Computer Graphics Lab 06-

Blender 3d Basics - part 1

# Reference:

1. <https://www.youtube.com/playlist?list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6> ,
2. <https://www.youtube.com/playlist?list=PLVGkVJAkbDGHhRx_qu5JxkBHylipSL5Qg>

# Tools

**Blender 2.8+ :** [**https://www.blender.org/download/**](https://www.blender.org/download/)

# Labs

| **Lab ID** | 6-1 |
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| **Goal** | Blender UI navigation |
| **Steps** | <https://www.youtube.com/watch?v=ILqOWe3zAbk&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=2> |

| **Lab ID** | 6-2 |
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| **Goal** | Blender viewport |
| **Steps** | <https://www.youtube.com/watch?v=8XyIYRW_2xk&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=3> |

| **Lab ID** | 6-3 |
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| **Goal** | Selecting objects |
| **Steps** | <https://www.youtube.com/watch?v=hTL6AKR8YDs&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=4> |

| **Lab ID** | 6-4 |
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| **Goal** | Adding objects |
| **Steps** | <https://www.youtube.com/watch?v=JSAobQPRLwc&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=5> |

| **Lab ID** | 6-5 |
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| **Goal** | Modeling basics |
| **Steps** | <https://www.youtube.com/watch?v=7bHleRTEmZ0&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=8> |

| **Lab ID** | 6-6 |
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| **Goal** | Creating meshes |
| **Steps** | <https://www.youtube.com/watch?v=VqzKWxw3IXc&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=9> |

| **Lab ID** | 6-7 |
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| **Goal** | Object and Edit mode |
| **Steps** | <https://www.youtube.com/watch?v=34FBeC9mktE&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=10> |

| **Lab ID** | 6-8 |
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| **Goal** | Mesh selection |
| **Steps** | <https://www.youtube.com/watch?v=yqe7kC7Fk-I&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=11> |

| **Lab ID** | 6-9 |
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| **Goal** | Extrude tool |
| **Steps** | <https://www.youtube.com/watch?v=2qD_tcPMhOs&list=PLa1F2ddGya_-UvuAqHAksYnB0qL9yWDO6&index=12> |