ENTER

Introduction to 3D modelling in Blender

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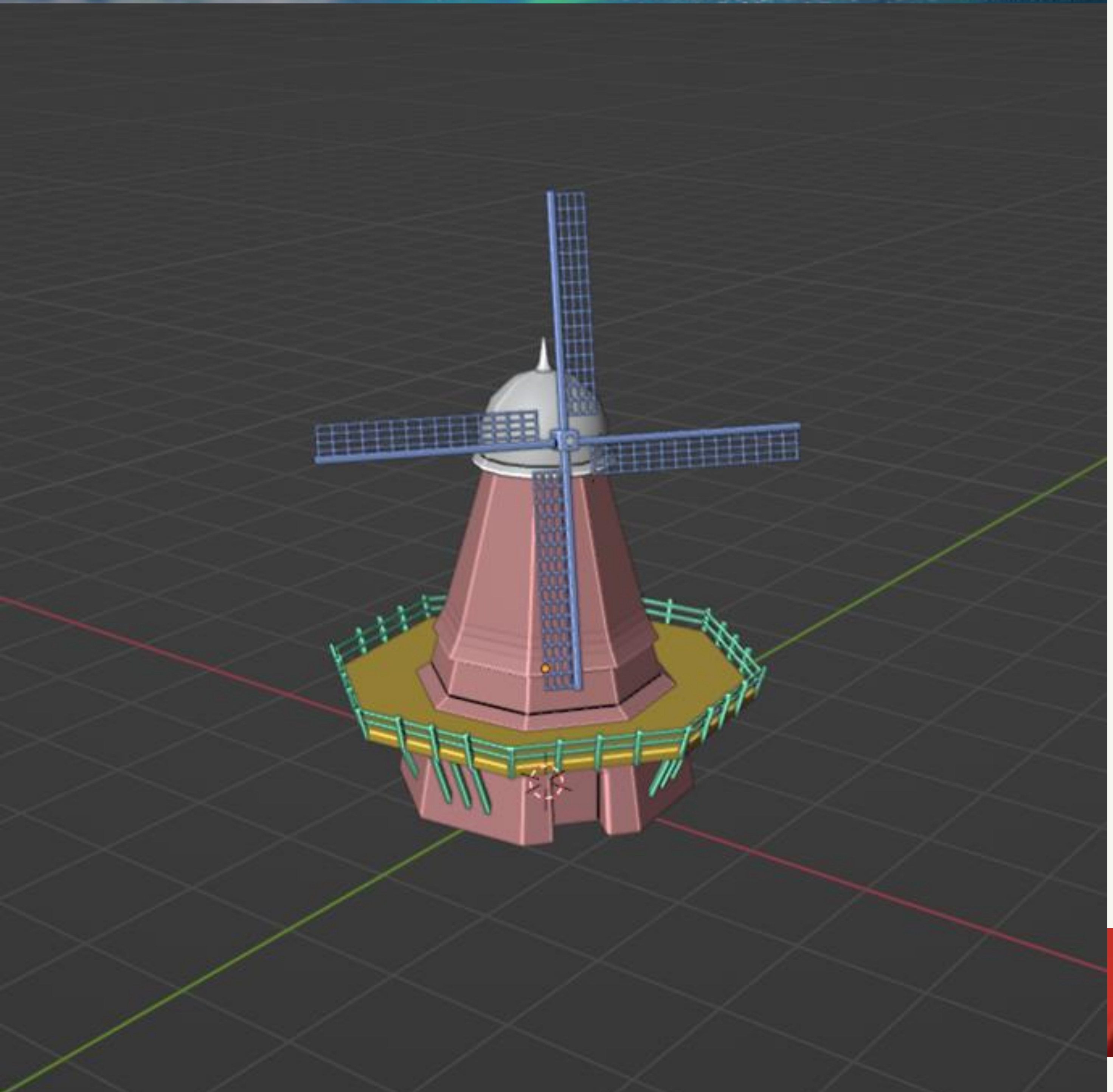


BLENDER

Introduction to 3D modelling with Blender’s software

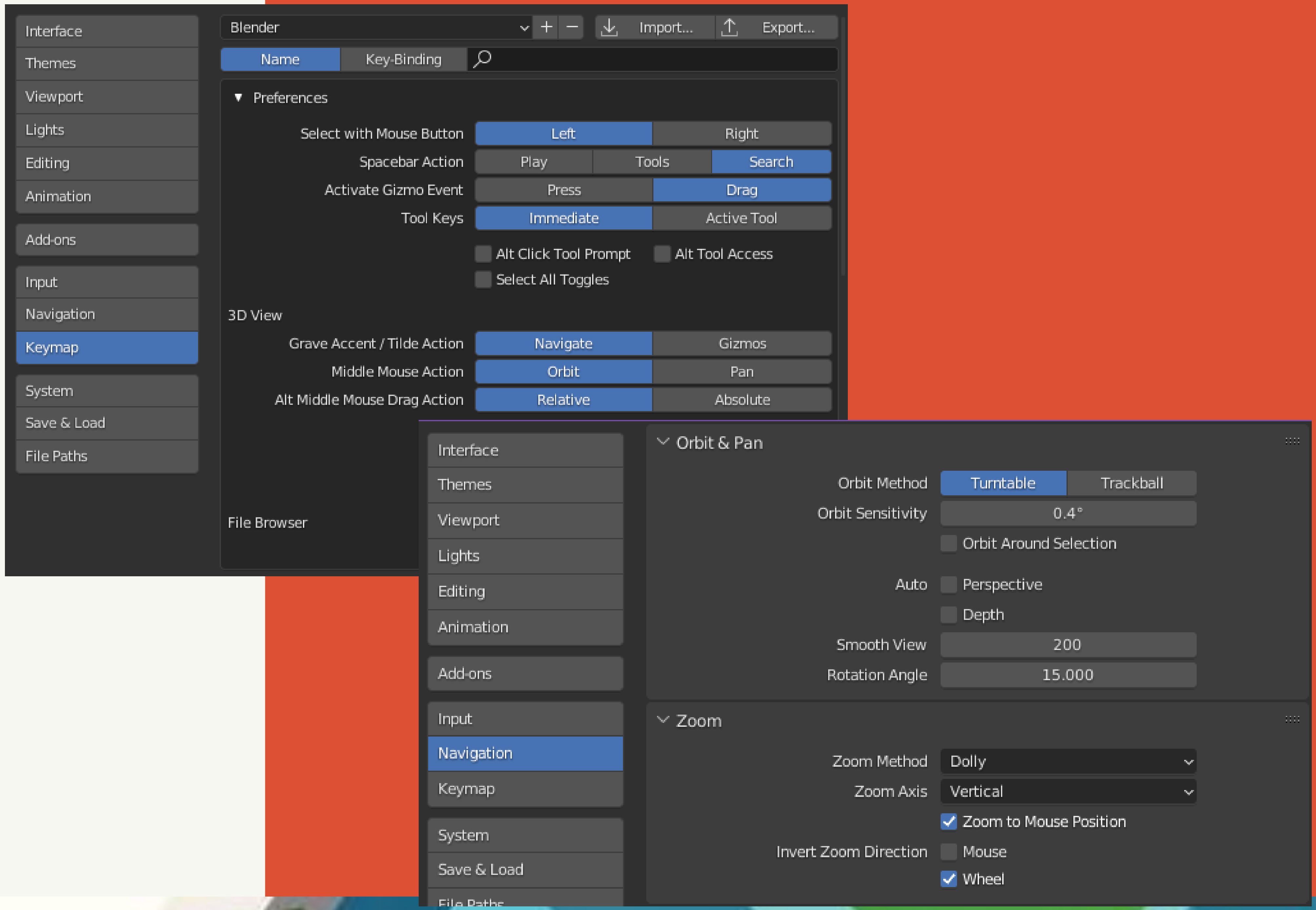
https://www.blender.org

INTERFACE

Setting up your Blender:

- No “Auto-perspective”
- Zoom to Mouse Position
- Spacebar for Search

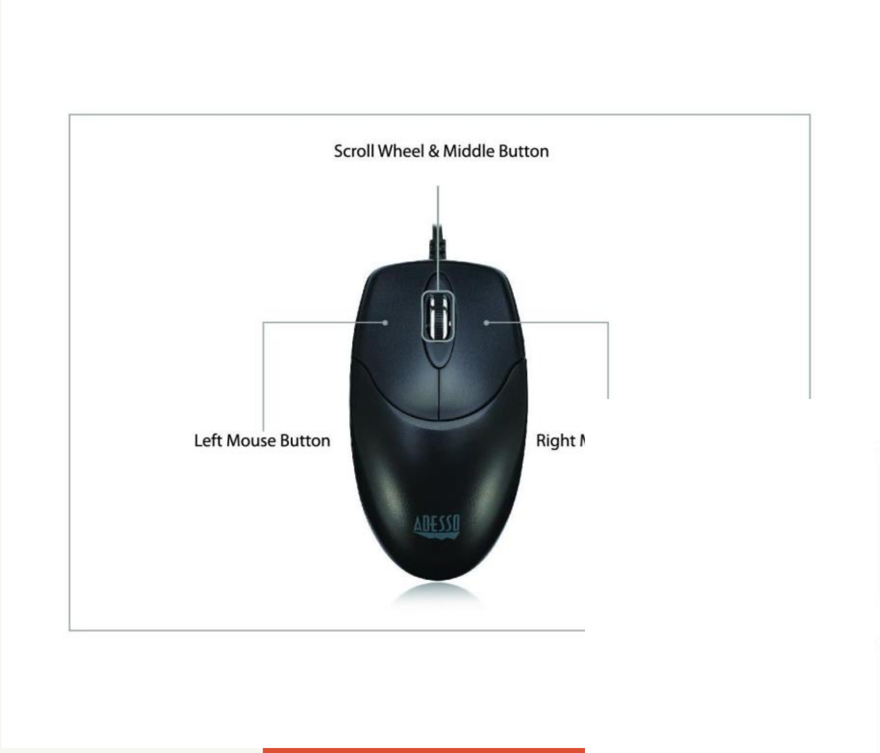
To make our experience more comfortable, is strongly recommended to change these preferences

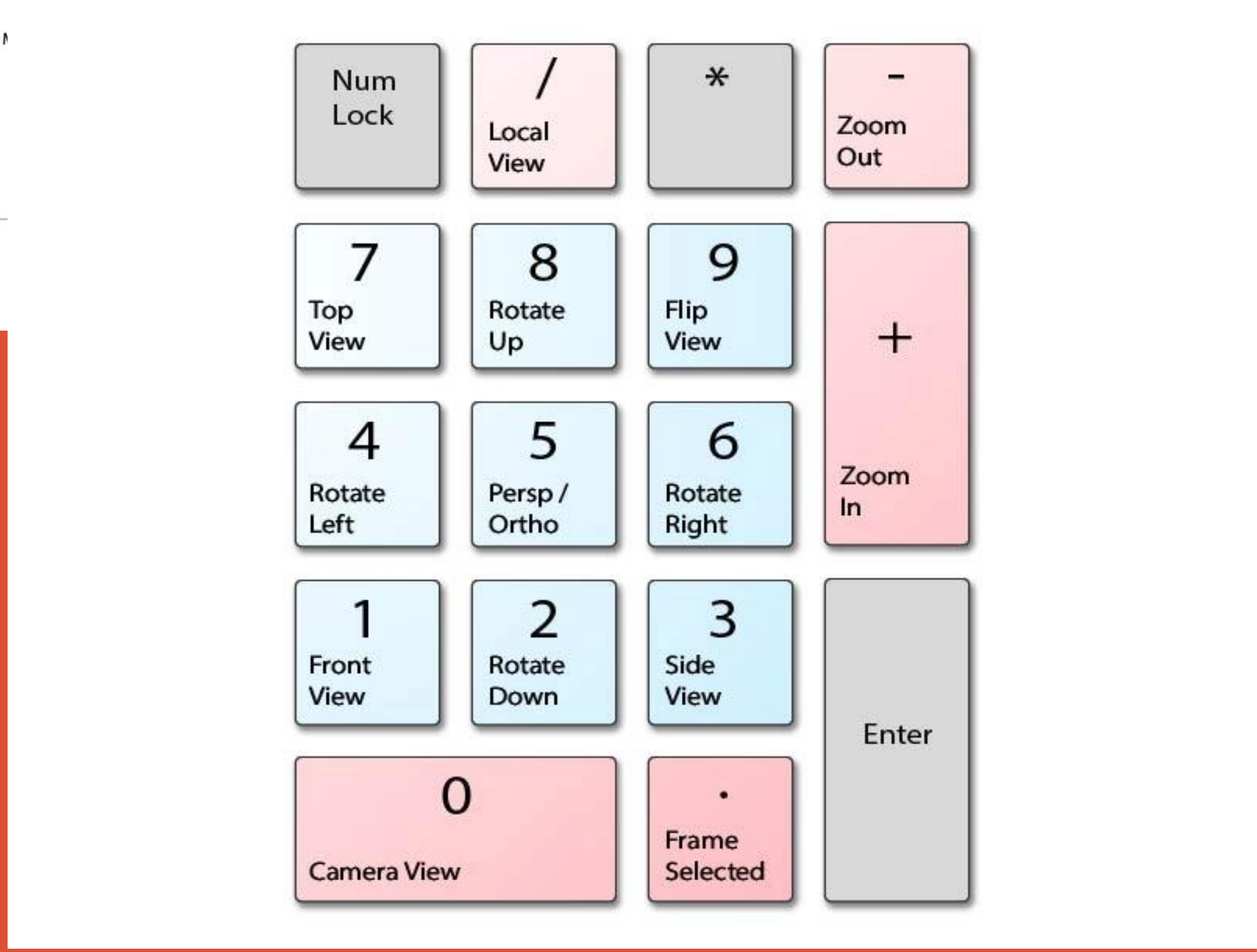


INTERFACE

Navigating through your workspace

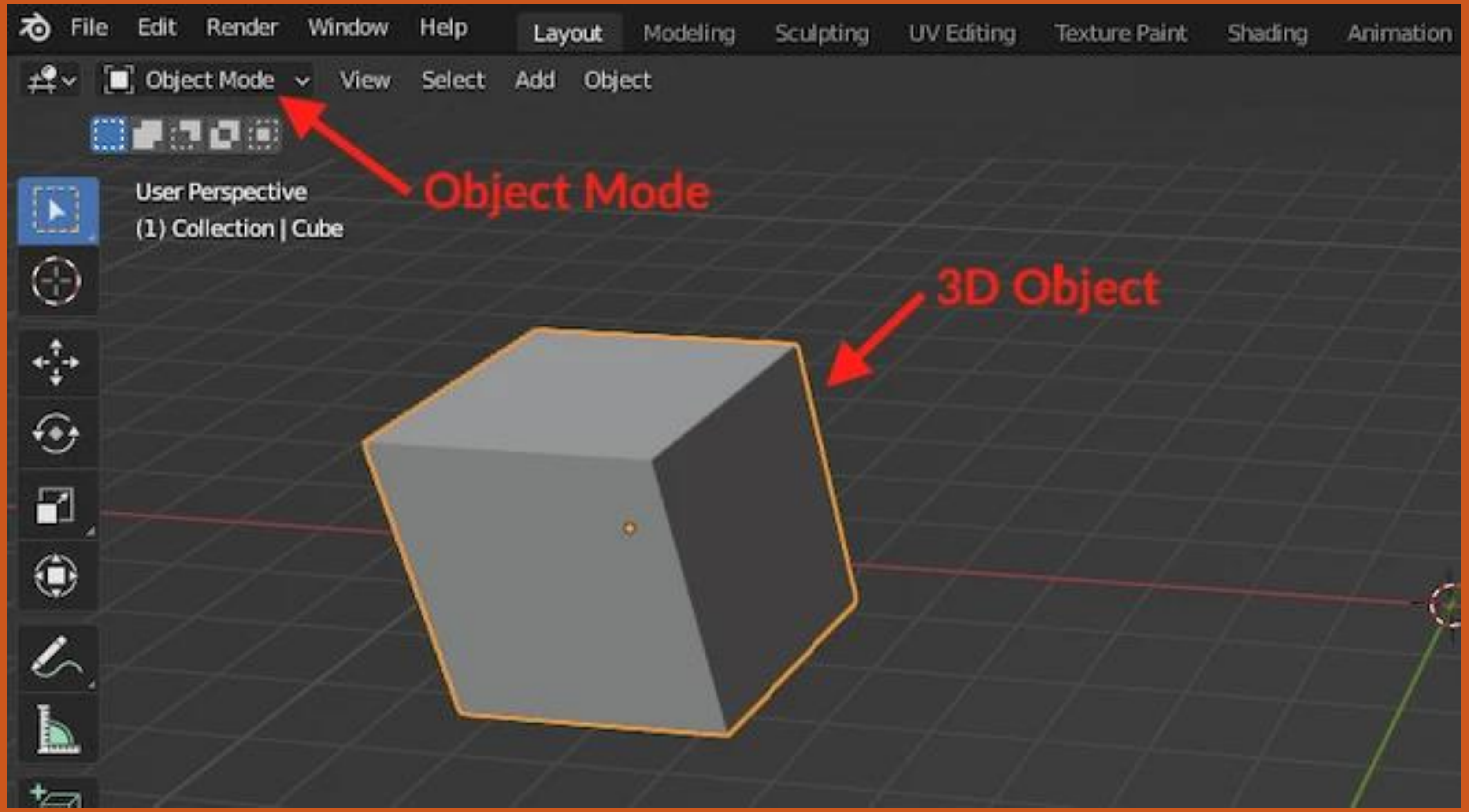
- Camera controls with mouse
  - Panning
  - Rotating
- Camera controls with numpad
  - Perspective/Orthographic views
  - Front/Side/Top views



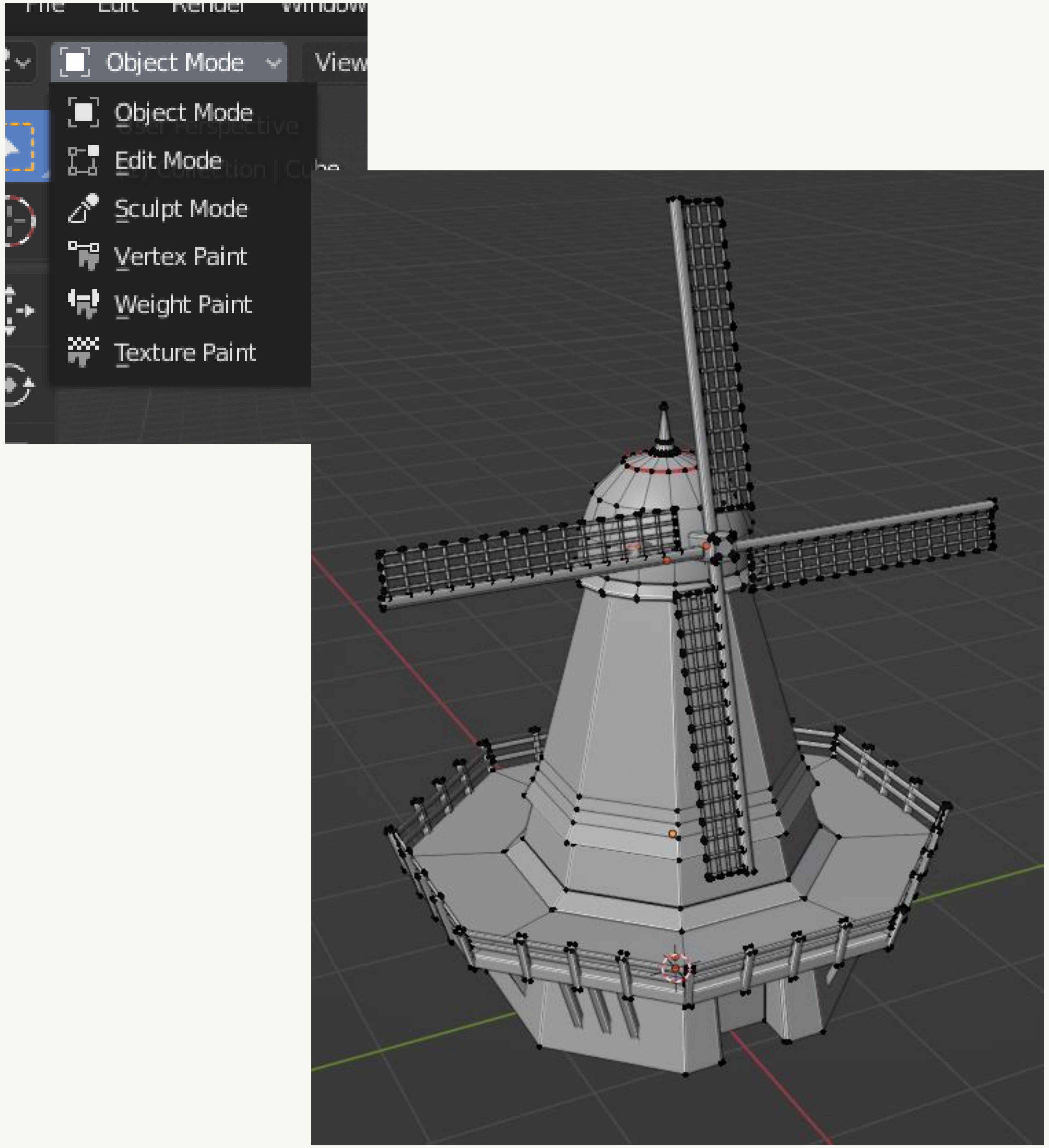


MANIPULATING 3D OBJECTS

Transform an object's location, rotation or scale in "object mode".



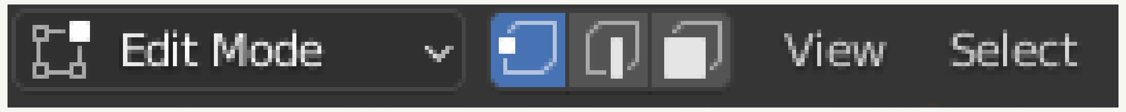
- OBJECT TRANSFORMATIONS:
  - Move (shortcut: G)
  - Rotate (shortcut: R)
  - Scale (shortcut: S)
- LOCKING AXIS
  - Using keyboard shortcuts (x, y, z)
  - MiddleMouse Button



EDIT MODE

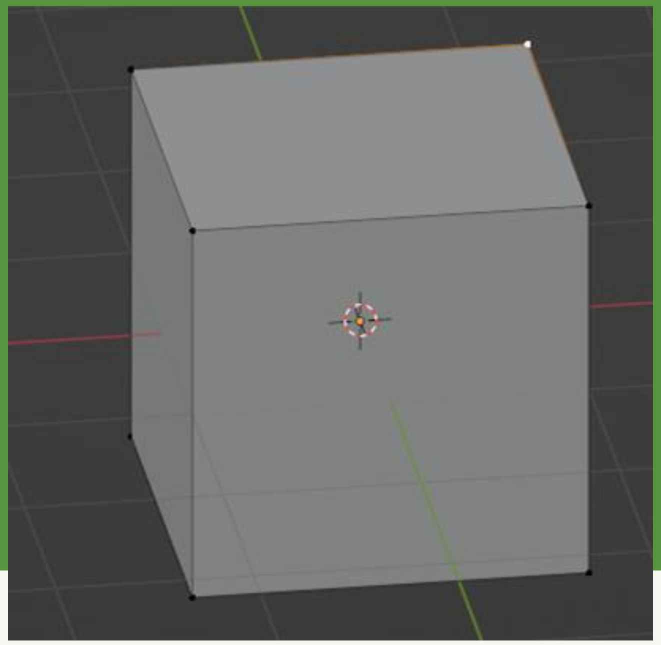
Learn how to edit your object’s shape by modifying it’s vertices, edges and faces

What makes an object?



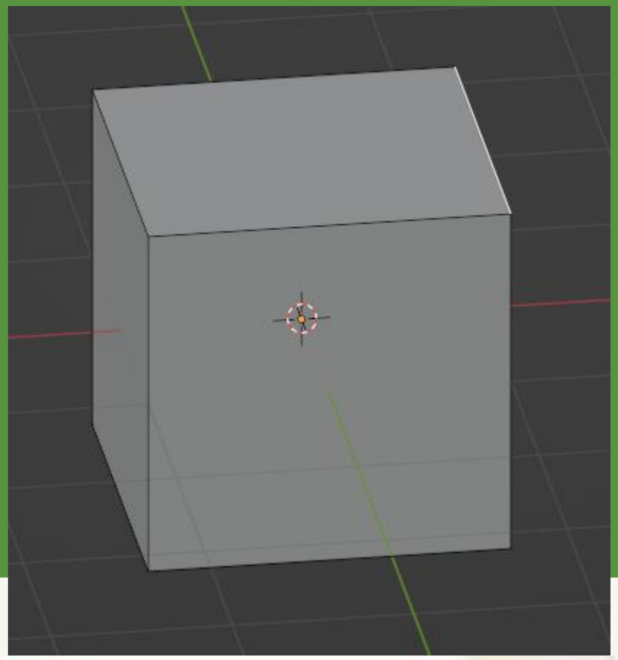
VERTICES

Single dot of coordinates



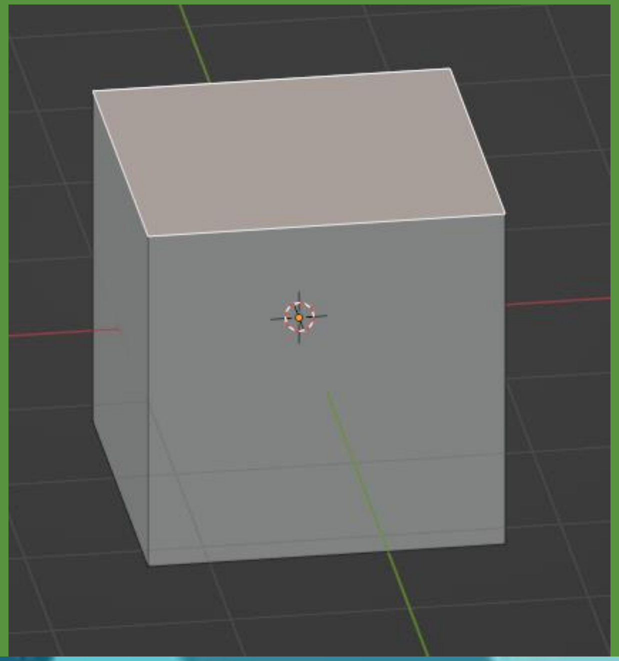
EDGES

Line connecting two different dots

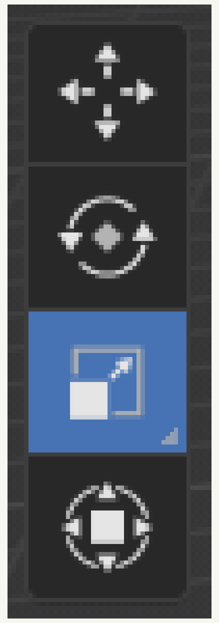


FACES

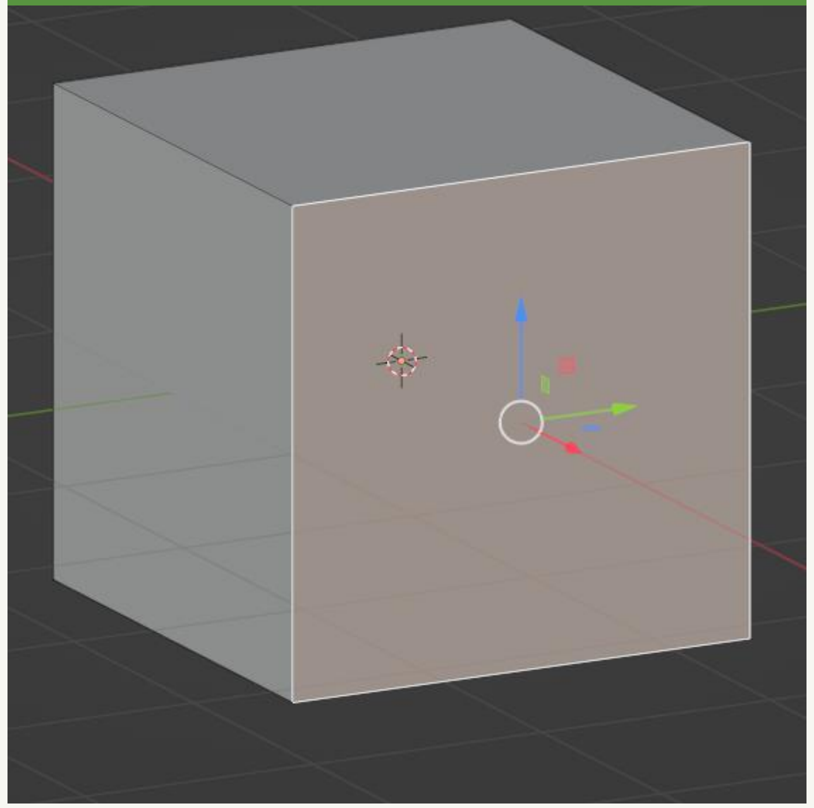
Polygon connecting a group of edges



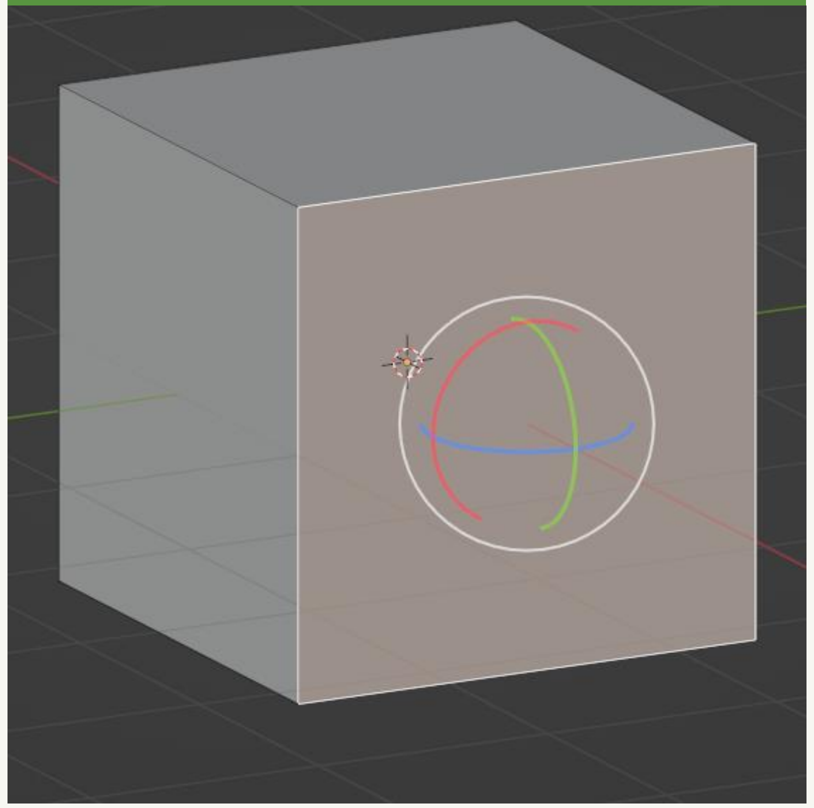
TRANSFORMING THE SHAPE



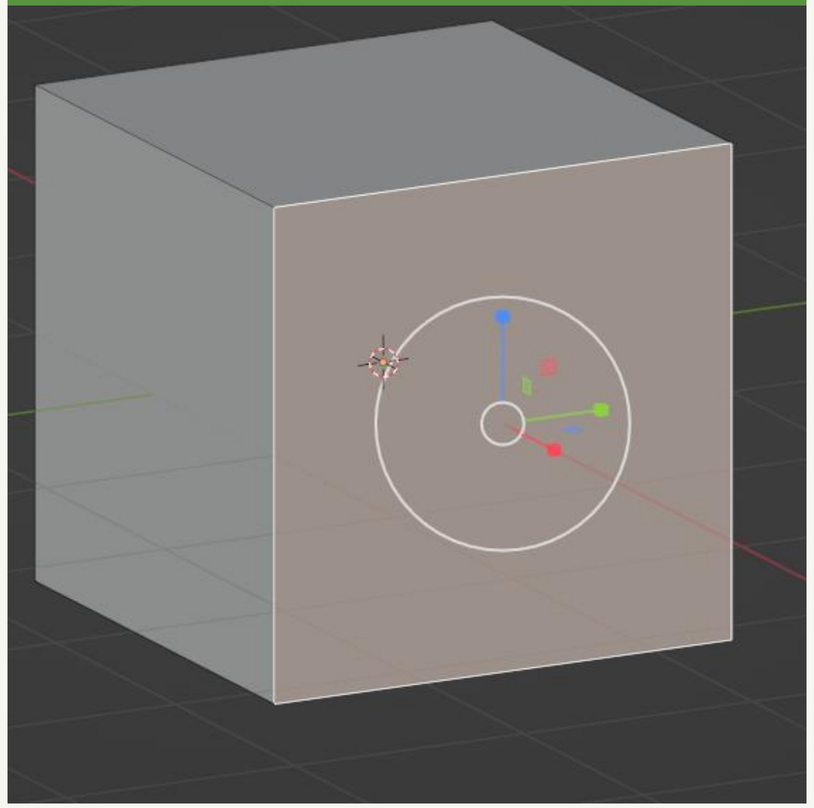
MOVING “G”



ROTATING “R”

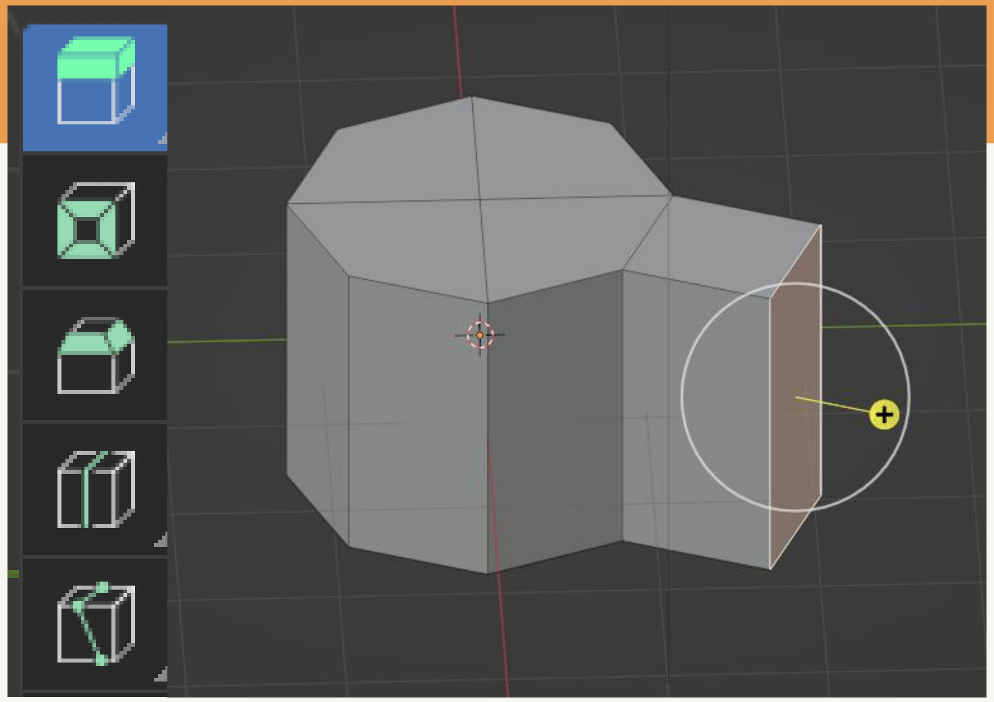


SCALING “S”

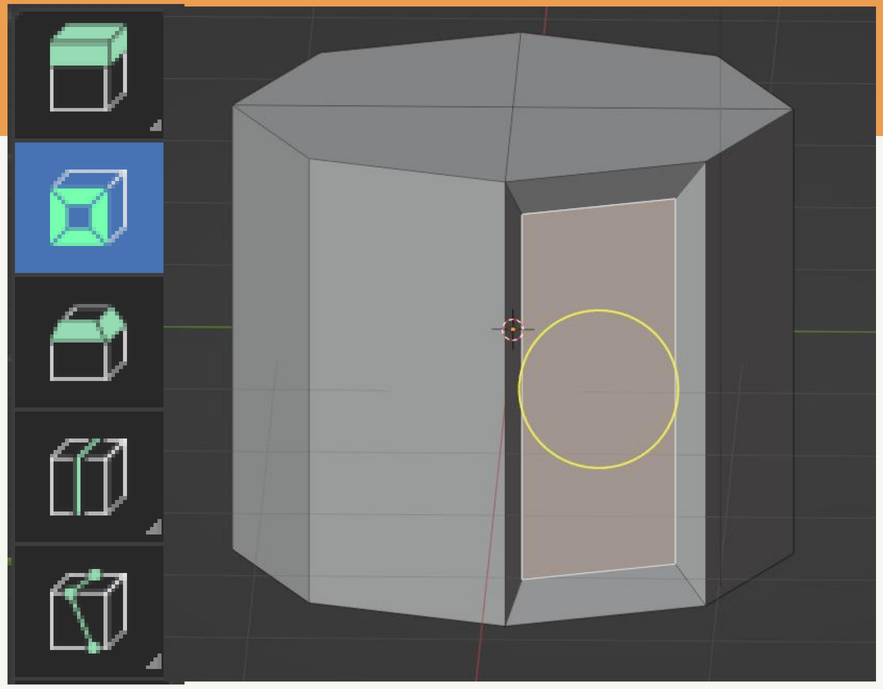


BASIC MODELLING TOOLS

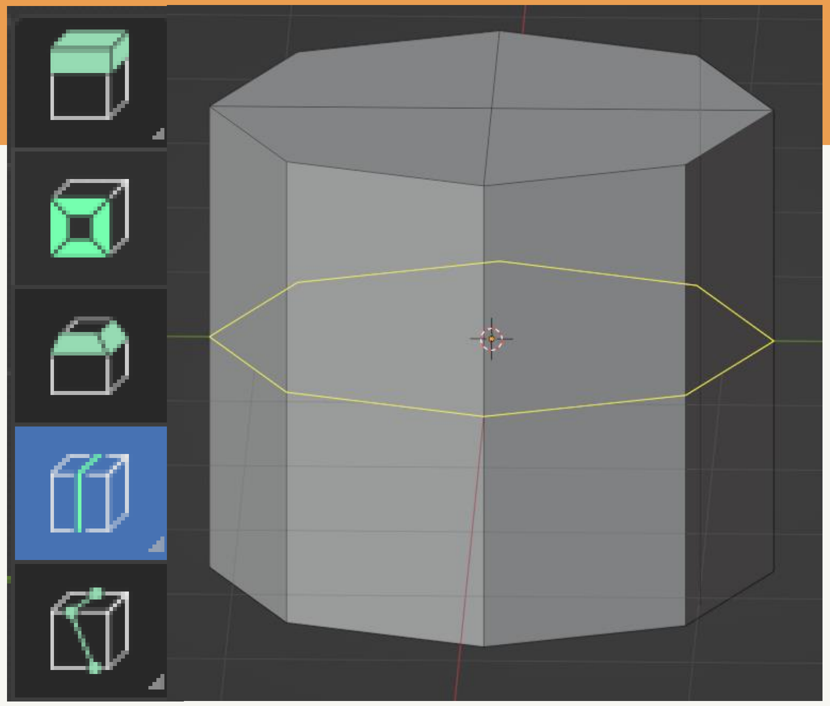
EXTRUDE



INSERT

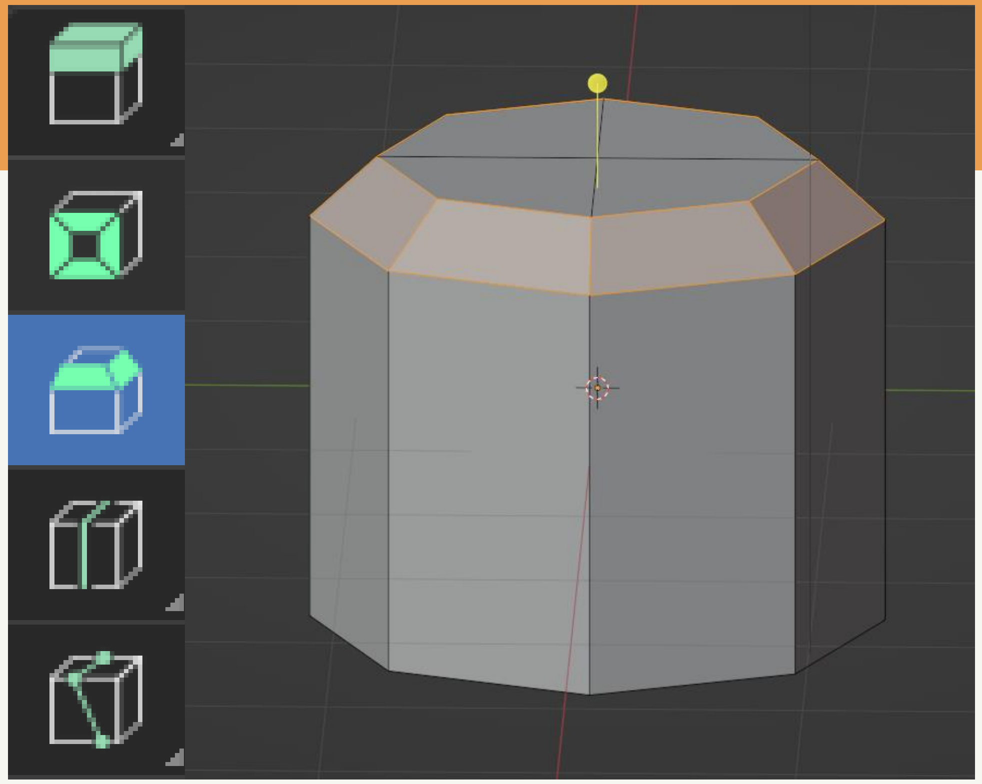


LOOP CUT

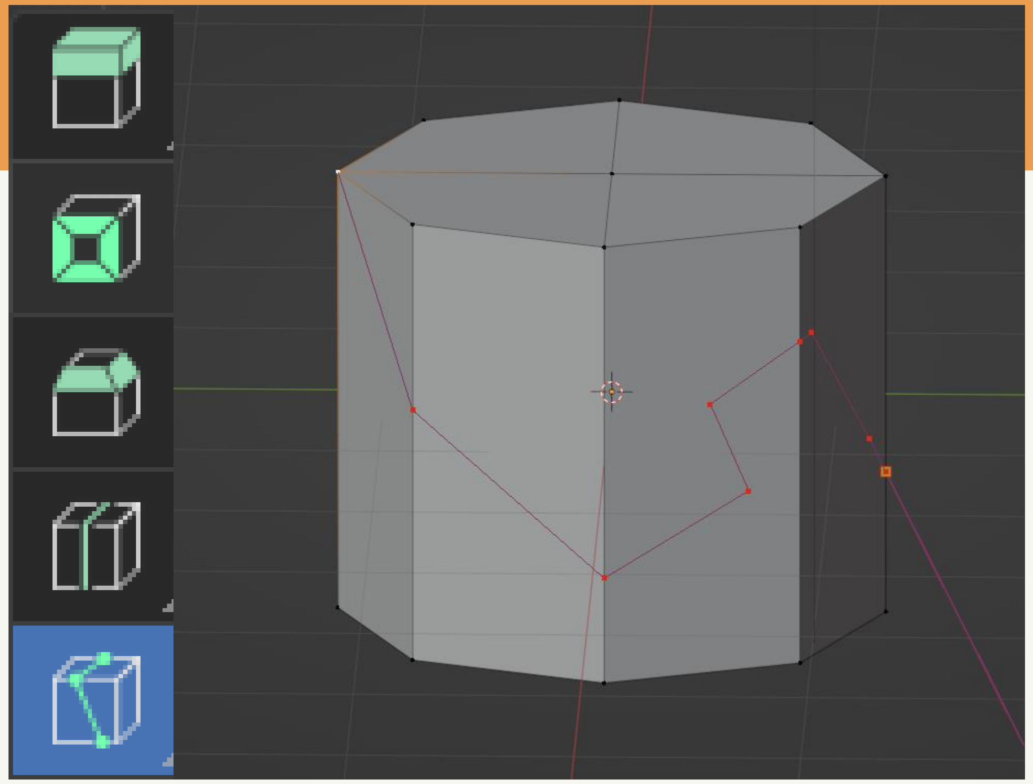


BASIC MODELLING TOOLS

BEVEL



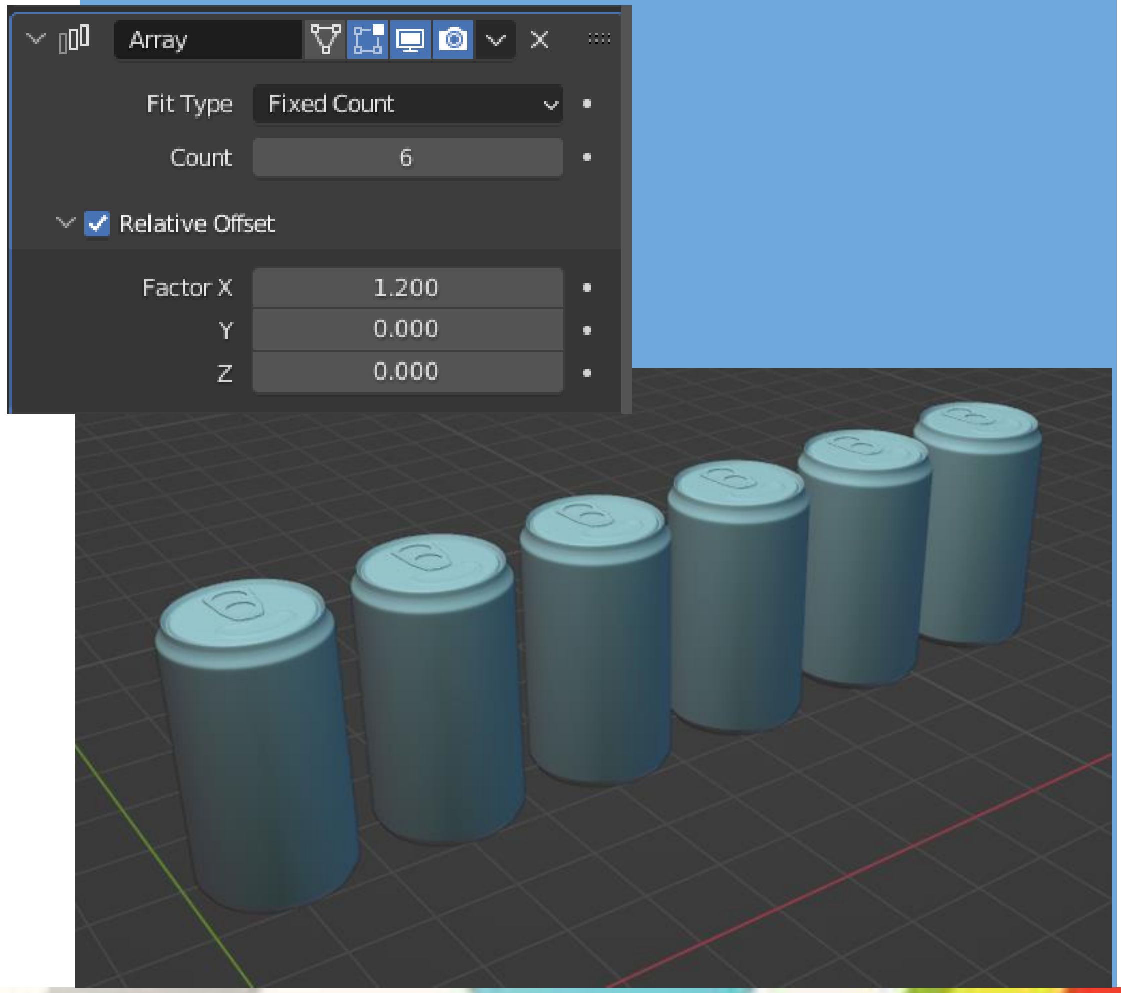
KNIFE



MODIFIERS

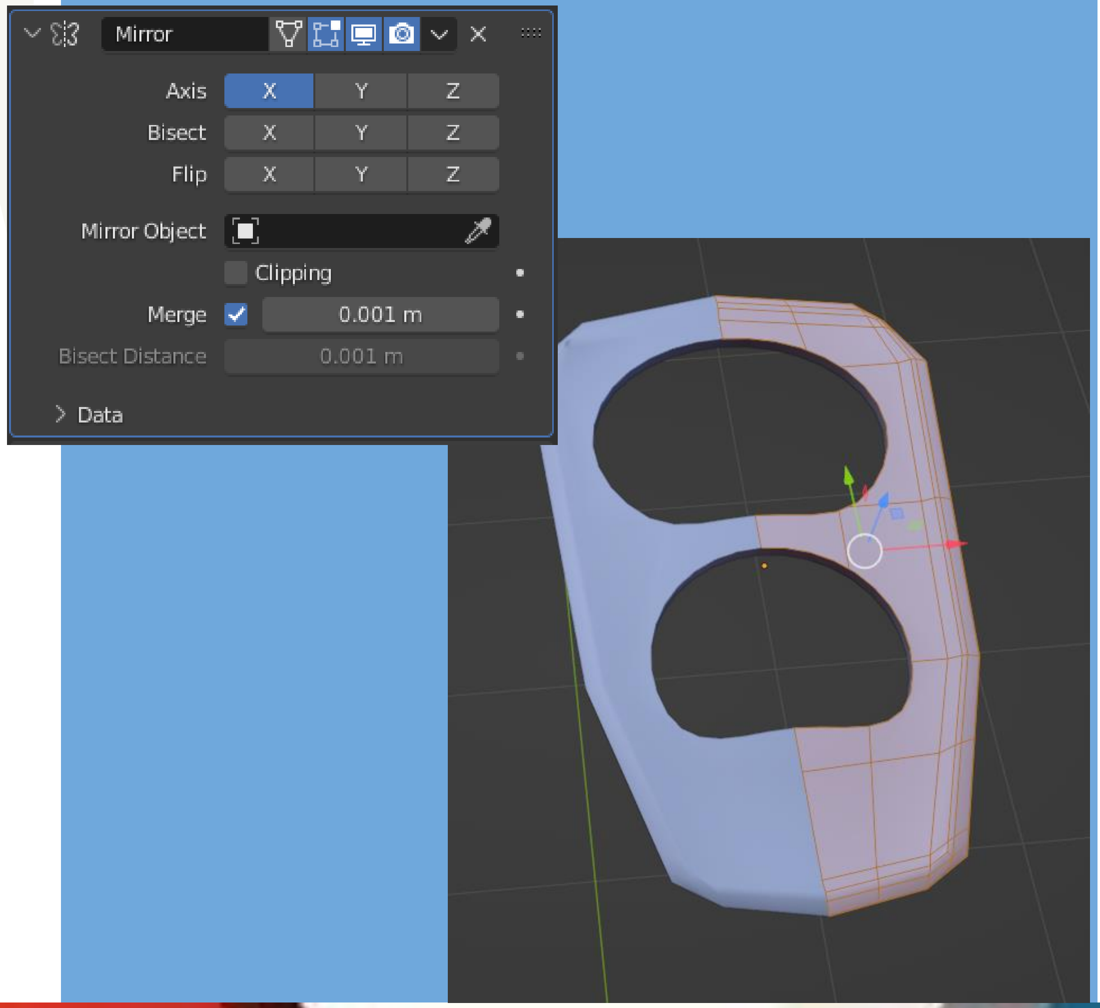
ARRAY

Repeat the same shape multiple times



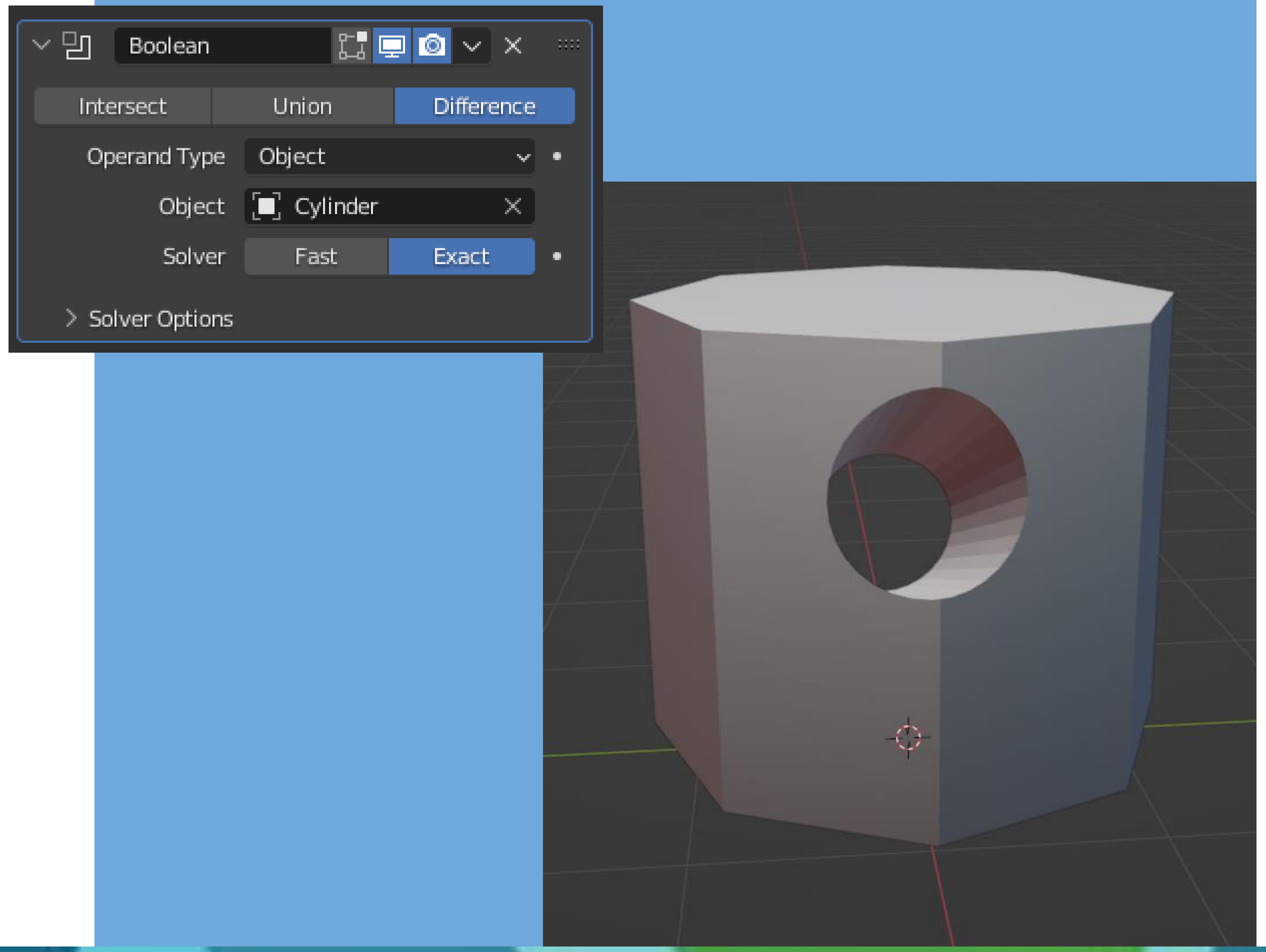
MIRROR

Mirror a shape on 1 or more axis



BOOLEAN

Add, Substract or Intersect 2 or more shapes together



EXPAND YOUR KNOWLEDGE

Practice using references.

Watch and follow tutorials.

Try new tools, don’t be afraid!

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