

# Blender 3D Quick-Start – Session 1

## Online Resources:

<http://www.blender.org> – Official Blender website, downloads for Windows/OSX/Linux

<http://cgcookie.com/blender/get-started-with-blender/> – Video tutorials on Blender basics

## Preferences

File → User Preferences

Under the **Input** tab, switch “Select With” to Left instead of Right.

Also under **Input**, try both orbit styles to see which is most comfortable for you, turntable or trackball.

## General:

Blender usage model: Select → Act → Confirm.

**MMB** is for moving your view of things.

**LMB-click** and **Enter** confirm actions.

**RMB-click** and **Esc** cancel actions.

**G** is for translating (“grabbing”) things

**R** is for rotating things

**S** is for scaling things

**Del** or **X** – delete

**Ctrl + S** – save

**Ctrl + O** – open

**Ctrl + Z** – undo

**Ctrl + Q** – quit

## Window layout:

Temporarily toggle pane full-window – **Shift + Spacebar**

Adjust pane size – **LMB-drag** on the borders between panes

Split/join panes (menu) – **RMB-click** on the borders between panes

Change header location (menu) – **RMB-click** on the header of a pane

Switch window type (menu) – **LMB-click** on the window type in the pane's header

Slide header contents left/right – **MMB-drag**

## 3D Viewport:

Operator search menu – **Spacebar**

Select – **LMB-click** (+Shift to add to selection)

Box select – **B** → **LMB-drag** (always adds to selection)

“Select all” toggle – **A**

Toggle tools panel – **T**

Toggle “n” panel – **N**

Orbit view – **MMB-drag**

Pan view – **Shift + MMB-drag**

Zoom view – **Mouse-wheel** or **Ctrl + MMB-drag**

Toggle perspective/orthographic – **Keypad-5**

Top view – **Keypad-7**

Front view – **Keypad-1**

Right view – **Keypad-3**

Camera view – **Keypad-0**

Make selected camera primary – **Ctrl + Keypad-0**

Center view on selected – **Keypad-period**

Place 3d cursor – **RMB-click**

Add object to the scene (menu) – **Shift + A**

Duplicate selected object(s) – **Shift + D**

Things disappearing? Don't panic!

\* If you accidentally hit one of the number keys in the number row, Blender will switch to another layer, and it will look like you've lost everything. You haven't. Just hit **1** to go back to the first layer.

\* If you accidentally hit **H**, it will hide whatever you currently have selected, and it will look like you deleted it. You haven't. Just hit **Alt + H** and Blender will unhide anything that is hidden.