

# The Official Blender Gamekit: Interactive 3D for Artists

*By Ton Roosendaal, Carsten Wartmann*



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way other than that you still have to learn more of blender an Begins with an extensive introduction to 3D graphics explaining basic concepts and the Blender interface Step by step tutorials teach the art of creating and animating models then show how to turn them into simple games Experienced 3D artists will appreciate the more complex game demos the character animation tutorials the introduction to Python and the advanced reference section The CD ROM contains 10 playable and editable Blender game demos all created by th Anyone interested in 3D graphics needs to closely examine this book the 3D tutorials alone are well worth the cost Robert Richmond TechIMO com 6 28 03 About the Author Ton Roosendaal is Blender s crea

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