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Titolo	Bounce, tumble, and splash! [[electronic resource]] : simulating the physical world with Blender 3D // Tony Mullen
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Edizione	[1st edition]
Descrizione fisica	1 online resource (402 p.)
Collana	Sybex serious skills
Disciplina	006.6/96 006.693 006.696
Soggetti	Computer graphics Computer simulation Computer animation Three-dimensional display systems Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Bounce Tumble, and Splash! Simulating the Physical World with Blender 3D; Acknowledgments; About the Author; Contents; Foreword; Introduction; Who Should Read This Book; How This Book Is Organized; What's on the CD; How to Contact the Author; Chapter 1: Re-creating the World: An Overview; Re-creating the Physical World with Blender; Using Materials and Textures; Faking Physics with General Tools; Chapter 2: The Nitty-Gritty on Particles; Introducing Particles; Working with Dynamic Particles; Boids!; Chapter 3: Getting Flexible with Soft Bodies and Cloth; Getting the Hard Facts on Soft Bodies Getting Jiggly with Lattices Simulating Cloth and Clothing; Demolition!; Chapter 4: Hair Essentials: The Long and Short of Strand Particles; Introducing Blender Hair; A Trip to the Beauty Salon; Other Uses for "Hair" Particles; Chapter 5: Making a Splash with Fluids; Using the Blender Fluid Simulator; Getting the Shot; Delving Further into Fluids; Exploring Further Resources; Chapter 6: Bullet Physics and the Blender

Game Engine; The Blender Game Engine; Rigid Body Simulation and
Ipos; Joints, Ragdolls, and Robots; Further Resources; Chapter 7:
Imitation of Life: Simulating Trees and Plants
The Blender Greenhouse: Creating Foliage with L-Systems and
ngPlantAn Open Source Ivy Generator; A Few More Points to Mention;
Appendix A: About the Companion CD; What You'll Find on the CD;
System Requirements; Using the CD; Troubleshooting; Index

Sommario/riassunto

Learn all about Blender, the premier open-source 3D software, in
Bounce, Tumble, and Splash!: Simulating the Physical World with
Blender 3D. You will find step-by-step instructions for using Blender's
complex features and full-color visual examples with detailed
descriptions of the processes. If you're an advanced Blender user, you
will appreciate the sophisticated coverage of Blender's fluid simulation
system, a review Blender's latest features, and a guide to the Bullet
physics engine, which handles a variety of physics simulations such as
rigid body dynamics and rag doll
