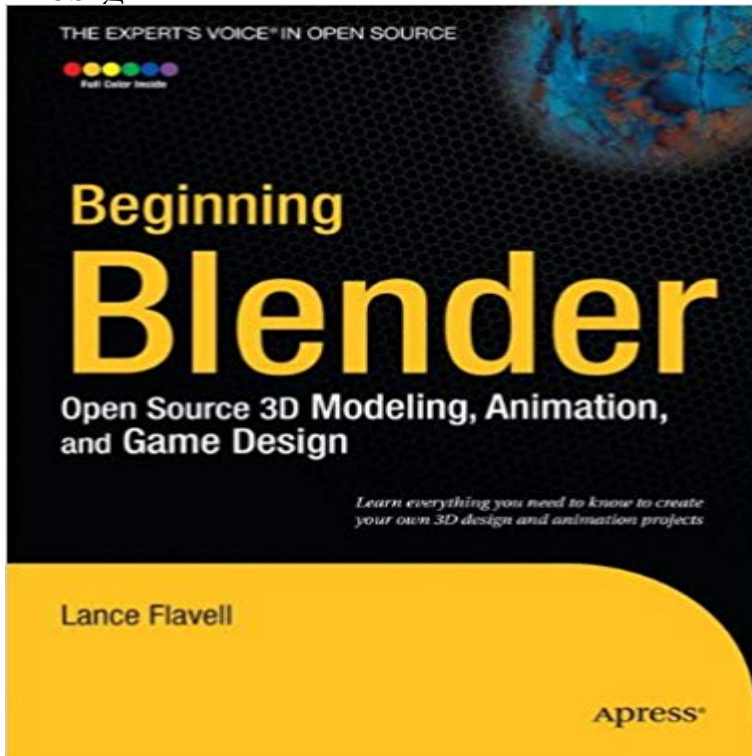


Beginning Blender: Open Source 3D Modeling, Animation, and Game Design



A new world of creative possibilities is opened by Blender, the most popular and powerful open source 3D and animation tool. Blender is not just free software; it is also an important professional tool used in animated shorts, television commercials, and shows, as well as in production for films like Spiderman 2. Lance Flavell's *Beginning Blender* will give you the skills to start shaping new worlds and virtual characters, and perhaps lead you down a new professional path. *Beginning Blender* covers the Blender 2.5 release in-depth. The book starts with the creation of simple figures using basic modeling and sculpting. It then teaches you how to bridge from modeling to animation, and from scene setup to texture creation and rendering, lighting, rigging, and ultimately, full animation. You will create and mix your own movie scenes, and you will even learn the basics of games logic and how to deal with games physics. Whether you are new to modeling, animation, and game design, or whether you are simply new to Blender, this book will show you everything you need to know to get your 3D projects underway. What you'll learn

- How to create models using sculpt mode, extrusion modeling, and more
- Go beyond playing with color to learn procedural texturing and UV mapping
- How to use light and depth of focus to make a realistic-looking model
- Adding rigging and realistic animation
- Using the compositor for movie mixing and lip-syncing animations
- How to put the games engine and physics to work to create full-featured games

Who this book is for

This book appeals to all who are starting out in 3D, animation, and games design. It also appeals to those who know about 2D design and photography and would like to expand their skill set.

Table of Contents

- History and Installation
- The Interface
- Modeling
- Lighting and Procedural Textures
- UV Mapping

Curves and NURBS Basic Rigging and Animation Advanced Rigging Making Movies Particles and Physics The Game Engine Going Further Companies That Use Blender Blender and GPL Terms of Use GNU Public License OpenContent License

Beginning Blender: Open Source 3D Modeling, Animation, and Game Design: Lance Flavell: 9781430231264: Books - . - 5 secRead Beginning Blender: Open Source 3D Modeling Animation and Game Design Ebook By Lance Flavell - Beginning Blender: Open Source 3D Modeling, Animation, and Game Design: 1st (first) Edition [Lance Flavell] on . *FREE* Whether you are new to modeling, animation, and game design, Beginning Blender: Open Source 3D Modeling, Animation, and Game - 7 sec[PDF] Beginning Blender: Open Source 3D Modeling Animation and Game Design [Download Beginning Blender Open Source 3D Modeling, Animation, and Game Design Companion eBook Available Full Color Inside BOOKS FOR PROFESSIONALS BYCompra Beginning Blender: Open Source 3D Modeling, Animation, and Game Design. SPEDIZIONE GRATUITA su ordini idonei.Encuentra Beginning Blender: Open Source 3D Modeling, Animation, and Game Design de Lance Flavell (ISBN: 9781430231264) en Amazon. Envios gratis a - 5 secGet Now <http://?book=1430231262>Reads Read Beginning Blender: Open Amazon?????Beginning Blender: Open Source 3D Modeling, Animation, and Game Design?????????Amazon???????????????? - 10 secWatch Beginning Blender Open Source 3D Modeling Animation and Game Design by - 1 min - Uploaded by Edith HackettBeginning Blender Open Source 3D Modeling, Animation, and Game Design. Edith Hackett Beginning Blender has 13 ratings and 2 reviews. Mosborne01 Read saving Beginning Blender: Open Source 3D Modeling, Animation, and Game Design. - 32 secWatch PDF Beginning Blender Open Source 3D Modeling Animation and Game Design Ebook Buy (BEGINNING BLENDER BY Flavell, Lance(Author))Beginning Blender: Open Source 3D Modeling, Animation, and Game Design - 24 sec - Uploaded by lkpiu abhydeBeginning Blender Open Source 3D Modeling, Animation, and Game Design. lkpiu abhyde