



Bounce, Tumble, and Splash!: Simulating the Physical World with Blender 3D

Tony Mullen

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Learn all about Blender, the premier open-source 3D software, in *Bounce, Tumble, and Splash!: Simulating the Physical World with Blender 3D*. You will find step-by-step instructions for using Blender's complex features and full-color visual examples with detailed descriptions of the processes. If you're an advanced Blender user, you will appreciate the sophisticated coverage of Blender's fluid simulation system, a review Blender's latest features, and a guide to the Bullet physics engine, which handles a variety of physics simulations such as rigid body dynamics and rag doll physics.

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