
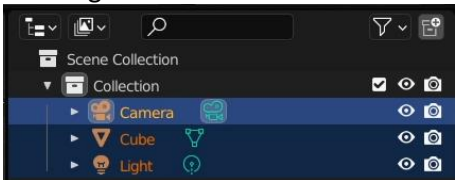

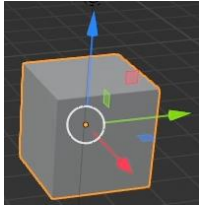


Blender – Fundamentals of Modeling

Section 1 – Getting Started

Objects

Description	Command/Icon
Camera View View the scene from the perspective of the active camera	Numpad 5, Camera Icon  <i>Figure 1 - The Camera Icon</i>
Deselect Clears the selection	Click in the Viewport away from all objects
Select Multiple Objects Select multiple objects in the Viewport NOTE: The active object is the last object selected. It has a brighter orange highlight in the world and in the Outliner.	SHIFT + Left Click, Click and Drag to Box Select  <i>Figure 2 - Multiple Selections in the Outliner</i>
Change the Active Object Changes the current Active Object when multiple objects are selected	SHIFT + Left Click One of the Currently Selected Objects
Grab Moves an object in space NOTE: Right Click before confirming movement to cancel that movement	G, Move Icon to get the Translation Gizmo  <i>Figure 3 - Move Icon</i>  <i>Figure 4 - The Translation Gizmo</i>
Undo All Movement Clear out all movement for an object	ALT + G

<p>Undo All Rotation Clear out all rotation for an object</p> <p>Undo All Scaling Clear out all scaling for an object</p>	<p>ALT + R</p> <p>ALT + S</p>
<p>Lock Movement to an Axis Movement will be constrained to the specified direction</p> <p>NOTE: G + (number in meters) + ENTER will rotate the object by the specified distance.</p>	<p>G + (X, Y, or Z) and Move the Mouse (click to confirm), Move Icon, then Click and Drag the Handles on the Translation Gizmo</p>
<p>Rotate Rotate an object parallel to the plane of the screen</p> <p>NOTE: Right Click before confirming rotation to cancel that rotation</p>	<p>R, Rotate Icon to get the Rotation Gizmo</p> <div data-bbox="1068 730 1172 814" data-label="Image"> </div> <p><i>Figure 5 - Rotation Icon</i></p> <div data-bbox="1036 903 1205 1079" data-label="Image"> </div> <p><i>Figure 6 - Rotation Gizmo</i></p>
<p>Lock Rotation to an Axis Rotation will be constrained to the specified axis</p> <p>NOTE: R + (number in degrees) + ENTER will rotate the object by the specified angle.</p>	<p>R + (X, Y, or Z) and Move the Mouse (click to confirm) Rotate Icon, then Click and Drag the Arc Handles on the Rotation Gizmo</p>
<p>Scale Scale an object to make it bigger or smaller</p> <p>NOTE: S + (number) + ENTER will scale the object by the specified number</p>	<p>S, Scale Icon, then Click and Drag one of the Handles on the Scale Gizmo</p> <div data-bbox="1068 1419 1172 1516" data-label="Image"> </div> <p><i>Figure 7 - Scale Icon</i></p> <div data-bbox="990 1566 1250 1810" data-label="Image"> </div> <p><i>Figure 8 - Scale Gizmo</i></p>

Lock Scaling to an Axis Scaling will be constrained to the specified axis	S + (X, Y, or Z) and Move the Mouse (click to confirm)
Transform an Object in Two Directions Allows us to specify the axis not to transform in. Translate in Two Directions Scale in Two Directions	 G + (SHIFT + Z) will move the object in the XY plane, etc. S + (SHIFT + Z) will scale the object in the XY plane, etc.