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		Open source software
		Computer programming
		Computer animation
		Computer graphics
		Game Development
		Open Source
	Lingua di pubblicazione	Inglese
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	Nota di contenuto	Chapter 1: The Tour! -- Chapter 2: Blending with Blender: Getting Started -- Chapter 3: Blending with Blender: Modeling Workspace -- Chapter 4: Blending with Blender: Shading Workspace -- Chapter 5: Let's Animate -- Chapter 6: The Future of Game Engine.
	Sommario/riassunto	Discover the 3D-modeling and animation power of Blender 3D. This book starts with a brief introduction to Blender 3D including installation and the user interface. The following two chapters then introduce you to the upgraded tools in Blender 2.80 for 3D modeling, texturing, shading, and animation. The last chapter discusses the Blender game engine and all its core features. Along the way you'll see why Blender 3D has proved its competency in UV unwrapping, texturing, raster graphic editing, rigging, sculpting, animating, motion graphics, and video editing through the years. Modeling and Animation Using Blender gives a thorough tour of Blender Eevee, covering its new features and how to make best use of them. After reading this book you will have the confidence to choose Blender for your next project. You will: Master the features of Blender Eevee Work with modeling,

animation, and much more using the updated software Understand important concepts such as physics and particles.