1. Blender's Interface

Blender interface consists of one workspace divided into multiples windows. Each window displays a part of your scene's data. The type of the data that a window displays is indicated in the window's header.

You can change the type of a window at any time by clicking the header's left button.

To add or delete windows, right click on a window separator.

You can resize your windows by grabbing a window separator.

You can access preferences by pulling down the top header.

You can set the current layout as default with **Ctrl – U**

Tools and actions relative to a window are always available in the window's header.
Hotkeys and actions are always relative to the "active window". The active window is simply the one under your cursor.

Blender   X

3D window
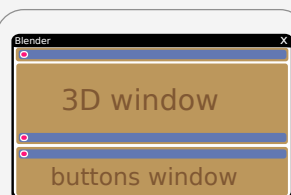
buttons window

blender's default screen setup consists of three windows, can you spot them all ?

Hint : pull down the top header.
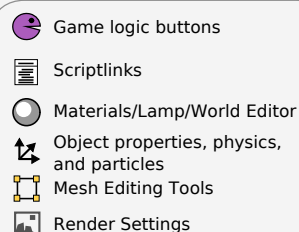
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2. Navigate the 3D view

You can rotate the 3D View with **Middle Mouse Button** (MMB). You can pan the 3D View with **Shift – MMB** You can zoom with the mouse wheel and **Ctrl – MMB** If you dont have a MMB, you can use **ALT–LMB** instead.

The Numpad also allows you to navigate the 3D view :
– **7,1,3** sets the view to Top,Front,Side
– **8,2** rotates Up/Down
– **4,6** rotates Left/Right
– **5** switches between Orthogonal and Perspective view

All those controls and more are also available in the view menu located in the 3D View header

3. Navigate the Button Window

You can access different button categories with the icons along the button window's header. Each category regroups buttons that shares the same use.

- Game logic buttons
- Scriptlinks
- Materials/Lamp/World Editor
- Object properties, physics, and particles
- Mesh Editing Tools
- Render Settings

– Each buttons categories has also subcategories.
– You can scroll panels with (**Shift**)–**Mousewheel**
– You can zoom panels with **Ctrl–Mousewheel**
– You can organize panels with Drag&Drop
– It is possible to align panels vertically with **RMB**

4. Manage 3D objects

The default scene is composed of a cube, a lamp, and a camera. You can select any of these objects with **RMB**. You can select multiple objects with **shift–RMB** You can deselect/select all with "**A**"

To move those objects, just click with LMB on the 3D widget. You can change the widget mode to rotate / scale by activating the coresponding icons in the 3D view header.

You can also use **G,R,S** as hotkeys for Move, Rotate, Scale.

Each object is associated to a little dot that represents it's center. You can change the center position in the object properties (Object buttons)

The red and white cross is the 3D cursor, you can set it's position with **LMB**. This cursor is used as a 3D reference point.

You can add new objects by pressing "**space**" and then go to "add" menu.

You can duplicate objects with **Shift–D**, and link duplicate them with **Alt–D**

- Mesh
- Object center
- Lamp
- 3D Cursor
- Camera
- Curve
- Armature / Bone

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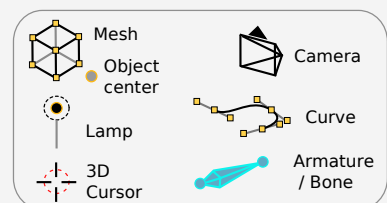
5. Edit 3D objects

In blender, editing the object position, and editing the object shape and properties are two different and separated tasks. For each type of modification, there is an associated "Mode". You are always in a certain mode. The current mode is indicated in the header
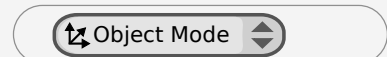
Object Mode

The default mode is "Object Mode", it allows you to select different objects and move them.

The Edit mode allows you to model the selected object. You can thus modify only one object at time. If you want to select and modify other objects, you must escape Edit mode and go back to object Mode.

You can cycle between Object and Edit mode with **Tab**

6. Mesh Modelling

Before you start modelling a mesh object, check that you are in Edit Mode. In Edit mode you can select three kind of items; Vertices, Edges, Faces. You can switch between different select modes with the buttons placed in the 3D View header.

Once you have selected different elements, you can
– Move,Rotate,Scale them with **G,R,S** or the 3D widget
– Extrude the selection with **E**
– Delete the selection with **X**
– Apply various tools available in the **W** and **Ctrl–E** menus.
– Subdivide loops with **Ctrl–R**
– duplicate selection with **Shift–D**

Note that if you duplicate your object in edit mode, the result will still count as one object, even if it looks like two duplicated objects. In edit mode you can modify the object geometry as you like, it will still remain an unique object. If you want to create another object from selection, press "**P**".

If you want to duplicate your object and have two different objects as the result, do it in Object Mode.

The 3D Widgets

Move   Rotate   Scale

Global
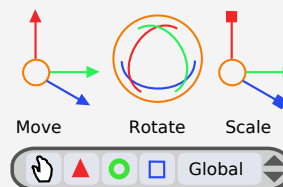
These buttons available in the header allows you to switch between different widgets and orientations

LMB on the colored parts of a widget will transform in that direction.

The orange part transforms in every direction.

Shift LMB will do a planar transform.

MMB during transform also allows you to constraint transforms without using widgets

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7. Lamps and Materials

To tweak lamps settings, select a lamp, and go to the Materials Buttons. You can tweak all the lamp settings in the "Lamp" subsection. You can also switch between different light types.

To change the color and look of an object, select it, and go to the Materials Buttons. Materials are really important, check the official documentation for details.

8. Layers

Layers are used to easily show and hide different objects. Each object belongs to a layer. To change the layer of an object, select it and press **M**.

You can then show different layers with the layers buttons available in the 3D Window header.

9. Rendering

To render the view of a camera, you must first check that the desired camera is activated. To activate a camera, select it and press "**Numpad 0**".

To change the camera settings, select it and go to the Edit Buttons

If you want to change the background of your scene, go to the material buttons, and then to the world subsection.

To change the render settings, go to the render buttons. You can then select the size of your render, The amount of anti–aliasing (0SA), and the output format.

To render your scene, press Render or **F12**

If your scene renders black, check that there is light in your scene, and that they aren't in a hidden layer.

To save the rendered picture, press **F3**. Be carefull to add the file extension in the filename.

10. Final word

This quickstart covers only the most basic features. You should really read the complete documentation. You can find it on

http://wiki.blender.org.

As you may have noticed, blender is really hotkey oriented. It is faster and more pleasant to use blender when you know well it's hotkeys.

If you have difficulties to find the hotkey of a certain command, you can check if it isn't listed in the "space" menu, or in the window headers menus.

You can also check the Hotkey and Mouse action reference available in blender's help menu.

Finally there is a Hotkey Map available in the blender wiki.

If you have further questions, ask them on **www.elysiun.com** or on the #blenderchat @freenode.net irc channel.

If blender's interface seems impossible to understand, keep in mind that not many people like it at first, but many love it after a while.

Good luck and Blend on !