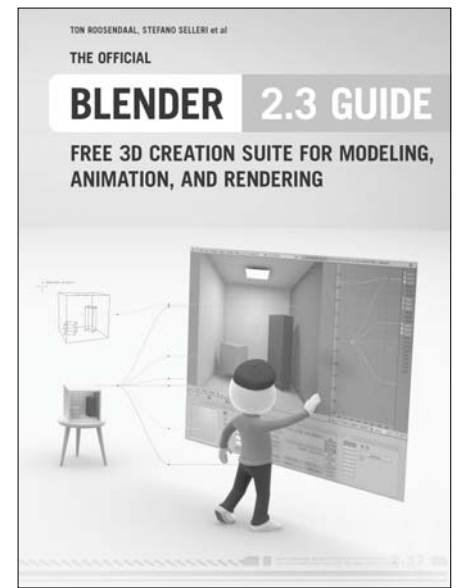


THE OFFICIAL BLENDER 2.3 GUIDE: Official Guide to Blender, the Free 3D Creation Suite

San Francisco, CA – Blender is a *free*, fully-integrated 3D graphics creation suite that allows modeling, animation, rendering, post-production, and realtime interactive 3D with cross-platform compatibility (Windows, Linux, Irix, Sun Solaris, FreeBSD, and Mac OS X). Originally developed by Not a Number (NaN) as a commercial product, Blender has since been released as free software under the GNU GPL, and has well over 250,000 registered users. It is a perfect tool for beginners, students, and designers who want to include 3D creation as part of their portfolio offering or dabble in 3D design and animation.

The Official Blender 2.3 Guide (No Starch Press, June 04, \$49.95, with CD-ROM) is a complete guide to Blender, written and produced by the Blender community, with the support of the Blender Foundation. The book includes a CD-ROM with versions of Blender for all platforms (Windows, Mac, Linux, and more), example files and python scripts, image galleries and movies, and all files needed for the book's tutorials. A full color insert demonstrates Blender's capabilities, with stunning clarity and vibrant color. Readers will find:

- Methods for designing models, defining materials, and simulating light, as well as design basics and advanced techniques
- Instructions for rendering 3D scenes, including special effects like motion blur and cartoon edges
- Help creating 3D animations: moving objects in time, deforming objects, and animating characters
- Tutorials for using Blender as a video editor with the advanced sequence editor that gives animations a professional finish
- Ways to extend Blender with Python scripting and binary plugins to create the perfect customized software suite for specific design needs



June 2004 * ISBN 1593270410
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The Official Blender 2.3 Guide was written, developed, and produced by the Blender Foundation, but is being printed and distributed by No Starch Press. As No Starch Press publisher William Pollock explains, "As an open source application, Blender is a moving target. We felt it was important to bring the book to the wider Blender community now, as it was delivered to us, rather than spend months editing it as we often do. This book is a great example of how an open source community can produce something of real value to its members and how we as a publisher can enable that," adds Pollock.

"A crucial part of the Blender Foundation strategy is to establish a solid network of commercial partners around our open source projects," elaborates Blender founder Ton Roosendaal, who is also co-author of *The Official Blender 2.3 Guide*. "No Starch Press was one of the first to recognize this opportunity, and we are proud to continue working with them as our publishing partner. No Starch Press will ensure that this book is in all bookstores in the US, and will help the book, and Blender itself, reach a wider audience."

ADDITIONAL RESOURCES

www.blender.org; www.blender3d.org

Table of contents: www.nostarch.com/officialblender_toc.htm; Cover image: www.nostarch.com/officialblender_big.htm

Sample chapter: http://www.nostarch.com/download/officialblender_ch7.pdf

ABOUT THE AUTHORS

The Blender Foundation is the non-profit organization that maintains Blender under the GNU GPL license. Chairman **Ton Roosendaal** is Blender's creator and the founder of the non-profit Blender Foundation. He is the co-author of *The Official Blender GameKit* (No Starch Press) and *The Official Blender 2.0 Guide* (Premier Press). **Stefano Selleri** is an Assistant Professor at the University of Florence, Italy. He has been working with 3D design since 1995 and with Blender since 1999.



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Since 1994, No Starch Press has published unique books on technology, with a focus on Open Source, security, hacking, web development, programming, gaming, and alternative operating systems. Our titles have personality, our authors are passionate, and we publish books on topics that people care about.

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