



The Blender GameKit: Interactive 3D for Artists

Carsten Wartmann

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This completely revised, full-color edition covers Blender 2.48, including all contributions from the Open Game Yo Frankie! project.

The Blender GameKit starts with an extensive section explaining the basic concepts of 3D design and offering a full introduction to the Blender interface. Through step-by-step tutorials, the book shows how to create models, add motion to them, and turn them into simple games. Experienced 3D artists will appreciate the more complex game demos, the character animation tutorials, the introduction to Python, a tutorial with the Frankie character, and the advanced reference section.

The CD contains several playable and editable Blender game demos, created by renowned artists from the Blender community; all the files needed for the tutorials; and Blender 2.48 for all platforms.

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