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Nota di contenuto	pt. I. Fundamentals of Blender 3D -- pt. II. Physics and simulations -- pt. III. Video post-production in Blender -- pt. IV. Blender-Python -- pt. V. Mastering the Blender game engine.
Sommario/riassunto	New edition shows you how to get the very most out of the latest version of Blender Blender, the open-source 3D software, is more popular than ever and continues to add functionality. If you're an intermediate or advanced user, this new edition of Tony Mullen's expert guide is what you need to get up to speed on Blender and expand your skills. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book covers it all. It also highlights Blender's very latest features, including new camera tracking tools an