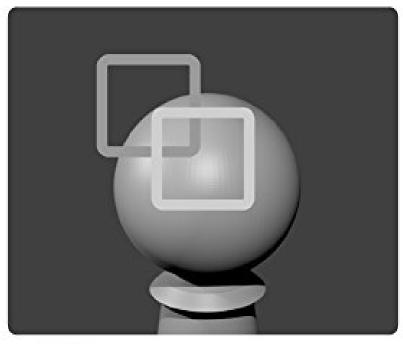


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4 of 4 people found the following review helpful.

Only Takes 10 Minutes (or less)

By David

Best \$0.99 and 10 minutes I ever spend :-) Creating the 3D Object in this book truly only takes about ten minutes from start to finish!

The steps outlined in this book were my first exposure to creating an object in Blender, I haven't even opened a Blender tutorial file. The explanations John Think provides are easy to follow and allow for quick and easy development (from scratch) of a basic 3D object.

If you're brand-spanking new to Blender, I highly recommend this book!

3 of 3 people found the following review helpful.

I'm torn on this one...

By basementjack

I'm torn on this,

On the negative side, you create a single chess piece. that's it, and it's not the one shown on the cover, it's simpler than that.

Yes it's only \$1, but it's sooo simple, that even for a dollar, you reach the end of the book and are like "WTH?"

What's really disappointing is that the author has a great instructional style, he tells you exactly what you need to know at each step. It's a style that you hope will go on for at least 50 pages, not 17.

It starts out great where you build the base from a cylinder then extend it upwards.

You shape the cylinder to be more narrow the further up you go.

Then you add a ball to the scene and position it so that it looks like it's part of what you created.

- There is no discussion on how to actually get the ball 'merged' with the base so that you have a single object.
- The rim shown in the picture is left off in the book

Overall, I like the approach of a \$0.99 book, and I love this author's writing style, I just wish he'd gone a bit farther.

1 of 1 people found the following review helpful.

Short and Sweet

By Sheepish Animator

Short and sweet. Instructions come with the expectation you have a Windows computer, not a Mac. Even though I use a Mac I was still able to successfully complete the project - but in a few more than 10 minutes.

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