

ORXONOX

Blender

 blender™ 2.49a
version

BlenderFoundation
www.blender.org



<http://clems.g.free.fr>

Was ist Blender?

Open-Source 3D-Programm seit 2003

- Modellieren, Texturieren, Animieren und Rendern von 3d-Objekten und Szenen

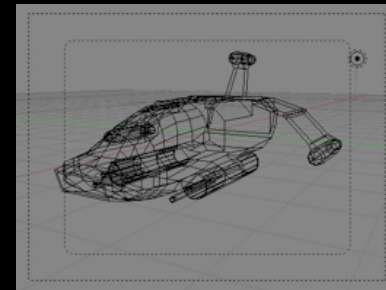
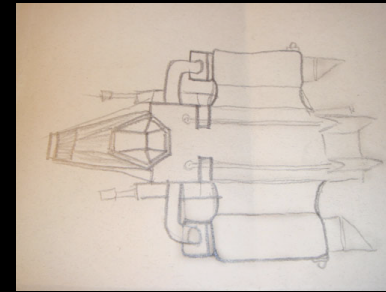
Anwendungsgebiete

- Spieleentwicklung
- Animation/Filme
- Design

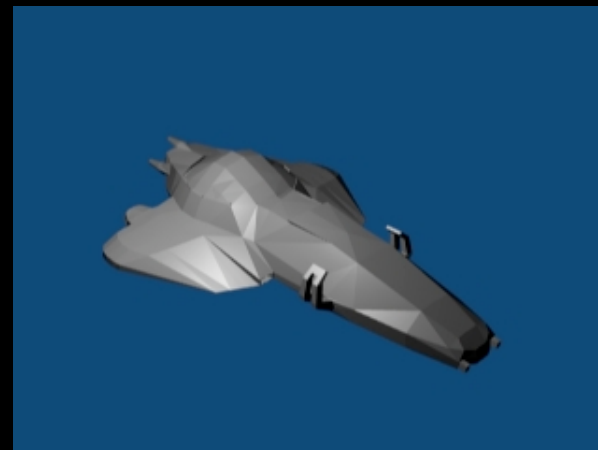
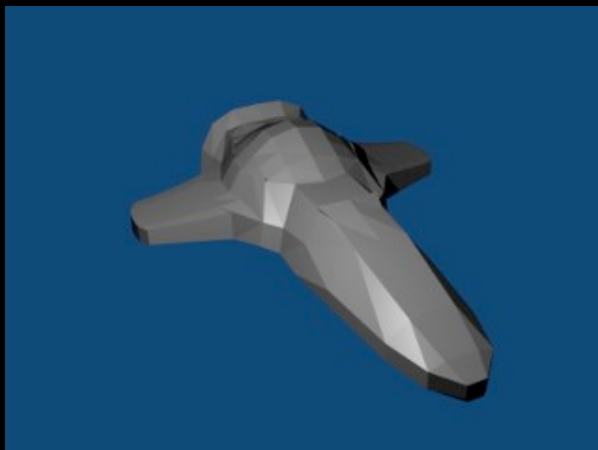
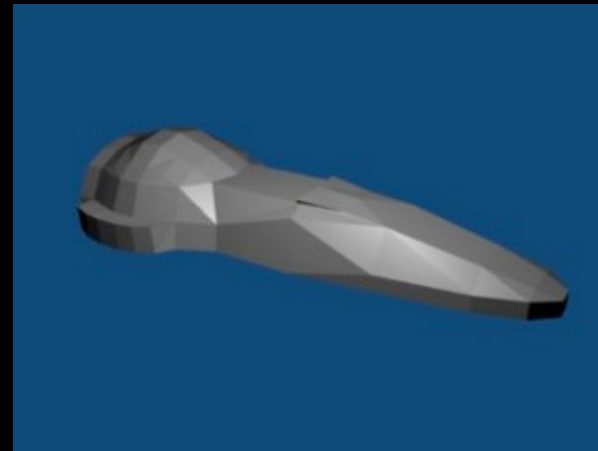
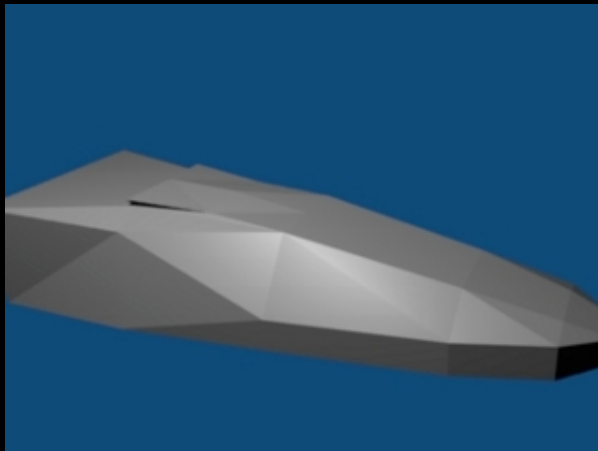


Model Creation

- Vorarbeit: Inspirieren lassen, Skizze anfertigen
- Model in Blender realisieren
- Texturieren

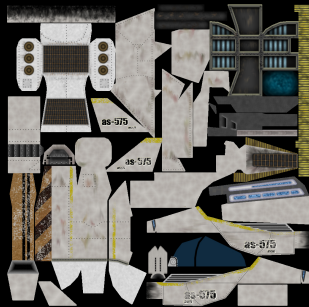


Model Realisation

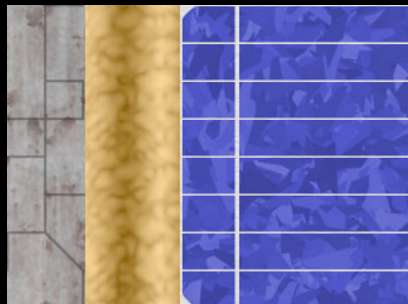


Texturieren

- Einzelne Textur

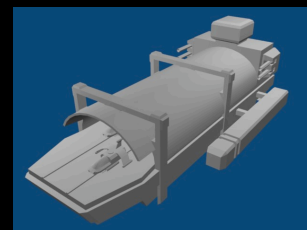
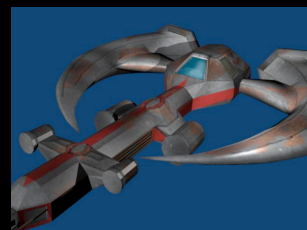
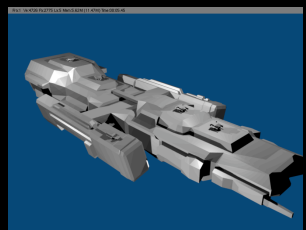
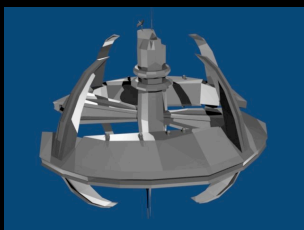
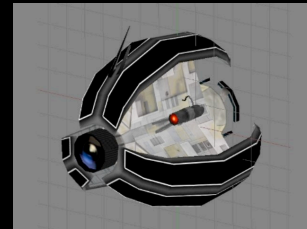
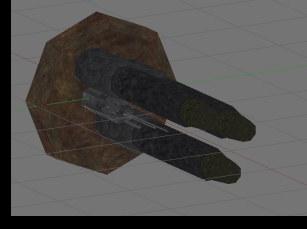
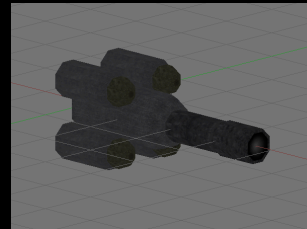
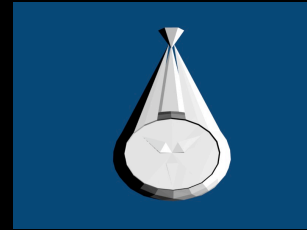
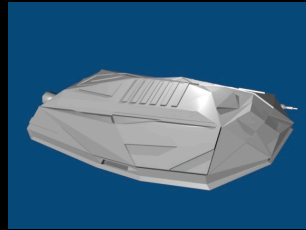
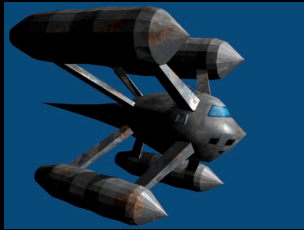
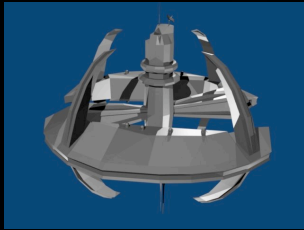


- Multi-Texturing / Seamless-Texturing



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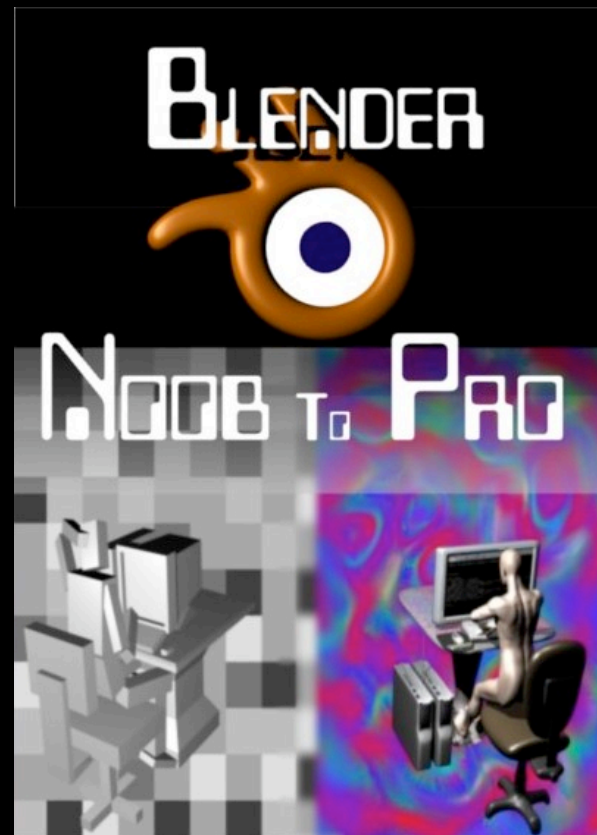
Orxonox Models



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Wikibook

http://en.wikibooks.org/wiki/Blender_3D:_Noob_to_Pro



Links

- Orxonox Blender Tutorials
<http://www.orxonox.net/wiki/BlenderTutorials>
- Blender
<http://www.blender.org>
<http://wiki.blender.org>
- Open Projects
<http://www.elephantsdream.org>
<http://www.bigbuckbunny>
<http://www.yofrankie.org>
<http://durian.blender.org>

