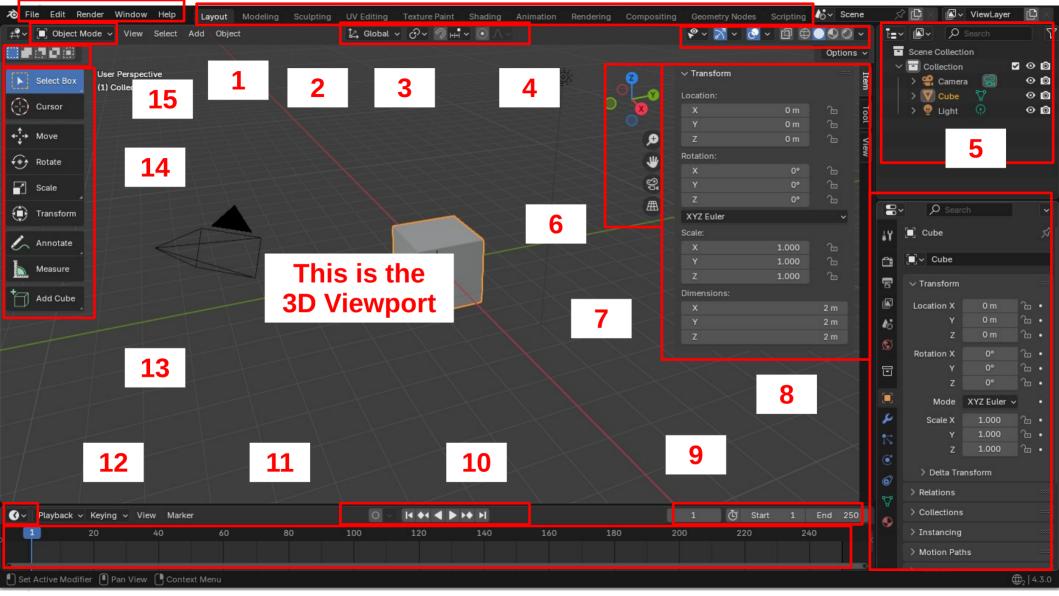


### Outline



- Overview of User Interface
- Blender preferences
- Useful tips



#### Overview of interface

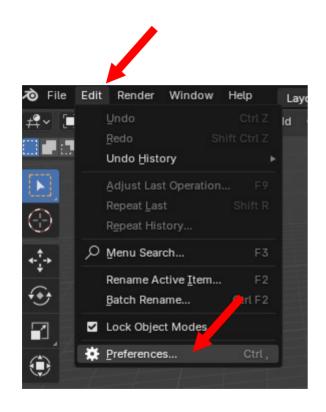


#### **LEGEND**

- 1 Topbar Main Menu
- 2 Topbar workspaces
- 3 Transform controls
- 4 Display & Shading
- 5 Outliner window
- 6 Viewport navigation gizmos
- 7 Sidebar tabs

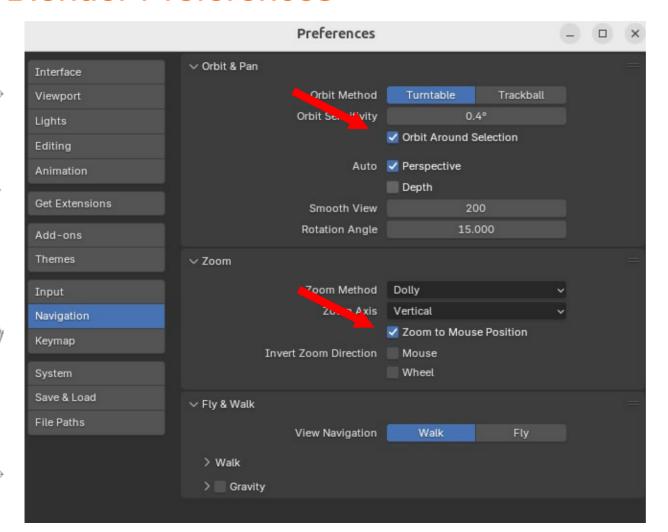
- 8 Properties window
- 9 Timeline frames controls
- 10 Timeline playback controls
- 11 Timeline
- 12 Editor type menu
- 13 Toolbar
- 14 Toolbar options
- 15 Working mode





Let's start by changing a couple of preferences and install an add-on.

Go to **Edit** menu and choose **Preferences...** 

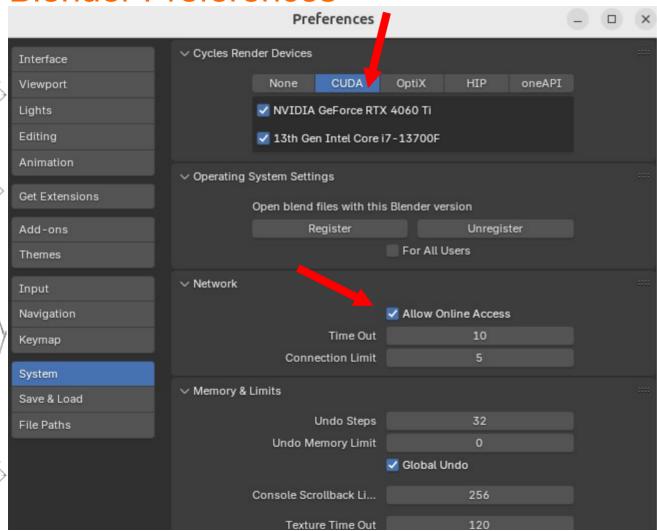




In the **Navigation** tab check...

Orbit Around Selection

**Zoom to Mouse Position** 

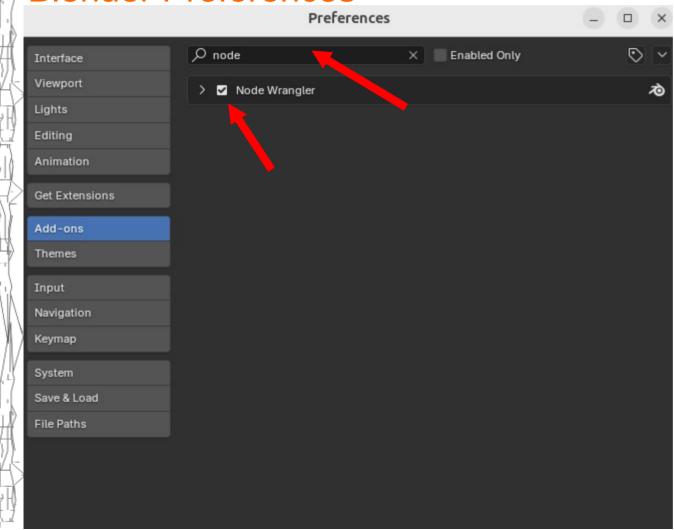




In the **System** tab check...

If any Cycles Render Devices is available. (CUDA has the best performance)

Check Allow Online Access





In the **Add-ons** tab check...

Write **node** to filter and check **Node Wrangler** 

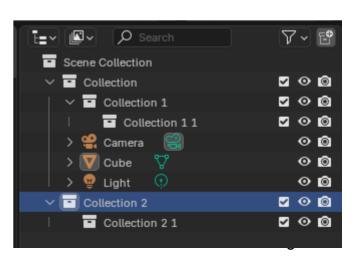
### Useful tips - Organize



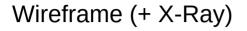
- Organize projects in folders!
- Save often and increased versions (filename\_v1, filename\_v2, etc.
- Blender files use .blend extension
- Blender autosaves/backups use .blend1 extension

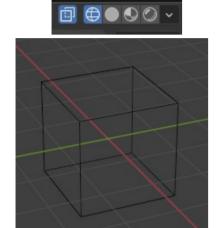
- Use **Outliner to organize** blender projects...

Use collections (RMB to context menu)
Organize collections/objects (drag & drop)
name objects (double click on name)
Toggle visibility/render

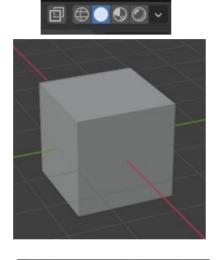


# Useful tips – Viewport Display

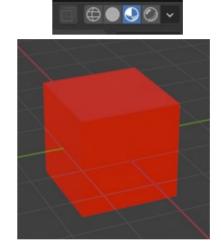




Solid

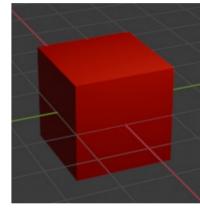


Material



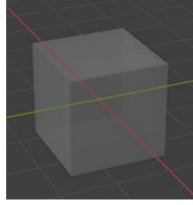
Render





Solid + X-Ray





## Useful tips – Viewport Display

My setup...

**Solid** (X-Ray when needed)

**Random** color

**Cavity** checked

