

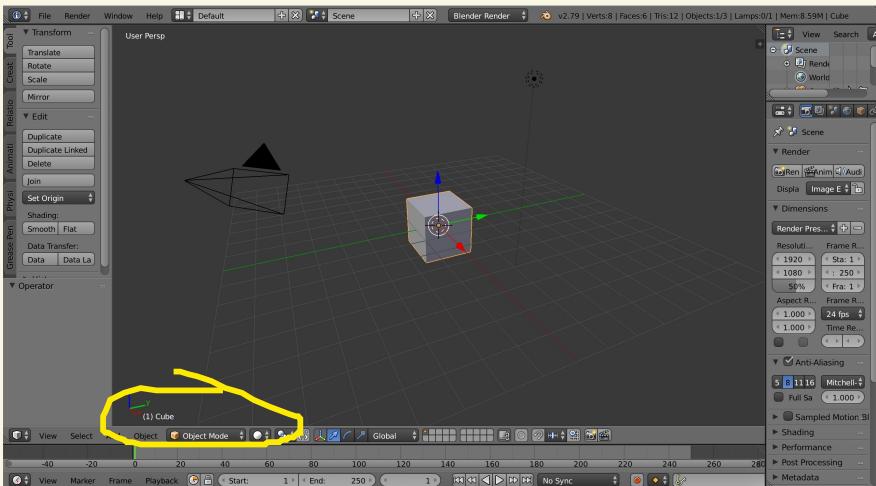
**Bringing  
The Humor  
to Life**

**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. A yellow box highlights the 'Emulate Numpad' checkbox under the 'Select With:' section. A pink box on the right contains text about short cut keys and examples:

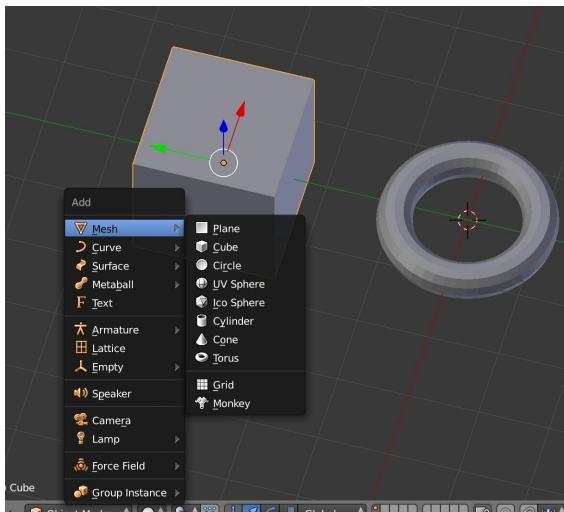
Short cut key  
is sooooo useful  
in this  
program!!!!

Ex:  
number pad 1  
number pad 3  
number pad 5  
number pad 7

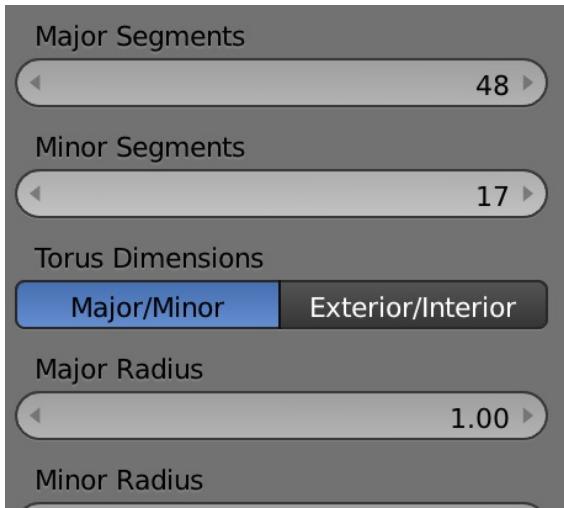
# 2

## Objects

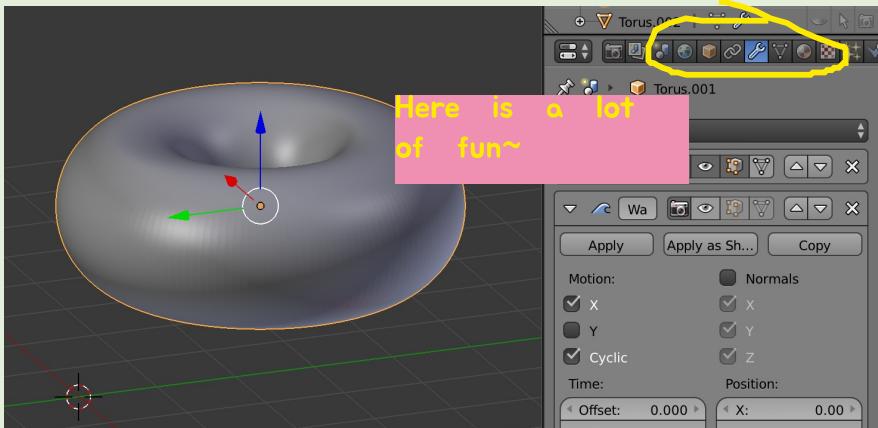
Placing object, moving, scaling, viewing  
using the cursors and selection cursors



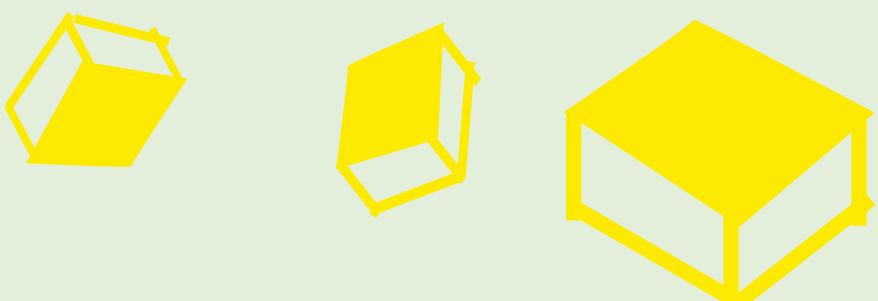
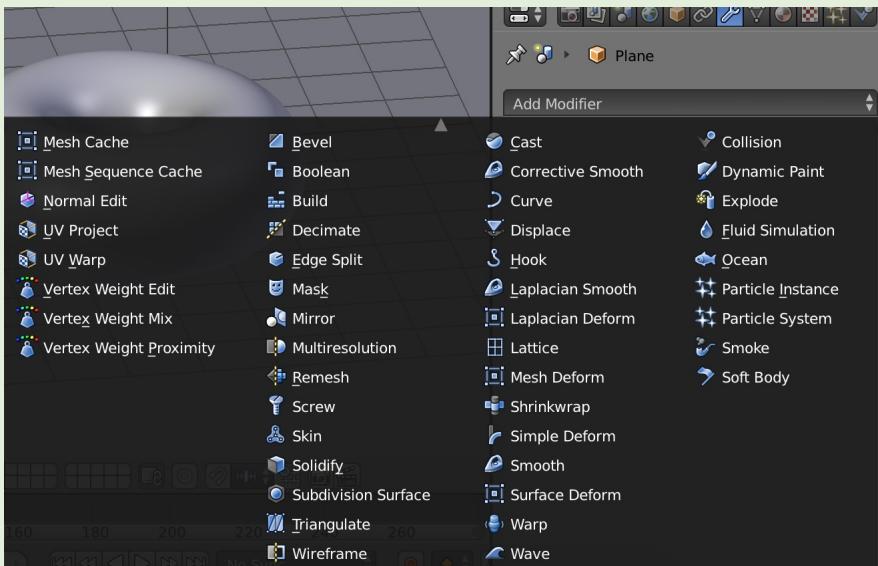
Short cut key  
is:shift+A



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



As well as these:



3

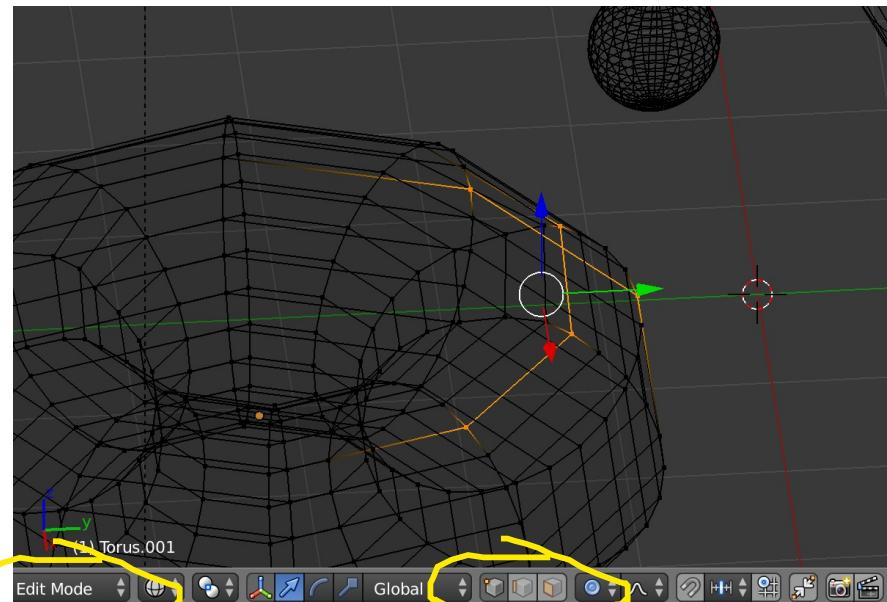
## Editing Mode

segment

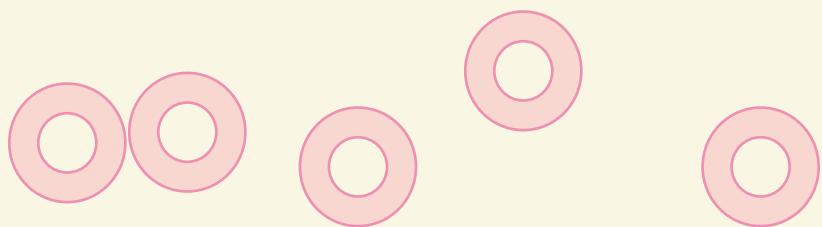
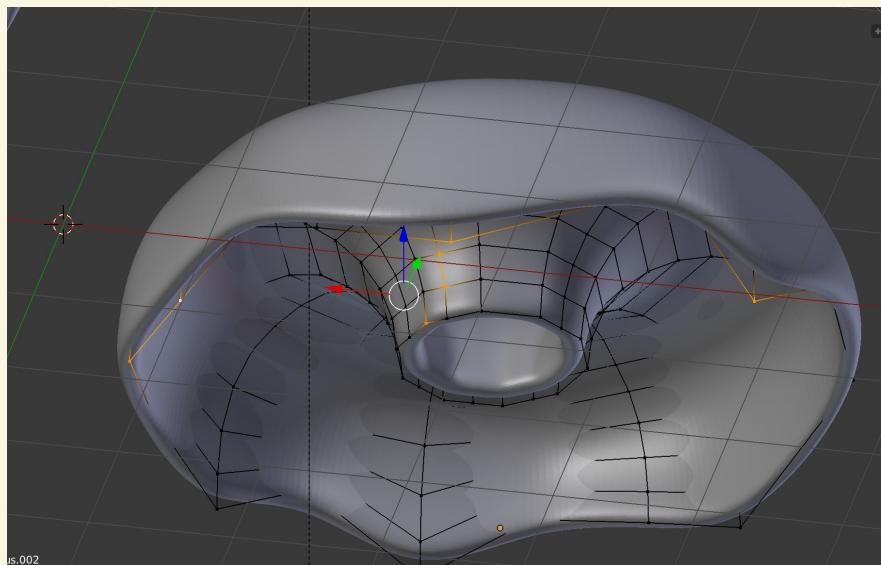
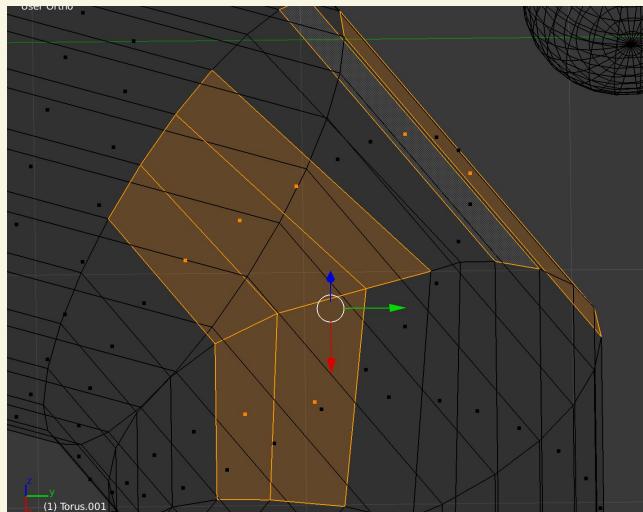
Point

Line

plane



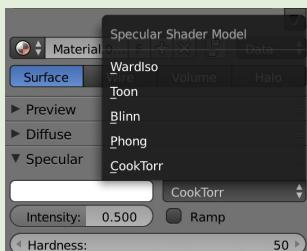
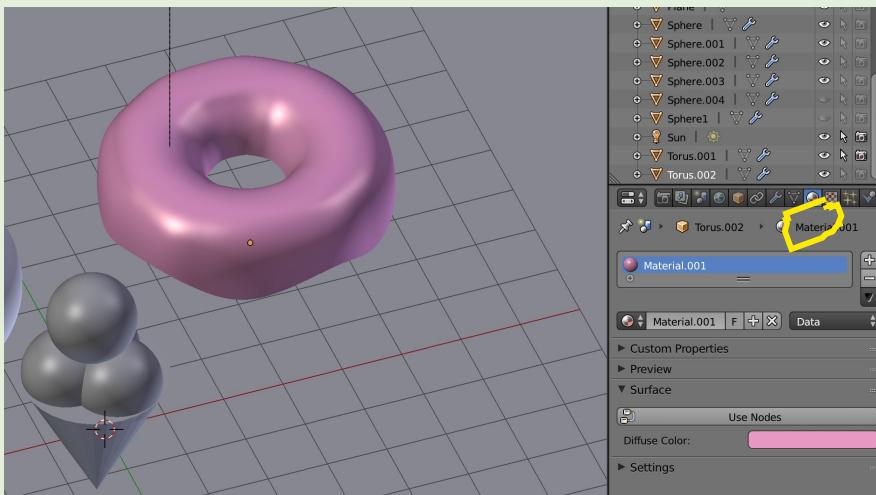
Scaling, moving,  
reflecting can  
also apply to  
edit mode.



# 4

## Material

Color, texture, bumps.

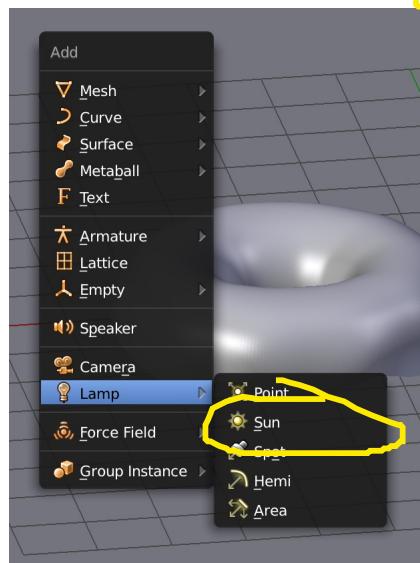
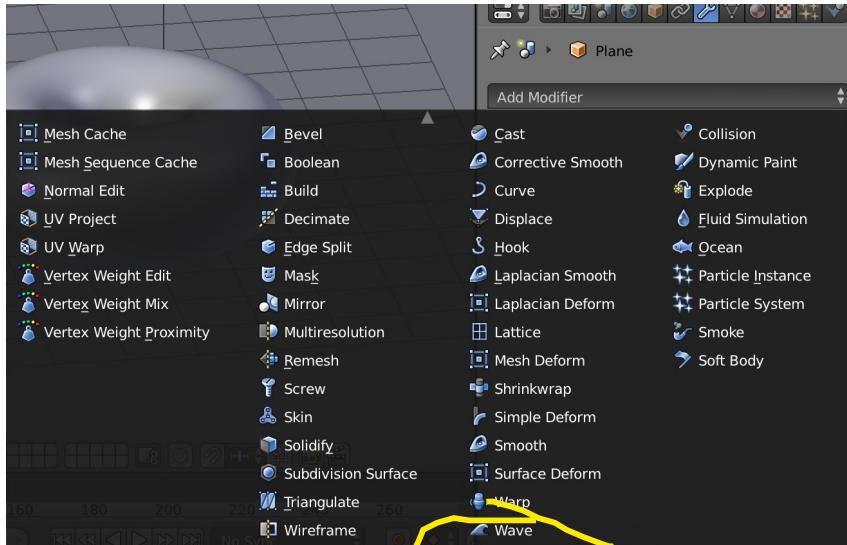


Specular is so  
cooooool.

5

## Animation

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

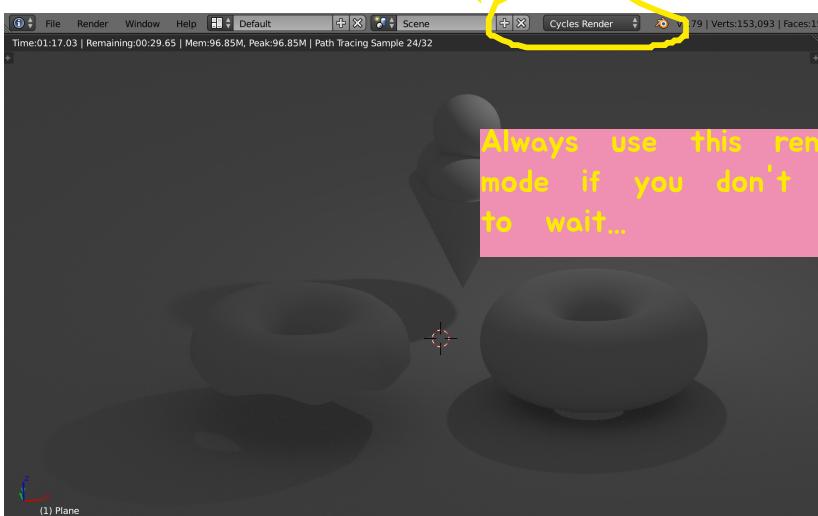
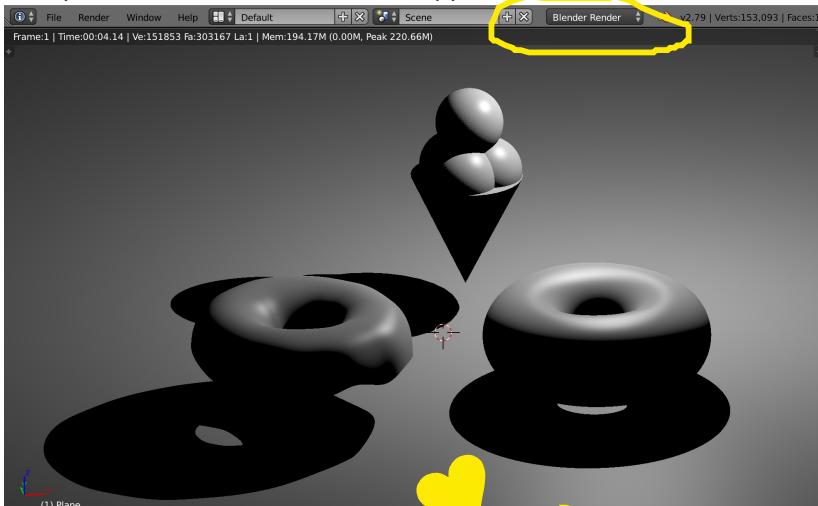


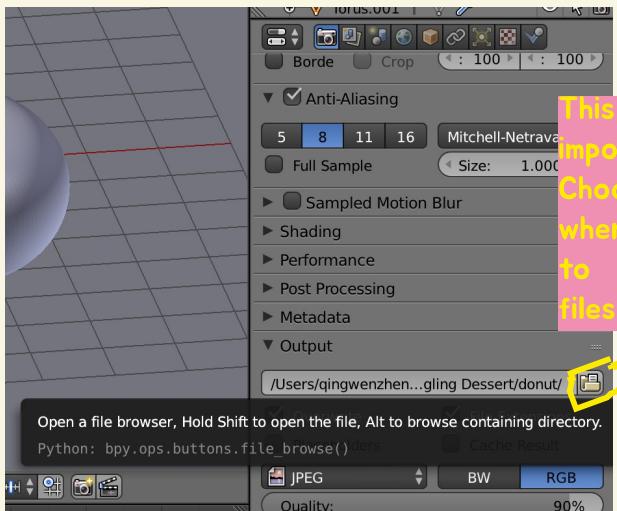
Yes, I only used these two features to form my beautiful final, haha~

# 6

## Render

Output folder, size, render type

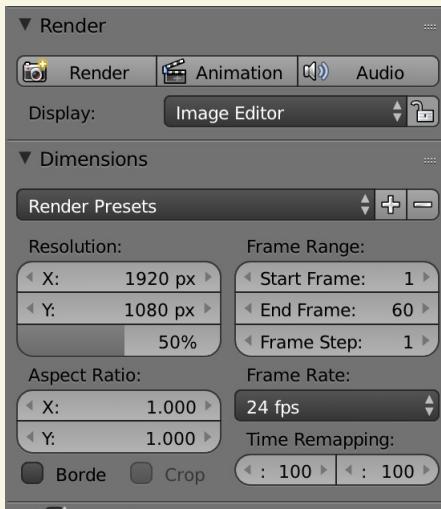
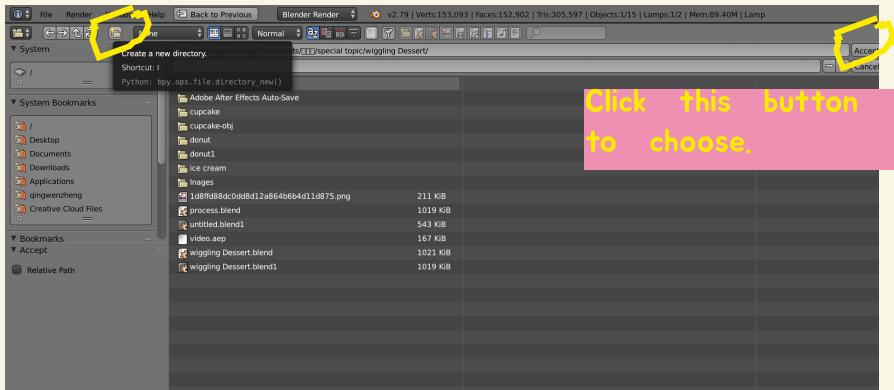




Open a file browser, Hold Shift to open the file, Alt to browse containing directory.

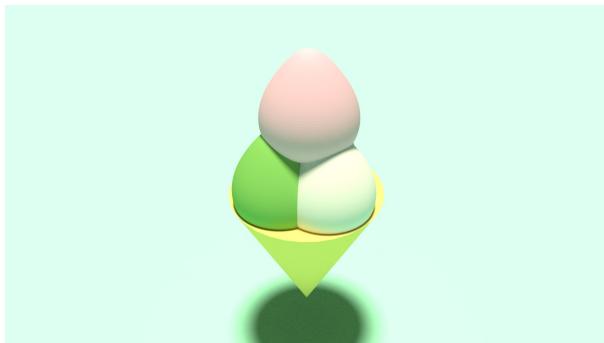
Python: bpy.ops.buttons.file\_browse()

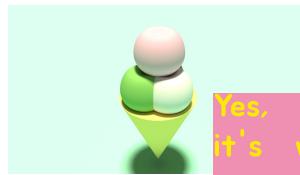
This is so important!  
Choose the place where you want to save your files.



Carefully select those items, they might let you render forever...

# FINAL





# 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 ~