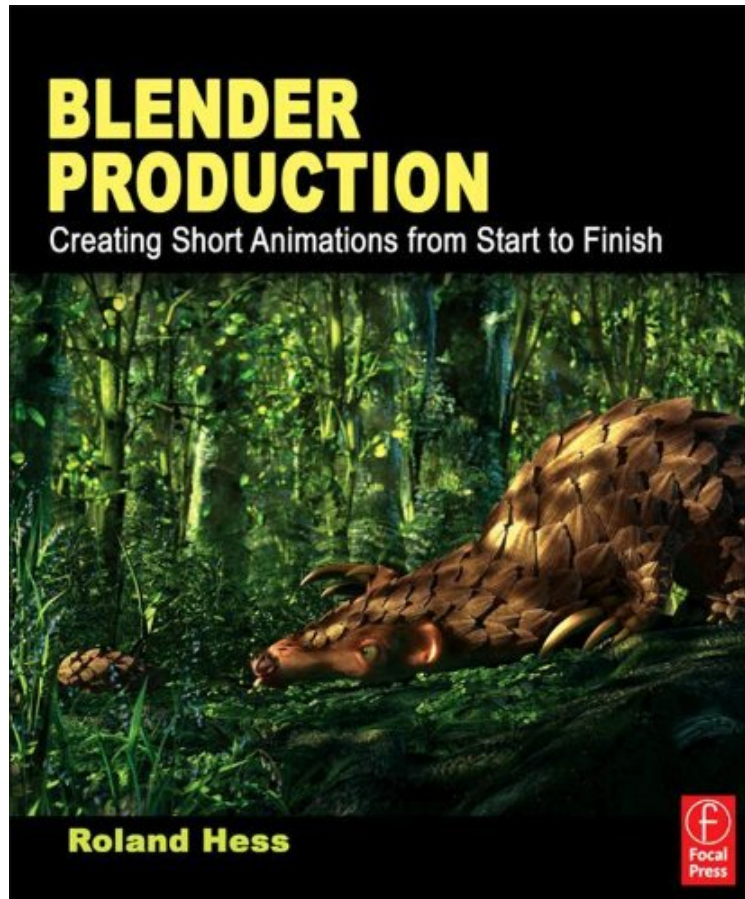


[Download pdf ebook] Blender Production: Creating Short Animations from Start to Finish

# Blender Production: Creating Short Animations from Start to Finish

Von Roland Hess

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**Von Roland Hess : Blender Production: Creating Short Animations from Start to Finish** before purchasing it in order to gage whether or not it would be worth my time, and all praised Blender Production: Creating Short Animations from Start to Finish:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. precisely focused on your animation shortfilm projectVon Joerg OsarekAbsolutely great!The introduction is technology neutral. Then it goes straight into the depths of Blender and shows at each step what actions you have to take and what will be the consequences if you fail to do so later in your project. It is well written and well to follow if you have some advanced blender experience. But if you don't yet - buy the book anyway and learn from it. You will find the important information later when you are ready. Just the part of baking an animation with physics in the game engine was as I believe too complicated because I think I have done this baking without the game engine. Summary: All

thumbs up for this great work which saved me months of finding things out!

KurzbeschreibungBlender has become one of the most popular 3D animation tools on the market because it is robust and absolutely free. Blender Production is the definitive resource for anyone who wants to create short animations from scratch. With this book, and Blender, you have the ideal platform to make it happen. Blender expert and author Roland Hess walks you through the entire process of creating a short animation including: writing, storyboarding, blocking, character creation, animation, rendering, and production. The associated web site includes the full Blender software kit and a complete short animation work broken down into handy modules that animators can study, learn from, and reuse in their own animated films. The sample project files amount to 100+ MB of cool content, including models, textures, materials, scenes and animation work. KurzbeschreibungBlender has become one of the most popular 3D animation tools on the market because it is robust and absolutely free. Blender Production is the definitive resource for anyone who wants to create short animations from scratch. With this book, and Blender, you have the ideal platform to make it happen. Blender expert and author Roland Hess walks you through the entire process of creating a short animation including: writing, storyboarding, blocking, character creation, animation, rendering, and production. The associated web site includes the full Blender software kit and a complete short animation work broken down into handy modules that animators can study, learn from, and reuse in their own animated films. The sample project files amount to 100+ MB of cool content, including models, textures, materials, scenes and animation work. ber den Autor und weitere Mitwirkende Roland Hess is the leading expert on Blender. He is one of a handful of people who has been involved with Blender since its inception, and is a key voice in the community. Hess brings a unique perspective to Blender instruction that bridges the difficult gap between technical knowledge and artistic expression. Hess wrote Focal Press titles: Animating with Blender (2009) and Tradigital Blender (2011)