



Blender 2.5 Materials and Textures Cookbook

By Colin Litster

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Blender 2.5 Materials and Textures Cookbook By Colin Litster

Achieving near photographic realism in your 3D models is within easy reach once you've learnt the finer points of using materials and textures in Blender. Over 80 recipes cover everything from human faces to flames and explosions. Overview Master techniques to create believable natural surface materials Take your models to the next level of realism or artistic development by using the material and texture settings within Blender 2.5. Take the hassle out of material simulation by applying faster and more efficient material and texture strategies Part of Packt's Cookbook series: Each recipe is a logically organized according to the surface types with clear instructions and explanations on how these recipes can be applied across a range of materials including complex materials such as oceans, smoke, fire and explosions. What you will learn from this book Understand the new Blender 2.5 user interface that simplifies creation of materials and textures Explore the complex task of UV mapping of a human face Use the Sub Surface Scattering commands in Blender to create objects the way you want Confidently simulate materials such as smoke, flames, and explosions using the Blender 2.5 Smoke Physics module Create an entire ocean that animates and reacts with objects in the water by using the new Blender 2.5 features Employ simple repeating textures that can be applied with infinite variety without appearing to repeat Synthesize complex materials without complex mesh objects by using alpha transparency Create incredible moving textures and materials by using Blender 2.5 animation curves Create flexible materials that can curve around corners or apply themselves to complex winding meshes without unwanted texture distortion Manage Blender 2.5 materials and textures and effectively apply them to your Blender projects Approach Each chapter in the book follows a themed approach to creating materials using the new Blender 2.5 featur

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Editorial Review

Review

This is the book you need to rid the world of plastic car models and sterile stone walls. - Michel Anders --
www.swineworld.org/materialsreview.html

About the Author

Colin Litster

Colin is well known in the Blender community for his series of well received tutorials on material and texture creation in Blender. He has extensive knowledge of special effects creation following his early career in the film industry. Colin subsequently went into Higher Education rising to the level of Head of IT and Media Production at a leading UK University.

Colin runs a well known Blender Blog called Cogfilms.com in which he has promoted the development of Blender encouraging users to attempt the impossible in 3D creation.

Colin has been working on a feature film production over the last few years whose title is Cog which is also Colin's internet persona.

Users Review

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