

- Show demo reel
- All of Blender in 3 hours? Ha! Would love to do this thoroughly, but this is going to need to be the cursory accelerated course.
- On your handout I've provided a link to a useful video tutorial set where you can review most of what I'll cover, plus some more.

Preferences

- LMB select
- Orbit style

UI Layout

- Non-overlapping UI (some exceptions, like the preferences window)
- Panes (called “windows” in blender)
- Each pane has a header
- Splitting and joining panes
- Changing the pane's window type
- Preset layouts for different tasks

Default Layout

- 3D viewport
- Timeline
- Properties
- Outliner

3D Viewport

- Viewport navigation (with mouse, with numpad – don't forget perspective toggle and camera)
- Selecting things (standard, box, toggle all)
- Select → Action → Confirm
- Tools sub-panel
- Transforming things (tools panel, GSR, widgets)
- 3D cursor
- Adding objects (via menu and hotkey)
- Duplicating objects
- Deleting objects
- N sub-panel

Rendering

- Cycles – Not default, but a lot nicer to work with. Relatively new.
- Viewport display modes (wire, solid, render)
- “Final” render, for saving images to disk (still and animation)
- Sample and resolution settings

Camera

- FOV
- Positioning the camera (split view for convenience)

Light Sources

- “Use nodes”
- Light source types
- Basic lighting