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Customizing view ports (Part - I)

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blender™

Outline

- Adding new objects

- Customizing view ports
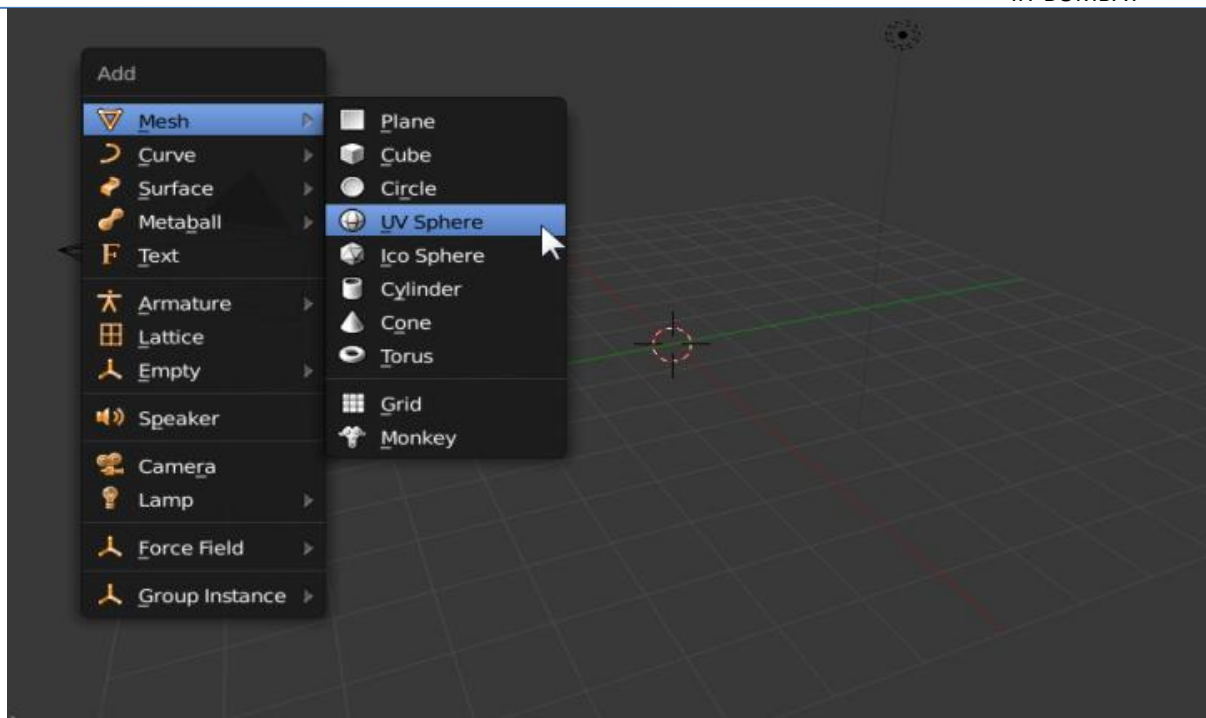 - Resizing
  - Splitting

Tip

- Position of the 3D cursor determines the position of the new object.
  A new object is added at the position of 3D cursor.

- Use shortcut: Shift + C, to get 3D cursor back to the origin (center of the grid).

Adding new object using keyboard

Shift + A

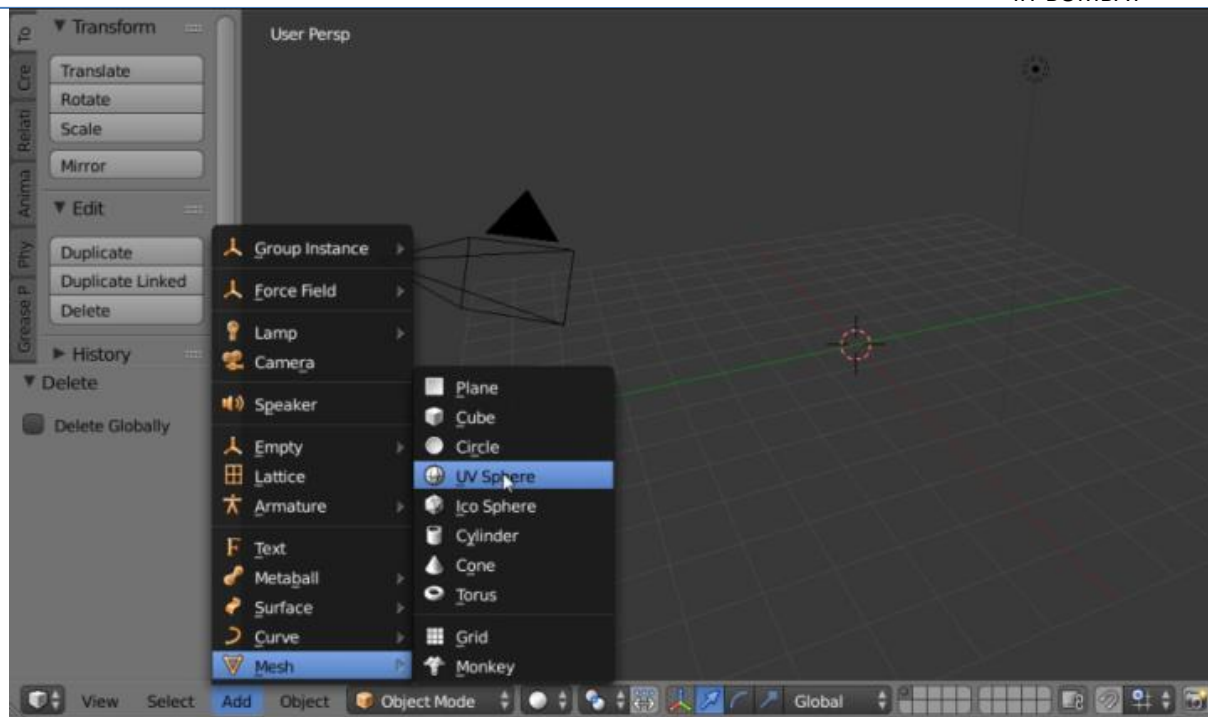Select from the list to add new object
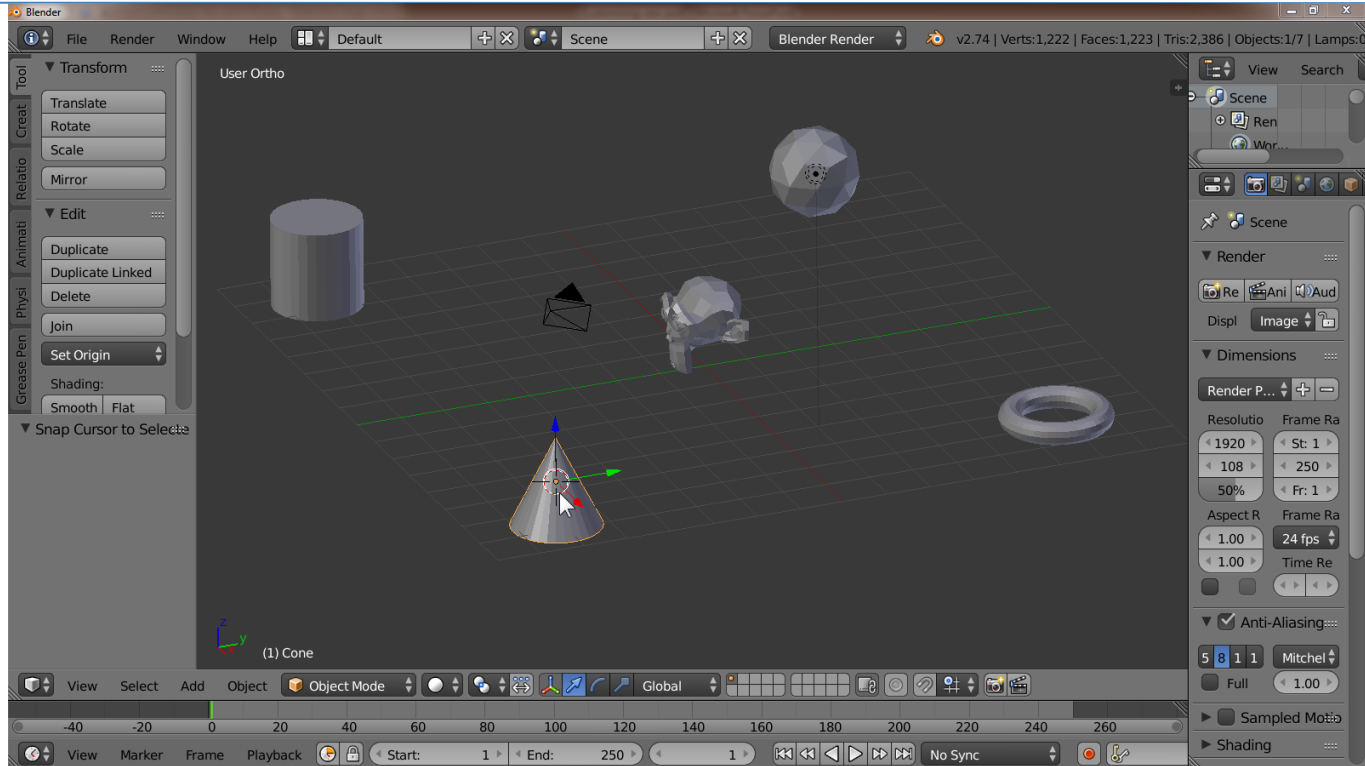
Adding new object using mouse

Add > Mesh

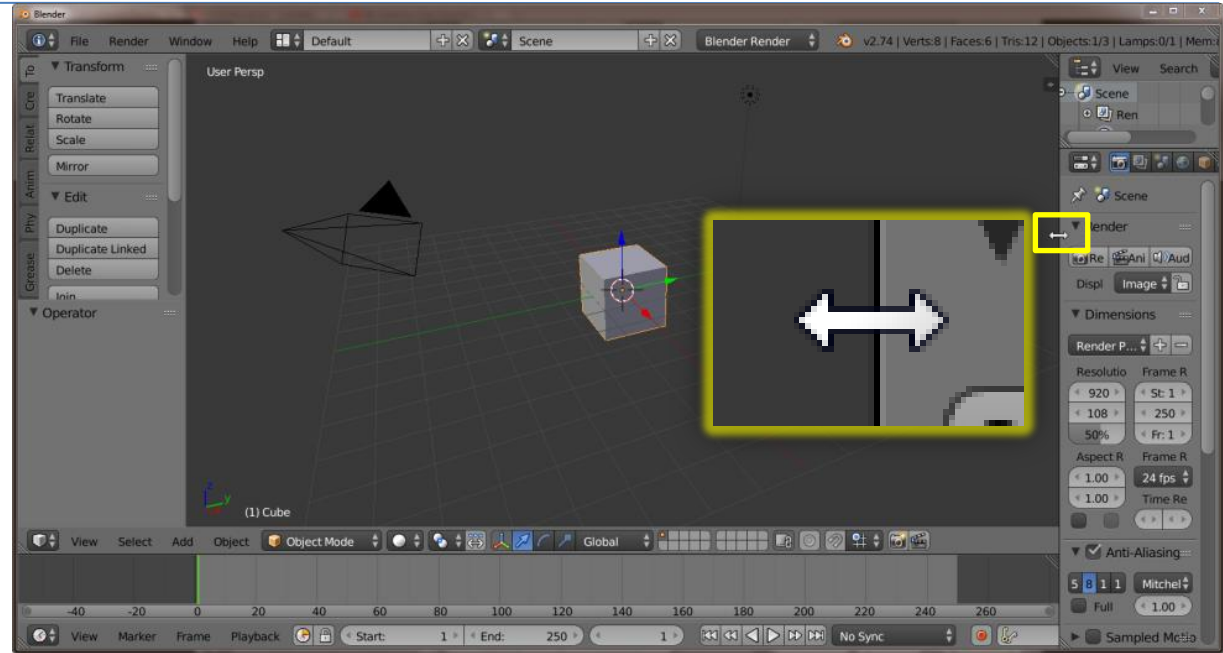Select from the list to add new object

Adding new object/s

Customizing view ports
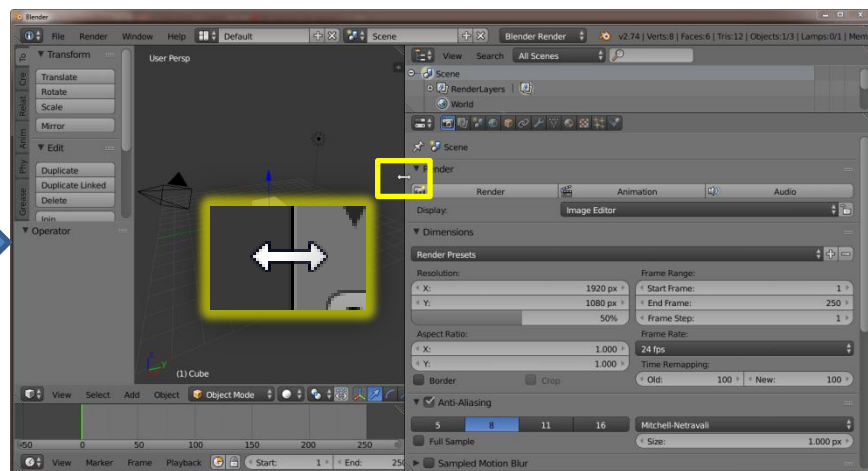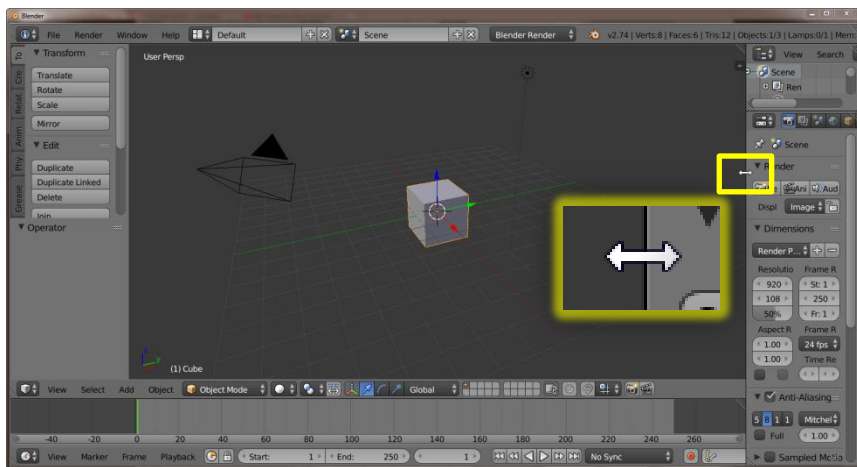
Customizing view ports (Resizing)

- Hover mouse cursor on the vertical edge of the window

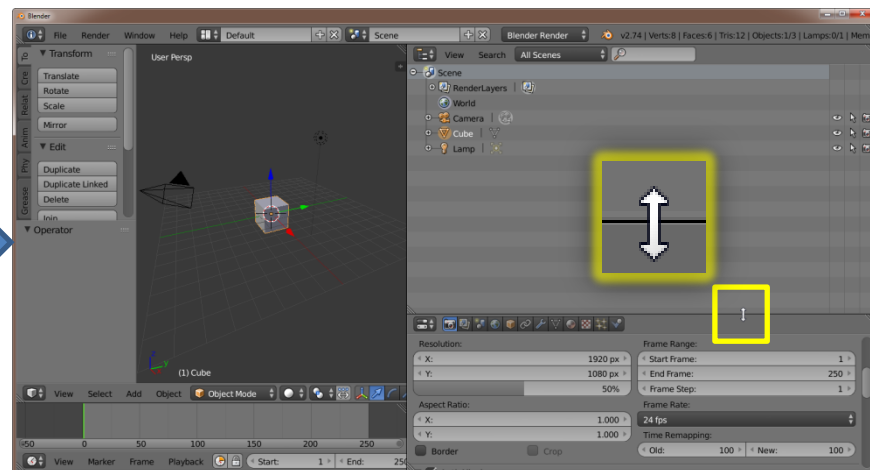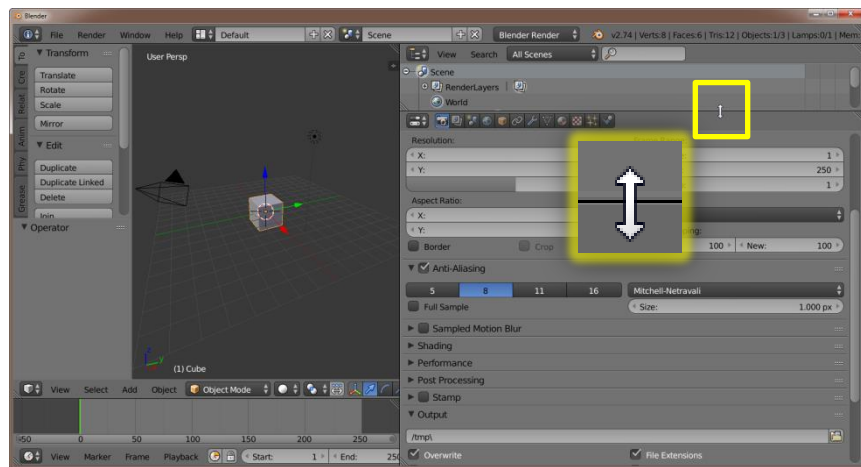- Mouse cursor will change to a double headed arrow

Resizing view port horizontally

Left click on the vertical edge of the window and drag horizontally to increase/decrease the window size horizontally.

Resizing view port vertically

Left click on the horizontal edge of the window and drag vertically to increase/decrease the window size vertically.
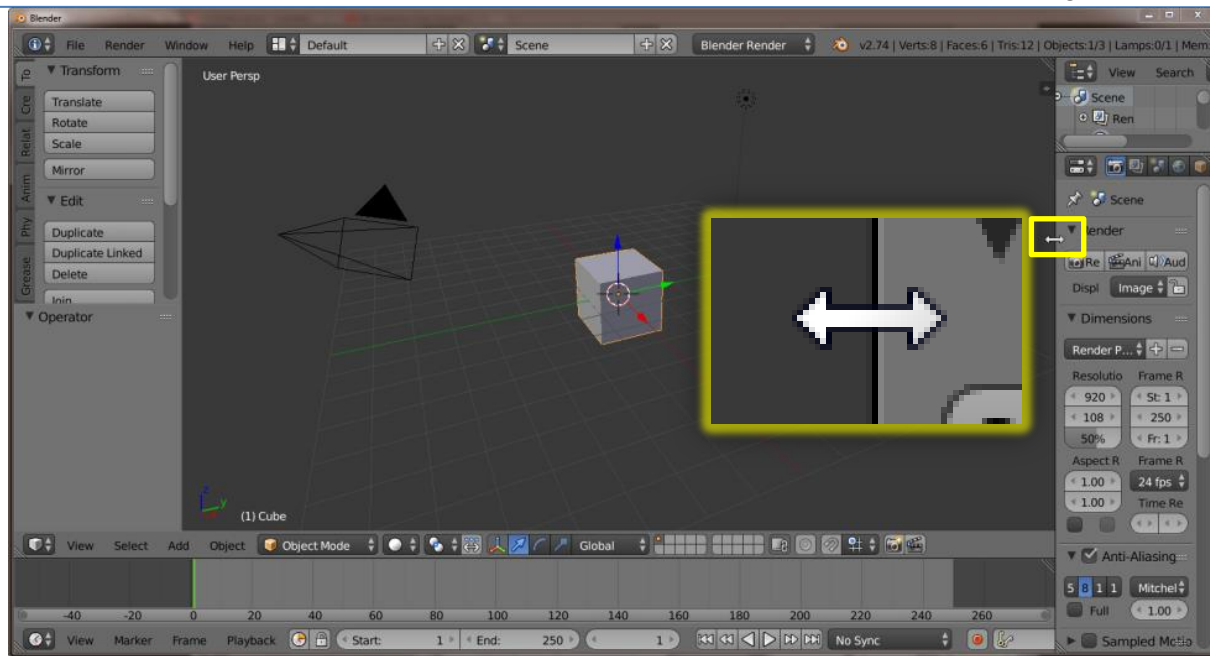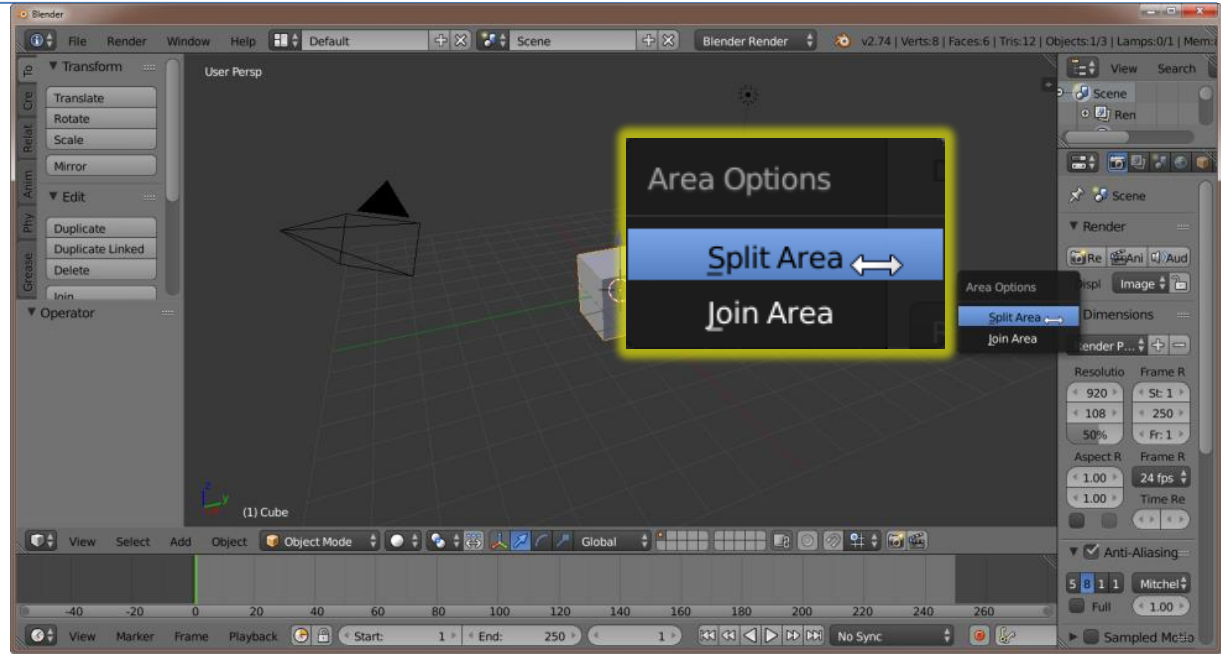
Splitting view ports

Splitting view ports – vertically (1)

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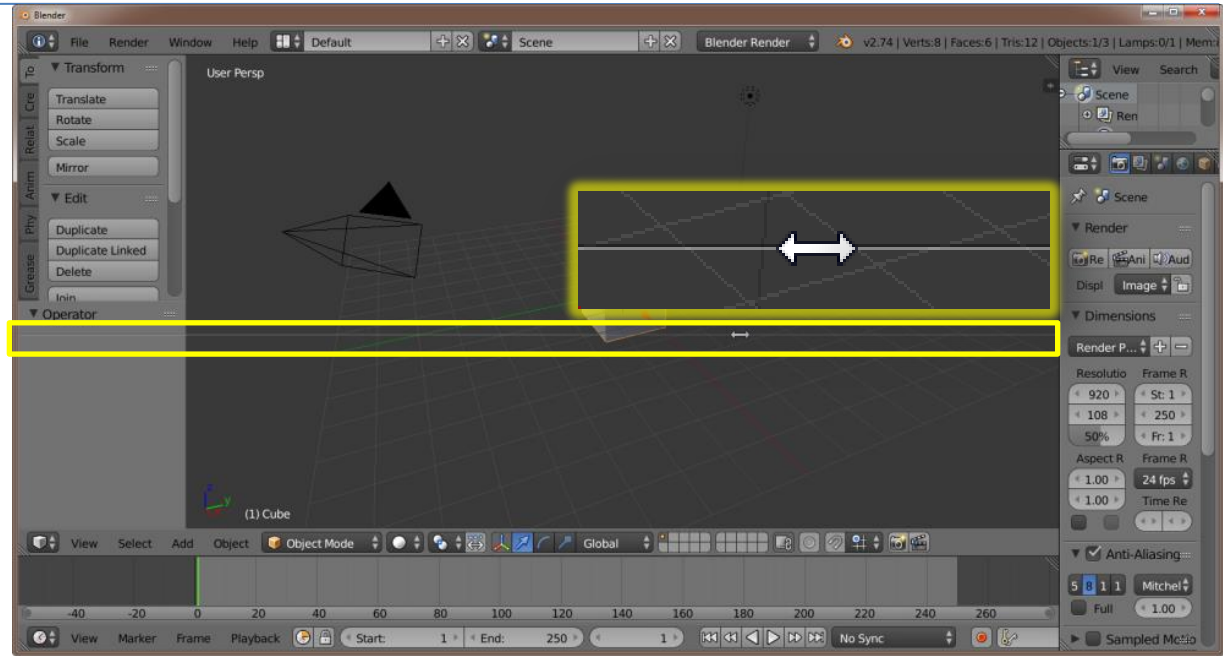
- Mouse cursor will change to a double headed arrow

Splitting view ports – vertically (2)

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- Right click on the vertical edge of the window and select 'Split Area' option

Splitting view ports – vertically (3)

- Move the faint gray line (which decides the viewport size) which appears in the center horizontally to increase/decrease the window sizes
- To complete the operation: Left click.
- To cancel the operation: Right click OR Press Esc

Splitting view ports – vertically (4)

- Two identical windows are created

- Each new window has its own sets of tools

Splitting view ports – horizontally (1)

- Hover mouse cursor on horizontal edge of the window

- Mouse cursor will change to a double headed arrow

Splitting view ports – horizontally (2)

- Right click on the vertical edge and select 'Split Area' option
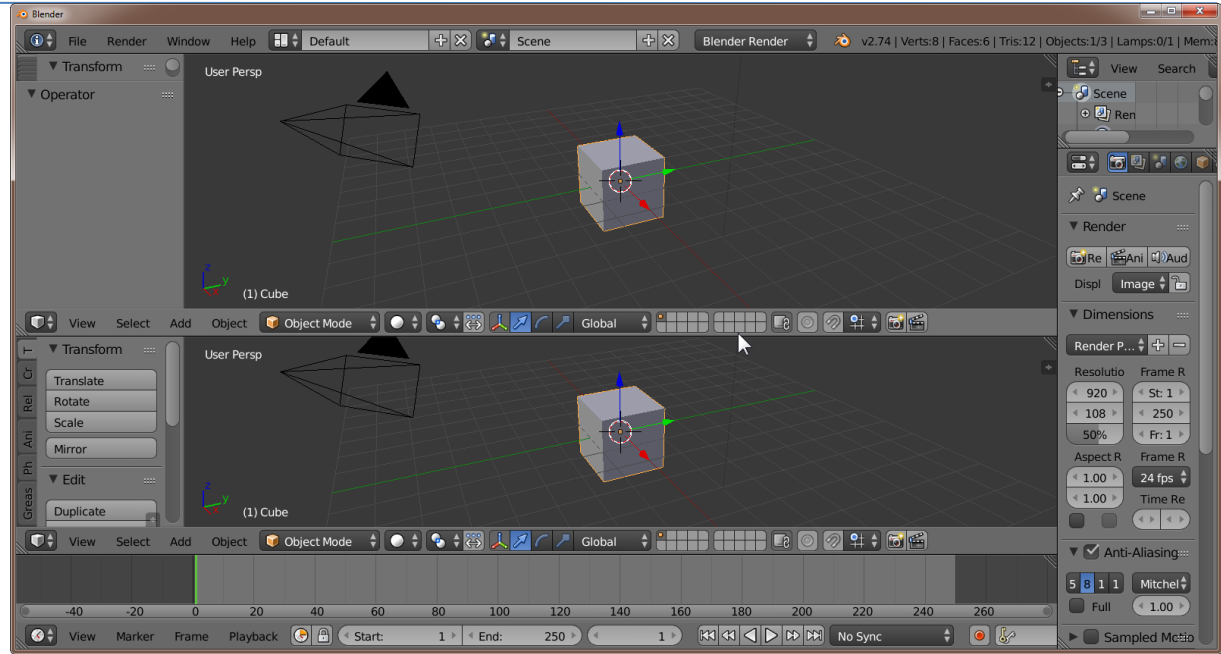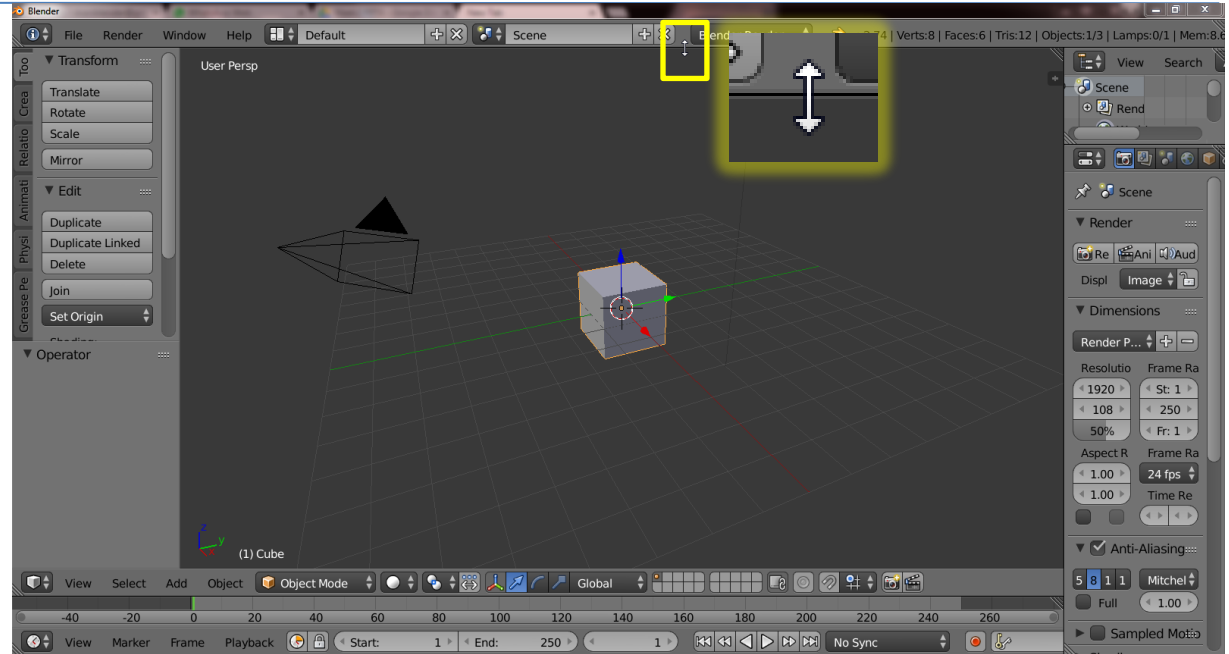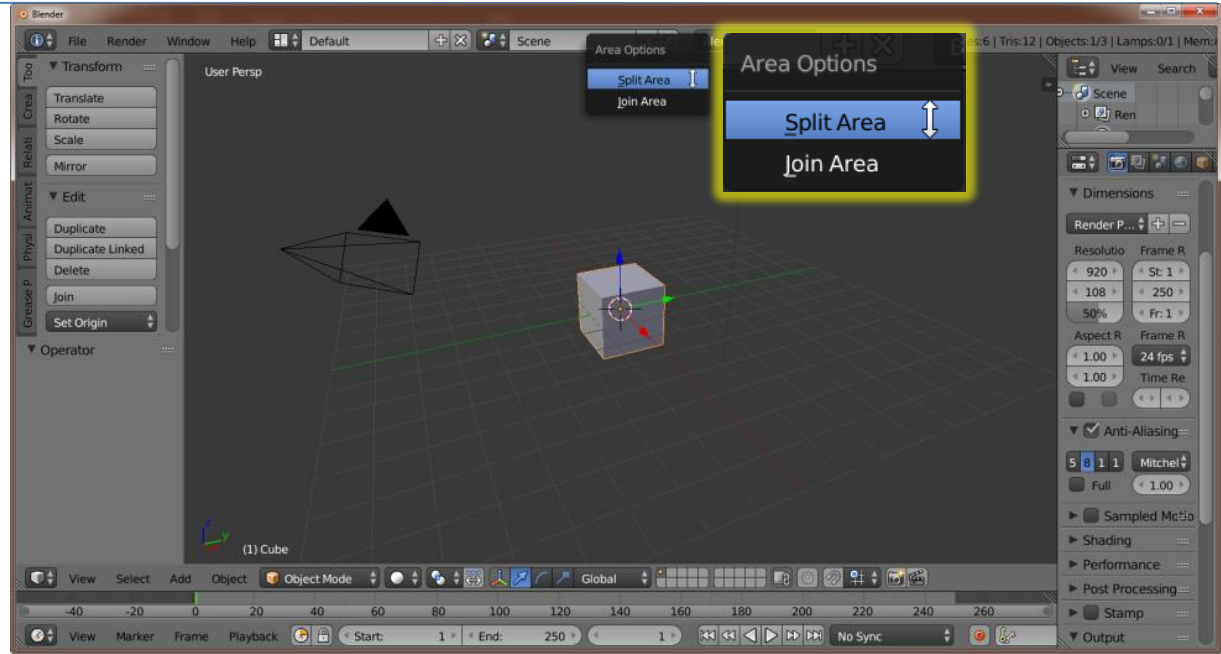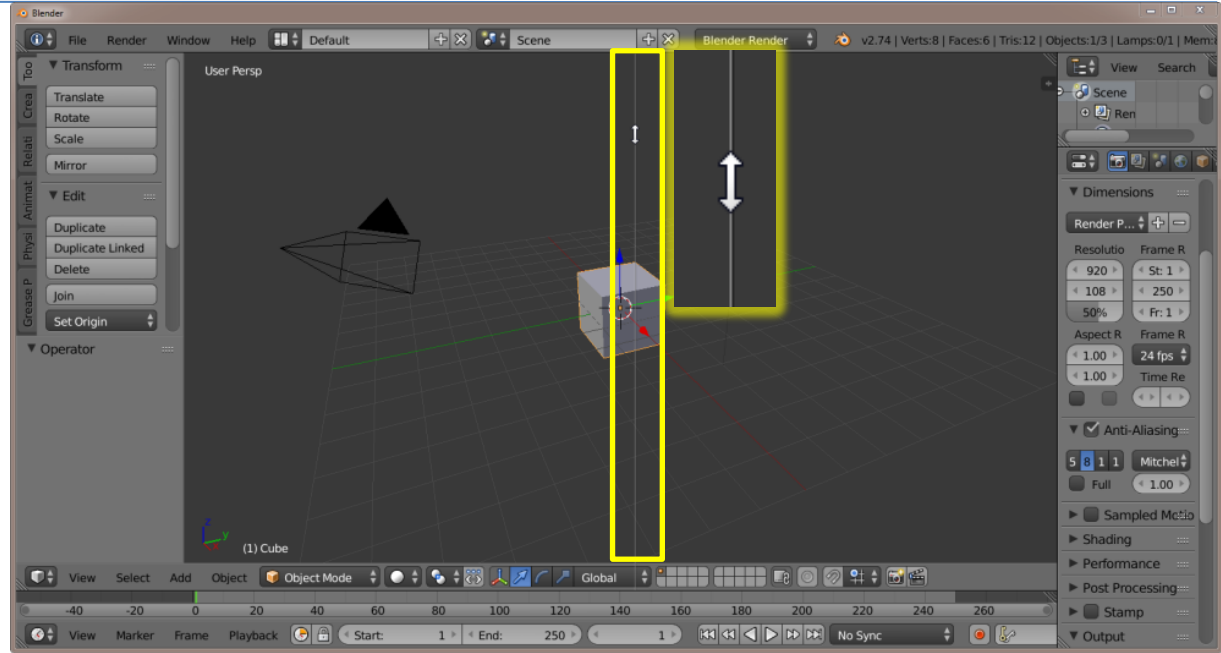
Splitting view ports – horizontally (3)

- Move the faint gray line (which decides the viewport size) which appears in the center horizontally to increase/decrease the window sizes
- To complete the operation: Left click.
- To cancel the operation: Right click OR Press Esc

Splitting view ports – horizontally (4)

- Two identical windows are created

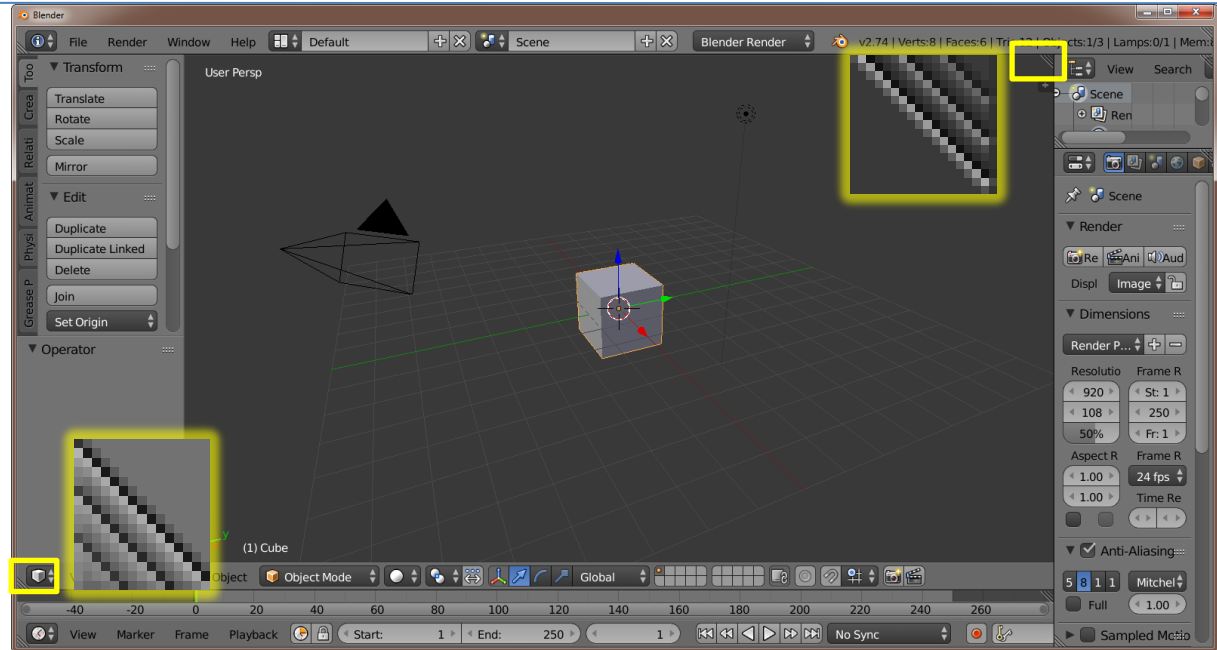- Each new window has its own sets of tools
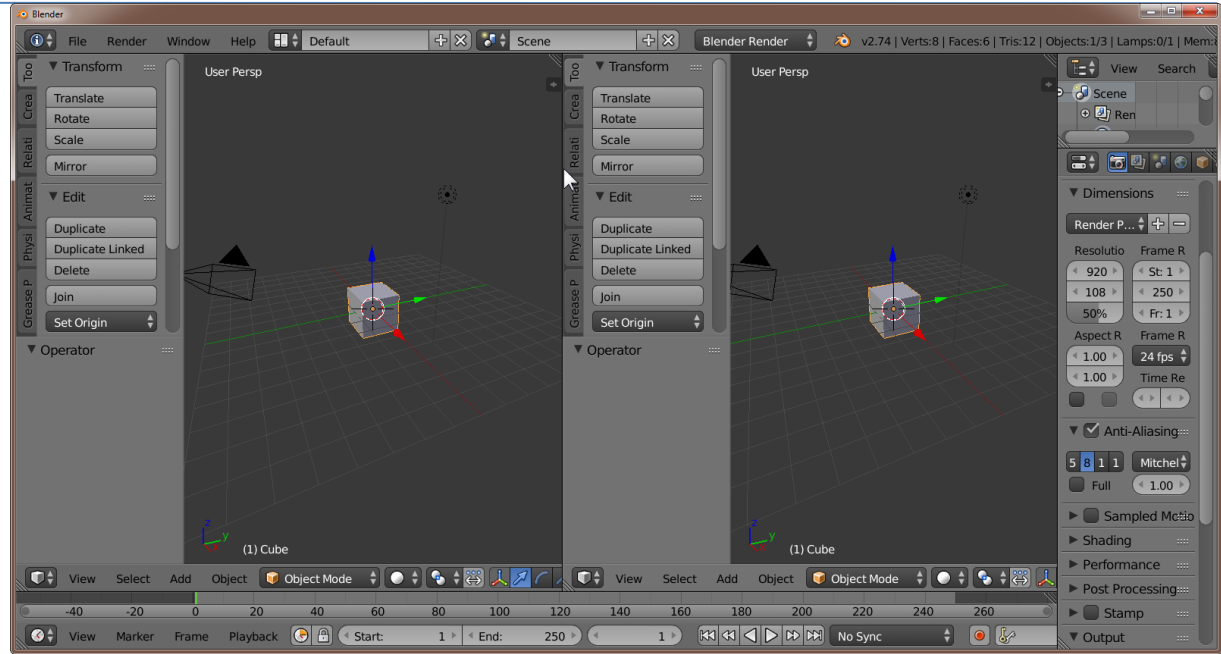
Splitting and merging windows

Additional option
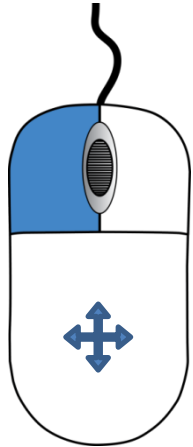
Splitting the window: Mouse action

- Use the handle on the top right and bottom left of every window to split the window

Splitting the window: Mouse action

Mouse pointer turns into a cross when hovered on the handle

Left click and drag the mouse to split/join windows:

- Split the window
  - vertically by dragging mouse vertically away from the edge
  - horizontally by dragging mouse horizontally away from the edge

- Join the adjacent window (getting rid of it and taking over its space)
  - vertically by dragging mouse towards it
  - horizontally by dragging mouse towards it

Next session

Customizing view ports (Part - II)