

Geleitwort

This is – if my memory serves me correctly – already the fourth book about Blender written or edited by Carsten Wartmann. That means Carsten is not only the first known Blender book author but also a record author!

By the time I write this foreword I've not seen all of the book yet. So, as for you reader, I'll let myself be surprised what's in the whole book ... but be assured it will be well written, sometimes even funny, but always to the point and with insight how to communicate complex 3D issues to new users of Blender.

In 2002 Blender became open source, and this was truly the best thing ever happened to Blender. Now, almost five years later, we have proven that this software is not only one of the most popular 3D suites available – with millions of downloads per year – but also widely adopted by professionals to use for movie, video and game productions.

I hope that this book will be for you the beginning of a bright new future as 3D Blender artist!

Ton Roosendaal, Chairman Blender Foundation
Amsterdam Februar 2007

Geleitwort zur ersten Auflage 1999

It is now almost two years since Blender was released on the internet. Only in my wildest dreams I could have envisioned what would happen in this time!

Now Blender is used by thousands of professional users, students and all kind of 3D interested people. The Blender-community is very active on the internet, we have many Blender-sites and even more tutorials online.

Besides the internet activity, Blender gets attention from publishers around the world, first a japanese book was published, then an english book and now a german book, which you read at the moment. I've read what Carsten has written about Blender and I think his book definitely is an excellent introduction for new users to get into Blender.

I'm very proud to present you this guide to Blender and wish you »Viel Spaß beim Lesen des Buchs und bei der Beschäftigung mit Blender!«

Ton Roosendaal, Blender-Entwickler
Eindhoven Dezember 1999