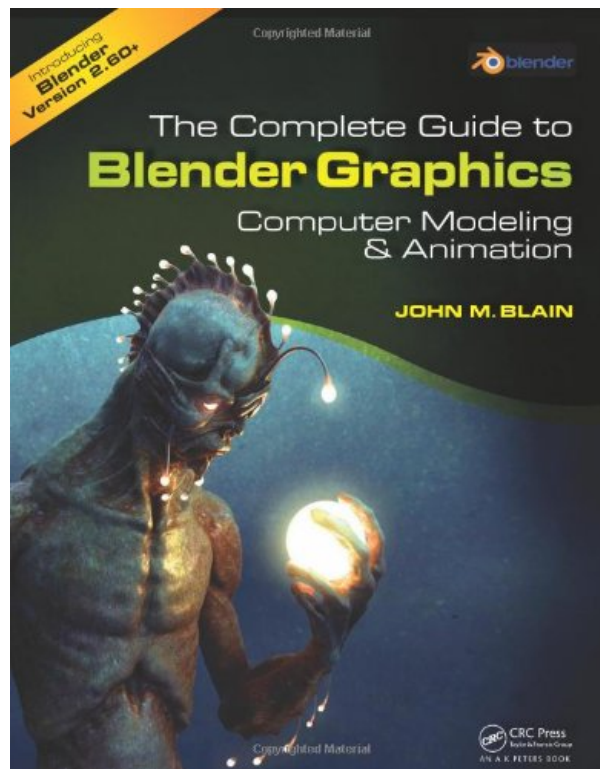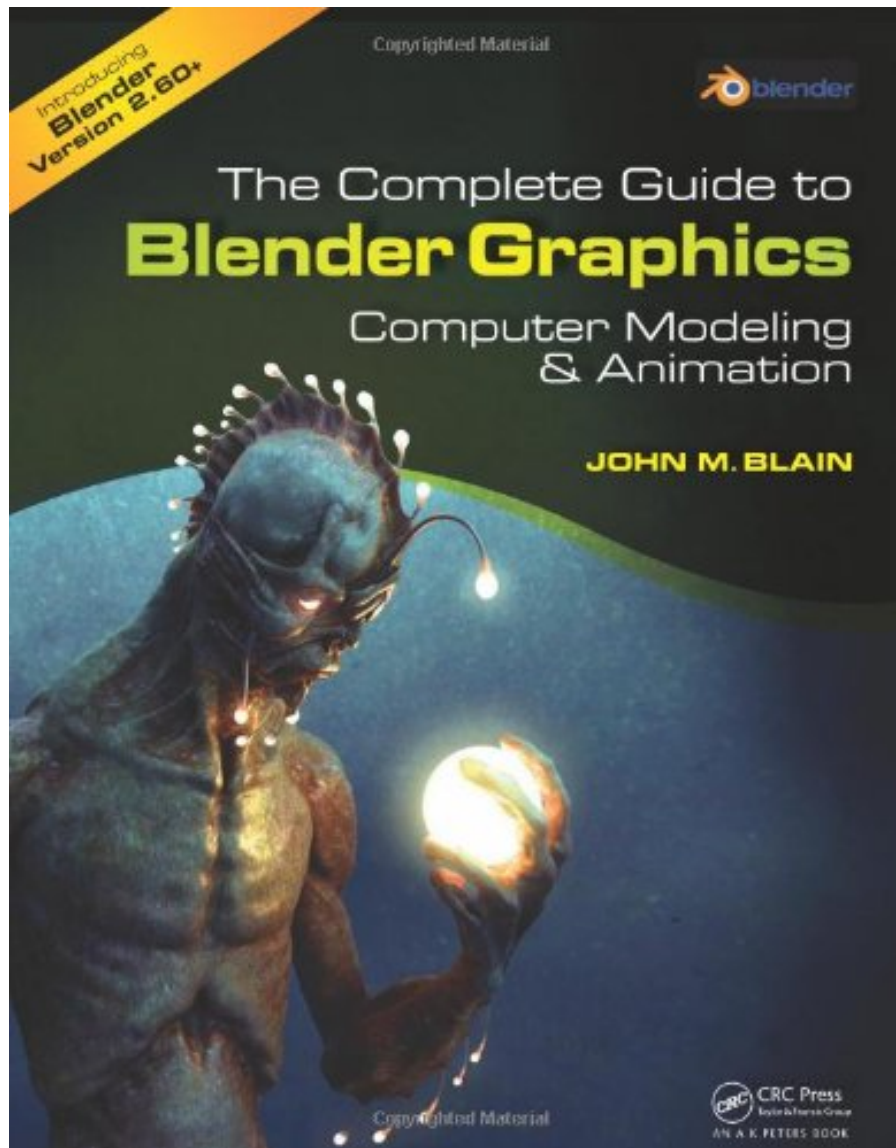# THE COMPLETE GUIDE TO BLENDER GRAPHICS: COMPUTER MODELING AND ANIMATION BY JOHN M. BLAIN

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Review

The major strength of John's Blender manual is its breadth of content and its depth of detail. The material covered in the manual is extensive. All aspects of beginning to intermediate 3D modeling and rendering with Blender are covered. His language is clear and concise and is accessible to users of all ages. It is expertly illustrated with screenshots that allow even those without a substantial understanding of English to follow the flow of ideas and concepts.
?Neal Hirsig, Tufts University

THE COMPLETE GUIDE TO BLENDER GRAPHICS: COMPUTER MODELING AND ANIMATION BY JOHN M. BLAIN PDF

When you are rushed of work deadline as well as have no concept to obtain inspiration, **The Complete Guide To Blender Graphics: Computer Modeling And Animation By John M. Blain** publication is one of your remedies to take. Reserve The Complete Guide To Blender Graphics: Computer Modeling And Animation By John M. Blain will certainly provide you the appropriate resource and also thing to get inspirations. It is not just about the jobs for politic business, management, economics, as well as various other. Some bought jobs to make some fiction your jobs likewise require motivations to get rid of the work. As what you need, this The Complete Guide To Blender Graphics: Computer Modeling And Animation By John M. Blain will possibly be your option.

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THE COMPLETE GUIDE TO BLENDER GRAPHICS: COMPUTER MODELING AND ANIMATION BY JOHN M. BLAIN PDF

While Blender is a wonderful free and open source program for computer modeling and animation, there has been a lack of unified, up-to-date documentation for beginners. Removing the frustration from the learning process, The Complete Guide to Blender Graphics: Computer Modeling and Animation helps beginners understand the basics of computer animation using Blender.

The author begins with a detailed explanation of the Blender graphical user interface (GUI) and its method of navigation. He covers basic mesh modeling on both the object and sub-object levels. At this point, the beginner 3D modeler can create a wide variety of models. The author moves on to materials, camera, lighting, and rendering, allowing the creation of more complete models and rendered images. He also includes a section on animation. This sequence provides a solid foundation for the more advanced topics discussed in later chapters.

Alleviating the difficulties in learning Blender, this book provides thorough instruction on the basics of this 3D modeling and animation program.

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?Neal Hirsig, Tufts University

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Meticulously written and illustated - a pleasure to use
By Phil Blender Nut
A refreshing approach to teaching is reflected throughout The Complete Guide to Blender Graphics which is a book meticulously tailored for new Blender users. When learning to master the graphical user interface (GUI) with its access to the functions for modeling, rendering and animating beginners feel as if they have a patient instructor sitting beside them guiding them every step of the way.

Blender is a comprehensive program which includes modeling objects and characters, the application of colors and textures, the creation of scenes for still images and animations and rendering with Blender's inbuilt system or external render engines. The book explains the use of the interface and the many tools included in Blender in a step by step method which guides the student gently through the process.

Blender instructors, as well as students, welcome The Complete Guide to Blender Graphics because in addition to the detail and reliability of the content, the author has taken an empathetic approach towards teaching beginners. Each section is explained and illustated carefully yet succinctly, and because the basics of Blender remain constant, none of the information is obsolete. This is a unique instruction book for new Blender users as well as a valuable tool for Blender instructors. The high standard of the content makes this book a pleasure to use and to review.

The Complete Guide to Blender Graphics: Computer Modeling and Animation

Excellent Concept - Poorly Executed
By Amazon Customer
Virtually everything I know is self-taught and I rely heavily on books. I actually like to read manuals. When I decided to learn Blender I was thrilled that a book was actually available somewhere. Blender books are very hard to find and the Blender site wiki is almost as intimidating as the program. I didn't hesitate to snatch up this book.

By all appearances, it is a beautiful book. The quality is top notch. The text is clear and the illustrations are perfect. Thus earning the two stars. When you go to use it, you'll quickly discover where the other three stars were lost.

This is not a book filled with tutorials, it is definitely a reference book. The contents do not flow very well and it almost seems to be written by someone without strong English skills. You would think that someone would have cleaned this up for such a high quality publication. It's not impossible to get through, just not the best.

The other issue is the material that is not here. Blender is extremely progressive and they make updates all the time. Recent updates are enormous and include Cycles and Bmesh. These are not trivial features. This is no fault of the author, it just happens. In the world of Blender this is a huge problem and in retrospect, now I understand why there aren't many Blender books.

Those two problems are annoying, but not a deal breaker. However, the biggest problem with this book is the index, it is awful. If you are familiar with most programming reference books, or "bibles", you'll know that the indexes are extensive and meticulous. The author knows that they are dealing with people that will need to refer quickly to a passage for a specific technique. How can you possibly find anything without this

reference? For all I know, the book could be a complete treasure trove of information, but I don't have a photographic memory. I would never be able to find it again, if it did exist.

The last time I tried to use this book it ended in such utter frustration that I decided to use the Amazon Trade-In program and at least recoup some of my money. The book was simply worthless to me. If you are a book learner, like myself, you're out of luck with Blender. My best suggestion is a tutorial site like CG Cookie combined with the Blender wiki. Not ideal, but that's my conclusion.

16 of 20 people found the following review helpful.
Excellent
By Pete
This book is to be highly commended for teaching the basics of Blender modeling and animation in a clearly written, logical step by step method. It is a quality book which is user friendly from start to finish! It is an excellent book for getting started with Blender because the well written text is very easy to follow and is complemented by high quality images and diagrams. I recommend The Complete Guide to Blender Graphics to anyone wishing to learn computer modeling and animation using Blender and it would also be a great textbook tutorial or reference manual. I have no hesitation in giving this quality publication five stars.

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?Neal Hirsig, Tufts University

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