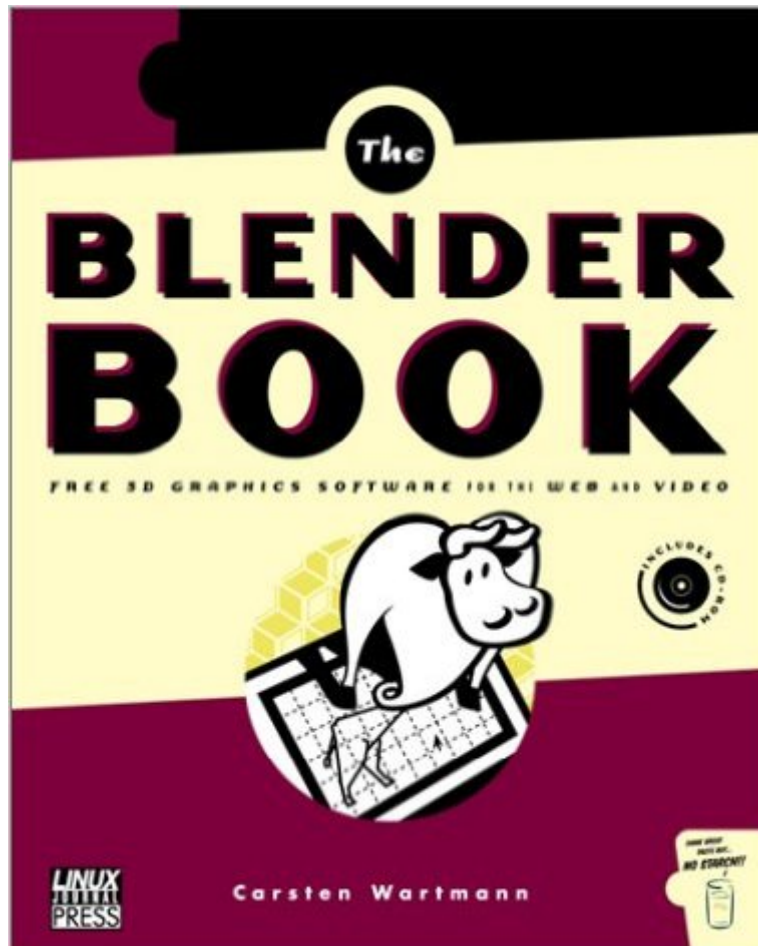


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# Blender Book: Free 3D Graphics Software For The Web And Video



## Synopsis

Blender is a fast, powerful, and free 3D graphics and animation tool. The Blender Book shows you how to use Blender efficiently and creatively with clear step-by-step tutorials that teach all aspects of this often tricky program. You'll learn how to enhance your Web sites, graphic designs, and videos with the 3D graphics and animations you'll create in Blender.

## Book Information

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## Customer Reviews

I've used a total of four books for learning Blender. Three of those were from the Blender Foundation, and included 1) the Tutor Guide #1, 2) The Official Blender 2.0 Guide, and 3) The Official Blender Gamekit. When I had completed them, I wasn't sure if I was ready to tackle my projects. In other words, I wasn't ready to tackle my projects. They are pretty much terrible. The Blender Book, however, is a REAL book on Blender. I'm using the English version, and it just works. It is the only book on Blender that really covers the basics and brings you up to speed. There is a manual that is being produced by the Blender users, available on their site, that is as of this date (June 27, 3003) still incomplete. If you want to get up to speed with Blender, this is probably your only option. (Good work Carsten.)

I liked the idea of a free 3D graphics tool (especially considering similar programs cost thousands of dollars), but Blender's user interface was completely baffling. This book opened up the world of Blender to me. It is a great book explaining how to successfully use this great program. Blender's

interface seems well thought out and very useful now that I understand it. The exercises in this book help you master a lot of Blender's capabilities and puts you in a position to expand your knowledge as much as you want to. This was the first book I read by this publisher. I was impressed and plan on reading more.

First the subject: 3D graphics. I always wanted to tackle this area but had no previous expertise and can tell that the book works well for somebody with no previous knowledge in the area. Through this book I tried it out and can tell that it requires the practitioner some work but is a very rewarding experience. Then the program: Blender. Blender was the choice since it is free (amidst very expensive competitors). If you are already familiar with it you can pass on the book. Otherwise this book will be of GREAT help since Blender interface, consistent and practical as it is, is yet very different and does not adopt some standards (like using right button for contextual menus, etc.) which may come at first as an added difficulty. But Blender is GREAT once you have picked up its own interface logic. And this book helps you doing so. Last, then, the book: I consider it a great job and very useful in discovering Blender. First chapter hooks you by making you build a quick animation: a marble will roll (actually translate) under a spot-lighted camera. Next chapter exploits this achieved enthusiasm to boringly review buttons, screens, commands and stuff. Be brave, from then on you are in for a treat. The web is full of very good tutorials. Yet I think I would never start "blending" without a book giving me the basis. I sure recommend you to give Blender a shot.

I bought this book used around \$5, and in spite of being 5+ years old, it's very good. I think it's much better than the official Blender book. You get a big overview right off the bat, everything from keystrokes, to doing practical modeling right away, and even writing Python scripts. It's not a reference book, but the appendixes are worth keeping as cheatsheets. The CD-ROM has some nice animations. I also own Lightwave [9] and it's still unstable, so I switched now to Blender. I've been trying this stuff for 8 months and finally getting the hang of Blender. For months I wished they would have a straight forward UI, like C4D, or Cheetah3D or Wings or AC3D. But finally, I don't wish that anymore, because it just clicked for me, and I'm finding out there is a method to the madness. Once you understand the UI and start doing simple manipulations, it grows on you. Like everyone says "Don't Give Up On Blender" and now I'm saying that too because I like it a lot. This book covers Blender 1.8 but much is still the same for 2.42a. If there was a newer updated book by this author I would buy it too.

The Blender Book: Free 3D Graphics Software For The Web And Video is an indispensable guide for anyone seeking to master 3D modeling and animation with Blender, a fast and powerful high-end 3D graphics and animation software. All aspects are covered including modeling with polygons, curves and surfaces; creating 3D texts and logos; adding materials and textures to Web and video creations; integrate 3D objects into videos; controlling objects and creating interfaces using Python scripts; adding cuts, dissolves and other effects with Blender's Sequence Editor. Blender expert Carsten Wartmann provides step-by-step tutorials enhanced with illustrations, and an accompanying CD-ROM contains the latest version of Blender for all platforms, as well as textures, and all the tutorials, scenes, and animations of the book. The Blender Book is a "must" for anyone seeking to employ its abilities and advantages.

A very well written and detailed manual. The accompanying CD includes dozens of detailed blender files which can be referred to while working through the tutorials. The manual has a comprehensive index to assist searches for specific program functions. The manual is particularly suitable for those who want to learn Blender in a methodical way.

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