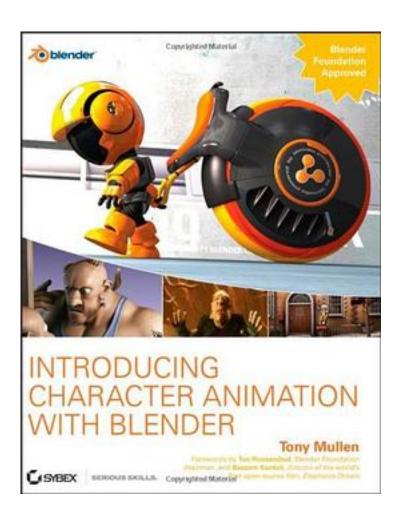# Introducing Character Animation with Blender

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著者:Tony Mullen

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Let this in-depth professional book be your guide to Blender, the powerful alternative to expensive CG packages like Maya and 3ds Max. Using clear step-by-step instruction and pages of real-world examples, expert animator Tony Mullen walks you through the

complexities of modeling and animating, with a special focus on characters. From Blender basics to creating facial expressions and emotion to rendering, you'll gain all the skills necessary to build and animate a well-modeled, fully-rigged character, which is included as a .blend file on the DVD.

作者介绍:

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