Blender 3D

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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

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.

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

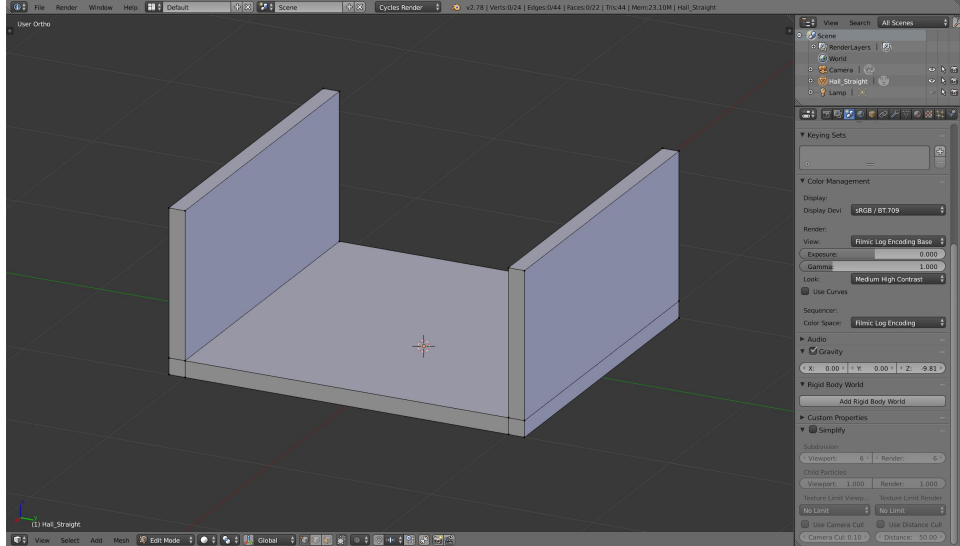[Turbo Squid](#)

[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