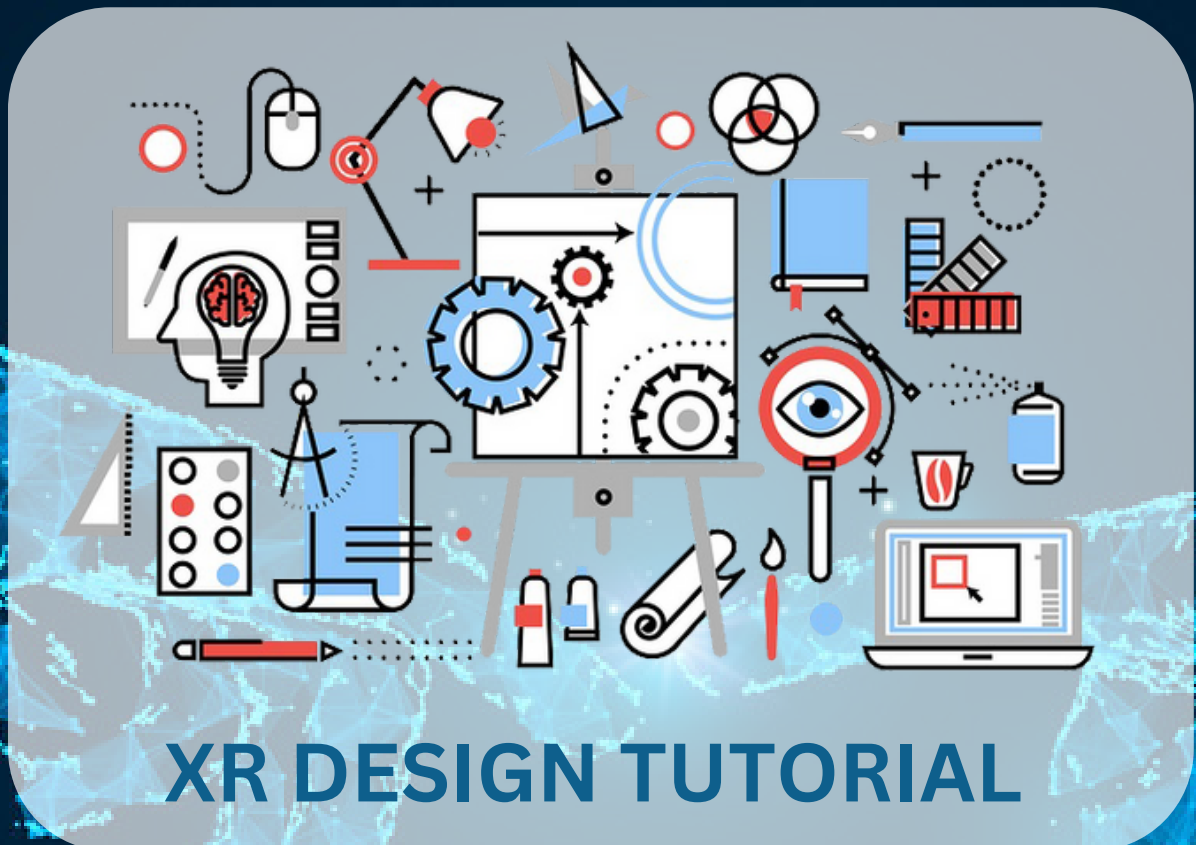# XRIG-IITM

XR DESIGN TUTORIAL

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Previously...

INTRODUCTION TO BLENDER

Blender is the ultimate tool for creating XR content. Its advanced features allow you to model, animate and render virtual world objects. Its open-source nature fosters collaboration and innovation within the XR community. Being an open-source software for more than 20 years lot of youtube channels exist for tutorials and courses. You can unleash your creativity and dive into the world of XR creation with the help of blender.

INSTALLATION

1]Go to Blender's official website and download the latest version.
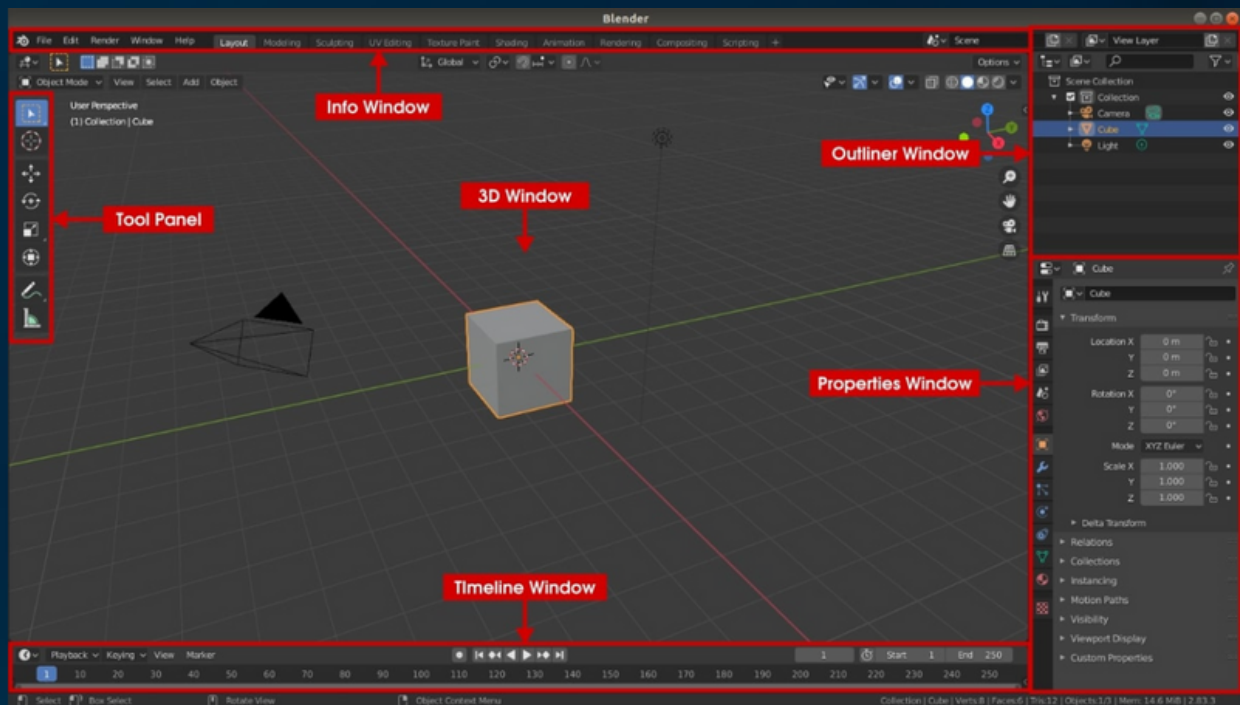https://www.blender.org/
2]After downloading, open Blender, you will see a default cube, light, and a camera.
3]Delete the default cube and add the cube again (SHIFT+A > mesh > cube); now you are ready.
4]You can refer this for any doubts.

INTERFACE

1]Timeline Window: The Timeline window is where you manage and control the timing of your animations.

2]Properties Window: The Properties window is a versatile panel that provides access to various settings and parameters related to your project. It offers tabs for adjusting scene settings, object properties, materials, rendering options, and much more.

3] Outliner Window: The Outliner window provides an overview of the objects and elements in your scene. It allows you to organize, select, and manage objects, collections, and layers.

4]Info Window: The Info window displays system messages, tooltips, and user interactions. It provides real-time feedback on actions performed in Blender.

5] 3D Window: The 3D window is the heart of Blender's interface, where you create and manipulate your 3D scene.The 3D window also supports various modes, such as object mode, edit mode, and sculpt mode, enabling you to easily perform specific tasks.

6] Tool Panel: The Tool panel is a dynamic panel that displays context-sensitive tools based on the current mode and selection in Blender. It provides quick access to commonly used tools and settings.

DAY-2(ANIMATION PART 1)

Introduction to Timeline

Before you start, Press this bloody damn button if you want to live in peace

-ignore if you are masochist

1) Popovers for Playback and Keying
2) Transport Controls
3) Frame Controls

Transport Controls:

These buttons are used to set, play, and rewind, the Playhead.

Jump to Start (▌) [Shift-Left]

This sets the cursor to the start of frame range.

Jump to Previous Keyframe (◆) [Down]

This sets the cursor to the previous keyframe.

Rewind (◀) [Shift-Ctrl-Spacebar]
This plays the animation sequence in reverse. When playing the play buttons switch to a pause button.

Play (▶) [Spacebar]
This plays the animation sequence. When playing the play buttons switch to a pause button.

Jump to Next Keyframe (◆) [Up]
This sets the cursor to the next keyframe.
Jump to End (❘) Shift-Right
This sets the cursor to the end of frame range.

Pause ( ) [Spacebar]
This stops the animation.

Frame Controls:
Current Frame [Alt-Wheel]
The current frame of the animation/playback range. Also the position of the Playhead.

Preview Range (clock icon)

This temporary frame range is used for previewing a smaller part of the full range. The preview range only affects the viewport, not the rendered output.

Start Frame

The start frame of the animation/playback range.

End Frame

The end frame of the animation/playback range.