

Topics / Items Covered in Blender Introduction

#	Item	Description
1	Download blender	Where to get the blender software
2	Start blender	How to start and what you see
3	Three button mice	Make sure you know how to handle left, right and middle (RMB)
4	Help, the space bar	Help is at hand and very handy indeed - hit th space bar
5	Import OBJ file	Blender does very nicely working with .obj files
6	Import another OBJ file	For P1 here is a very useful capability, two models in one scene
7	See models in relation to each other	Selectively turn on and off viewing of before and after models
8	The Scene Outline view	First touch a 'scene graph' in the Blender interface
9	Starting over with the basic cube	When scene gets confused, and it will at first, reset to cube
10	Less than cube a single face	Many pre-specified objects available, simplest is a 'plane'
11	Export face to an OBJ file	Exporting the plane establishes connection to OBJ format
12	Faces have normals	The normal vector points outward from the face (Press N)
13	Export cube to an OBJ file	Recall again a face is a list of vertices
14	Scaling the cube	Basic transformation of scaling is easy
15	Translating the cube	Basic transformation of translating (moving) is eay
16	Rotating the cube	Rotation both Euler and Axis-angle available
17	Two cubes one file	CS410 has not used this before, but 2 or more objects just fine
18	Delete a face	Tab key to edit mode then manipulate (delete) a face
19	Expanding a face	Also possible to make a face bigger
20	Even edit individual vertices	This is possible, not sure how useful
21	Triangles not quads	Polygonal modeling: quads versus triangles
22	Control F for inspecting faces	Includes lots of controls including triangulate
23	Flipping vertex normals	Possible to change inside/outside distinction
24	Extrude faces to build a solid	This gets to the heart of what makes a solid object
25	The camera model	There is a camera in Blender
26	Easiest way to set camera position	Align the camera to the current 3D view
27	Bigger versus smaller rendered images	Pixel size and aspect ratio are selectable
28	Render three cows	Bring three cows into the scene
29	Add a splash of color	Color each cow
30	Materials have properties	Render the cows with diffuse color properties