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Each skillset is taught hands on, and available online video tutorials (more than 5 hours) will guide you through Blender's trickier tasks. By the time you're done, you'll understand how the whole process fits together, and how to use Blender to create outstanding characters for all media.

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The "Learning Blender: A Hands-On Guide to Creating 3D Animated Characters" is a great book for learning and creating the 3D animation with Blender. Oliver Villar is the author of this book. Oliver Villar' is a master teacher taking you all the way from an idea and a crude sketch to a short finished animation.

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

Students will learn Blender through a simple approach: An introduction to Blender will familiarize the reader with the interface, controls, how to interact with objects, and how to edit them. Simple exercises drill the reader on the basics of Blender so they're ready to approach the full project. Each chapter takes the reader through a segment of the project, all the way through to completion.

, Learning Blender, 3rd Edition | Pearson

Learning Blender: A Hands-On Guide to Creating 3D Animated Characters. Defining the Face's Shapes After the blocking stage, in which we've already created the face's basic shape, we'll now go ahead and add some definition to the geometry. Figure 7.9

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