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Titolo	Blender 3D basics beginner's guide : the complete novice's guide to 3D modeling and animation // Gordon C. Fisher
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Edizione	[1st ed.]
Descrizione fisica	1 online resource (468 p.)
Collana	Open source : community experience distilled
Disciplina	006.696
Soggetti	Computer animation Three-dimensional imaging Three-dimensional display systems 3-D films
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Introducing Blender and Animation; Welcome to the world of Blender 3D; Discovering Blender and animation; Learning Blender will literally change how you think; Installing Blender; Using Blender; Time for action - rendering your first scene in Blender; Time for action - closing Blender; Top 10 reasons to enjoy using Blender 3D; Learning from your animation hero's; Going back to the year 1922 on an animation field trip Time for action - searching on Felix Turns the Tide + 1922 Moving ahead a few years in time, to 1928; Time for action - searching on Plane Crazy +1928; Arriving in 1938, the animation industry is at a peak; Time for action - searching on Goonland + 1938; Starting to use computers for animation in the 1960's; Beginnings of 3D animation in 1963; Time for action - searching on Ivan Sutherland + Sketchpad; Going to the late 1970's, a few companies are doing 3D animation;

Time for action - searching on Triple I demo; Time for action - watching Information International, Inc. (Triple I) 1982 demo reel
Introducing Pixar - 1984, and everything comes together Time for action - searching for the video of The Adventures of Andre and Wally B; Back to the present time; Animation principles; Using 3D skills, what can you do with them?; Making 2D animation; TV and video; Films and pre-visualization; Stereoscopic 3D; Web animation; Games; Flight and driving simulators; Digital signage; Displaying scientific data; Legal evidence display; Architectural walkthroughs; Virtual reality; Virtual sets; Interactive instruction; Showing what can't otherwise be seen; Creating a portfolio to get a job

Product development and visualization. Summary; Chapter 2: Getting Comfortable using the 3D View; Exploring the Blender 3D interface; Setting up Blender the way you want it; Using the three basic Blender controllers; Using the numeric keypad with Blender; Emulating the three-button mouse and Numpad; Understanding how to use Blender Windows; Time for action - playing with the Blender windows; Time for action - resizing windows; Time for action - flipping the window header; Time for action - maximizing and tiling the window; Time for action - splitting Blender windows

Time for action - joining Blender windows Exploring the 3D View window, the heart of Blender; Time for action - discovering your tools; Looking at the 3D View window, what do you see?; Making pictures with computers; Making colors with a computer; Making millions of colors with just red, green, and blue; Measuring things in 3D; Navigating in the 3D View; Time for action - rotating the scene in 3D View; Time for action - zooming the scene in 3D View; Time for action - panning the scene in 3D View; Using the Numpad to change the angle in the 3D View

Time for action - seeing the top view, front view, and right side view

Sommario/riassunto

The complete novice's guide to 3D modeling and animation