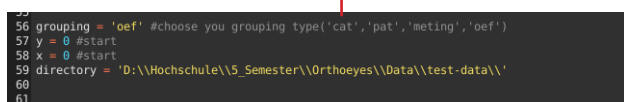


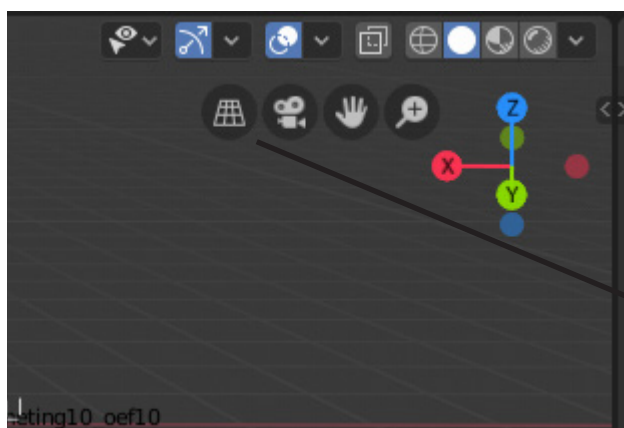
After starting the .blend file. Make sure you're in the Scripting TAB. If your script isn't loaded yet, go to the text editor window. Text->Open file. Or just press on the little folder icon in the Head of the Text Editor window.



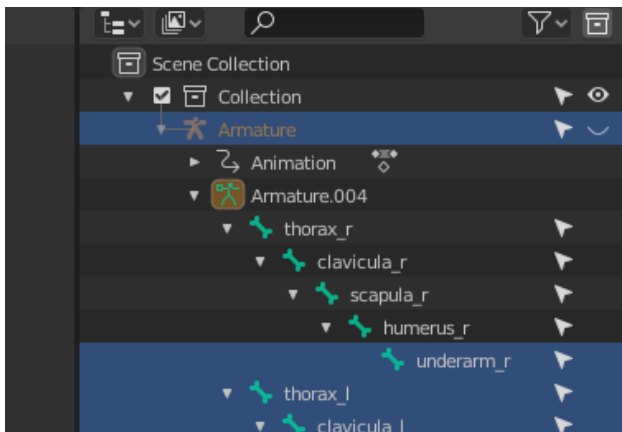
After you got the correct script loaded in. Set the directory string to the directory your .csv-files are in. For this script, make sure your files are named. cat*_pat*_meting*_oef*. You can also choose the grouping of the data. At this point make sure you save your .blend-file locally and don't forget to save your .py-file as well. Now you're all set, time to RUN the script



After the script has successfully finished, head over to the Modeling TAB. From there you have to switch to object mode in order to see the Animations. You can do that in the upper left corner of the 3d-View window. Depending on how you set up your Preferences you might be able to press play/pause using "spacebar" but you might have to use "shift" + "space"



In the upper righthand corner of the 3D-View in the Modeling TAB are pretty much all controls you need. Using the axes you can rotate your view like a gimbal (mouse 3 on pc). By clicking on the hand you can move on the viewing plane. (SHIFT + MOUSE3) And by clicking on the axes names on the gimbal you can get into the Orthogonal view. You can switch ortho and perspective view at any time by clicking the grid.



In the outliner window, you can see what object are in your collections. You can select or delete objects in there. You can also turn on and off different collections or objects, so you dont see them in the 3D View

Usefull shortcuts:

x: delete

b: box-select

Shift+b: lets you select your view window

TAB: switch Object/editmode

a: select all

a x2: deselect all

esc: stop whatever youre about to do

num 5: switch ortho/perspective view

num 1/3/7/9: different Axes in ortho view.

