Blender 2.49 Scripting: Extend the power and flexibility of Blender with the help of Python a high-level, easy-to-learn scripting language

By Michel Anders

Shroff Publishers/Packt, 2010. Softcover. Condition: New. Extend the power and flexibility of Blender with the help of the high-level, easy-to-learn scripting language, Python Gain control of all aspects of Blender using the powerful Python language Create complex meshes programmatically and apply materials and textures Automate the rendering process and extend Blender`s image manipulation capabilities Extend Blender`s built-in editor Interact with version control systems and store render results on a FTP server In Detail Blender 3D is a popular, open source modeling package that can produce photo-realistic 3D images and animations. Automating tasks and extending the functionality of an extensive application like Blender will streamline your workflow and make the impossible possible. However, implementing scripts may be daunting. This book takes a practical step-by-step approach to implementing Python scripts that cover almost all areas of Blender. It clearly outlines each problem and focuses on straightforward, easy-to-understand code, highlighting the common pitfalls and Blender idiosyncrasies. It guides you from the installation process and the creation of a simple object to elaborate, fully rigged models with vertex groups and materials all the way to extending Blender`s built-in editor. It also teaches how to implement a simple web server inside Blender to serve rendered...

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