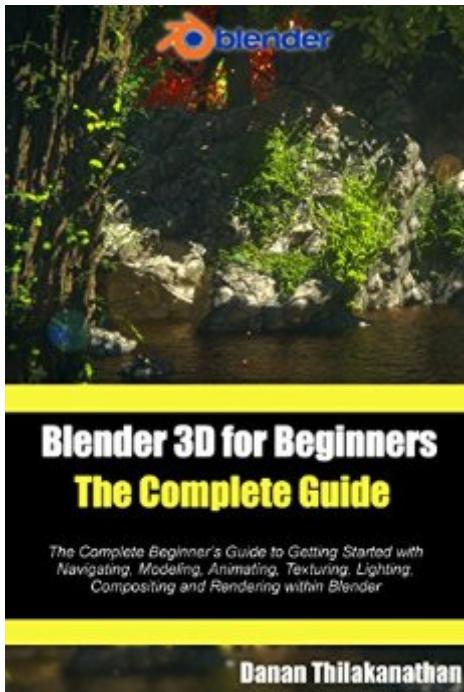


The book was found

Blender 3D For Beginners: The Complete Guide: The Complete Beginner's Guide To Getting Started With Navigating, Modeling, Animating, Texturing, Lighting, Compositing And Rendering Within Blender.



Synopsis

Blender 3D For Beginners: The Complete Guide aims to help get you started with using the free open-source 3D software Blender. You will learn the basics of nearly everything Blender has to offer. The book is aimed at the complete beginner of Blender and even beginners in the world of 3D graphics and animation. With 16 chapters and 115 pages in total, this book aims to explain the key components of Blender clearly and concisely and get you up to speed with Blender very quickly! The book is explained in a simple and easy-to-understand manner with minimal jargon. Furthermore, the book provides simple follow-along exercises that helps you get the practical experience you need which in turn helps you learn better. By the end of this book, you will begin to feel comfortable working with 3D projects within Blender alone and also get one step closer to your dream goal of one day making your own animated film! (or any other project that requires Blender) More specifically, in this book, you will learn about:- The Blender user interface- Navigating your way around Blender- 3D Modeling basics- Cycles shaders- Texturing and UV mapping- Lighting (as well as some basic lighting setups you can use right away)- Sculpting- Animation- Particles- Physics- Rendering- Using Blender as a Video Editor- Compositing. Subscribe to the email list at ThilakanathanStudios.com to receive regular Blender for Beginner tutorials for free.

Book Information

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Customer Reviews

FYI: I am using Blender 2.6.4 on a linux laptop: For the price, this is a great book for beginners. I have tried the online tutorials and the Blender wiki, and while there are some good ones, sometimes it was hard to really see what was being done, or keeping track of all the shortcuts was too difficult. So I started looking at books, and most of them are \$20 and over. I was really just looking for something to get me started on how to push and pull to get different shapes. I am just rating the first few chapters, but I can say that in those first few chapters, I actually figured out what all the different screens were for, and I finally figured out how to push and pull the vertices and faces and edges and knew what the author was talking about. It was very step by step and it was nice to actually have the shortcuts there in front of me in writing. I'm not sure what the other reviewer was referring to as I didn't really see any youtube links in the book, and even if there were, I would think it would be a good supplement to the text which already is presented in a clear, straightforward fashion. I am actually encouraged to keep trying now that I am understanding some of the terms and shortcuts. From a quick skim of the rest of the book, not sure how thorough the remaining chapters are, but if you are looking for a \$4 BEGINNER book, this one worked great for me.

If you are looking for an extended pamphlet telling what Blender is capable of doing (with a few examples) then this will be OK. If you want to actually learn how to use Blender, then this is mostly useless. It's kind of like having that very friendly but annoying guy from the IT dept standing over your shoulder saying "now do this, now this, now this, most excellently - you understand? No? - look on YouTube for more examples of how you can do most beautiful work" Don't waste your money; there are MANY free on-line tutorials and courses that are much more effective.

This book is about as basic and relatively uninformative as an infographic. By "basic" I don't just mean "easy to understand" -- I mean that it is a far from complete resource: this book is a run-down of only the most superficial aspects of Blender. If you actually want to make something, look elsewhere.

Very well written and presented. Good value for money. This is one of the few "true" books on

Blender.

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