The Complete Guide to Blender Graphics, Second Edition: Computer Modeling and Animation

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Smoothly Leads Users into the Subject of Computer Graphics through the Blender GUI

Blender, the free and open source 3D computer modeling and animation program, allows users to create and animate models and figures in scenes, compile feature movies, and interact with the models and create video games. Reflecting the latest version of Blender, **The Complete Guide to Blender Graphics: Computer Modeling & Animation, 2nd Edition** helps beginners learn the basics of computer animation using this versatile graphics program. This edition incorporates many new features of Blender, including developments to its GUI.

New to the Second Edition

- Three new chapters on smoke simulation, movie making, and drivers
- Twelve updated chapters, including an entire chapter now devoted to add-ons installation
- Numerous new examples and figures

In color throughout, this manual presents clear, step-by-step instructions for new users of Blender. Many visual diagrams and images illustrate the various topics encompassed by Blender. After mastering the material in the book, users are prepared for further studies and work in computer modeling and animation.

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