

Introductory Items

- v Introduction
- vi Rendering and Animation Basic Concepts
- viii Basic Key Commands

Chapter 1- The Blender Interface

- 1-1 The Blender Screen
- 1-2 Window Types
- 1-3 The User Preferences Window
- 1-4 Open, Saving and Appending Files
- 1-5 Packing Data
- 1-6 Importing Objects (from other file formats)

Chapter 2- Working with Viewports (windows)

- 2-1 Moving Around in 3D Space
- 2-2 Window and Button Control
- 2-3 Creating Viewports

Chapter 3- Creating and Editing Objects

- 3-1 Working with Basic Meshes
- 3-3 Using Main Modifiers to Manipulate Meshes
- 3-5 Edit Mode- Mesh Editing
- 3-7 The Tool Shelf
- 3-8 Proportional Editing
- 3-15 Joining/Separating Meshes, Boolean Operations

Chapter 4- Materials and Textures

- 4-1 Basic Material Settings
- 4-3 Halo Settings
- 4-7 Basic Texture Settings
- 4-10 Using Images and Movies as Textures
- 4-12 Displacement Mapping

Chapter 5- Setting Up a World

- 5-1 Using Color, Stars and Mist
- 5-2 Creating a 3D Cloud Background
- 5-3 Using an Image in the Background

Chapter 6- Lighting and Cameras

- 6-1 Camera Settings and Options
- 6-2 Lighting Types and Settings
- 6-4 Indirect Lighting

Chapter 7- Render Settings

- 7-1 Basic Setup Options
- 7-2 Rendering a JPEG Image
- 7-3 Creating an MPEG Movie File

Chapter 8- Ray-Tracing (mirror, transparency, shadows)

- 8-1 Lighting and Shadows
- 8-2 Reflection (mirror) and Refraction (transparency)

Chapter 9- Animation Basics

- 9-1 Basic Key-framing and Auto Key-framing
- 9-3 Working with the Graph Editor and Dope Sheet
- 9-7 Animating Materials, Lamps and World Settings (and more)

Chapter 10- Adding 3D Text

- 10-1 Blender 3D Text Settings
- 10-2 Converting to a Mesh