

# Online Blender Tutorials for Beginners

There are many tutorials on the Internet and even books you can and will want to use to expand your knowledge of Blender. The Blender Foundation (<http://www.blender.org/>) is an independent non-profit corporation dedicated to maintaining and developing Blender. Blender's new users Manual (<http://www.blender.org/manual/>) can be found under the Support tab. This is an indispensable reference source that you will eventually want to become familiar with.

In addition to text and video tutorials on the Blender Foundation website, a search of the Internet will reveal an array of independent websites providing forums, blogs, news and tutorial dedicated to Blender. A search of YouTube or Vimeo will also reveal a plethora of video tutorials. But very few of these are dedicated to using Blender to make Trainz assets. In some of these tutorials Blender will look different. That is because they were made before Blender underwent a major change in its interface with version 2.50.

The following is a list of online courses, video tutorials and books that the beginner may find helpful. This is not an exhaustive list but rather ones (except where noted) that I have used and have some familiarity with.

I started with James Chronister's Blender Basics, Classroom Tutorial Book (<http://www.cdschools.org/Page/455>) because it has a tutorial that builds as you go from chapter to chapter. Hands-on, I think, is the best way of learning and having one project to work on keeps you focused. Proceeding as far as the end of chapter 4 will give what you the basics of what need to use Blender to make Trainz assets.

When I got a little ways into reading about Blender I found John Blain's An Introduction to Blender 3D, A Book for Beginners ([http://download.blender.org/documentation/pdf/John%20M%20Blain%20-%20An%20Introduction%20To%20Blender%203D%20-%20A%20Book%20For%20Beginners%20\(2011\).pdf](http://download.blender.org/documentation/pdf/John%20M%20Blain%20-%20An%20Introduction%20To%20Blender%203D%20-%20A%20Book%20For%20Beginners%20(2011).pdf)) a clear introduction to follow.

Next, I focused on some of the features of Blender's interface using Neal

Hirsig's Blender 3D Design Course (<http://gryllus.net/Blender/3D.html>).

There are few sources of Blender tutorials specifically aimed a using Blender to make Trainz assets.

## **Trainz/Tutorials for Blender WikiBook**

This is an indispensable source of information for creating different types of Trainz assets.

[https://en.wikibooks.org/wiki/Trainz/Tutorial\\_for\\_Blender](https://en.wikibooks.org/wiki/Trainz/Tutorial_for_Blender)

## **How To/Export from Blender**

This site provides the Blender exporter file and Trainz importer file and instruction on how to install them

[http://online.ts2009.com/mediaWiki/index.php/HowTo/Export\\_from\\_Blender](http://online.ts2009.com/mediaWiki/index.php/HowTo/Export_from_Blender)

## **44090 Digital Models**

Paul Hobbs has recently ungraded his tutorials on using Blender to make locomotive for Trainz to Blender version 2.49b with the new interface.

<http://44090digitalmodels.co.uk/tutorials/index.html>

## **N3V Games Content Creation website**

This is a valuable website for “How to” information on a number of topic specific to Trainz.

[http://online.ts2009.com/mediaWiki/index.php/Content\\_Creation](http://online.ts2009.com/mediaWiki/index.php/Content_Creation)

## **N3V Games Material Types**

Material types specific for Trainz are described along with the mandatory identifying suffixes.

[http://online.ts2009.com/mediaWiki/index.php/Material\\_Types](http://online.ts2009.com/mediaWiki/index.php/Material_Types)

# **List of Online Tutorials, Books and Videos for Beginners Online Courses**

## **Blender Basics – 4<sup>th</sup> Edition**

by James Chronister (2011)

<http://www.cdschools.org/Page/455>

## **Blender 3D Design Course**

By Neil Hirsig (2013)

<http://gryllus.net/Blender/3D.html>

## Video Tutorials

### Getting Started with Blender

by CG Cookie

<https://cgcookie.com/course/blender-basics/>

### Blender 3D for Beginners

by vscorpianc (2013)

[https://www.youtube.com/watch?v=djqTrDsGHaE&list=PLP3-5QSIC-VfO\\_CRu5Q9Wa3o\\_Wv6opUs0](https://www.youtube.com/watch?v=djqTrDsGHaE&list=PLP3-5QSIC-VfO_CRu5Q9Wa3o_Wv6opUs0)

## Books

### Blender For Dummies

by Jason Van Gumster (2011)  
(not personally acquainted with)

<http://www.amazon.com/Blender-For-Dummies-Jason-Gumster/dp/0470584467>

### An Introduction to Blender 3D – A Book for Beginners

By John M Blain (2011)  
(Freely downloadable .pdf)

[http://download.blender.org/documentation/pdf/John%20M%20Blain%20-%20An%20Introduction%20To%20Blender%203D%20-%20A%20Book%20For%20Beginners%20\(2011\).pdf](http://download.blender.org/documentation/pdf/John%20M%20Blain%20-%20An%20Introduction%20To%20Blender%203D%20-%20A%20Book%20For%20Beginners%20(2011).pdf)

### The Complete Guide to Blender Graphics 2<sup>nd</sup> Edition

by John M. Blain (2015)  
(Not personally acquainted with but appears to be an update or extension of the freely available **An Introduction to Blender 3D – A Book for Beginners**)

[http://www.amazon.com/Complete-Guide-Blender-Graphics-Second/dp/1482216639/ref=sr\\_1\\_1?s=books&ie=UTF8&qid=1440108665&sr=1-1&keywords=The+Complete+Guide+to+Blender+Graphics+2nd+Edition](http://www.amazon.com/Complete-Guide-Blender-Graphics-Second/dp/1482216639/ref=sr_1_1?s=books&ie=UTF8&qid=1440108665&sr=1-1&keywords=The+Complete+Guide+to+Blender+Graphics+2nd+Edition)

**Blender Foundations The Essential Guide to Learning Blender 2.6**

by Roland Hess (2010)

(not personally acquainted with)

[http://www.amazon.com/Blender-Foundations-Essential-Guide-Learning/dp/0240814304/ref=pd\\_sim\\_14\\_3?ie=UTF8&refRID=1AF0AD0DT41YHJ9GK1S6](http://www.amazon.com/Blender-Foundations-Essential-Guide-Learning/dp/0240814304/ref=pd_sim_14_3?ie=UTF8&refRID=1AF0AD0DT41YHJ9GK1S6)

**Learning Blender: A Hands-On Guide to Creating 3D Animated Characters 1<sup>st</sup> Edition**

By Olliver Villar (2014)

<http://www.amazon.com/Mastering-Blender-Tony-Mullen/dp/1118275403>

**Blender 3D Basics**

By Gordon C. Fisher (2012)

(not personally acquainted with)

<http://www.amazon.com/Mastering-Blender-Tony-Mullen/dp/1118275403>