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| Edizione                | [First edition.]   |
| Descrizione fisica      | 1 online resource (ix, 269 pages)  |
| Disciplina              | 777.7  |
| Soggetti                | Computer games - Design<br>Computer games - Programming<br>Video games - Design<br>Games development and programming   |
| Lingua di pubblicazione | Inglese  |
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| Nota di contenuto       | chapter 1 Interface Cheats -- chapter 2 Selections -- chapter 3 Modeling -- chapter 4 UV Mapping Cheats -- chapter 5 Texturing and Materials -- chapter 6 Rigging and Animation Cheats -- chapter 7 Rendering Cheats -- chapter 9 Game Development Cheats -- chapter 10 Interoperability.  |
| Sommario/riassunto      | Blender is a vast and customizable 3D-modeling application used by many artists across creative industries, from television to games. This newest book, in Alan Thorn's How to Cheat series, offers insightful and bite-sized power-tips to help you develop Blender mastery. More than five hundred figures illustrate interesting shortcuts and clever ways to improve your Blender workflow. A companion website at <a href="http://www.alanthorn.net">http://www.alanthorn.net</a> provides bonus content, including videos and resources to help sharpen your skills further. How to Cheat in Blender 2.7x is for Blender users of all levels, offering time-saving tips and powerful techniques to increase your productivity. |