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Mastering Blender 2nd Edition is a big book, it has to be because it tries to cover most of the major features that Blender has, giving an intermediate level Blender user a good grounding in the use of Blender. I think this book will be a little hard to follow for a complete Blender beginner so the intermediate tag is appropriate.

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Blender, the free alternative for professional-quality 3D animation is a complex program to learn, but once users become familiar with its power, they begin to seek more from it. This book is the first of its kind to explore the more advanced features of Blender so that you can get the most out of the software. You'll take your Blender skills to a whole new level with the featured in-depth ...

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Mastering Blender 3D ... Blender incorporates a dizzying amount of functionality in a single application, and learning to use all the tools as efficiently as possible is a daunting proposition. Even after the initial shock that ... Playback FPS displays the number of frames per second in the upper-left corner of the 3D

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Villar, Learning Blender: A Hands-On Guide to Creating 3D ...

"Provided subject expertise and editing for Mastering Blender, 2nd Edition" by Tony Mullen. Art Director Prophetic Sky, Inc. Aug 2008 - Jun 2011 2 years 11 months.

Oscar Baechler - Author, Blender 3D by Example 2nd Edition ...

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