

1. Record Nr.	UNINA9910792353403321
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Titolo	Mastering Blender [[electronic resource] /] / Tony Mullen
Pubbl/distr/stampa	Indianapolis, Ind., : Wiley Pub., 2009
ISBN	1-282-54994-4 9786612549946 0-470-49684-3
Edizione	[1st edition]
Descrizione fisica	1 online resource (475 p.)
Collana	Serious skills
Disciplina	006.6/930285536
Soggetti	Computer graphics Computer animation Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Mastering Blender; About the Author; Contents at a Glance; Contents; Introduction; Who Should Read This Book; The Mastering Series; How This Book Is Organized; What's on the CD; How to Contact the Author; Part I: Mastering Blender 3D; Chapter 1: Controlling Your Environment; Getting Your Way with Blender; Improving Your Workflow; Keeping Up with the Blender Interface; The Bottom Line; Chapter 2: Sculpting and Retopo Workflow; Sculpting with Blender; Using the Retopo Tool; Normal Map Baking; The Bottom Line; Chapter 3: Creating Realistic Images with UV Textures and Node-Based Materials Creating UV Textures with Blender and GIMP Smoothing the Seams with Texture Baking; Achieving Realism with Material Nodes; The Bottom Line; Chapter 4: Video Compositing with Nodes; Pulling a Green Screen Matte with Nodes; Garbage Matting; Spill Correction and Cleaning Up; The Bottom Line; Chapter 5: Working with the Video Sequence Editor; Working with the Video Sequence Editor; Adding Transitions and Compositing in the VSE; Working with Blender Scenes in the VSE; The Bottom Line; Part II: Mastering Blender Python; Chapter 6: Python for the Impatient; Introducing Python Understanding the Python Development Environment Understanding Python Syntax; The Bottom Line; Chapter 7: Python Scripting for

Blender; Editing and Running Scripts in Blender; Introducing the Blender-Python API; Creating an Interactive Script; The Bottom Line; Chapter 8: The Many-Headed Snake: Other Uses of Python in Blender; Extend Blender Functionality with Python; Working with PyDrivers; Using PyNodes; Working with PyConstraints; Using Script Links and Space Handlers; The Bottom Line; Part III: Mastering the Blender Game Engine; Chapter 9: Creating Assets for the Blender Game Engine Creating Content for the Game EngineSetting Up the World; Getting More Familiar with the BGE Environment; The Bottom Line; Chapter 10: Making Things Happen in the Game Engine; Working with Logic Blocks; Using Properties, Messages, and States; Creating Special Effects with Textures; Working with Sound in the BGE; The Bottom Line; Chapter 11: Python Power in the Blender Game Engine; From Logic Blocks to Python; Python Power for the BGE; Further Resources; The Bottom Line; Appendix A: Solutions; Chapter 1: Controlling Your Environment; Chapter 2: Sculpting and Retopo Workflow Chapter 3: Creating Realistic Images with UV Textures and Node-Based MaterialsChapter 4: Video Compositing with Nodes; Chapter 5: Working with the Video Sequence Editor; Chapter 6: Python for the Impatient; Chapter 7: Python Scripting for Blender; Chapter 8: The Many-Headed Snake: Other Uses of Python in Blender; Chapter 9: Creating Assets for the Blender Game Engine; Chapter 10: Making Things Happen in the Game Engine; Chapter 11: Python Power in the Blender Game Engine; Appendix B: Blender-Python API Module and Class Hierarchies; Module Hierarchy; Class Hierarchy Appendix C: The Evolution of Blender's User Interface

Sommario/riassunto

Blender, the free alternative for professional-quality 3D animation is a complex program to learn, but once users become familiar with its power, they begin to seek more from it. This book is the first of its kind to explore the more advanced features of Blender so that you can get the most out of the software. You'll take your Blender skills to a whole new level with the featured in-depth coverage of intricate uses for Blender's modeling, texturing, animation, and visual effects tools in a professional environment. Note: CD-ROM/DVD and other supplementary materials are not included
