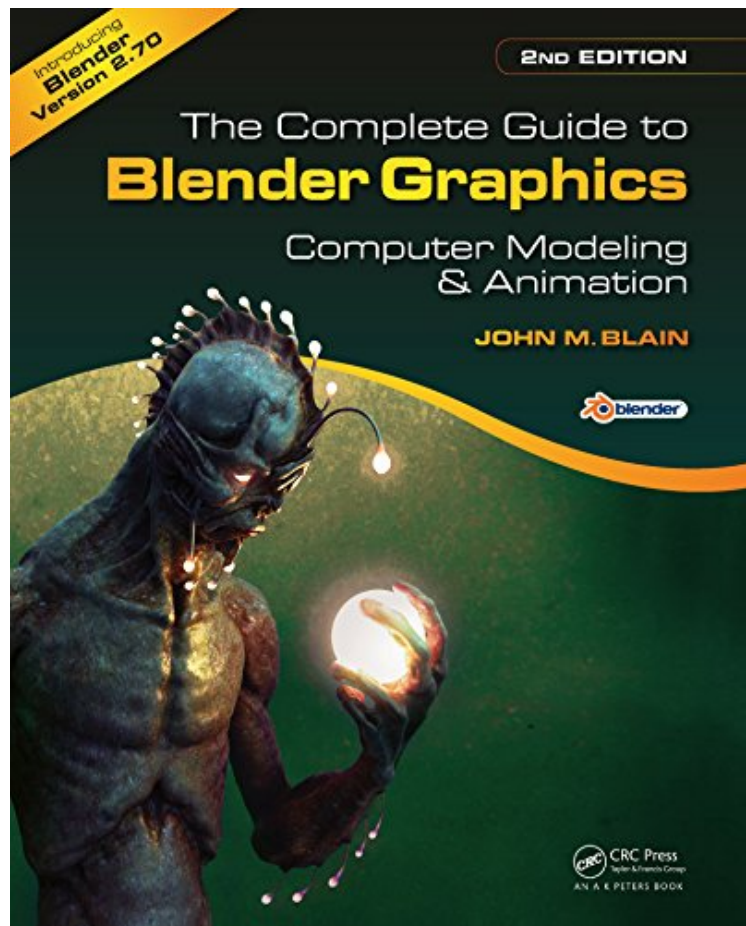


(Library ebook) The Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation

# The Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation

Von John M. Blain

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**Von John M. Blain : The Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Well worth the cashVon Adrian DaviesDespite being slightly out of date (yes it does have quite a few notes about the newer version but there's (small) sections that you will have to do some extra research on). Brilliant book. it's in detail enough that a complete beginner should be able to keep up, yet in depth and paced well enough that someone migrating from 3d max or maya can easily step into the blender environment.There are limitations that someone from a maya or max background will be frustrated about, however this has nothing to do with the book itself, and despite hours and hours of extra research trying to find what I thought the book had over looked, it's one of the slight

downfalls of open source software. Once again, well written and well worth the money. 0 von 1 Kunden fanden die folgende Rezension hilfreich. Not compatible enough : unreadable. Von Riley Content is ok and comprehensive but not being able to open it on my kindle app on my phone OR in the firefox kindle plugin is really a BAD thing. I dont know how the layouts work in a kindle document but it has to be able to be better than this. Not being able to read a fairly expensive digital book on my computer monitor and having to squint at my 7" Tablet totally ruins the benefits this book might have. Rescaling on the tablet just makes it pretty much impossible to easily browse because it doesnt reflow : the font expands but the text goes off the screen. I would ask for a refund if I could. See attached photo.

Kurzbeschreibung Smoothly Leads Users into the Subject of Computer Graphics through the Blender GUI Blender, the free and open source 3D computer modeling and animation program, allows users to create and animate models and figures in scenes, compile feature movies, and interact with the models and create video games. Reflecting the latest version of Blender, The Complete Guide to Blender Graphics: Computer Modeling Animation, 2nd Edition helps beginners learn the basics of computer animation using this versatile graphics program. This edition incorporates many new features of Blender, including developments to its GUI. New to the Second Edition Three new chapters on smoke simulation, movie making, and drivers Twelve updated chapters, including an entire chapter now devoted to add-ons installation Numerous new examples and figures In color throughout, this manual presents clear, step-by-step instructions for new users of Blender. Many visual diagrams and images illustrate the various topics encompassed by Blender. After mastering the material in the book, users are prepared for further studies and work in computer modeling and animation. Kurzbeschreibung Smoothly Leads Users into the Subject of Computer Graphics through the Blender GUI Blender, the free and open source 3D computer modeling and animation program, allows users to create and animate models and figures in scenes, compile feature movies, and interact with the models and create video games. Reflecting the latest version of Blender, The Complete Guide to Blender Graphics: Computer Modeling Animation, 2nd Edition helps beginners learn the basics of computer animation using this versatile graphics program. This edition incorporates many new features of Blender, including developments to its GUI. New to the Second Edition Three new chapters on smoke simulation, movie making, and drivers Twelve updated chapters, including an entire chapter now devoted to add-ons installation Numerous new examples and figures In color throughout, this manual presents clear, step-by-step instructions for new users of Blender. Many visual diagrams and images illustrate the various topics encompassed by Blender. After mastering the material in the book, users are prepared for further studies and work in computer modeling and animation.