

IL MONDO DI BLENDER

Panoramica DEL SOFTWARE: PRINCIPALI CARATTERISTICHE e POTENZIALITÀ

Ottobre 24, 2015 - LINUX DAY

LORENZO JACOPO AVALLE

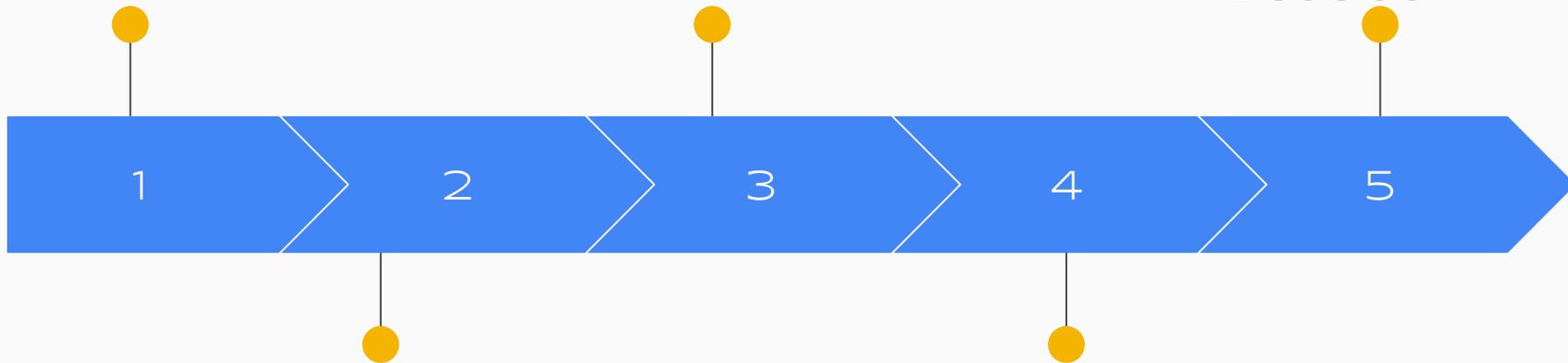


Breve
Presentazione DI
Blender

COMPLESSITÀ
INTERNA DI
Blender

Blender nel
mondo DIGITALE:

FILM e
VIDEOGIOCHI



a CHI SI RIVOLGE
Blender

Blender nel
mondo reale:

La STAMPA 3D

BLENDER

- ORIGINI
- SUZANNE
- CARATTERISTICHE DEL SOFTWARE

A CHI SI RIVOLGE BLENDER

- Appassionati e curiosi
- Indie developers
- Professionisti

Potenzialità

- Modellazione mesh
- Sculpting
- Simulazioni fisiche
- Materiali
- Texturing
- Rigging
- Animazione
- Rendering
- Game developing
- ...tante altre

Blender nel mondo
reale:

STAMPA TRIDIMENSIONALE

STAMPA TRIDIMENSIONALE

particolarità ed accorgimenti

1. impermeabilità del modello
2. modellazione pura
3. pulizia della mesh-booleane
4. tanto altro...



Blender nel mondo
DIGITALE:
FILM E VIDEOGIOCHI

FILM e VIDEOGIOCHI

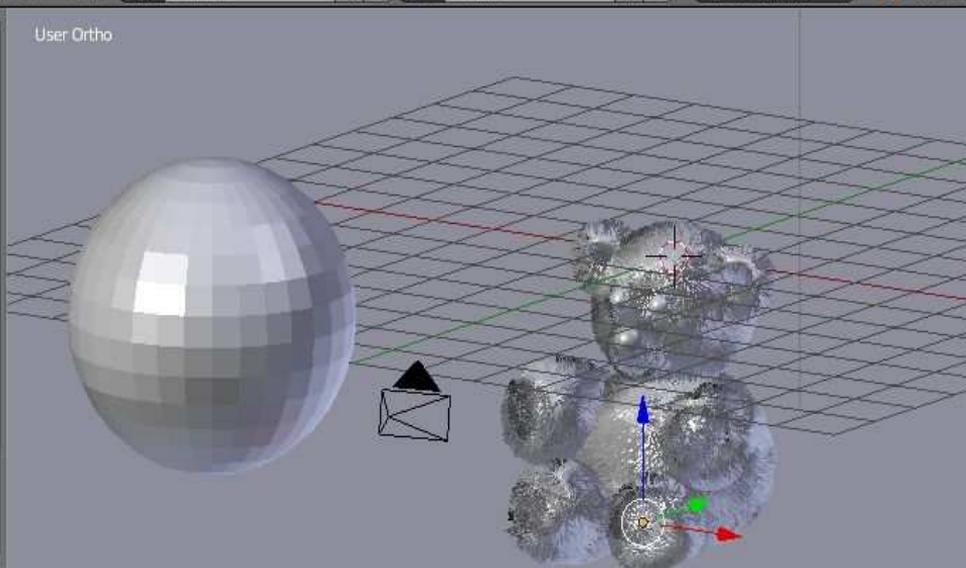
particolarità ed accorgimenti

1. animazioni
2. importanza vitale delle texture rispetto ai materiali
3. meno importanza alla mesh, approssimata
4. low poly style
5. tanto altro...



Tools

- ▼ Transform
 - Translate
 - Rotate
 - Scale
 - Mirror
- ▼ Edit
 - Duplicate
 - Duplicate Linked
 - Delete
 - Join
 - Set Origin
 - Shading:
 - Smooth
 - Flat
 - Data Transfer:
 - Data
 - Data La
- ▼ Toggle Editmode



▼ Transform

Location:

- X: 0.83858
- Y: -2.04039
- Z: -2.95901

Rotation:

- X: -34.745°
- Y: 63.434°
- Z: -21.469°

XYZ Euler

Scale:

- X: 0.350
- Y: 0.105
- Z: 0.350

Dimensions:

- X: 2.995
- Y: 1.329
- Z: 3.193

▼ Grease Pencil

Scene Object

New Layer

▼ View

Lens: 35.000

Lock to Object:

▼ Transform

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Scene Object

New Layer

▼ View

Lens: 35.000

Lock to Object:

View Search All Scenes

- RenderLayers
- World
- Camera
- Lamp

Scene

▼ Render

Render Animation Audio

Display: Image Editor

Feature Set: Supported

Device: CPU

Open Shading Language

▼ Dimensions

Render Presets

Resolution:

- X: 1920 px
- Y: 1080 px
- 50%

Frame Range:

- Start Frame: 1
- End Frame: 250
- Frame Step: 1

Aspect Ratio:

- X: 1.000
- Y: 1.000
- 24 fps
- Time Remapping:

Border Crop

- OI: 100
- Ne: 100

Freestyle

Metadata

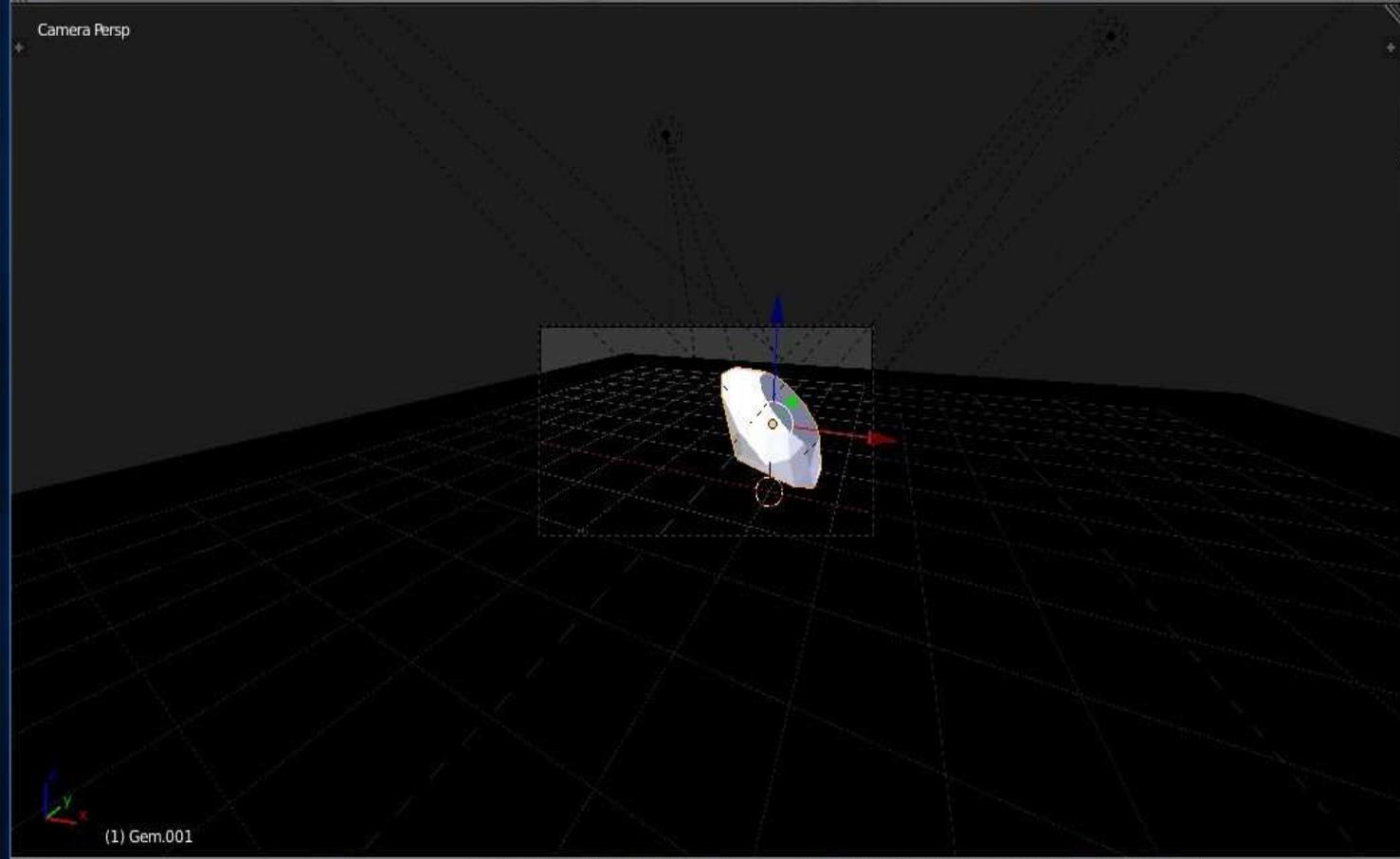
▼ Output

/tmp/





Camera Persp



(1) Gem.001

View Search All Scenes

- RenderLayers
- World
- Camera



Emit: 2.00 Shadeless

Ambient: 1.000 Tangent Shading

Translucency: 0.000 Cubic Interpolation

Transparency

Mask	Z Transparency	Raytrace
Alpha: 1.000	Fresnel: 5.000	
Specular: 0.600	Blend: 5.000	
IOR: 2.000	Gloss:	
Filter: 0.000	Amount: 1.000	
Falloff: 1.000	Threshold: 0.005	
Limit: 0.000	Samples: 18	
Depth: 2		

Mirror

Subsurface Scattering

► Strand

► Options

▼ Shadow

Receive Cast

Receive Transparent Cast Only

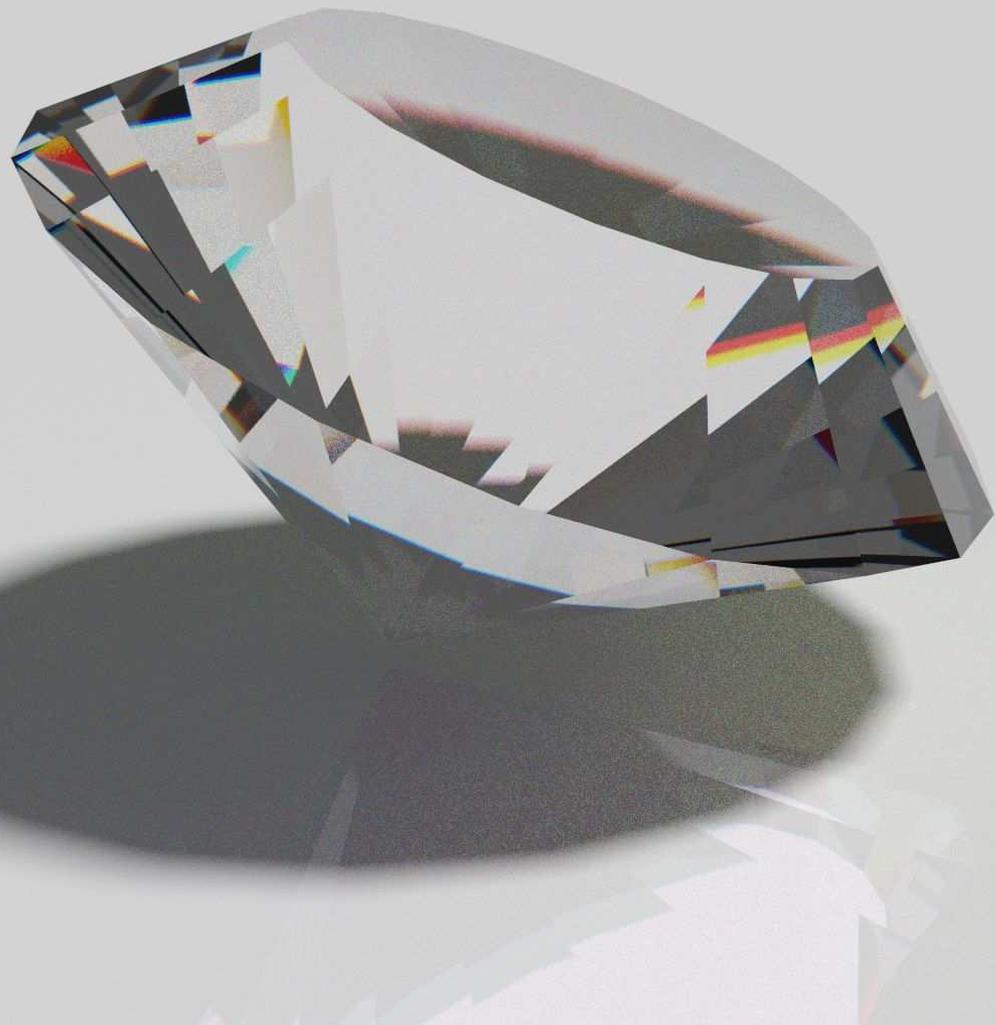
Shadows Only Cast Buffer Shadows

Shadow and Distance Casting Alpha: 1.000

View Select Add Object Object Mode Global

-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260

View Marker Frame Playback Start: 1 End: 250 No Sync



Render Layers

- Image
- Alpha
- Z
- Mist

Scene 2

RenderLayer

Blur

Image

Gaussian

- Variable Size
- Bokeh
- Gamma
- Relative

X: 6

Y: 4

Image

Size: 1.000

Lens Distortion

Image

- Projector
- Jitter
- Fit

Image

Distort: 0.050

Dispers: 0.070

Composite

Use Alpha

Image

Alpha: 1.000

Z: 1.000

Viewer

Use Alpha

Image

Alpha: 1.000

Z: 1.000

Node

Name: Lens Distor...

Label:

Color

Properties

- Projector
- Jitter
- Fit

Inputs:

Distort: 0.050

Dispersion: 0.070

Backdrop

Color and Alpha

Scene

Render Animation Audio

Display: Image Editor

Feature S: Supported

Device: GPU Compute

Dimensions

Render Presets

Resolution: X: 1920 px Y: 1080 px 100%

Frame Range: Start Fra: 1 End Fra: 250 Frame Ste: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: Bo Cro 10 10

Metadata

Output

/tmp/

Overwrite File Extensi...

Placeholders Cache Result

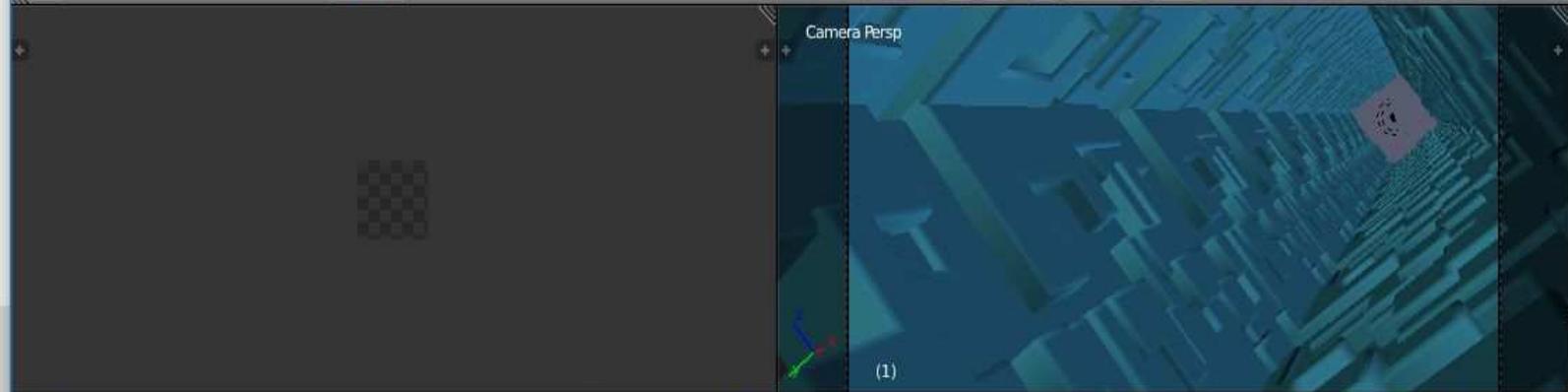
PNG BW RGB **RGBA**

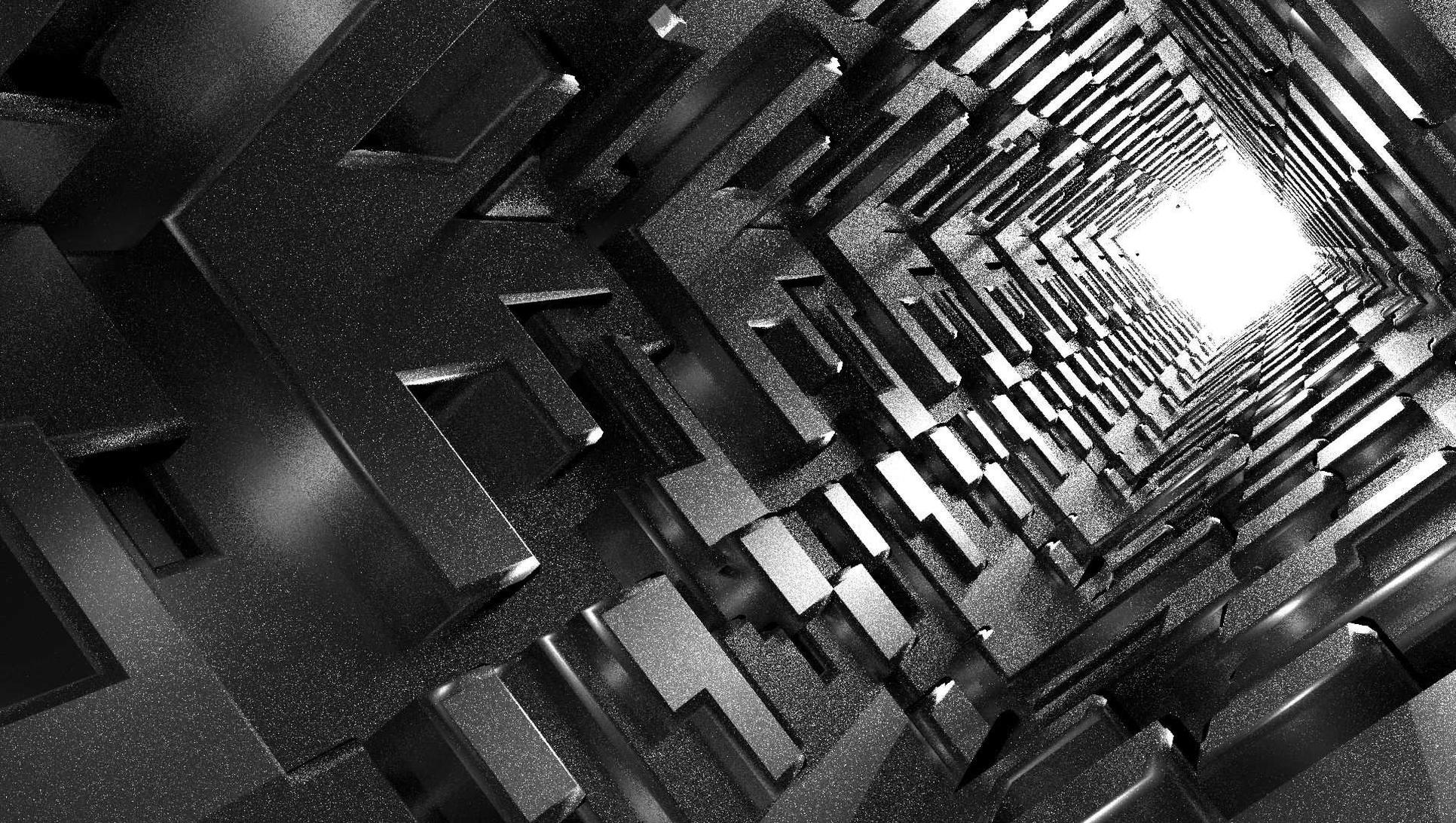
Color De... 8 16

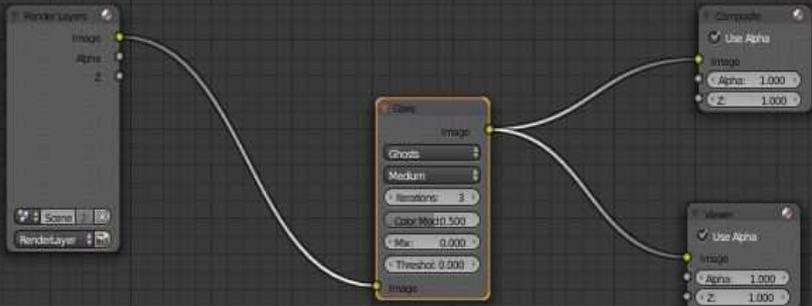
0 50 100 150 200 250

Start: 1

View Select Add Node Use Nodes Free Unused Backdrop Auto Render







Node

Name:

Label:

Color

Properties

Ghosts:

Medium

Iterations:

Color Modulo:

Mix:

Threshold:

Backdrop

Color and Alpha

Scene

Render

Render Animation Audio

Display:

Feature S:

Device:

Open Shading Language

Dimensions

Render Presets

Resolution: X: 1920 px Y: 1080 px 100%

Frame Range: Start Fra: 1 End Fra: 250 Frame Ste: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: Bor Cfp 10 10

Metadata

Output

Overwrite File Extensi...

Placeholders Cache Result

PNG RW RGB RGBA

0 50 100 150 200 250

