

1. Record Nr.	UNINA9910957092003321
Autore	Thorn Alan, author
Titolo	How to cheat in blender 2.7x // Alan Thorn
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2017 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9781315153612 1315153610 9781498764520 1498764525
Edizione	[First edition.]
Descrizione fisica	1 online resource (ix, 269 pages)
Disciplina	777.7
Soggetti	Computer games - Design Computer games - Programming Video games - Design Games development and programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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 http://www.alanthorn.net 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.