The book was found

Blender Master Class: A Hands-On Guide To Modeling, Sculpting, Materials, And Rendering





Synopsis

Blender is a powerful and free 3D graphics tool used by artists and designers worldwide. But even experienced designers can find it challenging to turn an idea into a polished piece. For those who have struggled to create professional quality projects in Blender, author Ben Simonds offers this peek inside his studio. You'll learn how to create 3D models as you explore the creative process that he uses to model three example projects: a muscular bat creature, a futuristic robotic spider, and ancient temple ruins. Along the way, you'll master the Blender interface and learn how to create and refine your own models. You'll also learn how to: Work with reference and concept art in Blender and GIMP to make starting projects easierBlock in models with simple geometry and build up more complex formsUse Blender's powerful sculpting brushes to create detailed organic modelsPaint textures with Blender and GIMP and map them onto your 3D artworkDesign textures in GIMP and map them onto your 3D artworkLight, render, and composite your models to create striking imagesEach chapter walks you through a piece of the modeling process and offers detailed explanations of the tools and concepts used. Filled with full-color artwork and real-world tips, Blender Master Class gives you the foundation you need to create your own stunning masterpieces. Supplementary download includes files for each project in the book, as wellas extra textures, brushes, and other resources.Covers Blender 2.6x

Book Information

Paperback: 288 pages Publisher: No Starch Press; 1 edition (March 3, 2013) Language: English ISBN-10: 1593274777 ISBN-13: 978-1593274771 Product Dimensions: 8 x 0.6 x 10 inches Shipping Weight: 1.9 pounds Average Customer Review: 4.0 out of 5 stars Â See all reviews (48 customer reviews) Best Sellers Rank: #852,694 in Books (See Top 100 in Books) #37 in Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing #157 in Books > Computers & Technology > Graphics & Design > 3D Graphics #360 in Books > Computers & Technology > Software > Design & Graphics

Customer Reviews

Blender is a beast. At least to a guy like me that is usual in code and not in user interface tools.

Sure I use Xcode, Eclipse, and Visual Studio but they just give me a place to code. I have used Photoshop, GIMP, and Expression Studio which make you depend on the tools available but Blender is in a class of its own. I have downloaded it in the past around the time Big Buck Bunny was first released. I spent a few weeks playing with it, but got nowhere. This book convinced me to take another crack at it and I am really glad I did. The book starts off with an introduction to Blender and a short introduction to GIMP. GIMP is another powerful open source tool the author uses for 2D image editing throughout the book. For a great book on GIMP check out The Book of GIMP: A Complete Guide to Nearly Everything. I have listed all the chapters below to give you an idea of all the high level topics covered. Each chapter is packed with tons of information.1. Introduction to Blender2. Introduction to GIMP3. Preparation4. Blocking In5. Modeling the Details6. Sculpting7. Retopology8. UV Unwrapping9. Hair and Particle Systems10. Texture Baking11. Texture Painting12. Materials13. Lighting14. Rendering and Compositing15. Going FurtherI had Blender open almost the entire time I read the book. It took a little longer to get through because I kept getting sidetracked trying different things, and wanted to be in front of a computer with Blender on it, but I think it was worth it.

Download to continue reading...

Blender Master Class: A Hands-On Guide to Modeling, Sculpting, Materials, and Rendering Blender Recipes: 27 Blender Recipes You Can Make with High Speed Blenders - Juicing For Weight Loss & Vitality (Blender Recipes You Can Make With Your ... Star & Other High Speed Blenders & Juicers) SCULPTING THE EASY WAY IN POLYMER CLAY FOR BEGINNERS 2: How to sculpt a fairy head in Polymer clay (Sculpting the easy way for beginners) Gourmet Vitamix Blender Soup Recipes: Get The Most Out Of Your Vitamix Blender With These Amazing, Delicious, Quick and Easy Recipes (VITAMIX RECIPE COOKBOOK, 90+ PAGES, VITAMIX RECIPE BOOK) Nutri Ninja Master Prep Blender Smoothie Book: 101 Superfood Smoothie Recipes For Better Health, Energy and Weight Loss! (Ninja Master Prep, Nutri Ninja Pro, and Ninja Kitchen System Cookbooks) The Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation Learning Blender: A Hands-On Guide to Creating 3D Animated Characters AutoCAD 2016 For Architectural Design: Floor Plans, Elevations, Printing, 3D Architectural Modeling, and Rendering Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design Architectural Design with SketchUp: Component-Based Modeling, Plugins, Rendering, and Scripting The Nutri Ninja Master Prep Blender Whole Food Cookbook: 101 Delicious Soups, Spreads, Entrees, Desserts & Cocktails For Your Ninja Pro, Kitchen System ... and Ninja Kitchen System Cookbooks Book 2) Ron Klinger's Master Class (Master Bridge Series) Saint Germain: Master

Alchemist: Spiritual Teachings From An Ascended Master (Meet the Master) Bonsai For Beginners: The Ultimate Guide To Bonsai Growing, Bonsai Care & Sculpting For Newcomers (Bonsai, Indoor Gardening, Japanese Garden) Sculpting Mythical Creatures out of Polymer Clay: Making a Gnome, Pixie, Halfling, Fairy, Mermaid, Gorgon Vampire, Griffin, Sphinx, Unicorn, Centaur, Leviathan, and Dragon! SCULPTING THE EASY WAY IN POLYMER CLAY FOR BEGINNERS 3: How to create amazing EYES for OOAK Dolls The Body Sculpting Bible for Abs: Women's Edition, Deluxe Edition: The Way to Physical Perfection (Includes DVD) 17 Minute Workouts For Your Butt & Thighs: Fast & Effective Sculpting Exercises for Shapely Hip & Sexy Legs (Fit Expert Series) 17 Minute Workouts for your Butt & Thighs - Fast & Effective Sculpting Exercises for Shapely Hip & Sexy Legs (Fit Expert Series Book 14) Student Solutions Manual for Differential Equations: Computing and Modeling and Differential Equations and Boundary Value Problems: Computing and Modeling *Dmca*