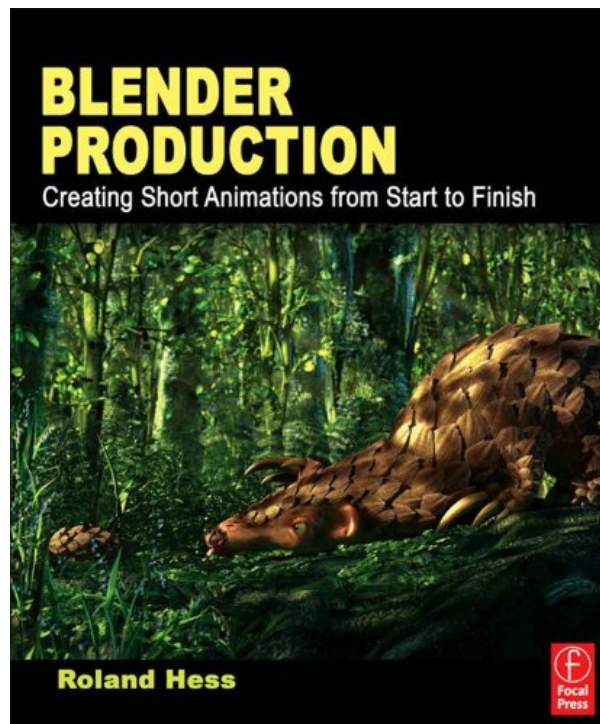


BLENDER PRODUCTION: CREATING SHORT ANIMATIONS FROM START TO FINISH BY ROLAND HESS



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Roland Hess



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About the Author

Roland Hess is the leading expert on Blender. He is one of a handful of people who has been involved with Blender since its inception, and is a key voice in the community. Hess brings a unique perspective to Blender instruction that bridges the difficult gap between technical knowledge and artistic expression. Hess wrote Focal Press titles: *Animating with Blender* (2009) and *Tradigital Blender* (2011)

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Blender has become one of the most popular 3D animation tools on the market because it is robust and absolutely free. Blender Production is the definitive resource for anyone who wants to create short animations from scratch. With this book, and Blender, you have the ideal platform to make it happen.

Blender expert and author Roland Hess walks you through the entire process of creating a short animation including: writing, storyboarding, blocking, character creation, animation, rendering, and production.

The associated web site includes the full Blender software kit and a complete short animation work broken down into handy modules that animators can study, learn from, and reuse in their own animated films. The sample project files amount to 100+ MB of cool content, including models, textures, materials, scenes and animation work.

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Most helpful customer reviews

9 of 9 people found the following review helpful.

Solid book ... read the title!

By Randy P.

This is a solid book that covers exactly what the title promises, in exactly the way the title implies.

Some buyers will read the subtitle and expect this book to be a comprehensive guide to making short animated films. Others will expect a complete guide to using Blender for creating animation. You get a little of both in this book, and that is a good thing. It's not a book about Blender, or about making short films, but a book about the process of using Blender to make short films. In that subtle distinction lies the basis for one of the most useful books on my sagging, overloaded Blender shelf.

Chapter by chapter, author Roland Hess walks the reader through the creation process of his own short film, "The Snowmen." Starting with a rough story idea, he proceeds through scripting, storyboarding, dialogue, music, audio, animatics, rendering, editing, compositing, etc. While this is interesting, hundreds of other books on filmmaking cover the same subjects, most of them in more depth.

Where this book shines is in linking the generic concepts to the particulars of using Blender. (It's a book on Blender production, remember?) While any book on digital filmmaking will cover making animatics, for example, this one goes into detail on making OGL previews from Blender's 3D viewport and combining them with stills and audio in the Sequence Editor. The expected checklist of render cheats and gotchas is specifically tailored to the UI and terminology of Blender 2.5/2.6. There's even coverage of the Grease Pencil tool as an animator's aid.

"Blender Production" makes the jump from "good" to "essential" in the chapter on project setup and file management. Hess is a fanatic about organization, and once you've spent a few minutes boggling over the sheer amount of data required to make a few seconds of "The Snowmen," you will be too. His project layout is straightforward, logical, and clearly explained in every detail. Likewise well-explained is the workflow that accompanies it. If you follow along with the downloadable project files (you ARE following along, aren't you?), you'll know exactly how to create assets, store them, and share them with a team without breaking a link or dropping a polygon. There are other guides to project management in Blender, but I've found none that are simpler, clearer, and better suited to the needs of a single-person or small-team project.

If you're in the market for a more general book about Blender's movie making tools, pick up Tony Mullen's "Blender Studio Projects: Digital Movie Making." Between that book and this one, you'll have everything you need to tackle a short film in Blender except time, imagination, and persistence. You'll have to supply those things on your own. :-)

6 of 6 people found the following review helpful.

An excellent book for the more advanced Blender user

By Nicholas Jainschigg

For a relatively small program, Blender is far from lightweight. In fact, it incorporates almost an entire video production suite and this is the first book I've seen that addresses Blender from the point of view of video and animation workflow. There are other resources out there that address rigging, sculpting, polygon flow, video editing and compositing and so forth, but what this book does spectacularly well is guide you through the planning and execution of a small animation: the sort of thing anybody might try to do, but which so often fails because of an incomplete grasp of the complexity of the process.

In a series of chapters beginning with an overview of the whole project, Hess lays out very clearly and from obvious experience how to solve problems before they occur. Chapters on "Story", "Organization", and "Managing Animation At The Project Level" I found particularly helpful, dealing with first--how to not bite off more than you can chew, second--how to set up files and naming conventions to keep track of the surprisingly large amount of stuff, and third--how to not go mad from keeping track of where you are in the process.

In sum, the book is very much like having an experienced producer at your back--not giving you too much guidance on the art but being really, really helpful about getting the thing done.

0 of 0 people found the following review helpful.

Nice stuff

By Adhoniran S. Gomes

Good stuff, like other books from author. A good language, with hints and from professional view. It's a

recommended book for all.

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