

Blender

15th- 18thf Lecture - Blender

Tuesday, 14 May 2024 13:10

3rd lecture

4th lecture

5th lecture

6th - 9th -...

7th lecture

8th lecture

10th lecture

11th Lectur...

14th Lecture

15th- 18thf...

16th Lecture

17th Lecture

19th Lecture

User Test

Podcast to...

20th Lectur...

Add page

- Capable of modelling, animating, rendering, and post production
- It's dutch
- Menu
 - Up left side
- Mode selection
- Toolbox
- View Presets
 - Up right side
- Viewport Shading
- Outliner
- Properties
- Timeline
- Viewpor
- Save often bc it's always crashing
- When you open
 - choose blender shortcuts
 - Industry compatible Maya / 3DS MAX
 - Select with Right
 - Select search
- Rotate - R
- Scale - S
- Move - G
- Delete - X
- Select all - A
- Edit mode - Tab
- To add additional geomatry then press - E
 - In edit mnode also you can do it on the left side
- Inset - I
- Loop cut
 - Edge loop
 - You can seperate a block
- Bevel - B
- Duplicate - Shift D
- Object
 - To add new object
- or Edit mode (you can change it up on the left side)
 - 2st cube
 - You can move the edges
 - If you click 2 you can change
 - 1nd
 - Csucsot mozgatja
 - If you click 1 you can change
 - 3rd
 - Oldalt mozgat
 - If you click 3 you can change
- Preferences - key map
 - Spacebar - searchg
- With shift you can select more

