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Note generali Includes index.

Nota di contenuto Bounce Tumble, and Splash! Simulating the Physical World with Blender 3D; Acknowledgments; About the Author; Contents; Foreword; Introduction; Who Should Read This Book; How This Book Is Organized; What's on the CD; How to Contact the Author; Chapter 1: Re-creating the World: An Overview; Re-creating the Physical World with Blender; Using Materials and Textures; Faking Physics with General Tools; Chapter 2: The Nitty-Gritty on Particles; Introducing Particles; Working with Dynamic Particles; Boids!; Chapter 3: Getting Flexible with Soft Bodies and Cloth; Getting the Hard Facts on Soft Bodies
Getting Jiggly with Lattices Simulating Cloth and Clothing; Demolition!; Chapter 4: Hair Essentials: The Long and Short of Strand Particles;

Introducing Blender Hair; A Trip to the Beauty Salon; Other Uses for "Hair" Particles; Chapter 5: Making a Splash with Fluids; Using the Blender Fluid Simulator; Getting the Shot; Delving Further into Fluids; Exploring Further Resources; Chapter 6: Bullet Physics and the Blender Game Engine; The Blender Game Engine; Rigid Body Simulation and Ipos; Joints, Ragdolls, and Robots; Further Resources; Chapter 7: Imitation of Life: Simulating Trees and Plants
The Blender Greenhouse: Creating Foliage with L-Systems and ngPlantAn Open Source Ivy Generator; A Few More Points to Mention; Appendix A: About the Companion CD; What You'll Find on the CD; System Requirements; Using the CD; Troubleshooting; Index

| Sommario/riassunto | Learn all about Blender, the premier open-source 3D software, in Bounce, Tumble, and Splash!: Simulating the Physical World with Blender 3D. You will find step-by-step instructions for using Blender's complex features and full-color visual examples with detailed descriptions of the processes. If you're an advanced Blender user, you will appreciate the sophisticated coverage of Blender's fluid simulation system, a review Blender's latest features, and a guide to the Bullet physics engine, which handles a variety of physics simulations such as rigid body dynamics and rag doll |