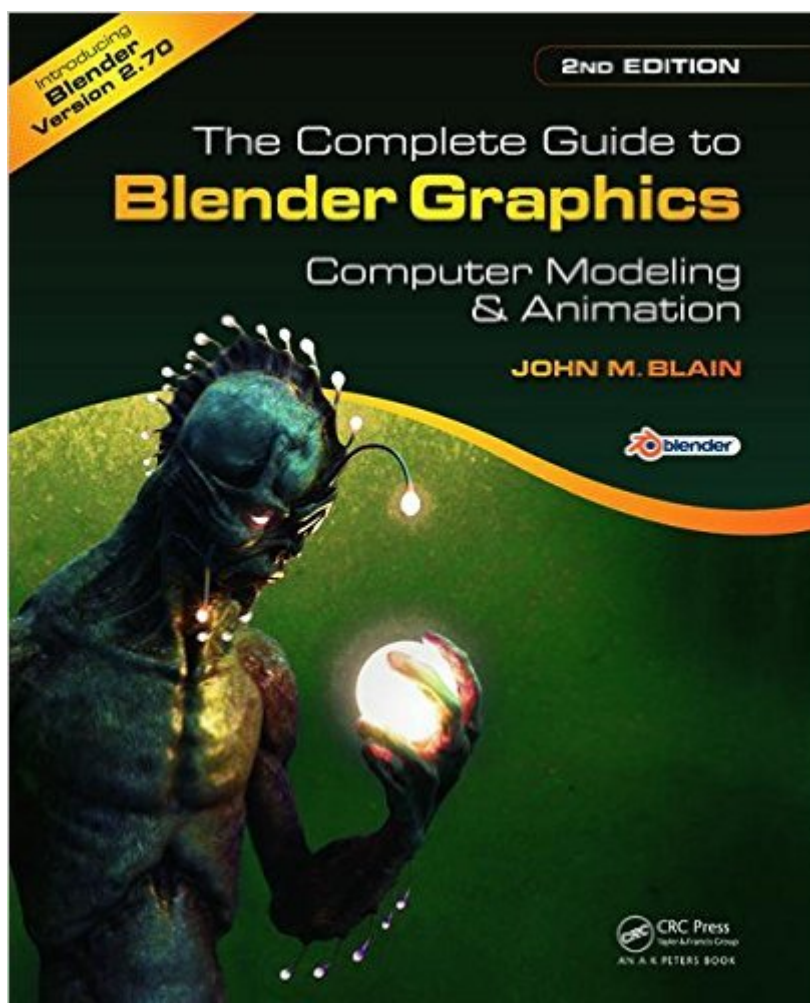# The Complete Guide To Blender Graphics, Second Edition: Computer Modeling And Animation

Synopsis

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.

Book Information

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Customer Reviews

CRC Press does a great job with technical publications, and Blender Graphics 2nd Ed. is no exception.My bottom-line up-front is that if you're looking for a first book to get you started with Blender or looking to increase your skills past the basic level then this is a great book for you.The first caveat is that the book is written for use with Blender 2.70. There is always a window of

opportunity with community developed, freeware like Blender. So, to get full use of this book, you will need to have the 2.70 version of Blender installed.The book tells you where to find Blender (www.Blender.org), but assumes that you have or are able to install and configure Blender as a prerequisite for using the book. (That is a very reasonable assumption. Blender was a breeze to download and install.)The author, Mr. Blaine, has written several previous books on Blender, and he is clearly "in his stride" in this book. The author teams up with Neal Hirsig's on-line Blender course (through Tufts University). There are links to the on-line course throughout the book.The author starts by talking the reader through the Blender interface. This is a sticking point for many users. For Windows users, the left and right mouse button functions tend to be reversed from many other common applications. While you *can* customize the interface, Mr. Blaine and most other Blender users recommend against changing the set-up immediately. There is a logic to it developed over a decade of application and revisions by an enthusiastic user base.The book went the extra step by including a bevy of useful, full color illustrations. Touches like including the short-cut key layout were very nice.

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