

Blender Production: Creating Short Animations from Start to Finish

Roland Hess



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Short animation projects are ambitious and time-consuming, but with a good plan and toolset, they can be hugely rewarding. Blender expert Roland Hess will get you up to speed on animated short fundamentals, including writing, storyboarding, blocking, and character creation. This follow-up of *Blender Foundations* will introduce the more advanced functionalities of Blender, such as the Library and Linking system, physics simulators, the integrated compositor, and the Sequence Editor. If that wasn't enough, this tutorial-based book will also have you create a short animation from scratch, making you a master of the Blender toolkit in no time.

* Learn how to fully manage your art assets using the Library and Linking system

*Gain practical advice on story construction tailored specifically for short animations

*Companion website includes the full Blender software kit, sample project files amounting to 100+ MB of valuable content, including models, textures, materials, scenes and animations

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