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Titolo	Blender 3D 2.49 incredible machines [[electronic resource]] : modeling, rendering, and animating realistic machines with Blender 3D / / Allan Brito
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Descrizione fisica	1 online resource (316 p.)
Collana	From technologies to solutions
Disciplina	006.696
Soggetti	Computer graphics Computer animation Three-dimensional display systems
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Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; Table of Contents; Preface; Chapter 1: Machinery Modeling and Visualization with Blender; Blender history; Working with Blender; Blender 3D, YafaRay, and GIMP; What is an Incredible Machine?; How the book is organized; Do I have to know Blender already?; How to know more about Blender 3D; Summary; Chapter 2: Modeling a Handgun; Briefing and concept; Objectives; Why a hand weapon?; Parts of the model; Modeling workflow; Best modeling technique for this project; Effects and rendering; Summary Chapter 3: Polygon Modeling of the WeaponStarting with a background image; Using subdivision to model; Modeling the hand wrap; Modeling the small and removable parts; Using hooks to place and align objects; Summary; Chapter 4: Adding Details; Tools and techniques for detailing; Face normals; Adding the handgrip; Using the spin tool to close a model; Adding creases and rounded details; Summary; Chapter 5: Rendering the Project with YafaRay; YafaRay renderer; Installing YafaRay; Creating a studio environment; Adding light to the scene; How YafaRay works; Setting lights in YafaRay

Adding materials to the weaponFraming the weapon; Final render with YafaRay; Summary; Chapter 6: Steampunk Spacecraft; Steampunk concept; Spacecraft concept; Project workflow; Building edges and planes for the spacecraft; Creating the first section of the spacecraft; Modeling the wing; Modeling the front; Summary; Chapter 7: Working with Smaller Areas; Modeling the front of the spacecraft; Adding details to the wing; Modeling the engines; Creating the bottom of the spacecraft; Creating the weapons; Mirroring the spacecraft; Closing the cockpit; Detailing the fuselage
Modeling auxiliary enginesAdding cables and wires; Using curves; Twisting the cables; Adding the cables to the model; Summary; Chapter 8: Advanced UV Mapping; UV mapping in Blender; What is UV mapping?; Using UV mapping in Blender; Using smart projections; UV test grid; Using the unwrap tool; Planning the unwrap; Controlling and editing the UV layout; Pinning and unpinning vertices; Live Unwrap Transform; Editing the UV; Exporting the layout; Editing the texture; Summary; Chapter 9: Putting the Spacecraft to Fly and Shoot with Special Effects; Blender particles; How particles work
Creating particlesAdding speed and force fields; The rear engine; The guns; Summary; Chapter 10: Rendering the Spacecraft with YafaRay; Environment setup in YafaRay-creating a physical sky; Single Color; Gradient; Texture; SunSky; DarkTide's SunSky; Materials and textures in YafaRay; Setting up a metal material; Creating the glass in the cockpit; Rendering the scene; Rendering a night view of the spacecraft; Summary; Chapter 11: Transforming Robot; What is a transforming robot?; How big will the robot be?; Textures and materials; Rendering with LuxRender; Mixing modeling and animation
Modeling the object with poly modeling

Sommario/riassunto

Modeling, rendering, and animating realistic machines with Blender 3D