



Blender 3D



ElectronicArmory.com
3D Game Development Course

Resources

[Blender](#) - Official homepage

[Blender Nation](#) - News and links

[Blender Artist](#) - Forums and gallery of Blender artists

[Blend Swap](#) - Free Blender models

[Turbo Squid](#) - Free and paid high quality models

[Art Station](#) - Artist community

General (most window types)

Toolbar	T
Properties	N
Add Object/Node	Shift + A
Delete	X or Delete
Search for Function	F3
Move	G
Scale	S
Rotate	R
... along axis	_ then X/Y/Z
... along local axis	_ then X, X/Y, Y/ Z, Z
Trackball Rotate	R, R
Precise movement	Shift (<i>hold</i>)
Incremental movement	Ctrl (<i>hold</i>)
Duplicate	Shift + D
Duplicate Linked	Alt + D
Hide	H
Unhide All	Alt + H
Hide all Except Selected	Shift + H
Annotate	D (<i>hold</i>) + LMB (<i>drag</i>)
Erase Annotation	D (<i>hold</i>) + RMB (<i>drag</i>)
Quick favs menu	Q

Navigation (3D viewport)

Orbit	MMB
Pan	Shift + MMB
Zoom In/Out	Scroll or Ctrl + MMB
Fly	Shift + ~

View (3D viewport)

Numpad views (most common bolded):

/ Isolate		
7 Top	8 Up	9 Opposite
4 Left	5 Persp/Ortho	6 Right
1 Front	2 Down	3 Side
0 Camera		. Focus

View Pie Menu	~
Fast View Switch	Alt + MMB (<i>drag</i>)
Show All Objects	Home
Zoom to region	Shift + B

Navigation

Middle mouse button (hold) - Spin around object

Ctrl-Mouse Wheel - Zoom in and out

Shift-Middle mouse button (hold) - Pan

Modes

Object Mode - Move entire objects (including all vertices) and all their child objects

Edit Mode - Edit individual pieces of the object (vertices, edges, faces)

Keyboard Shortcuts - Manipulate Objects

A/AA - Select all, deselect all (double tap)

Tab - Toggle Edit/Object Mode

G - Grab/Move

S - Scale

R - Rotate

X/Y/Z - Pressed after G, S or R, will constrain the item to that axis

Ctrl-R - Add Edge Loop

Objects and Children

P - Separate (by selection) from current object and create new object

Ctrl-J - Join selected objects into one object

Keyboard Shortcuts - Adding Objects

Shift-A - Add object. When in Edit Mode, adds to current object. In object mode, adds a new object

Shift-S - 3D Cursor pie menu. Selecting vertices, edges or faces will put the 3D cursor at the average point of all items selected.

Shift-D - Duplicate object. Puts the object into move mode.

Alt-D

Keyboard Shortcuts - Removing Objects

X - deletes a particular feature of an object (vertices, edges, faces, dissolves, etc). If in Object Mode, deletes the entire object.

Models and Texture

[Turbo Squid](#)

[Blender Market](#)

[Textures](#)

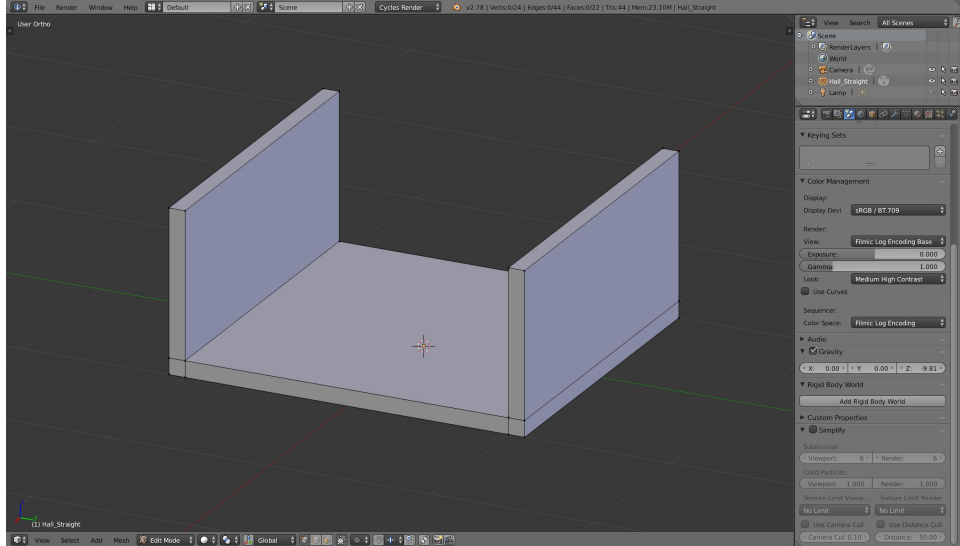
[Game Textures](#)

[Unreal Engine Marketplace](#)

Blender 3D Demo

Making a corridor!

Simple, but illustrates a number of important ideas and techniques



Blender to Unreal

