

# Advanced FPS Kit

## Tutorials

### Blender 2.68a Cheat-Sheet

#### Standard Blender Hotkeys

This document / tutorial / whatever you want to call it contains quick reminders about hotkeys, their usage, ect, as it pertains to Blender. The following table below contains your generic hotkeys and operations that are most common in the modeling and UV process.

Hotkey	Command Executed
X	Object / Mesh Deletion
A	Select/Deselect All
C	Circle Selection Tool
TAB	Edit Mode Cycle
Z	Mesh Transparency
Shift + A	Add Mesh / Object
E	Extrude Tool
S	Scale Tool
G	Grab (Move) Tool
R	Rotate Tool
F	Face Add Tool
U (Edit Mode)	UV-Unwrap Tool
Ctrl + M	Mirror Tool
Shift + D	Duplicator Tool
Ctrl + NUMPAD 3	Left Perspective
NUMPAD 3	Right Perspective
Ctrl + NUMPAD 1	Back Perspective
NUMPAD 1	Front Perspective
Ctrl + NUMPAD 7	Bottom Perspective
NUMPAD 7	Top Perspective
T	Toggle Tool Shelf
N	Toggle Properties Shelf
Ctrl + P	Object Parenting
Ctrl + J	Join Objects
B	Border Select Tool
W	Specials Menu (Includes Subdivide)
Alt + M	Merge Tool
Ctrl + S	Save

## Typical Blender Notices and Reminders

Just in case you might be a little forgetful about certain things, here are some things you should almost always remember about blender.

- **Save and Save Often!** You honestly don't want to know how frustrating it is to lose hours of hard work to something as silly as a computer restart, power surge, ect.
- **Don't Ever Left Click** unless using a tool that requires it, or are performing precision mesh adding. Keep the cursor at the origin. You can use the Properties Tool Shelf (N) to reset this.
- After Subdividing a pair of vertices, you will always have extra vertices along an additional axis, do not forget to merge the extras to the nearest edge of your model to conserve Polys.
- A Good Third-Person model contains anywhere below 5000 Polygons, which is  $\text{Tris} * 2$  in your top toolbar.
- When creating cylinders, don't forget to set the vertices option before performing any edits to set the level of detail you want on the cylinder.
- The Best UV is one you make yourself, avoid using the smart-unwrap tool unless your model is beyond simple. It will only cause you hours of texturing headaches otherwise.
- When Unwrapping Cylinders, use the face selector and leave all but one face selected and unwrap that, then unwrap the remaining face.
- Satan's Spheres are evil, poly-hungry nightmares that are even more horrendous to unwrap than cylinders, just... don't use them, you'll regret it.
- If you ever get stuck on something, ask online for help! Blender has an absolutely wonderful community of people who have loads of experience working with and even developing the software, they'll be glad to help you out. The GarageGames' "Artist's Corner" forum is also a great place to ask Blender questions.