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Preface

When researching, in preparation to write this book, we discovered that some Blender users try to learn Blender three times and give up twice before they become comfortable with Blender's effective, if unusual, interface. The editors at Packt and I decided that this was a problem that could be solved. The answer is to explain the basics in depth, give you practice so that your hands can learn Blender just as your mind does, and then you build on what you have learned. This isn't just a subject-by-subject reference book. It's a workbook to give you experience.

The theory behind *Blender 3D Basics Beginner's Guide Second Edition* is to start out simply and delve deeper and deeper into Blender in gradual stages, coming back to important topics several times. This book will start with an introduction to Blender and some background on the principles of animation, how they are applied to computer animation, and how these principles make animation better. Then you will be gently guided through the Blender interface, and introduced to using Blender with simple projects that cover the full process of modeling, lighting, camera work, and animation. Then you will continue to practice what you have learned and do more advanced work in all areas. Finally, you will bring it all together with an advanced project covering these subjects and edit animations made in this book; creating a video and a stereoscopic 3D animation. This may be a workbook, but it's a fun workbook with surprises, humor, and the projects build on each other, so it's not just a random series of exercises. When you are finished, you'll be prepared to show the world your skills.

Let's go!