

Synopsis

A guide to rigging hard-surface models in Blender without the use of armatures. The book utilizes constraints to achieve realistic motion. Related topics are covered, including Origins, parenting, Empties, Global Space versus Local, etc. Several models are built and rigged in the course of the book, with a single-cylinder gasoline engine as the final project. This is not a "Blender 101" book. It assumes the reader will have a basic knowledge of modeling (though advanced techniques are certainly not required). All models used in this book can be freely downloaded online.

Book Information

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Customer Reviews

I used to do most of the 'mechanical' animation with armatures, but this book made it clear that there is a easier/more effective way to handle these animations. And the kindle version gives me the possibility to add notes and bookmarks. A 'must have' for all blender users.

Chris Kuhn does an excellent job explaining the use of constraints for mechanics of non-organic models. With any book like this, the use you get out of it directly correlates to how much effort you

put into applying what the author offers. It is a nice light-hearted, humorous read as well. Not too heady but heady enough to make sense of what is going on physically

This book covers some of Blender's motion constraints useful for rigging mechanical models at a level that should make it useful to the advanced beginner to lower intermediate Blender user. As the author freely admits, this book would benefit from the loving attentions of an editor but, all in all, I'm satisfied with my purchase. ...Bob

This book opened to me the world of armature-less animations. It explains very clearly how to use constraints for animation purposes and is filled with extremely useful tips and tricks how to implement complex animations sometimes cheating Blender or going around known limitations and bugs in the system

Useful basic to advanced information that everyone should have as a base to their animation projects. Well worth the asking price - which also doesn't break the bank

The book showed me lots of new things I've never even thought about doing in Blender. It is easy to read and to understand. I recommend it to everyone who wants to animate machinery and sci-fi stuff inside Blender.

Thanks Kuhn! This book really helped me to understand constraints in Blender. Everything was easy to understand and your little bits of humor here and there made me chuckle. - Cube Boy from Blendswap.

Very helpful book on Blender. Provides great alternatives to armatures (bones) through the use of constraints. Lots of fun following the examples.

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