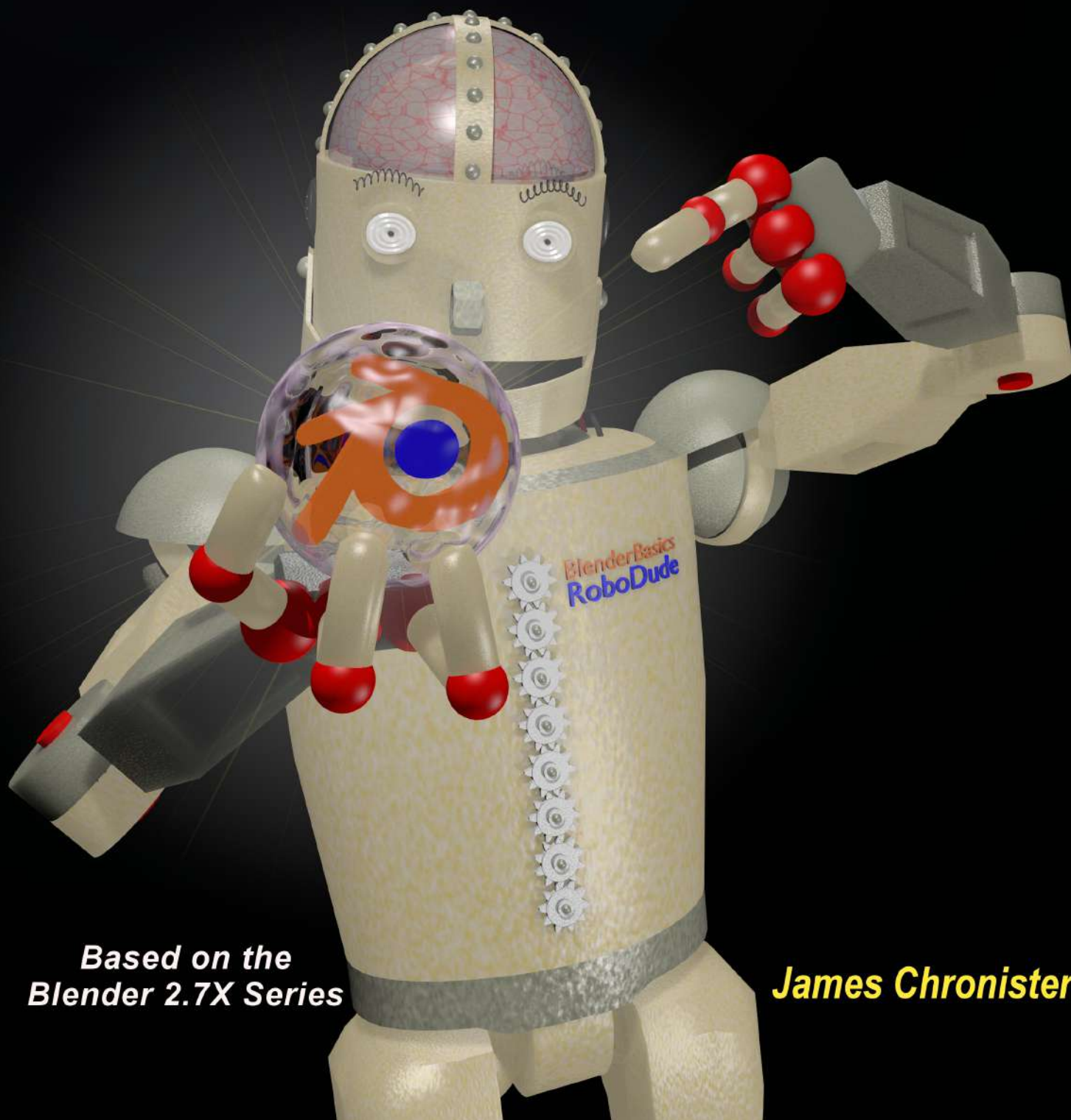


# ***Blender Basics***

## ***Classroom Tutorial Book***

***5th Edition***



***Based on the  
Blender 2.7X Series***

***James Chronister***



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**Information regarding the Blender program and development can be found at [www.blender.org](http://www.blender.org). Blender users can also find information on how to use the program at [www.blenderartists.org](http://www.blenderartists.org). Daily Blender news and tutorial links can be found at [www.blendernation.com](http://www.blendernation.com).**

## Introductory Items

- v Introduction
- vi Rendering and Animation Basic Concepts
- viii Basic Key Commands

## Chapter 1- The Blender Interface

- 1-1 The Blender Screen
- 1-2 Viewport (Window) Types
- 1-3 The User Preferences Window
- 1-4 Open, Saving and Appending Files
- 1-5 Packing Data
- 1-6 Importing Objects (from other file formats)

## Chapter 2- Working with Viewports (windows)

- 2-1 Moving Around in 3D Space
- 2-2 Window and Button Control
- 2-3 Creating Viewports

## Chapter 3- Creating and Editing Objects

- 3-1 Working with Basic Meshes
- 3-3 Using Main Modifiers to Manipulate Meshes
- 3-5 Edit Mode- Mesh Editing
- 3-7 The Tool Shelf
- 3-9 Proportional Editing
- 3-17 Joining/Separating Meshes, Boolean Operations

## Chapter 4- Blender Render Engines

- 4-1 The Classic Render Engine
- 4-3 The Cycles Render Engine
- 4-8 Tweaking Cycles for Speed & Quality

## Chapter 5- Materials and Textures

- 5-1 Basic Material Settings
- 5-4 Basic Texture Settings
- 5-7 Using Images and Movies as Textures
- 5-9 Displacement Mapping
- 5-10 Materials and Textures in Cycles

## Chapter 6- Setting Up a World

- 6-1 Using Color, Mist and Textures
- 6-4 Using an Image in the Background
- 6-5 Cycles World Settings

## Chapter 7- Lighting and Cameras

- 7-1 Camera Settings and Options
- 7-2 Using Nodes for Depth-of-Field, Green Screen (Chroma Key), and More
- 7-7 Lighting Types and Settings
- 7-9 Indirect Lighting

## Chapter 8- Render Settings

- 8-1 Basic Setup Options
- 8-4 Rendering Movies and Images
- 8-5 Network Rendering

## Chapter 9- Ray-Tracing (mirror, transparency, shadows)

- 9-1 Lighting and Shadows
- 9-2 Reflection (mirror) and Refraction (transparency)

## Chapter 10- Animation Basics

- 10-1 Basic Key-framing and Auto Key-framing
- 10-3 Working with the Graph Editor and Dope Sheet
- 10-7 Animating Materials, Lamps and World Settings (and more)

# Table of Contents (continued)

## Chapter 11- Adding 3D Text

- 11-1 Blender 3D Text Settings
- 11-2 Converting to a Mesh

## Chapter 12- NURBS and Meta Shape Basics

- 12-1 Using NURBS to create lofted shapes
- 12-2 Liquid and droplet effects using Meta Shapes

## Chapter 13- Modifiers

- 13-1 Basic Mesh Modifiers
- 13-6 Simulation Modifiers

## Chapter 14- Particle Systems and Interactions

- 14-1 Particle Settings and Material Influence (Cycles)
- 14-7 Using the Explode Modifier
- 14-8 Particle Interaction With Objects and Forces
- 14-9 Using Particles for Hair and Grass

## Chapter 15- Child-Parent Relationships

- 15-1 Using Child-Parented Objects
- 15-2 Adjusting Object Centers (pivot points)

## Chapter 16- Working With Constraints

- 16-2 Tracking To An Object
- 16-4 Following Paths and Curves

## Chapter 17- Armatures (bones and skeletons)

- 17-1 Using Armatures to Deform Meshes
- 17-4 Creating Vertex Groups
- 17-5 Using Inverse Kinematics (IK) and Other Constraints

## Chapter 18- Relative Vertex Keys (shape keys)

- 18-1 Creating Mesh Keys
- 18-3 Using Action Editor Sliders

## Chapter 19- Object Physics

- 19-1 Creating Fabric and Fluid Effects with Interactions
- 19-10 Realistic Object Interactions in Real-Time and Animations

## Chapter 20- Creating Springs, Screws, Gears and other Add-On Shapes

- 20-1 Duplicating Meshes to Create Screws and Gears
- 20-4 Using Mesh Editing to Create Revolved Shapes
- 20-5 Blender Add-On Meshes

## Chapter 21- Video Motion Tracking

- 21-1 Setting Up the Tracking Scene
- 21-8 Using Masks and Materials

## Chapter 22- Game Engine Basics (real-time animation)

- 22-1 Setting Up The Physics Engine
- 22-5 Applying Materials
- 22-5 Using Game Physics in Animation
- 22-6 Using Logic Blocks

## Chapter 23- UV Texture Mapping

- 23-1 Using Basic Mapping
- 23-3 GLSL Shading

## Chapter 24- Video Sequence Editor

- 24-1 Producing a Movie From Individual Clips and Images
- 24-5 Adding an Audio Track

## Chapter 25- 3D Printing Tools

- 25-1 Fundamentals of 3D Printing
- 25-2 Using Blender to Create 3D Printer Models
- 25-3 Exporting Models

## Educational Standards Alignment

## Index

<b><u>Chapter 1</u></b>	
Setting Up Your Interface .....	1-7
Unit Reflection .....	1-8
<b><u>Chapter 2</u></b>	
Multiple Viewport Configuration .....	2-5
Unit Reflection .....	2-6
<b><u>Chapter 3</u></b>	
Create a Sculpture .....	3-4
Modeling a Landscape and Lighthouse .....	3-11
Adding Windows to the Lighthouse .....	3-19
<b><u>Challenge Task: Creating a 3D Logo</u></b> .....	3-20
Unit Reflection .....	3-22
<b><u>Chapter 4</u></b>	
Test Renderings .....	4-9
Unit Reflection .....	4-10
<b><u>Chapter 5</u></b>	
Adding Classic Materials & Textures to the Lighthouse Scene.....	5-15
<b><u>Challenge Task: Cycles Shading for the Lighthouse Scene</u></b> .....	5-23
Unit Reflection .....	5-24
<b><u>Chapter 6</u></b>	
Creating an Environment for Your Scene .....	6-10
<b><u>Challenge Task: A Sculpture Environment</u></b> .....	6-12
Unit Reflection .....	6-12
<b><u>Chapter 7</u></b>	
Lighting Up the Landscape Scene .....	7-10
<b><u>Challenge Task: Cycles Scene and Blur</u></b> .....	7-12
Unit Reflection .....	7-14
<b><u>Chapter 8</u></b>	
Saving a Picture of Your Scene .....	8-8
Unit Reflection .....	8-8
<b><u>Chapter 9</u></b>	
Reflection and Refraction .....	9-3
<b><u>Challenge Task: Cycles Reflection and Refraction</u></b> .....	9-5
Unit Reflection .....	9-6
<b><u>Chapter 10</u></b>	
Adding Motion to Your Scene.....	10-8
<b><u>Challenge Task: A Logo or Sculpture in Motion</u></b> .....	10-11
Unit Reflection .....	10-12
<b><u>Chapter 11</u></b>	
Company Logo .....	11-3
<b><u>Challenge Task: Production Logo</u></b> .....	11-4
Unit Reflection .....	11-4
<b><u>Chapter 12</u></b>	
The Lava Lamp .....	12-3
<b><u>Challenge Task: The Spill</u></b> .....	12-6
Unit Reflection .....	12-6

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