

# Blender intro

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[github.com/hryniuk/blender-intro](https://github.com/hryniuk/blender-intro)



# Outline

Introduction

Interface and modes

Shortcuts and editing

Rendering

Learning resources

# About me and you

- ▶ About me
  - ▶ **Digital art hobbyist (Blender&Krita)**
  - ▶ Software Developer (at Sperasoft)
  - ▶ Free and Open Source Enthusiast
- ▶ About you
  - ▶ Do you draw?
  - ▶ Do you use computer to create art?
  - ▶ Do you use Blender?
  - ▶ Do you plan to use Blender after this talk?

*Blender is not so hard to learn  
and worth trying*

# What's Blender

- ▶ free and open source 3D creation suite
- ▶ **allows Python scripting**
- ▶ video editor (nice example: rotoscoping)
- ▶ 2d animation suite (to be improved in Blender 2.8)
- ▶ includes Blender Game Engine

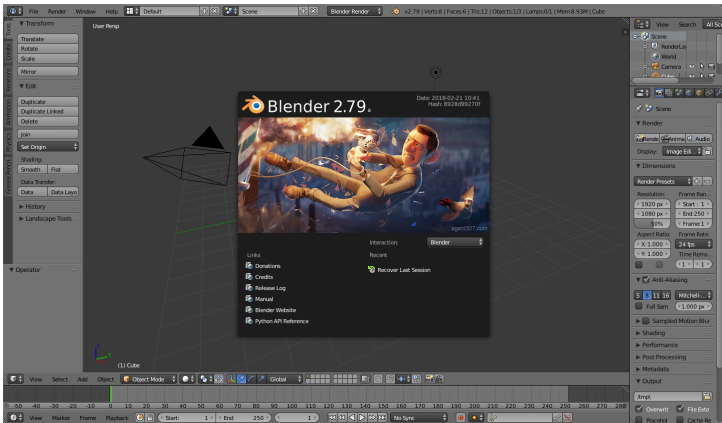
# Possibilities

Open movies:

- ▶ Agent 327: Operation Barbershop (2017) - “the Netherlands’ answer to James Bond”
- ▶ Cosmos Laundromat (2015)
- ▶ Big Buck Bunny (2008)



# Blender interface



...may be a bit intimidating. We'll go through it in the minute.



# Three essential modes

- ▶ **Object** - object datablock edition
- ▶ **Edit** - parts of the mesh (curves and surfaces) edition
- ▶ **Sculpt** - mesh sculpting (more or less "area-based" mesh edition)

*Let's get familiar with them*

# How we can edit objects?

In fact 12 shortcuts + mouse are enough to do most of the things efficiently. Starting from **object mode**:

- ▶ **G**rab
- ▶ **S**cale
- ▶ **R**otate
- ▶ **Shift+A**(dd)
- ▶ **X** (Cut, of course)
- ▶ Select **A**ll

# How we can edit objects?

...and in edit mode (**TAB** to switch mode):

- ▶ Add **F**ace
- ▶ **E**xtrude
- ▶ **B** - rectangle selection tool
- ▶ **C**yclic selection tool
- ▶ **K**nife
- ▶ **W** - edit mode popup menu (with operations like Subdivide, Smooth, Bevel and Symmetrize)

## How we can edit objects?

Beside that, one can also use modifiers available in a separate tab (under shortcuts too): Array, Boolean, Screw and Soldify to name a few

*Back to Blender*

# Rendering engines - how to get an image from the scene?

Short answer: just press **F12**. There are three rendering engines in Blender (you can get more with Add-ons):

- ▶ Blender Render - the oldest and the simplest
- ▶ Blender Game - for the Blender Game Engine; designed for interactive use
- ▶ but all you need is **Cycles** - physically based production renderer for photorealistic images

...and **Principled Shader**.



*Let's play with Cycles...*

# Learning resources

- ▶ Blender Guru tutorials
- ▶ Blender.org tutorials
- ▶ Polski Kurs Blendera

# *Questions, comments and feedback*

[github.com/hryniuk/blender-intro](https://github.com/hryniuk/blender-intro)

*Thank You*

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