



# The Official Blender 2.3 Guide: Free 3D Creation Suite for Modeling, Animation, and Rendering

*Ton Roosendaal, Stefano Selleri*

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Blender is the first and only fully-integrated 3D graphics creation suite allowing modeling, animation, rendering, post-production, and realtime interactive 3D with cross-platform compatibility--all for free. Originally developed by Not a Number (NaN) as a commercial product, Blender has since been released as free software, with the sources available under GNU GPL. *The Official Blender 2.3 Guide* is an introduction to the sometimes complicated Blender interface and a complete guide to everything that Blender can do. Written by the designers who created and currently maintain Blender, the book covers methods of designing models, materials, and light; rendering 3D scenes; creating 3D animations; as well as advanced topics such as using Blender as a video editor. Includes a 4-color insert and a CD-ROM containing Blender for all platforms.

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