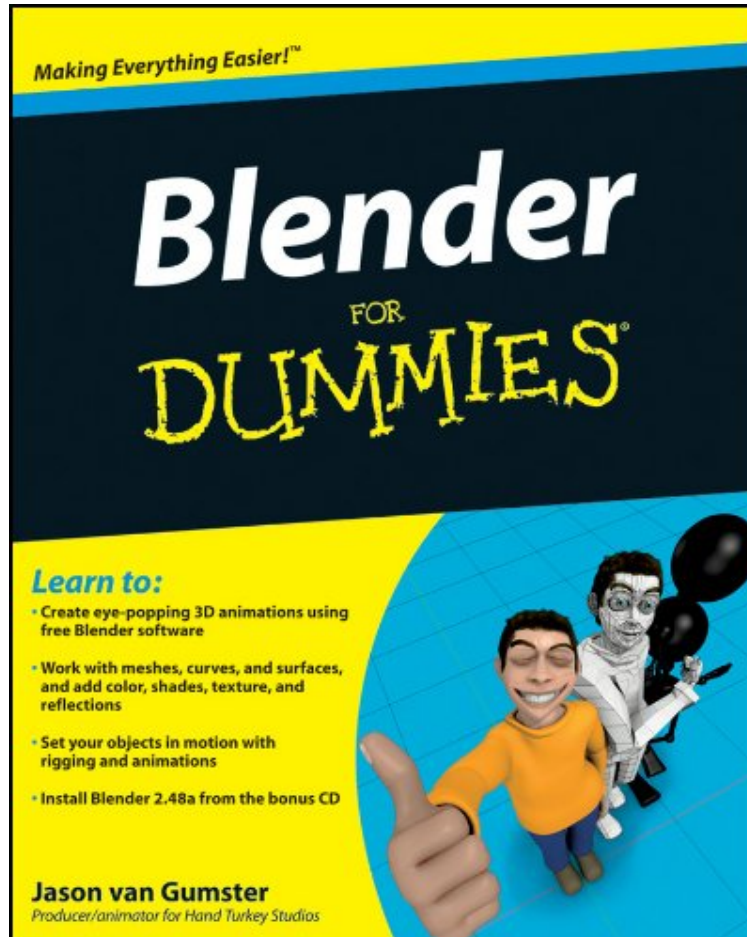


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# Blender For Dummies

Von Jason van Gumster

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**Von Jason van Gumster : Blender For Dummies** before purchasing it in order to gage whether or not it would be worth my time, and all praised Blender For Dummies:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Inhalt besser als die AufmachungVon MichaelDies war nicht mein erstes Buch zu Blender, aber das erste, das wirklich einfach und nachvollziehbar die verschiedenen Themen abarbeitet. Es geht nie wirklich in die Tiefe, aber bringt einen schnell und sicher auf den Weg, die weiteren Schritte hngen ja auch davon ab, was einem wichtiger ist (Stills oder Movies, Vollbild-Animationen oder Video-Compositing...). Einzig das Kapitel ber Modelling ist meines Erachtens zu knapp, so dass man nicht wirklich lernt, komplexere Meshes also 3D-Modelle selbst zu bauen, mit denen man dann die weiteren Schritte testen kann.Auerdem ist die Aufmachung des Buches, vor allem das "for Dummies"-typische Cover echt schwach, im Vergleich zu anderen Blender-Bchern fast peinlich. Aber in Kombination mit speziellen Themenbchern z.B. von Terry Mullen ist das Buch wirklich ntzlich - und sei es zu Nachschlagen, wenn man doch mal

was Grundstzliches vergessen hat.

Kurzbeschreibung So youve heard about Blender, the free 3D animation software. You really want to know more about the features of Blender, where to get it, and how to use it. Youre in luck! Its all in Blender For Dummies, including Blender software on the bonus DVD. Because theres a lot to learn about Blender, youll be glad this book takes it step by step. First, youll learn to install Blender 2.48 and think the Blender way. Then youll start creating 3D objects and setting them in motion with animations and rigging. Soon youll be texturing with Blender, rendering with Blender, and sharing your creations. Youll learn how to: Create almost anything with meshes, save time with the Mirror modifier, and use Blenders secret weapon, Dupliver. Understand texture mapping, know when to use which type of lamp, and use radiosity in animation Work with curves and surfaces, and add color, shades, texture, and reflections Rig your characters for animation with shape keys, hooks, and armatures, and understand kinematics Navigate in three dimensions Make your animations more believable, and let Blender do the animating for you Use the video sequence editor Export, render, composite, and edit for output Youll even get tips on common problems new Blender users face and how to avoid them. Blender For Dummies will have you creating eye-popping 3D animations before you know it! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Pressestimmen "The accompanying CD contains supporting scene files, a list of 10 useful websites...A comprehensive reference guide..." (3D World, May 2009) Kurzbeschreibung So youve heard about Blender, the free 3D animation software. You really want to know more about the features of Blender, where to get it, and how to use it. Youre in luck! Its all in Blender For Dummies, including Blender software on the bonus DVD. Because theres a lot to learn about Blender, youll be glad this book takes it step by step. First, youll learn to install Blender 2.48 and think the Blender way. Then youll start creating 3D objects and setting them in motion with animations and rigging. Soon youll be texturing with Blender, rendering with Blender, and sharing your creations. Youll learn how to: Create almost anything with meshes, save time with the Mirror modifier, and use Blenders secret weapon, Dupliver. Understand texture mapping, know when to use which type of lamp, and use radiosity in animation Work with curves and surfaces, and add color, shades, texture, and reflections Rig your characters for animation with shape keys, hooks, and armatures, and understand kinematics Navigate in three dimensions Make your animations more believable, and let Blender do the animating for you Use the video sequence editor Export, render, composite, and edit for output Youll even get tips on common problems new Blender users face and how to avoid them. Blender For Dummies will have you creating eye-popping 3D animations before you know it! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.