



# The Official Blender Gamekit: Interactive 3D for Artists

*Ton Roosendaal, Carsten Wartmann*

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Begins with an extensive introduction to 3D graphics, explaining basic concepts and the Blender interface. Step-by-step tutorials teach the art of creating and animating models, then show how to turn them into simple games. Experienced 3D artists will appreciate the more complex game demos, the character animation tutorials, the introduction to Python and the advanced reference section. The CD-ROM contains 10 playable and editable Blender game demos, all created by the renowned art department of Not a Number-Blender's original developers. The CD-ROM includes all files needed for the tutorials as well as copies of Blender for all platforms.

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