



Blender 3D for Beginners: The Complete Guide: The Complete Beginner's Guide to Getting Started with Navigating, Modeling, Animating, Texturing, Lighting, Compositing and Rendering Within Blender.

By MR Danan Thilakanathan

Createspace Independent Publishing Platform, United States, 2016. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.Blender 3D For Beginners: The Complete Guide aims to help get you started with using the free open-source 3D software Blender. You will learn the basics of nearly everything Blender has to offer. The book is aimed at the complete beginner of Blender and even beginners in the world of 3D graphics and animation. With 16 chapters and 115 pages in total, this book aims to explain the key components of Blender clearly and concisely and get you up to speed with Blender very quickly! The book is explained in a simple and easy-to-understand manner with minimal jargon. Furthermore, the book provides simple follow-along exercises that helps you get the practical experience you need which in turn helps you learn better. By the end of this book, you will begin to feel comfortable working with 3D projects within Blender alone and also get one step closer to your dream goal of one day making your own animated film! (or any other project that requires Blender) More specifically, in this book, you will learn about: -...



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Reviews

Good eBook and helpful one. It really is written in straightforward words and phrases and never confusing. I am just effortlessly could possibly get a enjoyment of looking at a published book.

-- **Romaine Rippin**

The book is great and fantastic. it absolutely was written very properly and beneficial. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Lyda Davis II**