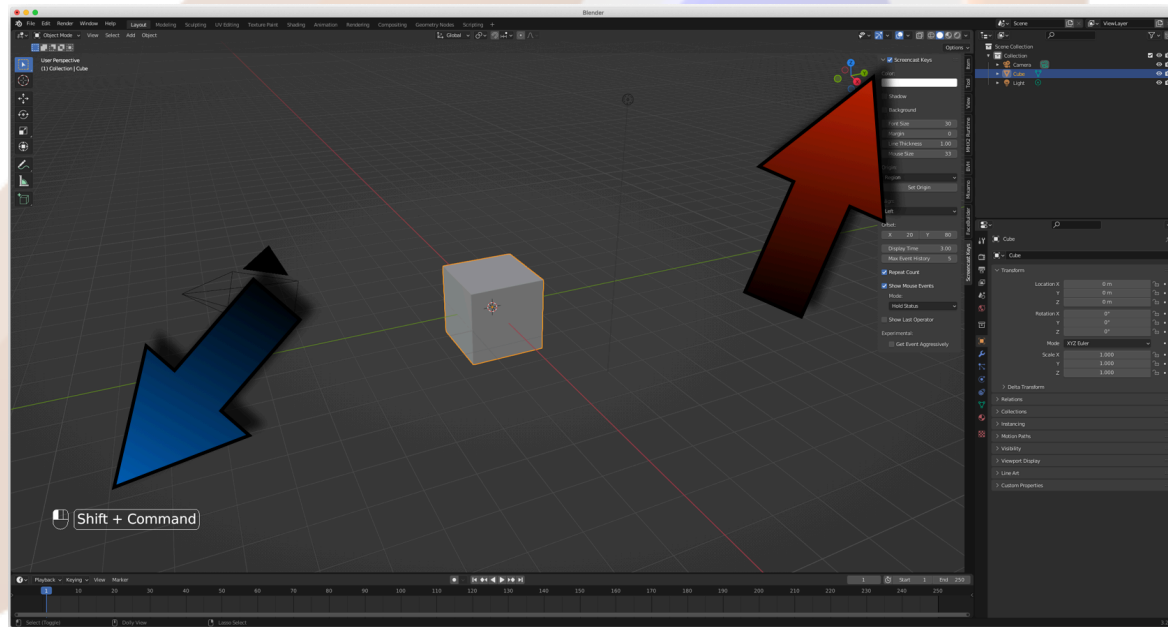


# BLENDER

# PREPARATION TO WORK

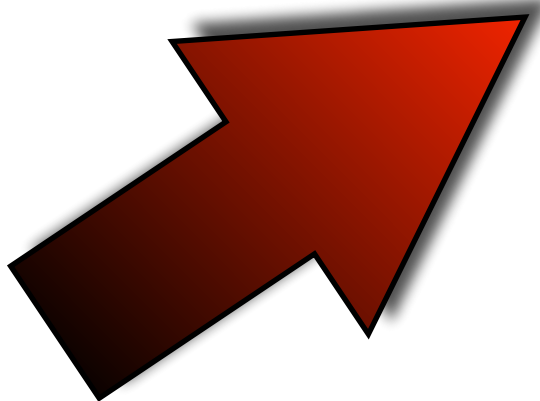


## JACEK KAWAŁEK

# PREPARATION TO WORK

**DOWNLOAD THE BLENDER  
PROGRAM FOR YOUR  
OPERATING SYSTEM**

**<https://www.blender.org>**



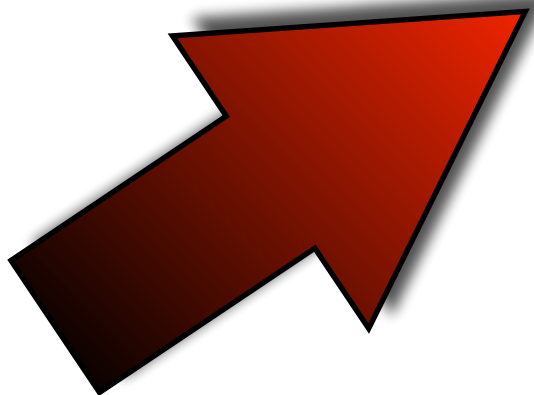
# PREPARATION TO WORK

## PREVIOUS VERSIONS

**<https://download.blender.org/release/>**

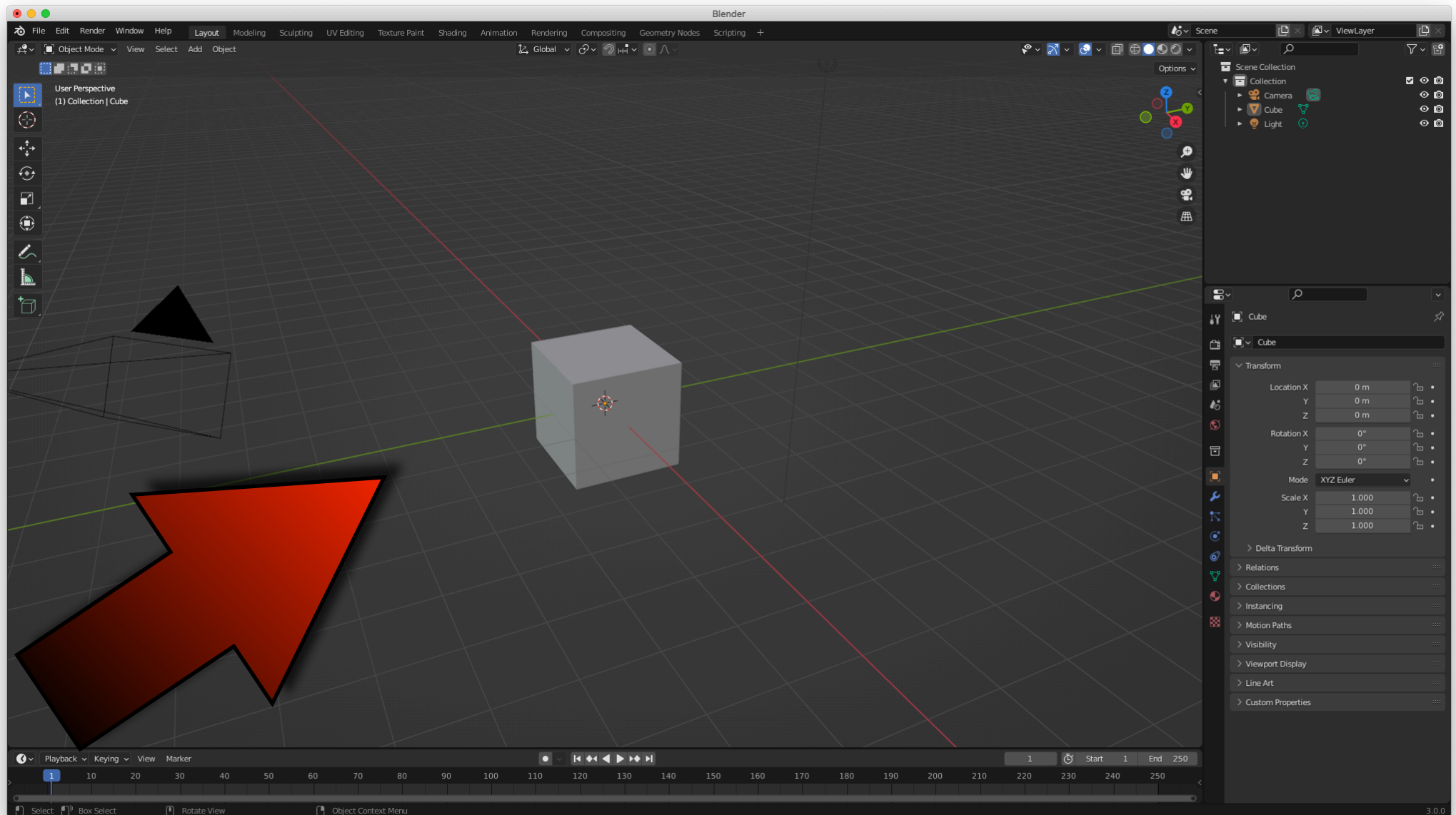
[Blender2.57/](#)  
[Blender2.58/](#)  
[Blender2.59/](#)  
[Blender2.60/](#)  
[Blender2.61/](#)  
[Blender2.62/](#)  
[Blender2.63/](#)  
[Blender2.64/](#)  
[Blender2.65/](#)  
[Blender2.66/](#)  
[Blender2.67/](#)  
[Blender2.68/](#)  
[Blender2.69/](#)  
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[Blender2.71/](#)  
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[Blender2.75/](#)  
[Blender2.76/](#)  
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[Blender2.78/](#)  
[Blender2.79/](#)  
[Blender2.80/](#)  
[Blender2.81/](#)  
[Blender2.82/](#)  
[Blender2.83/](#)  
[Blender2.90/](#)  
[Blender2.91/](#)  
[Blender2.92/](#)  
[Blender2.93/](#)  
[Blender3.0/](#)  
[Blender3.1/](#)  
[Blender3.2/](#)

26-Apr-2011 18:05  
11-Jul-2011 16:08  
16-Aug-2011 18:38  
21-Apr-2013 04:17  
21-Apr-2013 04:16  
21-Apr-2013 04:16  
21-Apr-2013 04:15  
21-Apr-2013 04:14  
10-Nov-2014 14:34  
21-Apr-2013 04:13  
30-May-2013 15:12  
24-Jul-2013 15:45  
30-Oct-2013 18:40  
12-Apr-2014 09:43  
09-Jul-2014 10:26  
23-Oct-2014 10:38  
21-Jan-2015 07:21  
31-Mar-2015 16:40  
08-Jul-2015 10:03  
15-Nov-2015 11:52  
06-Apr-2016 12:00  
01-Mar-2017 16:43  
29-Jul-2019 13:11  
29-Jul-2019 17:23  
05-Dec-2019 11:52  
12-Mar-2020 10:48  
20-Apr-2022 09:26  
23-Sep-2020 09:13  
01-Feb-2021 19:47  
25-Feb-2021 12:03  
20-Apr-2022 08:59  
26-Jan-2022 13:21  
01-Apr-2022 08:23  
06-Jul-2022 10:08



# PREPARATION TO WORK

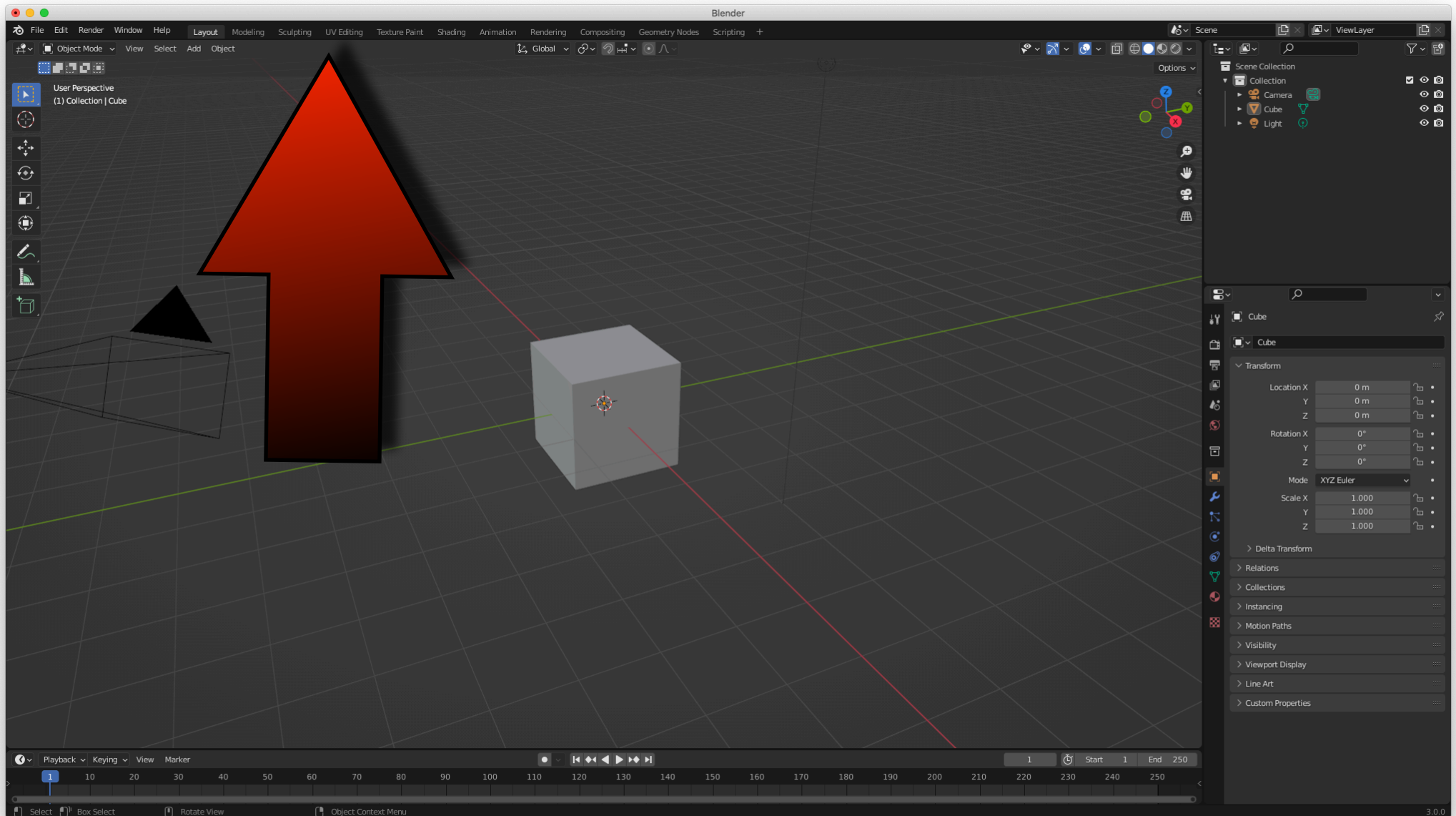
## 3D VIEW





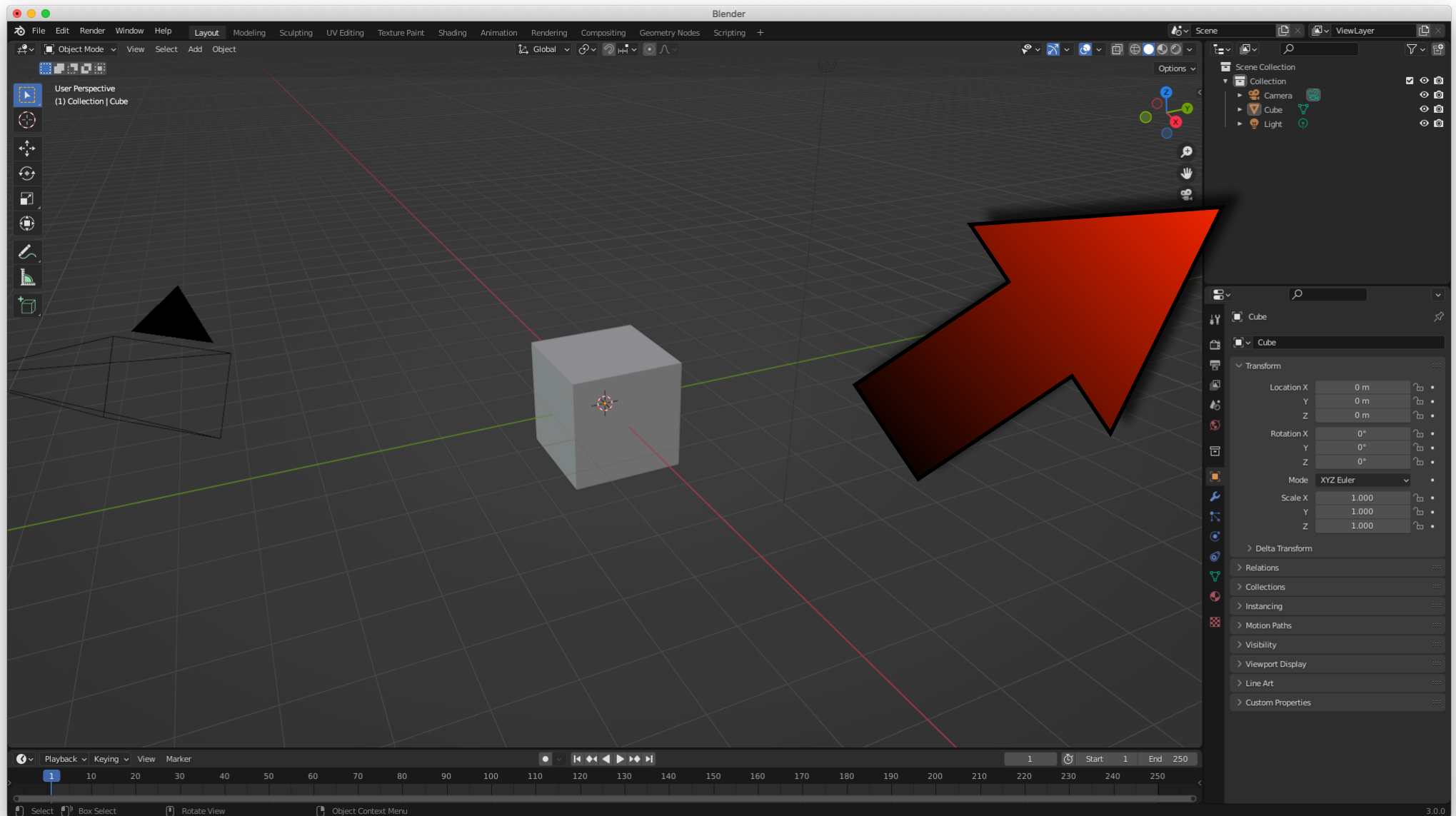
# PREPARATION TO WORK

## MENU



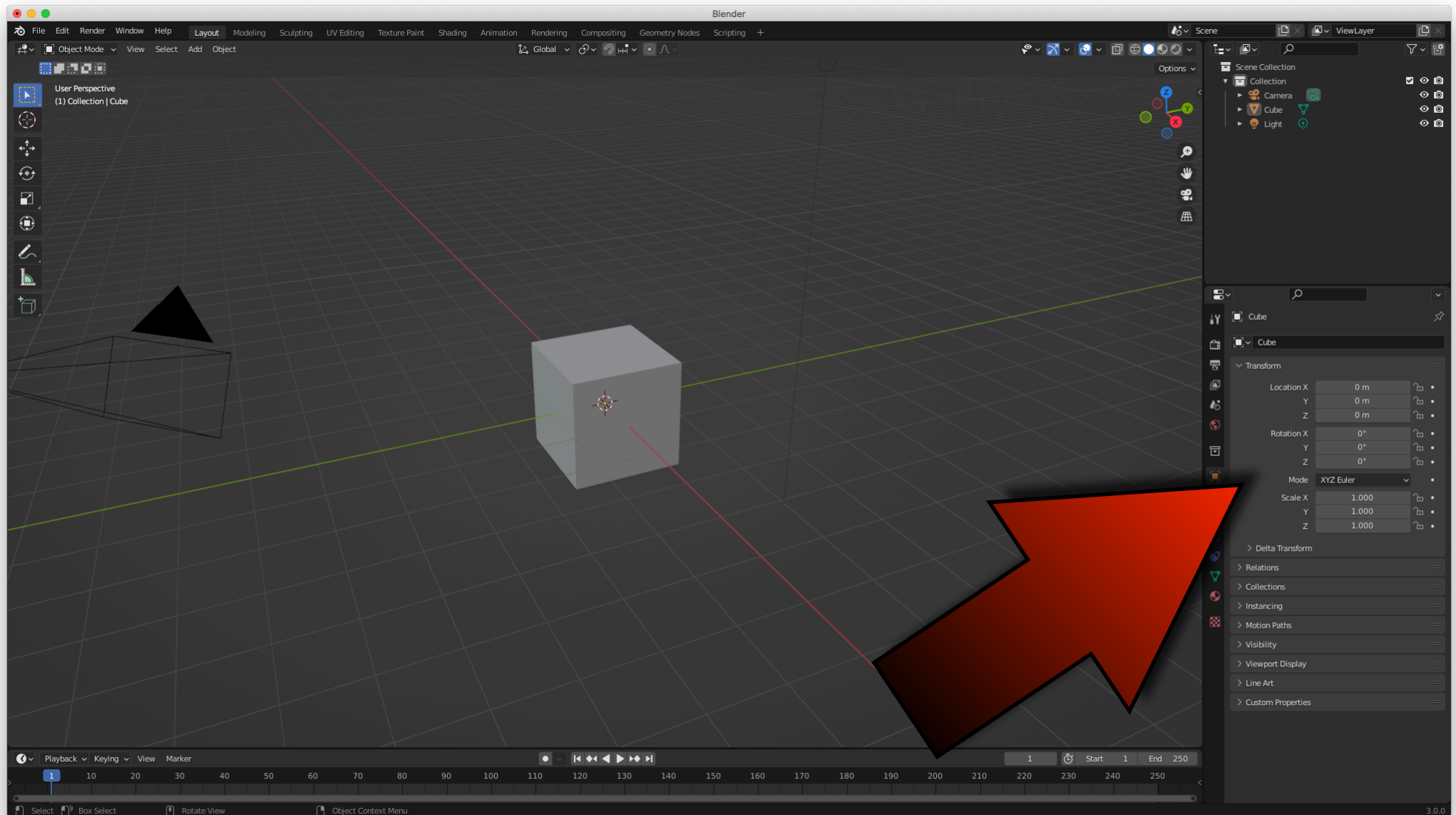
# PREPARATION TO WORK

## OUTLINER



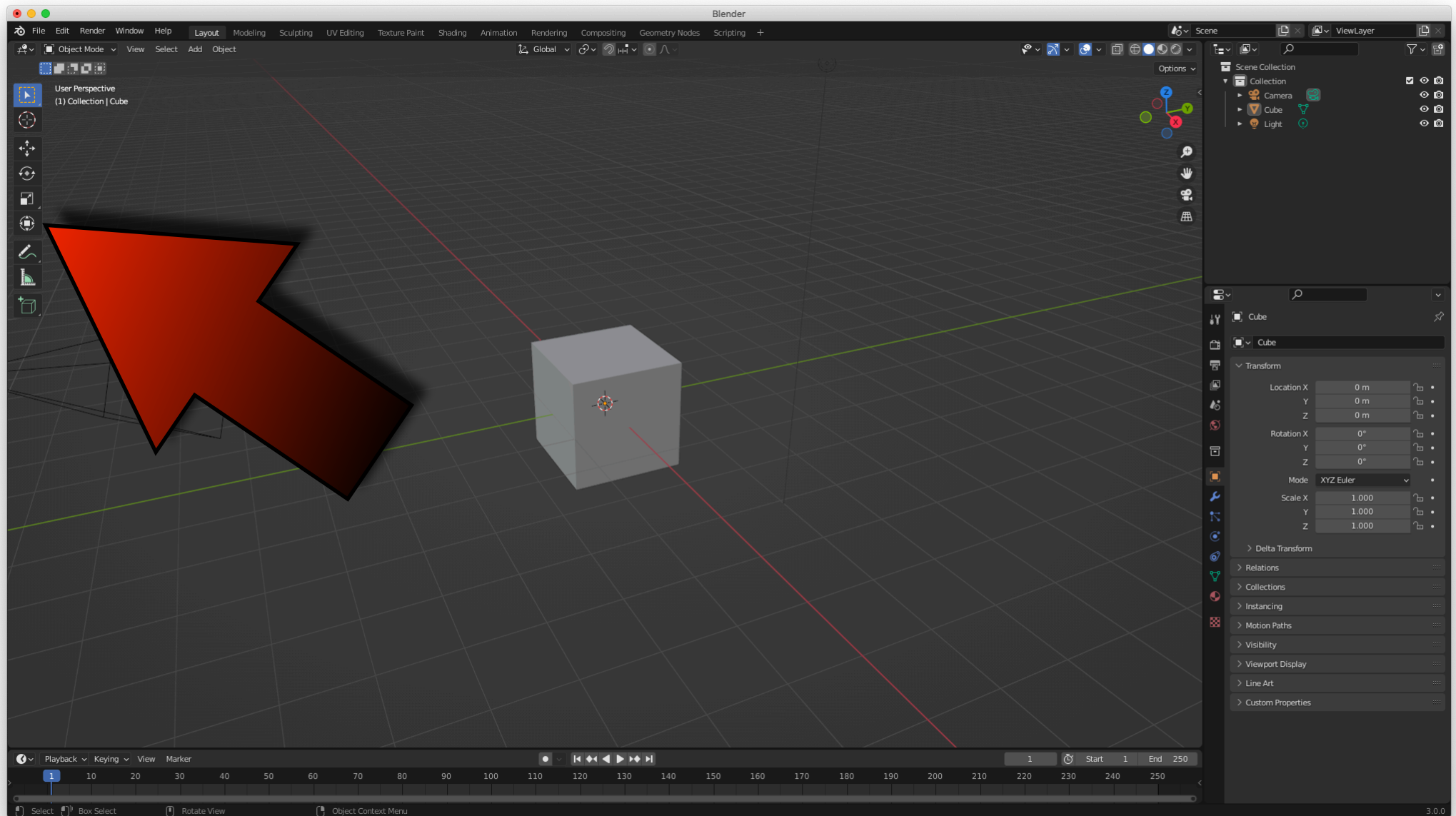
# PREPARATION TO WORK

## PROPERTIES



# PREPARATION TO WORK

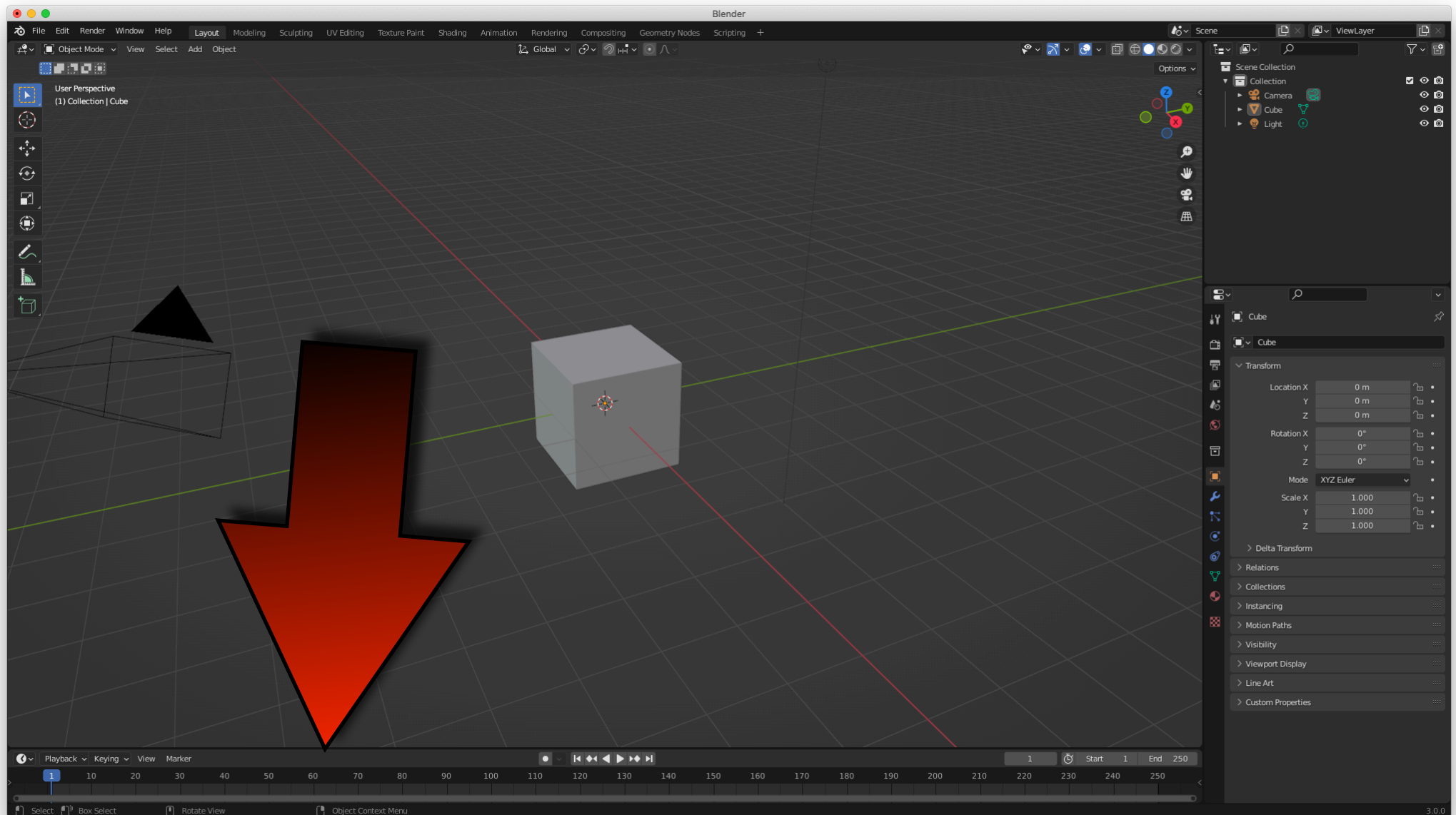
## TOOLS





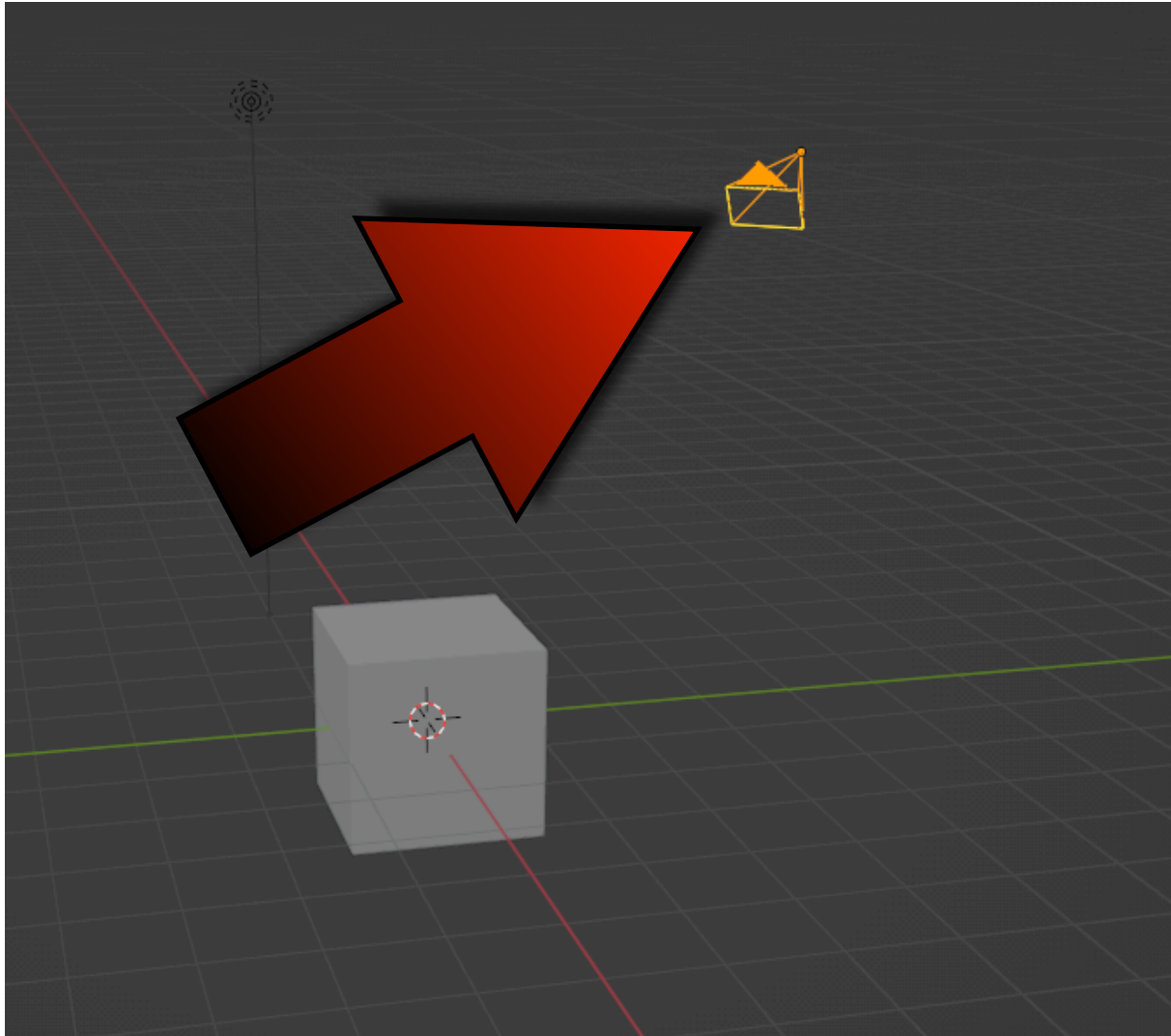
# PREPARATION TO WORK

## TIMELINE



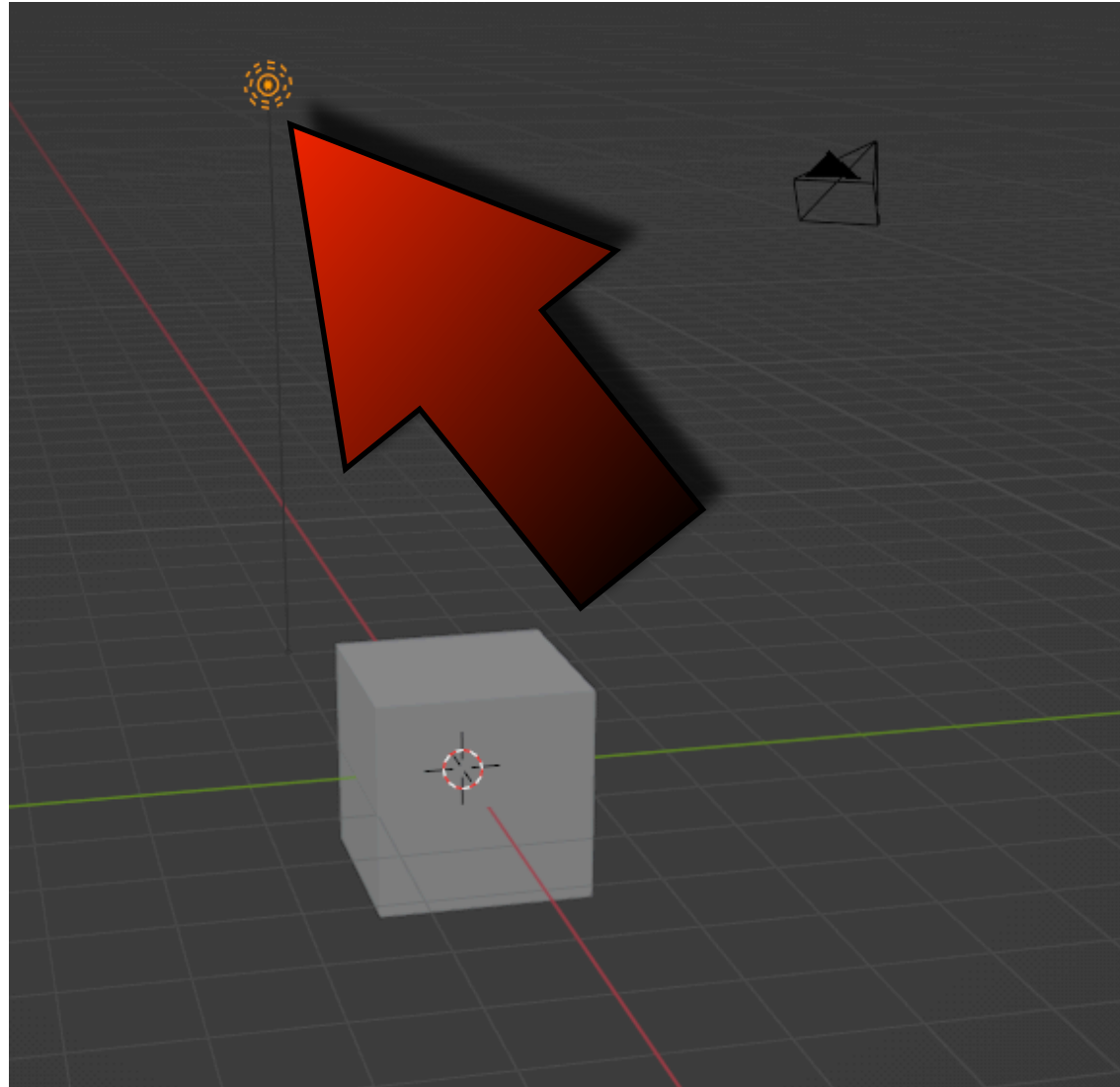
# PREPARATION TO WORK

## MARKING - CAMERA



# PREPARATION TO WORK

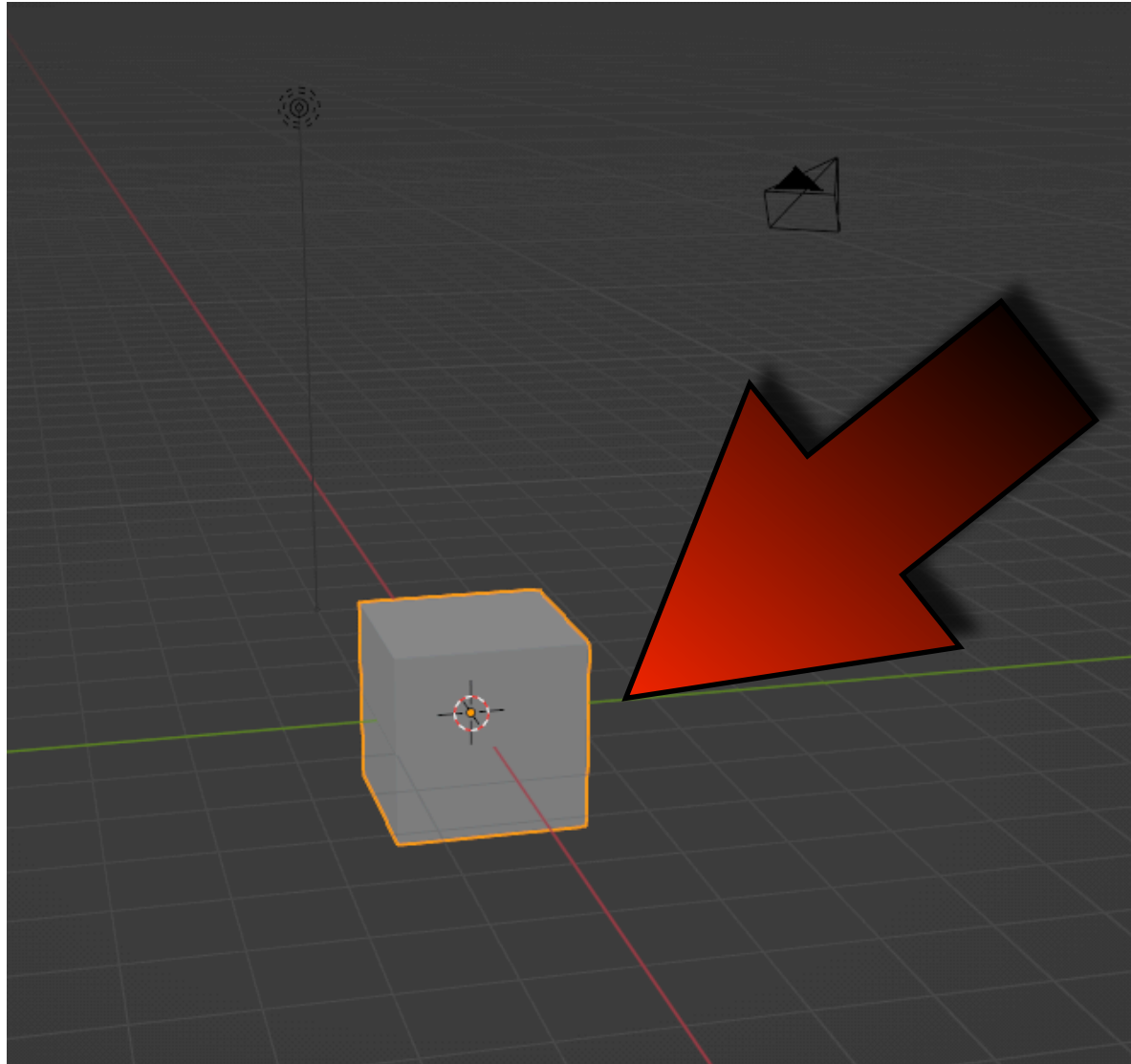
## MARKING - LIGHT





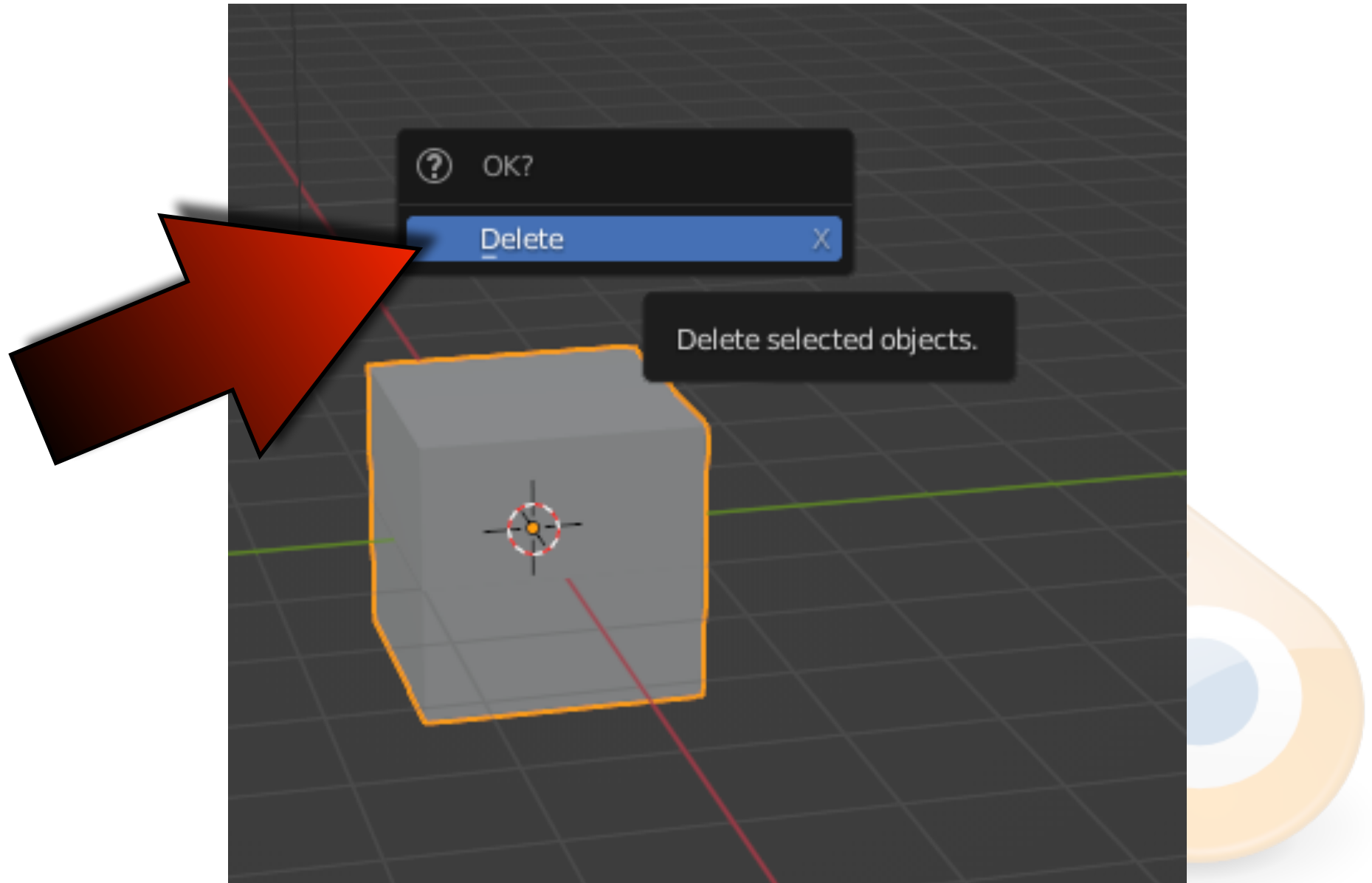
# PREPARATION TO WORK

## MARKING - CUBE



# PREPARATION TO WORK

**X KEY - DELETE SELECTED OBJECTS**

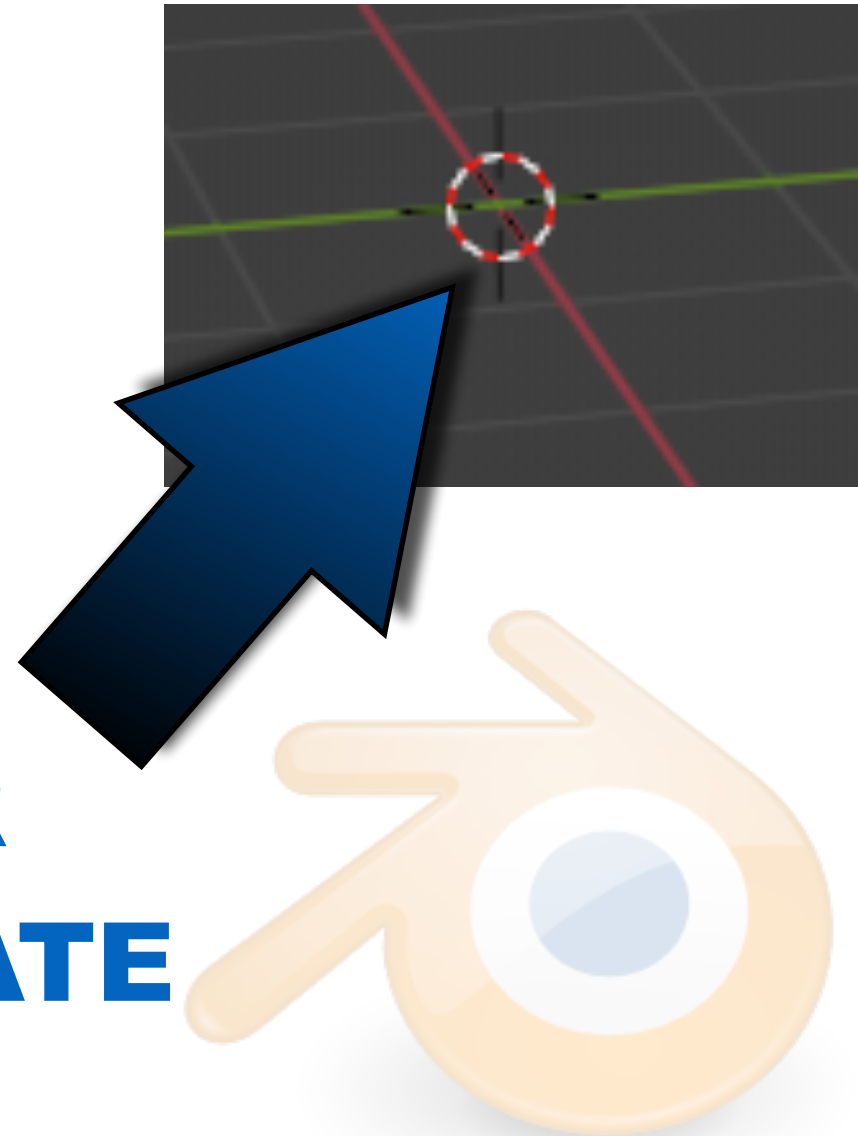


# PREPARATION TO WORK

## 3D CURSOR

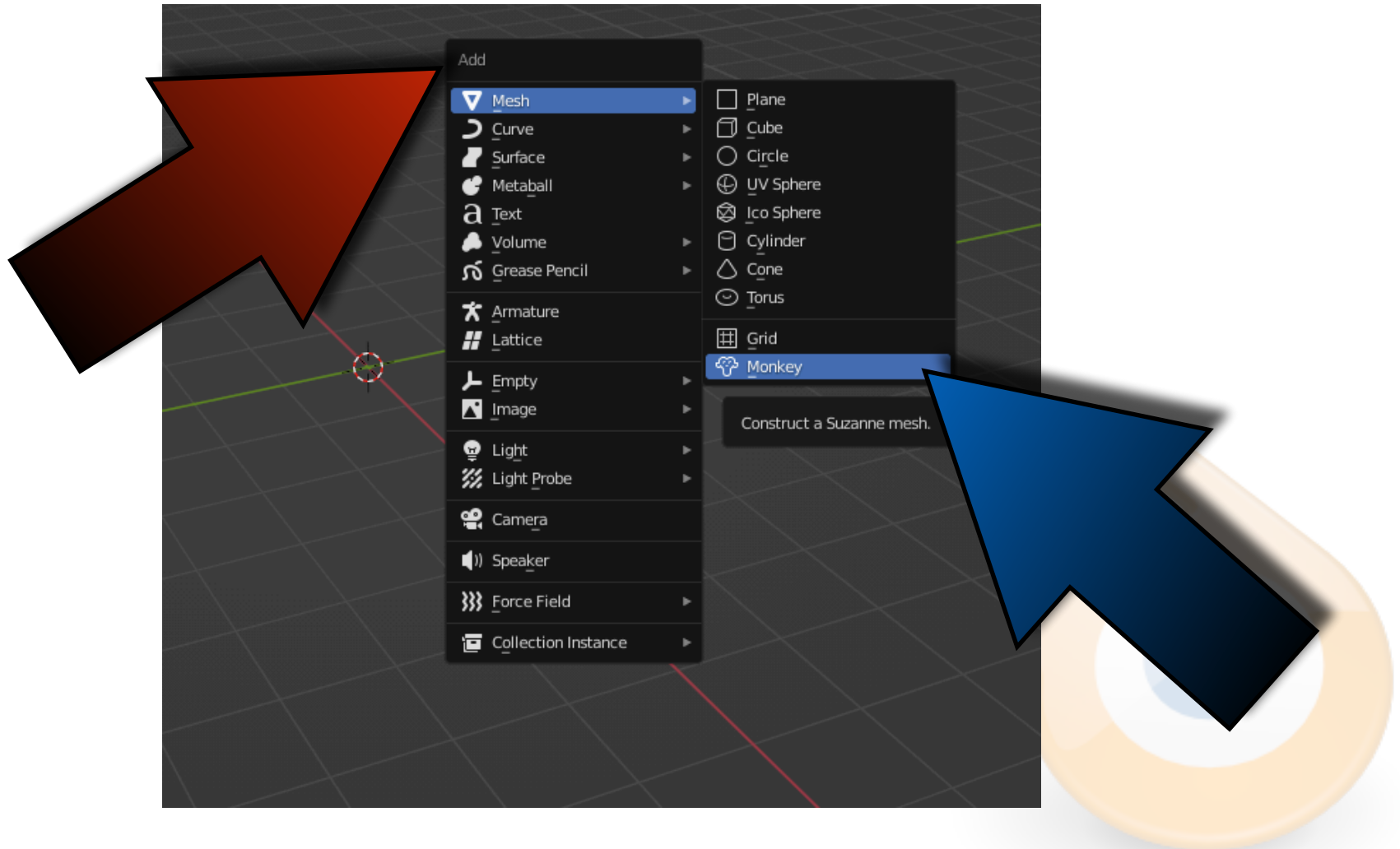
**DEFINES WHERE  
TO INSERT THE  
NEW OBJECT**

**NOW IS  
IN THE CENTER  
OF THE COORDINATE  
SYSTEM**



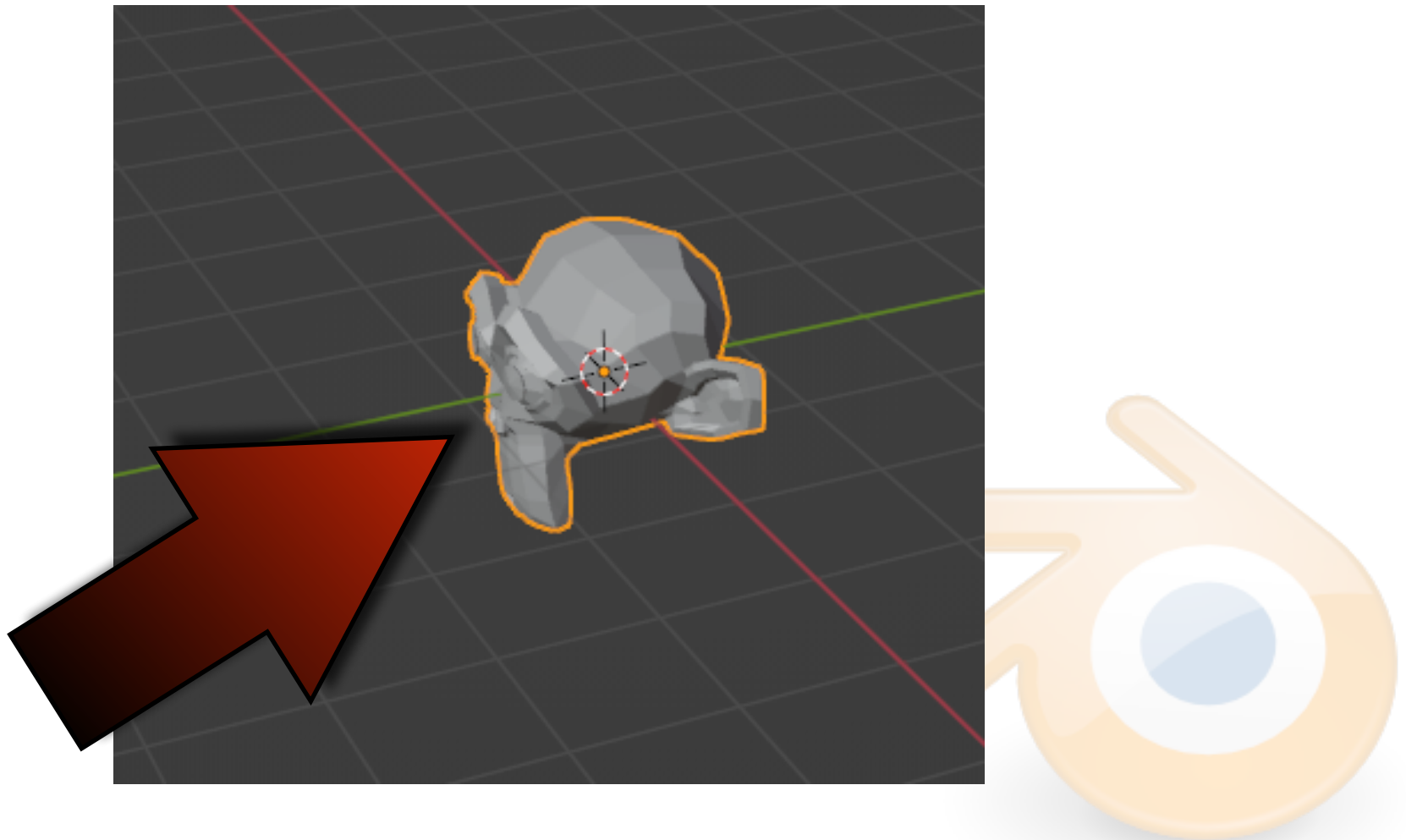
# PREPARATION TO WORK

**PRESS **SHIFT+A** (ADD)**  
**AND SELECT **MESH/MONKEY****



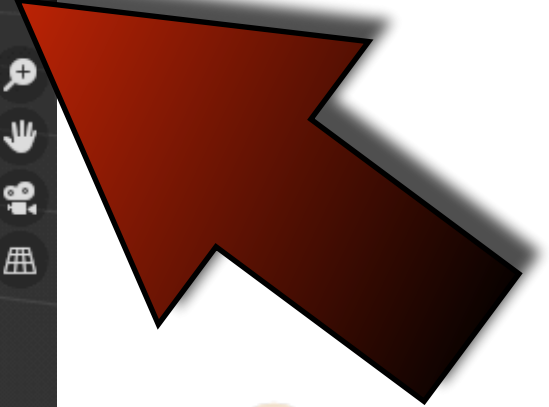
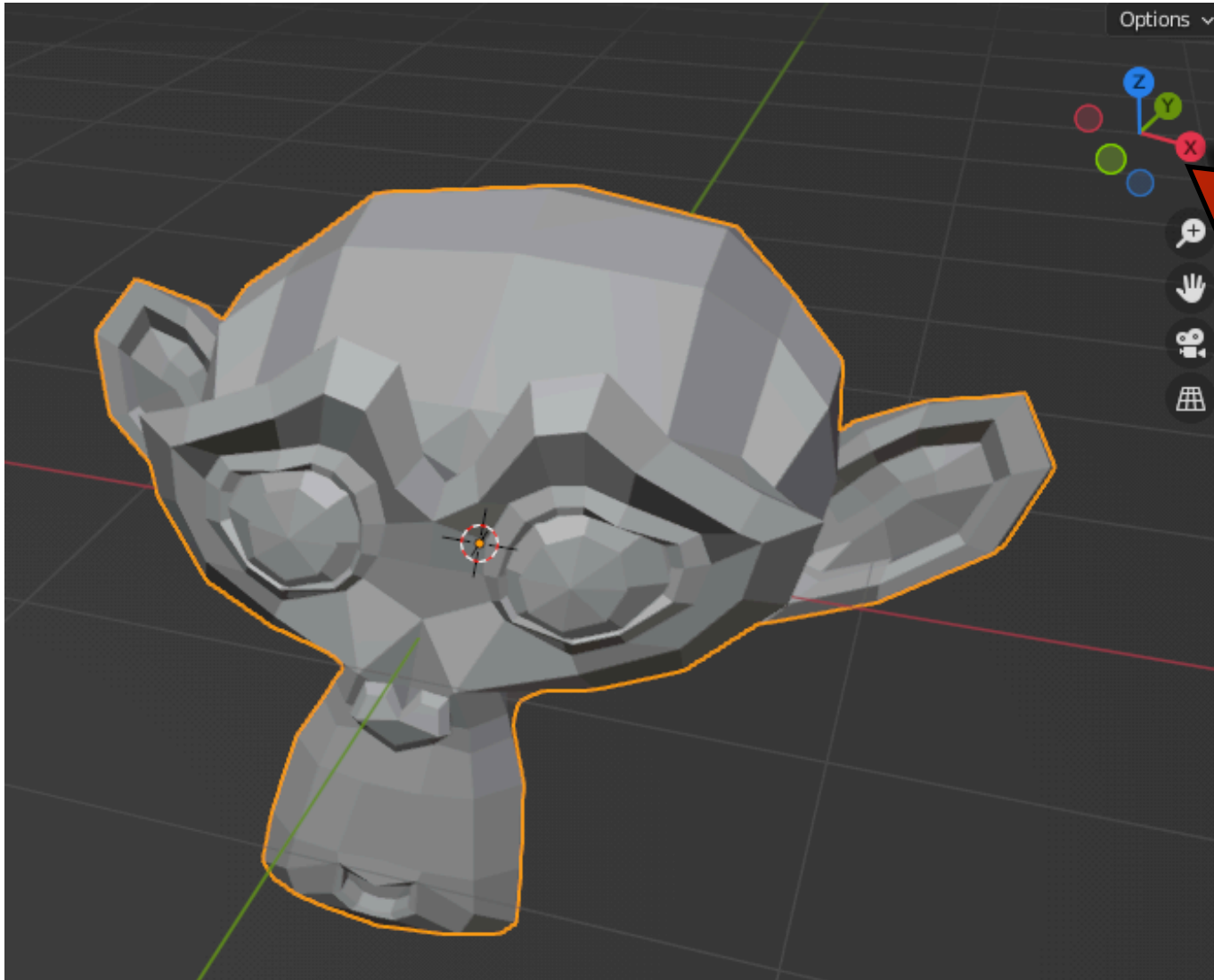
# PREPARATION TO WORK

**YOU WILL SEE A NEW 3D OBJECT**



# PREPARATION TO WORK

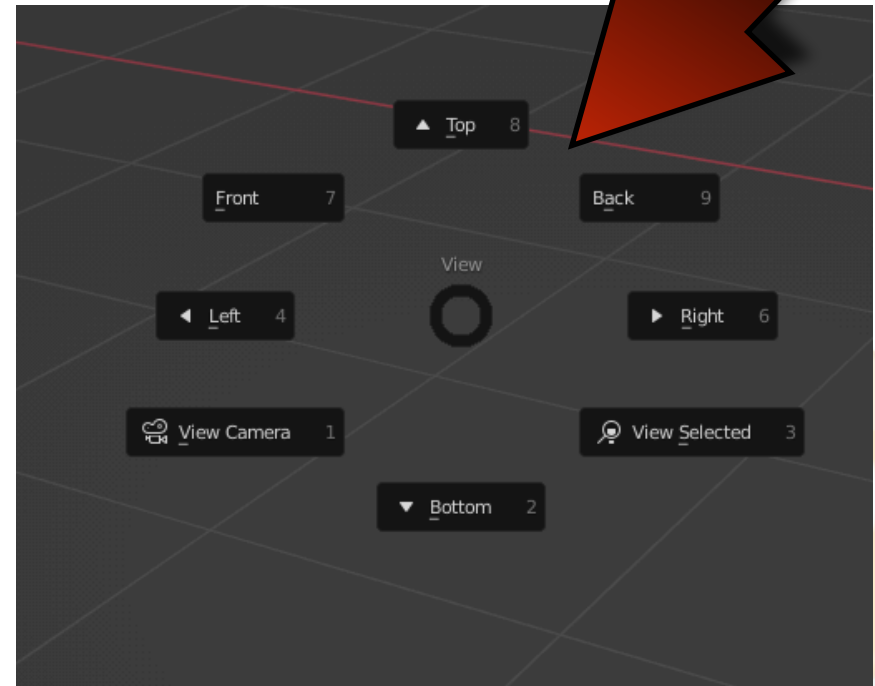
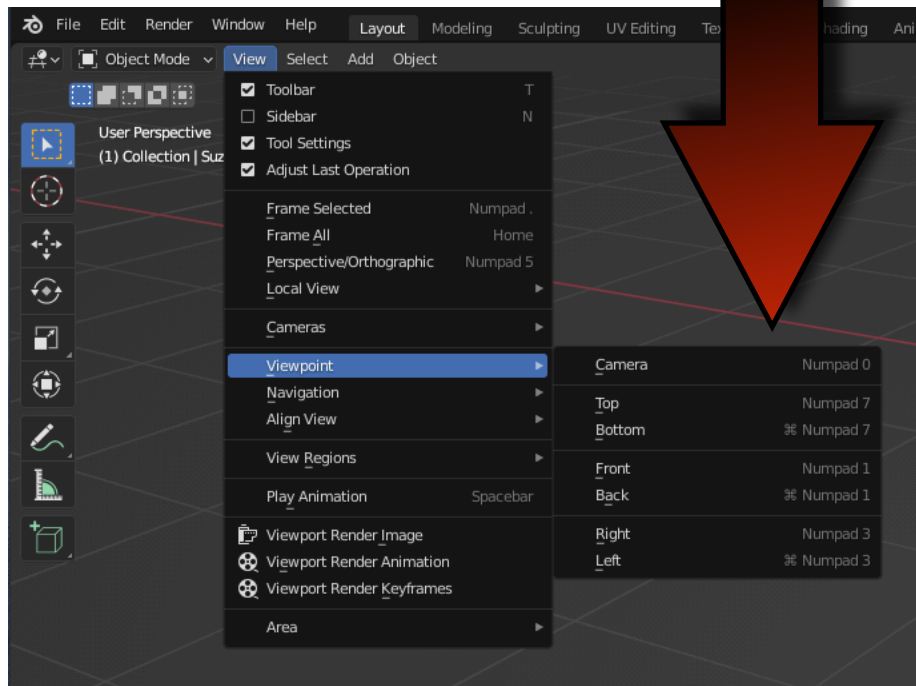
WITH **GIZMO** WE CAN CHANGE VIEWS



# PREPARATION TO WORK

## IN A BLENDER

**THERE CAN BE DONE IN **MANY WAYS****  
**EVERYONE CAN CHOOSE**  
**WHICH FITS HIM BEST**

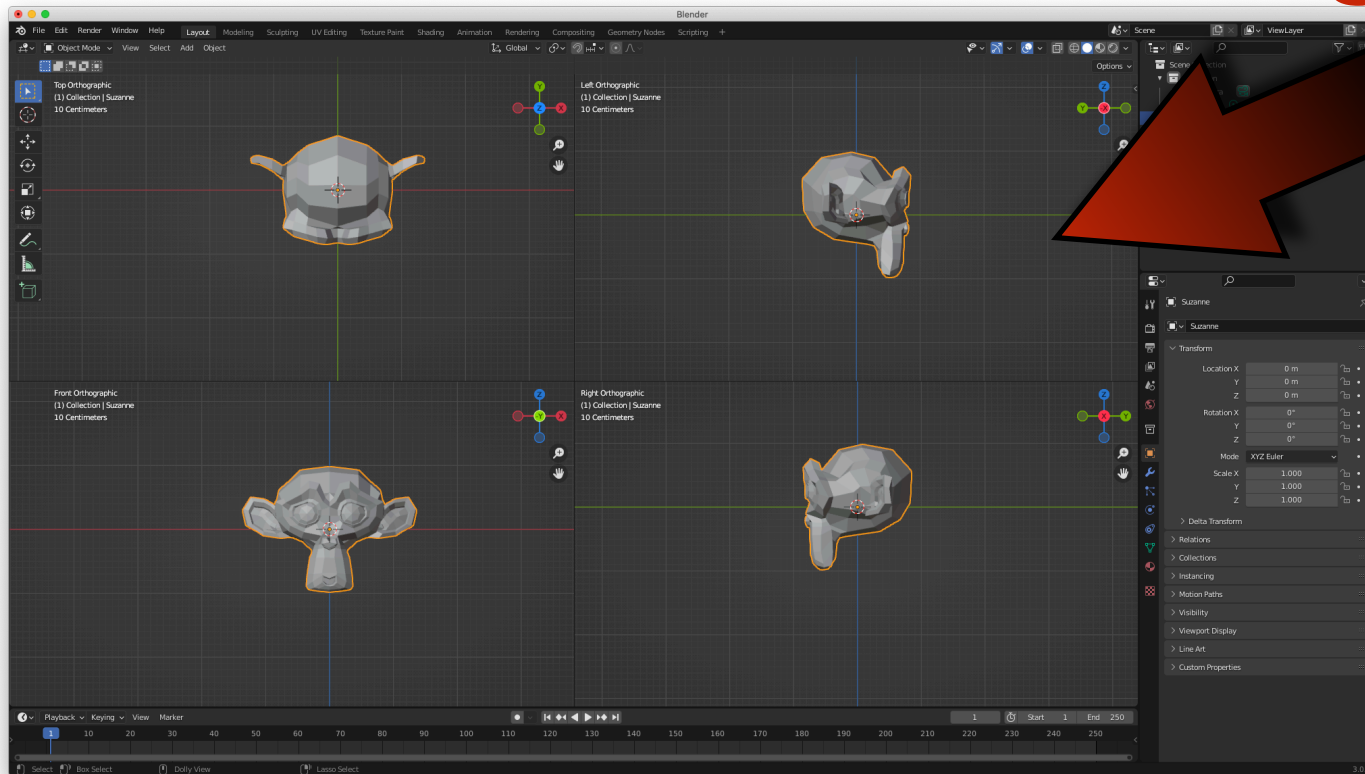




# PREPARATION TO WORK

**USING KEYBOARD SHORTCUTS  
WILL SIGNIFICANTLY  
ACCELERATE YOUR WORK**

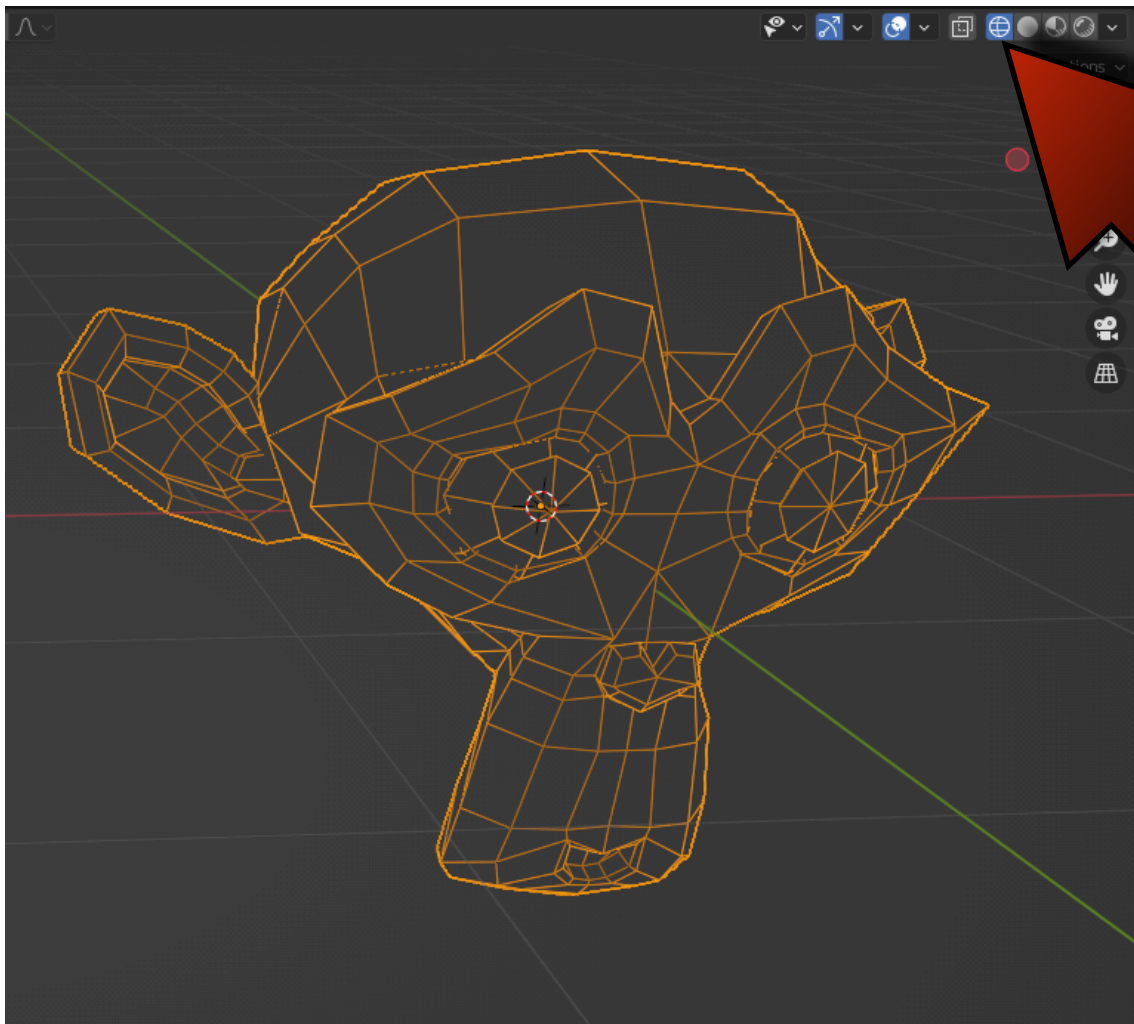
**CRTL+ALT+Q**



# PREPARATION TO WORK

## METHOD TO DISPLAY OBJECTS

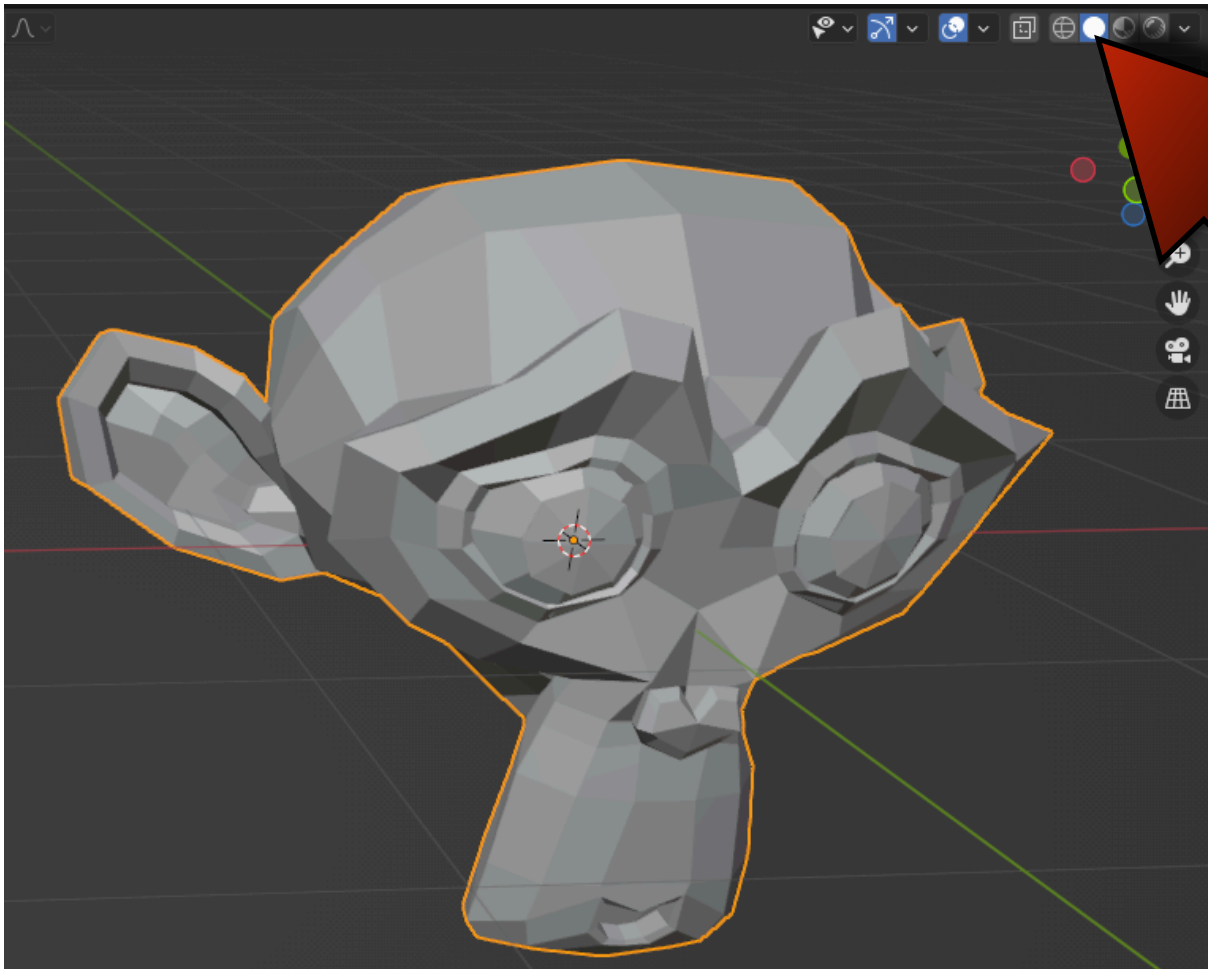
### WIREFRAME



# PREPARATION TO WORK

## METHOD TO DISPLAY OBJECTS

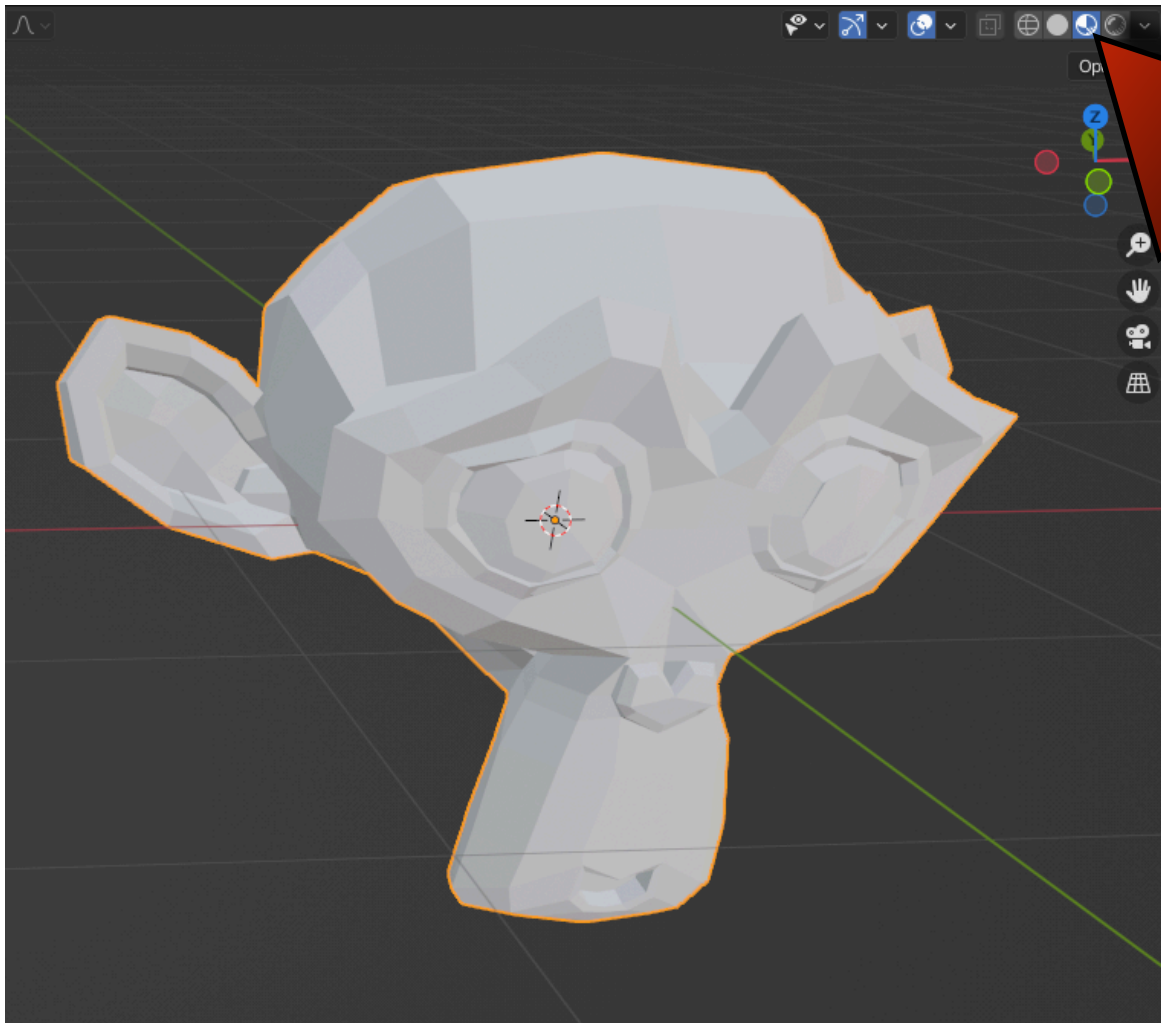
**SOLID**



# PREPARATION TO WORK

## METHOD TO DISPLAY OBJECTS

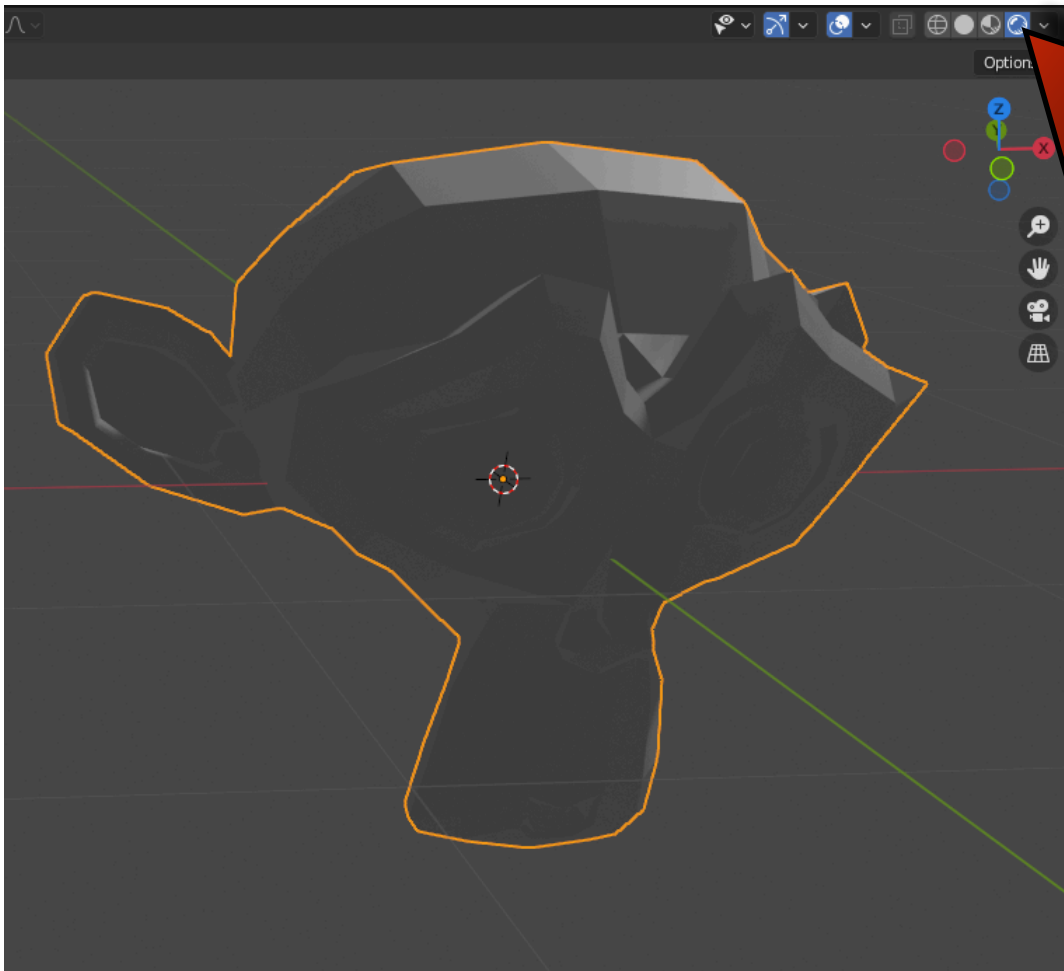
### MATERIAL



# PREPARATION TO WORK

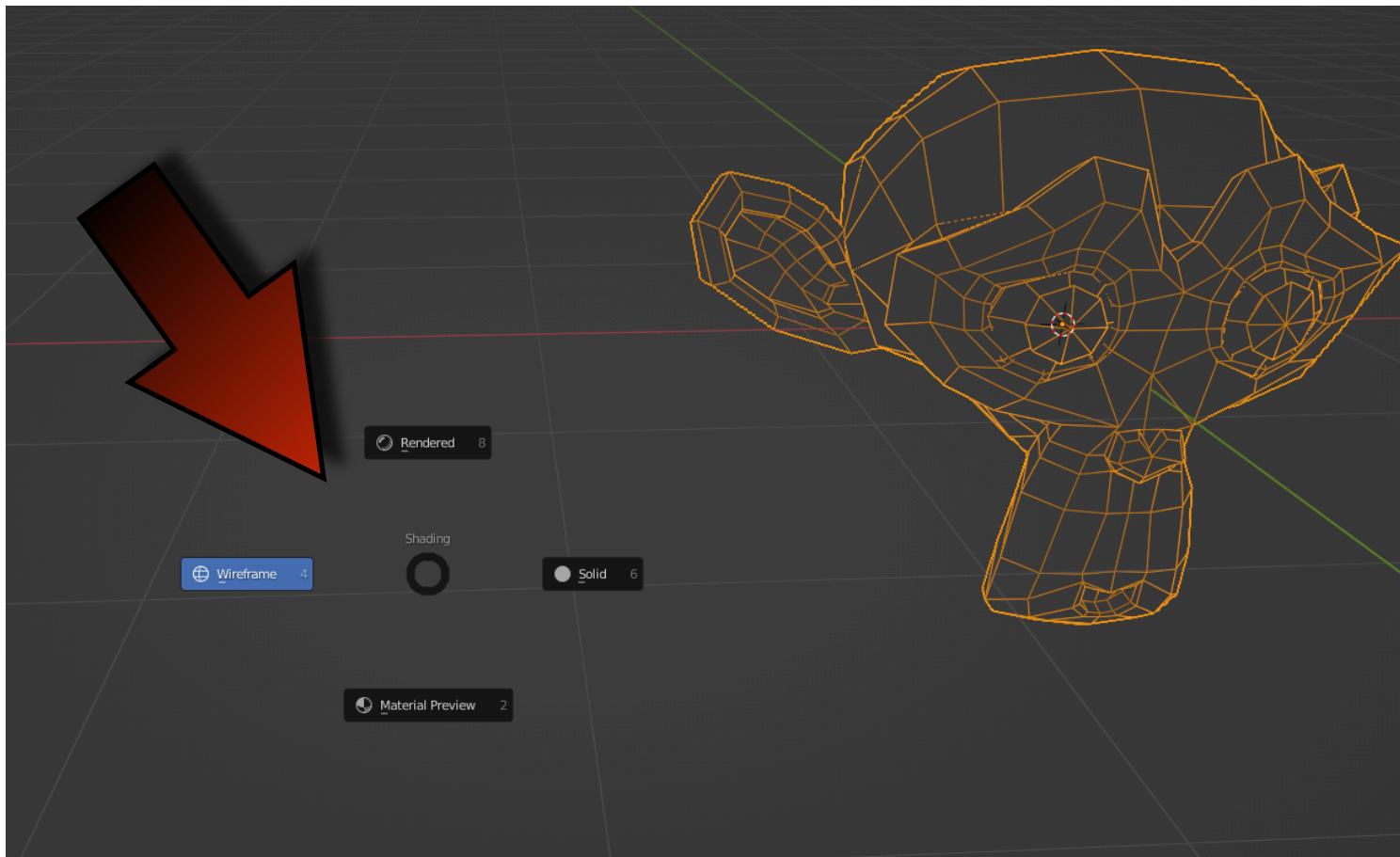
## METHOD TO DISPLAY OBJECTS

### RENDER



# PREPARATION TO WORK

**THE **Z KEY** GIVES THE POSSIBILITY  
OF THE SAME CHANGES**

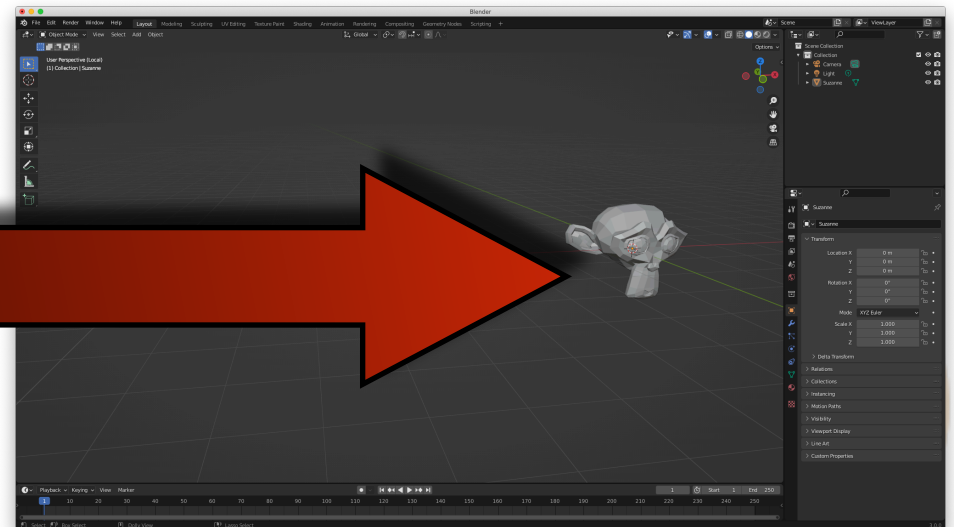
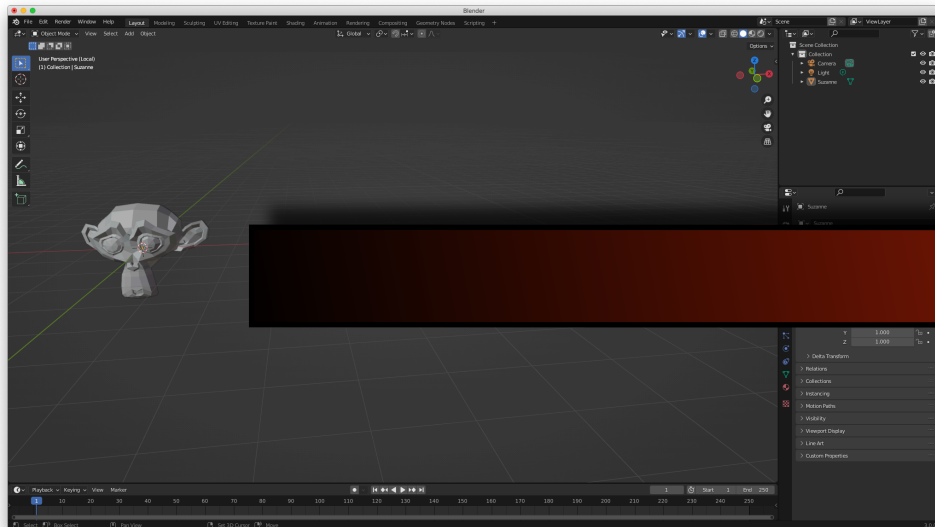




# PREPARATION TO WORK

**PRESS **SHIFT** AND MIDDLE MOUSE  
ON **PC** KEY AND MOVE THE MOUSE**

**ON THE **APPLE** MOUSE  
PRESS **SHIFT** MOVE YOUR FINGER**

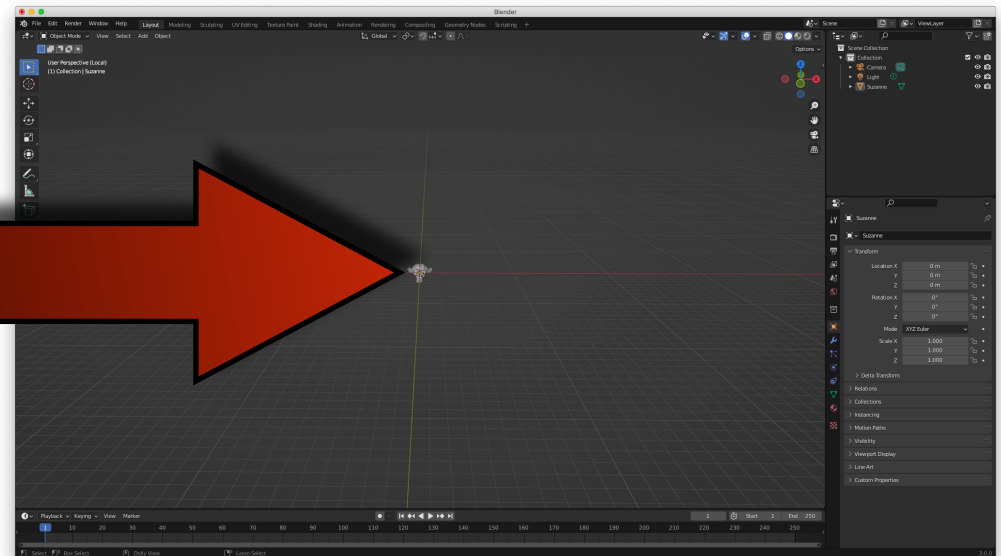
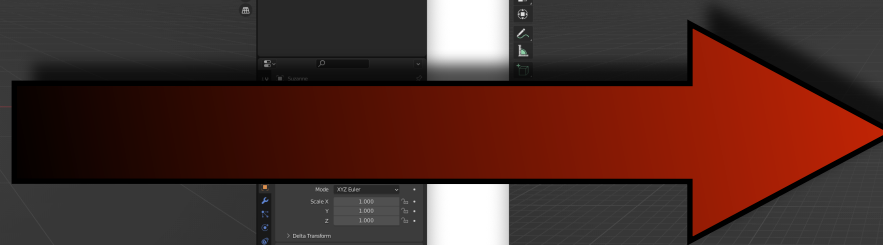
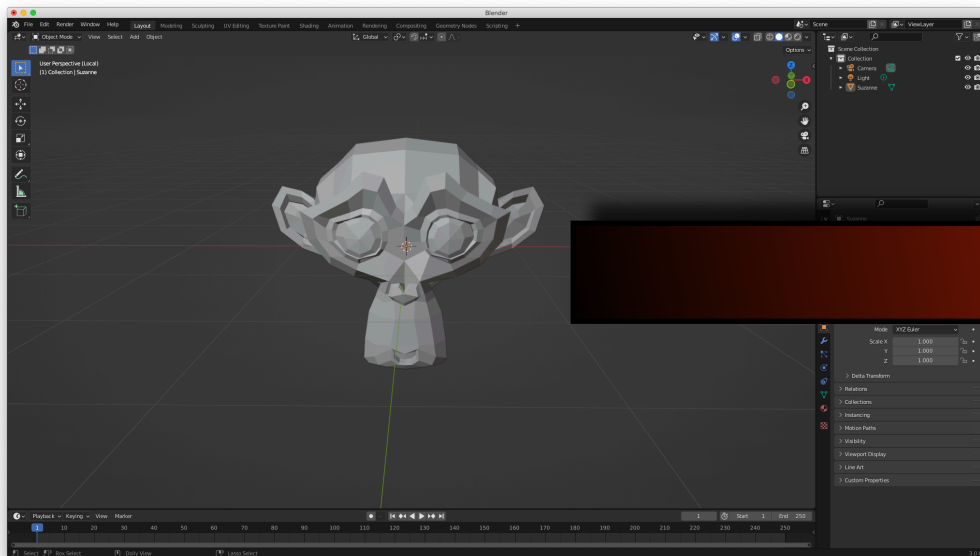




# PREPARATION TO WORK

LIKE DO WITH A **CTRL** ON **PC**

AND **CMD** ON **APPLE** MOUSE



# **PREPARATION TO WORK**

**PRESS G KEY AND  
ONLY MOVE YOUR MOUSE**

**YOU CHANGE THE  
LOCATION OF THE OBJECT**

**CLICKING WITH YOUR MOUSE CONFIRMS  
ESC KEY CANCEL**



# **PREPARATION TO WORK**

**PRESS R KEY AND**

**ONLY MOVE YOUR MOUSE**

**YOU CHANGE THE**

**ROTATION OF THE OBJECT**

**CLICKING WITH YOUR MOUSE CONFIRMS  
ESC KEY CANCEL**



# **PREPARATION TO WORK**

**IF YOU PRESS  
X, Y OR Z AGAIN  
YOU WILL CHANGE THE  
VALUES IN THE GIVEN  
AXES**

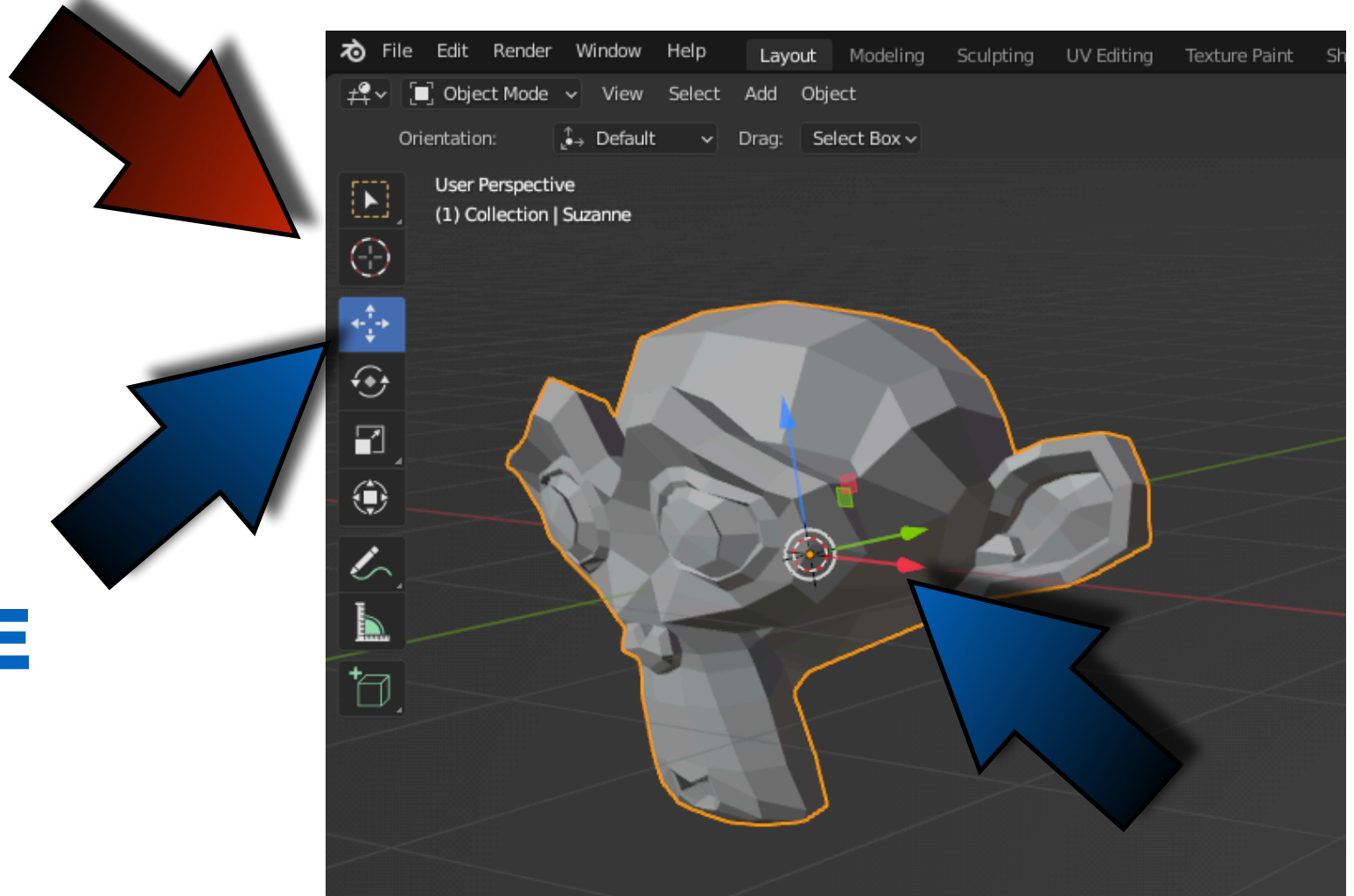
**CLICKING WITH YOUR MOUSE CONFIRMS  
ESC KEY CANCEL**



# PREPARATION TO WORK

**THE SAME ELEMENTS CAN BE MADE  
WITH THE **TOOL BUTTONS****

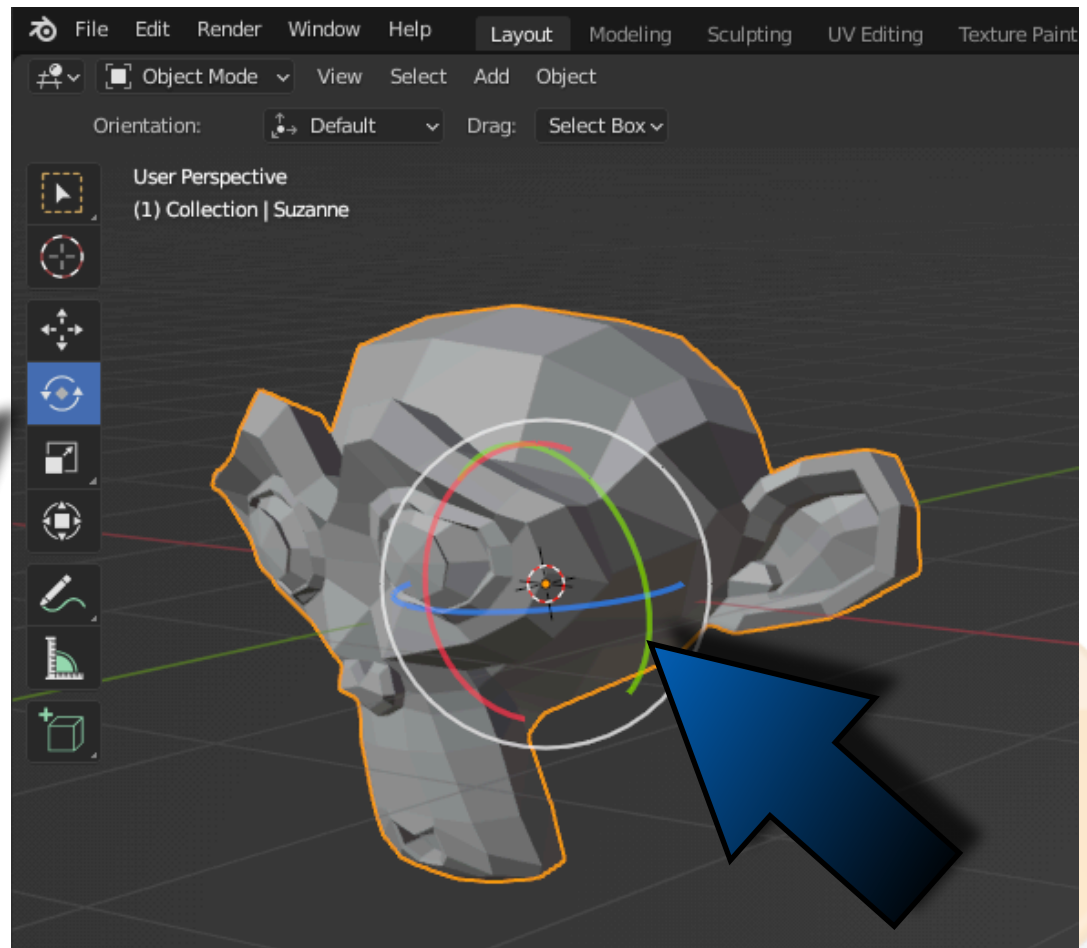
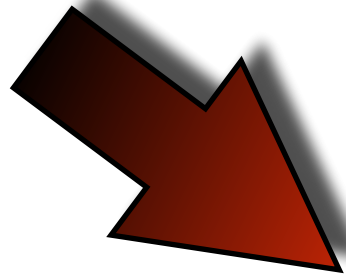
**MOVIE**



# PREPARATION TO WORK

**THE SAME ELEMENTS CAN BE MADE  
WITH THE **TOOL BUTTONS****

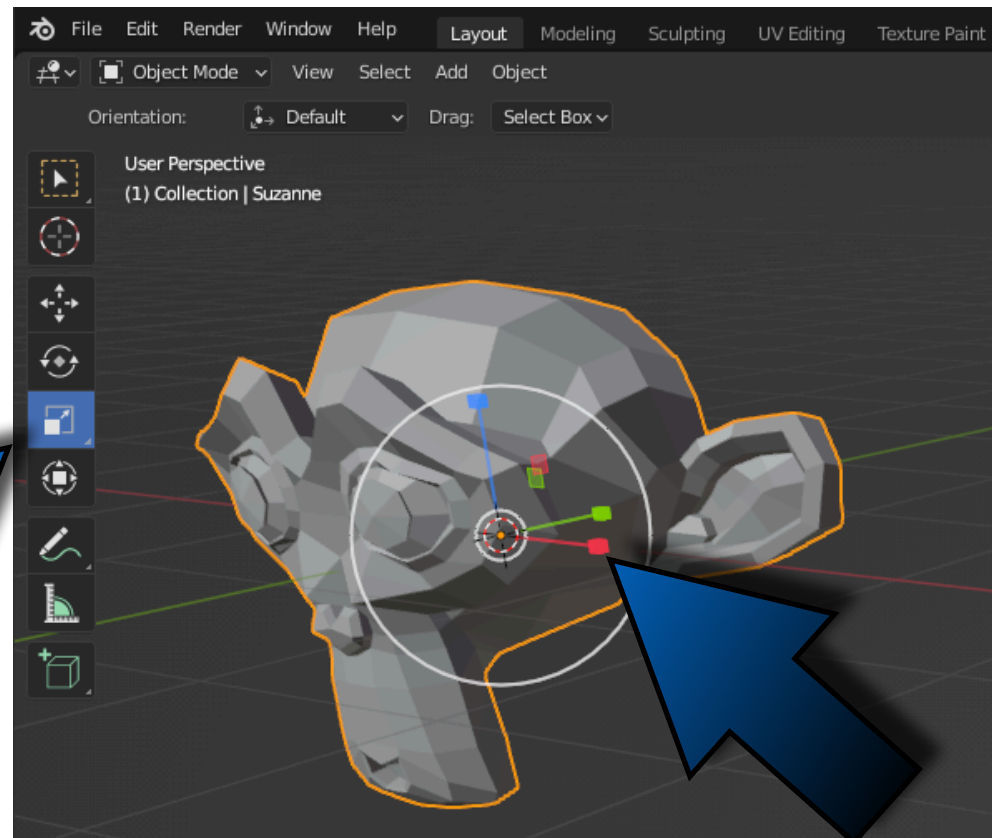
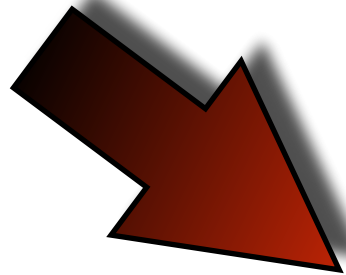
**ROTATE**



# PREPARATION TO WORK

**THE SAME ELEMENTS CAN BE MADE  
WITH THE **TOOL BUTTONS****

**SCALE**

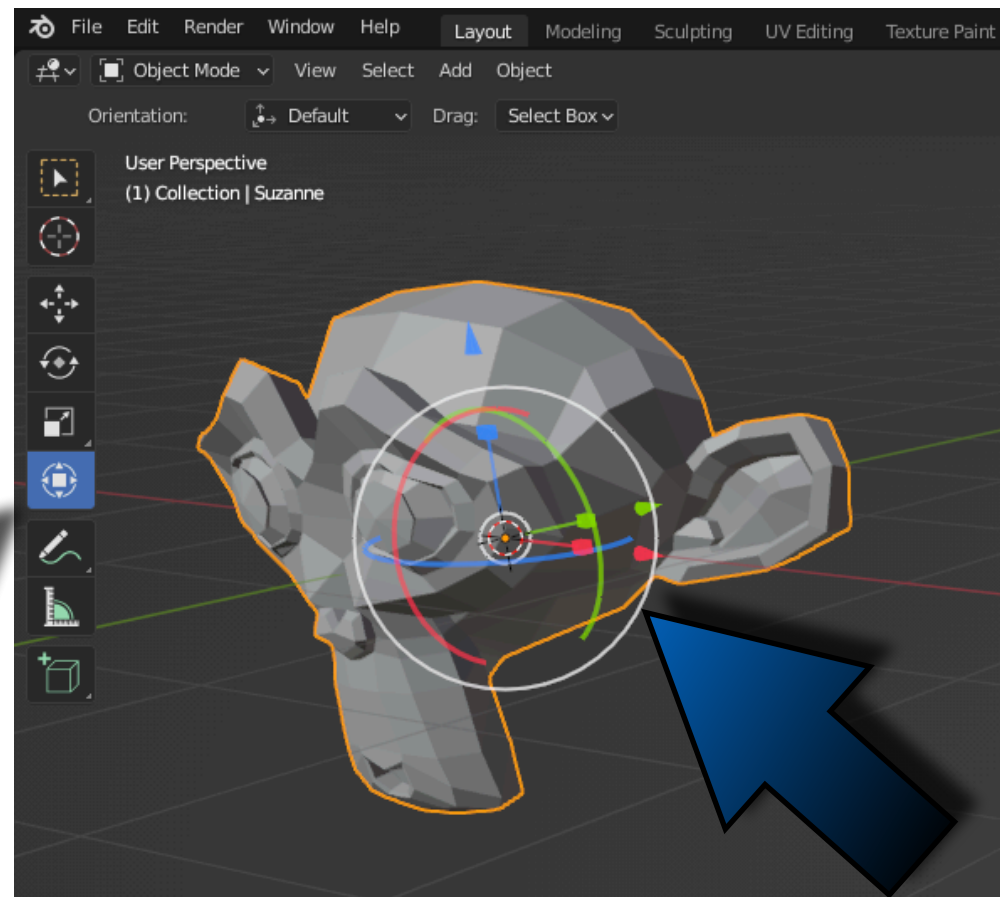




# PREPARATION TO WORK

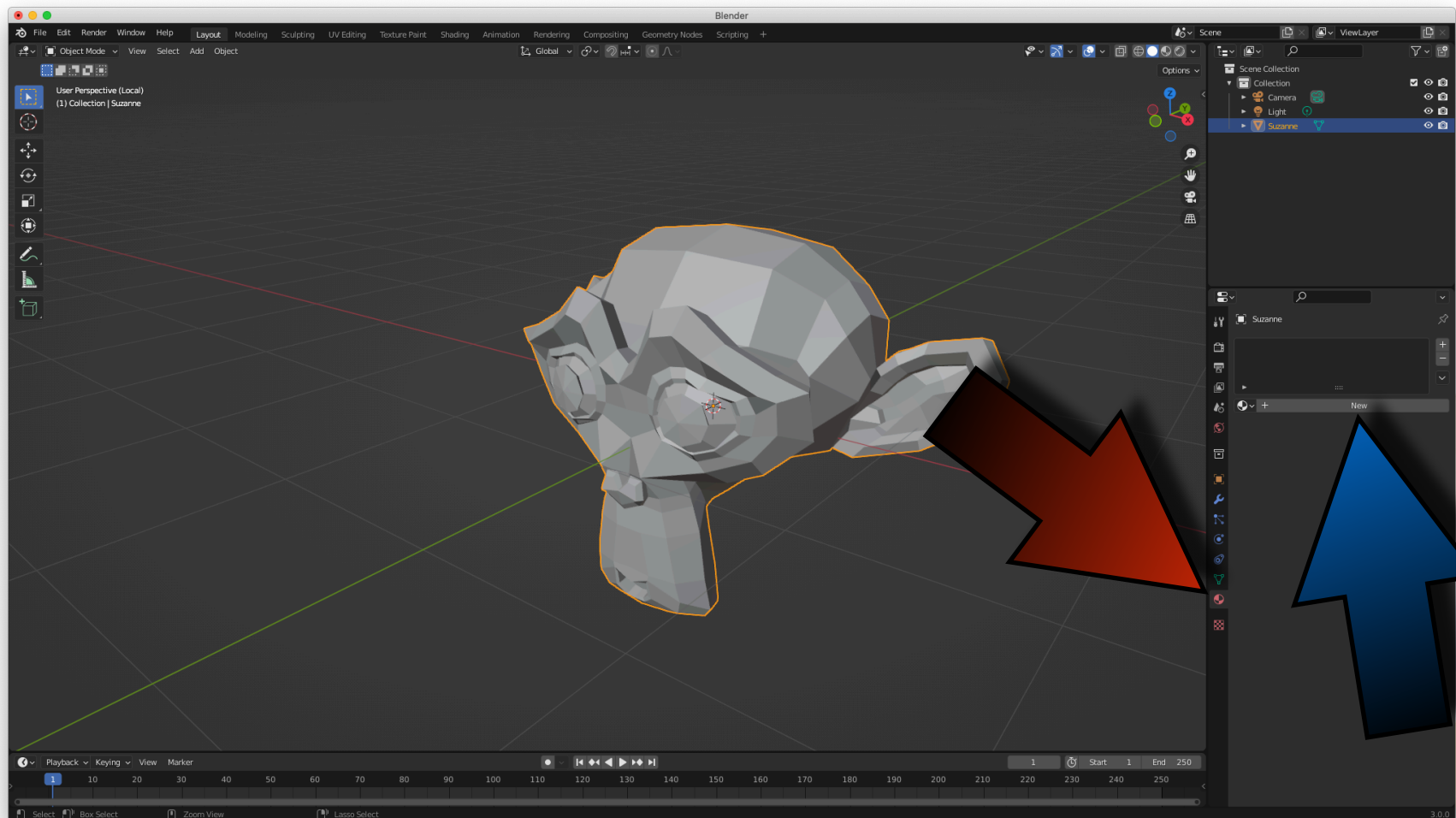
**THE SAME ELEMENTS CAN BE MADE  
WITH THE **TOOL BUTTONS****

**ALL**



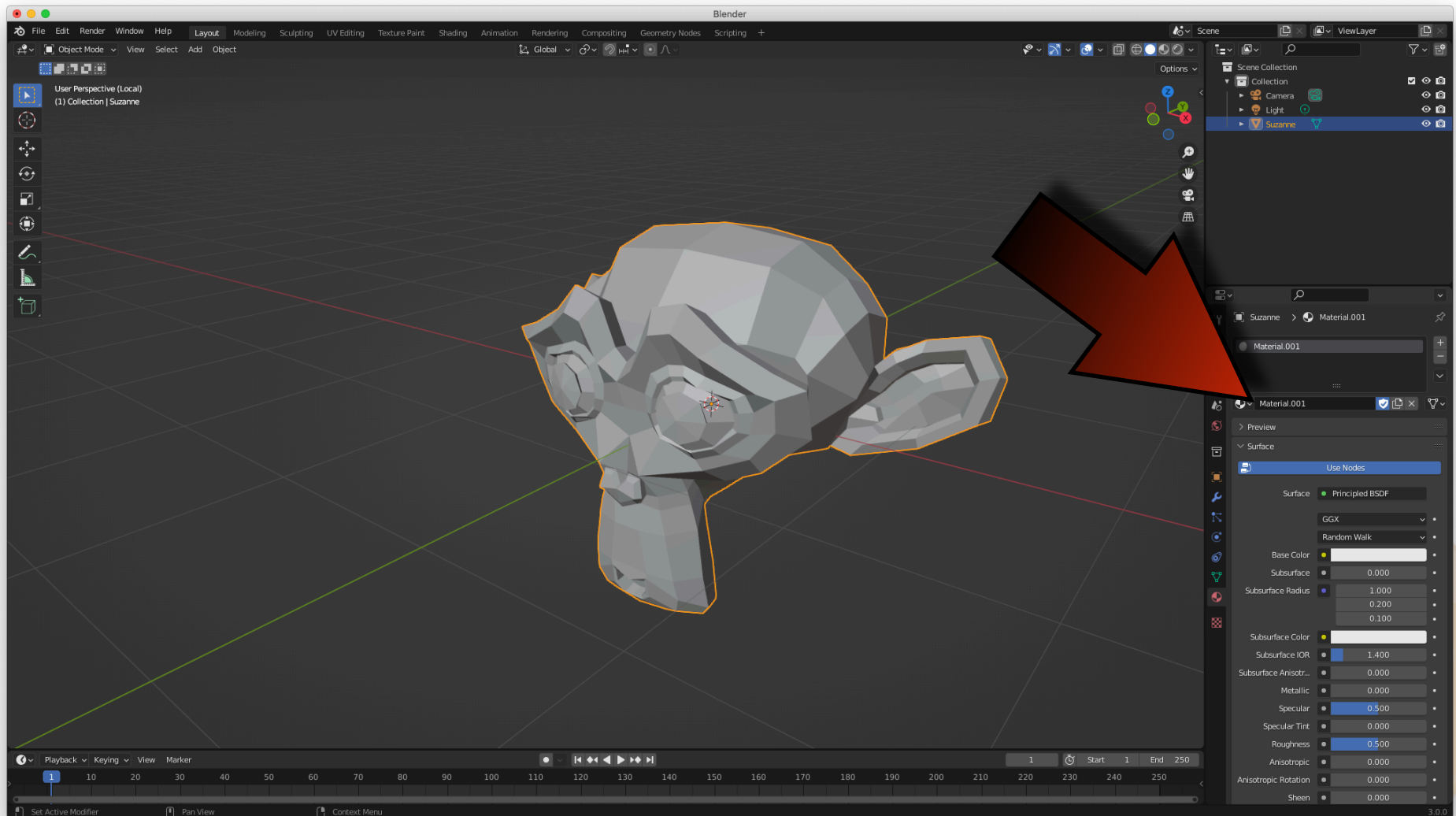
# PREPARATION TO WORK

IF WE WANT TO ADD A COLOR  
CLICK ON **THE MATERIAL**  
AND THEN ON **THE NEW**



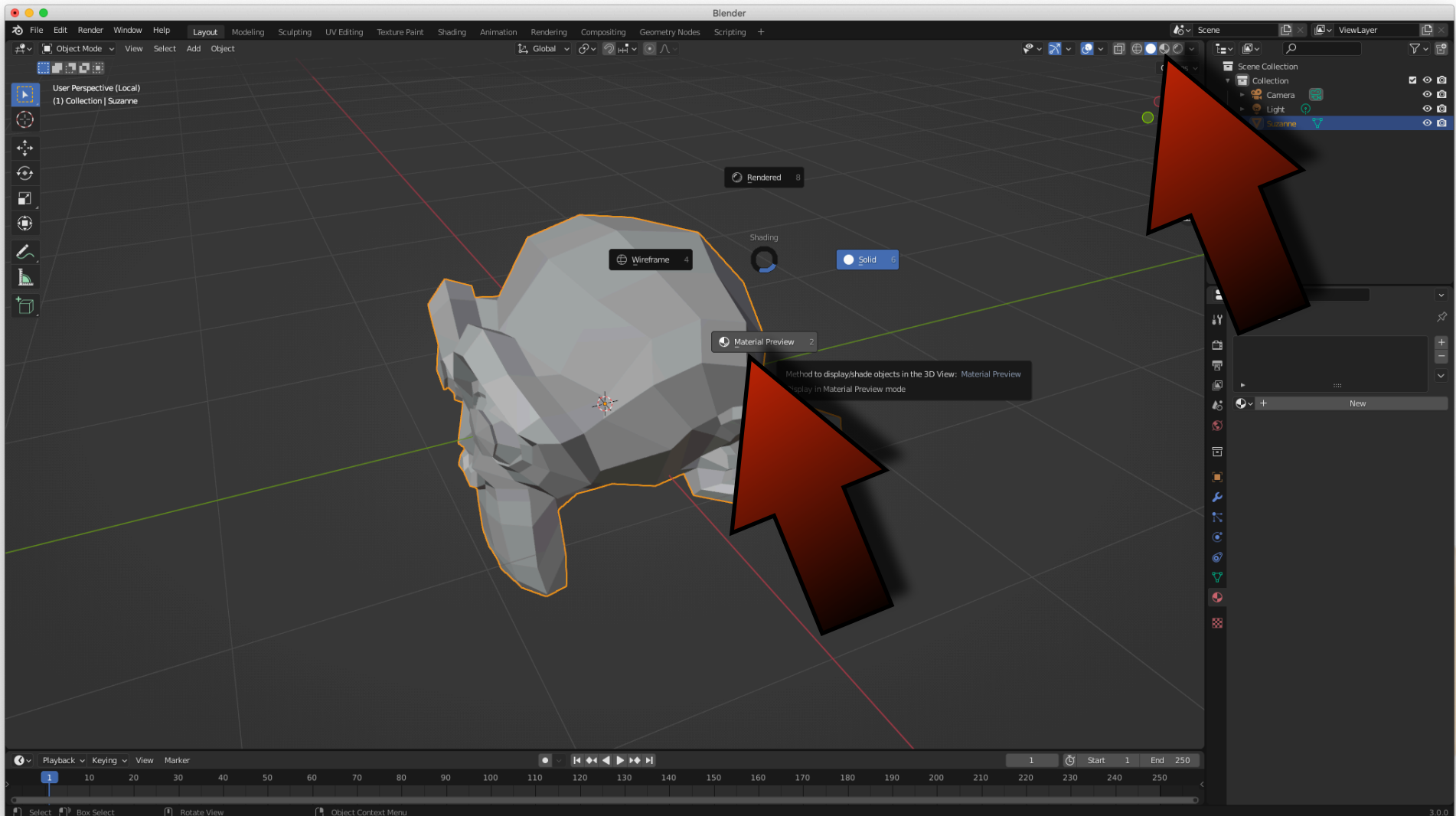
# PREPARATION TO WORK

**WE WILL SEE FIELDS OF MATERIAL  
SETTINGS (**PRINCIPLED BSDF**)**



# PREPARATION TO WORK

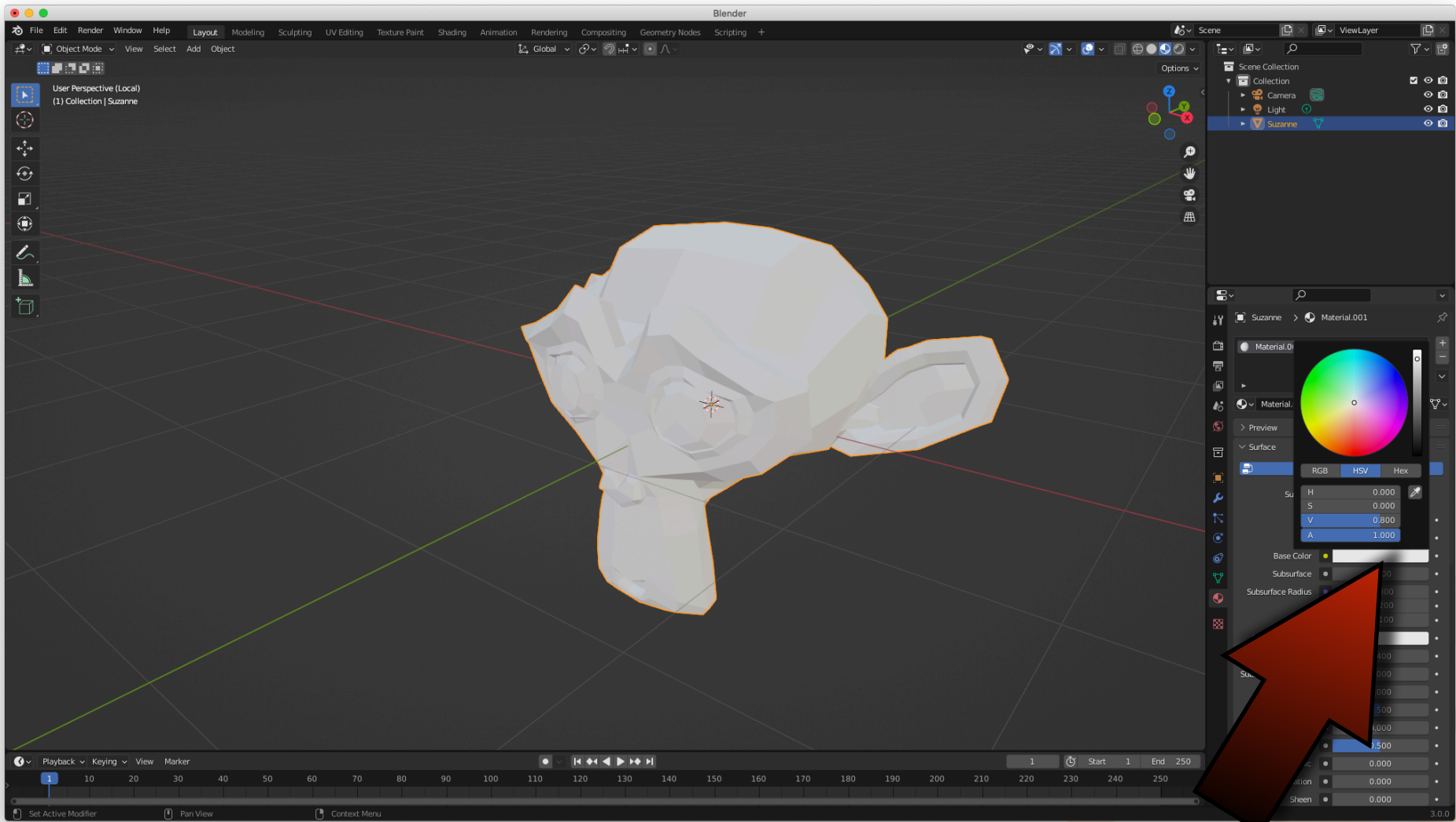
**CLICK ON THE Z KEY AND CHOOSE  
MATERIAL PREVIEW**





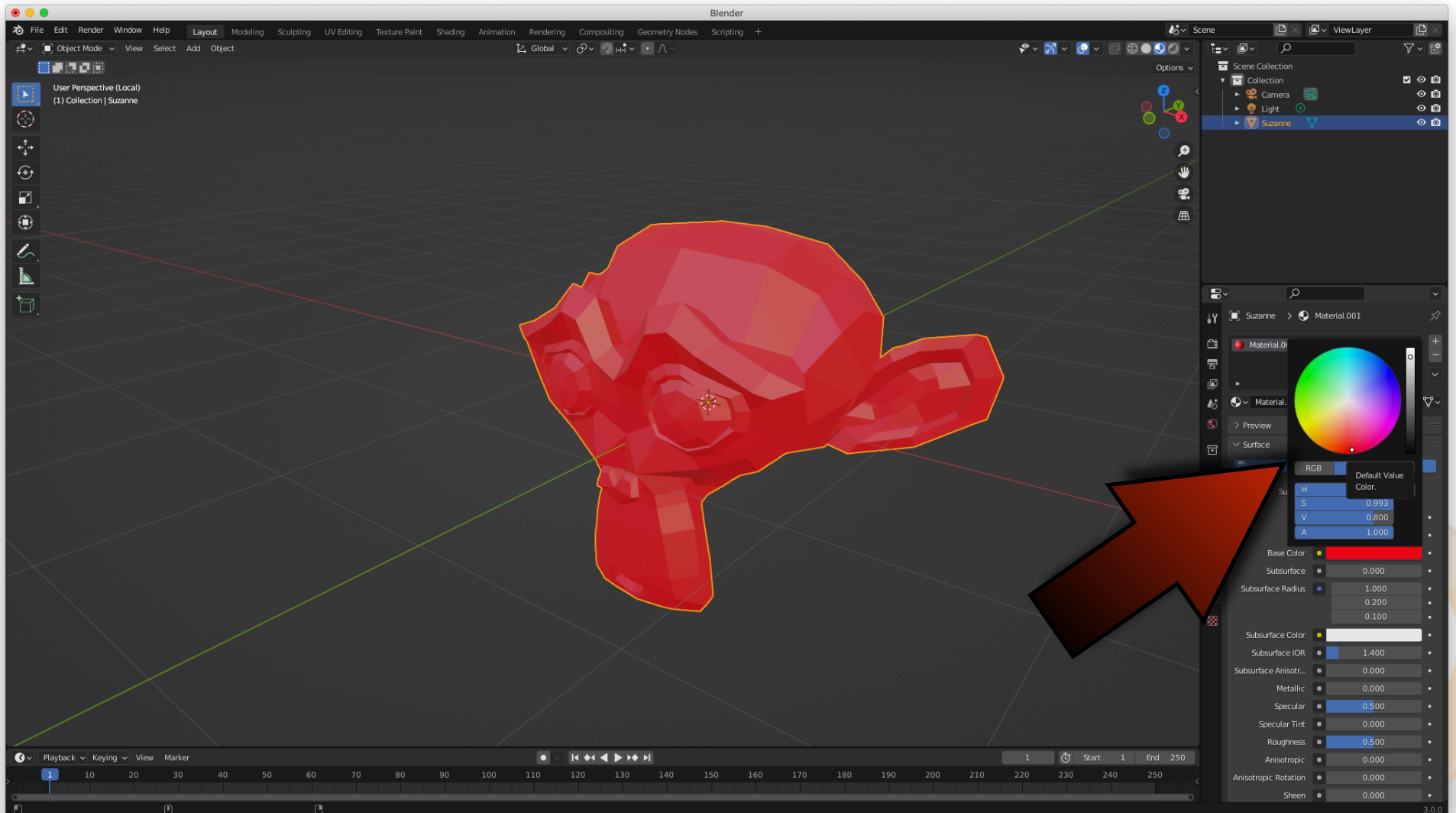
# PREPARATION TO WORK

**CLICK ON THE WINDOW** **BASE COLOR**



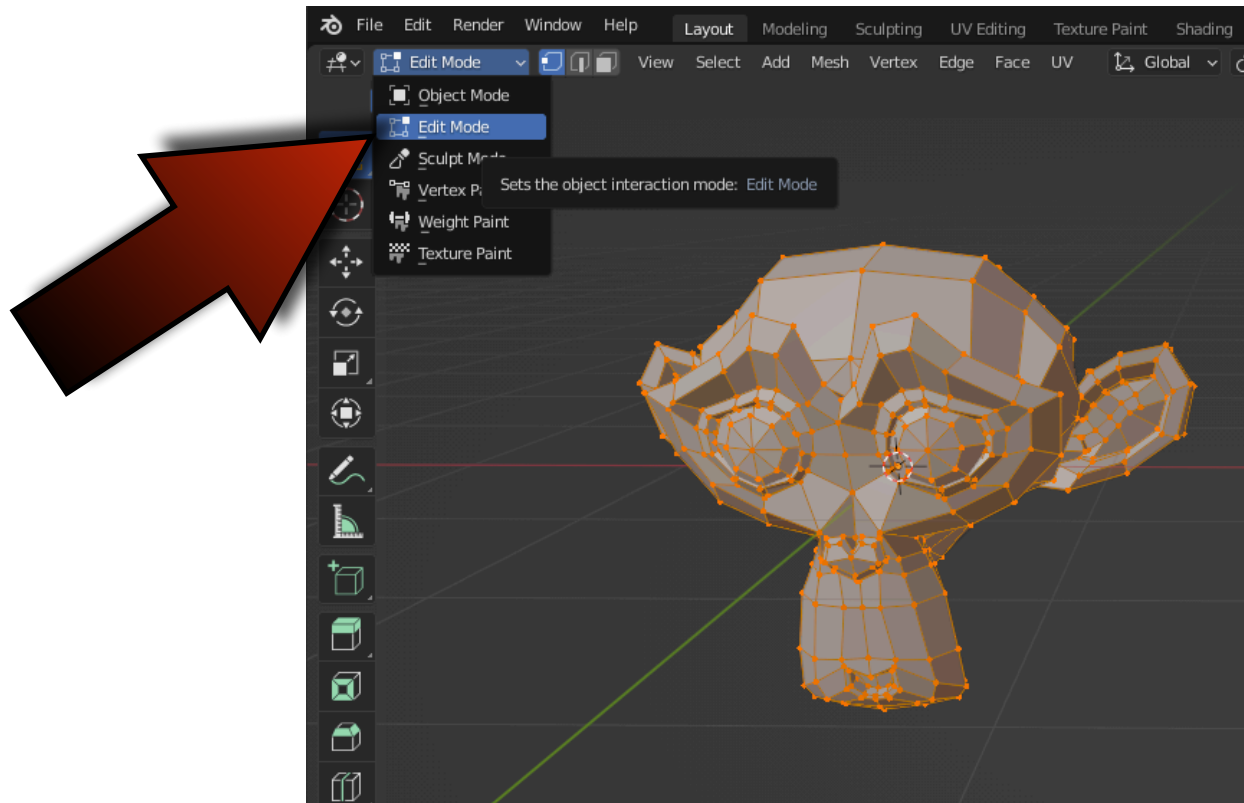
# PREPARATION TO WORK

## AND CHANGE MODEL COLOR



# PREPARATION TO WORK

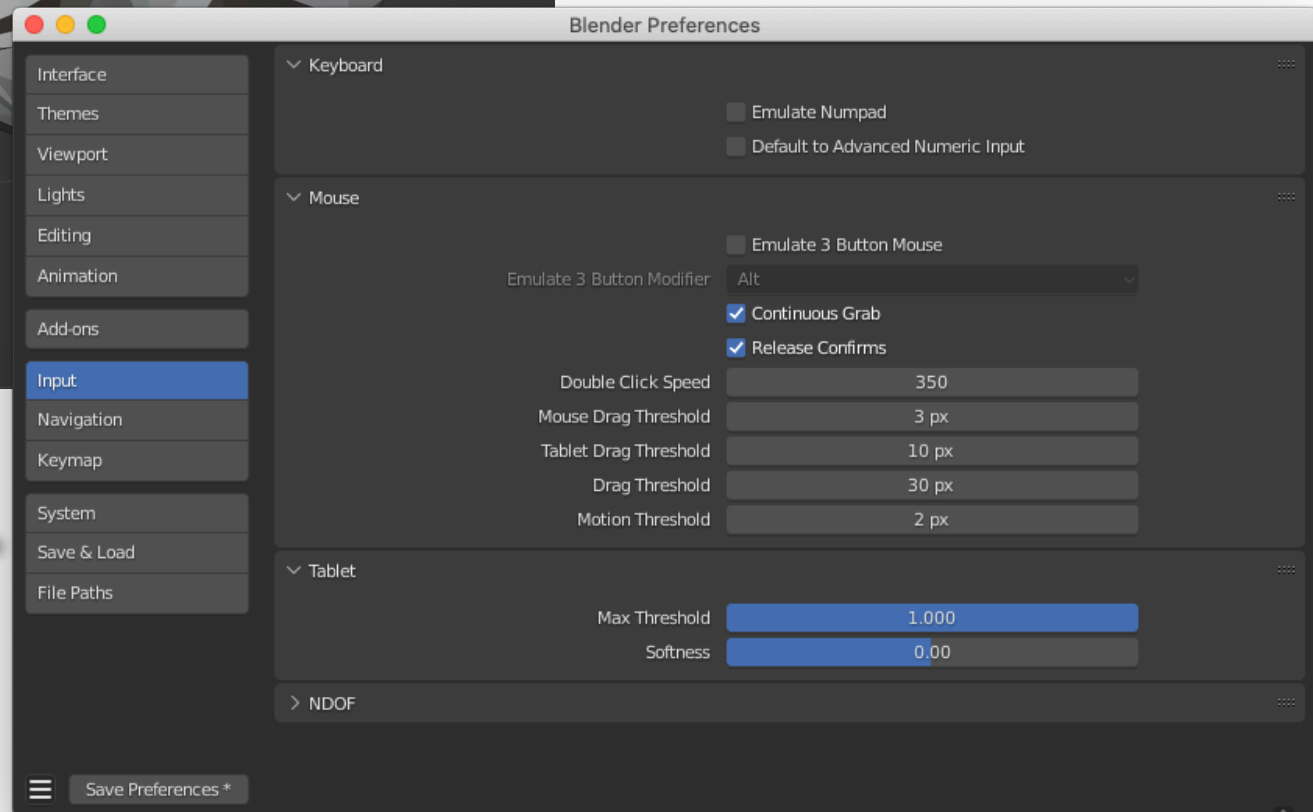
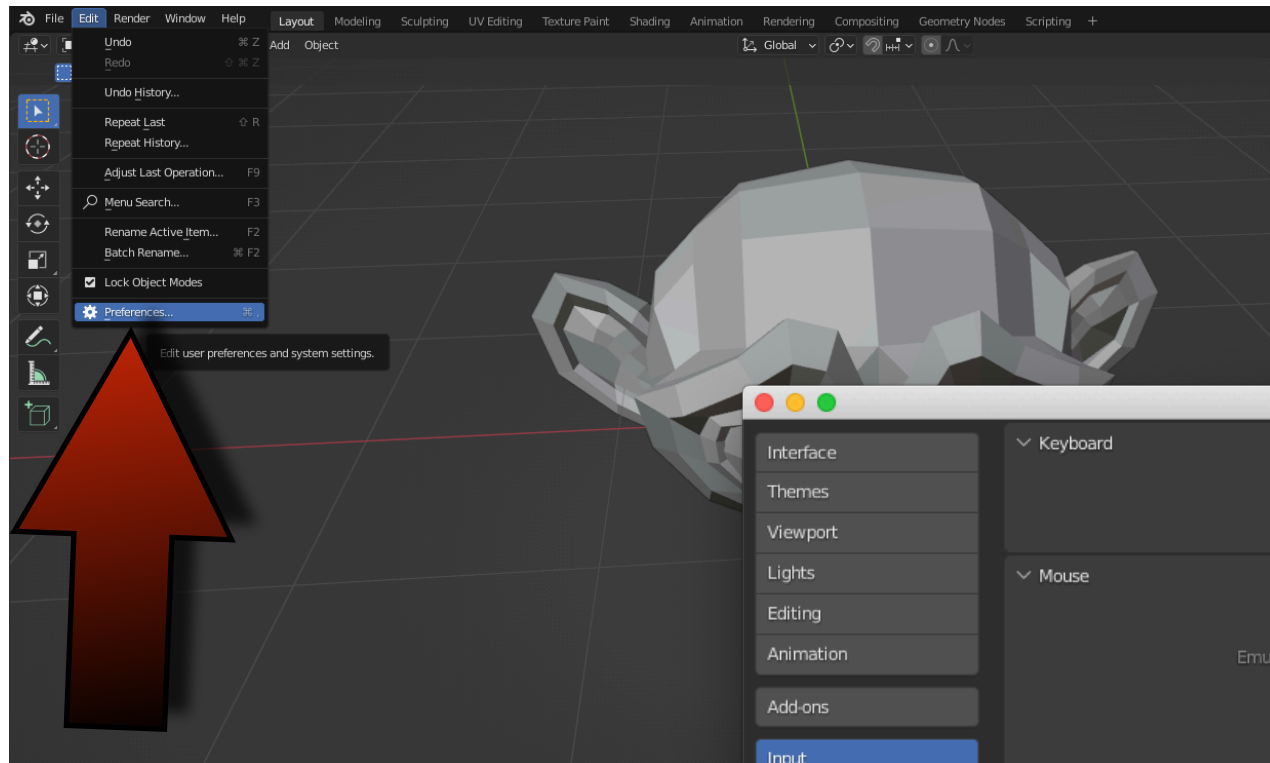
**IF WE WANT TO MAKE CHANGES  
IN THE MODEL, WE CAN ENTER  
THE EDITING MODE  
OR PRESS THE TAB KEY**





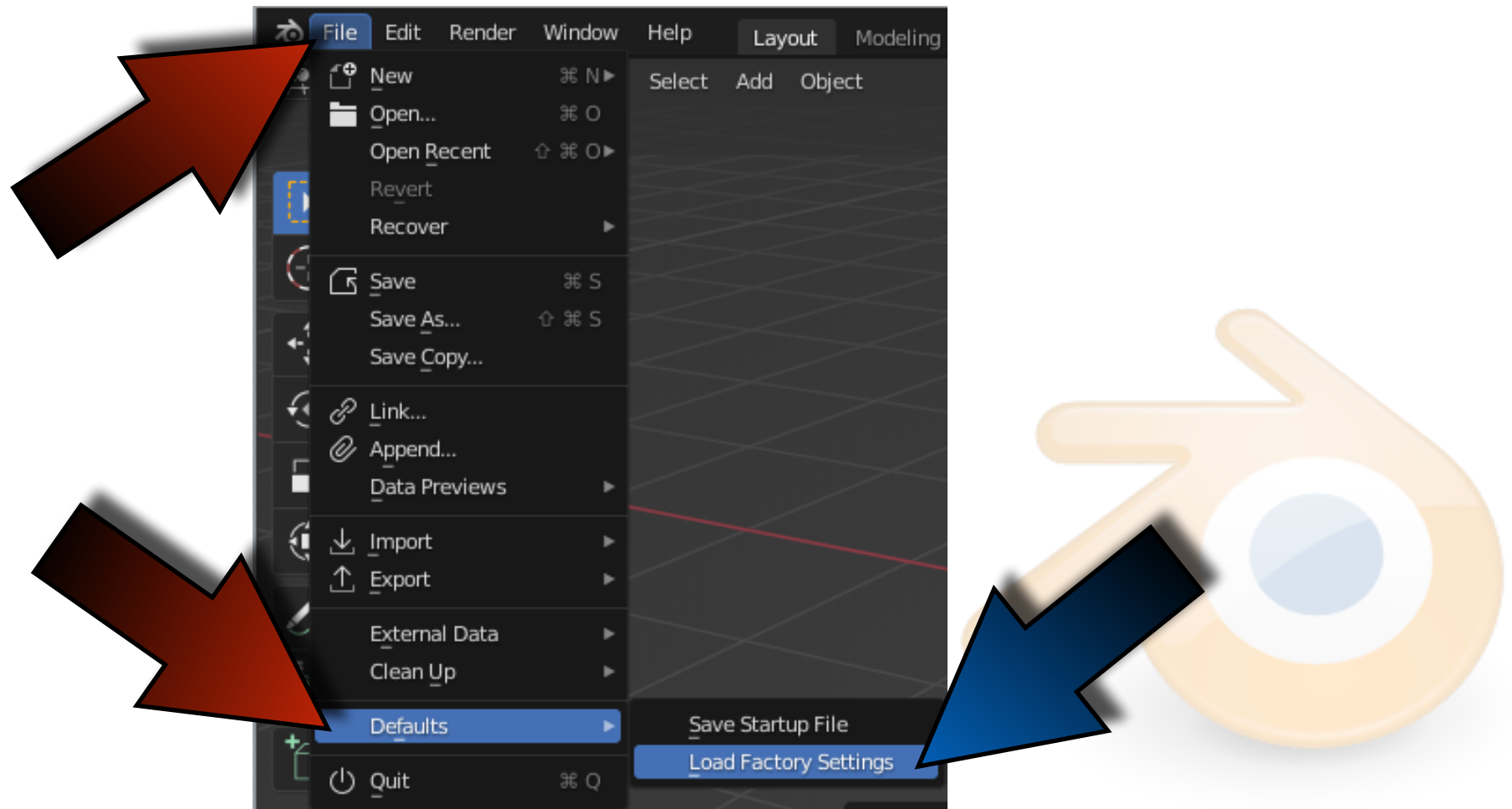
# PREPARATION TO WORK

## PROGRAM CONFIGURATION



# PREPARATION TO WORK

**IF WE SET ANYTHING WRONG  
IN THE PROGRAM WE CAN ALWAYS  
RETURN TO THE **FACTORY SETTINGS****



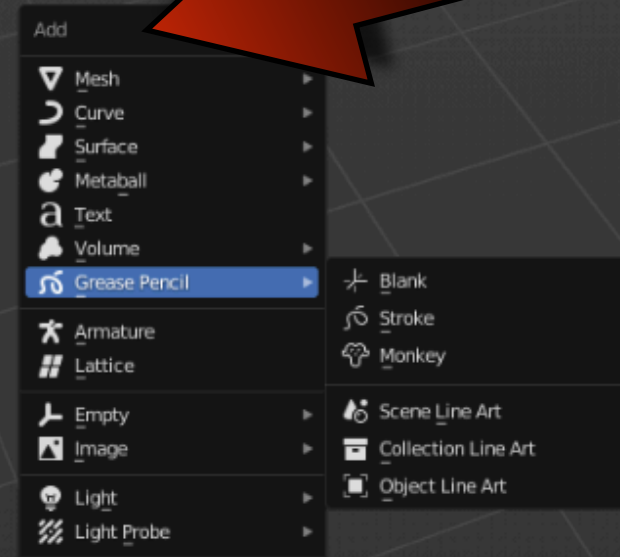
# PREPARATION TO WORK

**IF YOU WANT TO VISIBLE  
KEYS ON THE SCREEN  
THAT YOU PRESS WITH  
THE KEYPAD AND YOUR MOUSE**

Shift + A



Shift + Command

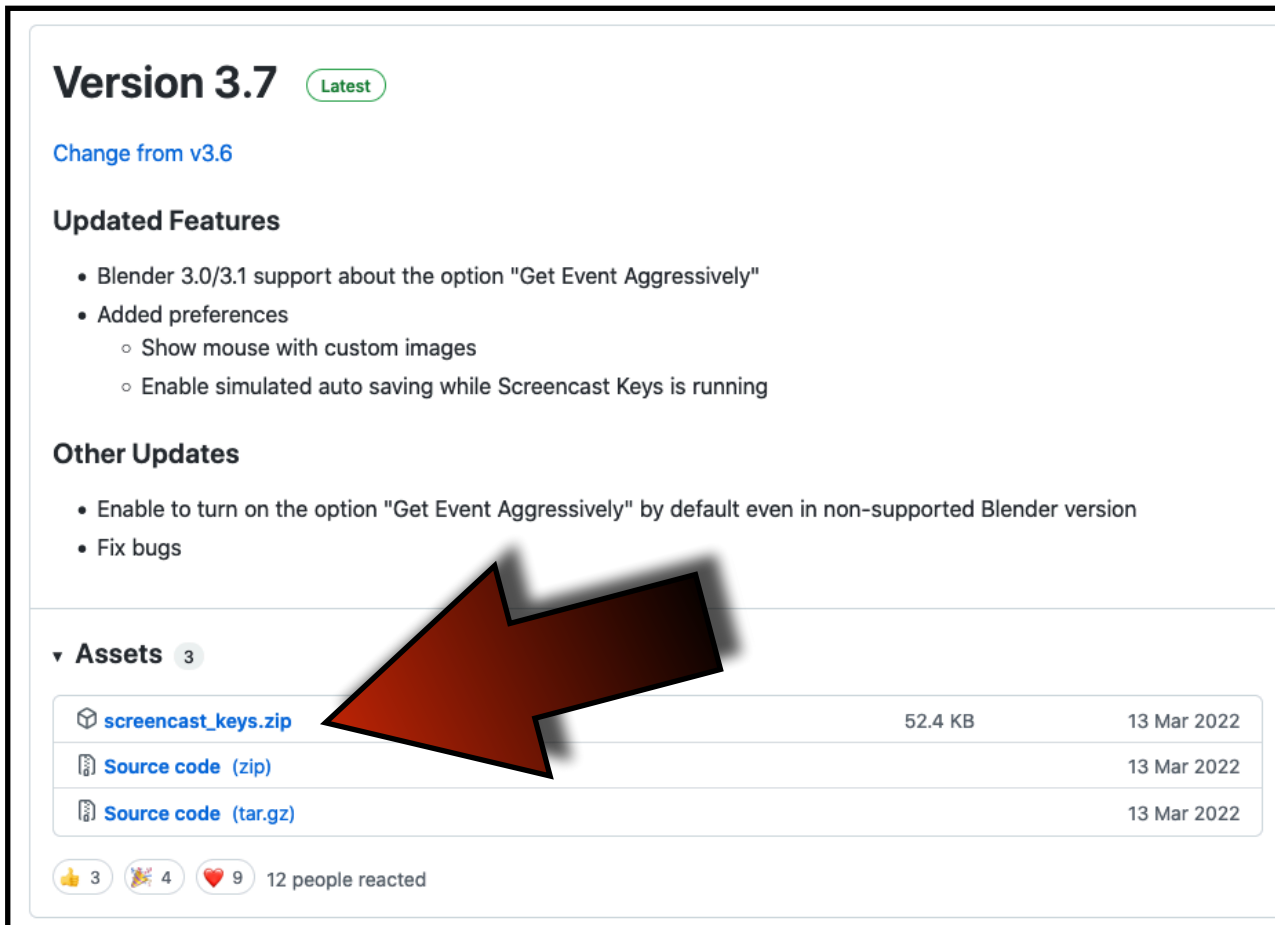


# PREPARATION TO WORK

## GO TO WEBSITE

<https://github.com/nutti/Screencast-Keys/releases>

**AND DOWNLOAD `screencast_keys.zip`**



**Version 3.7** Latest

[Change from v3.6](#)




**Updated Features**




- Blender 3.0/3.1 support about the option "Get Event Aggressively"
- Added preferences
  - Show mouse with custom images
  - Enable simulated auto saving while Screencast Keys is running

**Other Updates**

- Enable to turn on the option "Get Event Aggressively" by default even in non-supported Blender version
- Fix bugs

**Assets** 3

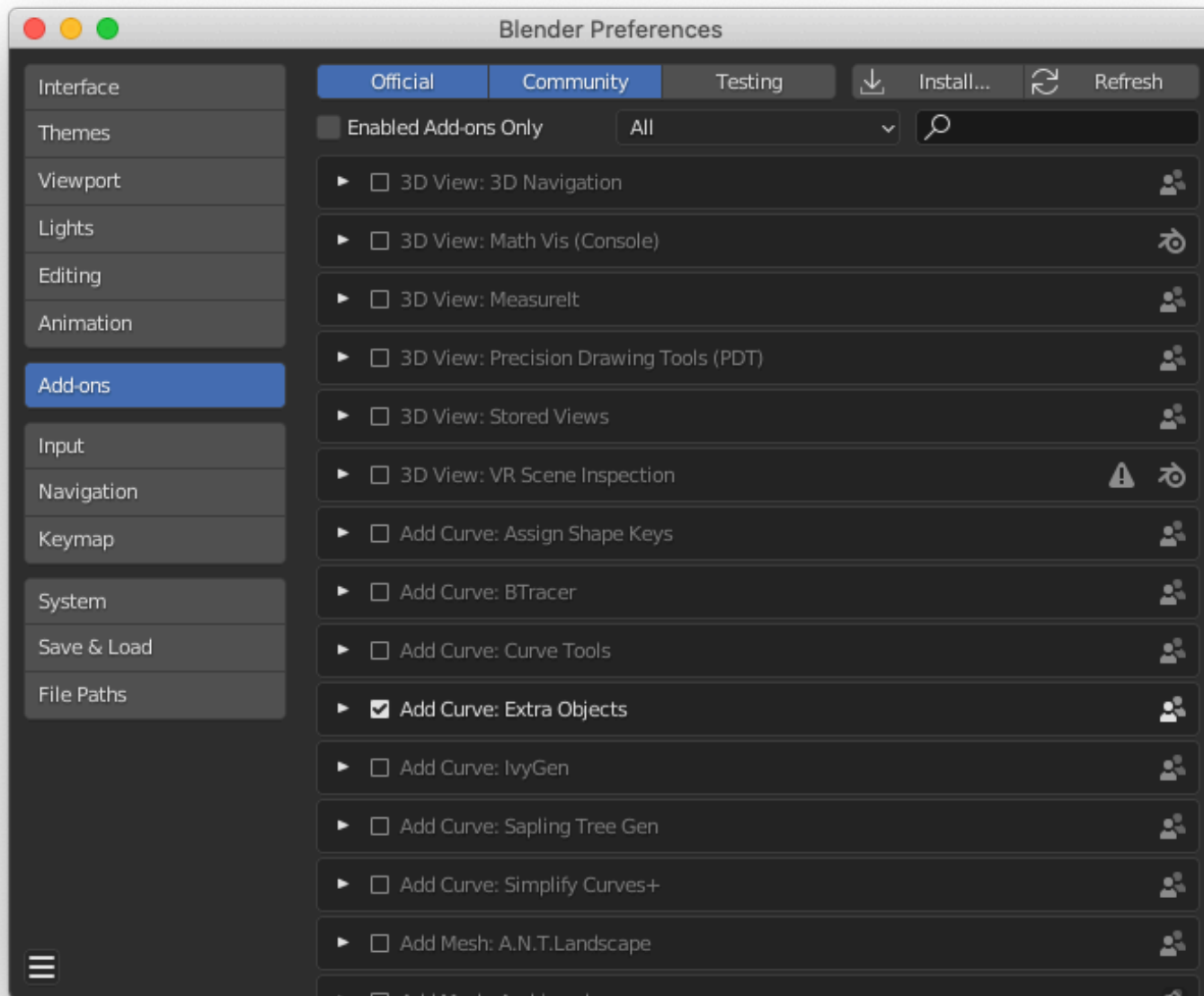
 <a href="#">screencast_keys.zip</a>	52.4 KB	13 Mar 2022
 <a href="#">Source code (zip)</a>		13 Mar 2022
 <a href="#">Source code (tar.gz)</a>		13 Mar 2022

 3  4  9 12 people reacted



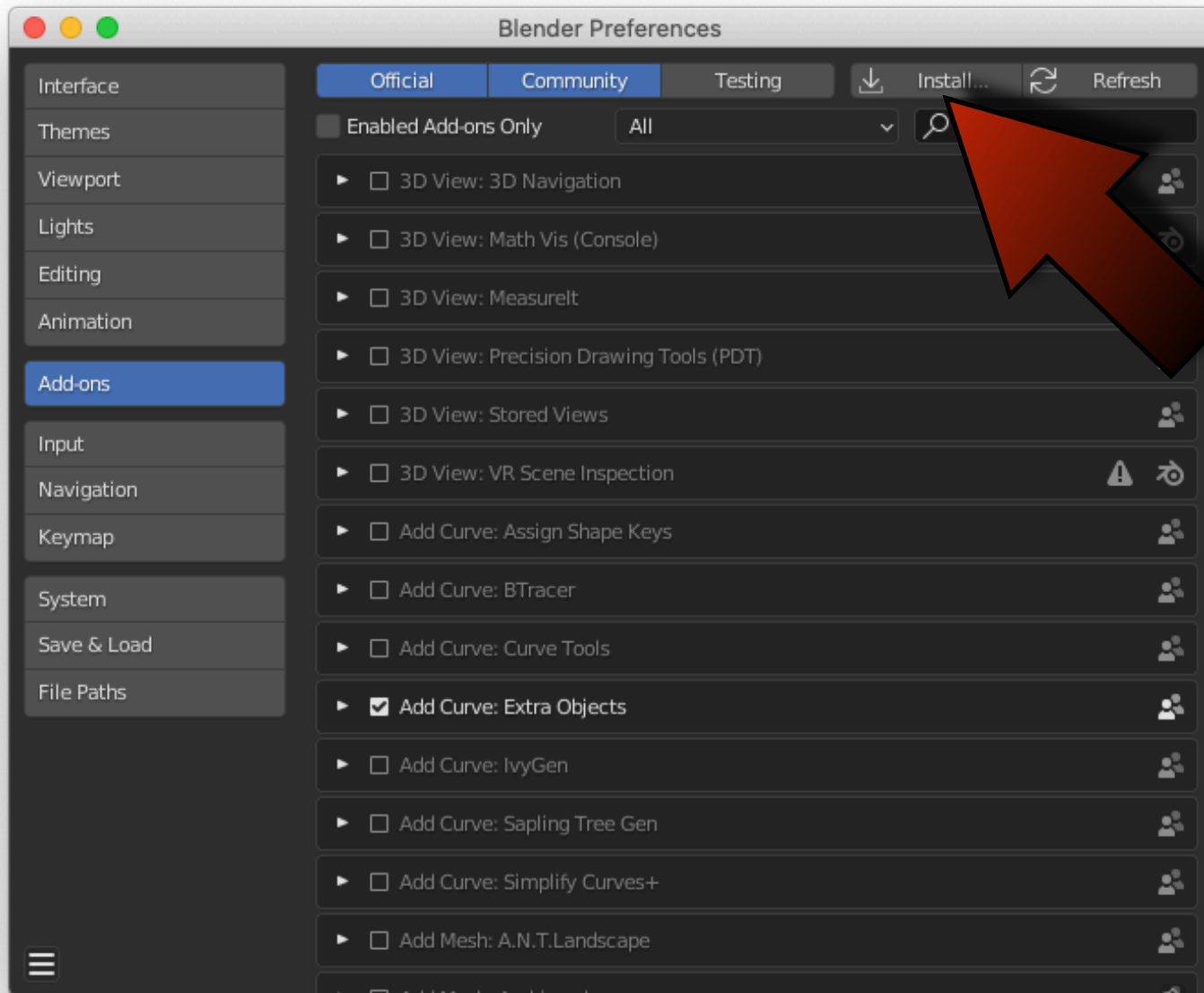
# PREPARATION TO WORK

## GO TO PREFERENCES



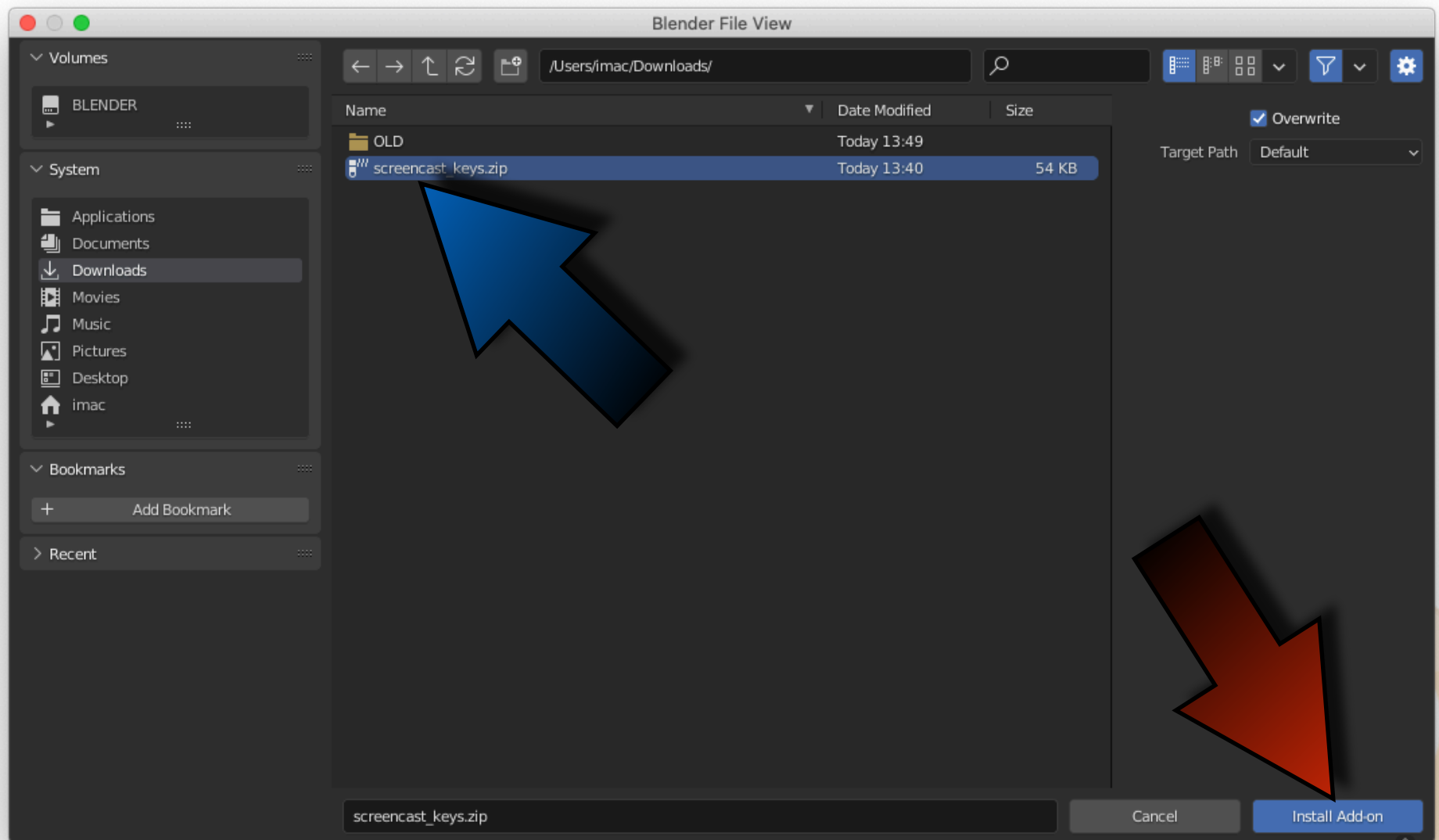
# PREPARATION TO WORK

**CLICK INSTALL**



# PREPARATION TO WORK

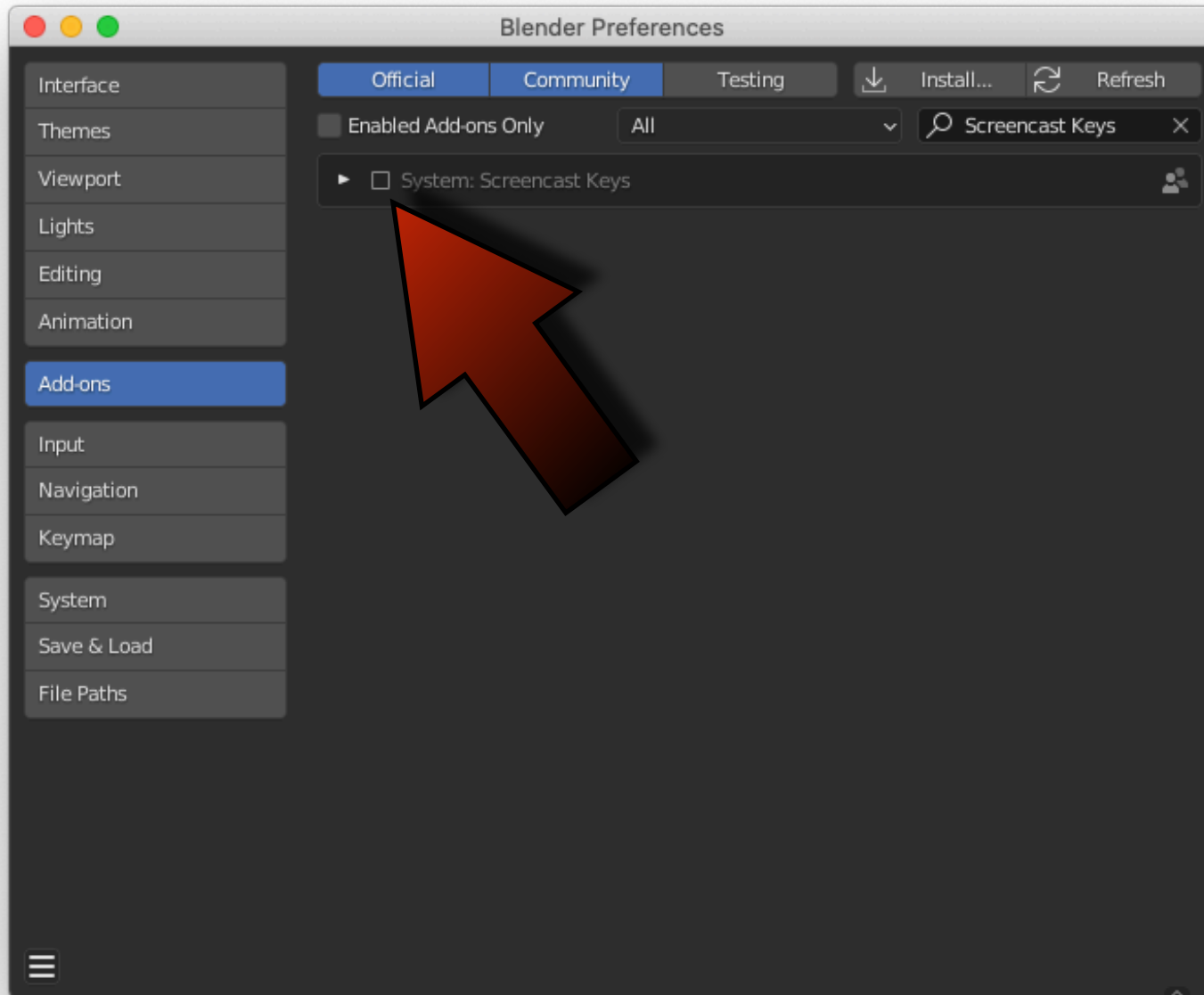
**CHOOSE AND INSTALL** **screencast\_keys.zip**





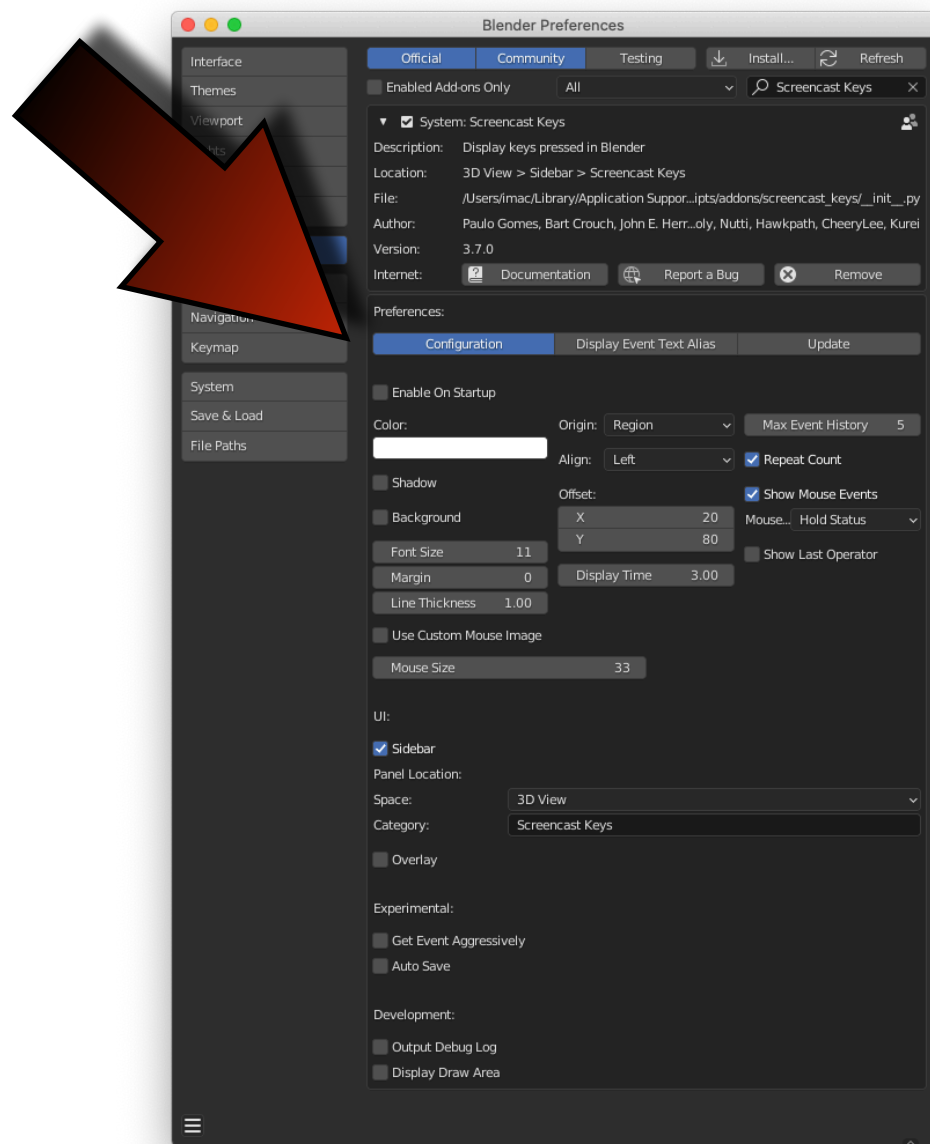
# PREPARATION TO WORK

## SELECT INSTALLED ADDONS



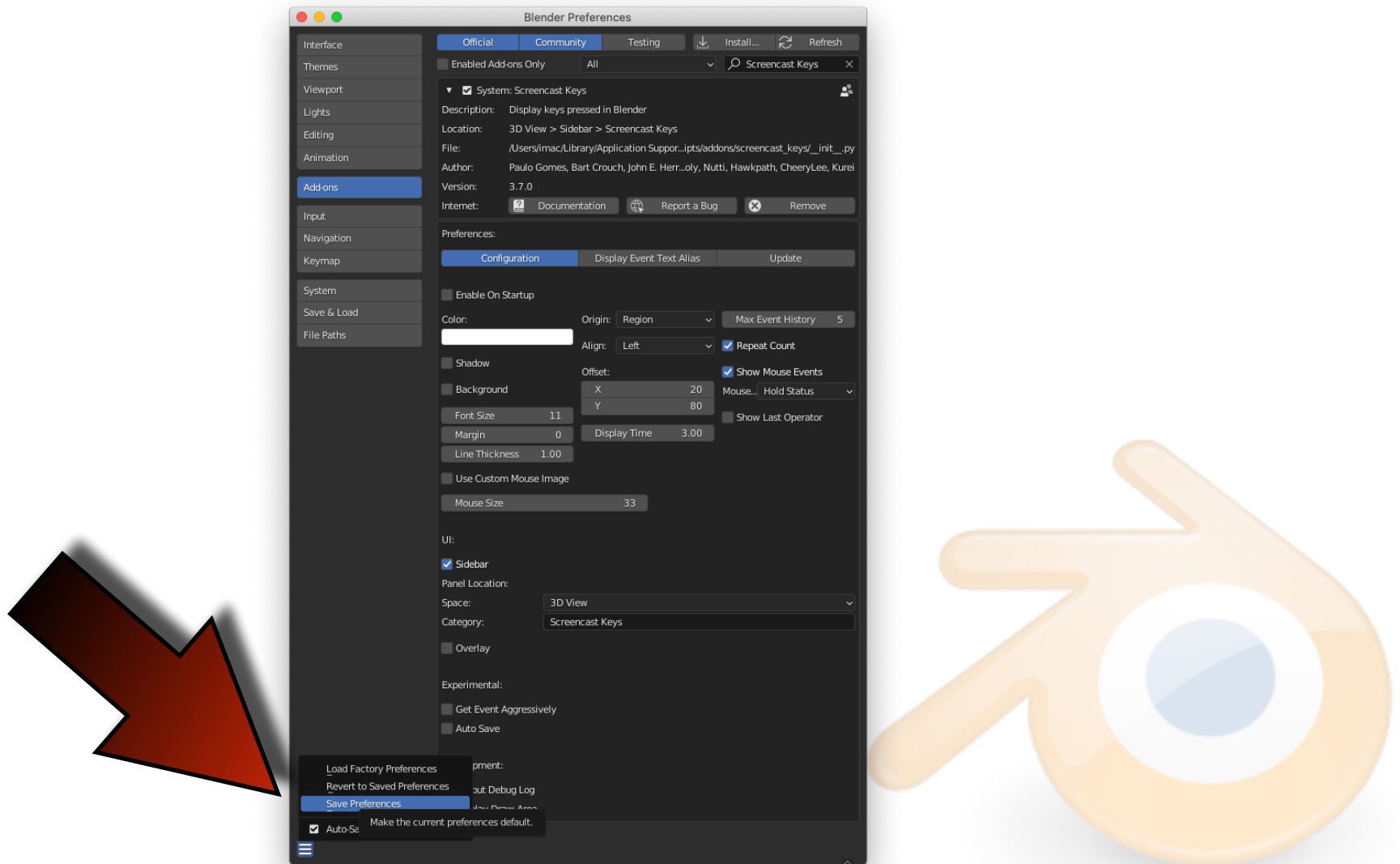
# PREPARATION TO WORK

**YOU CAN MAKE YOUR SETTINGS**



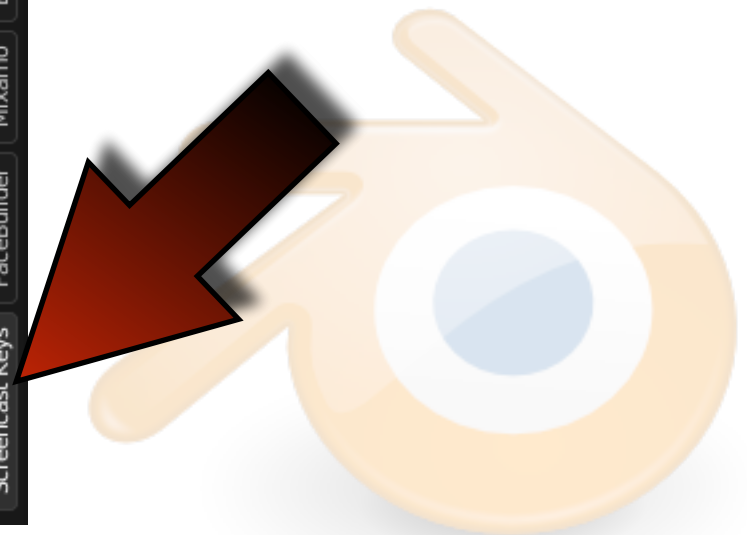
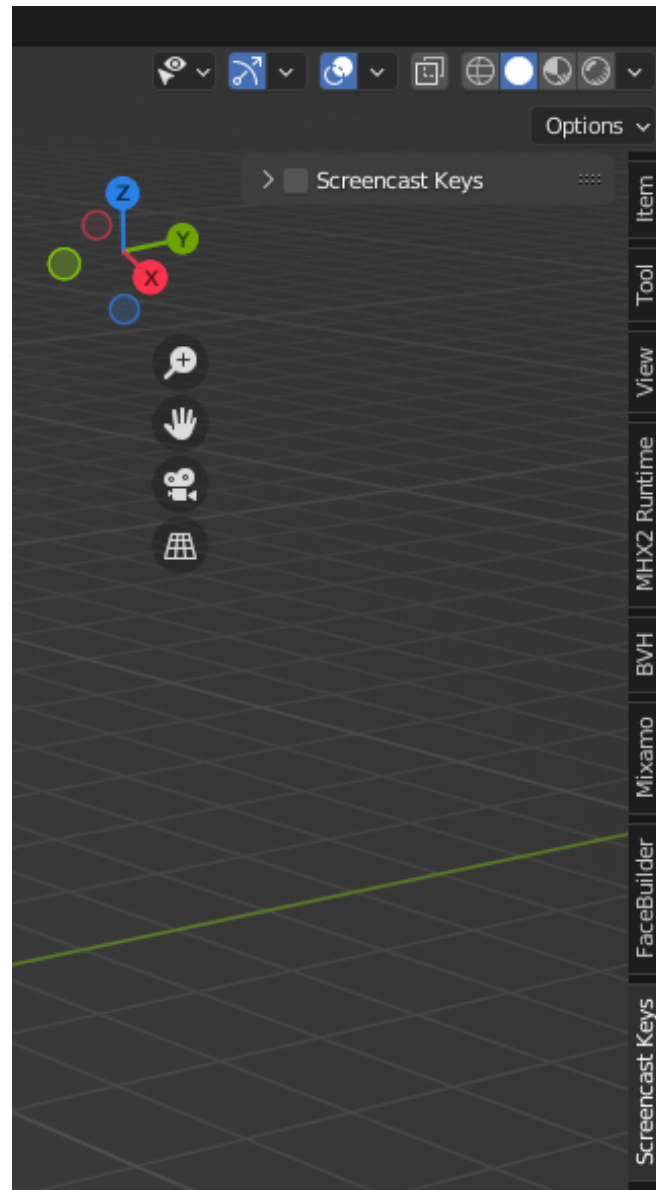
# PREPARATION TO WORK

**KEEP ADDONS ALWAYS AVAILABLE**  
**SAVE THE CONFIGURATIONS**



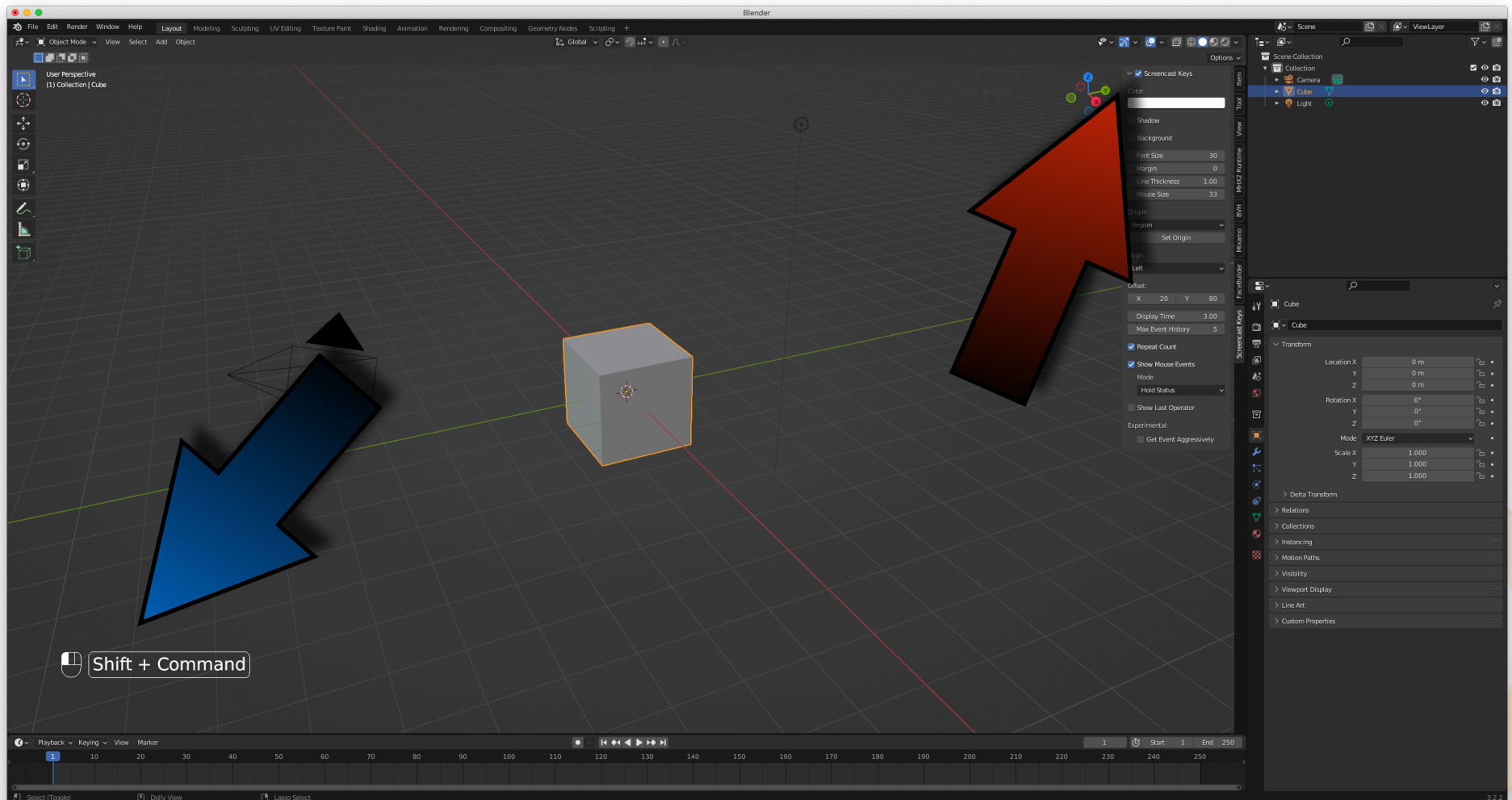
# PREPARATION TO WORK

**A TAB WILL BE INSTALLED HERE**



# PREPARATION TO WORK

TO **ACTIVATE** IT **CLICK ON**  
**SCREENCAST KEYS**



**BLENDER**



**THANK YOU  
FOR YOUR  
ATTENTION**

**JACEK KAWAŁEK**