

# Table of Contents (continued)

## Chapter 11- NURBS and Meta Shape Basics

- 11-1 Using NURBS to create lofted shapes
- 11-2 Liquid and droplet effects using Meta Shapes

## Chapter 12- Modifiers

- 12-1 Generate Modifiers
- 12-4 Deform Modifiers
- 12-6 Simulate Modifiers

## Chapter 13- Particle Systems and Interactions

- 13-1 Particle Settings
- 13-5 Using the Explode Modifier
- 13-6 Particle Interaction With Objects and Forces
- 13-7 Using Particles and Vertex Groups for Hair and Grass

## Chapter 14- Child-Parent Relationships

- 14-1 Using Child-Parented Objects
- 14-2 Adjusting Object Origins (center points)

## Chapter 15- Working With Constraints

- 15-1 Constraint Basics
- 15-2 Tracking To An Object
- 15-4 Following Paths and Curves

## Chapter 16- Armatures (bones and skeletons)

- 16-1 Using Armatures to Deform Meshes
- 16-4 Creating Bone Vertex Groups
- 16-5 Using Inverse Kinematics (IK) and Constraints

## Chapter 17- Mesh Shape Keys (vertex editing)

- 17-1 Creating Mesh Shape Keys
- 17-3 Animating Shape Keys

## Chapter 18- Object Physics

- 18-1 Using Soft Bodies
- 18-2 Creating Cloth Effects
- 18-4 Creating Fluid Effects
- 18-6 Creating Volume Smoke

## Chapter 19- Working With Nodes

- 19-1 General Node Information
- 19-3 Using Nodes for Depth-Of-Field Camera Effects

## Chapter 20- Creating Springs, Screws, Gears and other Add-On Shapes

- 20-1 Create Screws and Gears
- 20-4 Using Mesh Editing to Create Revolved Shapes
- 20-5 Blender Add-On Meshes

## Chapter 21- Game Engine Basics (real-time animation)

- 21-1 Setting Up The Physics Engine
- 21-5 Using Game Physics in Animation
- 21-6 Using Logic Blocks

## Chapter 22- Textures in the Game Engine

- 22-1 UV Texture Mapping
- 22-3 GLSL Shading

## Chapter 23- Video Sequence Editor

- 23-1 Compiling Your Clips and Images
- 23-4 Adding an Audio Track

## Index