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Descrizione fisica	1 online resource (ix, 269 pages)
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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 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.