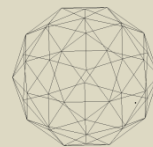


Basic 3D animation using Blender

SKANI101x



Customizing view ports (Part - II)

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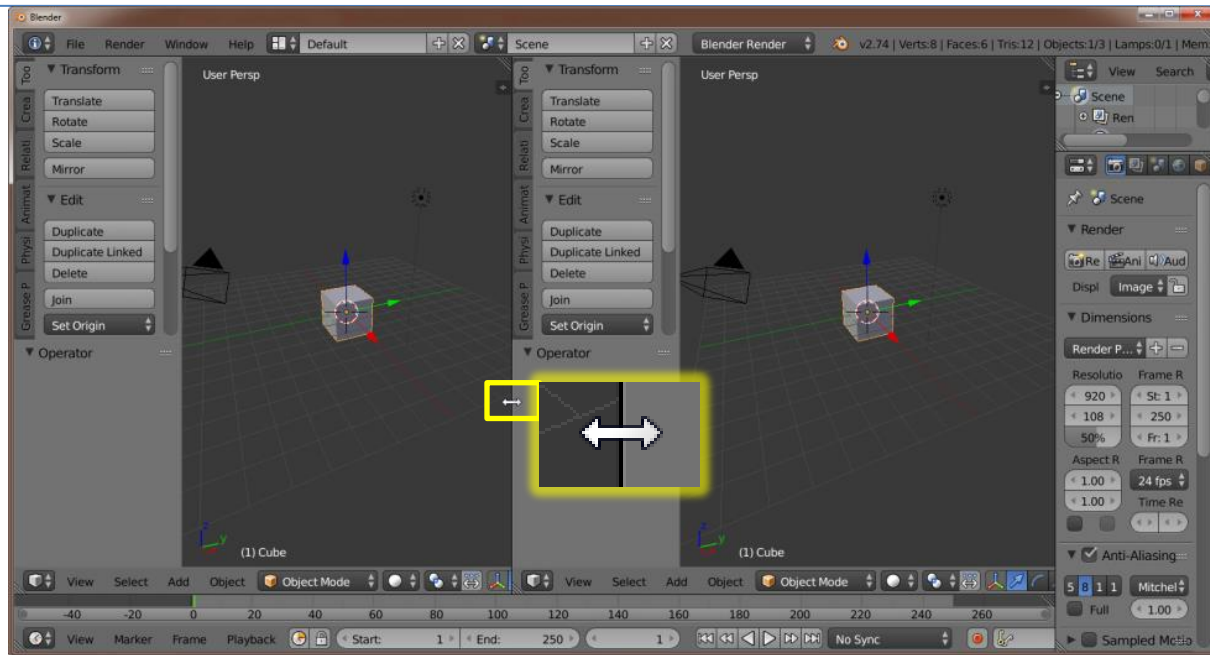
Outline

- Customizing view ports
 - Joining
 - Maximizing
 - Creating 4 views

Joining view ports

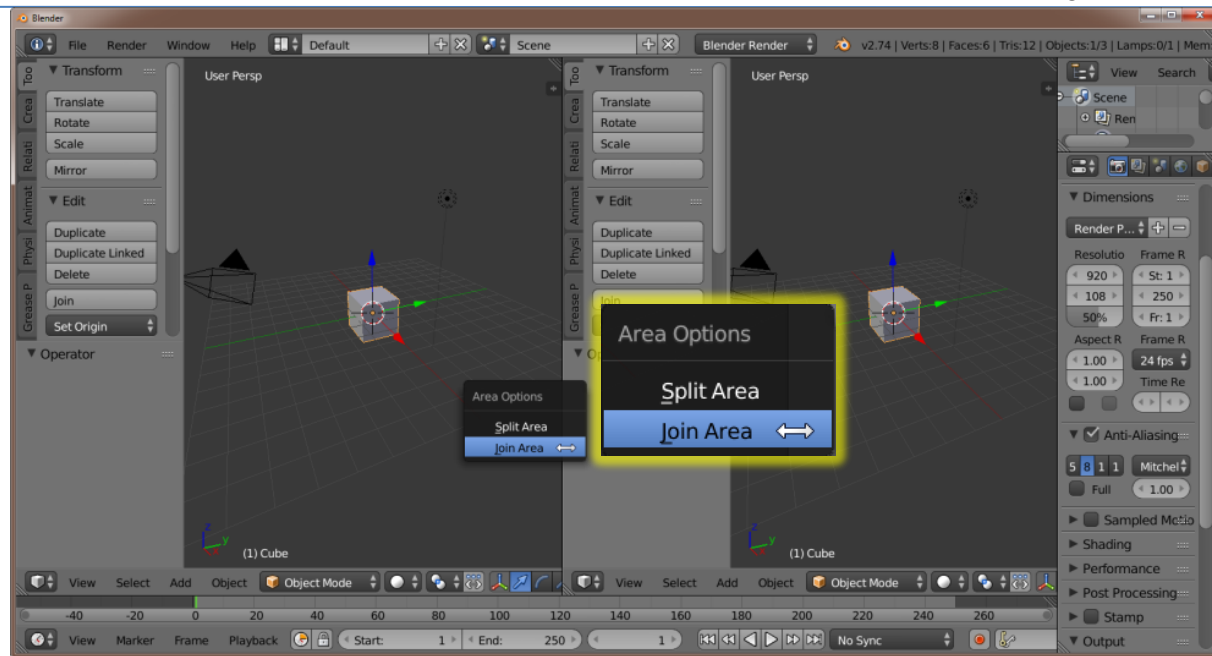
Joining view ports

- Hover mouse cursor on the vertical edge of the window
- Mouse cursor will change to a double headed arrow



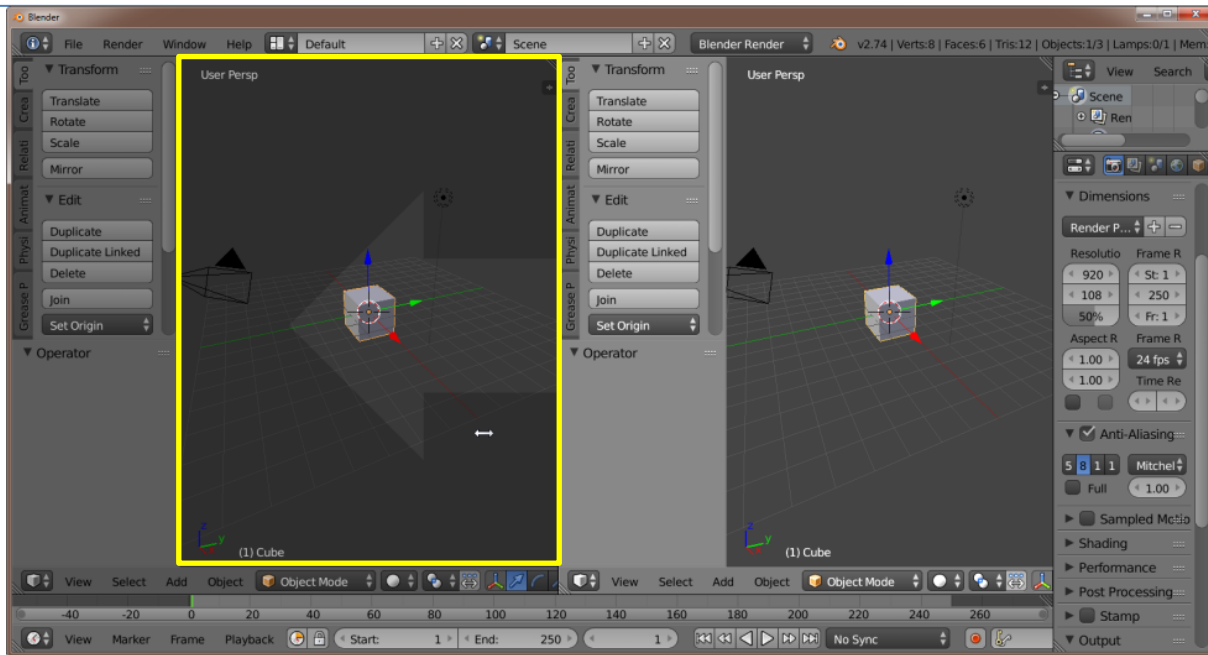
Joining view ports

- Right click on the vertical edge of the window and select 'Join Area' option from the pop-up



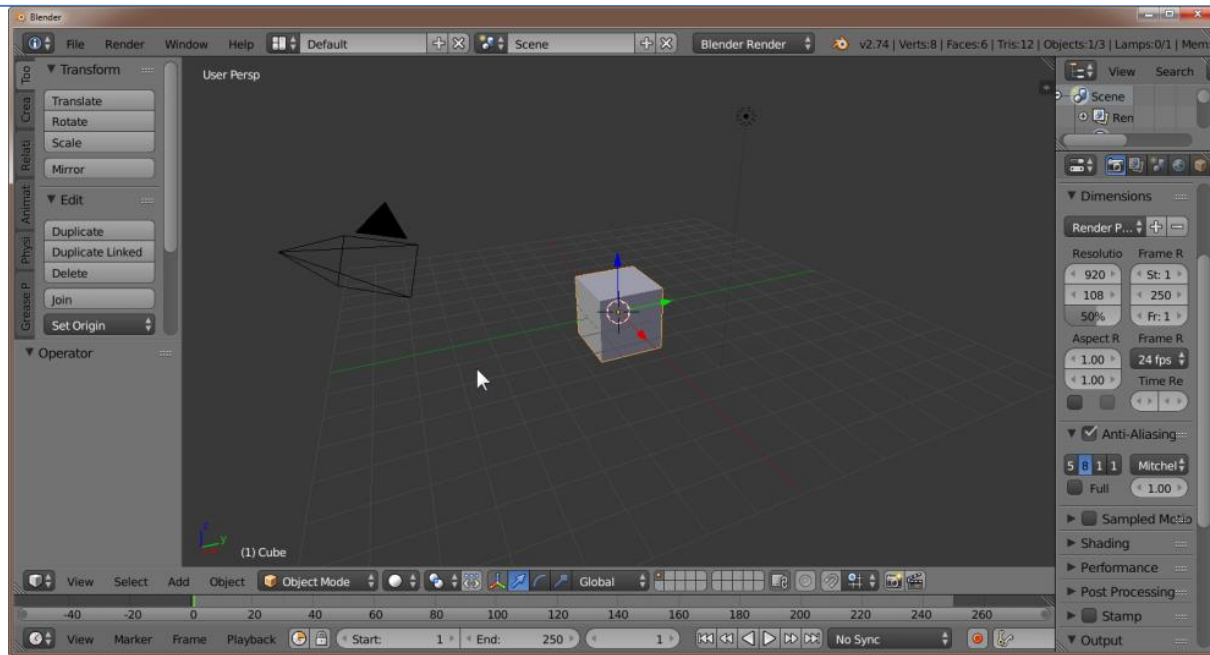
Joining view ports

- Move your mouse over any one of the window left or right
- The chosen window gets shaded and a big arrow appears over it
- Move the mouse cursor over to the window which you want to merge



Joining view ports

- Left click and the two windows will merge into one
- Right click or Esc to cancel the operation



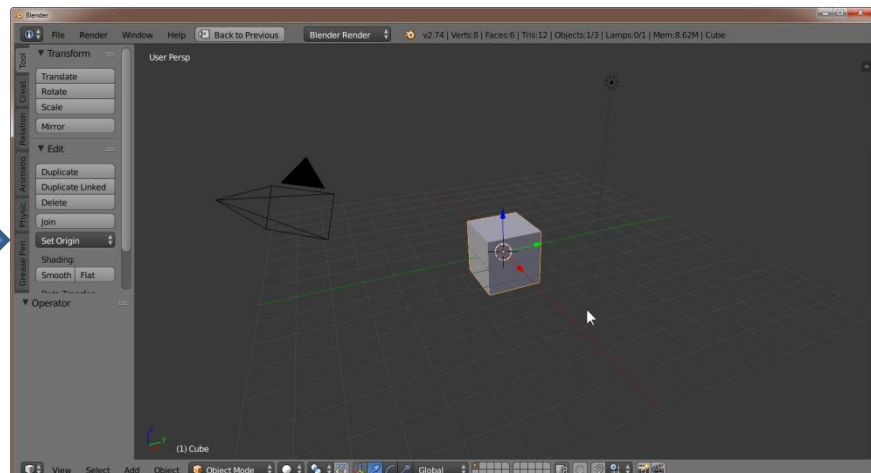
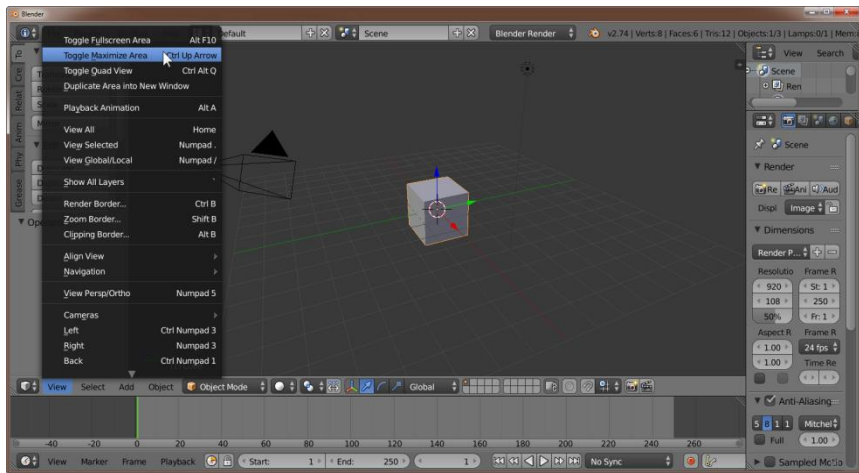


- You can only join windows horizontally that are the same height, and windows vertically that are the same width.
- Other windows which you want to join, should be in same direction.

Maximize view port

Maximize view port

Avoids visibility of other panels and helps focus on the desired panel/window



 Keyboard / Mouse 

Action

Ctrl + Up arrow / Shift + Spacebar

View>Toggle Maximize Area

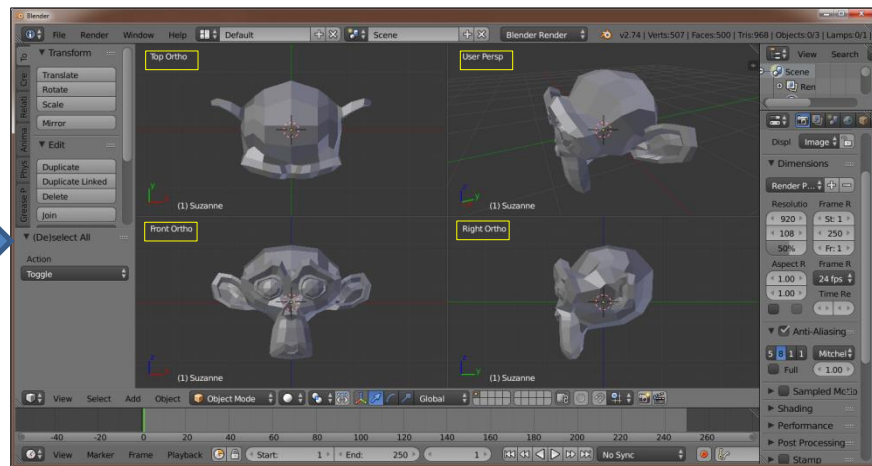
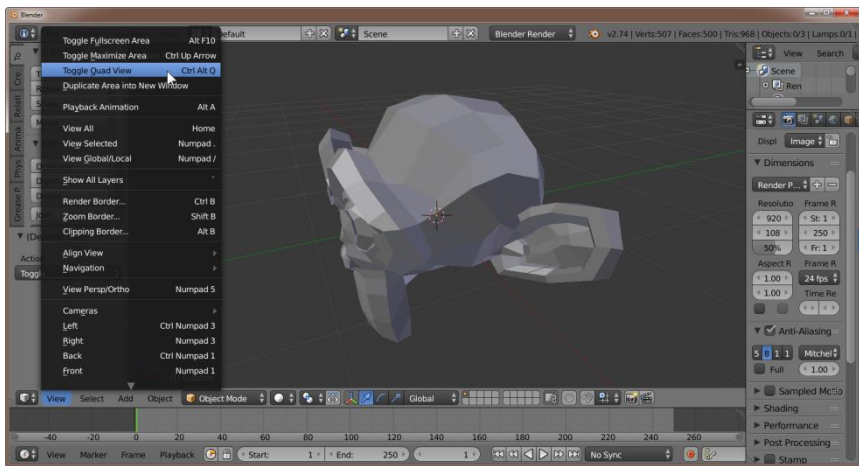
Maximizes the selected window (toggle)

4 different views at a time

Quad view

Quad view

Facilitates four different viewpoints of the object/s in one screen



 **Keyboard / Mouse** 

Ctrl + Alt + Q

View>Toggle Quad View

Action

Splits the single view into four (Quad) views

Next session

Basic transformations