

## Mastering Blender 2nd Edition

**Pediatric Nursing Made Incredibly Easy! Second Edition** Whether you are prepping for the NCLEX or certification exam, looking for an aid to class materials, or just want to refresh your skills, **Pediatric Nursing Made Incredibly Easy!** is the answer. Part of the award-winning **Made Incredibly Easy! Series**, this fun, practical guide addresses pediatric care and childhood disorders in light of each level of child development, with a family-involved care approach. Full of expert insight and MIE's trademark wit, this lively reference addresses the full range of common pediatric conditions, and illuminates the many roles of the pediatric nurse. Features: · Current data on more than 100 pediatric disorders, including genetic and cognitive disorders · Coverage of topics including: cultural considerations, hospital care, children with disabilities and terminal illness, pain assessment and management, drug metabolism, healthcare team collaboration, ethics and professional boundaries · Full color inserts illuminate complex concepts · "Nurse Joy" and other illustrated characters offer tips and insights · Easy-reference format with concise, bulleted content · Numerous tables, illustrations and flow charts · Special features: · Just the Facts - quick summary at start of each chapter · Quick Quiz - at end of each chapter · Advice from Experts - experienced practitioners' insights · It's all relative - teaching tips and checklists for family education · Growing pains - developmental stage descriptions, expectations and risks · Cultured pearls - insights on unique aspects of care by cultural group · Glossary of essential pediatric terms, selected references, and online sources

**In Mastering Eskrima Disarms** you will learn the disarming techniques of over 30 different styles of Eskrima, Kali, Arnis and Kabaroon, including 22 Supporting Structures and 9 Essential Principles of Effective Disarms, the 3 Ranges and 4 Modes of Engagement, 2 Positional Gates, 3 Joint Control Concepts, 5 Footwork Methods, and 5 Grip Release Concepts most essential to mastering Eskrima disarms. This masterful text contains 935 photographs illustrating 135 techniques from 33 styles of Filipino martial arts as demonstrated by dozens of its greatest legends. Some of the styles featured include: Arnis Lanada, Arnis Tendencia, Babao Arnis, Bakbakan Kali, Balintawak Escrima, Binas Dynamic Arnis, Black Eagle Arnis Eskrima, D'Katipunan Arnis, DeCuerdas-Diestro Eskrima, Dekiti Tirsia Siradas Arnis, Del Mar Kali-Escrima, Derobio Escrima, Doce Pares Multi Style Eskrima, Eskabo Daan, Estalilla Kabaroon Eskrima, Garimot Arnis, Inayan Eskrima, Inosanto Kali, Integrated Eskrima, Kalis Ilustrisimo, Lameco Eskrima, Lapu-Lapu Arnis, Latosa Escrima, Lightning Scientific Arnis, Modern Arnis, Moro-Moro Orabes Heneral, Pambuan Arnis, Rapid Arnis, San Miguel Eskrima, Sayas-Lastra Arnis, Sayoc Kali, Serrada Escrima, Siete Palo Arnis, Vee Arnis Jitsu, and more..."

**Blender™** is a free Open Source 3D Creation Suite supporting the entire modeling and animation pipeline - modeling, rigging, animation, simulation, rendering, compositing and motion tracking. The program also includes Video Editing and Grease Pencil 2D Animation. The

program is free to download and use by anyone for anything. The Complete Guide to Blender Graphics: Modeling and Animation, 5th Edition is a unified manual describing the operation of Blender version 2.80 with its New Improved Interface, New Workspaces and New Eevee Render System. This book introduces the program's Graphical User Interface and shows how to implement tools for modeling and animating characters and creating scenes with the application of color, texture and special lighting effects. Key Features: The book is designed to lead new users into the world of computer graphics using Blender 2.80 and to be a reference for established Blender artists. The book presents instruction in a series of short chapters with visual references and practical examples. Instructions are structured in a building-block fashion using contents in earlier chapters to explain more complex operations in later chapters.

This book is intended for intermediate users who want to learn how to administrate a MariaDB server or a set of servers. It is aimed at MariaDB users, and hence working knowledge of MariaDB is a prerequisite.

A Complete Guide to Nearly Everything  
Blender Studio Projects

Metal by Tutorials (Second Edition): Beginning Game Engine Development with Metal

Mastering Metasploit

Computer Modeling and Animation

Excel 2007 Dashboards and Reports For Dummies

**Master the programming language of choice among statisticians and data analysts worldwide Coming to grips with R can be tough, even for seasoned statisticians and data analysts. Enter R For Dummies, the quick, easy way to master all the R you'll ever need. Requiring no prior programming experience and packed with practical examples, easy, step-by-step exercises, and sample code, this extremely accessible guide is the ideal introduction to R for complete beginners. It also covers many concepts that intermediate-level programmers will find extremely useful. Master your R ABCs ? get up to speed in no time with the basics, from installing and configuring R to writing simple scripts and performing simultaneous calculations on many variables Put data in its place ? get to know your way around lists, data frames, and other R data structures while learning to interact with other programs, such as Microsoft Excel Make data dance to your tune ? learn how to reshape and manipulate data, merge data sets, split and combine data, perform calculations on vectors and arrays, and much more Visualize it ? learn to use R's powerful data visualization features to create beautiful and informative graphical presentations of your data Get statistical ? find out how to do simple statistical analysis, summarize your variables, and conduct classic statistical tests, such as t-tests Expand and customize R ? get the lowdown on how to find, install, and make the most of add-on packages created by the global R community**

for a wide variety of purposes  
Open the book and find:  
Help downloading, installing, and configuring R  
Tips for getting data in and out of R  
Ways to use data frames and lists to organize data  
How to manipulate and process data  
Advice on fitting regression models and ANOVA  
Helpful hints for working with graphics  
How to code in R  
What R mailing lists and forums can do for you

The Book of Audacity is the definitive guide to Audacity, the powerful, free, cross-platform audio editor. Audacity allows anyone to transform their Windows, Mac, or Linux computer into a powerful recording studio. The Book of Audacity is the perfect book for bands on a budget, solo artists, audiophiles, and anyone who wants to learn more about digital audio. Musician and podcaster Carla Schroder will guide you through a range of fun and useful Audacity projects that will demystify that geeky audio jargon and show you how to get the most from Audacity. You'll learn how to:

- Record podcasts, interviews, and live performances
- Be your own backing band or chorus
- Edit, splice, mix, and master multitrack recordings
- Create super high-fidelity and surround-sound recordings
- Digitize your vinyl or tape collection and clean up noise, hisses, and clicks
- Create custom ringtones and sweet special effects

In addition, you'll learn how to choose and use digital audio hardware like mics and preamps, and tune your computer for flawless audio performance. You'll also find out how to package your work for digital distribution, whether you want to share a podcast through iTunes or sell your own CDs. Become your own producer with The Book of Audacity. The fun starts now.

Work on practical computer vision projects covering advanced object detector techniques and modern deep learning and machine learning algorithms  
Key Features  
Learn about the new features that help unlock the full potential of OpenCV 4  
Build face detection applications with a cascade classifier using face landmarks  
Create an optical character recognition (OCR) model using deep learning and convolutional neural networks  
Book Description  
Mastering OpenCV, now in its third edition, targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, the book delivers complete projects from ideation to running code, targeting current hot topics in computer vision such as face recognition, landmark detection and pose estimation, and number recognition with deep convolutional networks. You'll learn from experienced OpenCV experts how to implement computer vision products and projects both in academia and industry in a comfortable package. You'll get acquainted with API functionality and gain insights into design choices in a complete computer vision project. You'll also go beyond the basics of computer vision to implement solutions for complex image processing projects. By the end of the book, you will have created various working prototypes with the help of projects in the book

and be well versed with the new features of OpenCV4. What you will learn Build real-world computer vision problems with working OpenCV code samples Uncover best practices in engineering and maintaining OpenCV projects Explore algorithmic design approaches for complex computer vision tasks Work with OpenCV's most updated API (v4.0.0) through projects Understand 3D scene reconstruction and Structure from Motion (SfM) Study camera calibration and overlay AR using the ArUco Module Who this book is for This book is for those who have a basic knowledge of OpenCV and are competent C++ programmers. You need to have an understanding of some of the more theoretical/mathematical concepts, as we move quite quickly throughout the book.

This book is a practical step-by-step tutorial with well-explained code snippets, best-practice tips, and reference tables. If you are an experienced systems administrator or systems engineer, familiar with installing and configuring servers to meet specific needs and want to master NGINX, then this book is for you. You do not need to have experience using NGINX already.

**The Book of GIMP**

**Mastering Modern Linux**

**The Book of Audacity**

**Introducing Character Animation with Blender**

**Real Science, Great Hacks, and Good Food**

**Blender For Dummies**

*GIMP is a free alternative to Adobe Photoshop with tons of professional-grade features. But with so many powerful tools and menu options, GIMP can be difficult to master. Whether you're struggling to get started or trying to master some of GIMP's more complex features, you'll find the answers you're looking for in The Book of GIMP. The tutorials in the first half of the book walk you through essential GIMP skills, like resizing and cropping images, touching up spots and scratches, and customizing your work area. Illustrated, step-by-step instructions show you how to: –Improve the lighting and composition of images –Remove distortions and noise to make old and damaged photos look like new –Create stunning panoramas and digital collages using a series of photos –Make, edit, and export custom textures, logos, and animated GIFs –Work with selections, channels, and masks to edit images like a pro –Create colorful digital art, layer by layer The book's second half offers a comprehensive reference to GIMP's many features, including color balancing, masks, filters, and plug-ins. You'll find tools described in unparalleled detail, with coverage of nearly every option and parameter. With illustrated tutorials and detailed references, The Book of GIMP is sure to become your one-stop guide to just about everything GIMP.*

*Explore the world of Virtual Reality by building immersive and fun VR projects using Unity 3D About This Book Learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps Build various types of VR experiences, including diorama, first-person characters, riding on rails, 360 degree projections, and social VR A project-based guide that teaches you to use Unity to*

*develop VR applications, which can be experienced with devices such as the Oculus Rift or Google Cardboard Who This Book Is For If you're a non-programmer unfamiliar with 3D computer graphics, or experienced in both but new to virtual reality, and are interested in building your own VR games or applications then this book is for you. Any experience in Unity is an advantage. What You Will Learn Create 3D scenes with Unity and Blender while learning about world space and scale Build and run VR applications for consumer headsets including Oculus Rift and Google Cardboard Build interactive environments with physics, gravity, animations, and lighting using the Unity engine Experiment with various user interface (UI) techniques that you can use in your VR applications Implement the first-person and third-person experiences that use only head motion gestures for input Create animated walkthroughs, use 360-degree media, and build multi-user social VR experiences Learn about the technology and psychology of VR including rendering, performance and VR motion sickness Gain introductory and advanced experience in Unity programming with the C# language In Detail What is consumer "virtual reality"? Wearing a head-mounted display you view stereoscopic 3D scenes. You can look around by moving your head, and walk around using hand controls or motion sensors. You are engaged in a fully immersive experience. On the other hand, Unity is a powerful game development engine that provides a rich set of features such as visual lighting, materials, physics, audio, special effects, and animation for creating 2D and 3D games. Unity 5 has become the leading platform for building virtual reality games, applications and experiences for this new generation of consumer VR devices. Using a practical and project-based approach, this book will educate you about the specifics of virtual reality development in Unity. You will learn how to use Unity to develop VR applications which can be experienced with devices such as the Oculus Rift or Google Cardboard. We will then learn how to engage with virtual worlds from a third person and first person character point of view. Furthermore, you will explore the technical considerations especially important and possibly unique to VR. The projects in the book will demonstrate how to build a variety of VR experiences. You will be diving into the Unity 3D game engine via the interactive Unity Editor as well as C-Sharp programming. By the end of the book, you will be equipped to develop rich, interactive virtual reality experiences using Unity. So, let's get to it! Style and approach This book takes a practical, project-based approach to teach specifics of virtual reality development in Unity. Using a reader-friendly approach, this book will not only provide detailed step-by-step instructions but also discuss the broader context and applications covered within.*

*Smoothly Leads Users into the Subject of Computer Graphics through the Blender GUI Blender, the free and open source 3D computer modeling and animation program, allows users to create and animate models and figures in scenes, compile feature movies, and interact with the models and create video games. Reflecting the latest version of Blender, The Complete Guide to Blender Graphics: Computer Modeling & Animation, 2nd Edition helps beginners learn the basics of computer animation using this versatile graphics program. This edition incorporates many new features of Blender, including developments to its GUI. New to the Second Edition Three new chapters on smoke simulation, movie making, and drivers Twelve updated chapters, including an entire chapter now devoted to add-ons installation Numerous new examples and figures In color throughout, this manual presents clear, step-by-step*

*instructions for new users of Blender. Many visual diagrams and images illustrate the various topics encompassed by Blender. After mastering the material in the book, users are prepared for further studies and work in computer modeling and animation. Everything you need to know to become a professional VFX whizz in one thorough and comprehensive guide.*

*Blender 3D Cookbook*

*Open Source 3D Modeling, Animation, and Game Design*

*Blender 3D Basics*

*Unity 2018 By Example*

*Blender Master Class*

*From Journeyman to Master*

*A comprehensive and detailed, step by step tutorial guide that takes you through important aspects of the Metasploit framework. If you are a penetration tester, security engineer, or someone who is looking to extend their penetration testing skills with Metasploit, then this book is ideal for you. The readers of this book must have a basic knowledge of using Metasploit. They are also expected to have knowledge of exploitation and an in-depth understanding of object-oriented programming languages.*

*Build exciting 2D/3D games and virtual reality applications with the help of hands-on examples*

*Key Features*

- Create five different types of games from scratch with Unity 2018*
- Import custom content into Unity from third-party tools such as Maya and Blender*
- Learn to build NPCs with artificial intelligent behavior.*

*Book Description*

*Unity is the most exciting and popular engine used for developing games. With its 2018 release, Unity has become the primary source of both game development and virtual reality content. In Unity 2018 By Example, you'll learn how to use Unity in order to make amazing games from popular genres - from action shooters to mind-bending puzzle games to adventure and Virtual Reality (VR) games. Even if you have no previous experience of using Unity, this book will help you understand the toolsets it provides in depth. In addition to this, you'll understand how to create time-critical collection games, twin-stick space shooters, platformers, and action-fest games with intelligent enemies. Finally, you'll get to grips with creating VR games with the new toolsets introduced by Unity to help you develop amazing VR experiences. To make things easier, you will be provided with step-by-step tutorials for making five great games in Unity 2018, along with a detailed explanation of all the fundamental concepts. By the end of this book, you'll have established a strong foundation in making games with Unity 2018. What you will learn*

- Understand core Unity concepts, such as game objects, components, and scenes*
- Study level-design techniques for building immersive and interesting worlds*
- Make functional games with C# scripting*
- Use the toolset creatively to build games with different themes and styles*
- Handle player controls and input functionality*
- Work with terrains and world-creation tools*
- Get to grips with making both 2D and 3D games*

*Who this book is for*

*You don't need to have any previous experience with Unity to enjoy Unity 2018 By Example, although you need to have basic knowledge of C#.*

*Praise for the First Edition: "This outstanding book ... gives the reader robust concepts and implementable knowledge of this environment. Graphical user interface (GUI)-based users and developers do not get short shrift, despite the command-line interface's (CLI) full-power treatment. ... Every programmer should read the introduction's Unix/Linux philosophy section. ... This authoritative and exceptionally well-constructed book has my highest recommendation. It will repay careful and recursive study." --Computing Reviews, August 2011*

*Mastering Modern Linux, Second Edition* retains much of the good material from the previous edition, with extensive updates and new topics added. The book provides a comprehensive and up-to-date guide to Linux concepts, usage, and programming. The text helps the reader master Linux with a well-selected set of topics, and encourages hands-on practice. The first part of the textbook covers interactive use of Linux via the Graphical User Interface (GUI) and the Command-Line Interface (CLI), including comprehensive treatment of the Gnome desktop and the Bash Shell. Using different apps, commands and filters, building pipelines, and matching patterns with regular expressions are major focuses. Next comes Bash scripting, file system structure, organization, and usage. The following chapters present networking, the Internet and the Web, data encryption, basic system admin, as well as Web hosting. The Linux Apache MySQL/MariaDB PHP (LAMP) Web hosting combination is also presented in depth. In the last part of the book, attention is turned to C-level programming. Topics covered include the C compiler, preprocessor, debugger, I/O, file manipulation, process control, inter-process communication, and networking. The book includes many examples and complete programs ready to download and run. A summary and exercises of varying degrees of difficulty can be found at the end of each chapter. A companion website (<http://mml.sofpower.com>) provides appendices, information updates, an example code package, and other resources for instructors, as well as students.

*Proven techniques for songwriting success* This friendly, hands-on guide tackles the new face of the recording industry, guiding you through the shift from traditional sales to downloads and mobile music, as well as how you can harness social media networks to get your music "out there." You get basic songwriting concepts, insider tips and advice, and inspiration for writing – and selling – meaningful, timeless songs. *Songwriting 101* – get a grip on everything you need to know to write a song, from learning to listen to your "inner voice" to creating a "mood" and everything in between Jaunt around the genres – discover the variety of musical genres and find your fit, whether it's rock, pop, R&B, gospel, country, or more Let the lyrics out – master the art of writing lyrics, from finding your own voice to penning the actual words to using hooks, verses, choruses, and bridges Make beautiful music – find your rhythm, make melodies, and use chords to put the finishing touches on your song Work the Web – harness online marketing and social networks like Facebook, Twitter, and others to get your music heard by a whole new audience Open the book and find: What you need to know before you

write a single note Tips on finding inspiration Ways to use poetic devices in lyrics Computer and Web-based shortcuts and technologies to streamline songwriting A look at famous songwriting collaborators Writing for stage, screen, and television How to make a demo to get your song heard Advice on how to make money from your music Learn to: Develop your songwriting skills with tips and techniques from the pros Use social networking sites to get your music out to the public Break into the industry with helpful, how-to instructions Learn about game and virtual reality development by creating five engaging projects, 2nd Edition

Digital Movie-Making

Mastering Eskrima Disarms

Digital Visual Effects and Compositing

Mastering Blender, 2nd Edition

The Complete Guide to Blender Graphics

**What's the use of putting out reports that no one reads?**

**Properly created dashboards are graphical representations that put data in a context for your audience, and they look really cool! How cool? You'll find out when you see the dazzling examples in Excel 2007 Dashboards & Reports For Dummies. And, before long, everyone's eyes will be riveted to your dashboards and reports too! This revolutionary guide shows you how to turn Excel into your own personal Business Intelligence tool. You'll learn the fundamentals of using Excel 2007 to go beyond simple tables to creating dashboard-studded reports that wow management. Get ready to catch dashboard fever as you find out how to use basic analysis techniques, build advanced dashboard components, implement advanced reporting techniques, and import external data into your Excel reports. Discover how to: Unleash the power of Excel as a business intelligence tool Create dashboards that communicate and get noticed Think about your data in a new way Present data more effectively and increase the value of your reports Create dynamic labels that support visualization Represent time and seasonal trending Group and bucket data Display and measure values versus goals Implement macro-charged reporting Using Excel 2007 as a BI tool is the most cost-efficient way for organizations of any size create powerful and insightful reports and distribute throughout the enterprise. And Excel 2007 Dashboards and Reports for Dummies is the fastest you for you to catch dashboard fever!**

**A Practical, Up-to-Date Introduction to Applied Thermodynamics, Including Coverage of Process Simulation Models and an Introduction to Biological Systems Introductory Chemical Engineering Thermodynamics, Second Edition, helps readers master the fundamentals of applied thermodynamics as practiced today: with extensive development of molecular perspectives that enables adaptation to fields including biological systems,**

*environmental applications, and nanotechnology. This text is distinctive in making molecular perspectives accessible at the introductory level and connecting properties with practical implications. Features of the second edition include Hierarchical instruction with increasing levels of detail: Content requiring deeper levels of theory is clearly delineated in separate sections and chapters Early introduction to the overall perspective of composite systems like distillation columns, reactive processes, and biological systems Learning objectives, problem-solving strategies for energy balances and phase equilibria, chapter summaries, and "important equations" for every chapter Extensive practical examples, especially coverage of non-ideal mixtures, which include water contamination via hydrocarbons, polymer blending/recycling, oxygenated fuels, hydrogen bonding, osmotic pressure, electrolyte solutions, zwitterions and biological molecules, and other contemporary issues Supporting software in formats for both MATLAB® and spreadsheets Online supplemental sections and resources including instructor slides, ConcepTests, coursecast videos, and other useful resources Presents recipes ranging in difficulty with the science and technology-minded cook in mind, providing the science behind cooking, the physiology of taste, and the techniques of molecular gastronomy.*

*If you are an engineer, a researcher, or a hobbyist, and you are interested in robotics and want to build your own robot, this book is for you. Readers are assumed to be new to robotics but should have experience with Python.*

**Mastering MariaDB**

**A project-based guide to learning the latest Blender 3D, Eevee rendering engine, and Grease Pencil**

**Lisp Lore: A Guide to Programming the Lisp Machine**

**Mastering Blender**

**Record, Edit, Mix, and Master with the Free Audio Editor**

**The Complete Guide to Blender Graphics, Second Edition**

The complete novice's guide to 3D modeling and animation.

A new world of creative possibilities is opened by Blender, the most popular and powerful open source 3D and animation tool. Blender is not just free software; it is also an important professional tool used in animated shorts, television commercials, and shows, as well as production for films like Spiderman 2. Lance Flavell's Beginning Blender will give you the skills to start shaping new worlds and virtual characters, and perhaps lead you down a professional path. Beginning Blender covers the Blender 2.5 release in-depth. The book starts with the creation of simple figures using basic modeling and sculpting. It then teaches how to bridge from modeling to animation, and from scene setup to texture creation and rendering, lighting, rigging, and ultimately, full animation. You will create and mix your own movie scenes, and you will even learn the basics of games logic and how to deal with

physics. Whether you are new to modeling, animation, and game design, or whether you are simply new to Blender, this book will show you everything you need to know to get your projects underway.

Mastering Blender, 2nd Edition

Use PyCharm with fluid efficiency to write idiomatic python code About This Book Understand how PyCharm works and how you can leverage its strength to develop applications quickly Master PyCharm's editor to get a fast workflow Full of examples and illustrations that focus on the practical aspects of using PyCharm Who This Book Is For If you know PyCharm but want to understand it better and leverage its more powerful but obvious tool set, this is the book for you. Serving as a launch pad for those who want to master PyCharm and completely harness its best features, it would be helpful if you were familiar with some of Python's most prominent tools such as virtualenv and Python's packaging docstring formats such as reStructuredText and EpyType. What You Will Learn Understand the internal workings of the IntelliJ Platform Leverage PyCharm's powerful search tools to learn which ones are the best for you and your workflow Customize PyCharm's enhanced Python interpreter and its inbuilt terminal Develop web applications quickly and easily with different frameworks such as Flask and Django Understand how code completion works in PyCharm for Python and JavaScript In Detail PyCharm is addictive, with powerful and configurable code completion, superb editing tools, top-notch support, diverse plugins, and a vibrant ecosystem to boot. Learning how PyCharm works and maximising the synergy of its powerful tools will help you to rapidly develop applications. From leveraging the power of the editor to understanding PyCharm's internals, this book will give you a comprehensive view of PyCharm and allow you to make your own choices about which workflow and tools are best for you. You will start by getting comfortable with PyCharm and making it look exactly how you want. You can customize the tools and taskbars to suit individual developers' coding styles. You also learn how to assign keyboard shortcuts. You will master debugging by inserting breakpoints, collecting runtime data, and debugging from the console. You will understand how PyCharm works underneath and how plugins such as Codemap, Vim, Bitbucket, Assets compressor, markdown, bash file, shortcut translator, and .gitignore can leverage the power of the IntelliJ platform. You will become comfortable using the VCS interface in PyCharm and see the benefits of using it for some simple tasks as well as more complex tasks such as partial commits using changelists. You will take an in-depth look at the various tools in PyCharm, improving your workflow drastically. Finally, you will discover powerful PyCharm tools for Django, Flask, GAE, and Pyramid Development, becoming well acquainted with PyCharm's toolset for web development with popular platforms. Packed with insider tricks, this book will help you boost productivity with PyCharm. Style and approach An easy-to-follow guide with plenty of examples and screenshots. Each topic starts with the goal of enhancing or changing a part of PyCharm to make it suit your needs.

ROS Robotics Projects

A comprehensive guide to building computer vision and image processing applications with C++, 3rd Edition

Songwriting For Dummies

Recipes for Mastering Python 3

Blender 3D By Example

**This is the first book written on using Blender (an open-source visualization**

suite widely used in the entertainment and gaming industries) for scientific visualization. It is a practical and interesting introduction to Blender for understanding key parts

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. **Master the Newest Blender Techniques for Creating Amazing 3D Characters: From Design and Modeling to Video Compositing** Now fully updated for Blender 2.78b and beyond, **Learning Blender, Second Edition**, walks you through every step of creating an outstanding 3D animated character with Blender, and then compositing it in a real video using a professional workflow. This edition covers the powerful new selection and modeling tools, as well as high-efficiency improvements related to other parts of the project such as texture painting, shading, rigging, rendering, and compositing. Still the only Blender tutorial to take you from preproduction to final result, this guide is perfect for both novices and those moving from other software to Blender (open source and free software). Author Oliver Villar provides full-color, hands-on chapters that cover every aspect of character creation: design, modeling, unwrapping, texturing, shading, rigging, animation, and rendering. He also walks you through integrating your animated character into a real-world video, using professional camera tracking, lighting, and compositing techniques. The rich companion website ([blendtuts.com/learning-blender-files](http://blendtuts.com/learning-blender-files)) will help you quickly master even the most complex techniques with bonus contents like video tutorials. By the time you're done, you'll be ready to create outstanding characters for all media—and you'll have up-to-date skills for any 3D project, whether it involves characters or not. Learn Blender's updated user interface, navigation, and selection techniques Create your first scene with Blender and the Blender Render and Cycles render engines Organize an efficient, step-by-step pipeline to streamline workflow in any project Master modeling, unwrapping, and texturing Bring your character to life with materials and shading Create your character's skeleton and make it walk Use Camera Tracking to mix 3D objects into a real-world video Transform a raw rendered scene into the final result using Blender's compositing nodes Register your product at [informit.com/register](http://informit.com/register) for convenient access to downloads, updates, and corrections as they become available.

The exciting new book on the exciting new Blender 2.5! If you want to design 3D animation, here's your chance to jump in with both feet, free software, and a friendly guide at your side! **Blender For Dummies, 2nd Edition** is the perfect introduction to the popular, open-source, Blender 3D animation software, specifically the revolutionary new Blender 2.5. Find out what all the buzz is about with this easy-access guide. Even if you're just beginning, you'll learn all the Blender 2.5 ropes, get the latest tips, and soon start creating 3D animation that dazzles. Walks you through what you need to know to start creating eye-catching 3D animations with Blender 2.5, the latest update to the top open-source 3D animation program Shows you how to get the very most out of Blender 2.5's new multi-window unblocking interface, new event system, and other exciting new features Covers how to create 3D objects with meshes,

curves, surfaces, and 3D text; add color, texture, shades, reflections and transparency; set your objects in motion with animations and rigging; render your objects and animations; and create scenes with lighting and cameras If you want to start creating your own 3D animations with Blender, **Blender For Dummies, 2nd Edition** is where you need to start!

**Build your own low-level game engine in Metal!** This book introduces you to graphics programming in Metal - Apple's framework for programming on the GPU. You'll build your own game engine in Metal where you can create 3D scenes and build your own 3D games. **Who This Book Is For** This book is for intermediate Swift developers interested in learning 3D graphics or gaining a deeper understanding of how game engines work. **Topics Covered in Metal by Tutorials** **The Rendering Pipeline:** Take a deep dive through the graphics pipeline. **3D Models: Import 3D models with Model I/O and discover what makes up a 3D model.** **Coordinate Spaces:** Learn the math behind 3D rendering. **Lighting:** Make your models look more realistic with simple lighting techniques. **Textures & Materials:** Design textures and surfaces for micro detail. **Character Animation:** Bring your 3D models to life with joints and animation. **Tessellation:** Discover how to use tessellation to add a greater level of detail using fewer resources. **Environment:** Add a sky to your scenes and use the sky image for lighting. **Instancing & Procedural Generation:** Save resources with instancing, and generate scenes algorithmically. **Multipass & Deferred Rendering:** Add shadows with advanced lighting effects. **And more!** After reading this book, you'll be prepared to take full advantage of graphics rendering with the Metal framework.

**A Hands-On Guide to Creating 3D Animated Characters**

**3D Scientific Visualization with Blender**

**Learning Blender**

**The Alcohol Textbook**

**Learning Robotics Using Python**

**Unity Virtual Reality Projects**

Presents a guide to the 3D design tool which uses three representative models demonstrate such techniques as object manipulation, texture mapping, lighting, rendering, sculpting, and compositing.

This book had its genesis in the following piece of computer mail: From allegra@joc Tue Dec 18 09:15:54 1984 To: sola!hjb Subject: lispm Hank, I've been talking with Plotnik and Bill Gale about asking you to conduct a basic course on using the lis machine. Mark, for instance, would really like to cover basics like the flavor system so he could start doing his own programming without a lot of trial and error, and I would be interested in this, too. I'm quite sure that Mark Jones, Bruce, Eric Van would also be really interested. Would you like to do it? Bill has let me know you'd care to set something up, he's free to meet with us anytime this week or (although I'll only be here on Wed. next week) so we can come up with a plan. What do you think? Joan.

New edition shows you how to get the very most out of the latest version of Blender, the open-source 3D software, is more popular than ever and continues

functionality. If you're an intermediate or advanced user, this new edition of Tom Mullen's expert guide is what you need to get up to speed on Blender and expand your skills. From modeling, texturing, animation, and visual effects to high-level techniques for film, television, games, and more, this book covers it all. It also highlights Blender's very latest features, including new camera tracking tools and a new renderer. Perfect for intermediate to advanced coverage of Blender and its modeling, texturing, animation, and visual effects tools. Covers advanced topics such as cloth, fur and fluids, Python scripting, and the Blender game engine. Brings you up to speed on Blender's new camera tracking tools and new renderer. Showcases techniques used in real-world 3D animation and visual effects. Create realistic animation and visual effects with Blender and Blender 2.78. An expert guide that shows you step by step how to do it.

What others in the trenches say about *The Pragmatic Programmer*... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of *Extreme Programming Explained: Embrace Change* "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of *Refactoring* and *UML Distilled* "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeyman programmers and expert mentors alike." —John Lakos, author of *Large-Scale C++ Software Design* "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer instead spending their time on syntax or technology where in reality the greatest benefit possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works in software for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's always the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicality of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques

keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, reading these lessons daily, and you'll quickly see improvements in personal productivity, code accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

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Computer Modeling & Animation, Fifth Edition

If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

Build a variety of awesome robots that can see, sense, move, and do a lot more using the powerful Robot Operating System About This Book Create and program cool robotic projects using powerful ROS libraries Work through concrete examples that will help you build your own robotic systems of varying complexity levels This book provides relevant and fun-filled examples so you can make your own robots that can run and work Who This Book Is For This book is for robotic enthusiasts and researchers who would like to build robot applications using ROS. If you are looking to explore advanced ROS features in your projects, then this book is for you. Basic knowledge of ROS, GNU/Linux, and programming concepts is assumed. What You Will Learn Create your own self-driving car using ROS Build an intelligent robotic application using deep learning and ROS Master 3D object

recognition Control a robot using virtual reality and ROS Build your own AI chatter-bot using ROS Get to know all about the autonomous navigation of robots using ROS Understand face detection and tracking using ROS Get to grips with teleoperating robots using hand gestures Build ROS-based applications using Matlab and Android Build interactive applications using TurtleBot In Detail Robot Operating System is one of the most widely used software frameworks for robotic research and for companies to model, simulate, and prototype robots. Applying your knowledge of ROS to actual robotics is much more difficult than people realize, but this title will give you what you need to create your own robotics in no time! This book is packed with over 14 ROS robotics projects that can be prototyped without requiring a lot of hardware. The book starts with an introduction of ROS and its installation procedure. After discussing the basics, you'll be taken through great projects, such as building a self-driving car, an autonomous mobile robot, and image recognition using deep learning and ROS. You can find ROS robotics applications for beginner, intermediate, and expert levels inside! This book will be the perfect companion for a robotics enthusiast who really wants to do something big in the field. Style and approach This book is packed with fun-filled, end-to-end projects on mobile, armed, and flying robots, and describes the ROS implementation and execution of these models. This book will take you on a journey to understand the workflow normally used to create characters, from the modeling to the rendering stages using the tools of the last official release of Blender exclusively. This book helps you create a character mesh and sculpt features, using tools and techniques such as the Skin modifier and polygon merging. You will also get a detailed, step-by-step overview of how to rig and skin your character for animation, how to paint textures and create shaders, and how to perform rendering and compositing. With the help of this book, you will be making production-quality 3D models and characters quickly and efficiently, which will be ready to be added to your very own animated feature or game. Get up and running with Blender 3D through a series of practical projects that will help you learn core concepts of 3D design like modeling, sculpting, materials, textures, lighting, and rigging using the latest features of Blender 2.83 Key Features • Learn the basics of 3D design and navigate your way around the Blender interface • Understand how 3D components work and how to create 3D content for your games • Familiarize yourself with 3D Modeling, Texturing, Lighting, Rendering and Sculpting with Blender Book Description Blender is a powerful 3D creation package that supports every aspect of the 3D pipeline. With this book, you'll learn about modeling, rigging, animation, rendering, and much more with the help of some interesting projects. This practical guide, based on the Blender 2.83 LTS version, starts by helping you brush up on your basic Blender skills and getting you acquainted with the software toolset. You'll use basic modeling tools to understand the simplest 3D workflow by customizing a Viking themed scene. You'll get a chance to see the 3D modeling process from start to finish by building a time machine based

on provided concept art. You will design your first 2D character while exploring the capabilities of the new Grease Pencil tools. The book then guides you in creating a sleek modern kitchen scene using Eevee, Blender's new state-of-the-art rendering engine. As you advance, you'll explore a variety of 3D design techniques, such as sculpting, retopologizing, unwrapping, baking, painting, rigging, and animating to bring a baby dragon to life. By the end of this book, you'll have learned how to work with Blender to create impressive computer graphics, art, design, and architecture, and you'll be able to use robust Blender tools for your design projects and video games. What you will learn

- Explore core 3D modeling tools in Blender such as extrude, bevel, and loop cut
- Understand Blender's Outliner hierarchy, collections, and modifiers
- Find solutions to common problems in modeling 3D characters and designs
- Implement lighting and probes to liven up an architectural scene using Eevee
- Produce a final rendered image complete with lighting and post-processing effects
- Learn character concept art workflows and how to use the basics of Grease Pencil
- Learn how to use Blender's built-in texture painting tools

Who this book is for Whether you're completely new to Blender, or an animation veteran enticed by Blender's newest features, this book will have something for you. Table of Contents

- Introduction to 3D and the Blender User Interface
- Editing a Viking Scene with a Basic 3D Workflow
- Modeling a Time Machine - Part 1
- Modeling a Time Machine - Part 2
- Modern Kitchen - Part 1: Kitbashing
- Modern Kitchen - Part 2: Materials and Textures
- Modern Kitchen - Part 3: Lighting and Rendering
- Illustrating an Alien Hero with Grease Pencil
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Beginning Blender

A Hands-on Guide to Modeling, Sculpting, Materials, and Rendering

A Reference for the Beverage, Fuel and Industrial Alcohol Industries

Mastering Nginx

The Pragmatic Programmer

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