

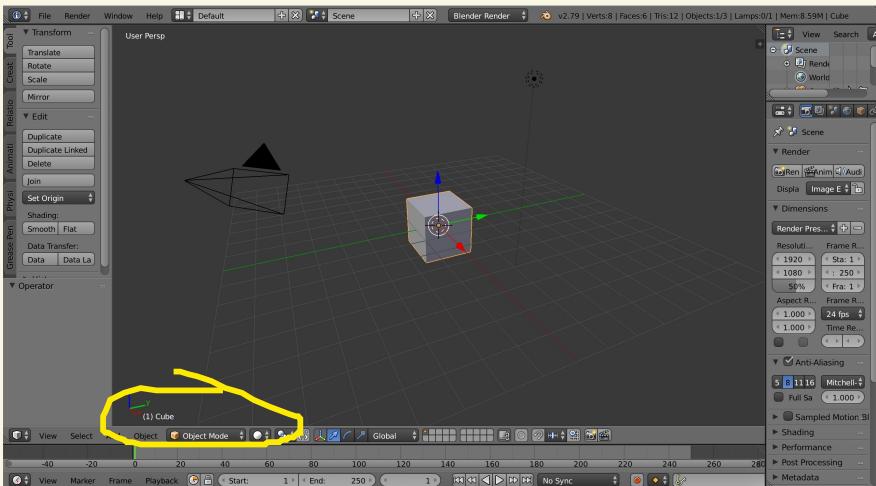
**Bringing
The Humor
to Life**

**A BLENDER
HANDBOOK**

1

Interface

Clicking, setting preferences,
working panel, viewing object

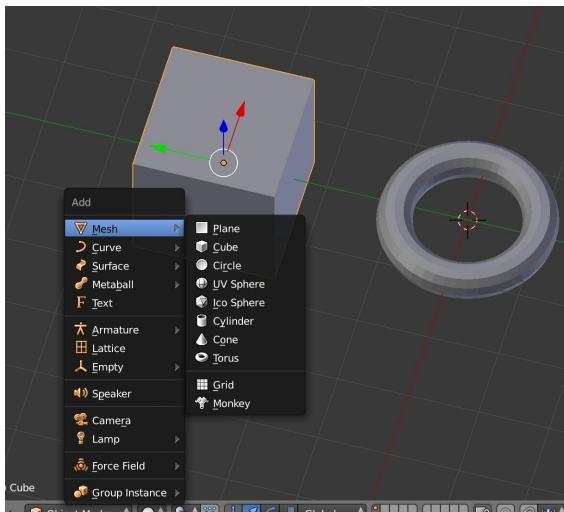


The screenshot shows the Blender User Preferences window. The Input tab is selected. Under the Mouse section, the 'Emulate Numpad' checkbox is checked and highlighted with a yellow circle. A pink box on the right contains the text: "Short cut key is sooooo useful in this program!!!!". Below this, under the Orbit Style section, the 'Turntable' button is selected. A pink box on the right contains the text: "Ex: number pad 1", "number pad 3", "number pad 5", and "number pad 7". Other tabs in the header include Interface, Editing, Add-ons, Themes, File, and System.

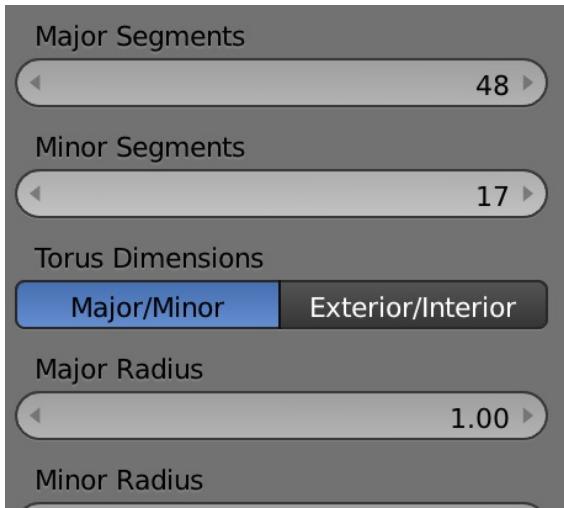
2

Objects

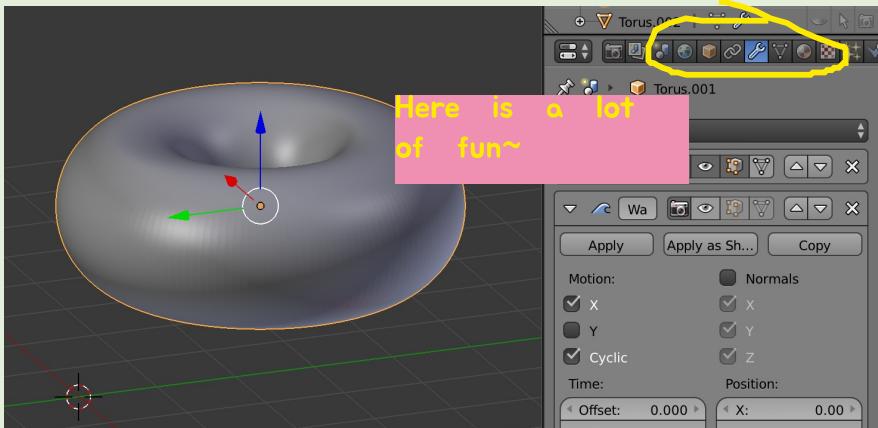
Placing object, moving, scaling, viewing
using the cursors and selection cursors



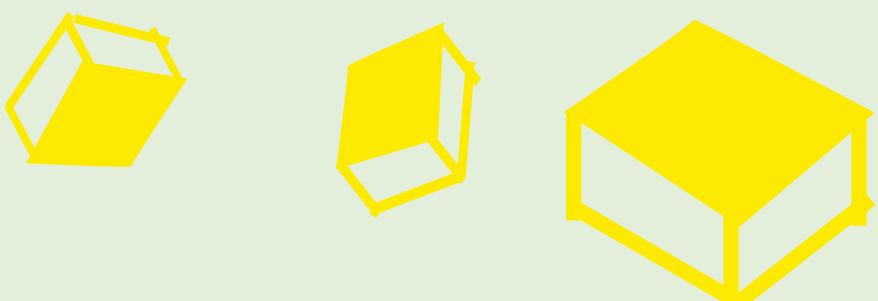
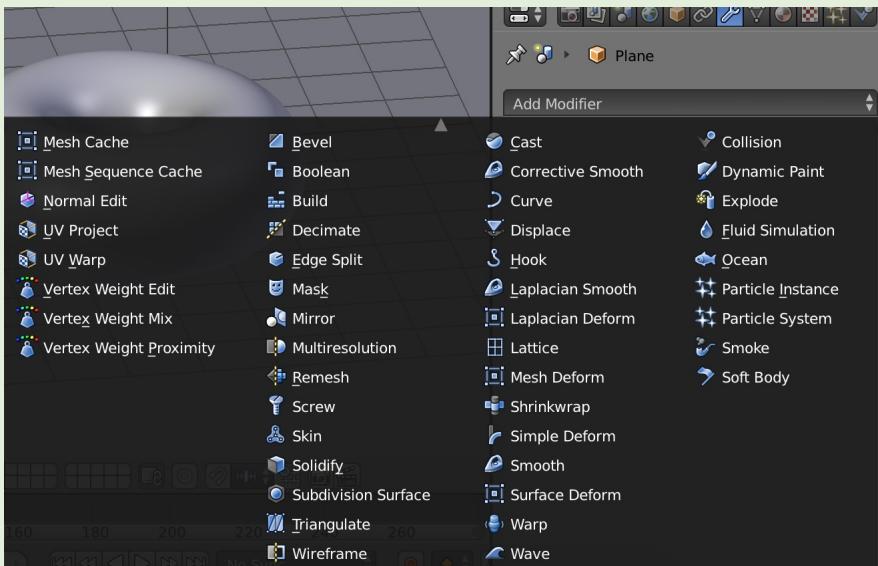
Short cut key
is:shift+A



It's annoying
that you can
only change your
segment before
you make any
click.



As well as these:



3

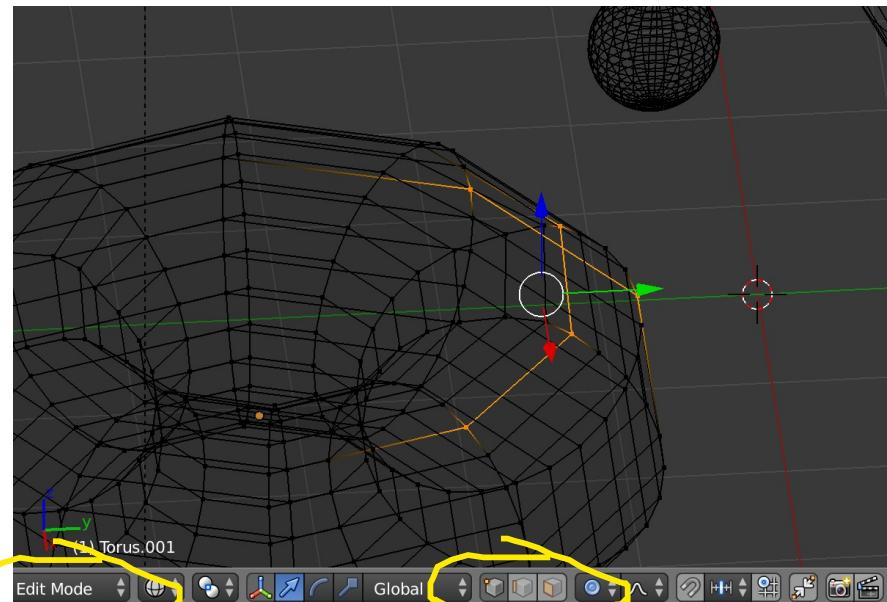
Editing Mode

segment

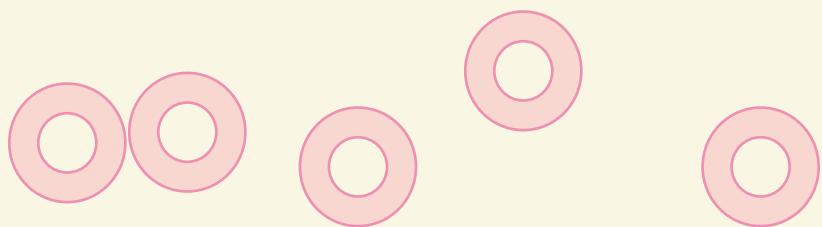
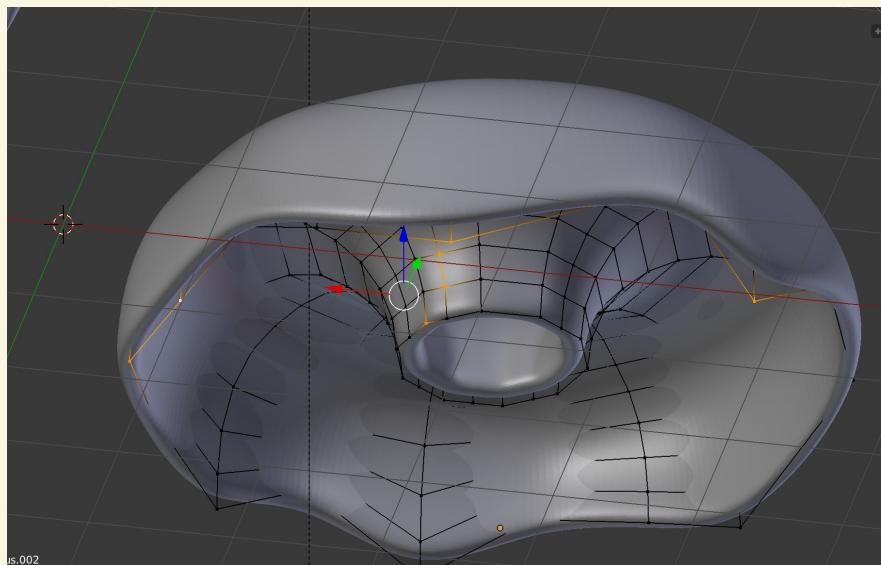
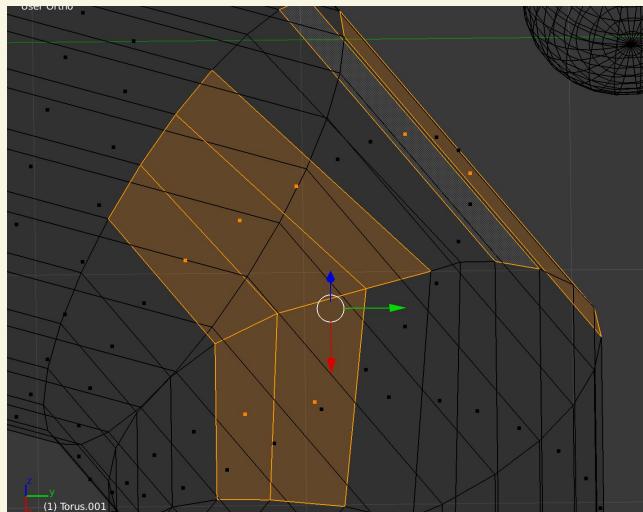
Point

Line

plane



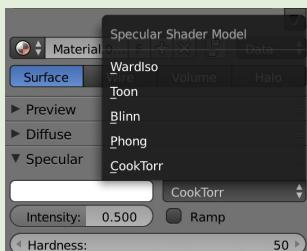
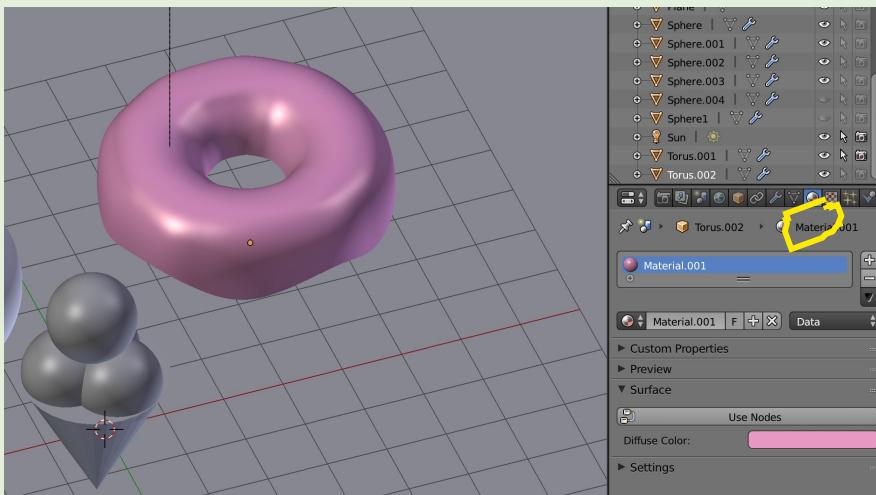
Scaling, moving,
reflecting can
also apply to
edit mode.



4

Material

Color, texture, bumps.

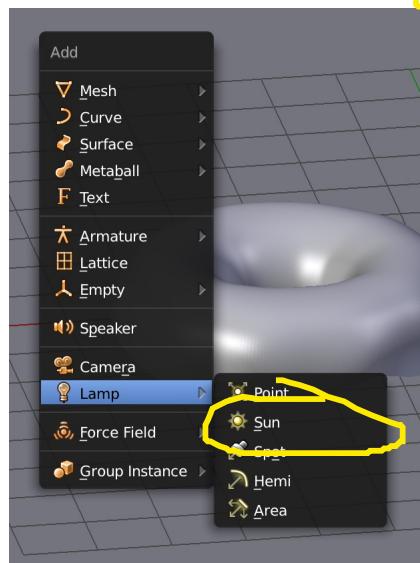
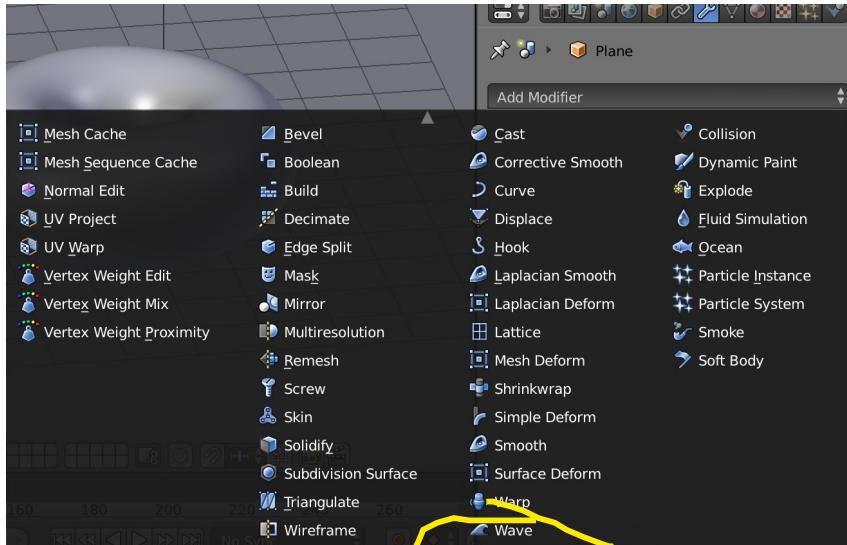


Specular is so
cooooool.

5

Animation

Waaaaaaaaave~~~~~
& Suuuuuuum lighting~~~~~

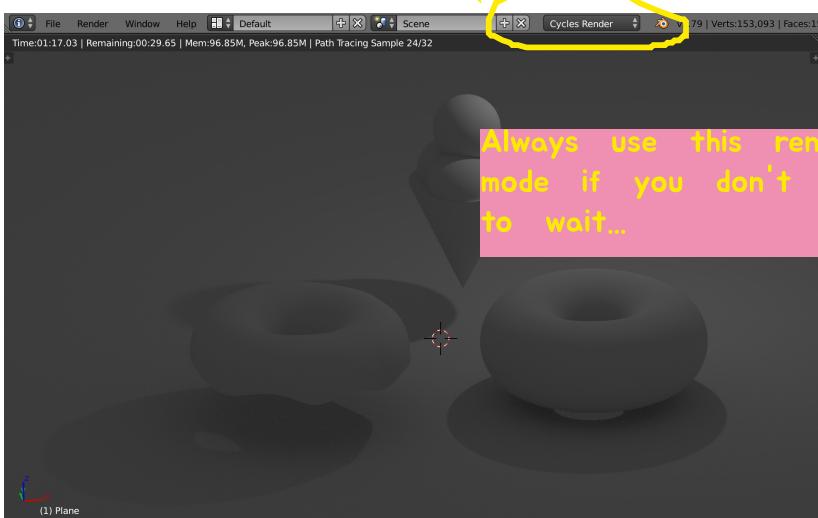
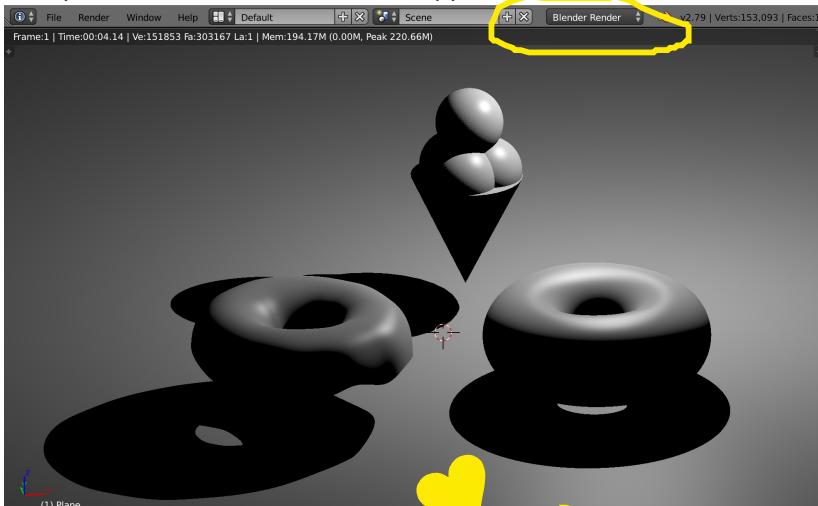


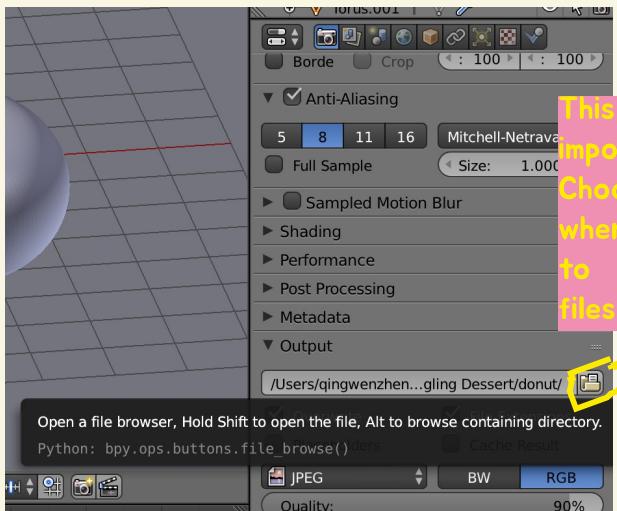
Yes, I only used these two features to form my beautiful final, haha~

6

Render

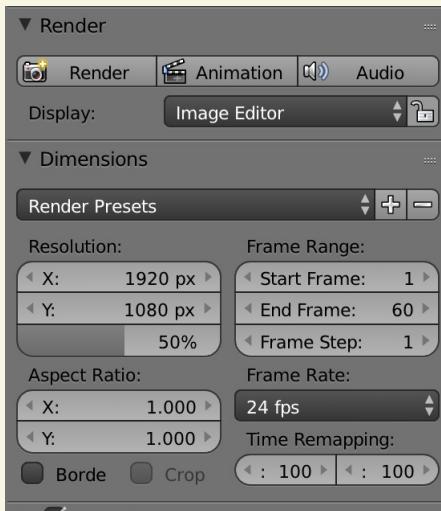
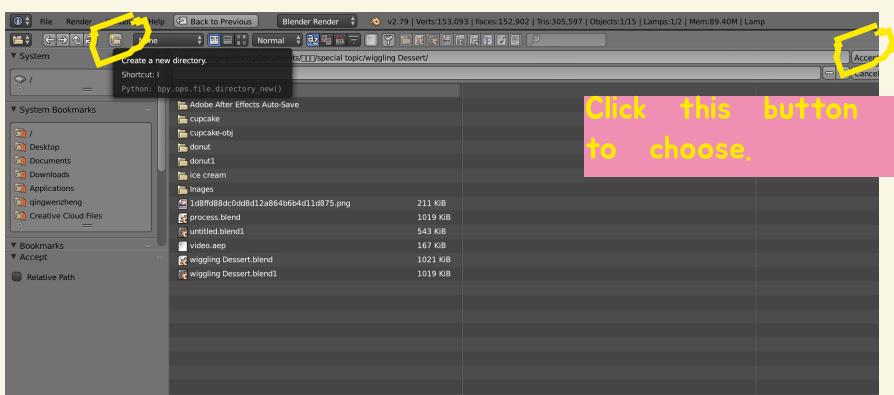
Output folder, size, render type



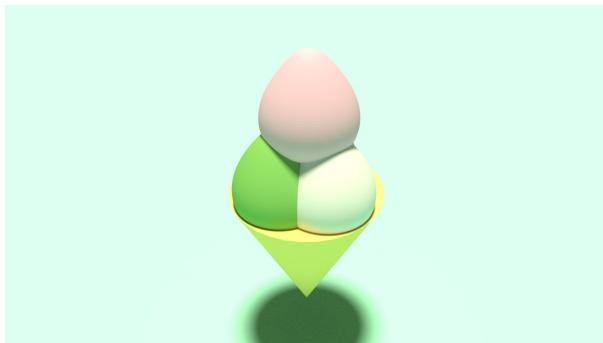


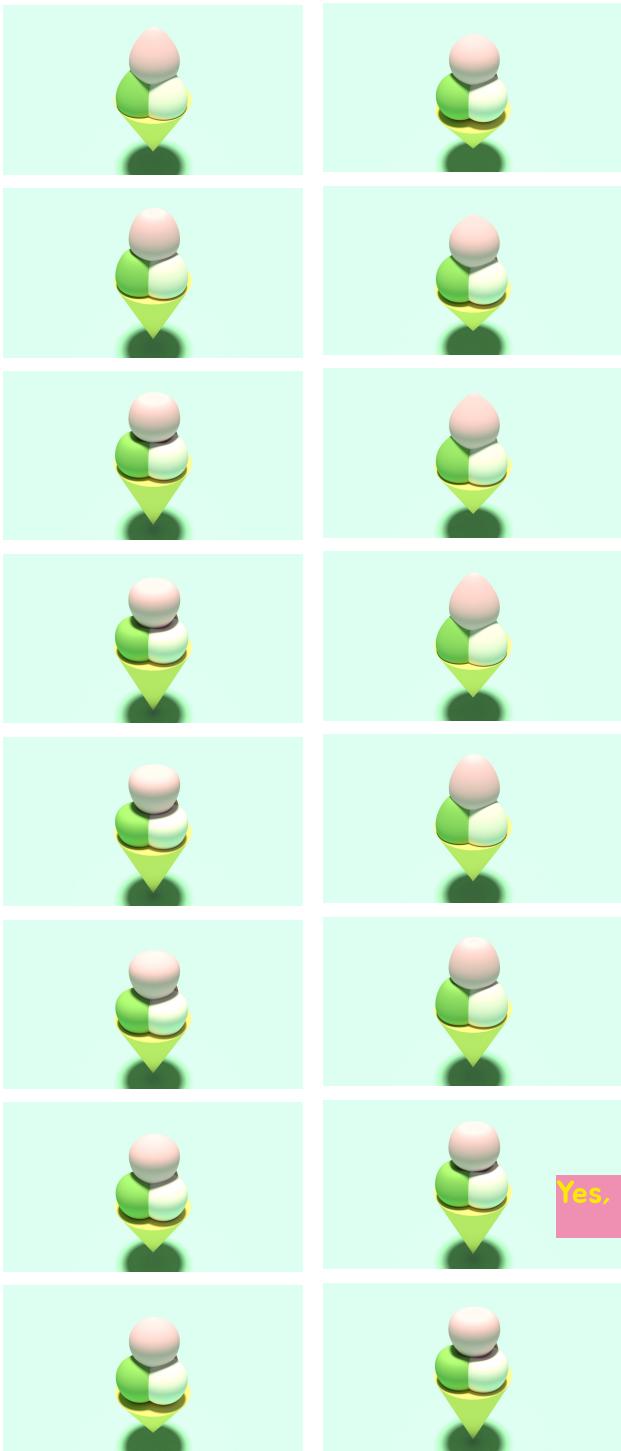
Open a file browser, Hold Shift to open the file, Alt to browse containing directory.

Python: bpy.ops.buttons.file_browse()



FINAL





Yes, it's wiggling~



Ching's Thought About Using Blender as Open Source Programs

The first 3D graphic software I started using is Cinema 4D, which is considered one of the most user-friendly 3D application. However, as a beginner with both Cinema and Blender, I actually felt that they each have different advantages according to their interfaces.

Learning Blender is not much different from learning any other kind of graphic editing tool. Except that there are even more features you could explore than in other things I have tried. Starting with watching YouTube tutorials, I got familiar with its way of viewing objects. Little by little, I started to be able to achieve my own creativity. I found it's not hard to make funny and awesome images even as a beginner. It's also very hard to believe such a powerful tool is free, while other 3D programs could cost thousands of dollar. I really appreciate this since people could express their imagination without worrying about whether they could afford the approach. Once a program is open to everyone, there is more inspiration between users.

As an art student, I am very glad that I put time and effort to use Blender and learn to take and give. Try it, you'll find more then you thought.

Ching Zheng
April 27th 2018
At room 206 ~