

# polygonal modeling & Blender 101

## 0. contents

this tutorial, what it is and what it isn't  
(or at least what I aimed for it to be)

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*draft, 27.11.2018*

Tutorial is intended for complete beginners to computer graphics and 3d modeling. Also, it could be useful to experienced people, who are just new to Blender.

Only modeling is covered here. No texturing, no rendering, no nuthin'.

I deliberately skip a lot of things, leaving them for the reader to figure out on their own. This allows me to jump to more interesting features, and cover a lot of them, while keeping the tutorial short.

Along with that, I try to introduce enough new concepts and terms, so the user is able to ask specific googlable questions, instead of vague 'help me reddit I'm totally lost here' questions.

Here's some advice for the future:

- google for wireframes of models made by people who are more skilled than you
- google for modeling timelapse videos
- more often than not, long step-by-step videos on making some particular thing are useless
- instead of typing into youtube search, read Blender documentation to learn how to use a particular feature

Later, I will add a dedicated 'further learning' section in the end of this tutorial.

### **prerequisites**

- ability to read English
- familiarity with the basics of using teh computah via the graphical interface of your operating system. i.e. you know how to press key combinations, and when told to click something, you don't ask 'single click or double click?'.  
i.e. you know how to use a mouse
- internet access, at least one hour in a few days
- ability to use a web search engine
- At least vague understanding of school math (not sure, but I'd say up to grades 8-9) will help. I won't say it's like required required though.

### **contents**

1. intro (*mostly a short overview of user interface*)
2. dafaq is polygonal modeling anyway (*general, not specific to Blender*)

WIP:

3. further introduction to modeling
  - 3.1. some of the most used modeling tools
  - 3.2. mesh selections
  - 3.3. navigation inside Blender 3d viewport
  - 3.4. 3d cursor explained (*that weird crosshair thing that doesn't seem to do anything*)
4. appendicitises (*probably boring as fuck, but not knowing these may cause particularly large amounts of pain and frustration*)
  - 4.1. world space, local space, whoknowswhat space
  - 4.2. customizing window layout