



THIRD EDITION

LEARNING Blender

A Hands-On Guide to Creating 3D Animated Characters



OLIVER VILLAR

Praise for *Learning Blender*

“Oliver Villar’s book will give you a solid foundation in Blender and computer graphics in general. Filled with well-crafted examples and lessons, this book will give you the tools you need to succeed as an artist.”

—David Andrade, *Producer, Theory Studios*

“The days are now over when beginners found learning Blender 3D difficult. Oliver Villar introduces to beginners the best of Blender’s 3D features and 3D fundamentals in fun and exciting ways. His approach of completing a character from scratch, touching every aspect of 3D from Blender’s point of view, is truly filled with explanations of techniques and important tools that will help readers to bring their ideas to life creatively while following professional workflows in 3D.

Starting with the fundamentals of 3D, this is a great resource for every beginner artist who is looking to learn Blender 3D. It’s truly a book written with great dedication!”

—Waqas Abdul Majeed, *CG Generalist, www.waqasmajeed.com*

“I found Oliver Villar’s book *Learning Blender* to be an essential tool for not only getting users acquainted with Blender, but also preparing them by explaining the history and the magic that has made Blender what it is now. His book also prepares users to be productive and informed by explaining the community and its various portals. His book is complete in explaining all the aspects of the UI and acquainting users with the classic G, S, and R. The exercises are perfect for getting users on the level to begin making their own worlds. I was even pleased to see him discussing F2, ripping with V, and even Knife Project, which are classics I usually consider to be more advanced. This book is a no-holds-barred approach to getting the most out of this capable little program. I must also add that the character created is attractive and well created, and is a fine example of using the program for character modeling. Oliver is truly a skilled artist and that shines through in his use of this program.”

—Jerry Perkins, *3D Conceptor, Fenix Fire*

Learning Blender

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