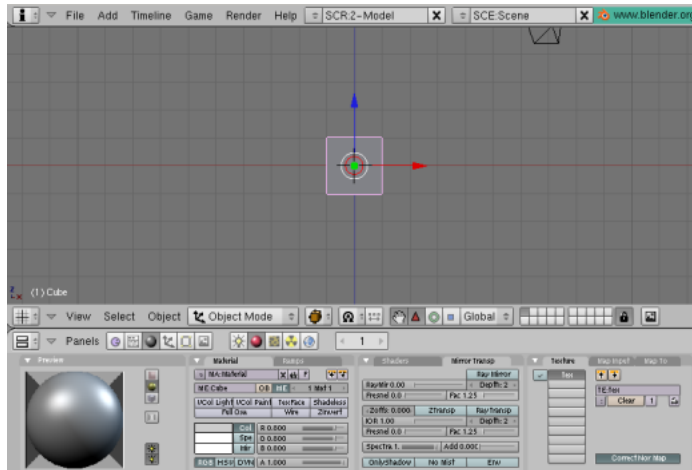


1 Use Blender 2.5 or higher

- There was a huge change in Blender between 2.49 and 2.5
- 2.5 is MUCH better
- Do not look at any tutorials for 2.49 or lower
- If the screen looks like this, with all the controls across the bottom, DON'T USE IT:



2 Starting Blender Game Engine Development

- Start blender
- Change rendering engine from **Blender Render** to **Blender Game**
- Expand right hand panel and lower panel.
- Change lower panel to game logic panel.

3 Add some objects

- In the 3d window, press P
- Press **esc** when done
- Move cube up
- Add a material and color (original cube already has material, pick color)
- Snap cursor to center (shift S)
- Add playing surface (shift A)

- Go to edit mode (tab)
- Scale by 10 (S then 10)
- Exit edit mode (tab)
- Add a material and color (buttons on right)
- Press P
- Press esc

4 Add some behavior to the cube

- Right-click the cube
- In the Game Logic panel create a keyboard sensor
- Set key to up arrow
- Create an and-controller
- Connect keyboard sensor
- Create a motion-actuator
- Connect and-controller
- Set motion to simple motion, local coordinates, change x location 9.1
- In 3d window, press P
- Press up arrow. Cube should move forward.
- Press esc
- Add left-arrow key sensor, connect to rotate z local 1
- Add right-arrow key sensor, connect to rotate z local -1
- Play game

5 Add some physics

- Select (right click) the cube
- Go to physics button (bouncy ball)
- Change Static to Rigid Body
- Play game
- Walk off cliff

6 Add some balls

- Add Collision bounds to cube
- Add two spheres
- Give them material and color
- Make them rigid bodies
- Play game, push spheres off cliff
- Edit spheres, check collision sphere

7 Using textures

- In edit mode
- Mark seam
- Select all
- Unwrap object
- Go to UV editor
- Change View to Paint (toolbar)
- Use image editor or external program
- Make sure 3d window is in texture mode

8 Using animations

- Animate in animation screen
- Give animation a name
- Use actuator to play animation
- Remember to set first and last frames

9 Character modelling

- Mirror

10 Character rigging

- Set x-ray
- Copy/past poses in mirror form

11 Skybox

- Set material to shadeless
- Flip normals

12 Miscellaneous

- Press control-A to apply rotations/scales/etc.