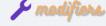


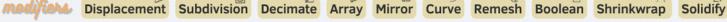
Blender cheat sheet for beginners

Common shortcuts, actions and some fast annotations for novices For Blender 4 1.5 - 13 mar 2024 by nachazo aithub.com/nachazo/blender-cheat-sheet





























Tips & tricks

Optimization tips

Remove duplicated vertices, faces or edges. Use Merge Vertices → By Distance

Solves many workflow problems with transforms, modifiers...

Apply scale (Ctrl + A) and other transforms (rotation/location) if needed.

Solves many workflow problems with transforms, modifiers...

Check Normals. Use Mesh → Normals → "Recalculate Outside" (or Alt + N) for fixing.

Verify it in checkbox: "Viewport Overlays" → Face orientation

Check Object origin. Correct it in Object → Set Origin (select geometry in Edit Mode if needed).

Solves many problems with scale, modifiers like Array, Mirror...

- Better use quads (4 edges). Avoid ngons (+4 edges). Also avoid, if possible, tris (3 edges).
- Check Render (and other options) icons marked on object/collections in the Outliner to your needs.
- Check if "Snap" or "Proportional editing" or "Proportional editing" or "Proportional editing"
- In Edit Mode, check Options → Transform → "Correct Faces Attributes" if needed.

For correctly transform meshes with applied UV map & textures.

Nede Wrangler

Ctrl + Disconnect/cut nodes

Ctrl + 0 Create a Mix node
Select one or more for auto-mixing

Alt + Auto-connect nodes

F Connect selected nodes

More shading nodes

Hue/Saturation/Value & Brightness/Contrast: Change texture properties, like color, contrast...

Blackbody: Node for light temperature color, for example in an Emission surface (1500K to 12000K).

Ambient Occlusion: Add shadow in the object folds.

You can add "dirt" or remark this zones with this setup:



Add texture dirt with this setup:



- File → Clean Up → Recursive Unused Data-Blocks
 Clean unused materials, textures, images... in the scene.
- Right Click in Collection at Outliner: Instance to Scene Make instances, optimizing the polygon count.
- Use instances (Alt + D) and share materials in objects whenever possible.
- File → External Data → Automatically Pack Resources

 Activate for pack textures and resources into the .blend file.
- Modifier: Decimate

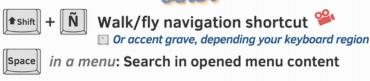
 Optimize polygon count in the scene.
- Add-on: Material Utilities → **shirt* + Q → Specials → Merge Base Names

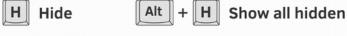
Merge duplicated materials used by assets (then, Clean Up).

- Bake textures and reduce model polygon count.

 Select blank image and bake type in Render → Bake.
- **8** Use Simplify, "Persistent Data" and other options detailed in "Default file start-up config".

Other











Node Wrangler Material Utilities Extra Objects Loop Tools

Bool Tool Images as Planes ANT Landscape Real Snow

Scatter Objects Copy Attributes Menu Easy HDRI*

UV Squares* BlenderKit* All in Preferences → Add-ons, except*

Default file start-up config

- In Viewport shading: Random & Cavity.
- In Output, check "Render region".
- In Render
 - o Select Cycles. Config your samples.
 - o In Eevee config, check "Ambient Occlusion".
 - o Simplify: Config to your liking/project, useful.
 - o Performance: check "Persistent Data".
 - Color Management: Choose to your liking.
- In the outliner filters, activate "Selectable".
- In World: Set "Sky Texture" at 0.130 strength.
- In Blender preferences: Up the "Undo steps" number and select Cycles Render Device if possible.