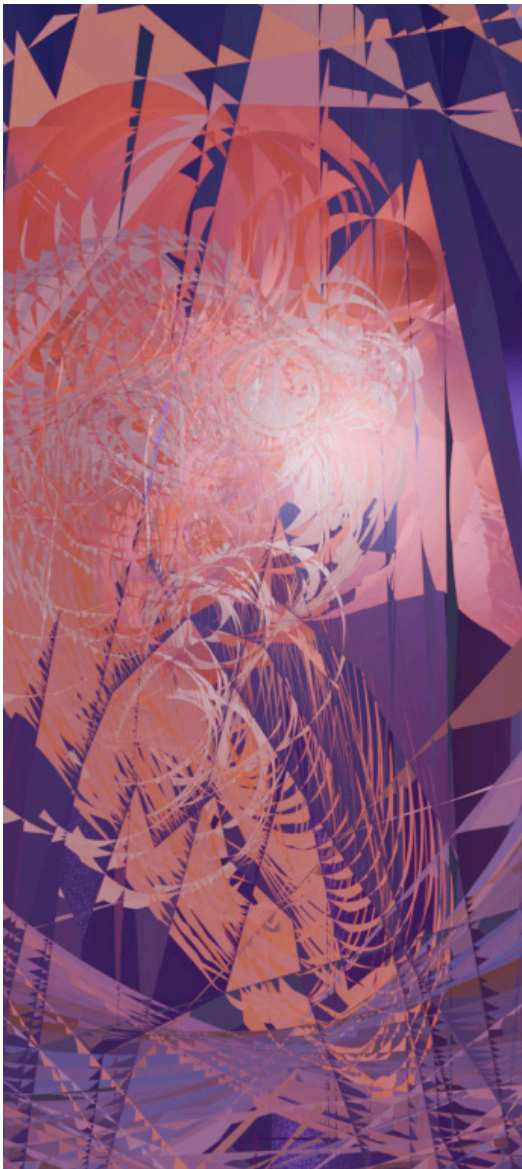


1st Edition



a
beginner's
guide
to
breaking
blender

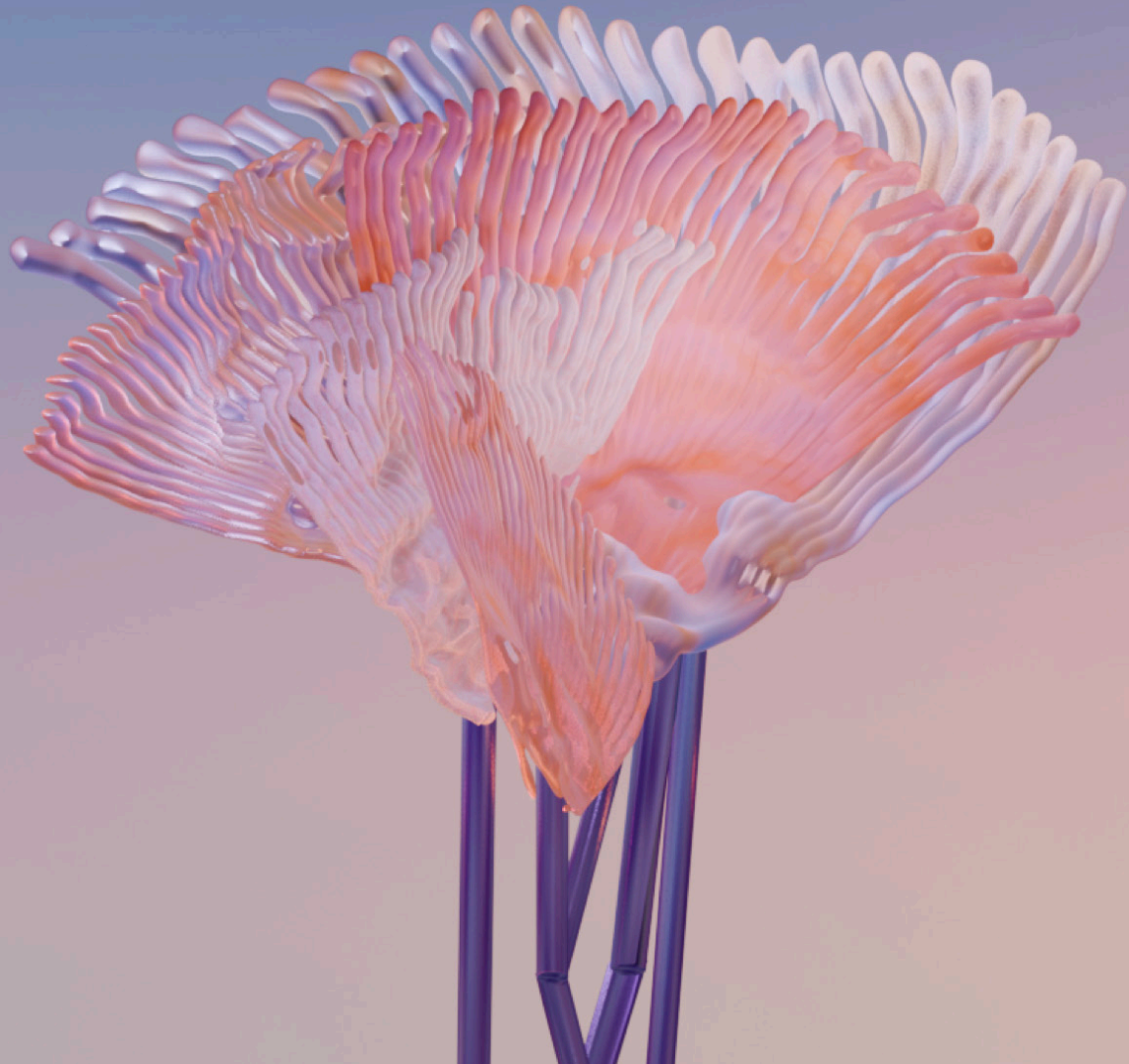
A Reference for the
Rest of Us!

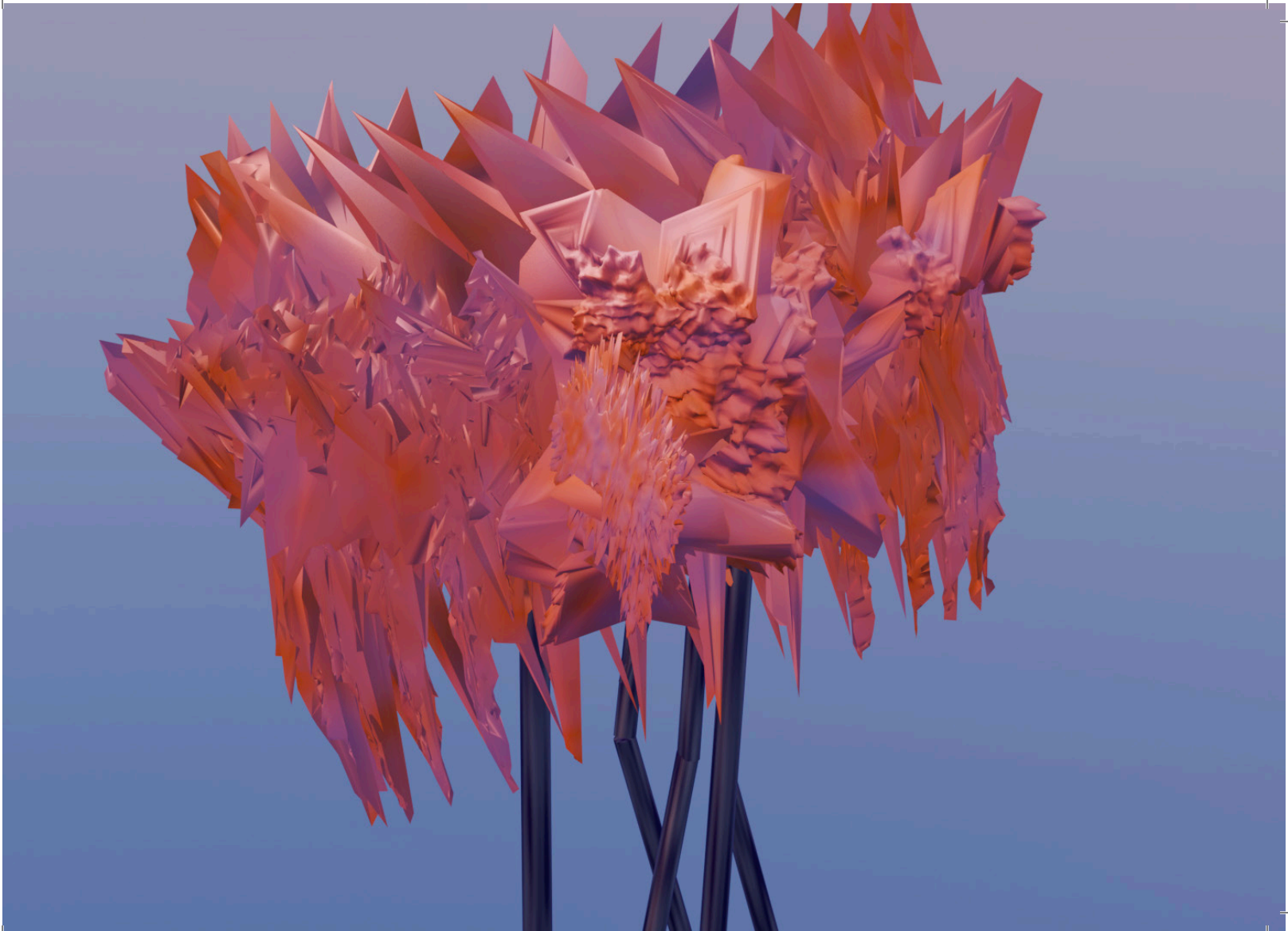
*"This is the best book ever
written for a beginner."
— No one at all*

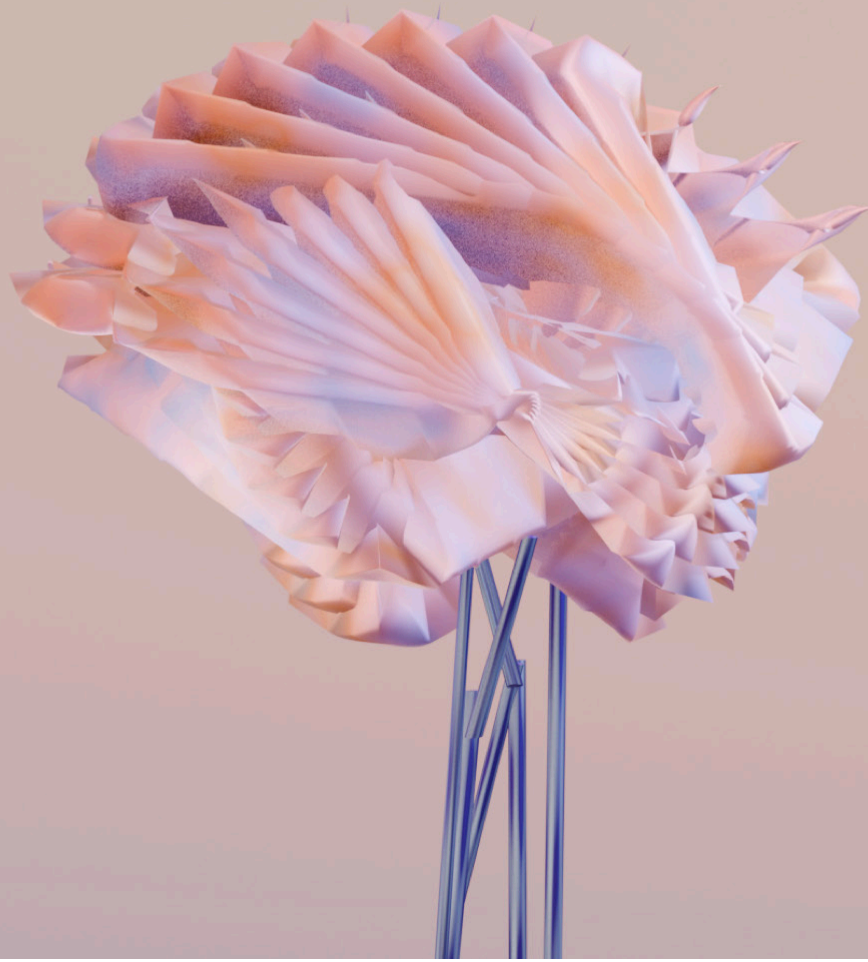
Barely runs
on my own
Mac, check
your system
requirements!

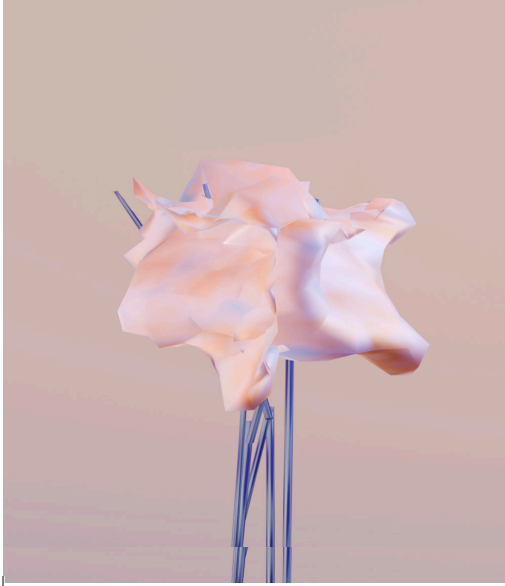
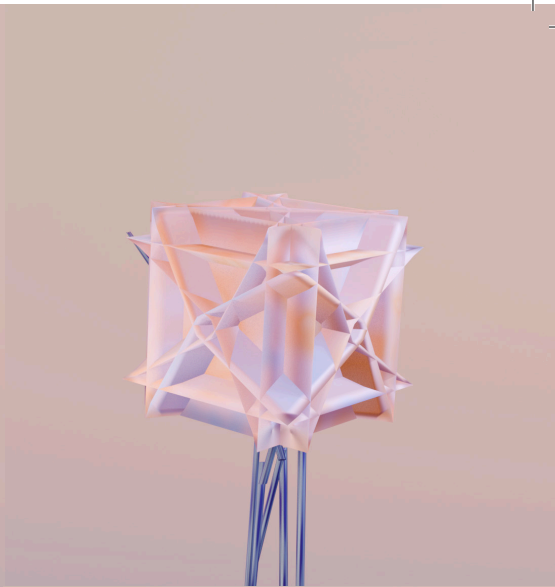
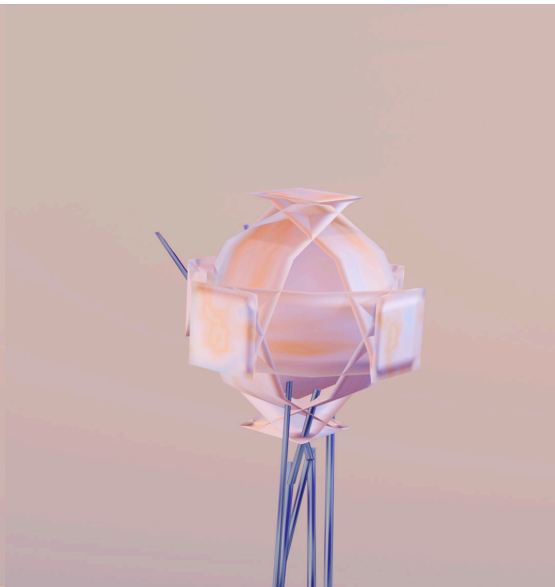
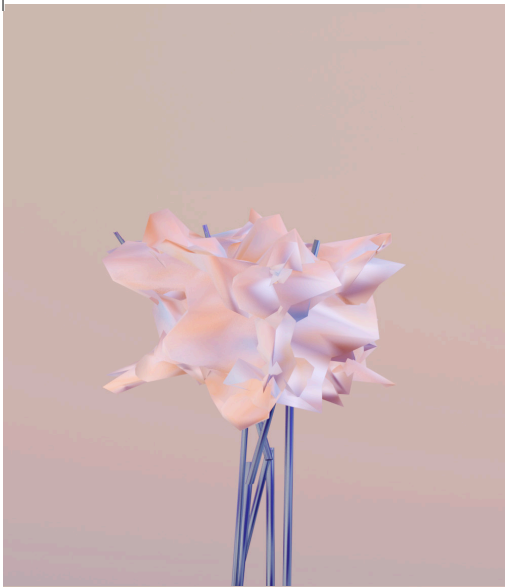
Noor Dhanju

#1 Bestselling author
(Trust us)



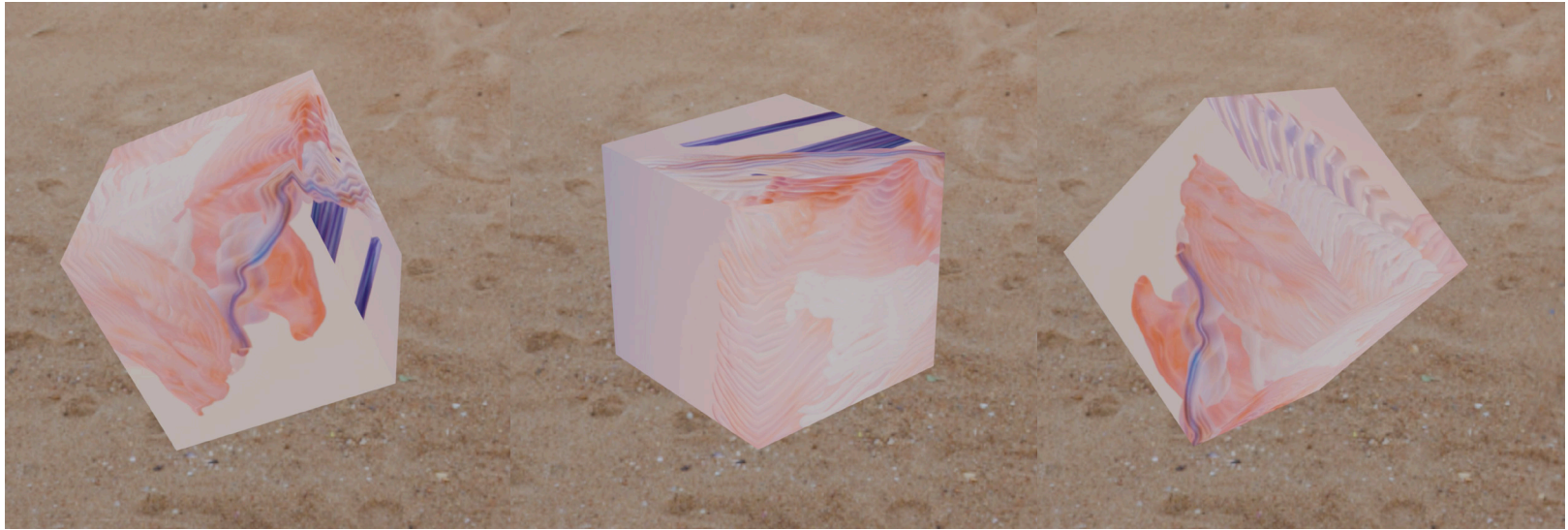




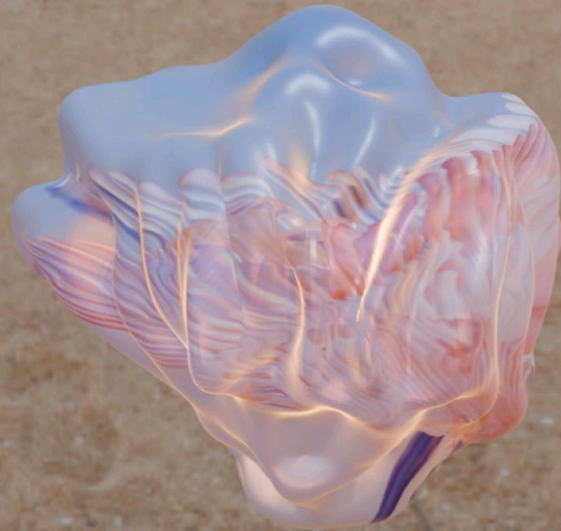




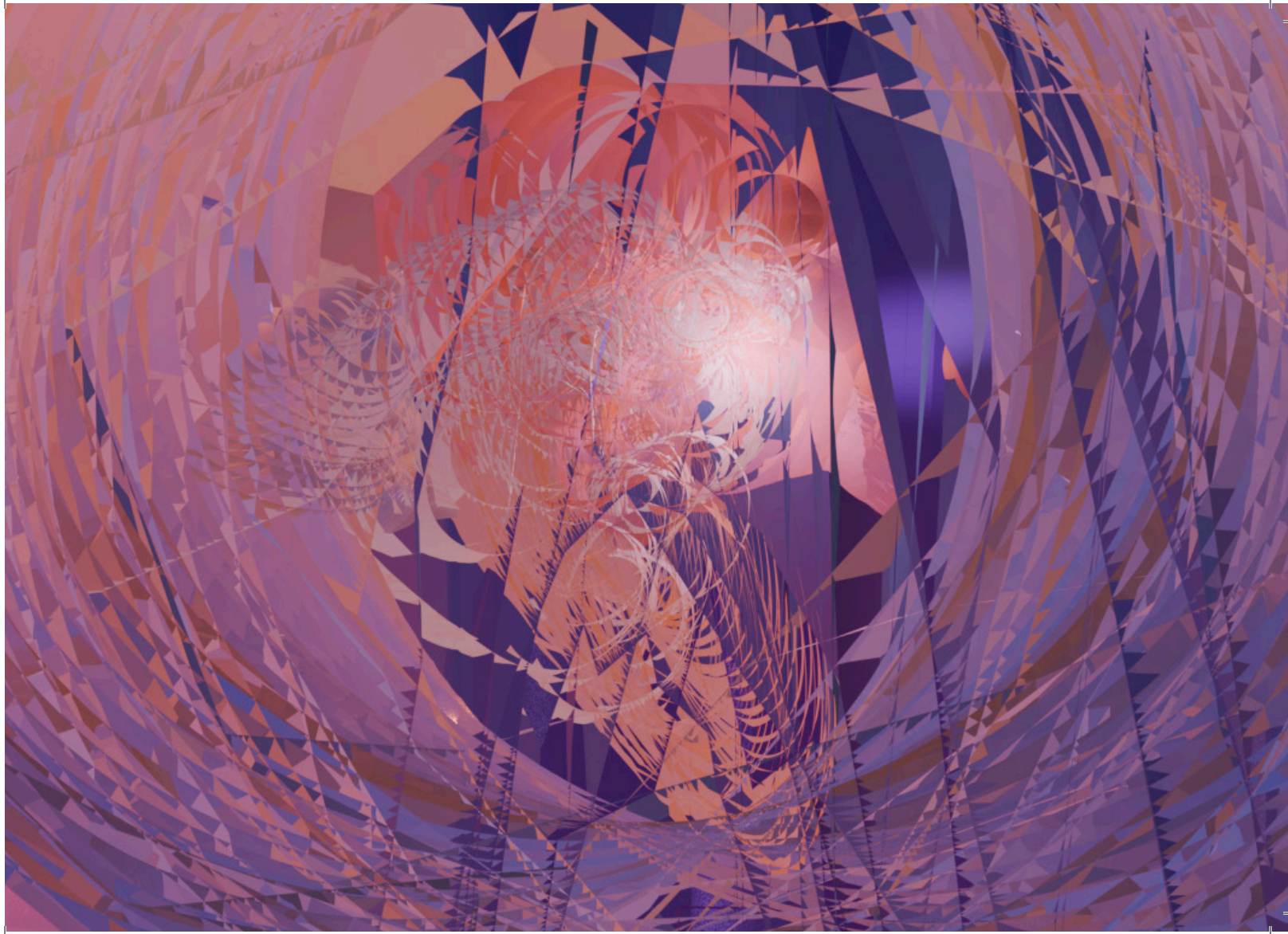


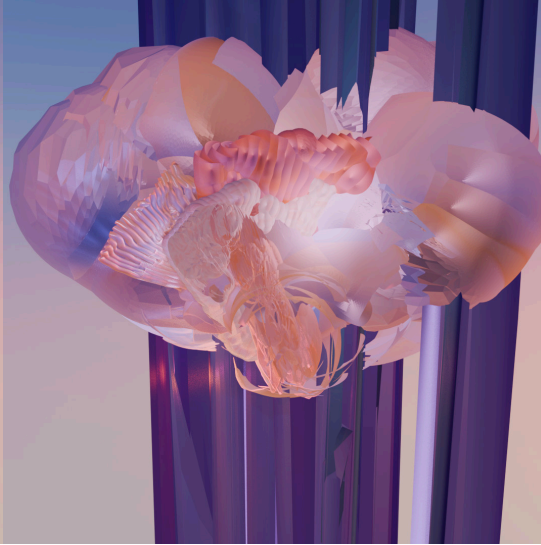
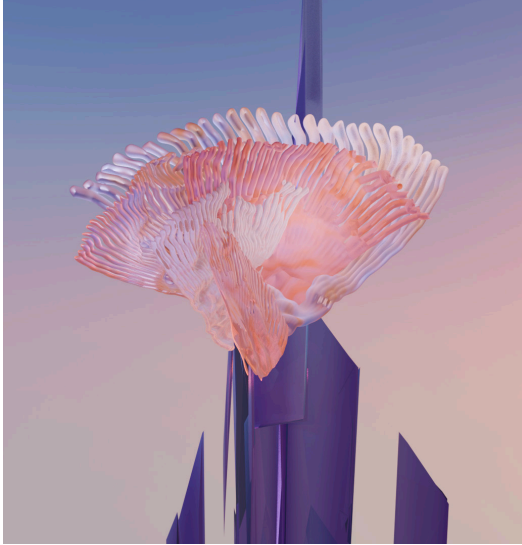


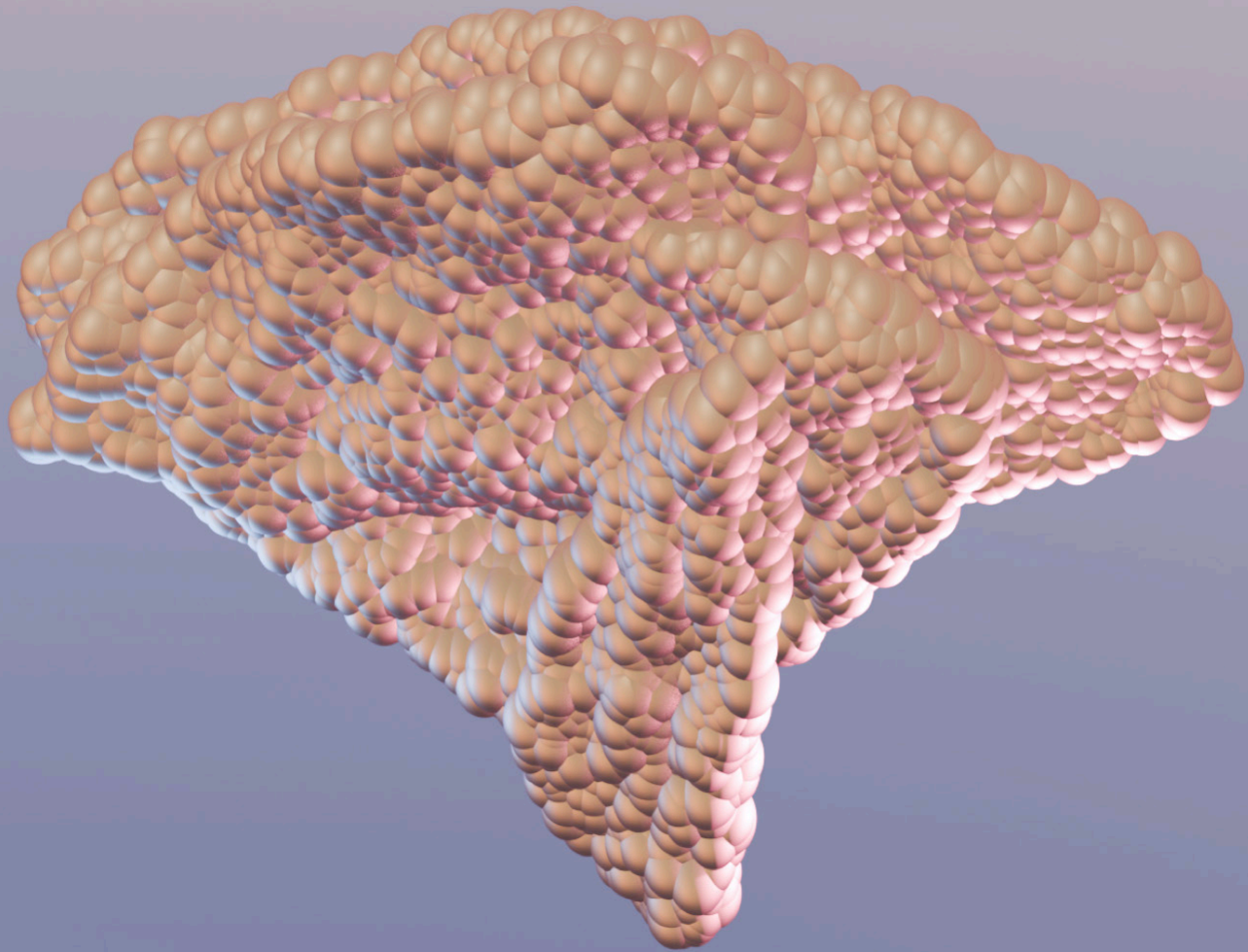






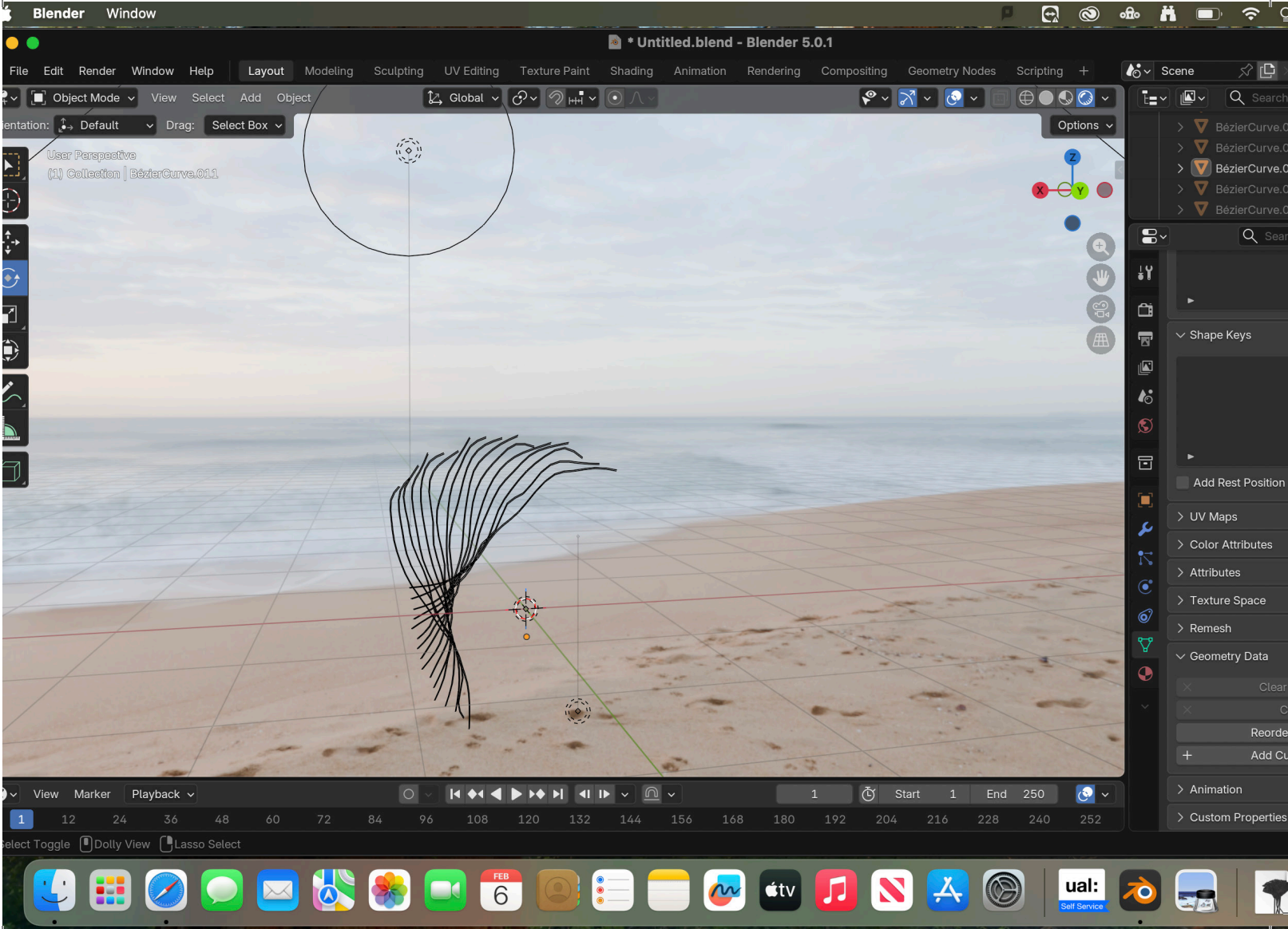


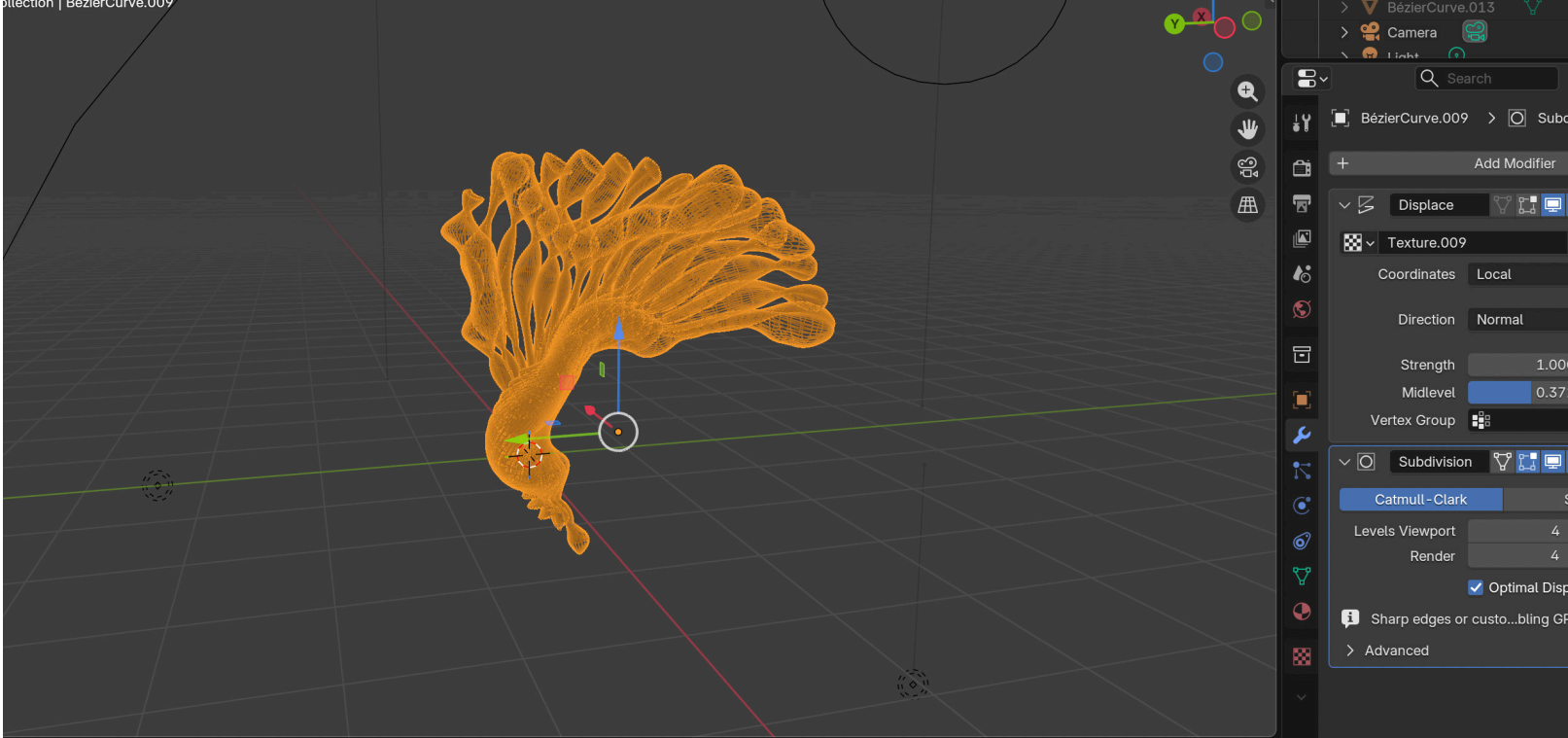




without adding an object, you have
nothing and you can create nothing.







Search

- BézierCurve.010
- BézierCurve.011
- BézierCurve.012
- BézierCurve.013
- Camera
- Light

Search

BézierCurve.009 > Sub

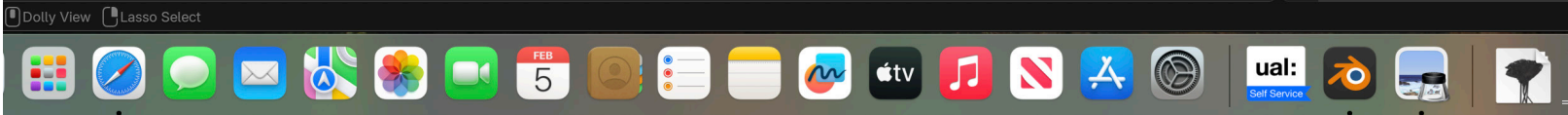
Add Modifier

- Displace
 - Texture.009
 - Coordinates: Local
 - Direction: Normal
 - Strength: 1.00
 - Midlevel: 0.37
 - Vertex Group
- Subdivision
 - Catmull-Clark
 - Levels Viewport: 4
 - Render: 4
 - Optimal Disp
 - Sharp edges or custo...bling GF
 - Advanced

Marker Playback

24 36 48 60 72 84 96 108 120 132 144 156 168 180 192 204 216 228 240 252

1 Start 1 End 250









Texture.003

Type Stucci

Preview

Stucci

Noise Basis Blender Original

Pattern Wall Out

Type Soft

Size 0.28

Turbulence 7.00

Colors

Clamp

Multiply R 1.000

G 1.000

B 1.000

5.0.1



Search

BézierCurve.006 > Texture.006

Displace

Texture.006

Type Stucci

> Preview

Stucci

Noise Basis Voronoi F2

Pattern Wall In

Type Hard

Size 1.40

Turbulence 45.30

Colors

Clamp

5.0.1



Search

BézierCurve.010 > Texture.010

Displace

Texture.010

Type Musgrave

> Preview

Musgrave

Noise Basis	Original Perlin
Type	Ridged Multifractal
Size	2.00
Nabla	0.10
Dimension	1.06
Lacunarity	3.02
Octaves	1.92
Offset	1.04

5.0.1

