blender®

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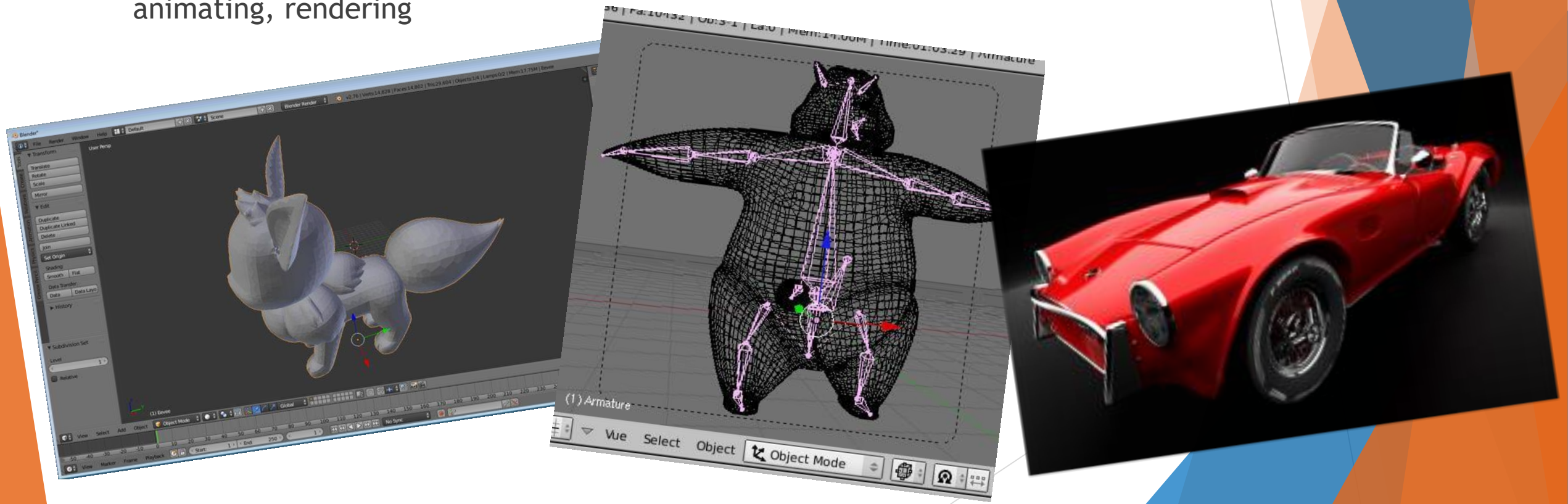
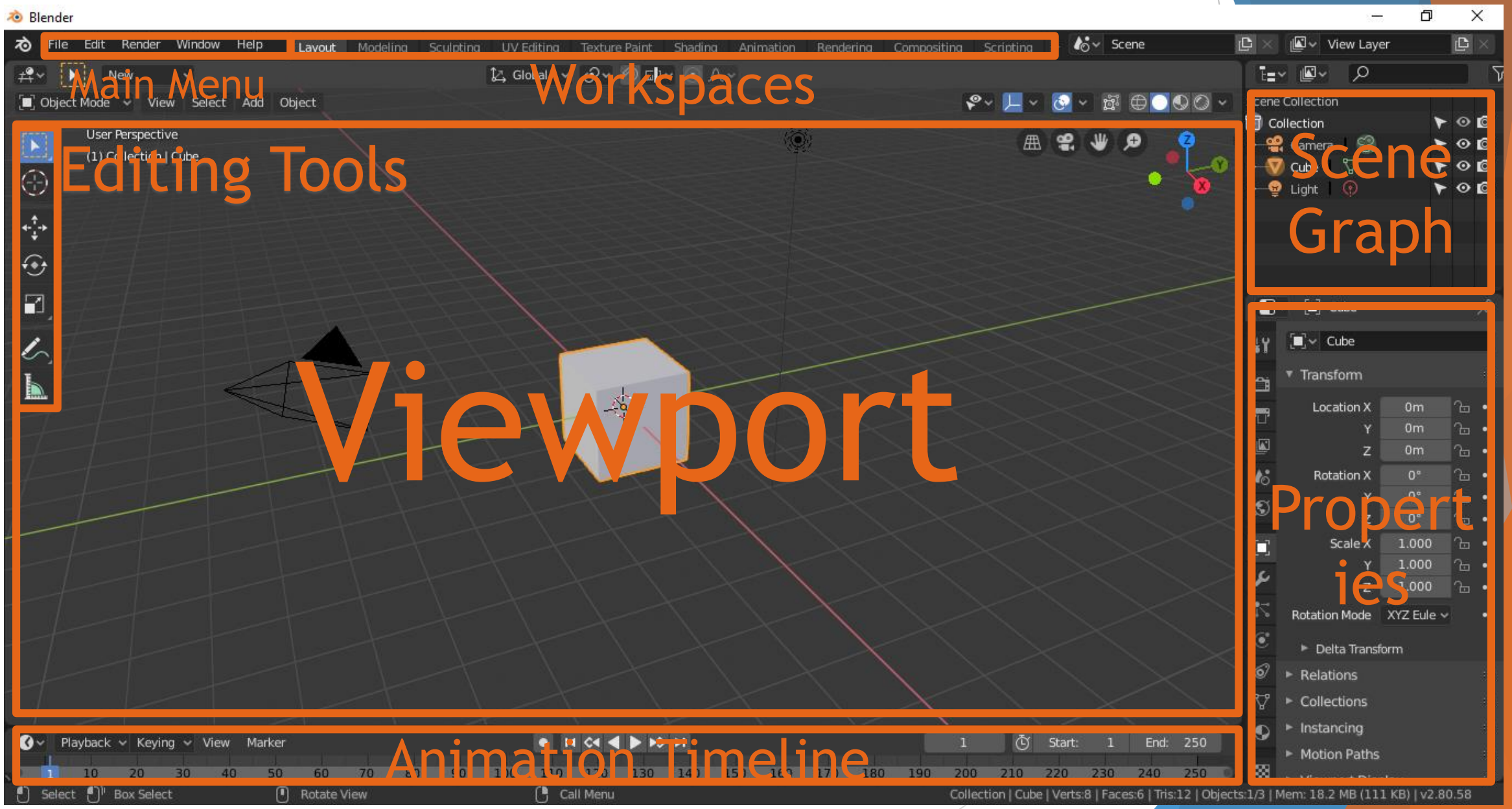
What is Blender?

- Blender is one of the most popular free 3D computer grapics toolsets
- It is used for creating animated films, visual effects, art, 3D printed models, interactive 3D applications and video games
- Blender's features include 3D modeling, UV unwrapping, texturing, sculpting, animating, rendering



Blender UI


Blender
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Scene
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Main Menu
Workspaces
Object Mode View Select Add Object
Global
User Perspective
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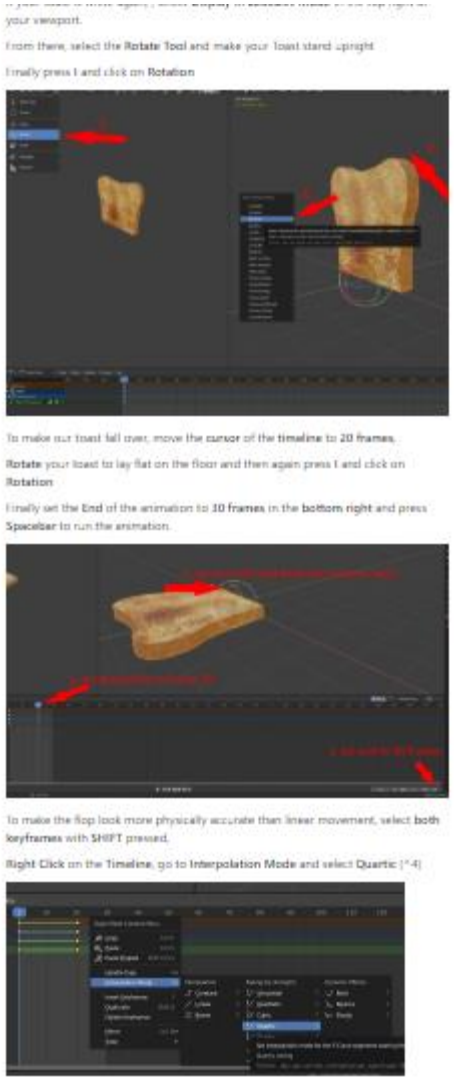
Scene Collection
Collection
Camera
Cube
Light
Scene Graph
Cube
Transform
Location X 0m
Y 0m
Z 0m
Rotation X 0°
Scale X 1.000
Y 1.000
Rotation Mode XYZ Eule
Delta Transform
Relations
Collections
Instancing
Motion Paths
Properties
Playback Keying View Marker
Start: 1 End: 250
Animation Timeline
Select Box Select Rotate View Call Menu
Collection | Cube | Verts:8 | Faces:6 | Tris:12 | Objects:1/3 | Mem: 18.2 MB (111 KB) | v2.80.58

Blender hands on



- https://github.com/SlaxXxX/blender-portfolio

- Guided hands on in the Readme.md
- A mouse is recommended
- You can work in groups of two to open the tutorial on a second screen