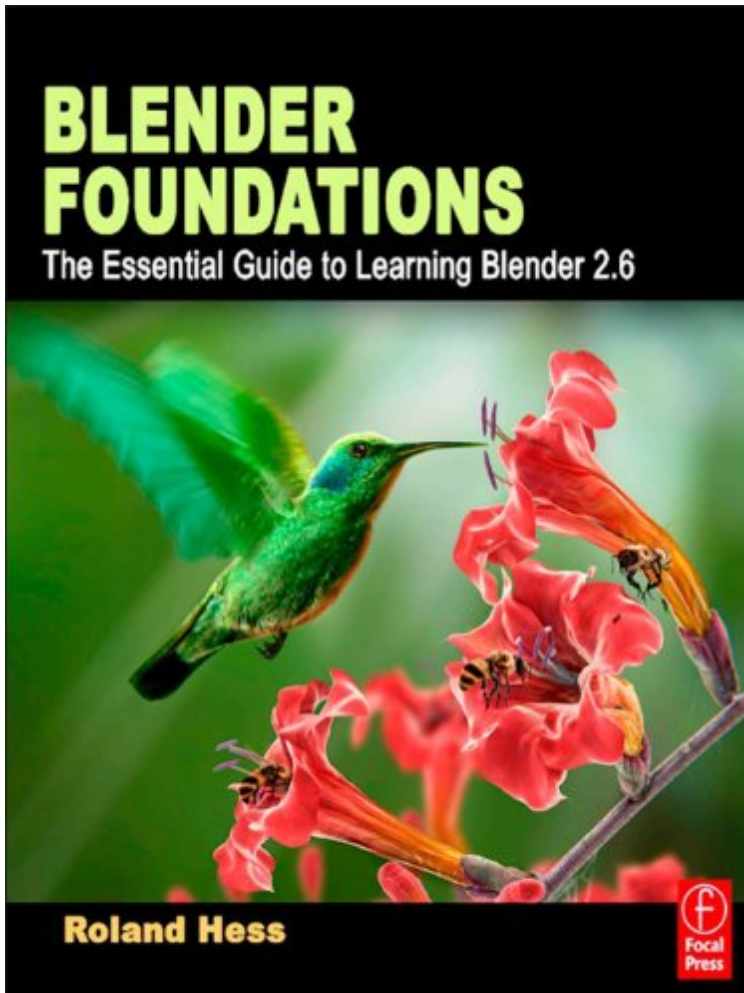


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Blender Foundations: The Essential Guide to Learning Blender 2.6



Par Roland Hess
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Description :

Prsentation de l'diteurBlender 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 materials 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.Prsentation de l'diteurBlender

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Biographie de l'auteur Roland Hess is the leading expert on Blender. He is one of a handful of people who has been involved with Blender since its inception, and is a key voice in the community. Hess brings a unique perspective to Blender instruction that bridges the difficult gap between technical knowledge and artistic expression. Hess wrote Focal Press titles: Animating with Blender (2009) and Tradigital Blender (2011)