


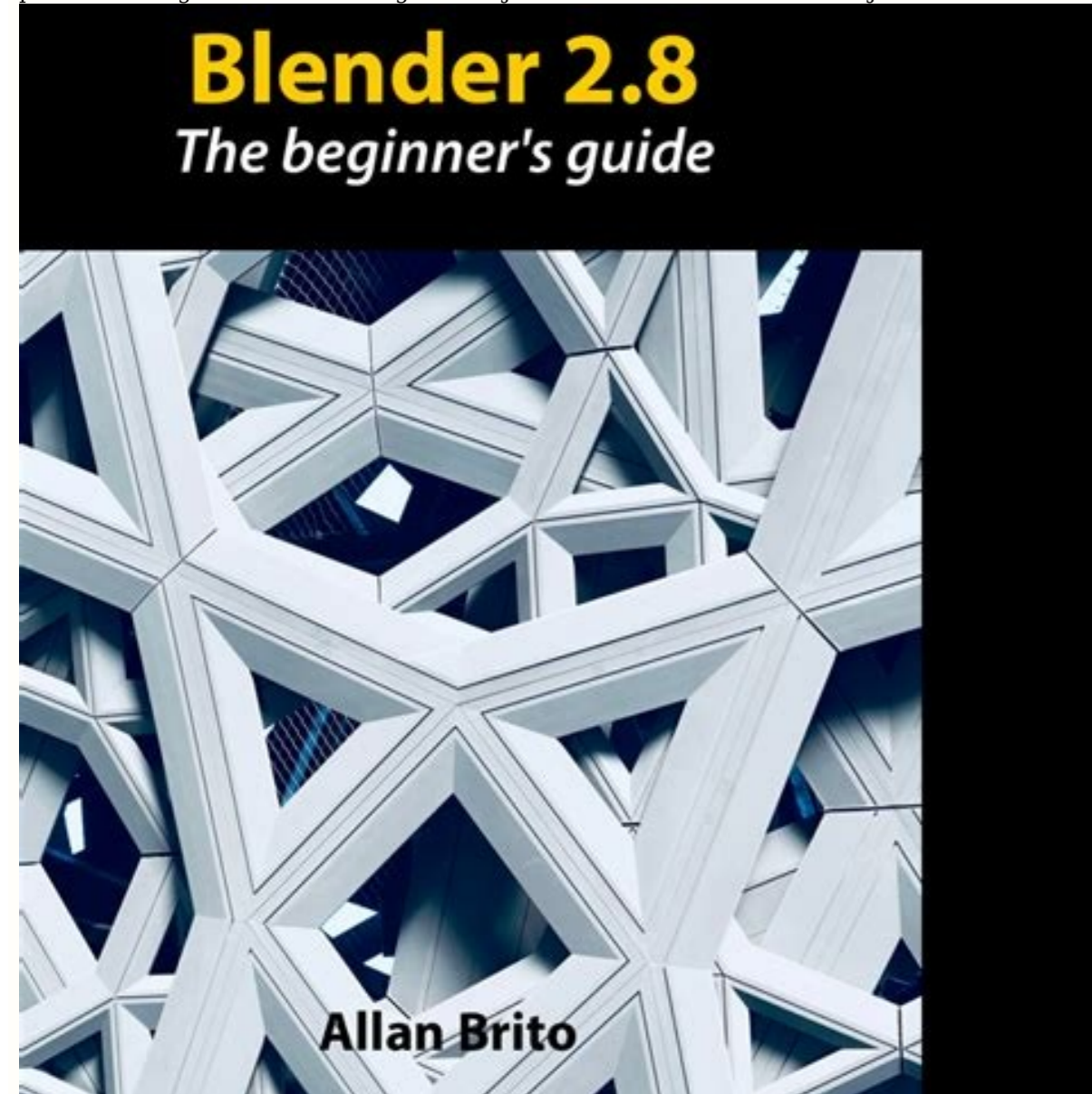
I'm not robot  reCAPTCHA

I'm not robot!

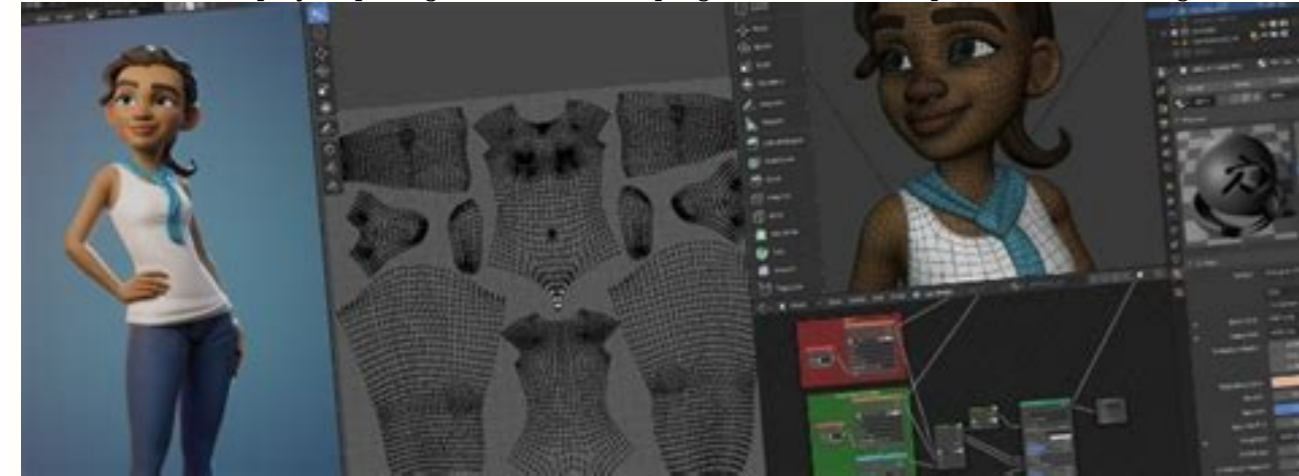
Blender 2.8 guide pdf

Blender 2.8 pdf.

Advertisement Allan Brito writes:With the release of Blender 2.8 featuring some powerful new tools and a friendly user interface, a lot of artists are trying to migrate their workflows. It is not hard to find artists that used to produce content with tools like 3ds Max, Maya, and others that made the switch to Blender. Most of them are happy with the change and feels that Blender 2.8 is the perfect option to produce any content. To help people looking to migrate to Blender and also potential new artists I'm proud to announce a new book from Blender 3D Architect. The Blender 2.8: The beginner's guide has a focus on artists with no previous experience with Blender. I am showing and explaining all necessary concepts to start producing content with version 2.8. Starting the user interface basics like 3D navigation, collections, WorkSpaces, and Shading modes, and going up to 3D modeling and animation. The book also covers rendering with both Eevee and Cycles showing how to set up the same scene for both renderers. If you are looking for a great guide to migrate or start with Blender, you should consider taking a look at Blender 2.8: The beginner's guide. It is available in both digital and paperback versions. Link Blender 2.8: The beginner's guide Next Article Blender Sighting: Bungie Advertisement All content from Blender 2.8: The beginner's guide will take into consideration a reader that doesn't have any prior experience with Blender. You will find content focused on beginners. Here is a list of all the chapters: Chapter 1 - Blender user interface and 3D navigation Chapter 2 - Object creation and manipulation Chapter 3 - Tools for 3D modeling Chapter 4 - Modeling techniques and resources Chapter 5 - Materials and textures Chapter 6 - Rendering and illumination Chapter 7 - Animation and motion with Blender Chapter 8 - Animation rendering and composition Blender user interface and 3D navigation Do you want to start from scratch with Blender 2.8? In this chapter, you will learn how to begin with Blender. We will cover topics like: Handling object selection Working with the user interface Choosing and changing editors Using keyboard shortcuts and active editors Working with the 3D Cursor and the Snap Moving and placing objects based on the 3D Cursor 3D Navigation and zoom shortcuts Object creation and manipulation After we introduce the user interface and concepts like object selection, it is time to create and manipulate 3D objects. In this section you find information about: How to create objects in the 3D Viewport Duplicate existing objects Use transformations like move, rotate, and scale Take advantage of the Undo history of Blender Start using Edit Mode for object manipulation Control object origins with the Snap Move objects with precision using the 3D Cursor Organize objects into collections Rename objects Tools for 3D modeling The path to starting with 3D modeling will begin with one of the most basic tools for modeling, which is the extrude. We will cover how to apply extrudes to transform polygons and more.



You will learn in this section: Use a semi-transparent mode to better select 3D models Apply extrudes to 3D objects for modeling Work with precision extrudes to create new shapes Add cuts to models based on loops of edges Connect and create new geometry based on vertices, edges, and faces Separate and joint models Merge elements like vertices to fix 3D models Use the mirror mode to invert 3D models Modeling techniques and resources The extrude is a great tool for modeling, but it won't solve all problems related to modeling. We also need additional tools like modifiers! In this section you learn how to: Apply and manage modifiers Use the Subdivision surface modifier Control the smoothness of the Subdivision Surface Set the radius for the Subdivision Surface Apply different types of shading for models Use the Mirror modifier for symmetrical modeling Compose unique shapes with the Boolean Create models based on patterns with the Array Make round shapes with the Spin Use the proportional editing tools Materials and textures Any project in Blender will benefit from a good selection of materials and textures. It is time to learn how to manage and use PBR materials. You will learn in this section: Apply materials to objects Manage and rename materials Protect materials from the purge process with a Fake user Choose the best shader for a material Use image textures Control projection and tiling for textures Apply PBR materials to objects Use Nodes to control and craft materials Apply glossy and transparent shaders to objects Use multiple materials for the same object Rendering and illumination In Blender 2.8, you will find two powerful renderers that will become useful for a particular type of project. You will learn how to use and setup Eevee and Cycles! You will learn in this section: Differences between Eevee and Cycles How to choose Eevee or Cycles for rendering Use shading modes for render Control and adjust the camera Adjust the focal length from cameras Saving renders as images Using environment maps Add lights to the scene Setup a project using Eevee and Cycles Animation and motion with Blender You will find a powerful set of tools in Blender to create 3D animations, and we will create a few animation projects using interpolation. You will learn in this section: How animations work in Blender Controlling and managing frames and length for animations Choosing the FPS for animations Add/Remove and manage keyframes Creating simple animations with keyframes Adjusting animation timing Making linear animations using curves Animation rendering and composition The last chapter of the book shows you how to use additional tools for animation and also the rendering of an animation. From an image sequence to a video file. Here is what you will learn: How to make a camera always look to the same object with a Track To constraint Make objects follow a path in animation Creating animation loops in the Graph Editor Render and export video for animation Use the Video Sequencer Editor Edit, Cut, and compose animations with the Sequencer Add backgrounds for animations in the Sequencer Add titles for animations using the Sequencer Robert Burke (robbur) writes: This book takes a new or intermediate user and give them a reference that explains what Blenders modelling tools do. Following the reference chapters are a range of simple to intermediate practical exercises, explained in detail and illustrated with step by step images as the models progress. The book explains both the design intent, and the reasoning behind why and how the chosen tools are used.



The final aim of the book is to give the reader sufficient knowledge and experience to be confident in the construction of their own 3D models. The practical guidance uses two main projects to demonstrate the use of the various tools, a basic low-poly house and a detailed Spiral Staircase. The projects follow through the various reference chapters of the book, so as you progress through the book, you learn about Materials, Textures, Lighting, Rendering and Animation. The introductory chapters to Materials, Textures, Lighting, Rendering and Animation, gives a brief outline to their principals which are then demonstrated by applying them to the models you have created. The low-poly house demonstrates the basic principles of working in 3D and shows how a basic model can be UV Unwrapped and then detailed with image textures. The spiral Staircase is a much more detailed model that was chosen because its complexity allows the book to demonstrates many of Blenders modelling tools in a single project. The user is guided from adding the first circle of vertices to a completed spiral staircase, set in a house scene that gives both a finished render and camera fly through animation. The process of modelling is described in step by step detail along with the reasons why the tools were chosen and the design intent. The user therefore not only learns to model a spiral staircase, but also how to create their own models. I have used Blender for around 17 years and amassed a great deal of experience creating illustrations, product visualisations and training animations. In 2007 I released a series of structured tutorials culminating in the 150 page PDF book "Blender Precision Modelling Guide". The Guide detailed how to use Blenders 3D engine to produce dimensionally accurate models. This was based on principals carried over from my 2D and 3D CAD design experience. The tutorials and Precision Modelling Guide was extremely well received by the blender community and over the years since its publication, the guide has been downloaded many hundreds of thousands if not over a million times. A full breakdown of the chapters content can be viewed here. Pages: 455 Illustrations: 841 Format: .pdf