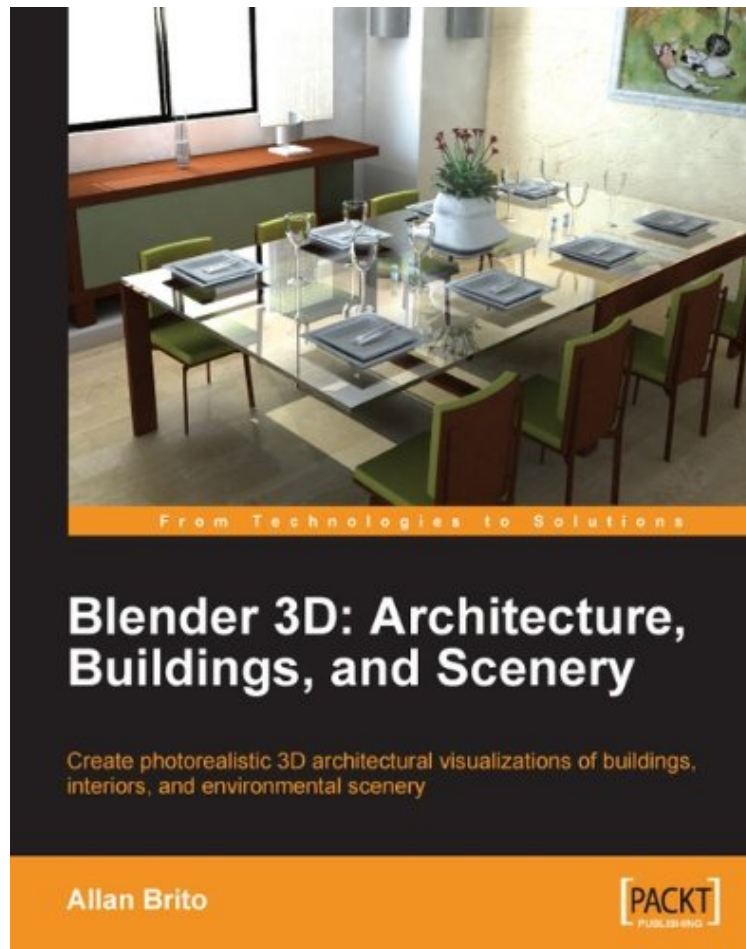


(Read ebook) Blender 3D Architecture, Buildings, and Scenery

Blender 3D Architecture, Buildings, and Scenery

Von Allan Brito

**Download PDF | ePub | DOC | audiobook | ebooks*



[Download](#)

[Read Online](#)

Produktinformation -Verkaufsrank: #826739 in eBooksVerffentlicht am: 2008-05-30Erscheinungsdatum: 2008-05-30File Name: B0057X6662 | File size: 40.Mb

Von Allan Brito : Blender 3D Architecture, Buildings, and Scenery before purchasing it in order to gage whether or not it would be worth my time, and all praised Blender 3D Architecture, Buildings, and Scenery:

KundenrezensionenHilfreichste Kundenrezensionen5 von 5 Kunden fanden die folgende Rezension hilfreich. God introduction but lacks of (deeper) contentVon Roman VottnerWell, I've gone through the book recently and it is written in an easy to read and follow-along style and contains many (grey-scale) pictures to follow the movements of the author. Allan Brito explains how to build a house or a room and simple (or composite) objects yourself. A major part of the book concentrates on lightning/ambient occlusion and ray-tracing and on how to do a small animation.Although the book has no real competitor at the moment (concerning blender and architectural buildings), I wouldn't recommend it to others anymore unless they want a good introduction on how to use blender. Firstly because of the outdated blender-version, and secondly - which is the major point - it uses some really complicated techniques and the book does not cover every part on constructing real-looking houses (f.e. roof is missing completely).Vaclav Chaloupka has made some video-tutorials on how to do it better. He constructs his house based on a blueprint and

shows some nice tricks and techniques on how to setup a roof, stairs, windows and furnitures. Moreover he covers some lighting and texturing-tricks and does an animation too and concentrates in a separate video on how to reduce rendering-time with the usage of composition-rendering. So those videos extend the topic of the book by far and are by the way easy to follow and motivating too as you see all results in color. So here is the link of those video-tutorials. [...]

Kurzbeschreibung The book consists of a lot of exciting examples, which are shaped using the various features of Blender. It consists of step-by-step instructions leading you to realistic models of buildings, landscapes, and more. A collection of amazing screenshots will add up excitement to your learning experience. You can build realistic 3D models that can be used while creating different animation projects. The printed version of the book is in black and white, but a full color version of the images is available for download here. The eBook version, available from Packt, is in full color. This book is for architects, game designers, artists, or movie makers who want to create realistic buildings, interiors, and scenery using Blender 3D, a free, open-source graphics tool. This book is not a general introduction to Blender, but focuses on developing expertise on the architectural aspects of the tool. Readers need not have prior knowledge of Blender.

Kurzbeschreibung The book consists of a lot of exciting examples, which are shaped using the various features of Blender. It consists of step-by-step instructions leading you to realistic models of buildings, landscapes, and more. A collection of amazing screenshots will add up excitement to your learning experience. You can build realistic 3D models that can be used while creating different animation projects. The printed version of the book is in black and white, but a full color version of the images is available for download here. The eBook version, available from Packt, is in full color. This book is for architects, game designers, artists, or movie makers who want to create realistic buildings, interiors, and scenery using Blender 3D, a free, open-source graphics tool. This book is not a general introduction to Blender, but focuses on developing expertise on the architectural aspects of the tool. Readers need not have prior knowledge of Blender.

Synopsis DETAIL This book will show you how to create realistic architectural models in Blender. Blender is an open-source 3D animation program released as free software. It can be used for modeling, texturing, skinning, animating, and so on. It runs on all the important operating systems (including Windows, Mac, and Linux). You can create natural scenery, landscapes, plants, various weather conditions, environmental factors, building materials such as wood, metal, brick, and more. You will also learn how to add people to different scenes as well as other objects to an already existing photograph or a video making it easier to increase its realism. You will see how to use the final models to create simpler scenes for use in 3D games, where real-time rendering is necessary. You will also see how to use them to create the sets for animated movies.

Approach The book consists of a lot of exciting examples, which are shaped using the various features of Blender. It consists of step-by-step instructions leading you to realistic models of buildings, landscapes, and more. A collection of amazing screenshots will add up excitement to your learning experience. You can build realistic 3D models that can be used while creating different animation projects. The printed version of the book is in Black and white, but a full color version of the images is available along with the code download. You will surely be happy to see the ebook version in full color as well. /p