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The Complete Guide to Blender Graphics: Computer Modeling & Animation, Third Edition

John M. Blain

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Blender is a free and open source graphics program for computer modeling and animation. Until this book, there has not has been unified, up-to-date documentation for beginners. Removing the frustration from the learning process, The Complete Guide to Blender Graphics: Computer Modeling and Animation 3e helps beginners understand the basics of computer animation using Blender. In addition to the numerous changes to content in line with the most recent version of Blender, the author has added fresh examples as well as covering the alterations to the graphical user interface so the book becomes the go-to resource not only for beginners but for more seasoned graphics programmers as well.

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