



# Introducing Character Animation with Blender

*By Tony Mullen*

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## Introducing Character Animation with Blender By Tony Mullen

Let this in-depth professional book be your guide to Blender, the powerful open-source 3D modeling and animation software that will bring your ideas to life. Using clear step-by-step instruction and pages of real-world examples, expert animator Tony Mullen walks you through the complexities of modeling and animating, with a special focus on characters. From Blender basics to creating facial expressions and emotion to rendering, you'll jump right into the process and learn valuable techniques that will transform your movies.

**Note:** CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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## **Introducing Character Animation with Blender** By Tony Mullen Bibliography

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### Editorial Review

From the Back Cover

#### **Open your mind to the possibilities**

Let this in-depth professional book be your guide to Blender, the powerful open-source 3D modeling and animation software that will bring your ideas to life. Using clear step-by-step instruction and pages of real-world examples from talented Blender users, expert animator Tony Mullen walks you through the complexities of modeling and animating, with a special focus on characters. From Blender basics to creating facial expressions and emotion to rendering, you'll jump right into the process and learn valuable techniques that will transform your movies.

- Walk through the complete process of building a character
- Master mesh modeling tools and organic modeling
- Fashion skin, hair, and clothing with material shaders, textures, and other tools
- Learn to sync lip movements with a sound file
- Understand interpolation curves, keyframes, and the basics of animating

Model your characters using a variety of mesh editing techniques

See how armatures, lattices, and IK interact

Light and render your work for exactly the effect you want

#### **Valuable DVD with complete Blender installation**

The companion DVD provides the Blender installer for Windows®, Macintosh®, and Linux®. You'll also find:

- All the source files you need to produce the examples and tutorials in the book
- The short film *Elephants Dream* and all the files used to create it
- An impressive gallery of short animations created by Blender artists around the world
- Plenty of useful links to related Blender resources
- A large collection of third-party software and plug-ins, including Audacity, Python, and the popular BlenderPeople

[www.sybex.com](http://www.sybex.com)

#### About the Author

**Tony Mullen**, Ph.D., teaches at Tsuda College, Tokyo, where his courses include modeling and animation with Blender as well as the Python programming language. Mullen has been a cartoonist and an illustrator. His screen credits include writer, co-director, or lead animator on several short films, including the award-winning *Gustav Braüstache* shorts.

### Users Review

#### **From reader reviews:**

**Joyce Loza:**

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**Edith Ward:**

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**Sarah Creamer:**

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