



Introducing Character Animation with Blender

By Tony Mullen

Download now

Read Online →

Introducing Character Animation with Blender By Tony Mullen

Introducing Character Animation with Blender, 2nd Edition is written in a friendly but professional tone, with clear descriptions and numerous illustrative screenshots. Throughout the book, tutorials focus on how to accomplish actual animation goals, while illustrating the necessary technical methods along the way. These are reinforced by clear descriptions of how each specific aspect of Blender works and fits together with the rest of the package. By following all the tutorials, the reader will gain all the skills necessary to build and animate a well-modeled, fully-rigged character of their own. The character built over the course of the tutorials is included as a .blend file on the companion website, for the reader to experiment with and learn from.

Introducing Character Animation with Blender, 2nd Edition is inspiring as well as educational. A color insert includes sample characters and frames from animations by many of the Blender community's most talented artists, which help to illustrate the impressive potential of the software.

 [Download Introducing Character Animation with Blender ...pdf](#)

 [Read Online Introducing Character Animation with Blender ...pdf](#)

Introducing Character Animation with Blender

By Tony Mullen

Introducing Character Animation with Blender By Tony Mullen

Introducing Character Animation with Blender, 2nd Edition is written in a friendly but professional tone, with clear descriptions and numerous illustrative screenshots. Throughout the book, tutorials focus on how to accomplish actual animation goals, while illustrating the necessary technical methods along the way. These are reinforced by clear descriptions of how each specific aspect of Blender works and fits together with the rest of the package. By following all the tutorials, the reader will gain all the skills necessary to build and animate a well-modeled, fully-rigged character of their own. The character built over the course of the tutorials is included as a .blend file on the companion website, for the reader to experiment with and learn from.

Introducing Character Animation with Blender, 2nd Edition is inspiring as well as educational. A color insert includes sample characters and frames from animations by many of the Blender community's most talented artists, which help to illustrate the impressive potential of the software.

Introducing Character Animation with Blender By Tony Mullen Bibliography

- Sales Rank: #900926 in Books
- Brand: Brand: Sybex
- Published on: 2011-04-26
- Original language: English
- Number of items: 1
- Dimensions: 9.20" h x .94" w x 7.42" l, 2.29 pounds
- Binding: Paperback
- 496 pages

 [Download Introducing Character Animation with Blender ...pdf](#)

 [Read Online Introducing Character Animation with Blender ...pdf](#)

Editorial Review

From the Back Cover

FROM CONCEPTS TO FULLY RIGGED CHARACTERS

Companion WebSite

Find source files for the tutorials in the book, useful Blender links, and much more on the companion website.

www.sybex.com/go/introducingblender

Tap the power of Blender, blend in your creativity, and build memorable animated characters with this practical guide from Blender guru Tony Mullen. Covering the new Blender 2.5, this book offers clear, step-by-step tutorials, a complete discussion of all tools, and illustrations that will both enlighten and inspire you.

Follow all the projects and you'll soon have the skills you need to build and animate a well-modeled, fully-rigged character of your own. A full-color insert presents dazzling examples from some of the most talented artists in the Blender community.

- Get up to speed on Blender 2.5's extensively redesigned user interface
- Master organic mesh modeling tools and build a complex character mesh
- Fashion skin, hair, and clothing with material shaders, textures, and slots
- Use Blender's new Rigify add-on to create complete, professional-quality character rigs with ease
- Learn to sync lip movements with a sound file
- Understand function curves, keyframes, and the basics of animating
- Learn to link assets and use Armature proxies to organize your productions
- Analyze the Blender short film, Sintel, and read what its creators have to say

Animate a rigged character to get him running

Use particles and subsurface scattering to create hair and skin

Explore open content from the Blender Foundation Open Movie Projects

About the Author

Tony Mullen, PhD, has a broad background in CG-related work. He teaches at Tsuda College and Musashino Art University, where his courses have included modeling and animation with Blender and programming with Python. Mullen has been a cartoonist and an illustrator; his screen credits include writer, codirector, and lead animator on several short films, including the award-winning, live-action/stop-motion film *Gustav Braustache* and the *Auto-Debilitator*. He is the author of *Blender Studio Projects: Digital Movie-Making*; *Mastering Blender*; and *Bounce, Tumble and Splash!: Simulating the Physical World with Blender 3D*, all from Sybex.

Users Review

From reader reviews:

Brandon Riddle:

The book Introducing Character Animation with Blender can give more knowledge and also the precise product information about everything you want. Why then must we leave the best thing like a book Introducing Character Animation with Blender? Some of you have a different opinion about e-book. But one aim that will book can give many information for us. It is absolutely proper. Right now, try to closer with your book. Knowledge or details that you take for that, you can give for each other; you may share all of these. Book Introducing Character Animation with Blender has simple shape nevertheless, you know: it has great and large function for you. You can search the enormous world by start and read a e-book. So it is very wonderful.

William Delacruz:

The book with title Introducing Character Animation with Blender contains a lot of information that you can discover it. You can get a lot of advantage after read this book. This kind of book exist new understanding the information that exist in this publication represented the condition of the world today. That is important to yo7u to learn how the improvement of the world. This book will bring you in new era of the glowbal growth. You can read the e-book on the smart phone, so you can read that anywhere you want.

Jason Probst:

In this particular era which is the greater person or who has ability to do something more are more treasured than other. Do you want to become certainly one of it? It is just simple strategy to have that. What you should do is just spending your time little but quite enough to possess a look at some books. One of the books in the top list in your reading list is definitely Introducing Character Animation with Blender. This book which can be qualified as The Hungry Mountains can get you closer in becoming precious person. By looking way up and review this book you can get many advantages.

Jesus Curry:

Do you like reading a book? Confuse to looking for your selected book? Or your book seemed to be rare? Why so many problem for the book? But just about any people feel that they enjoy for reading. Some people likes studying, not only science book but additionally novel and Introducing Character Animation with Blender or even others sources were given know-how for you. After you know how the fantastic a book, you feel would like to read more and more. Science e-book was created for teacher as well as students especially. Those textbooks are helping them to bring their knowledge. In different case, beside science e-book, any other book likes Introducing Character Animation with Blender to make your spare time more colorful. Many types of book like this one.

**Download and Read Online Introducing Character Animation with
Blender By Tony Mullen #3856HUT10S2**

Read Introducing Character Animation with Blender By Tony Mullen for online ebook

Introducing Character Animation with Blender By Tony Mullen Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Introducing Character Animation with Blender By Tony Mullen books to read online.

Online Introducing Character Animation with Blender By Tony Mullen ebook PDF download

Introducing Character Animation with Blender By Tony Mullen Doc

Introducing Character Animation with Blender By Tony Mullen Mobipocket

Introducing Character Animation with Blender By Tony Mullen EPub

3856HUT10S2: Introducing Character Animation with Blender By Tony Mullen