

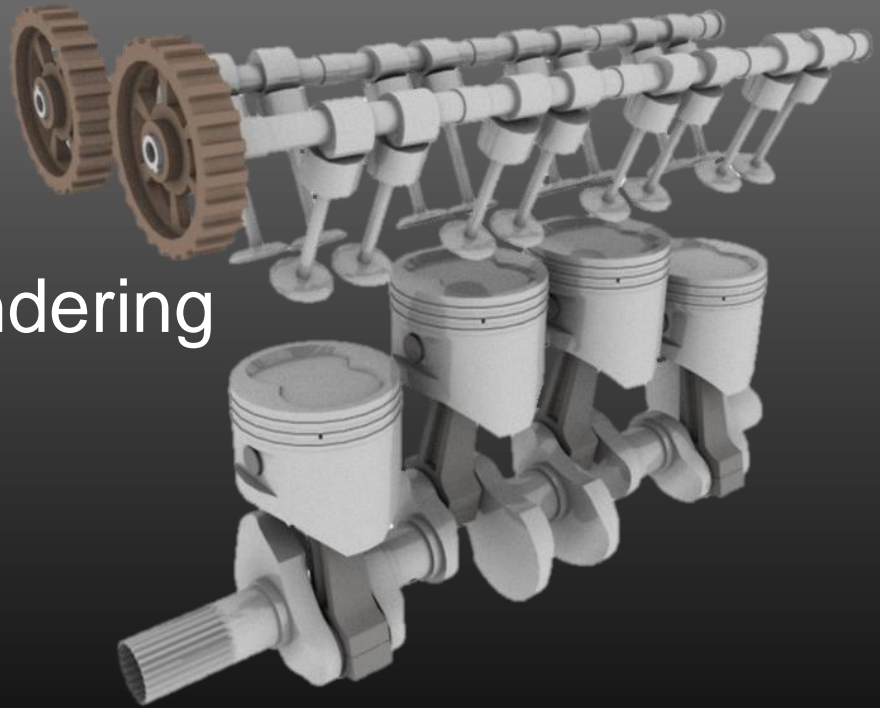


Blender Tutorial

Blender

- 3D modeling and rendering
- Open source
- Cross-platform

[Official Site](#)



平移
旋轉
縮放
鏡像製作複本
製作連結複本
刪除
結合

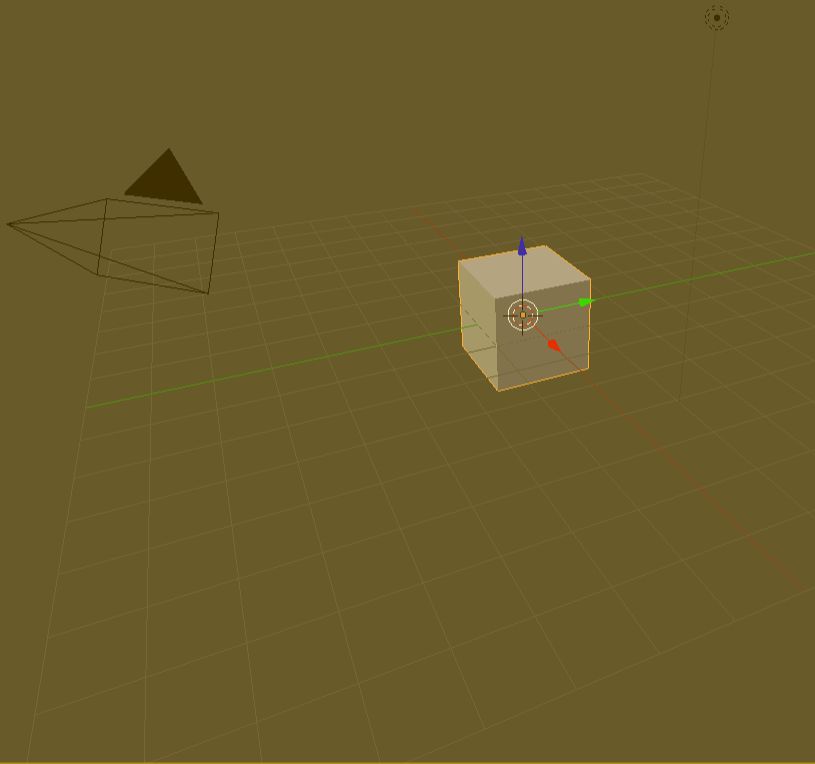
設定原點

著色:

平滑 扁平

▶ 歷史

使用透視法



(1) Cube

1. 1.000
Z: 1.000

維度:
X: 2.000
Y: 2.000
Z: 2.000

▼ 渲染

背景 物體

新增

▼ 檢視

鏡頭: 35.000

鎖定至物體:

鎖定至目標

鎖定攝影機至視圖

剪輯:
開始: 0.100
結束: 1000.000

區域攝影機: Camera

算繪邊緣

▼ 3D 游標

位置:
X: 0.0000
Y: 0.0000
Z: 0.0000

▼ 項目

Cube

顯示

著色

運動跟蹤

背景影像

變換方向

檢視 搜尋 所有場景

Scene

算繪分層

World

Camera

Cube

Lamp

Scene

算繪

顯示: 影像編輯器

▼ 維度

算繪預重項

解析度: 1920 px X, 1080 px Y
框幅區間: 起始幀: 1, 結束幀: 250
長寬比: 50%
幀率: 24 fps
時間重新映射: 100, 100

抗鋸齒

完整取樣

取樣的運動模糊

著色

效能

後製

戰記

輸出

tmp

覆寫 副檔名

佔位器 快取結果

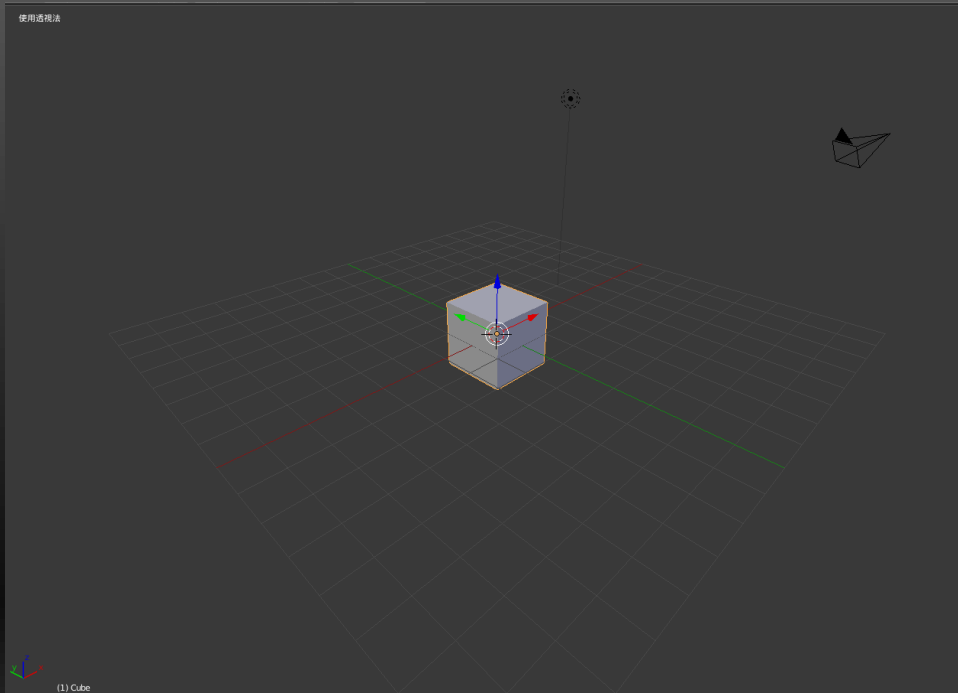
PNG BW RGB RGBA

色深: 8 16

壓縮: 15%

烘培

Freestyle



Control

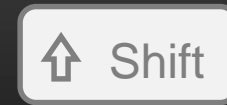


Rotate view



(rolling)

Zoom in/out



+



Move view



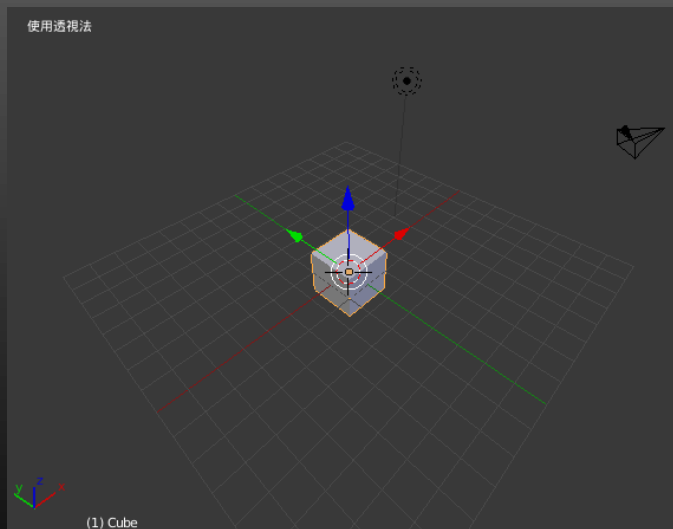
3D cursor position



Select

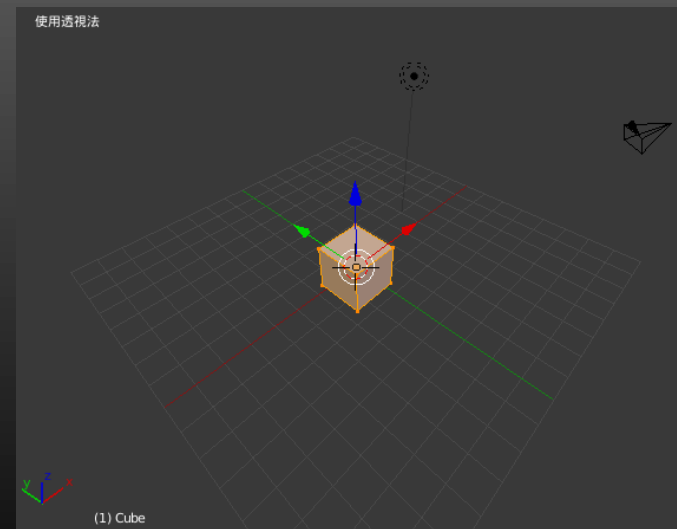


Move selected object



Object Mode

⇌ Tab



Edit Mode

Useful Shortcut

A

Select/Deselect all

B

Box select

E

Extrude

G

Transfer

R

Rotate

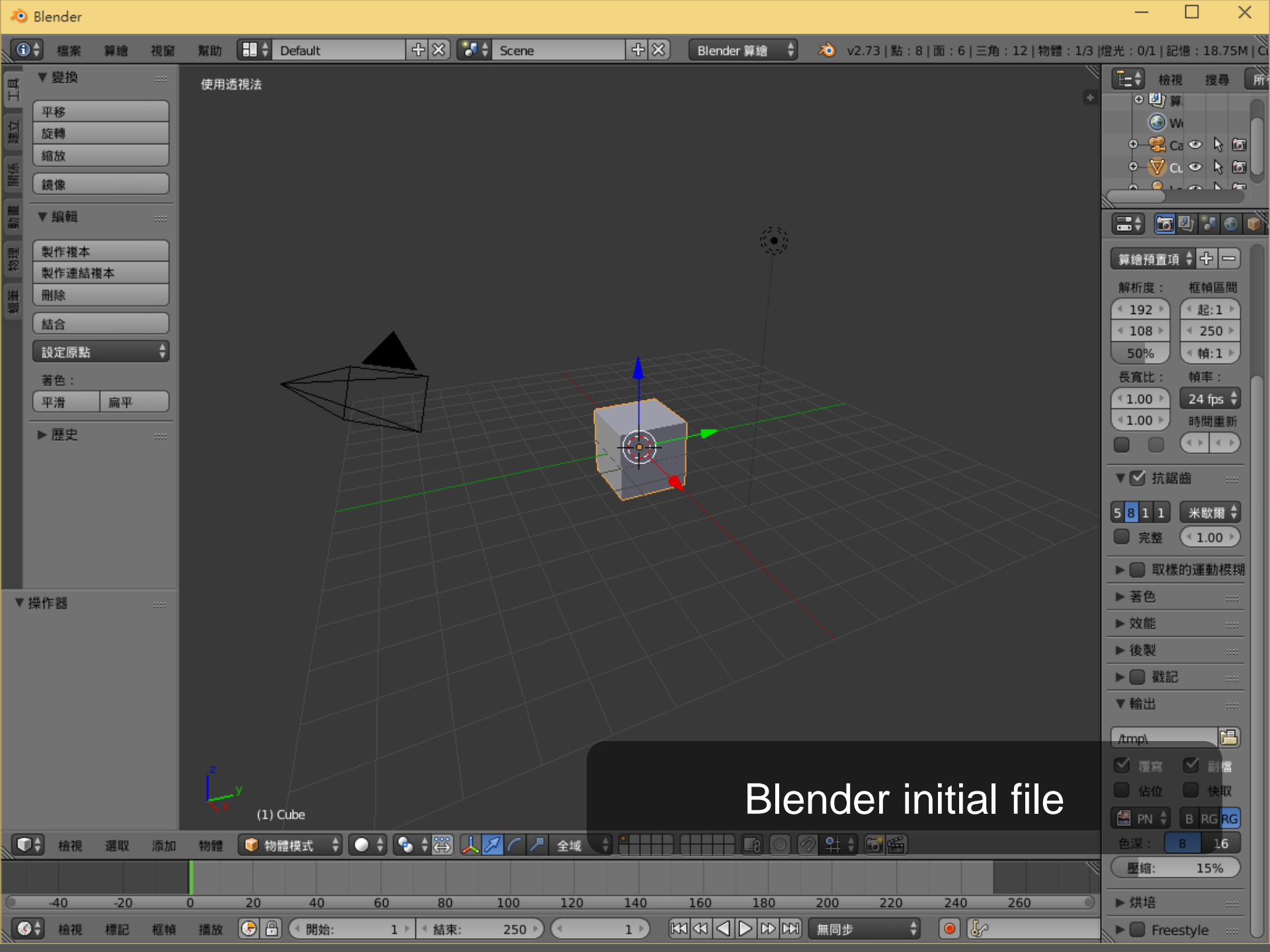
S

Scale

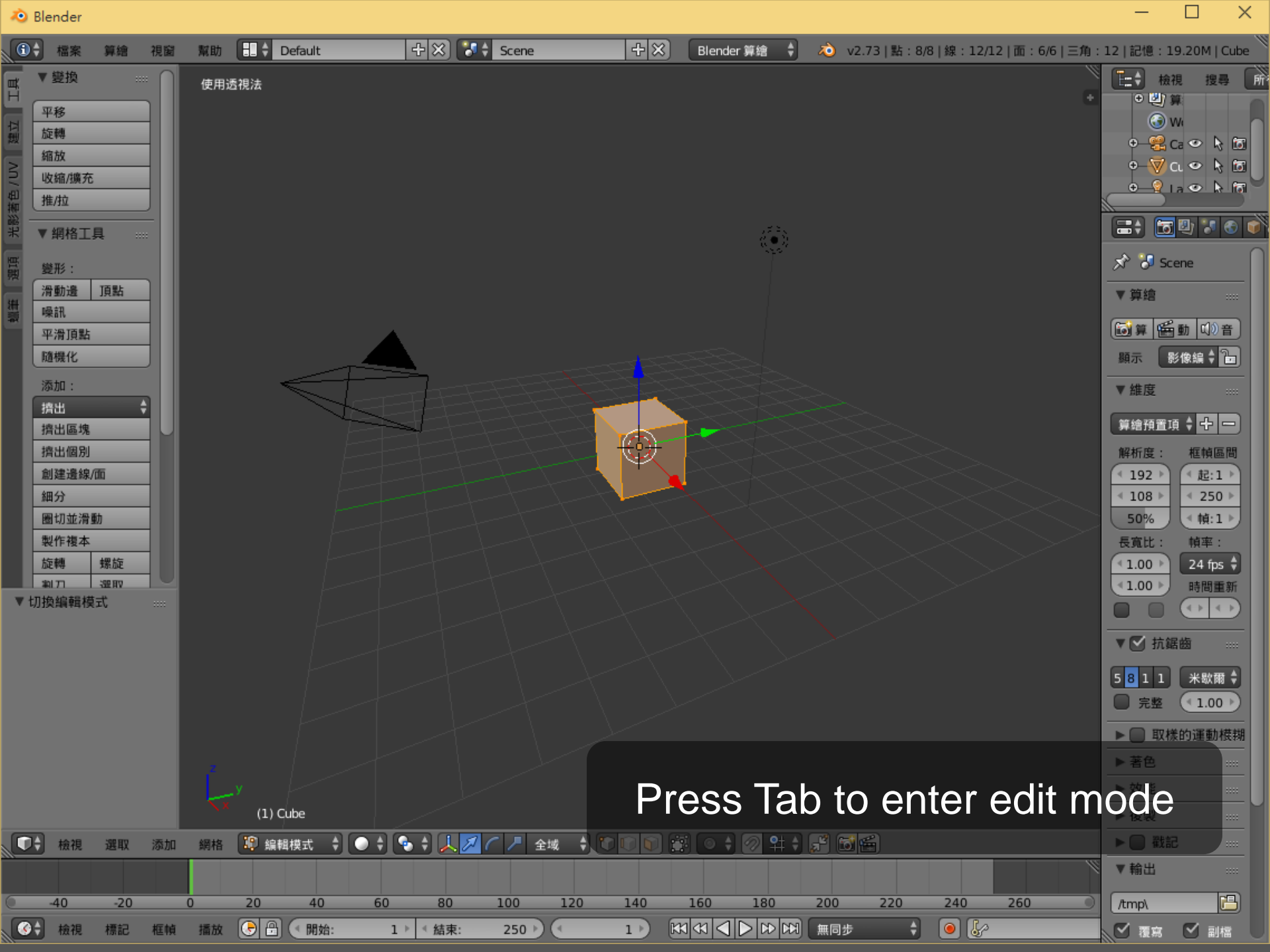
X

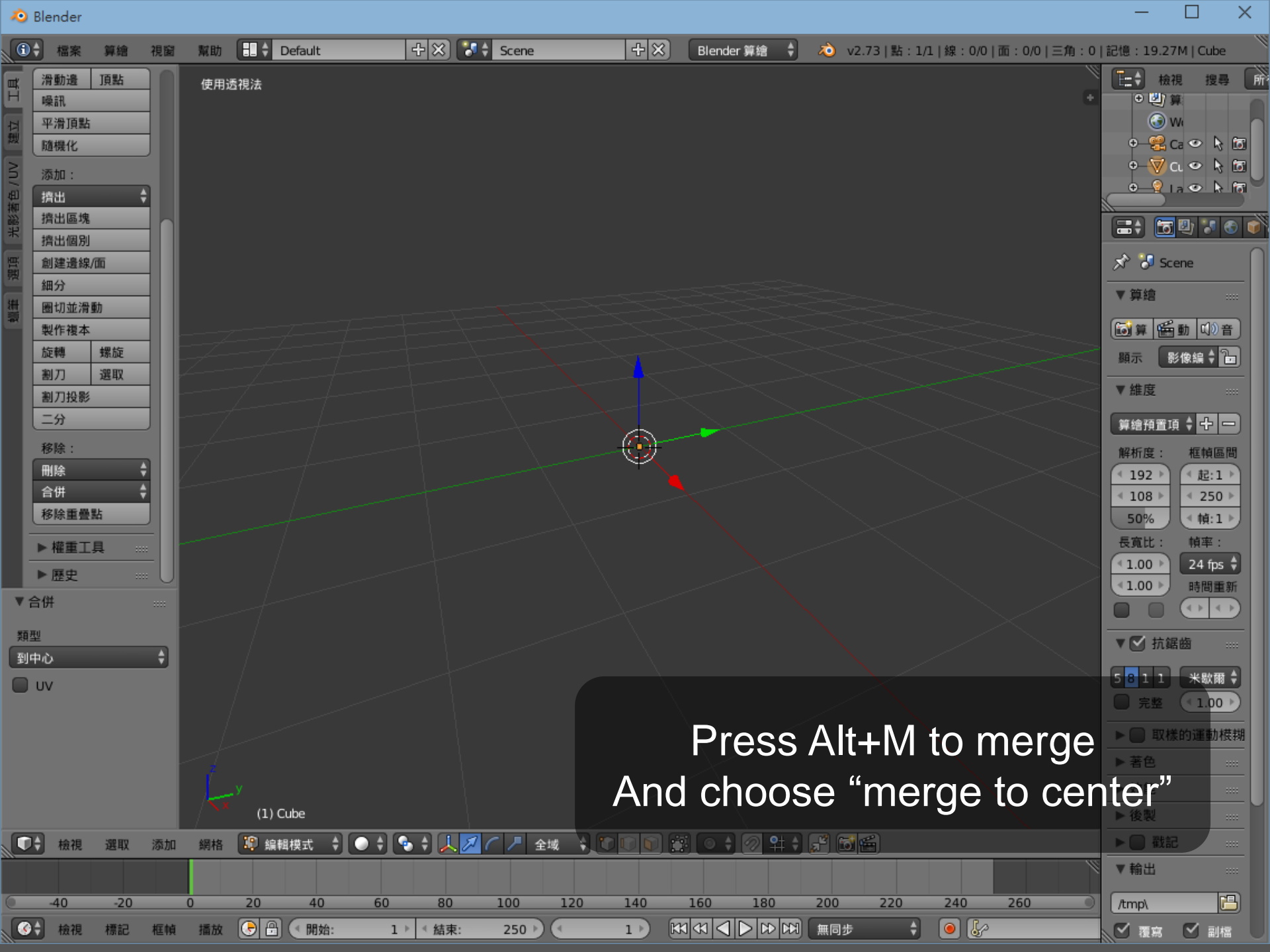
Delete

Five Minutes Modeling Tutorial

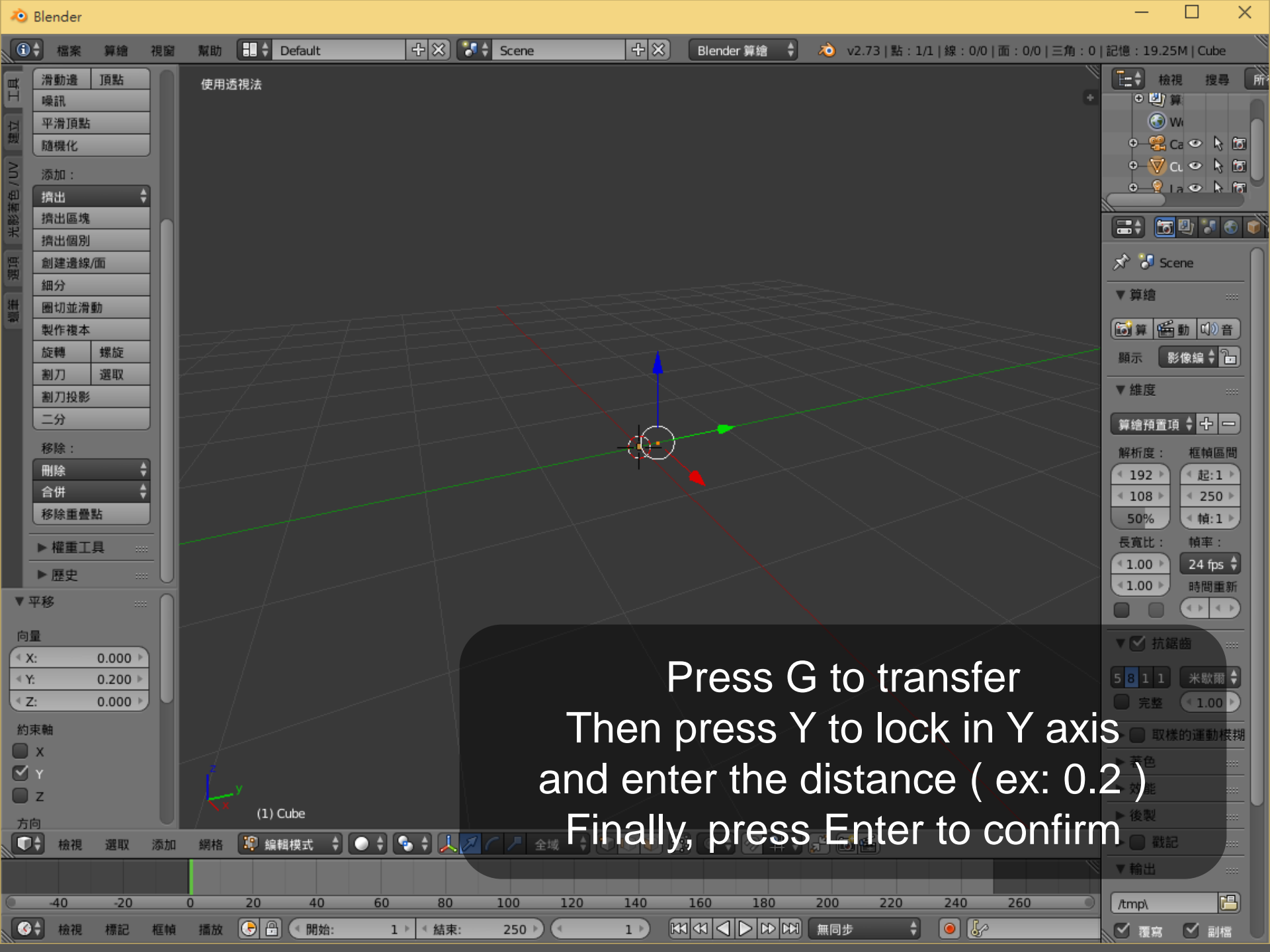


Blender initial file

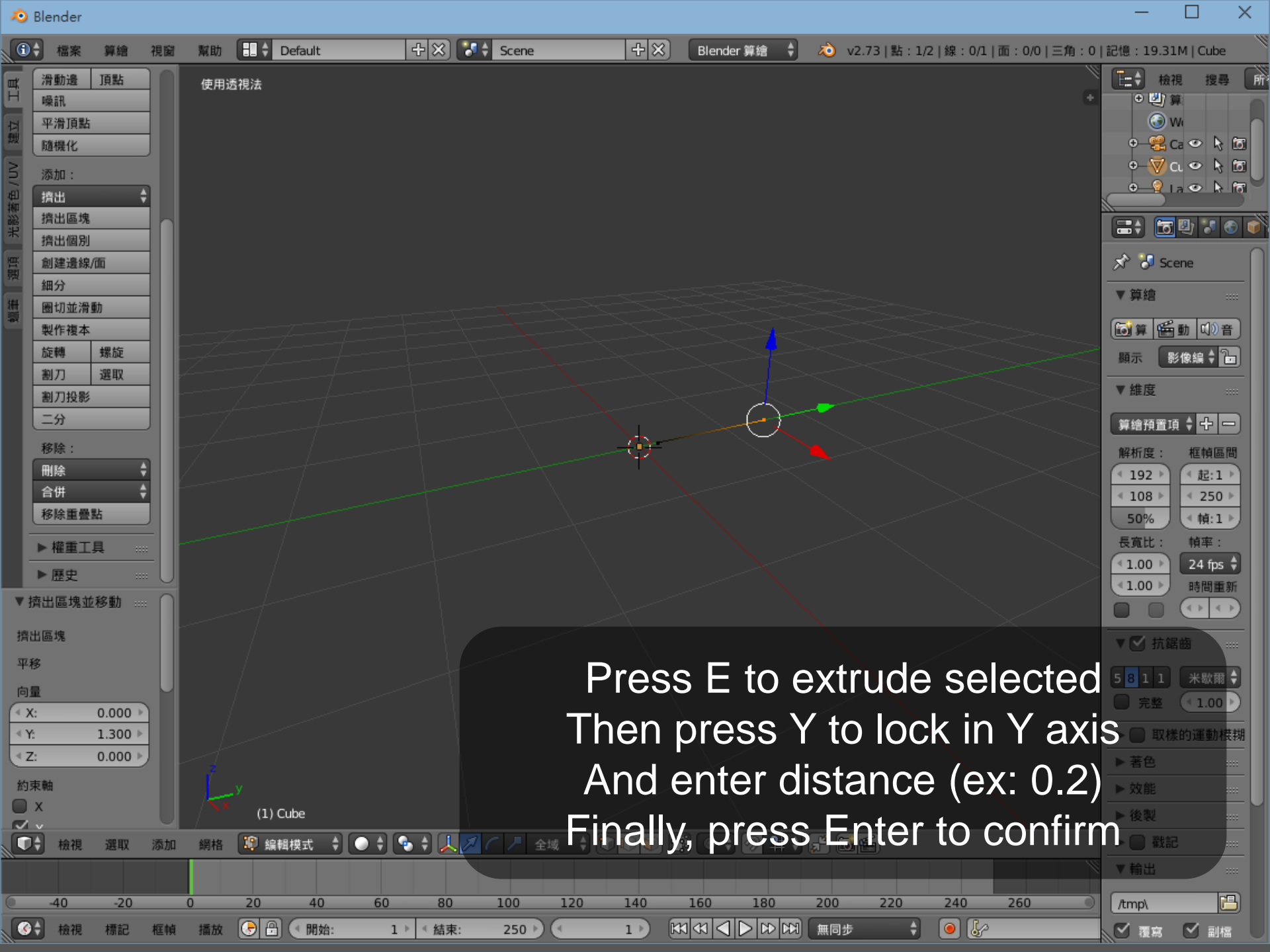


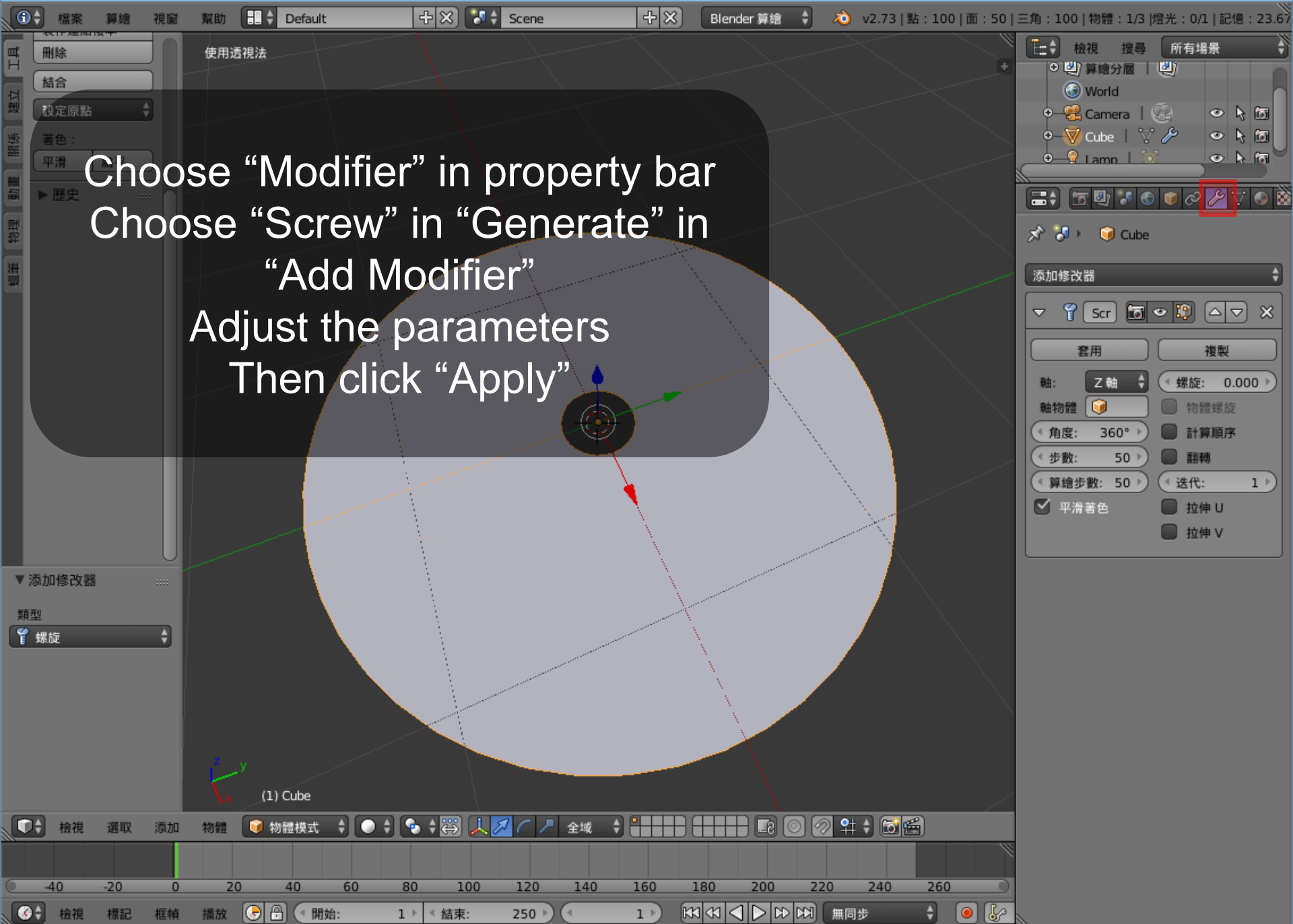


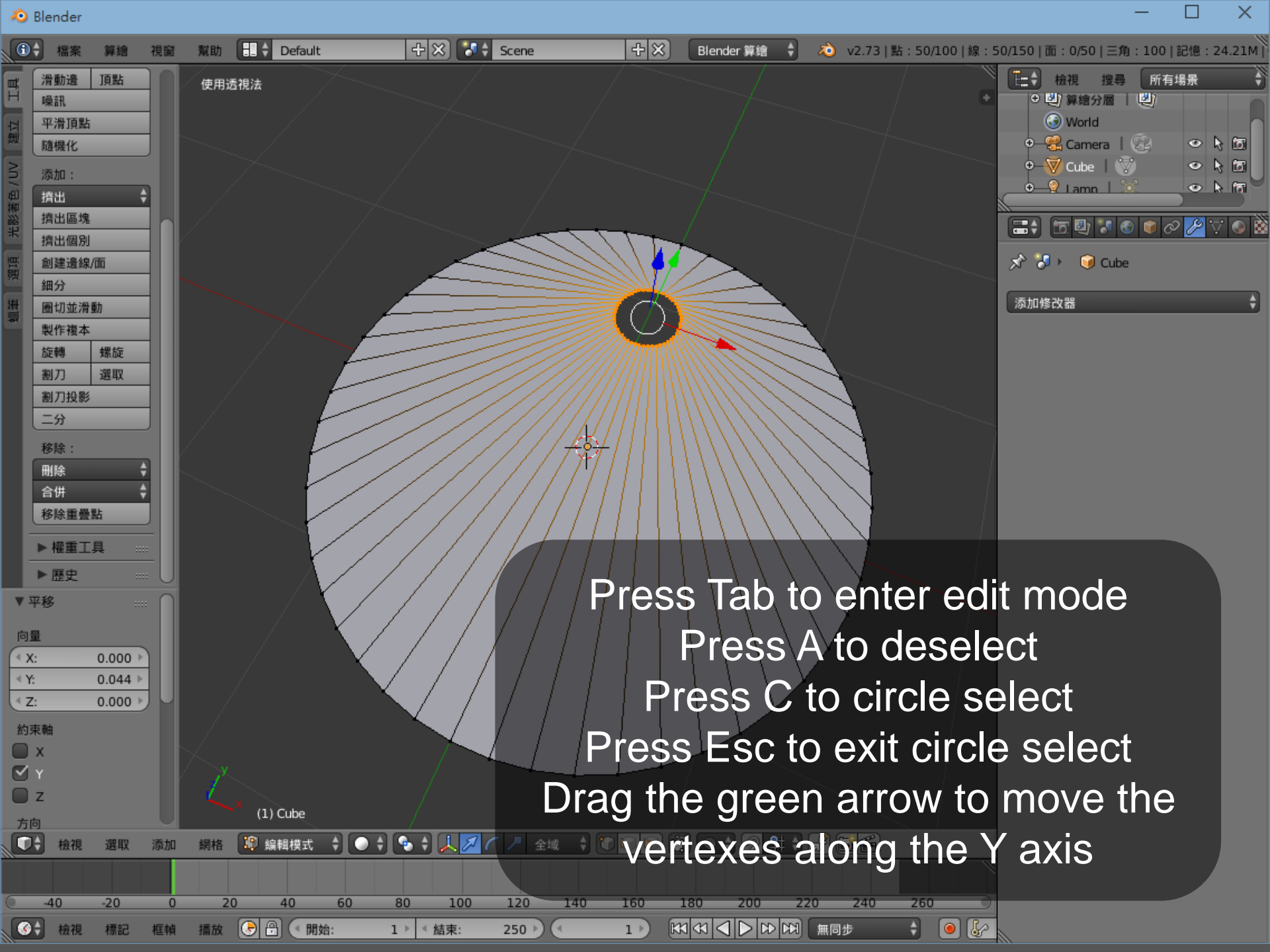
Press Alt+M to merge
And choose "merge to center"



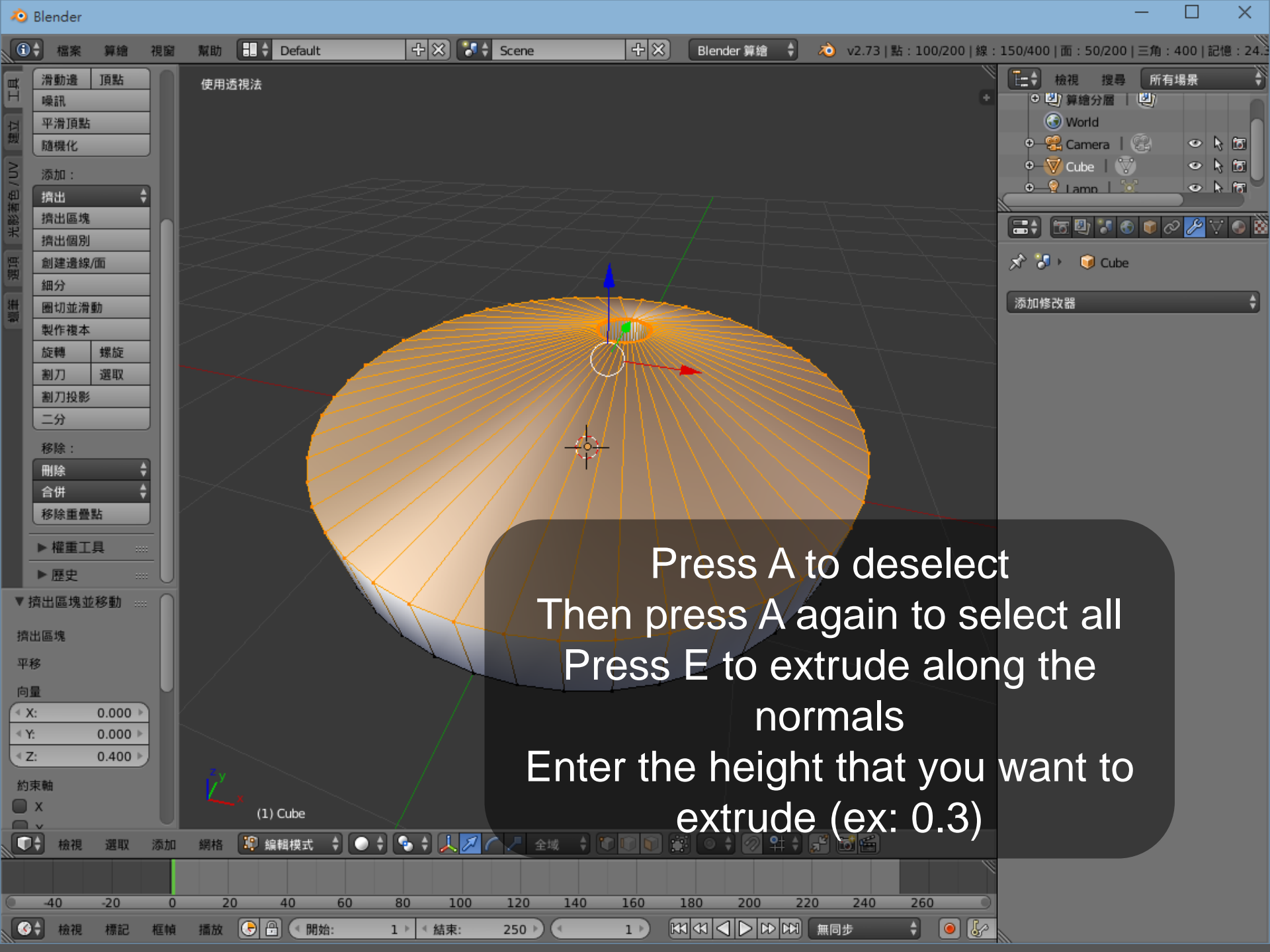
Press G to transfer
Then press Y to lock in Y axis
and enter the distance (ex: 0.2)
Finally, press Enter to confirm



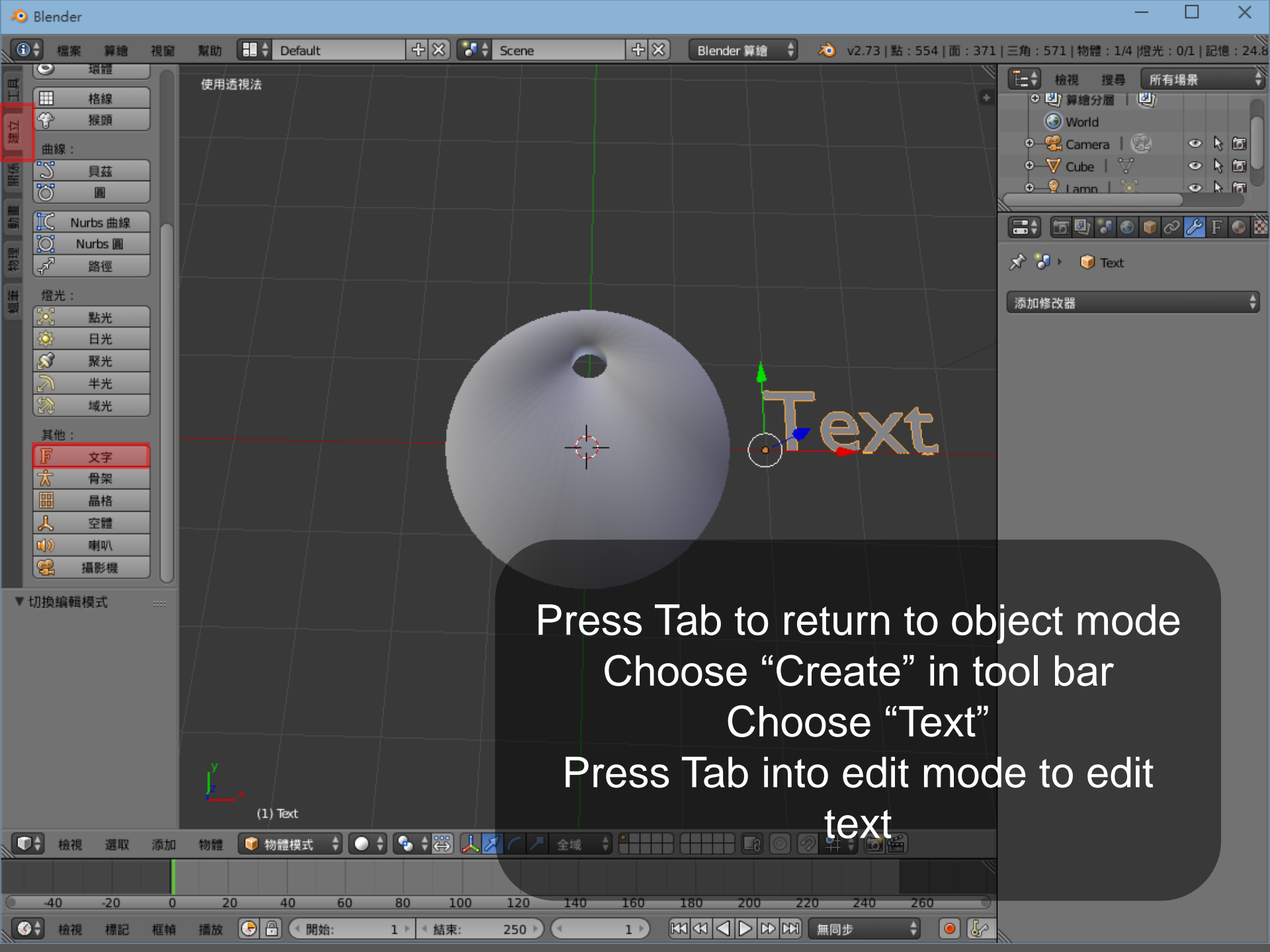




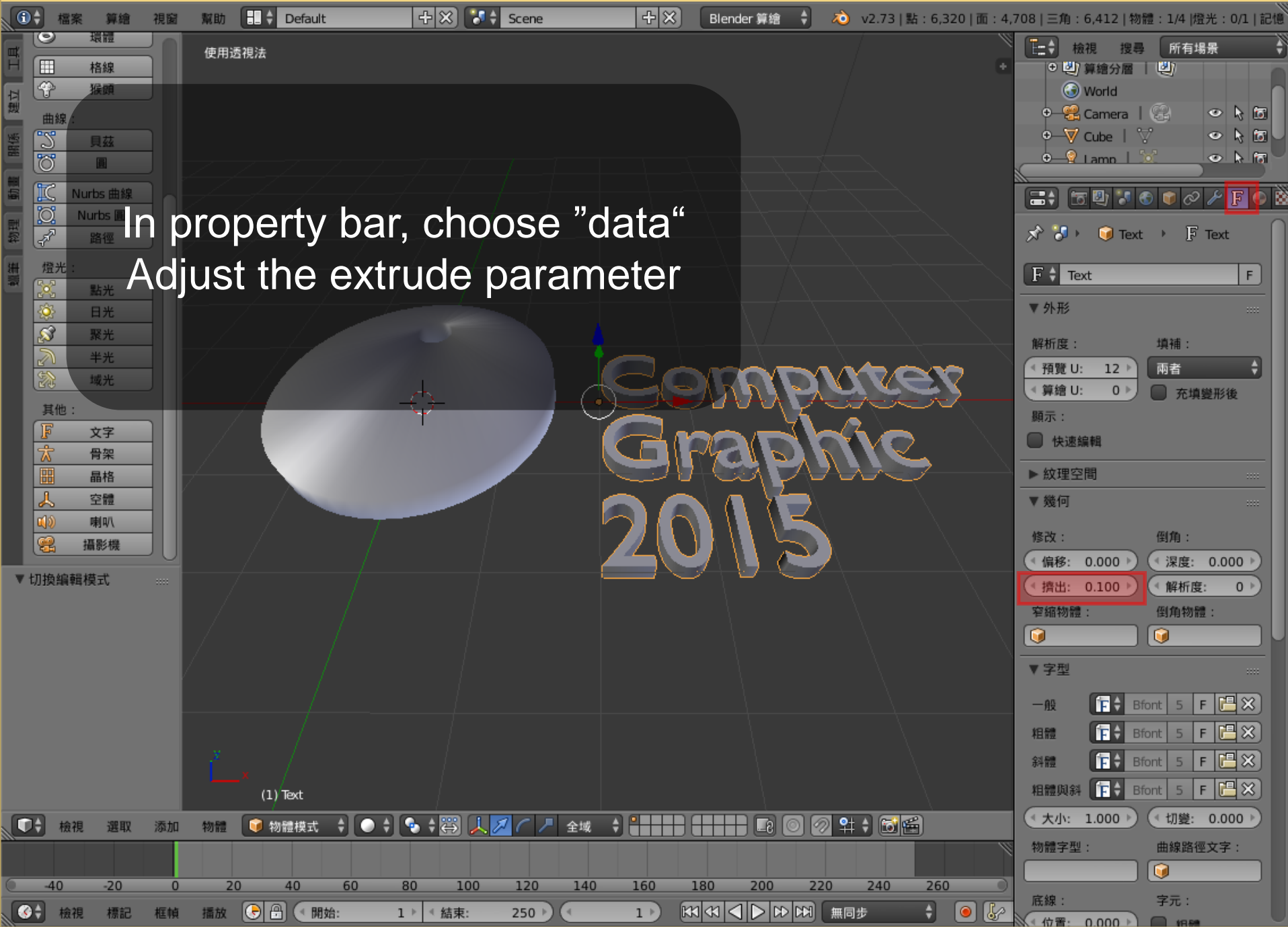
Press Tab to enter edit mode
Press A to deselect
Press C to circle select
Press Esc to exit circle select
Drag the green arrow to move the
vertexes along the Y axis

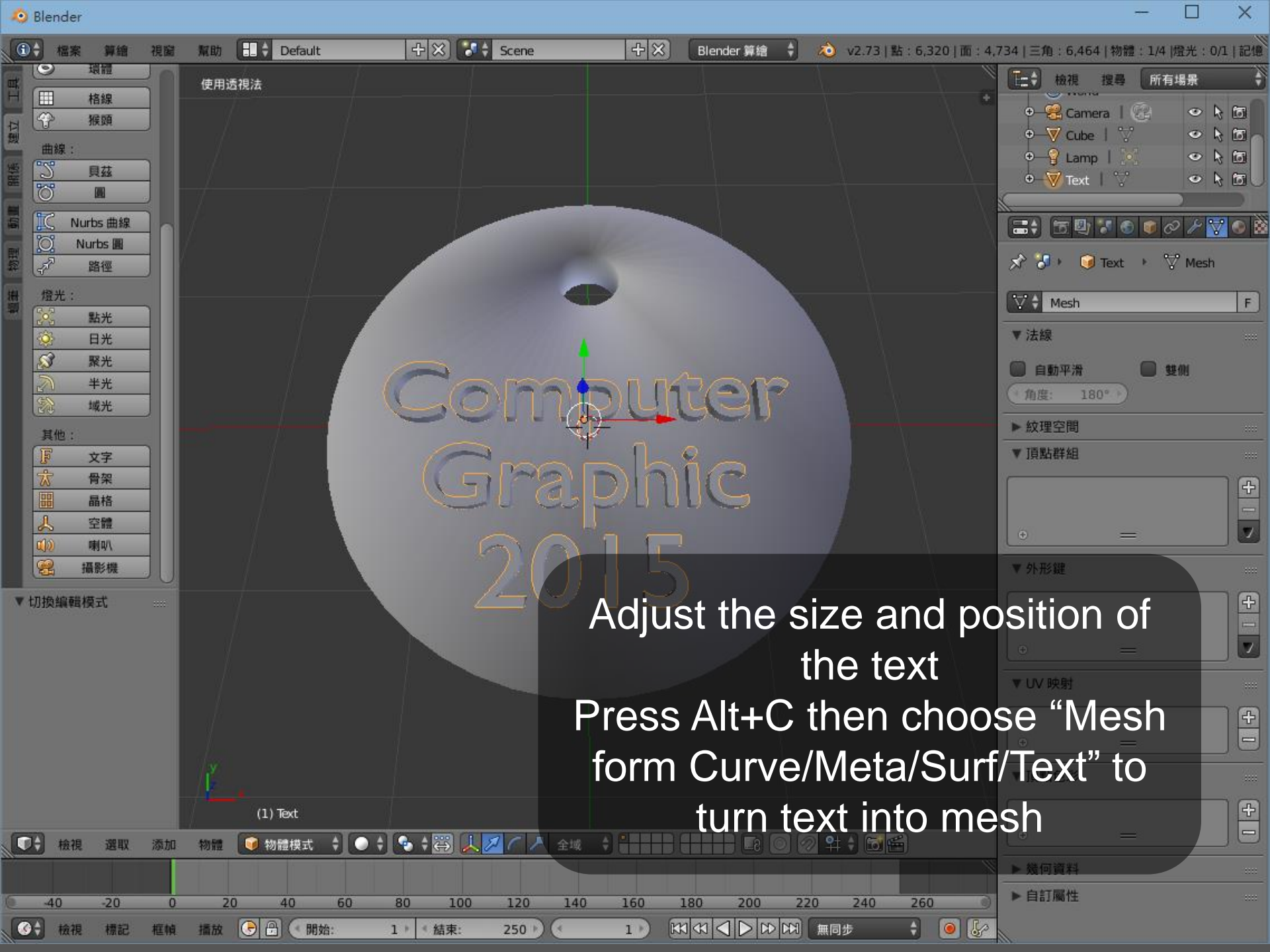


Press A to deselect
Then press A again to select all
Press E to extrude along the
normals
Enter the height that you want to
extrude (ex: 0.3)



Press Tab to return to object mode
Choose "Create" in tool bar
Choose "Text"
Press Tab into edit mode to edit
text





Computer
Graphic
2015

Adjust the size and position of
the text

Press Alt+C then choose "Mesh
from Curve/Meta/Surf/Text" to
turn text into mesh

