Learning Blender
The Complete Guide to Blender Graphics
Computer Modeling and Animation
Seventh Edition
A Note by the Author

Learning Blender may be achieved by studying on-line tutorials many of which are **FREE**. There are also paid courses and books such as:

The Complete Guide to Blender Graphics

If you wish to learn Blender, be aware that the program is continually being improved, with additions incorporated and subsequent new versions of the program released at regular intervals.

Blender is an Open Source Application, **FREE** to be used by anyone for anything. The program is made available by **The Blender Foundation** based in Amsterdam and maintained by a dedicated group of professional developers who incorporate additions and improvements supplied by enthusiasts from the Blender Community.

Blender is **FREE** to download from: **www.blender.org**

Blender is yours forever, **FREE** to use for anything.

When studying any tutorial or book you should make note of the Blender version for which it has been written. New releases of Blender often incorporate subtle changes to the interface arrangement and operational procedures. If you are already conversant with Blender, using the latest version of the program will not prove difficult but for a new user it is advisable to download the Blender version which is applicable to the book or tutorial under consideration. Use earlier versions as a training exercise for the latest version of Blender.

Older Blender versions are found at :

https://www.blender.org/download/previous-versions/