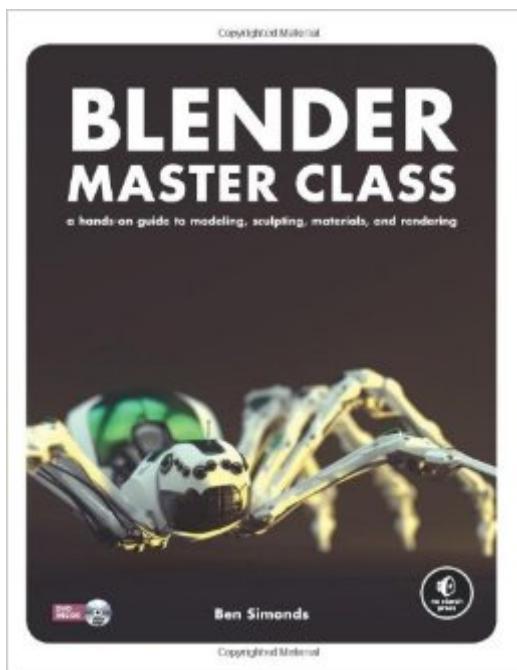


The book was found

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 easier
- Block in models with simple geometry and build up more complex forms
- Use Blender's powerful sculpting brushes to create detailed organic models
- Paint textures with Blender and GIMP and map them onto your 3D artwork
- Design textures in GIMP and map them onto your 3D artwork
- Light, render, and composite your models to create striking images

Each 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 well as extra textures, brushes, and other resources. Covers Blender 2.6x

Book Information

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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 Blender
2. Introduction to GIMP
3. Preparation
4. Blocking In
5. Modeling the Details
6. Sculpting
7. Retopology
8. UV Unwrapping
9. Hair and Particle Systems
10. Texture Baking
11. Texture Painting
12. Materials
13. Lighting
14. Rendering and Compositing
15. Going Further

I 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.

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