



The Complete Guide to Blender Graphics: Computer Modeling and Animation

By John M. Blain



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While Blender is a wonderful free and open source program for computer modeling and animation, there has been a lack of unified, up-to-date documentation for beginners. Removing the frustration from the learning process, **The Complete Guide to Blender Graphics: Computer Modeling and Animation** helps beginners understand the basics of computer animation using Blender.

The author begins with a detailed explanation of the Blender graphical user interface (GUI) and its method of navigation. He covers basic mesh modeling on both the object and sub-object levels. At this point, the beginner 3D modeler can create a wide variety of models. The author moves on to materials, camera, lighting, and rendering, allowing the creation of more complete models and rendered images. He also includes a section on animation. This sequence provides a solid foundation for the more advanced topics discussed in later chapters.

Alleviating the difficulties in learning Blender, this book provides thorough instruction on the basics of this 3D modeling and animation program.

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Editorial Review

Review

The major strength of John's Blender manual is its breadth of content and its depth of detail. The material covered in the manual is extensive. All aspects of beginning to intermediate 3D modeling and rendering with Blender are covered. His language is clear and concise and is accessible to users of all ages. It is expertly illustrated with screenshots that allow even those without a substantial understanding of English to follow the flow of ideas and concepts.

?Neal Hirsig, Tufts University

Users Review

From reader reviews:

Susanne Pineda:

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