

1. Record Nr.	UNINA9910551825303321
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Titolo	Introduction to Blender 3.0 : learn organic and architectural modeling, lighting, materials, painting, rendering, and compositing with Blender / / Gianpiero Moioli
Pubbl/distr/stampa	New York, New York : , : Apress L. P., , [2022] ©2022
ISBN	1-4842-7954-9
Descrizione fisica	1 online resource (477 pages)
Disciplina	006.693
Soggetti	Three-dimensional display systems Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Intro -- Table of Contents -- About the Author -- About the Technical Reviewer -- Acknowledgments -- Introduction -- Chapter 1: Introducing Blender 3.0 -- Exploring the Main Changes in Blender 3.0 -- Left Button Selection (LBS) -- Asset Browser and Pose Library -- Workspaces -- The Blender 3.0 Toolbar (T) -- Eevee -- Cycles X -- Workbench -- Scene Collections -- Grease Pencil -- Geometry Nodes -- USD Importer -- Installing Blender 3.0 -- The Blender Foundation Website -- Installing Different Versions of Blender 3.0 -- Using the Default Interface of Blender 3.0 -- Main Areas -- Topbar, Header, Toolbar, and Status Bar -- The Topbar -- The Header of the Editor Type -- Object Interaction Mode Button -- Transformation Orientation, Transform Pivot Point, Snap and Proportional Editing -- Visualization Tools -- Tool Settings -- The Toolbar -- The Status Bar -- Introducing Editors and Views -- Editor Types -- Properties Editor -- Menus and Workspaces -- The Topbar Menu -- File -- Edit -- Render -- Window -- Help -- The 3D View Header Menu -- Pie Menus -- Workspaces -- Blender Customization -- Selecting, Navigating, and Transforming -- Navigation Techniques -- Selection Methods -- Object Selection in Object Mode -- Subobject Selection in Edit Mode -- Basic Transformations -- The Object Context Menu (RMB) -- Using New Keyboard Shortcuts -- Introducing Eevee -- Eevee, Cycles, and Cycles X

-- Node-Based Materials -- Summary -- Chapter 2: Modeling Inorganic and Organic Objects in Blender -- Preparing to Start Modeling -- Digital Spaces -- Add Objects (Shift+A) -- Mesh -- Add Mesh -- Curve -- Add Curve -- Explaining Splines -- Editing a Curve -- The Toolbar -- Object Data Properties -- Surface -- Metaball -- Object Data Properties -- Text -- Object Data Properties -- Other Blender Objects -- Empty and Image -- Light -- Camera -- Understanding Mesh Modeling.

Object Mode -- Transform -- Set Origin -- Mirror -- Clear and Apply -- Snap -- Duplicate -- Link/Transfer Data -- Join -- Convert -- Show/Hide -- Delete -- Edit Mode -- Mesh Visualization -- Normals -- Normal Configuration -- Auto Smooth -- The Toolbar in Edit Mode -- Other Modeling Tools in Edit Mode -- Duplicate (Shift+D) -- Fill: Make Edge/Face (F) -- Deleting & -- Dissolving (X) -- Merge Vertices (M) -- Separate (P) -- Bridge Edges Loops -- Triangles to Quads (Alt+J) -- Add Mesh Add-Ons -- Sculpting -- Brush Settings -- Preparing the Object -- Preparing the Interface -- Sculpting Tools -- Adding Resolution -- Remesh -- Dyntopo -- Modeling with Modifiers -- Generate Modifiers -- Array -- Bevel -- Boolean -- Decimate -- Geometry Nodes -- Mirror -- Multiresolution -- Remesh -- Skin -- Solidify -- Subdivision Surface -- Deform Modifiers -- Displace -- Wave -- Exercises: The Mad Hatter's Tea Party -- Exercise 1: Modeling a Teapot -- Setting the File -- Creating the Base Shape -- Creating the Handle and Spout -- Separating the Cover -- Creating the Teapot Base -- Exercise 2: Creating a Glass -- Setting the File -- Preparing the Basic Object -- Creating the Profile and Screwing It -- Summary -- Chapter 3: Building a 3D Environment -- Modeling for Architecture -- Precision Drawing -- Importing and Exporting CAD File Formats -- CAD Drawing Tools -- FreeCAD -- QCAD -- ODA File Converter -- Blender 3.0 Measuring Tools -- Annotate -- Measure -- Measurement -- MeasureIt -- Blender 3.0 Add-ons for Architectural Modeling -- Preinstalled Add-ons -- Edit Mesh Tools -- Precision-Drawing-Tools (PDT) -- Scatter -- Tiny CAD Mesh Tools -- Bool Tool -- Sapling Tree Gen and Modular Tree -- External Add-ons -- QBlocker -- Blender GIS -- Procedural and Parametric Modeling -- Add-ons for Procedural and Parametrical Modeling -- Internal Add-ons -- Archimesh -- Tissue.

Mesh Maze -- External Add-ons -- Archipack -- Sverchok -- Sorcar -- Modeling and Importing Furniture -- Asset Libraries in Blender -- Character Modeling for Architecture -- Modeling a Character with Make Human -- Exercises: Creating an Environment -- Exercise 3: Modeling a Living Room -- Creating the Walls -- Creating the Windows -- Creating Windows -- Creating French Windows -- Importing Furniture -- Exercise 4: Populating Our Environment -- Exercise 5: Modeling a Chair -- Modeling the Chair Structure -- Modeling of the Chair Feet -- Modeling the Pillow -- Summary -- Chapter 4: Understanding Materials, Lighting, and World Settings -- Learning Nodes and Material Nodes -- PBR Materials -- The Light Ray Model -- Diffusion and Reflection -- Fresnel -- Microsurface -- PBR Textures -- Standard Textures -- PBR Textures -- Metal/Roughness vs. Specular/Glossiness -- Understanding Material Nodes -- Material Nodes -- Introducing the Editors -- Introducing the Shading Workspace -- Understanding the Material Properties Editor -- The Shader Editor and the Material Nodes -- Input Nodes -- Output Nodes -- Shader Nodes -- A Node Material -- Texture Nodes -- Color Nodes -- Vector Nodes -- Converter Nodes -- Script Node -- Group Nodes -- Layout Nodes -- The Node Wrangler Add-on -- Merge Selected Nodes -- Add Texture Setup -- Add Principled Setup -- Learning More About Textures --

Bitmap and Procedural Textures -- Open Source Image Editors: Gimp and Krita -- UV Mapping and Unwrapping -- UV Editing Workspace and UV Editor -- UV Mapping -- Magic UV Add-on -- Lights, Shadows, and Cameras -- Light Types -- Point Light -- Sun Light -- Spot Light -- Area Light -- Add Extra Lights Add-on -- Cameras -- The World Settings: Sky and Environment Texture -- Deepening HDRI Environment Maps -- The Sky Texture Node -- Sun Position -- Synchronize Sun Light with an HDRI Texture.

Synchronize Sun Light with a Sky Texture -- Exercises: Creating Materials -- Exercise 6: Creating Standard Material Nodes -- Creating Standard Textures with Gimp -- Diffuse Map -- Normal Map -- Specular Map -- Creating the Material -- Exercise 7: Creating a PBR Material -- Exercise 8: Creating Textures for PBR Materials -- Materialize -- Apply Textures to the Material -- Exercise 9: Creating a Procedural Material -- Summary -- Chapter 5: Painting -- Painting in Blender 3.0 -- Introducing Color Theory -- Understanding Color Relationships -- Value, Saturation, and Hue -- Introducing Digital Painting -- Krita -- Krita's Tools, Palettes, and Color Selectors -- Krita's Brush System -- Graphics Tablets with and Without Screens -- The Graphics Tablet with Blender -- Blender's Painting Brushes -- Brush Controls -- Painting in Blender -- Practicing Texture Paint -- Texture Paint Workspace -- Painting on an Object -- The Toolbar -- Brush Settings -- Blending Modes -- Practicing Masking -- The Paint Mask and Face Selection Masking -- Create a Stencil -- Painting with a Mask -- Learning Vertex Paint -- The Toolbar -- The 3D View Header and the Tool Settings -- Using Vertex Paint -- Getting Started with Weight Paint -- The Toolbar -- The 3D View Header and the Tool Settings -- Using Weight Paint -- Exercises: Introducing Digital Painting -- Exercise 10: Painting a Texture -- Unwrapping the Mesh -- Creating and Painting the Texture -- Exercise 11: Creating a Painted Texture -- Exercise 12: Node-Based Texture Painting -- Introducing the Add Texture Paint Slots -- Understanding Layers in Blender 3.0 -- Drawing a Bump Map Directly on the Object -- Summary -- Chapter 6: Render, Compositing, and Video Editing -- Comparing Cycles and Eevee -- Cycles and Eevee's Shared Settings -- Render Layers and Passes -- Render Layers -- Render Passes -- Rendering with Eevee. Settings of Eevee -- Rendering with Cycles -- Setting of Cycles -- Introducing the Freestyle Render -- Using Freestyle -- The Freestyle Panel -- The Freestyle Line Set Panel -- The Strokes, Color, and Alpha Panels -- The Thickness, Geometry, and Texture Panels -- The Freestyle Modifiers -- Along Stroke -- Calligraphy -- Crease Angle -- Curvature 3D -- Distance from Camera -- Distance from Object -- Material -- Noise -- Tangent -- More on Freestyle -- Compositing -- The Compositor Workspace -- Setting the Compositor -- The Denoise Node -- Compositing Nodes -- Input Nodes -- Bokeh Image Node -- Image Node -- Mask Node -- Movie Clip Node -- Render Layers Node -- RGB Node -- Texture Node -- Time Curve Node -- Track Position Node -- Value Node -- Output Nodes -- Composite Node -- File Output Node -- Split Viewer Node -- Viewer Node -- Color Nodes -- Alpha Over Node -- Bright/Contrast Node -- Color Balance Node -- Color Correction Node -- Hue Correct Node -- Hue Saturation Value Node -- Invert Node -- Mix Node -- RGB Curves Node -- Tone Map Node -- Z Combine Node -- Converter Nodes -- Alpha Convert Node -- Color Ramp Node -- Combine and Separate Nodes -- Math Node -- RGB to BW Node -- Set Alpha Node -- Switch View Node -- Filter Nodes -- Bilateral Blur Node -- Blur Node -- Defocus Node -- Denoise Node -- Glare Node -- Pixelate Node -- Vector Blur Node -- Vector Nodes -- Map Value Node -- Normal Node -- Normalize Node -- Matte

Nodes -- Channel Key Node -- Chroma Key Node -- Color Key Node -- Color Spill Node -- Cryptomatte -- Luminance Key Node -- Distort Nodes -- Crop Node -- Displace Node -- Flip Node -- Lens Distortion Node -- Rotate Node -- Scale Node -- Translate Node -- Transform Node -- Node Groups -- Make Group -- Edit Group -- Ungroup -- Appending Node Groups -- Layout Nodes -- Frame Node -- Reroute Node -- Switch Node -- Editing Videos.
The Video Editing Workspace.

Sommario/riassunto

Master the basics of 3D modeling for art, architecture, and design by exploring Blender 3.0. This book explains modeling, materials, lighting, painting, and more with Blender and other external tools. You will configure a 3D architectural environment and set up the workflow of an art and design project within Blender. You will use Blender's main tools--mesh modeling and sculpting--to create virtual objects and environments. And, you will explore building materials and light scenes, followed by drawing and virtual painting. Chapters cover rendering scenes and transforming them into 2D images or videos. You will learn to use Blender 3.0 for video editing as a compositor and video sequence editor (VSE or sequencer) with a wide range of effects available through the nodal system. On completing this book, you will have the knowledge to create art, design, and architecture with this 3D modeler. What You Will Learn Create objects and architectural buildings with different techniques of 3D modeling Master creating an environment for your objects and how to light them Determine how to create node materials and assign them to your Blender objects Pick up UV unwrapping and texture painting Get closer to painting and drawing in Blender Render your scenes and create stunning videos Who This Book Is For Artists, designers, architects, and animation artists who want to learn Blender by tackling the challenges of building high-end computer graphics, art, design, and architecture. Ideal for readers with little-to-no experience with Blender as it starts with the basics and covers techniques to produce objects, materials, environments.
