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Titolo	Blender 2.5 materials and textures cookbook : over 80 great recipes to create life-like Blender objects // Colin Litster
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; Table of Contents; Preface; Chapter 1: Creating Natural Materials in Blender; Introduction; Creating a realistic pebble material using procedural textures; Creating a gray limestone pebble; Creating the quartz pebble material; Creating an opalescent quartz material; Creating a mask to represent the quartz veins; Combining two materials, to make a third, using Nodes; Creating a large rock material using procedural, and node textures; Creating a sea rock material; Creating a texture node to simulate seaweed at the base of a rock Creating a large rock face using photo reference; Chapter 2: Creating Man-made Materials; Introduction; Creating a slate roof node material that; repeats but with ultimate variety; Using a tileable texture to add complexity; to a surface; Warping a texture to disguise seams in a; repeated texture; Adding weathering by copying and reusing; textures; Combining materials using nodes; Creating metals; Using specular maps to add age and; variety to man-made surface materials; Adding oxidization weathering to our; copper material; Adding grime and artistic interest to our; copper material Creating a path or road material that never repeats; Repeating a tiled

texture to duplicated objects; Deforming materials and textures in Blender; Chapter 3: Creating Animated Materials; Introduction; How to move textures and create animation; without moving a mesh; Manipulating the F-Curves of texture; movement; Using an Empty as a dummy object to; control texture movement over time; A barber pole with no moving parts; How to alter the color of materials and; textures over time; Creating a red hot iron bar; How to animate transparency in a texture; Creating a burning sheet of paper
How to change textures during an animation How to texture with movies creating; a TV screen; Chapter 4: Managing Blender Materials; Introduction; Setting a default scene for; materials creation; Additional settings for default scene; Creating an ideal Blender interface; for material creation; Creating an ideal texture animation setup; Naming materials and textures; Appending materials; Linking materials; Making blend files stand alone; Chapter 5: Creating More Difficult Man-made Materials; Introduction; Creating rust on iron-based metals; Creating a mesh object to provide good reflective surfaces Using environment map textures to; simulate reflection; Varying environment map reflections; to simulate corrosion or wear; Using raytrace reflections; to simulate polished metals; Varying raytrace reflections to simulate; dirt and grime; Chapter 6: Creating More Difficult Natural Materials; Introduction; Creating realistic large-scale water in; Blender 2.5; Setting up an ocean vista environment; Creating a wave surface using textures; Creating an ocean surface material; Creating wake around objects in water; Creating a non-repeating leaf material
Creating image and bump maps,

Sommario/riassunto

Each chapter in the book follows a themed approach to creating materials using the new Blender 2.5 features. As you read through each chapter you will learn approaches to create materials and textures. These materials and textures will help you to create a flawless simulation of real-world objects. You need not read the chapters in any particular order to learn to use the Blender 3D suite for materials simulation appropriately. Every recipe in this book will enable you to create a usable material or texture effect as well as teaching you techniques that save your time. If you are a Graphics
