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Titolo	Blender master class [[electronic resource] ] : a hands-on guide to modeling, sculpting, materials, and rendering // Ben Simonds
Pubbl/distr/stampa	San Francisco, : No Starch Press, 2013
ISBN	1-59327-510-2
Edizione	[1st edition]
Descrizione fisica	1 online resource (290 p.)
Disciplina	777/.7
Soggetti	Computer graphics Computer animation Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Introduction to Blender -- Introduction to GIMP -- Preparation -- Blocking in -- Modeling the details -- Sculpting -- Retopology -- UV unwrapping -- Hair and particle systems -- Texture baking -- Texture painting -- Materials -- Lighting -- Rendering and compositing -- Going further.
Sommario/riassunto	Blender Master Class is a practical, hands-on guide to the potential of the popular open-source 3D graphics tool. Chapters walk through the steps in the modeling process, from concept art to that final polish.