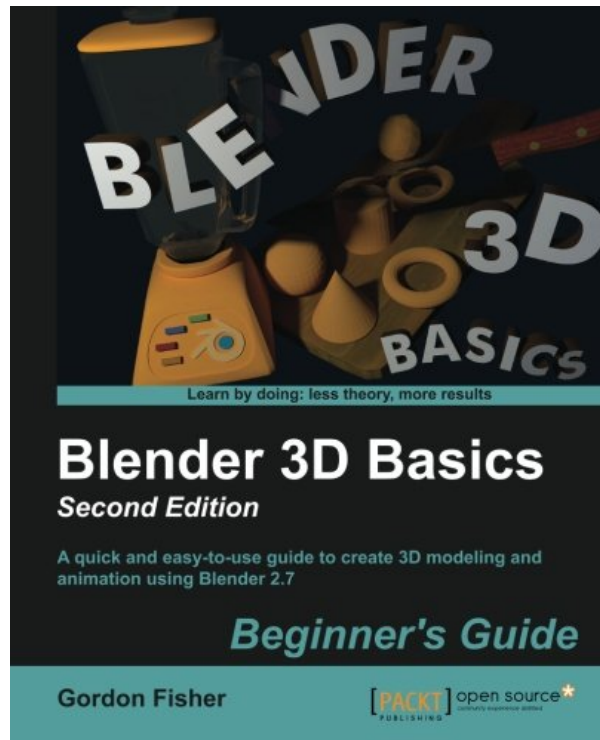
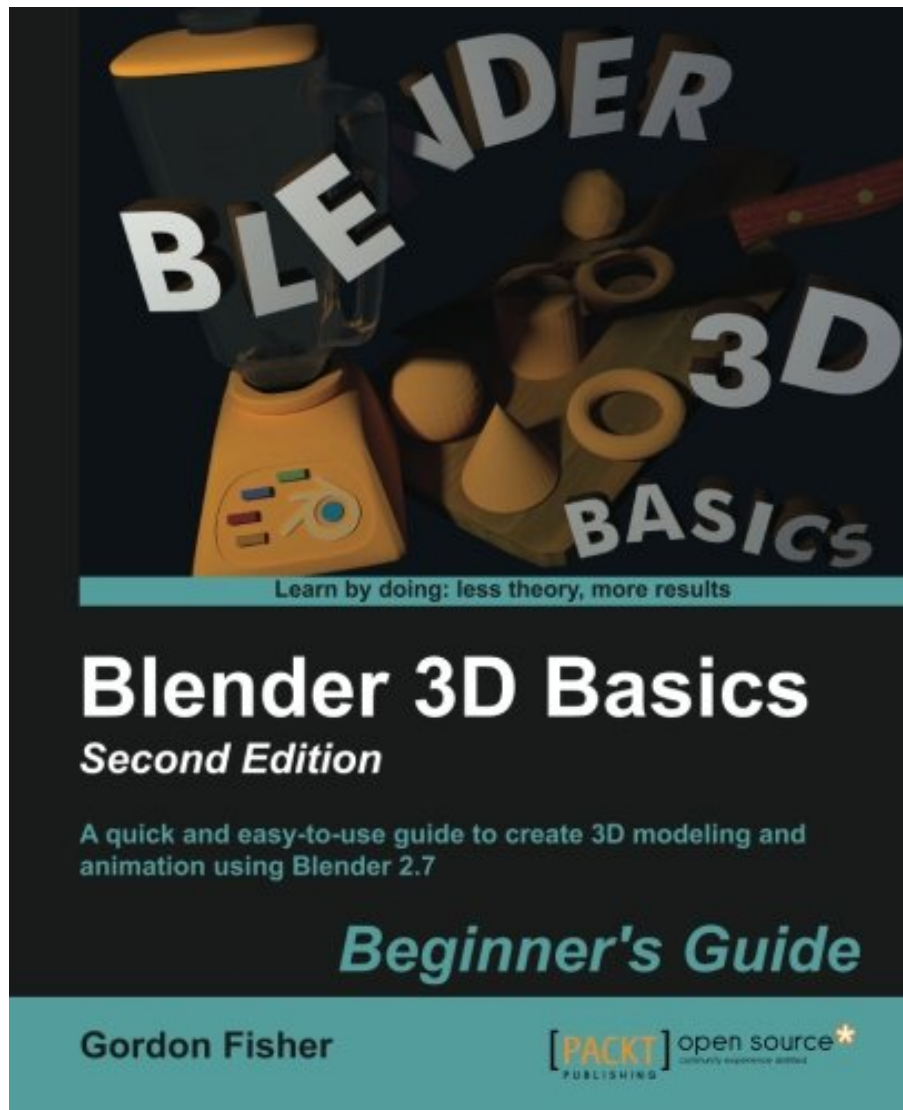


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BLENDER 3D BASICS: SECOND EDITION BY GORDON FISHER PDF

A quick and easy-to-use guide to create 3D modeling and animation using Blender 2.7

- Explore Blender's unique user interface and unlock Blender's powerful suite of modeling and animation tools
- Learn how to use Blender, and also the principles that make animation, lighting, and camera work come alive
- Start with the basics and build your skills through a coordinated series of projects to create a complex world

Who This Book Is For

This book is for 3D Artists and Designers who want to learn efficient building of 3D Animations. Knowledge of 3D Modeling is essential but no prior experience with Blender is required.

What You Will Learn

- Use the Blender user interface for building and animating projects
- Build objects using Box Modeling, Subdivision Surfaces, and NURBS Curves
- Create landscapes and trees with Blender's powerful procedural modeling plugins
- Use movie lighting theory to make your images pop
- Manipulate cameras for dramatic effect
- Make entertaining animations with keyframes and motion curves
- Connect graphics nodes to create stereo 3D animation from two separate image streams

In Detail

This book teaches you how to model a nautical scene, complete with boats and water, and then add materials, lighting, and animation. It demystifies the Blender interface and explains what each tool does so that you will be left with a thorough understanding of 3D. This book starts with an introduction to Blender and some background on the principles of animation, how they are applied to computer animation, and how these principles make animation better. Furthermore, the book helps you advance through various aspects of animation design such as modeling, lighting, camera work, and animation through the Blender interface with the help of several simple projects. Each project will help you practice what you have learned and do more advanced work in all areas.

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- 546 pages

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Most helpful customer reviews

13 of 15 people found the following review helpful.

Be prepared for much hard work and frustration

By William R. Knecht

OK. I read the other reviews, and they sound like glowing endorsements. Allow me to offer a more sober view, from the perspective of a complete novice to Blender, but someone who did pick up a minor in computer science during his doctoral program, that involved several programming classes, along with linear algebra and a math-oriented computer graphics course.

First, Blender itself is mind-bogglingly complex. It's almost unfathomable how complicated this program is. It's far and away the most complex program I've ever tried to use, and I've used Mathematica for 20 years and Visual Studio for several. Any given object you create can literally have hundreds of attributes, each of which can, itself, have dozens to hundreds of individual sub-attributes and settings. Moreover, almost none of these attributes and settings will seem intuitively obvious to a beginner. So, trying to get launched with even a simple project feels like slogging through an endless swamp.

As far as this particular book is concerned, chapters 1-5 aren't too bad, although you HAVE to go slowly, step-by-step, and you HAVE to download the examples package from the publisher's Web site, or you'll be completely lost.. Even so, chapter 6 is pretty much a nightmare, particularly from p. 192 on (that's as far as I've gotten so far). The text instructions are sketchy, important figures that could help you figure out what's going on are absent, and you're asked to perform tasks whose underlying logic is complex, but largely unexplained. Moreover, the author insists on exclusively using hotkeys (rather than the pulldown menu). And, there are scores and scores of hotkey combinations--easy to confuse and forget. After about the 40th combination, my head was literally reeling. IMHO, pulldown menus help mentally organize features & hotkeys can be learned later. But, that's just me, so take it for whatever you think it's worth.

Finally, purchase of this particular book, even after mastered, won't make you a Blender expert. That's entirely obvious, even halfway through the book. Be prepared to buy 2-4 more books, and to search the Internet for tutorials on individual subjects, many of which are YouTubes. The point is that you're going to have to learn to THINK LIKE BLENDER. And, that is going to take very, very great patience, and a good deal of time and money spent on learning aids. For the average person, mastering Blender will be the hardest

single thing they've done in their life.

Put it this way: Learning Blender, for me, is exactly like going back to the very hardest parts of graduate school I ever had to endure. It requires creating a mental landscape inside yourself, composed of many, many concepts, all interconnected. It requires having to endure tutorials that often don't make sense, and having to figure things out on your own, up to and including the point at which you finally have to give up on the occasional lesson and simply try to move on. And, unless you're equipped with nearly limitless patience, and are prepared to swallow that entire lake of knowledge, learning just a little bit of it is probably not going to seem anything but frustrating.

I realize that this may be the only review you read that isn't glowing and simplistic. But, at least you'll know it was written by a real person, and, certainly, nobody who may have been paid to make Blender sound like a piece of cake.

5 of 5 people found the following review helpful.

An EXCELLENT Book For Blender Beginners!

By Michael Lamkin

I have been a “student” of Blender for 6+ years. I say student, because I have never been able to master the basics. I have watched videos of very knowledgeable folks presenting blender lessons and examples and have always managed to pick up a nugget or two, but I was always frustrated that these presentations seemed to presuppose a certain level of understanding – particular regarding navigating the controls.

Oh that I had had this book years ago! In my estimation, this is the ideal book for Blender beginners. There are no assumptions of knowledge and the reader is taken a step at a time to the point that he or she is very ably “Blender-conversant” by the end of the book. This book would have saved me hours of frustration, stops and starts. It is simplifying a great number of things that I still have trouble with even after trying to 'self-learn' for several years.

For those who have been wanting to learn Blender but found it too intimidating, here is the place to start. Even if you have already started learning Blender, this is a great way to fill in the gaps and supplement your learning.

5 of 5 people found the following review helpful.

Blender 3D Basics...

By Sydney L. Cuthbert

This is the tome I've been looking for. It has an informal, take you by the hand and ease you in approach that'll help you get to know Blender's distinctive interface and get up to speed as quickly as possible. In addition, it's structured much like an actual class you might attend, with sections after each exercise that explain further "What Just Happened" as well as giving a short quiz after each section to help you retain what you've learned. Short of having an actual teacher living with you, I found this book to be an excellent way to ease into the more advance online videos and other tutes by giving you a solid background to build on. It's also geared to the latest version, the 2.7x release, so everything you learn will be as up-to-date as it's possible to get with printed material.

See all 15 customer reviews...

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