

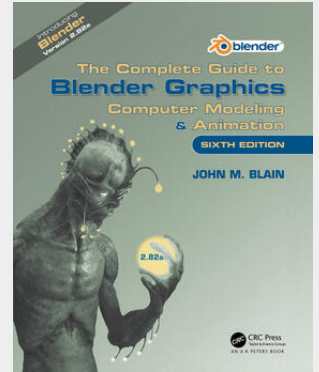
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## The Complete Guide to Blender Graphics

Computer Modeling & Animation

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Blender™ is a free Open Source 3D Computer Modeling and Animation Suite incorporating Character Rigging, Particles, Real World Physics Simulation, Sculpting, Video Editing with Motion Tracking and 2D Animation within the 3D Environment. Blender is FREE to download and use by anyone for anything. The Complete Guide to Blender Graphics: Computer Modeling and Animation, Sixth Edition is a unified manual describing the operation of the program with reference to the Graphical User Interface for Blender Version 2.82a. A reader of the Sixth Edition should use Blender 2.82a when learning the program and treat it as a training exercise before using any later versions Key Features: The book provides instruction for New Users starting at the very beginning. Instruction is presented in a series of chapters incorporating visual reference to the program's interface. The initial chapters are designed to instruct the user in the operation of the program while introducing and demonstrating interesting features of the program. Chapters are developed in a building block fashion providing forward and reverse reference to relevant material. The book is also available in a discounted set along with Blender 2D Animation: The Complete Guide to the Grease Pencil.



**137,50 €**  
128,50 € (zzgl. MwSt.)

*Lieferfrist: bis zu 10 Tage*

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