

1. Record Nr.	UNINA9910155241303321
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Titolo	Test drive blender : a started manual for new users // John M. Blain
Pubbl/distr/stampa	Boca Raton Florida : , : CRC Press, , [2017] ©2017
ISBN	1-351-72226-3 1-315-18146-0 1-4987-9915-9
Descrizione fisica	1 online resource (228 pages) : color illustrations
Disciplina	006.696
Soggetti	Computer graphics Computer animation Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	chapter 1. Introduction -- chapter 2. Playing with fire -- chapter 3. Quick explode -- chapter 4. Exploding the long way -- chapter 5. Modeling -- chapter 6. Saving your work -- chapter 7. Materials -- chapter 8. Textures -- chapter 9. Downloading and using models -- chapter 10. Spin magic -- chapter 11. Quick fluid -- chapter 12. Animation -- chapter 13. Dynamic paint -- chapter 14. Physics -- chapter 15. Games -- chapter 16. Project -- chapter 17. Installation -- chapter 18. Blender overhaul.
Sommario/riassunto	"This book will introduce you to the controls and steer you towards understanding what Blender can do. With this program you can create 3D models of objects and characters. The objects and characters can be placed in scenes. The scenes are captured by camera and rendered into digital images. The objects and characters can be animated and then, again, captured by camera and rendered to video files. Video files can then be compiled into movies. This book will show you how to make the Blender program go through some of its paces and give you an insight into this fantastic world. You will be shown the controls and given operation instructions allowing you to activate a variety of features."--

