#### **Basic 3D animation using Blender**





SKANI101x

# **Blender interface**

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### Outline



- Different types of windows in Blender
  - Info window
  - 3D view
  - Timeline window
  - Outliner window
  - Properties window



# Splash screen (Default opening screen)

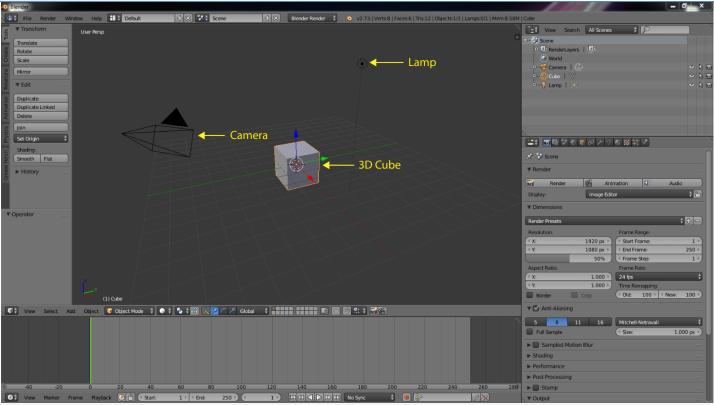






#### Default Blender screen

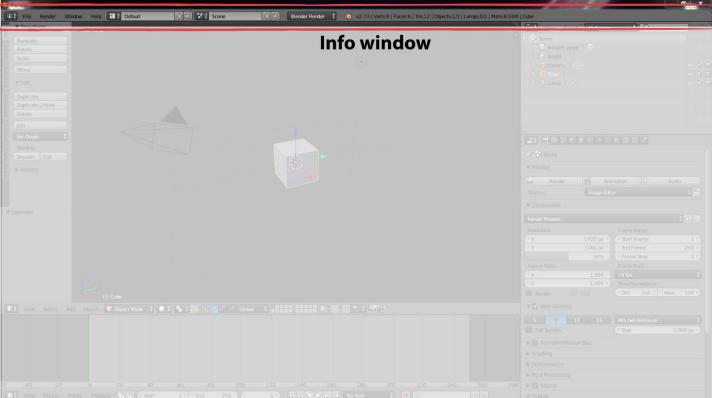






#### Info window

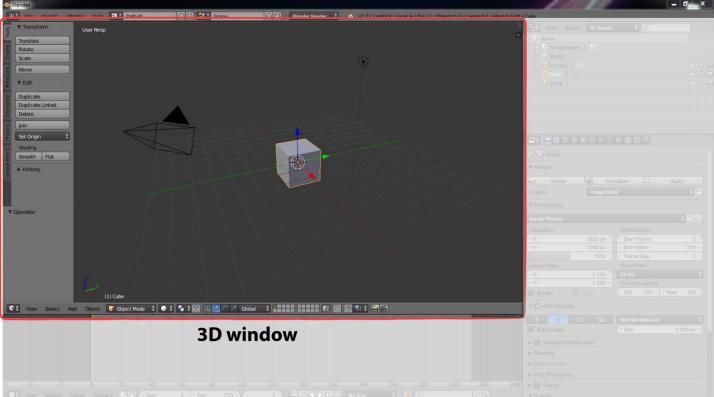






### 3D view window

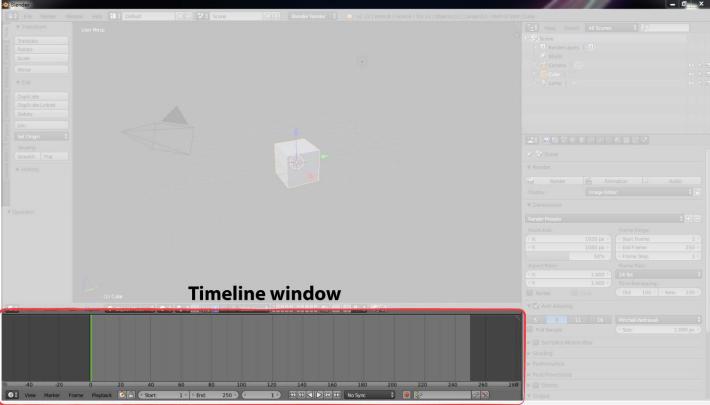






### Timeline window

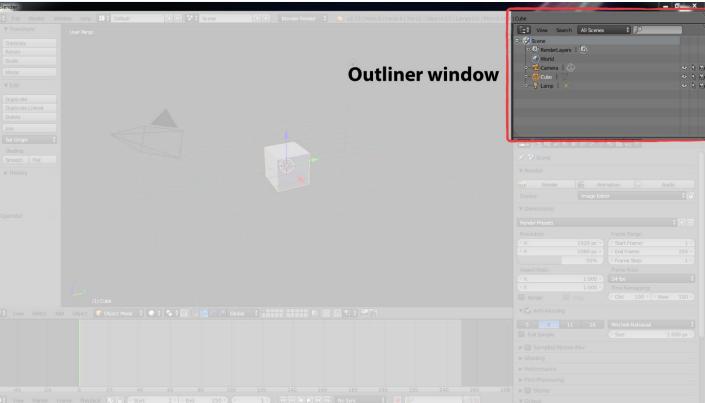






### **Outliner window**

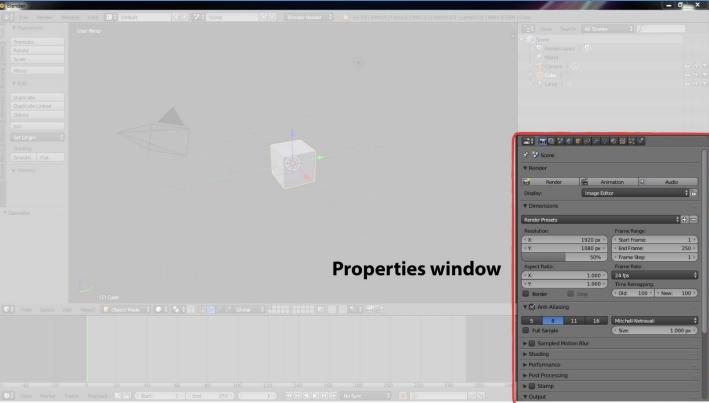






## Properties window

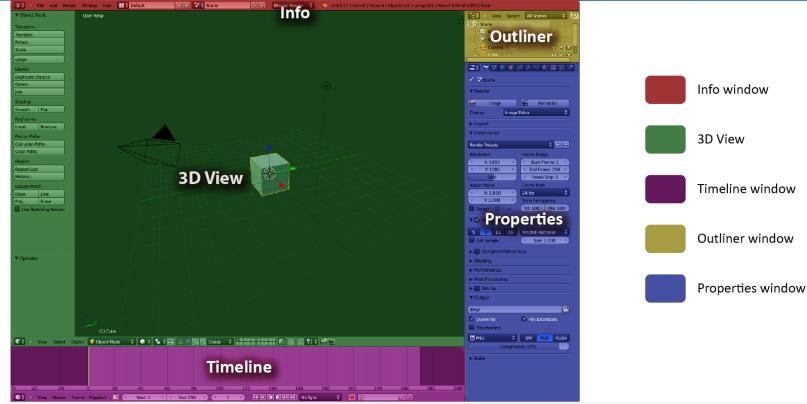






### Window types









#### Mouse position decides the active window

e.g. If mouse cursor is in outliner window, outliner window is the active window. Shortcuts related to other windows won't work till the mouse is over the outliner window.





## **Next session**

Blender interface: Mouse inputs

