Blender

Blender

- Open source & free
- Started in 1995
- 3D suite of tools: modeling, sculpting, texturing, rigging, animation, physics simulations, rendering, compositing, game engine, python scripting... etc.

Learning Resources

- Blender Manual – essential for reference
- Blender Guru – best place to start
- Lynda
- CG Cookie (Paid)
- YouTube Channels
  - Sebastian Lague (Blender character creation tutorials)
  - Tutor4u
  - Darrin Lile
  - BornCG
  - BlenderDiplom
  - Sardi Pax
- Google

Info

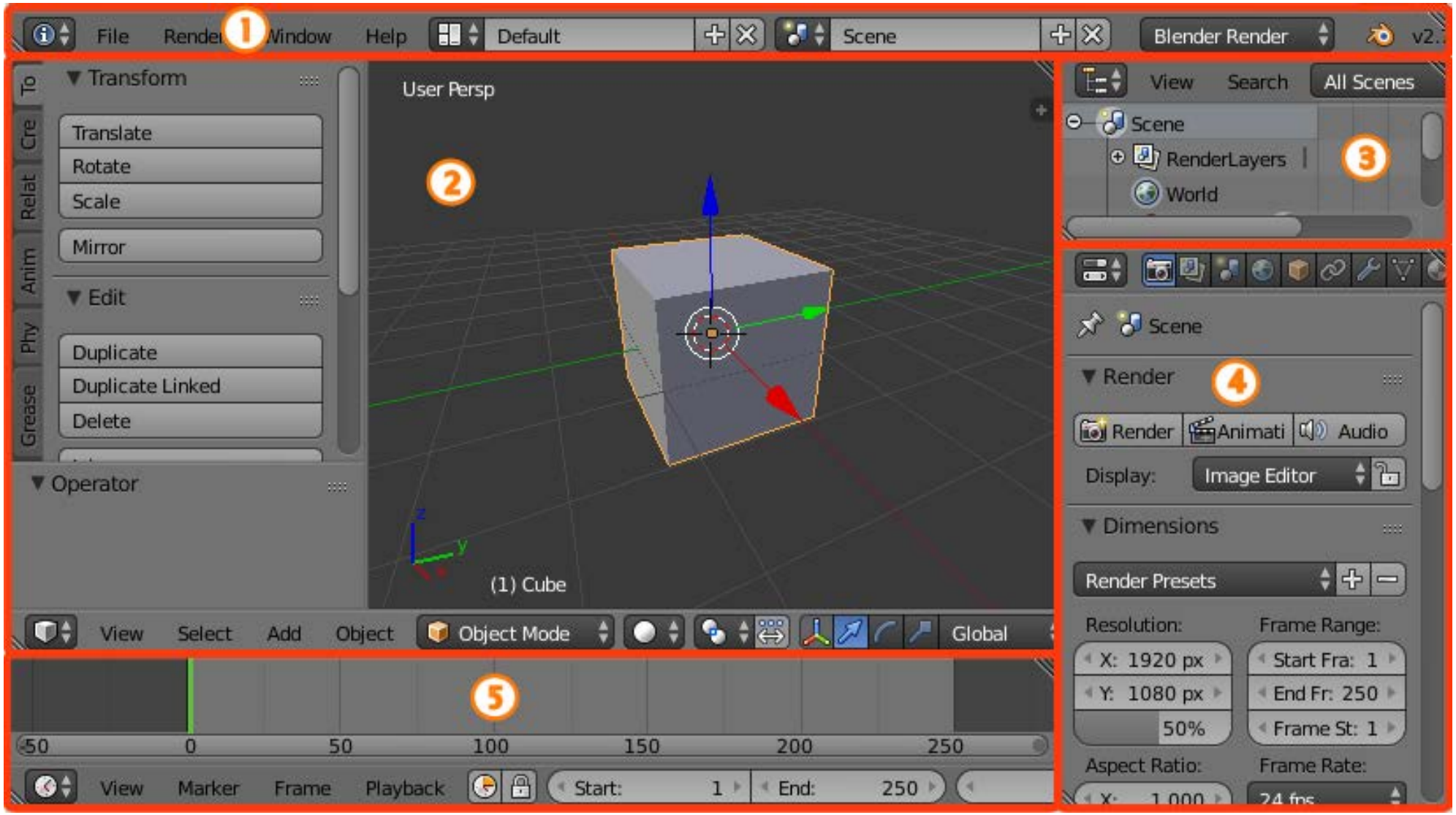
Tool Shelf

Outliner

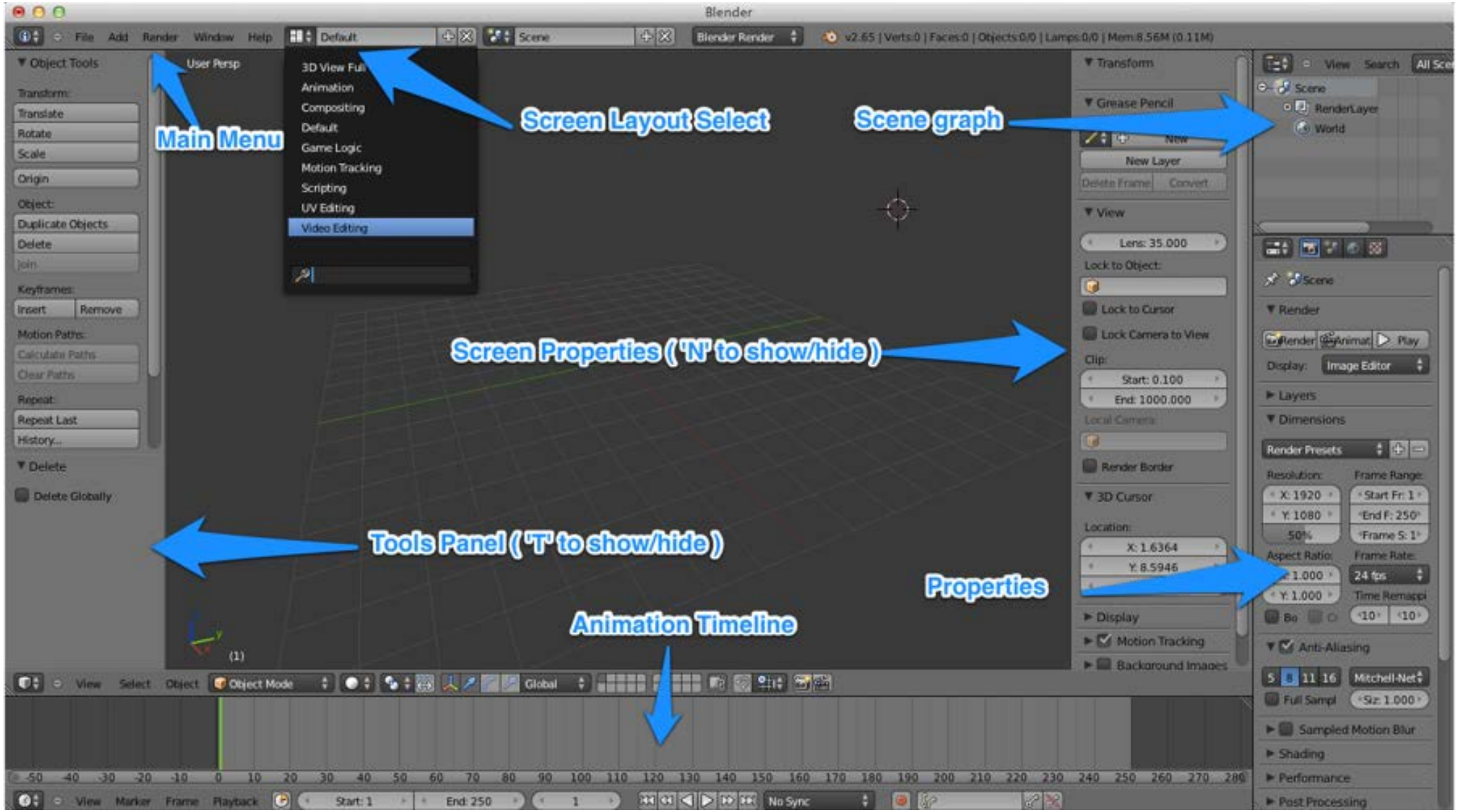
Operator

Properties

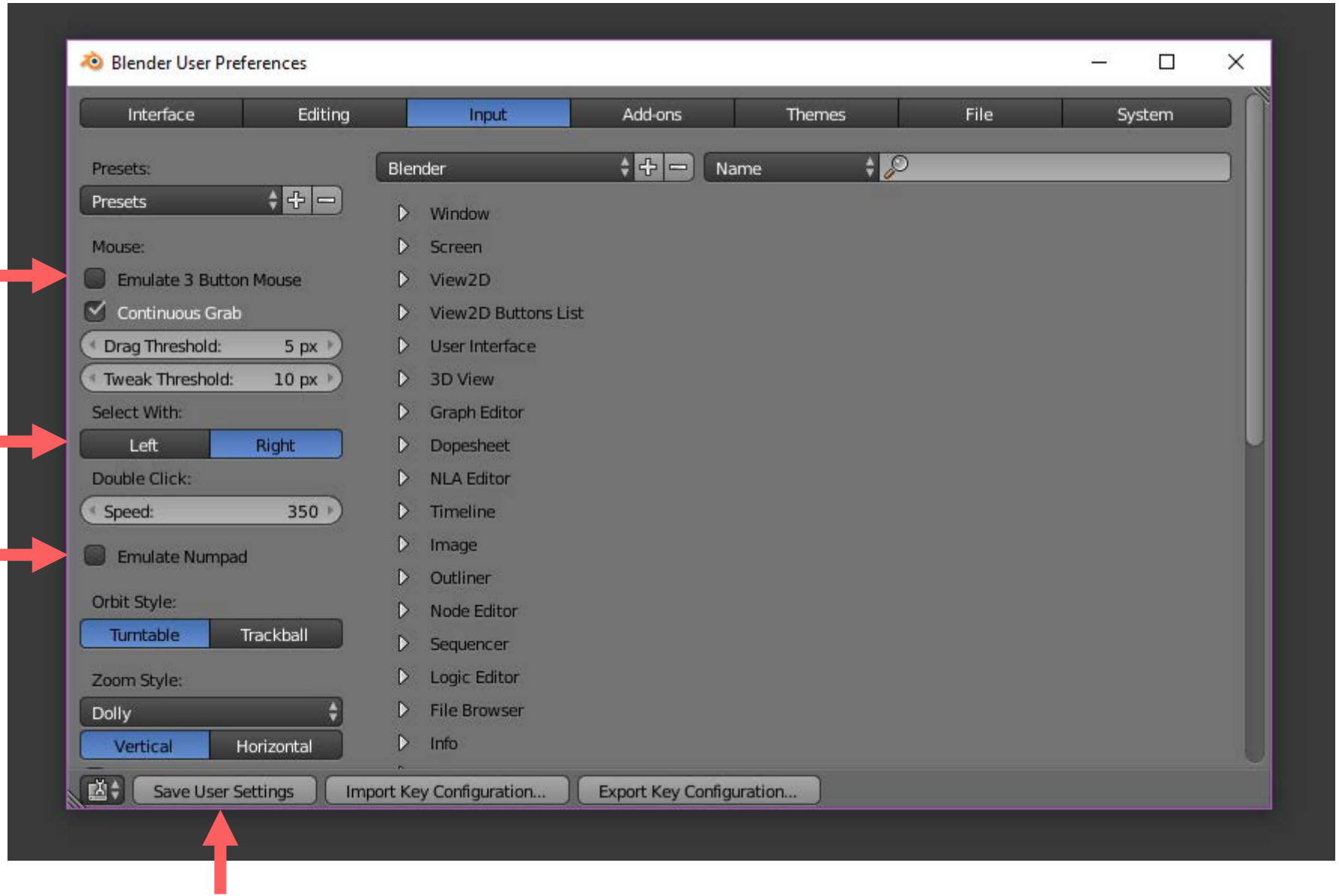
Timeline



https://www.blender.org/manual/interface/window_system/introduction.html



http://www.gamefromscratch.com/post/2013/01/18/Programmer-Art-Blender-For-Programmers-Part-1-The-Introduction.aspx


Blender User Preferences
Interface
Editing
Input
Add-ons
Themes
File
System
Presets:
Presets
Mouse:
Emulate 3 Button Mouse
Continuous Grab
Drag Threshold: 5 px
Tweak Threshold: 10 px
Select With:
Left
Right
Double Click:
Speed: 350
Emulate Numpad
Orbit Style:
Turntable
Trackball
Zoom Style:
Dolly
Vertical
Horizontal
Blender
Name
Window
Screen
View2D
View2D Buttons List
User Interface
3D View
Graph Editor
Dopesheet
NLA Editor
Timeline
Image
Outliner
Node Editor
Sequencer
Logic Editor
File Browser
Info
Save User Settings
Import Key Configuration...
Export Key Configuration...
(Optional)

Basic Navigation

Orbit	Middle Click
Pan	Shift + Middle Click
Zoom	Scroll
Top View	Numpad 7
Front View	Numpad 1
Side View	Numpad 3
Camera View	Numpad 0
Go to Selected Object	Numpad .
Perspective/Orthographic	Numpad 5
Zoom to Show All Objects	Home
Fly Mode	Shift + F
Toolbar	T
Object Properties	N
Reset 3D cursor	Shift + C

From Blender Guru Hotkeys PDF

Common

Add Object	Shift + A
Search	Space
Move	G
Scale	S
Rotate	R
Trackball Rotate	R, R
Move Origin Point	Ctrl + Shift + Alt + C
Properties Bar	P
Toolbar	T
Option Menu	W