



Blender for Animation and Film-Based Production

By Michelangelo Manrique

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See Why Blender Is Right for Your Studio's Pipeline

Blender for Animation and Film-Based Production explores why Blender is ideal for animation films. It demonstrates Blender's capability to do the job in each production department. Whether you are a beginner or more advanced user, you'll see why Blender should be taken into consideration in animation and film production.

This Blender reference will help you:

- Manage your projects from start to finish
- Understand the different stages in any animation production
- See how studios work and develop their animation projects

Describing the versatility and power of Blender, the book shows you why studios should incorporate Blender in their pipeline. It avoids tedious tutorials and incomprehensible examples. Instead, the book guides you toward finding efficient solutions for issues with your production files or pipeline. It familiarizes you with the animation industry and explores the risks involved in choosing Blender as a primary tool in animation studios.

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Editorial Review

About the Author

Michelangelo Manrique is a full-time programmer with a gaming network company. He is also involved in publishing tutorials, writing books, and conducting different courses on Blender designed to suit individual student needs.

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