

Blender Foundations is the definitive resource for getting started with 3D art in Blender, one of the most popular 3D/Animation tools on the market . With the expert insight and experience of Roland Hess, noted Blender expert and author, animators and artists will learn the basics starting with the revised 2.6 interface, modeling tools, sculpting, lighting and material through rendering, compositing and video editing. Some of the new features covered include the completely re-thought interface, the character animation and keying system, and the smoke simulator. More than just a tutorial guide, "Blender Foundations" covers the philosophy behind this ingenious software that so many 3D artists are turning to today. Start working today with Blender with the accompanying web site which includes all of the projects and support files alongside videos, step-by-step screenshots of the trickier tutorials, as well as a direct links to official resources like the Blender download site and artist forums. • Thank you for your interest in Blender Foundations. Focal Press is proud to publish titles that serve the Blender community. Blender Foundations covers the current version of Blender 2.5 and the forthcoming 2.6. Although this book is not affiliated with The Blender Foundation, we recommend that you visit www.blender.org to learn more about the latest on Blender. • A practical, project oriented title on creating high quality 3D art for FREE. Blender is free. Open Source software, which makes it ideal for new users wanting to try 3D with little investment, animation studios looking to increase their capabilities and educational institutions with limited resources in their art departments. • Blender Foundations offers techniques and tools for the complete Blender workflow, demonstrating a real-world project from start to finish. Hands-on insight is even further applied with the companion website which includes source files at all stages so transitioning users can pick and choose via tool/chapter what they want to explore.

Game Character Creation with Blender and Unity
Computer Modeling & Animation, Fifth Edition
Mastering Blender

This book will take you on a journey to understand the workflow normally used to create characters, from the modeling to the rendering stages using the tools of the last official release of Blender exclusively. This book helps you create a character mesh and sculpt features, using tools and techniques such as the Skin modifier and polygon merging. You will also get a detailed, step-by-step overview of how to rig and skin your character for animation, how to paint textures and create shaders, and how to perform rendering and compositing. With the help of this book, you will be making production-quality 3D models and characters quickly and efficiently, which will be ready to be added to your very own animated feature or game.

Learn the new Blender 2.8 user interface and make 3D models Key Features Find your way round the new user interface and tools of Blender 2.8 Create materials, apply textures and render scenes Use the new cutting-edge real-time render EEVEE in your projects Book Description Blender is open source 3D creation software. With a long history and an enthusiastic community of users, it is the ideal choice for almost any kind of work with 3D modeling or animation. However, for new users, its power and flexibility can sometimes be daunting, and that's when you need this book! The book starts by showing you round the all-new Blender 2.8 user interface. You'll look at the most commonly-used options and tools, such as navigating in 3D and selecting objects. You will then use and manipulate one of the most important windows of the interface, the 3D View. You'll learn how to use essential tools for working with 3D modeling. To give your models the feel of real-world objects, you'll learn how to create materials and set up surfaces. You'll see how to use Physically-Based Rendering (PBR), which allows you to craft realistic surfaces such as wood, stone, and metal. You will also work with Eevee, a new real-time render engine in Blender. You will see how to add motion to objects, making use of Blender's impressive 3D animation features. Finally, you'll learn how to create scenes and organize them for rendering, and later add titles and effects using built-in Blender tools. By the end of the book, you will be able to use Blender 2.8 new UI, Create 3D Models with textures, Animations, and Render them in real-time using Eevee. What you will learn Manipulate and visualize your 3D objects in Blender Use polygon modeling tools such as extrude, loop cut, and more Apply precision modeling tools like snapping and the 3D Cursor Render a scene using the real-time engine Eevee Create materials for Eevee and Cycles Render a scene with the Eevee real-time engine Use PBR textures to craft realistic surfaces such as wood with the Shader Editor Add motion and animation using keyframes Create animation loops using curves and modifiers Who this book is for This book is for anyone interested in taking their steps with Blender. If you're an experienced 3D artists or hobbyist, this book will help you with its features.