

Blender Character Creation

Sebastian Lague

Youtube - Unity tutorials

1 Introduction

View Menu (used quite a lot) :

- User Persp/Orthographic mode
 - Left/Right/Front/Back (shortcuts : 3...)
 - File > User Preferences > Numpad
- 3D cursor : location of the action(for eg. add a cube at the location)

Blender shortcuts

Scene :

- Rotate the scene : Middle mouse dragging
- Move around the scene : Shift + Middle mouse dragging

Object :

- Add a new object : Shift + a
- Move an object : press g
- Rotate an object : press r
- Scale an object : press s
- Delete an object : press x then confirm
- Constraining in single axis :
 - press g then x or y or z
 - press r ...

Object/Edit mode :

- Switch between object and edit mode : Tab
- Select an element (vertex, edge, face) either in edit/object mode : right click
- Shift + a in edit mode : the newly created object is part of the current one (Cannot be edited in the same time as other object created in object mode)
- select multiple object : Shift + Selection (right-click)
- Join multiple objects into a single object in object mode : Ctrl + g (after selecting multiple object)

2 Modeling

bring up the properties menu : press n