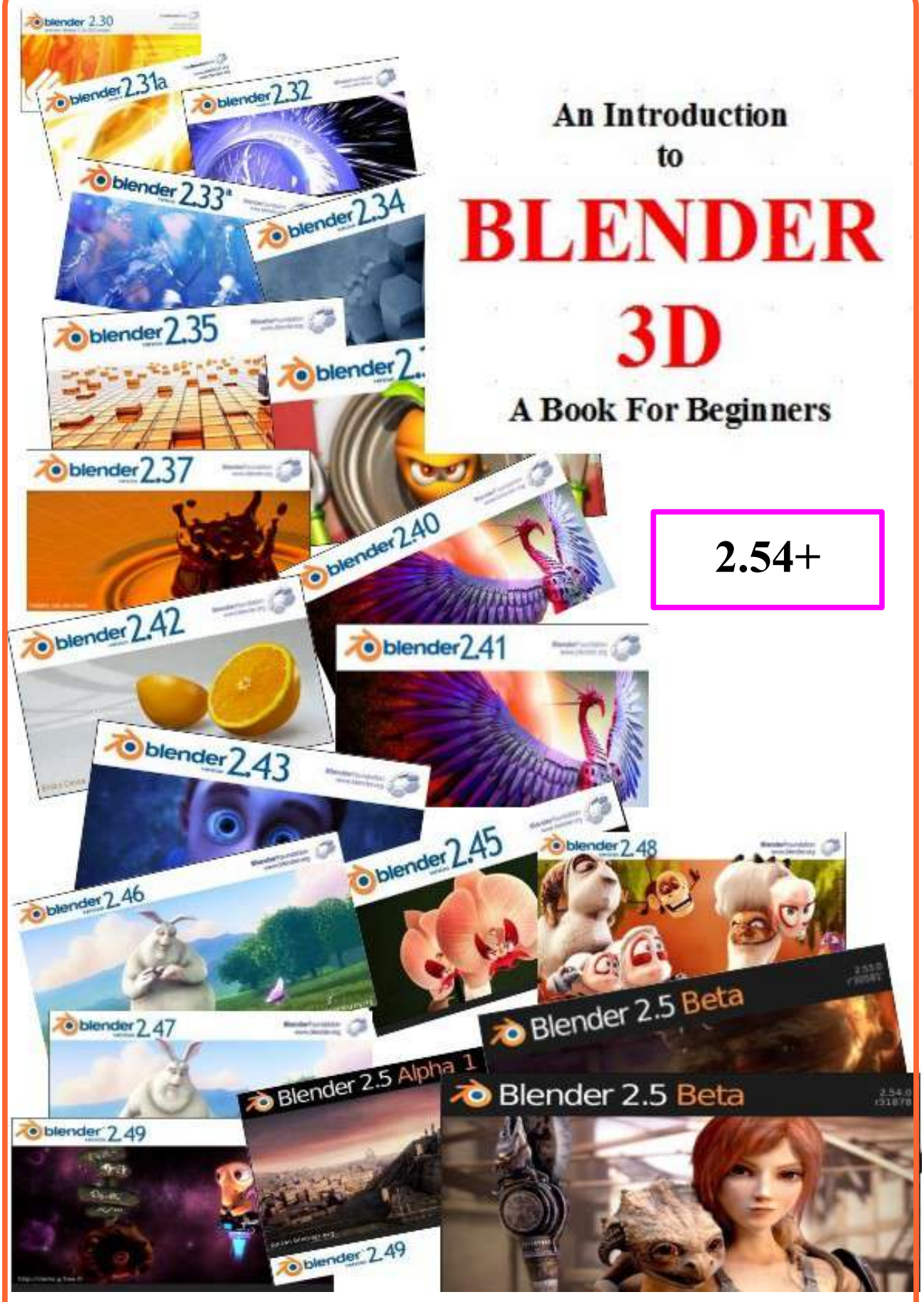

Author: John M Blain

Blender 3D

Computer Modeling and Animation

Blender 3D is a an open source freeware program maintained by the Blender Foundation. The program can be downloaded, free of charge, from www.blender.org

Learning Blender is not easy but it has limitless possibilities and will give you an understanding of the complexities of computer animation. Due to the complexity it is not possible to cover everything. This manual is designed for beginners to help with the very basics of computer animation using Blender 3D. The subject matter in this publication is aimed at removing some of the frustration from the learning process. Blender 3D is a wonderful application, especially at the price, but one major drawback is the lack of basic instruction. Documentation has always lagged behind development. There is a multitude of free information available on the INTERNET from various sites in the form of tutorials. Much of the information is relevant to earlier versions of the program and since there has been a dramatic change to the interface with the introduction of version 2.50+ I believes that a new student would find learning Blender challenging. This manual is an attempt to remove some of the pain and relieve frustration by setting out the basics.

The manual has been written by trial and error in finding the way between Blender 2.49 and Blender 2.50+. I trust you will find the information informative and useful.

This Manual Is Written Using Blender 2.54+

Blender Versions

Blender 3D has been around for a considerable time. On starting the program the Graphical User Interface show a panel with the version number in the center of the screen. On each release this panel has been changed to identify the version. The cover of this manual shows the historical array of version number panels . Blender has developed over time and as that development has evolved new releases (versions) of the program have been made available. The program reached the stage where the developers considered that a complete overhaul of the Graphical User Interface (GUI) was called for. Version 2.49 was the last of the old and at the time of writing version **2.54 beta** is the current version. The GUI of **2.5**+ is completely different to 2.49 and the frustration of learning the new interface without documentation has prompted the writing of this manual.

Graphical User Interface

The Graphical User Interface (GUI) is the arrangement of Windows, Panels and Buttons which allow you, the user, to interact with the program. The interaction takes place through inputs via the computer keyboard and mouse.

In giving instructions in the use of the program with reference to keyboard and mouse actions a series of commands has evolved. The list of commands is extensive and it is not recommended that a new user attempts to memorise the list without understanding of the meaning. As you progress through this manual many of the commands are repeated over and over and you soon find that it becomes second nature. Of course you will forget the obscure commands therefore a is listing is provided in the Appendix to this manual.

Good Luck
and
Enjoy the Experience.

John M Blain

Contents

CH01-BlenderInterface
- 01-Blender Screen
- 02-3D Window
- 03-3D Space
- 04-Properties Window

CH02-NavigateSave
- 01-Navigate Save
- 02-Windows Explorer
- 03-App Pac Imp

CH03-Create-edit-Object
- 01-Basic Mesh
- 02-Move Mesh Object
- 03-Mesh Vertex Edit
- 04-Join Mesh
- 05-Modifiers
- 06-Mirror Modifier
- 07-Boolean Modifier

CH04-Materials
- 01-Blender Material Slots
- 02-Materials

CH05-Textures
- 01-Textures

CH06-WorldSettings
- 01-WorldSettings

CH07-Lighting
- 01-Lighting

CH08-Camera
- 01-Camera

CH09-Rendering
- 01-Render

Ch10-Raytracing
- 01-Raytracing

CH11-Animation Basics
- 01-AnimationBasics
- 02-Wind Strength Animation

CH12-3DText
- 01-3D Text
- 02-Elefont

CH13-Nurbsand Metashapes
- 01Meta Shapes
- 02-Nurbs

CH14-Modifiers
- 00-Introduction
  - 01-Modifiers Introduction
- 01-Generate
  - Array
    - Array Modifier
  - Bevel
    - Bevel Modifier
  - Boolean
    - BooleanModifier
  - Build
    - BuildModifier
  - Decimate
    - Decimate Modifier
  - Mask
    - Mask Modifier
  - Mirror
    - Mirror Modifier
  - Screw
    - Screw Modifier
  - Subdivision Surface
    - Sub Serf Modifier
  - UV-Project
    - UV Project Modifier
- 02-Deform
  - Cast
    - Cast Modifier
  - Curve
    - Curve Modifier
  - Displace
    - Displace Modifier
  - Hook
    - Hook Modifier
  - Lattice
    - Lattice Modifier
  - Mesh Deform
    - Mesh Deform
  - Shrinkwrap
    - Shrinkwrap
  - Simple Deform
    - Simple Deform
  - Wave

- CH15-ParticleSystems
  - 01-Introduction
    - Introduction
    - Nomenclature
  - 02-System Setup
    - System Setup
  - 03-Material Influence
    - Settings Influence
  - 04-Particle Buttons
    - Buttons-GUI
  - 05-Tabs
    - Tabs
  - 06-Starting System
    - Starting System
  - 07-Material On Particles
    - Material On Particles
  - 08-Interaction
    - Interaction
  - 09-Samples
    - Samples
  - 10-Keyed
    - Keyed
  - 11-Boids
    - Boids
    - Boids GUI
  - 12-Hair
    - Hair
  - 13-Assignment
    - Assignment Tab
- CH16-Child Parent Relationship
  - 01-Child Parent
- CH17-Constraints
  - 01-Introduction
    - Introduction
  - 02-Transform
    - Transform Constraint
  - 03-Tracking
    - Tracking Constraint
  - 04-Relationships
    - Relationship Constraint
  - 05-UsingCurves
    - Duplicating Along Curve
    - Extruding Along Curve
- CH18-Armatures
  - 01-Armatures
- CH19-Relative Shapes keys
  - 01-Shapes Keys and Action Editor
- CH20-Physics
  - 01-Fluid Simulation
  - 02-Fluid Simulation
  - 03-Fluid Simulation
  - 04-Fluid Simulation
  - 05-Fluid Simulation
  - 06-Fluid Simulation
  - 07-Fluid Simulation
  - 08-Fluid Simulation
  - 09-Fluid Simulation
  - 10-Fluid Simulation
  - 11-Fluid Simulation
  - 12-Fluid Simulation
  - 13-Fluid Simulation
  - 14-Fluid Simulation
- CH21-Nodes
  - 01-Nodes
- CH22-Game Engine
  - 01-Game Engine
- CH23-Video sequence Editor
  - 01-Making a Movie

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