

# Blender

## Einführung 2

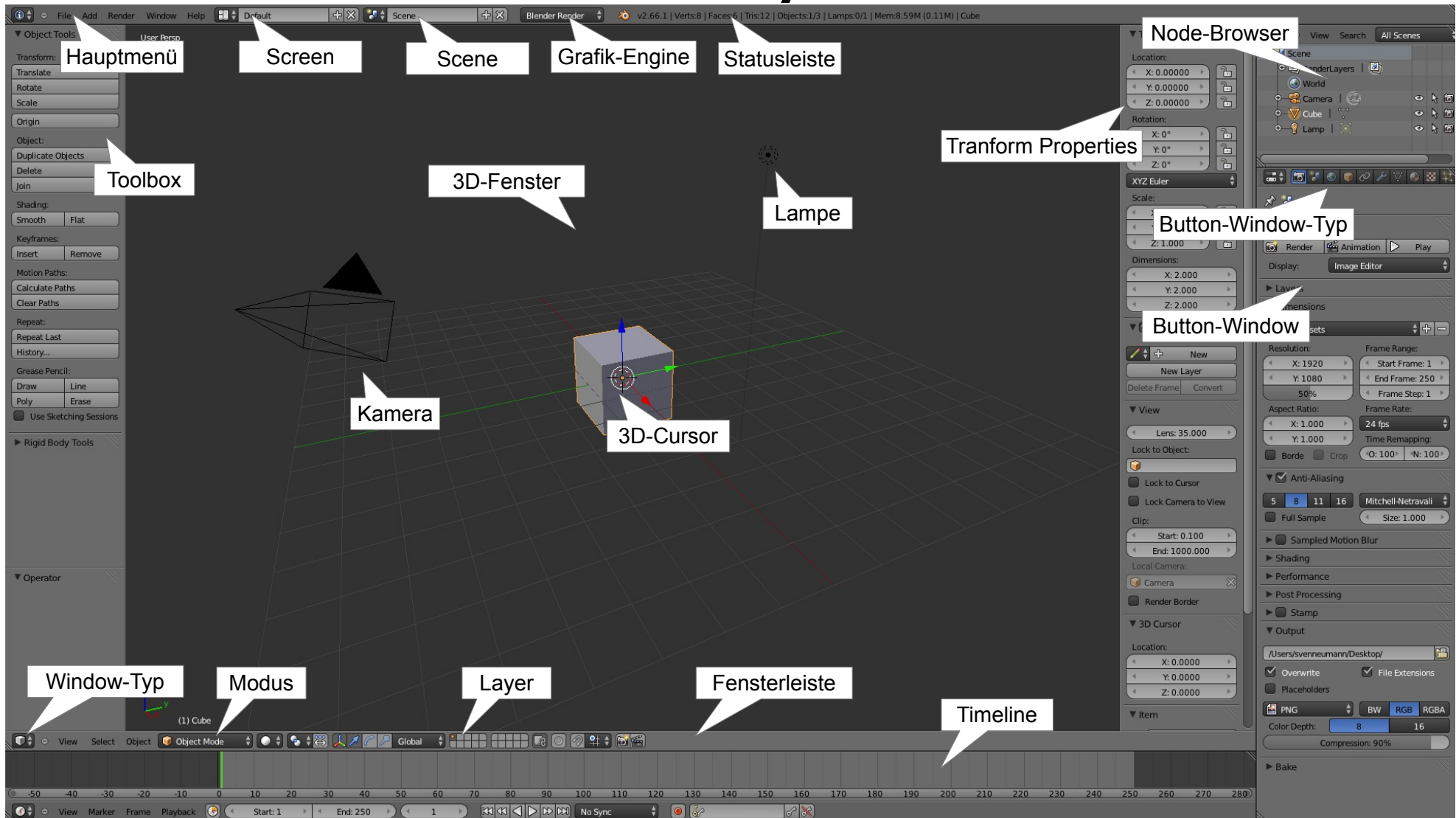
# Inhalt

- Was war letzte Woche
- Licht
- Material
- Texturieren

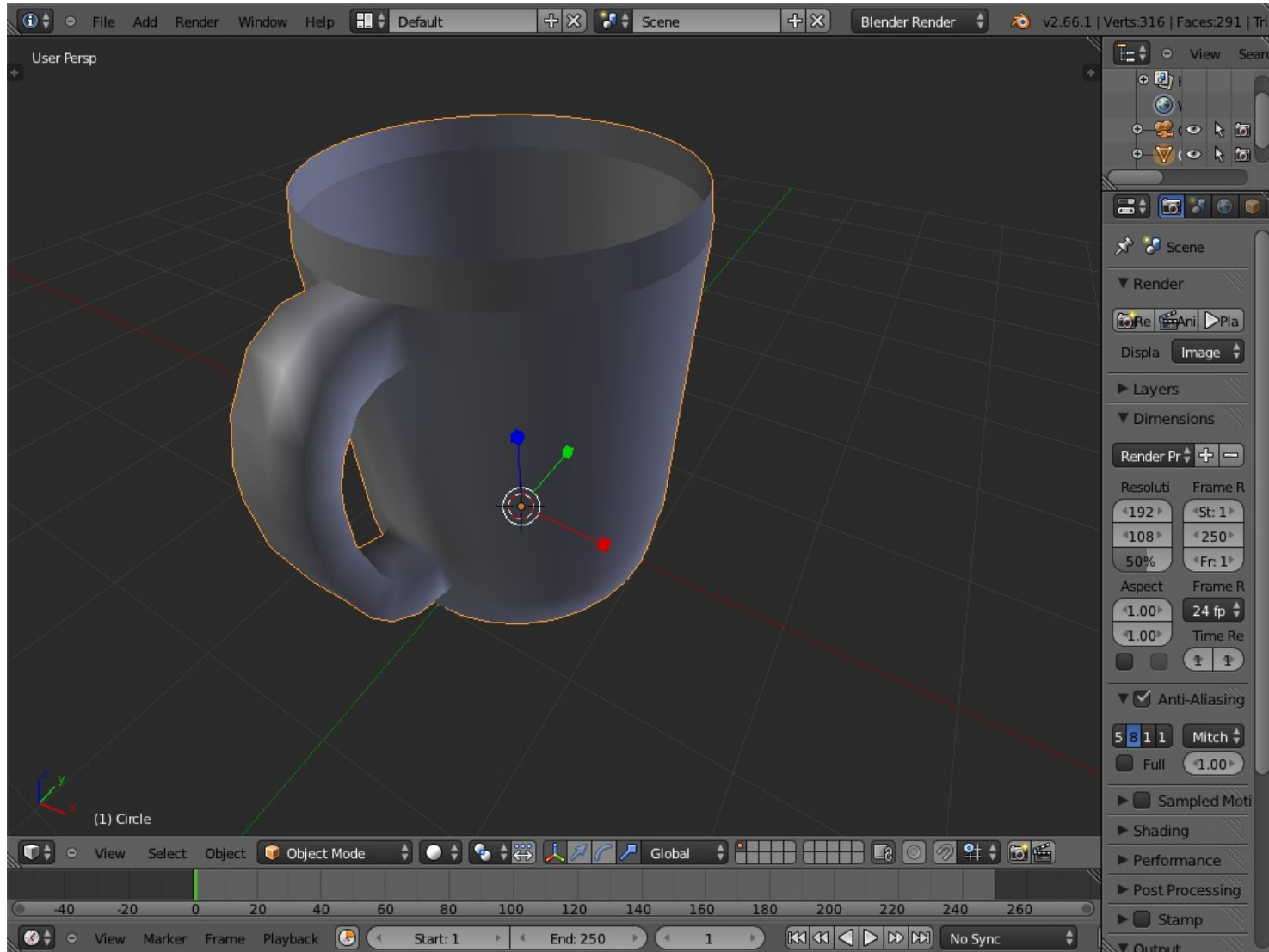
# Inhalt

- **Was war letzte Woche**
- Licht
- Material
- Texturieren

# Fenstersystem



# Das Ergebnis



# Inhalt

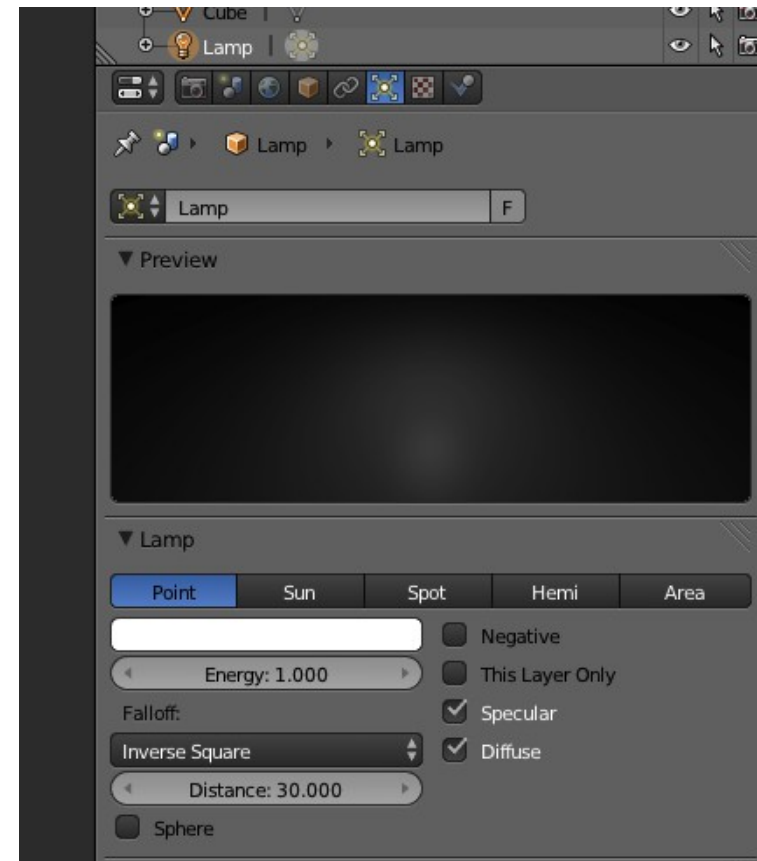
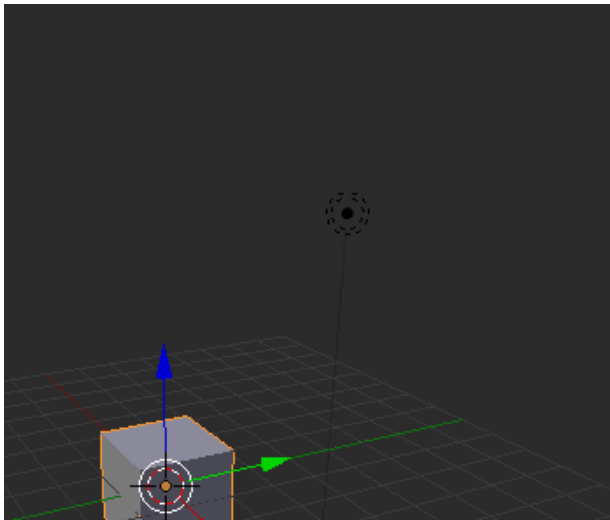
- Was war letzte Woche
- **Licht**
- Material
- Texturieren

# Inhalt

- Was war letzte Woche
- **Licht**
- Material
- Texturierens

# Licht

- Lamp
  - Pointlight



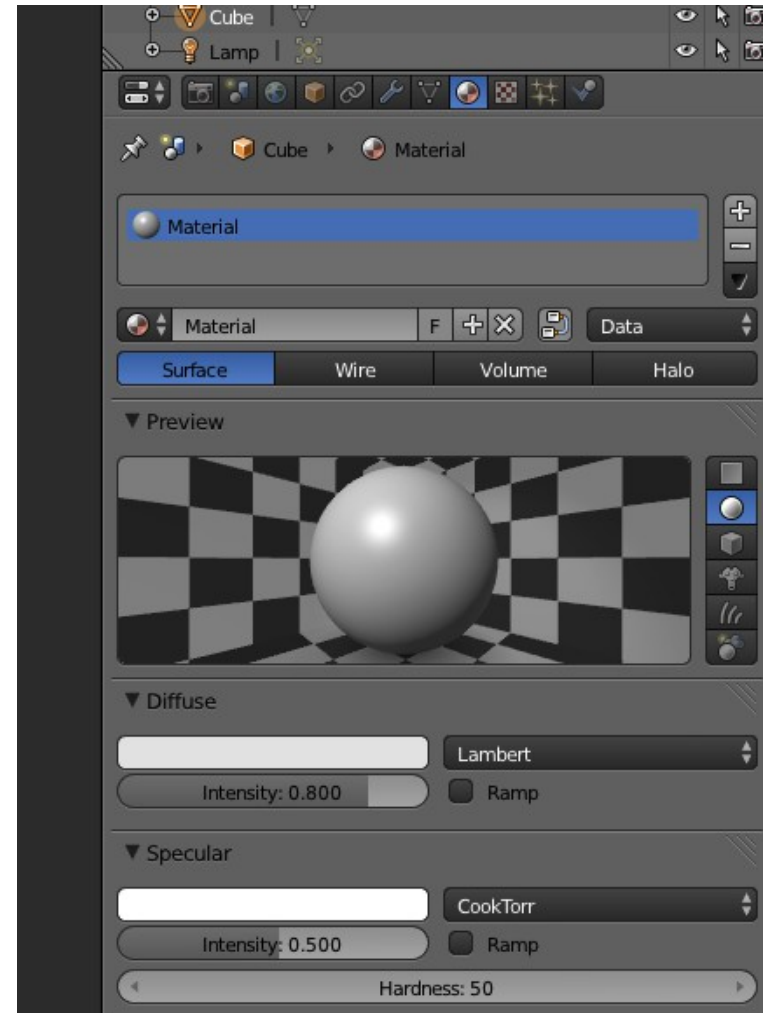


# Inhalt

- Was war letzte Woche
- Licht
- **Material**
- Texturieren
-

# Material

- Diffuse
- Specular

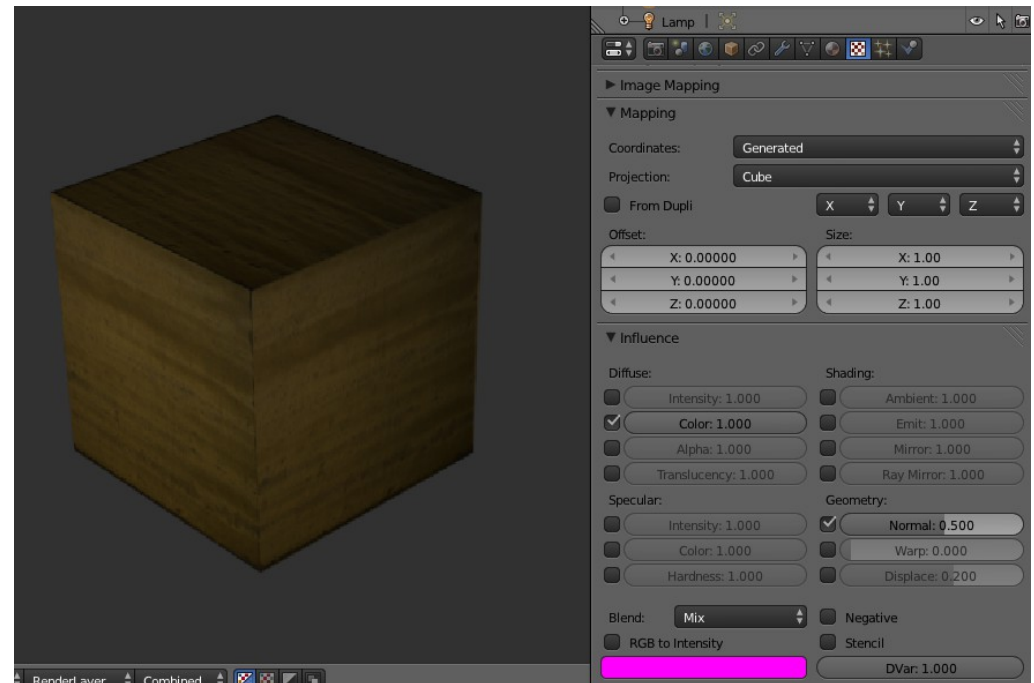


# Inhalt

- Was war letzte Woche
- Licht
- Material
- **Texturieren**
-

# Texture

- Type
  - Image and Movie



# Links

- Blender
  - <http://www.blender.org>
- Texturen
  - <http://www.cgtextures.com>
- Blue Prints
  - <http://www.the-blueprints.com>

Viel Spaß beim modellieren!

