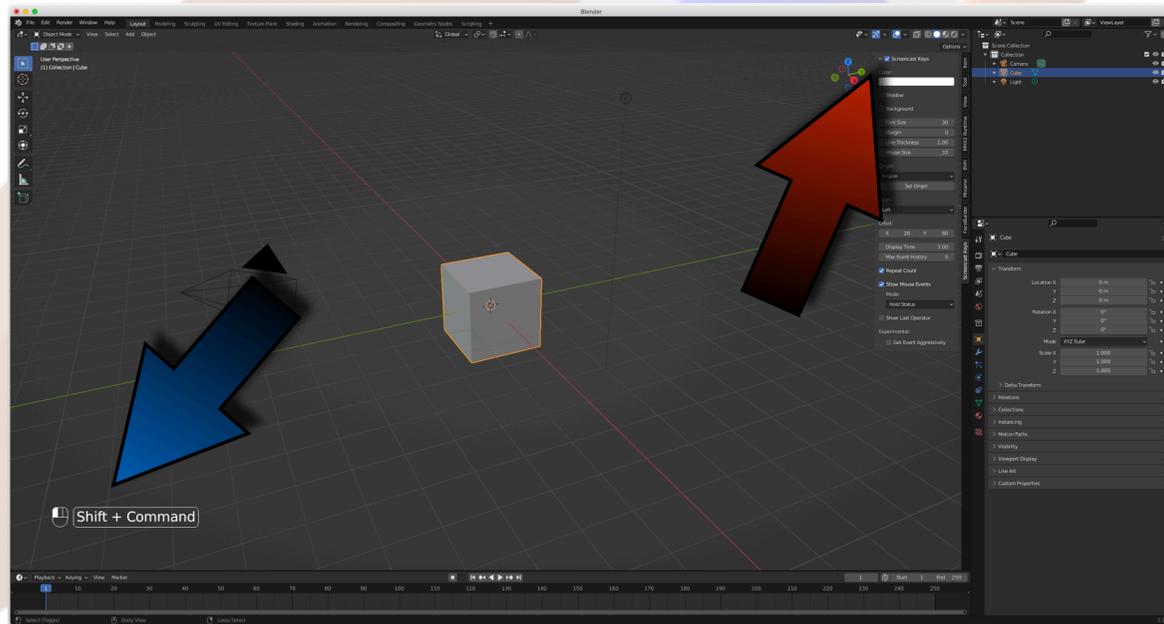


BLENDER

PREPARATION TO WORK

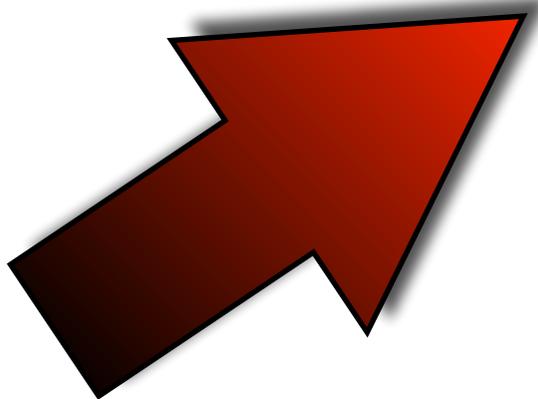


JACEK KAWAŁEK

PREPARATION TO WORK

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

<https://www.blender.org>

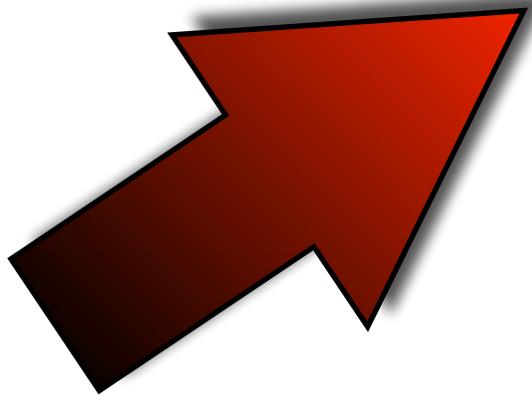


PREPARATION TO WORK

PREVIOUS VERSIONS

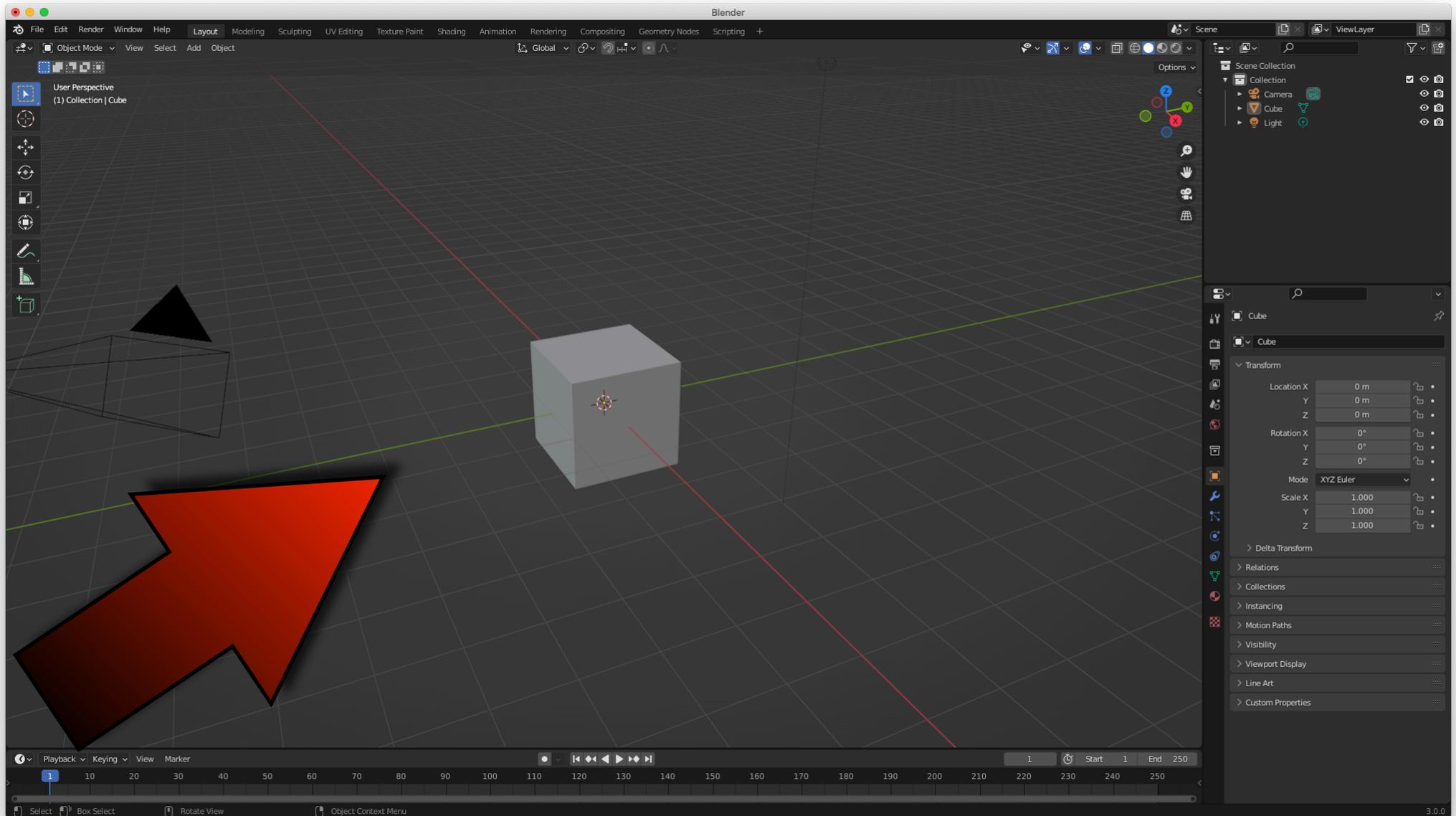
<https://download.blender.org/release/>

Blender2.57/	26-Apr-2011 18:05
Blender2.58/	11-Jul-2011 16:08
Blender2.59/	16-Aug-2011 18:38
Blender2.60/	21-Apr-2013 04:17
Blender2.61/	21-Apr-2013 04:16
Blender2.62/	21-Apr-2013 04:16
Blender2.63/	21-Apr-2013 04:15
Blender2.64/	21-Apr-2013 04:14
Blender2.65/	10-Nov-2014 14:34
Blender2.66/	21-Apr-2013 04:13
Blender2.67/	30-May-2013 15:12
Blender2.68/	24-Jul-2013 15:45
Blender2.69/	30-Oct-2013 18:40
Blender2.70/	12-Apr-2014 09:43
Blender2.71/	09-Jul-2014 10:26
Blender2.72/	23-Oct-2014 10:38
Blender2.73/	21-Jan-2015 07:21
Blender2.74/	31-Mar-2015 16:40
Blender2.75/	08-Jul-2015 10:03
Blender2.76/	15-Nov-2015 11:52
Blender2.77/	06-Apr-2016 12:00
Blender2.78/	01-Mar-2017 16:43
Blender2.79/	29-Jul-2019 13:11
Blender2.80/	29-Jul-2019 17:23
Blender2.81/	05-Dec-2019 11:52
Blender2.82/	12-Mar-2020 10:48
Blender2.83/	20-Apr-2022 09:26
Blender2.90/	23-Sep-2020 09:13
Blender2.91/	01-Feb-2021 19:47
Blender2.92/	25-Feb-2021 12:03
Blender2.93/	20-Apr-2022 08:59
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Blender3.1/	01-Apr-2022 08:23
Blender3.2/	06-Jul-2022 10:08



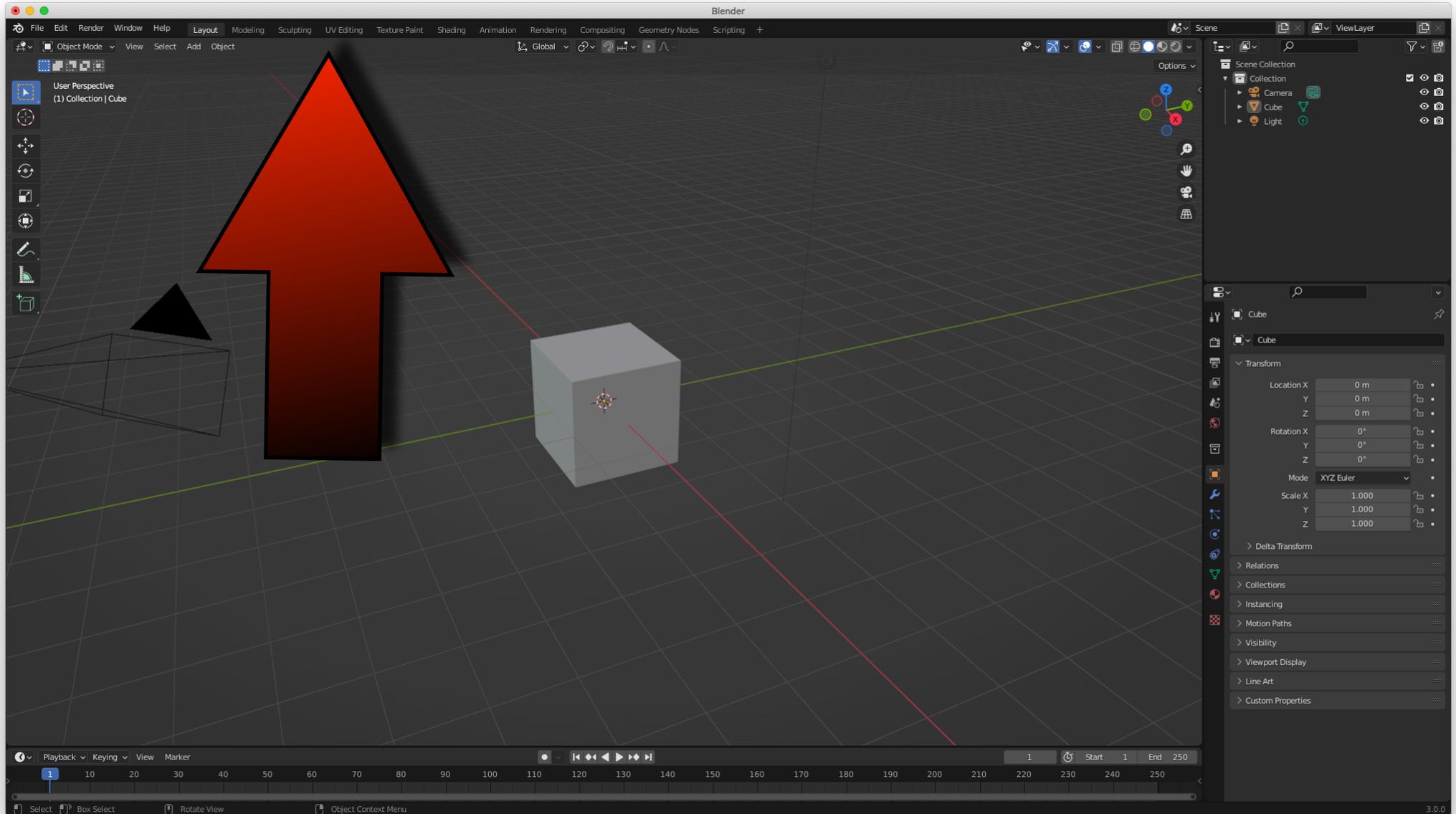
PREPARATION TO WORK

3D VIEW



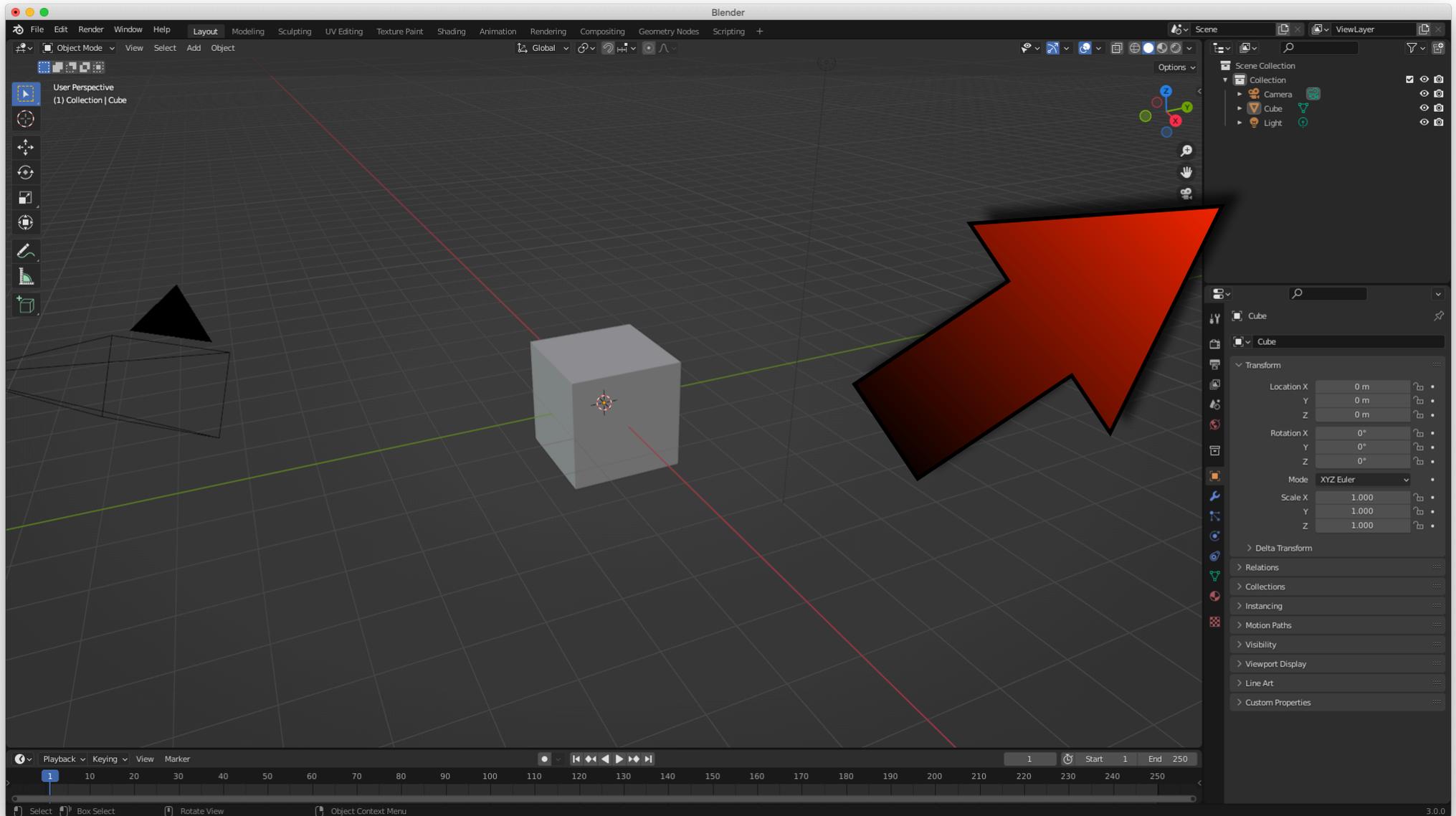
PREPARATION TO WORK

MENU



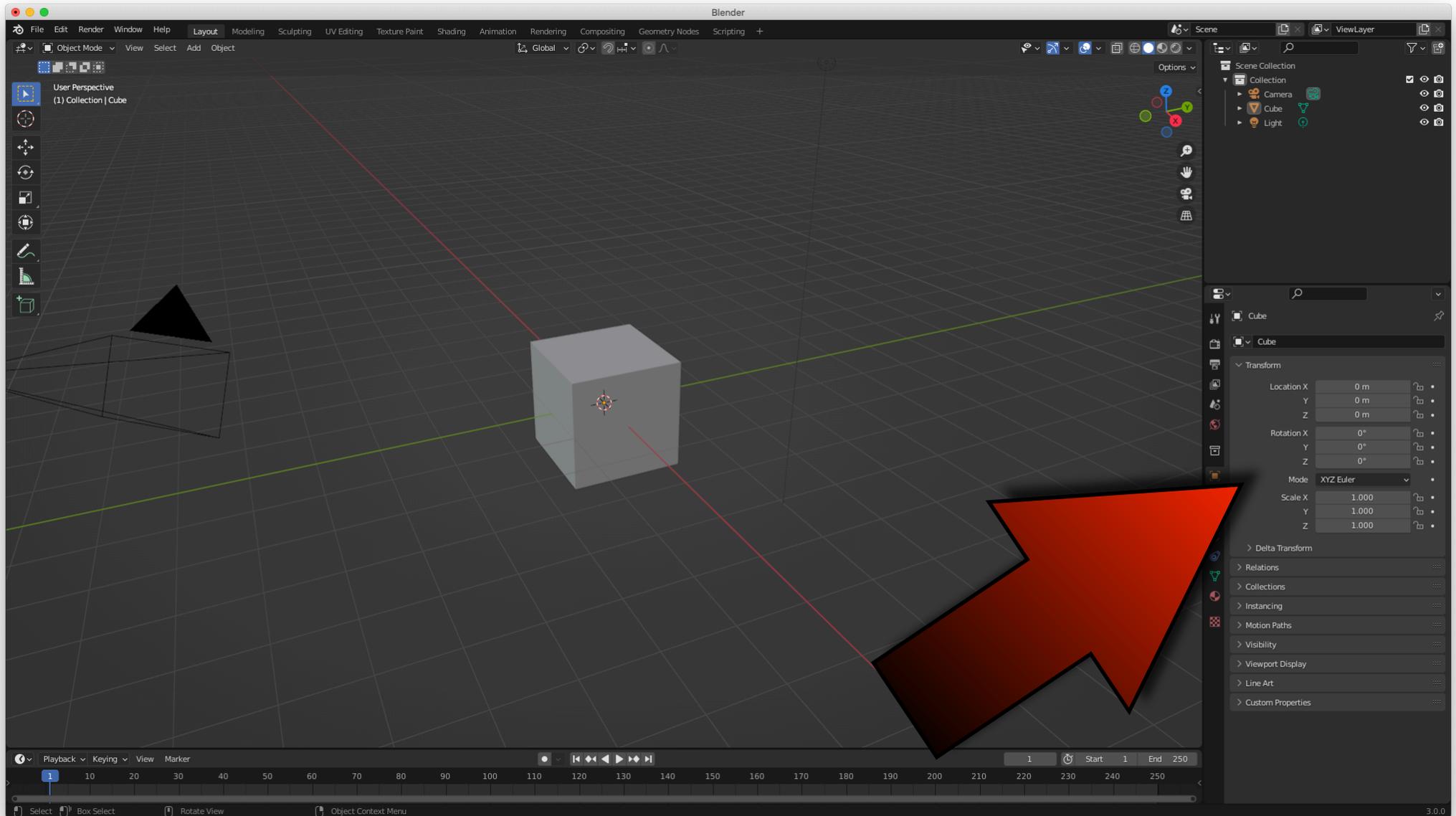
PREPARATION TO WORK

OUTLINER



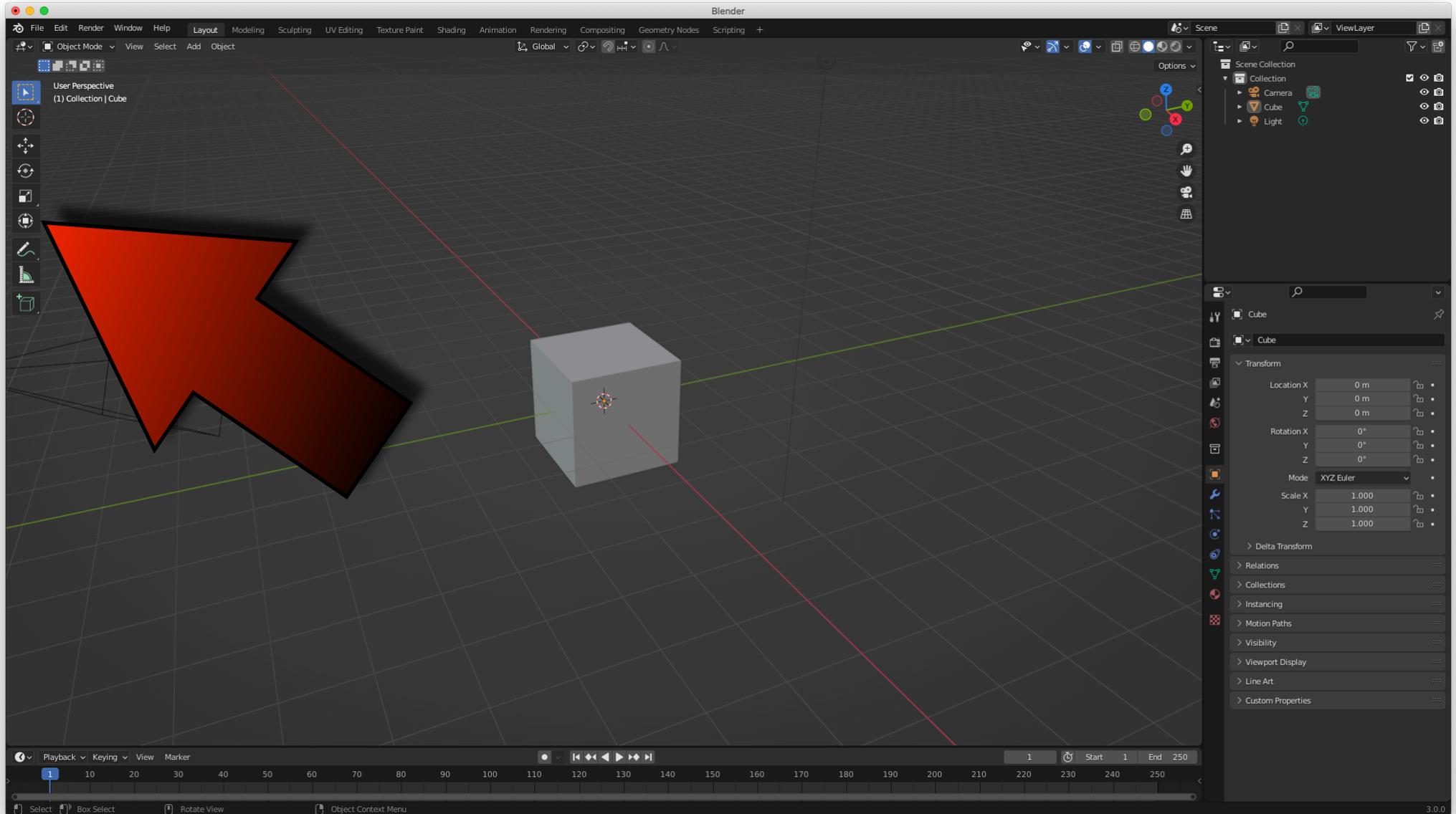
PREPARATION TO WORK

PROPERTIES



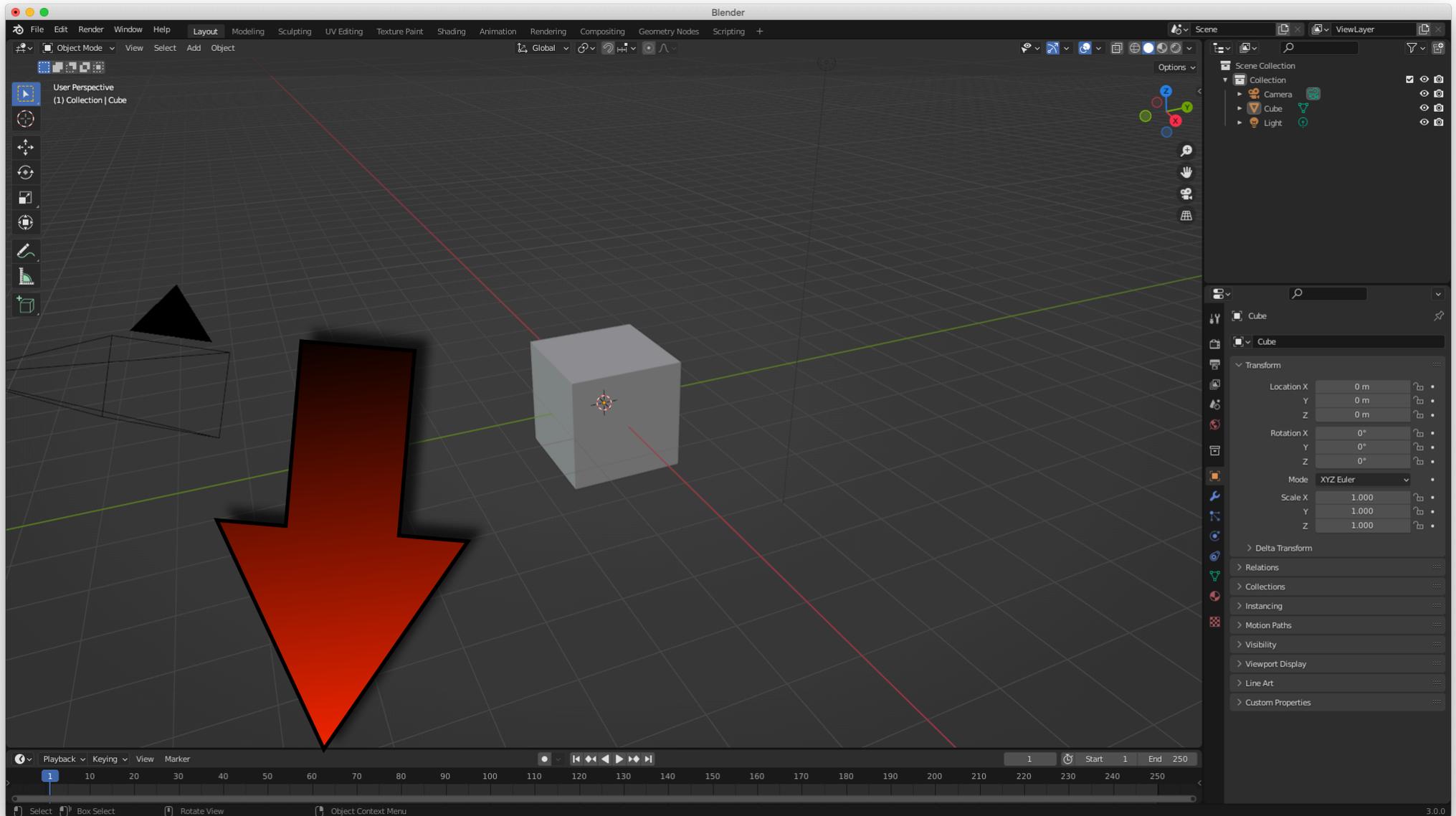
PREPARATION TO WORK

TOOLS



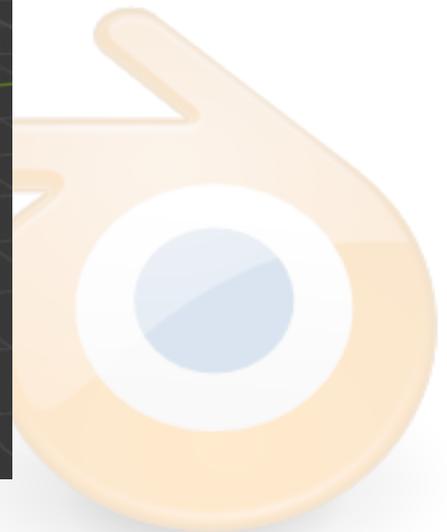
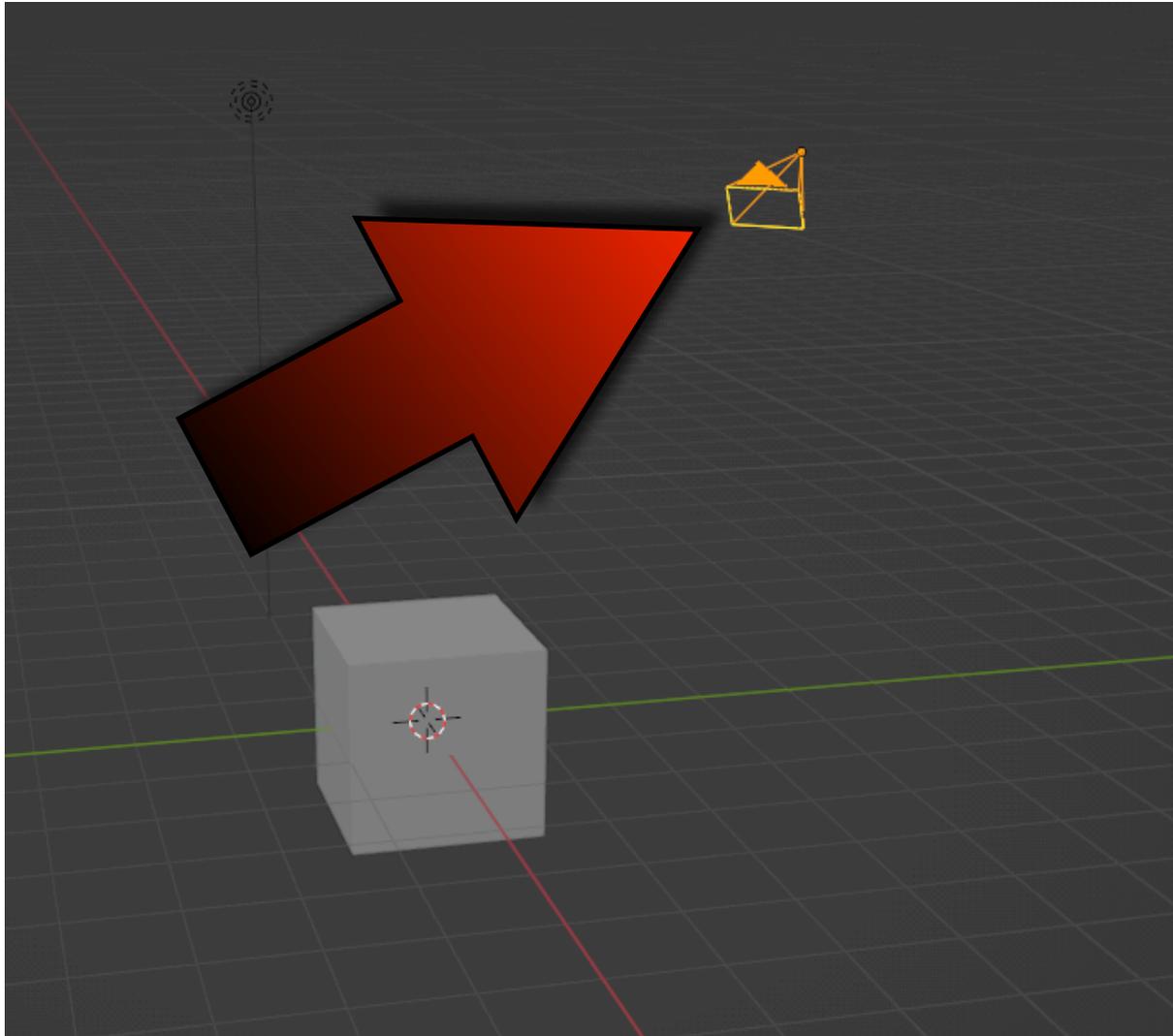
PREPARATION TO WORK

TIMELINE



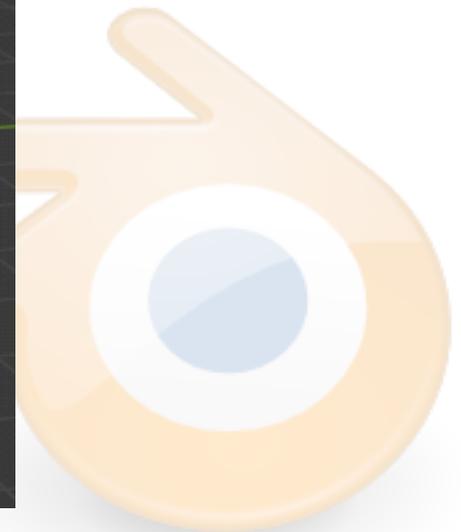
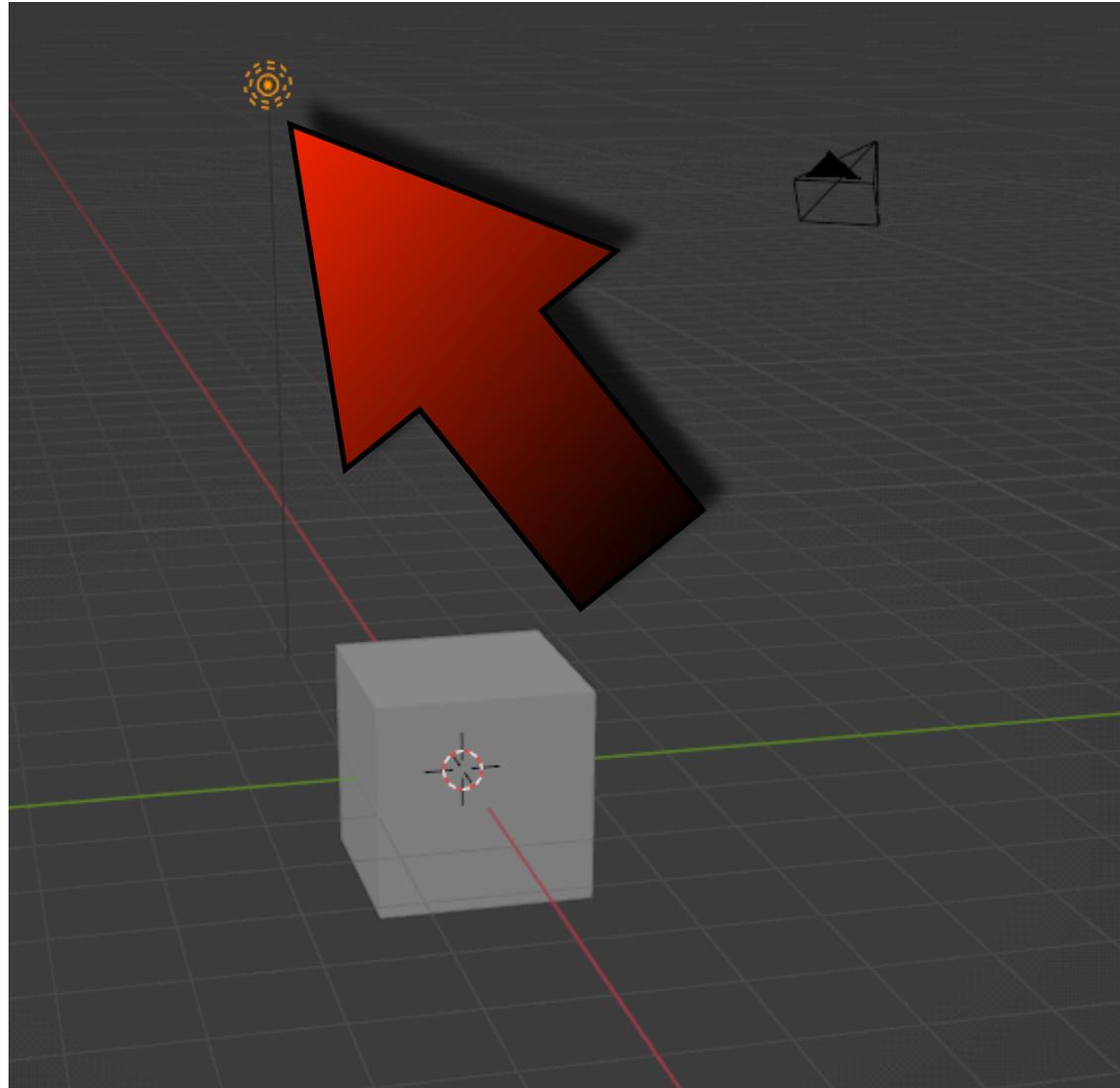
PREPARATION TO WORK

MARKING - CAMERA



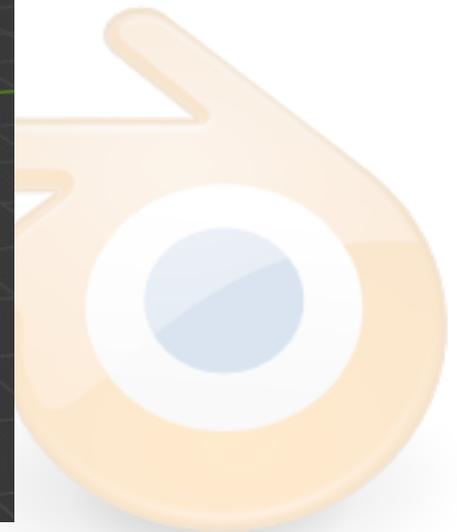
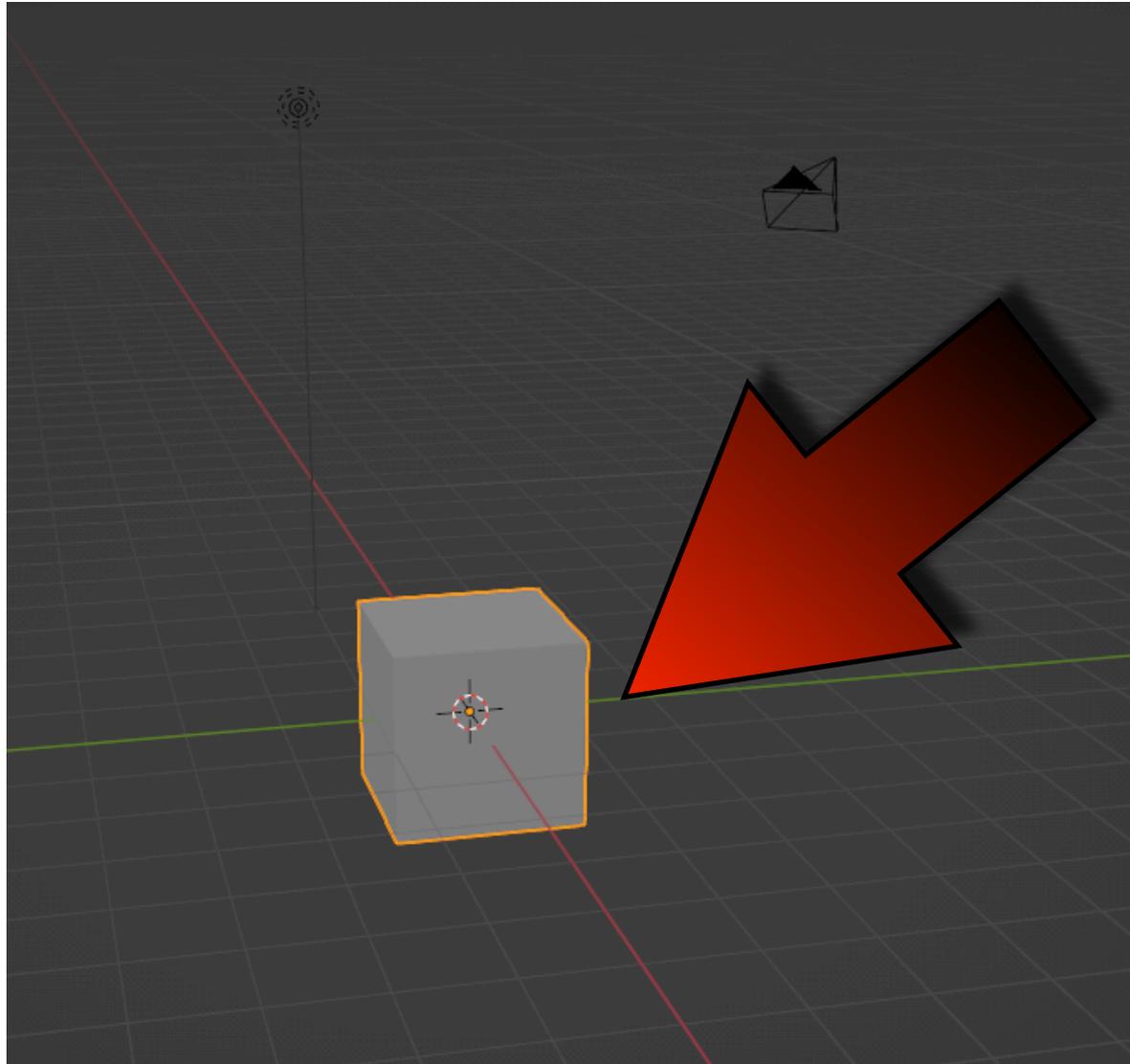
PREPARATION TO WORK

MARKING - LIGHT



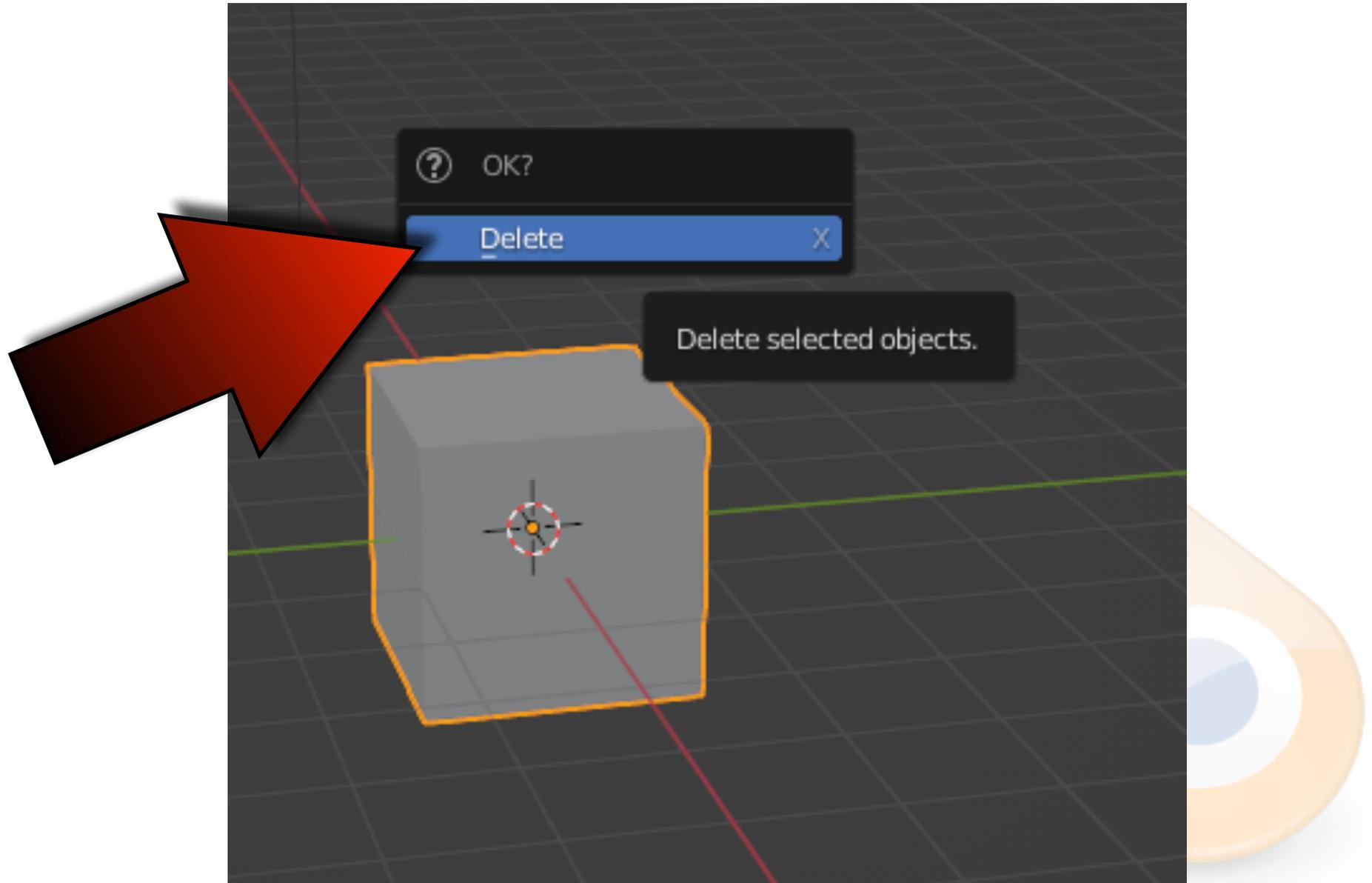
PREPARATION TO WORK

MARKING - CUBE



PREPARATION TO WORK

X KEY - DELETE SELECTED OBJECTS

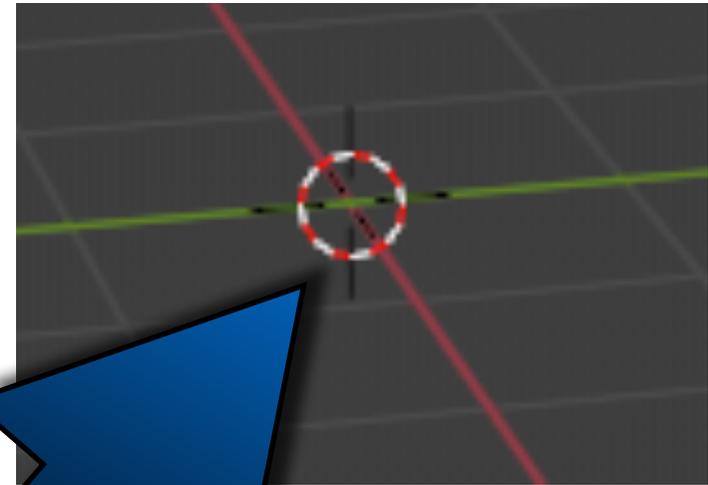


PREPARATION TO WORK

3D CURSOR

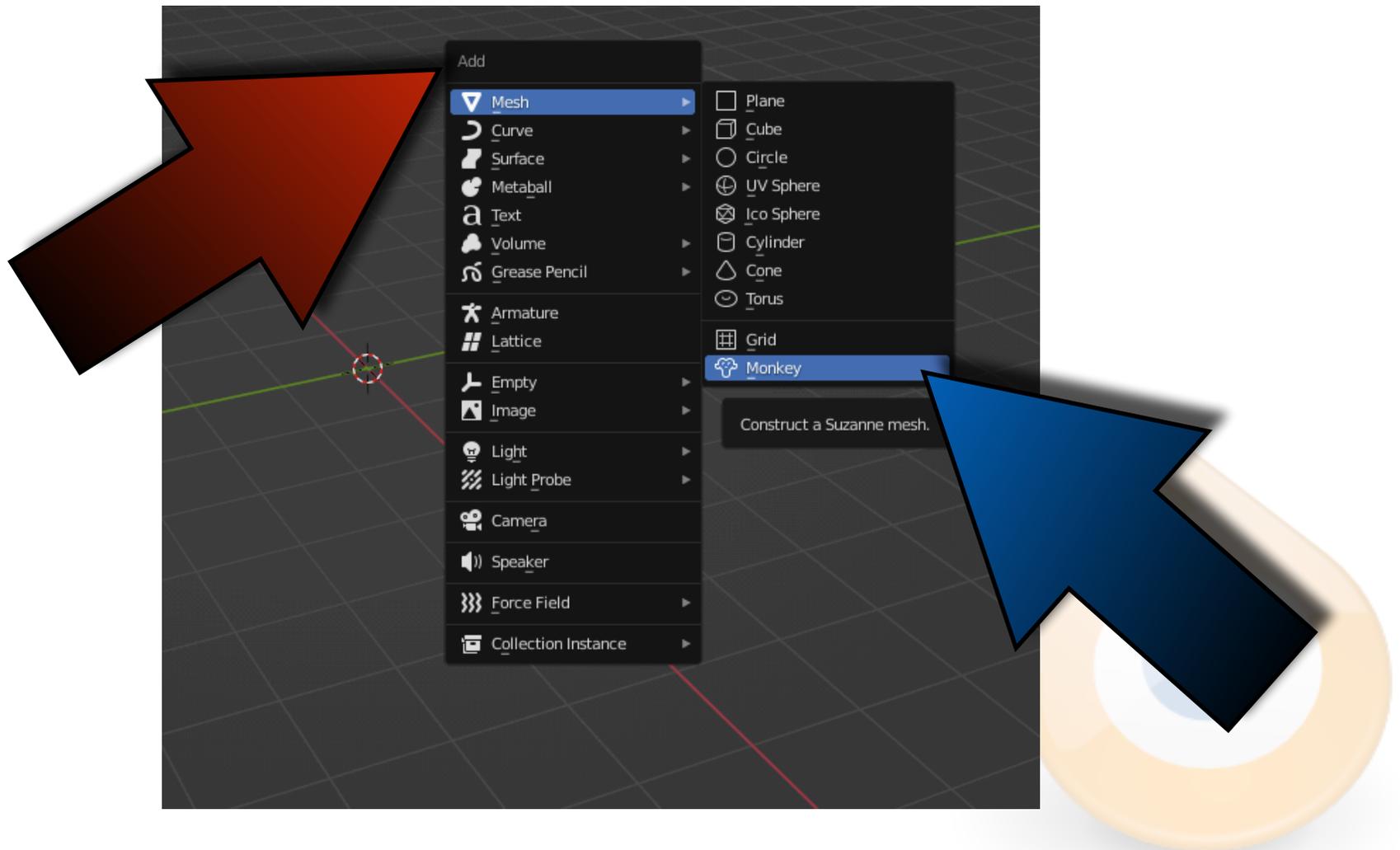
**DEFINES WHERE
TO INSERT THE
NEW OBJECT**

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



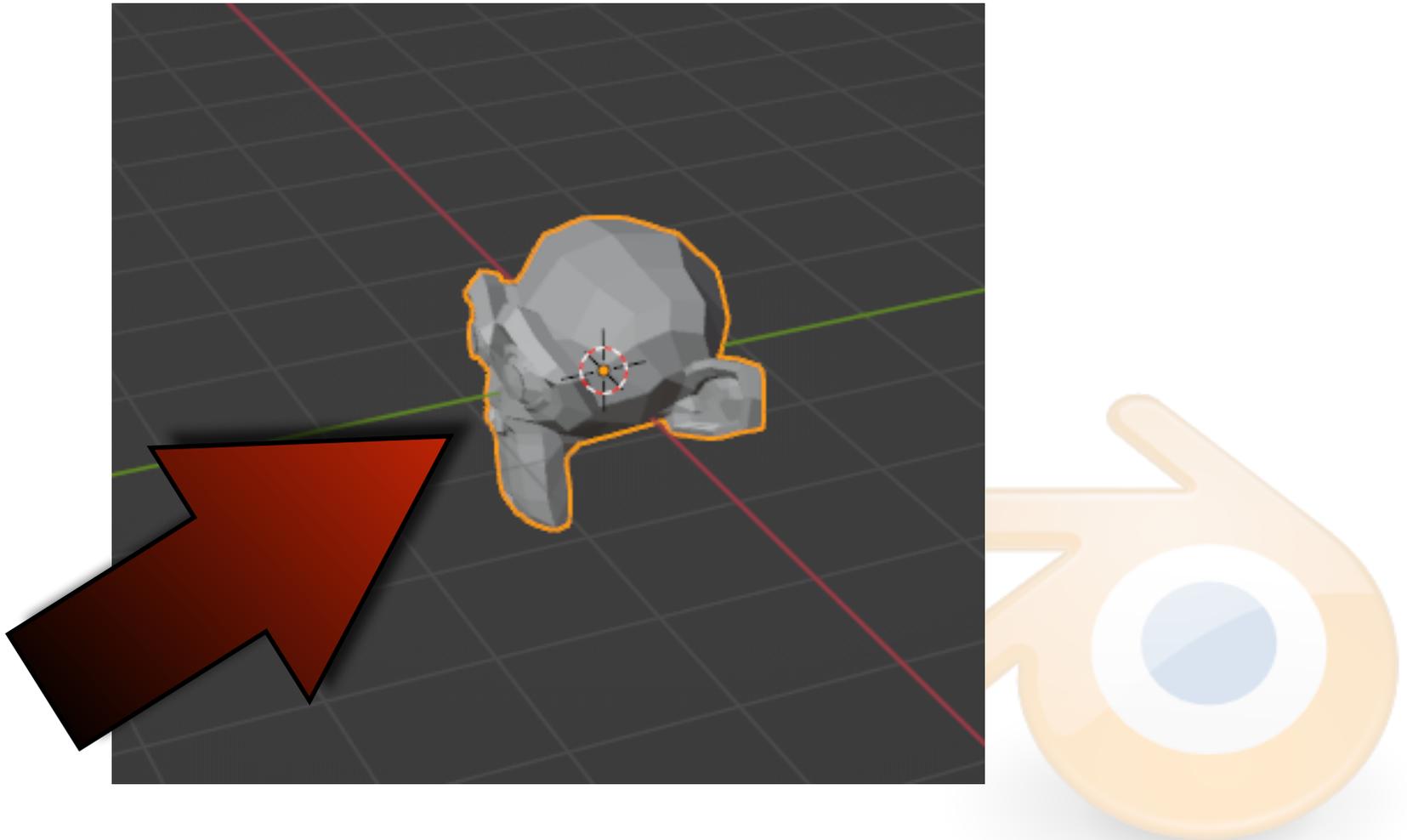
PREPARATION TO WORK

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



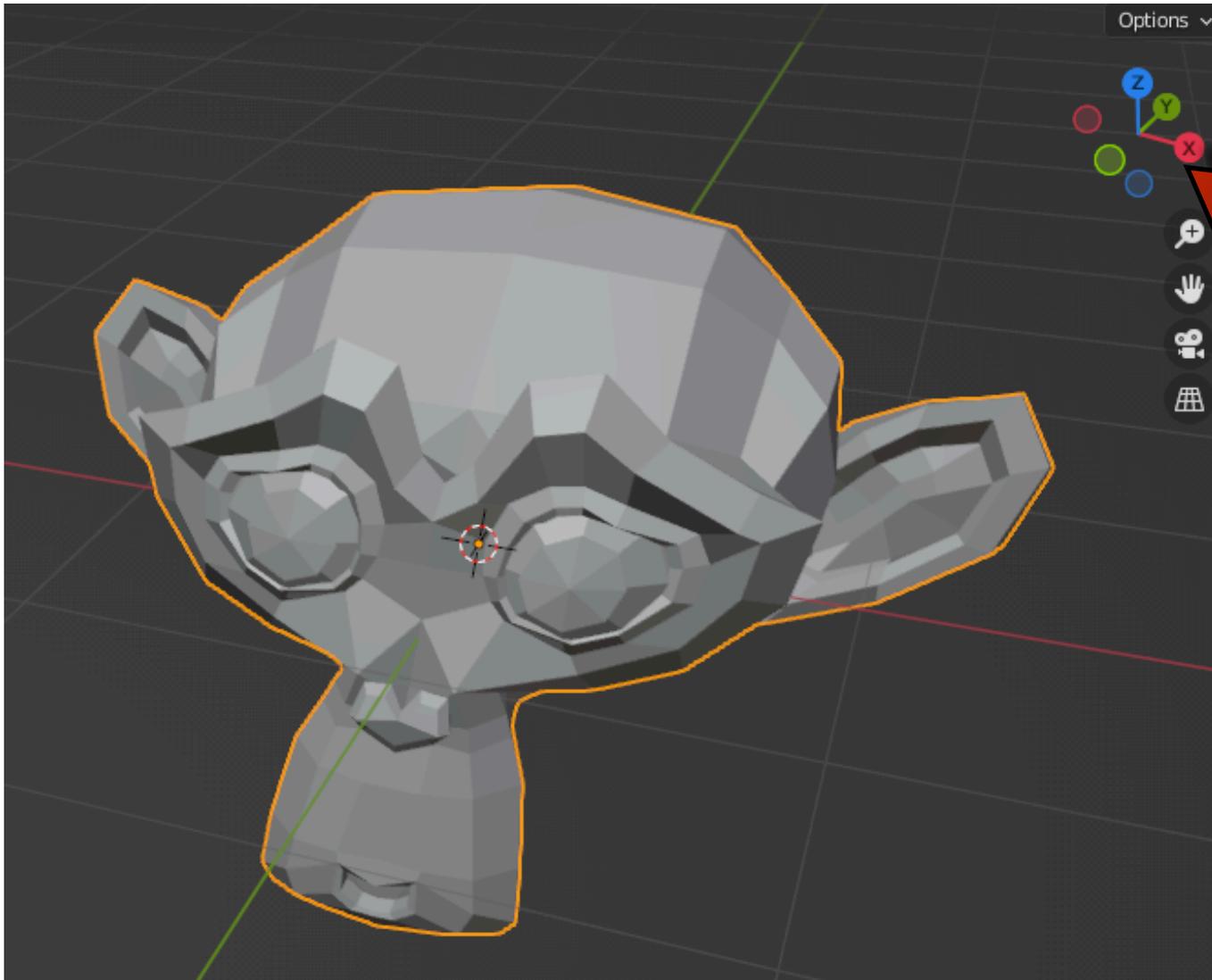
PREPARATION TO WORK

YOU WILL SEE A NEW 3D OBJECT



PREPARATION TO WORK

WITH **GIZMO** WE CAN CHANGE VIEWS



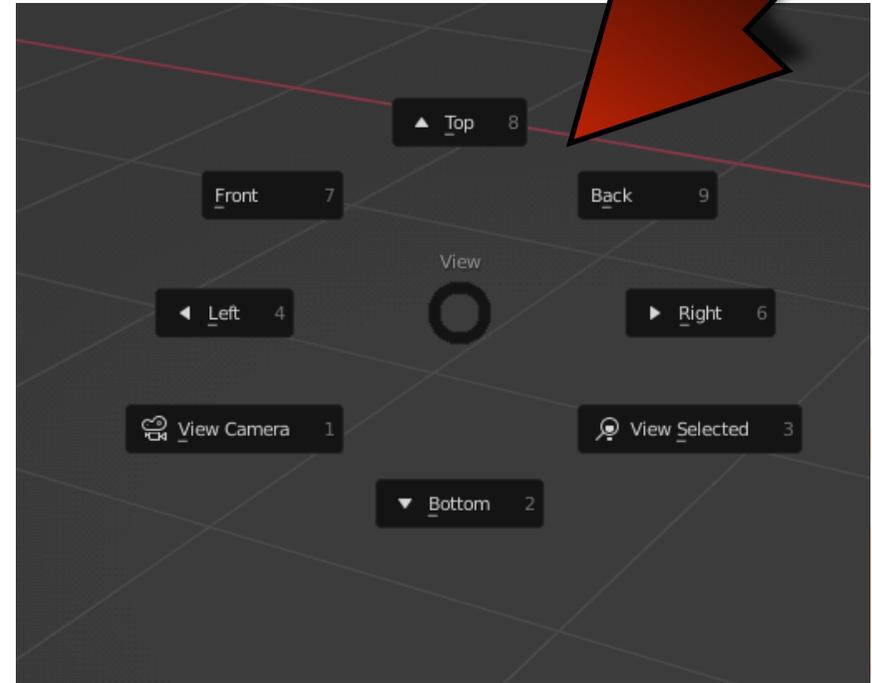
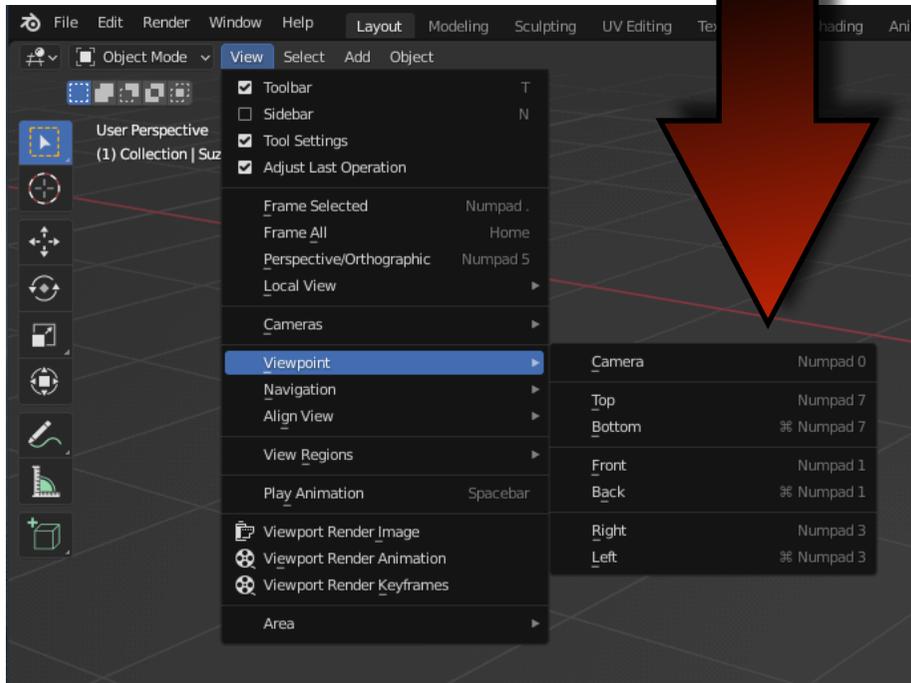
PREPARATION TO WORK

IN A BLENDER

THERE CAN BE DONE IN **MANY WAYS**

EVERYONE CAN CHOOSE

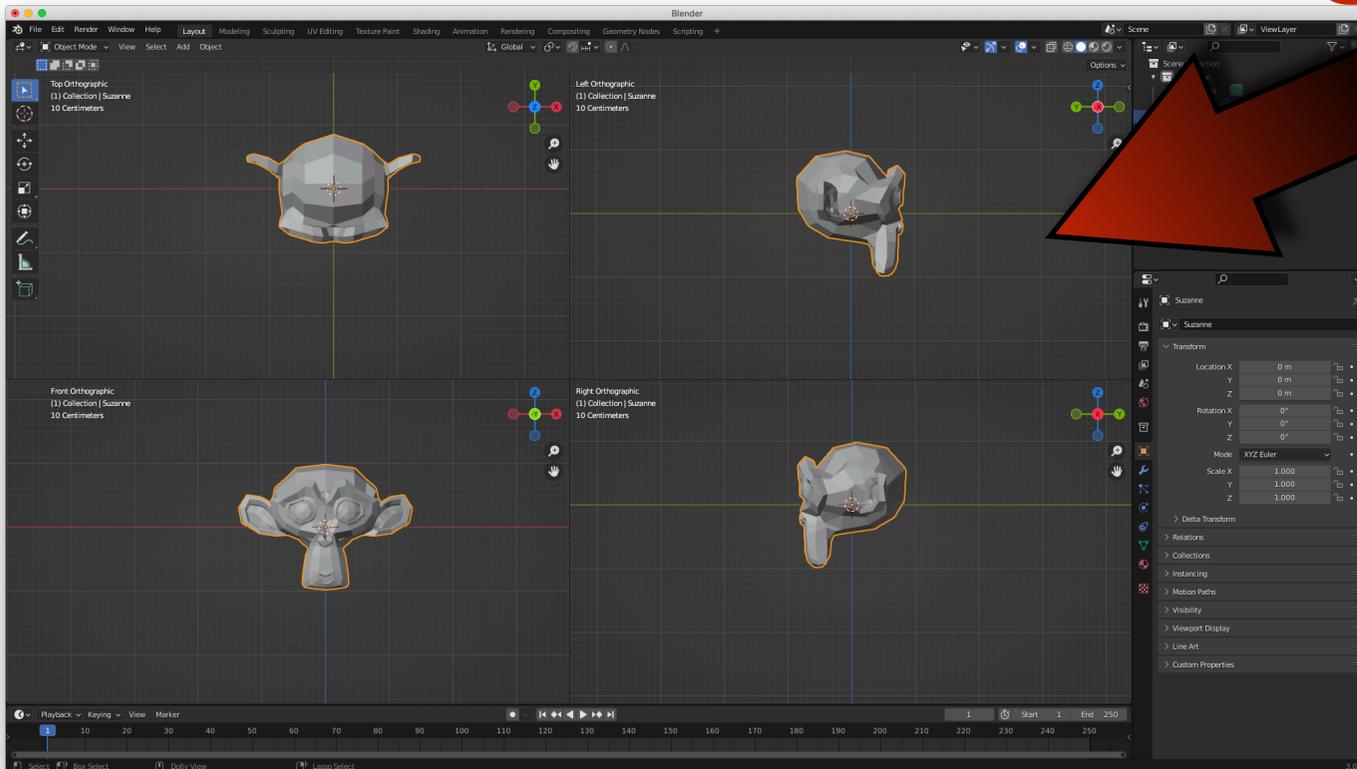
WHICH FITS HIM BEST



PREPARATION TO WORK

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

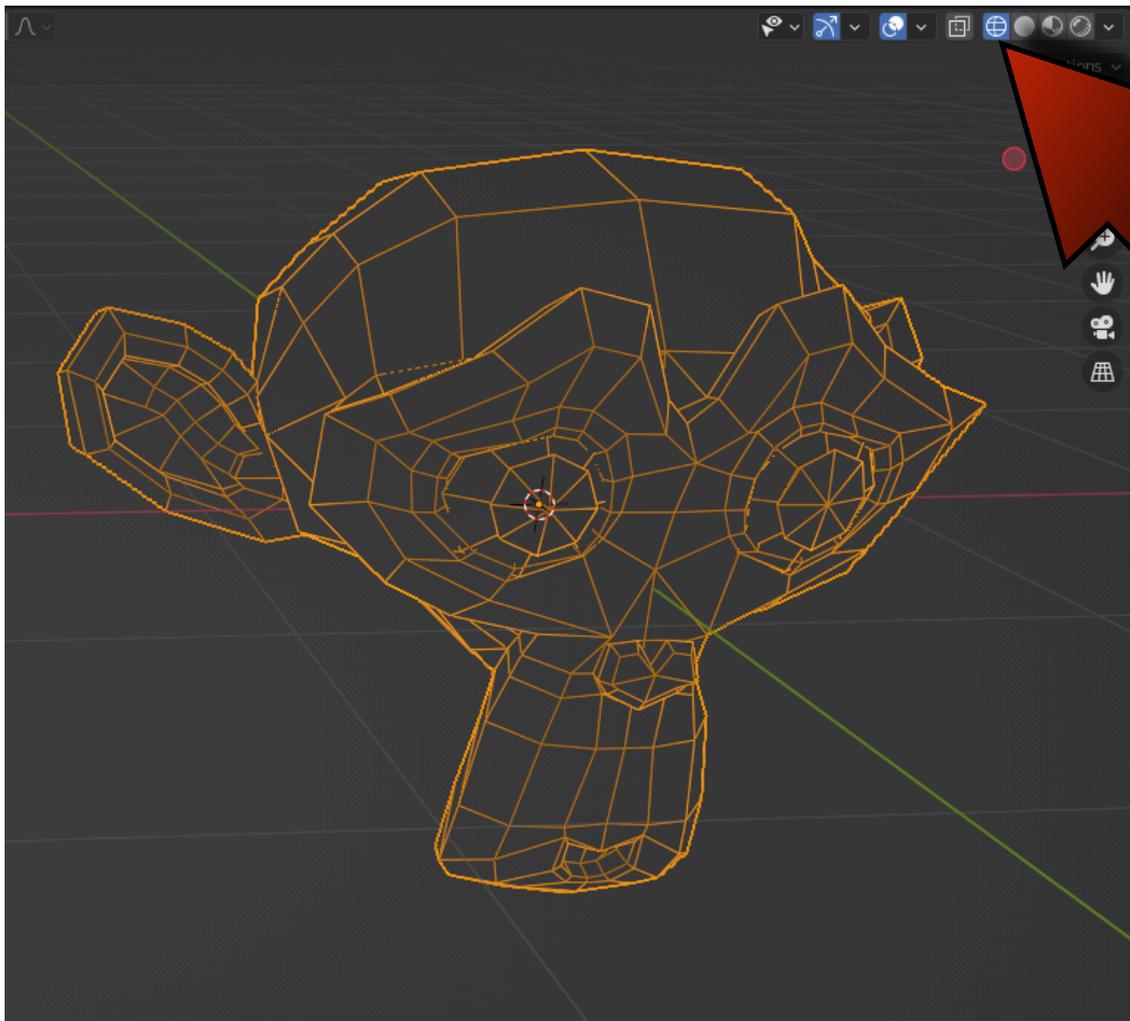
CRTL+ALT+Q



PREPARATION TO WORK

METHOD TO DISPLAY OBJECTS

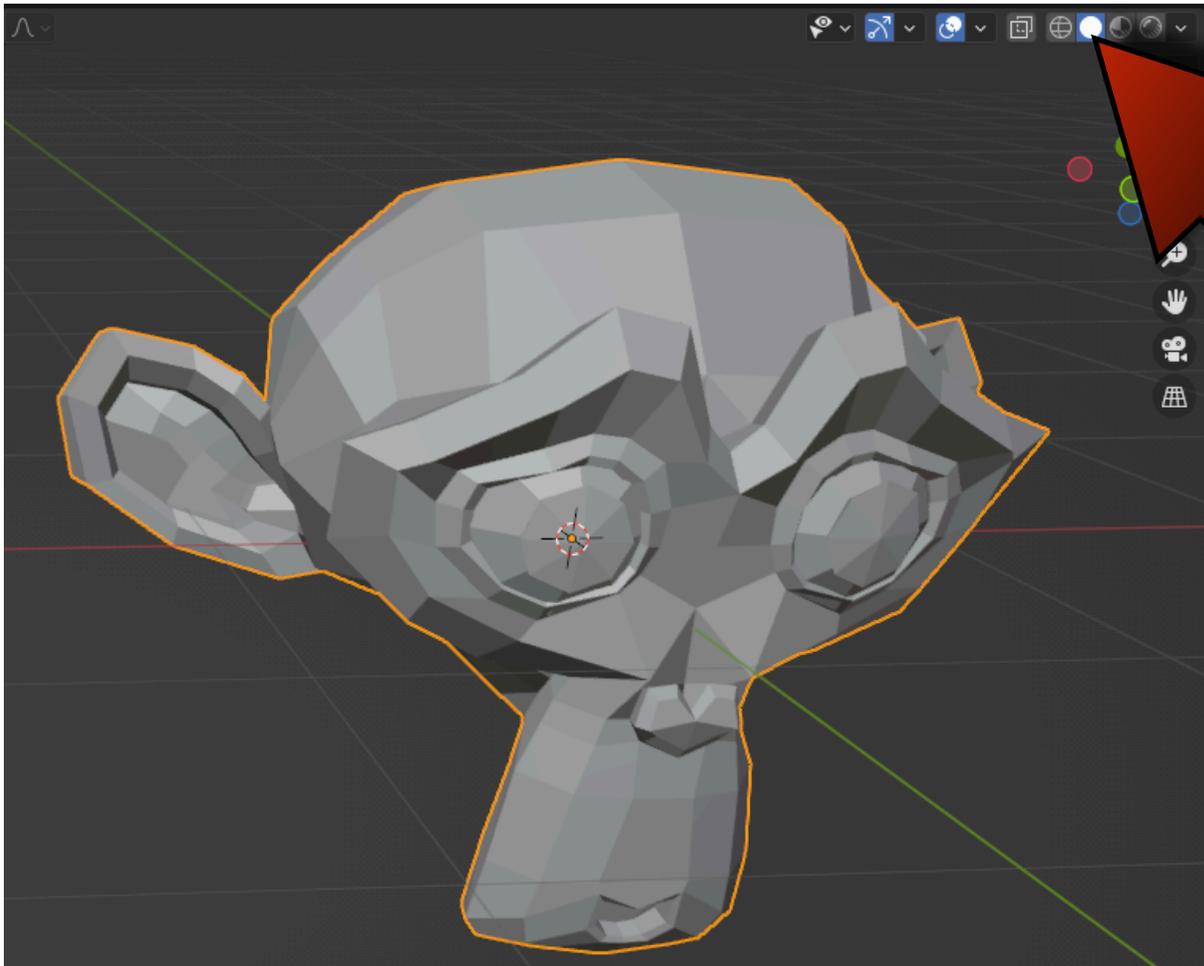
WIREFRAME



PREPARATION TO WORK

METHOD TO DISPLAY OBJECTS

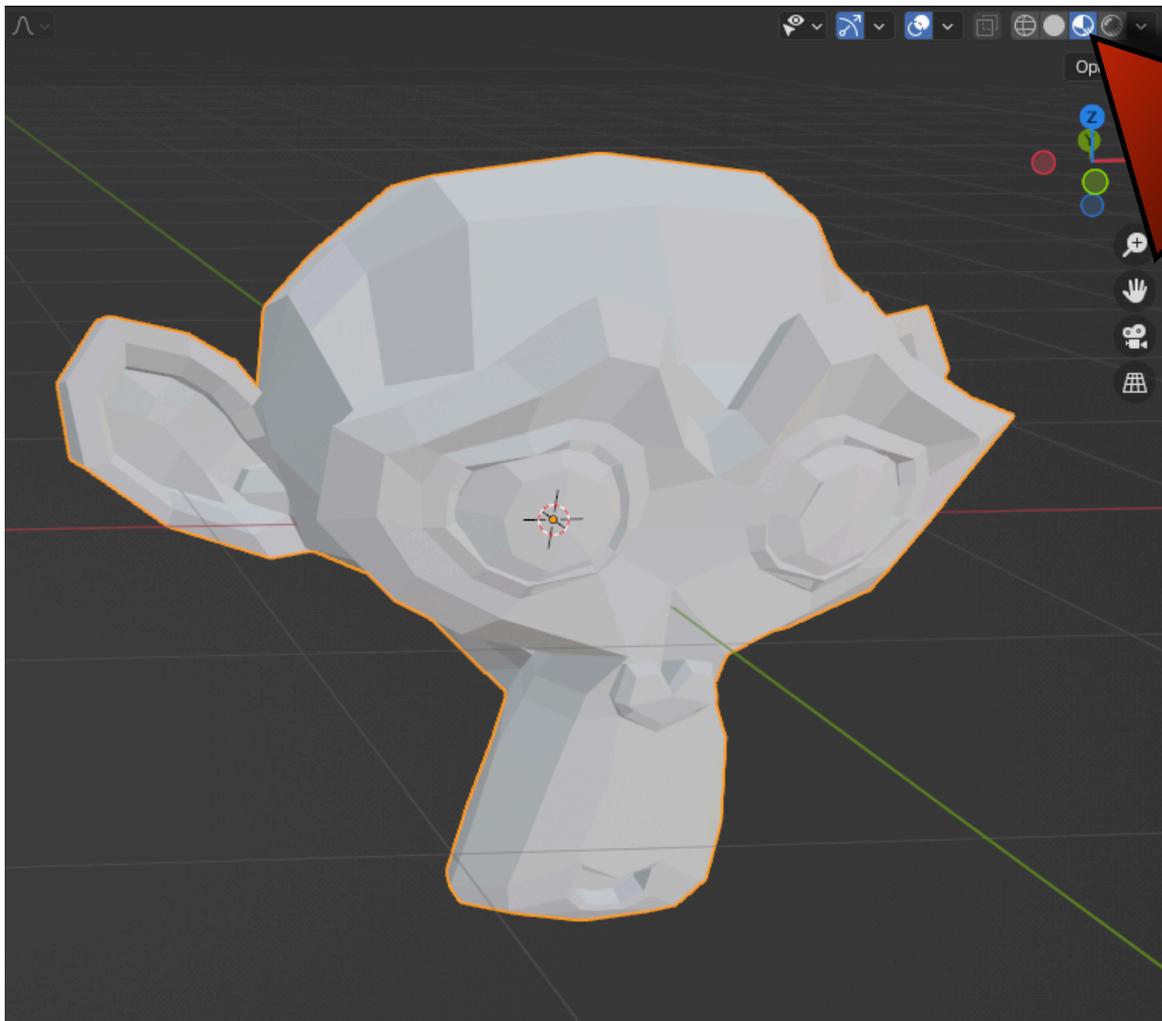
SOLID



PREPARATION TO WORK

METHOD TO DISPLAY OBJECTS

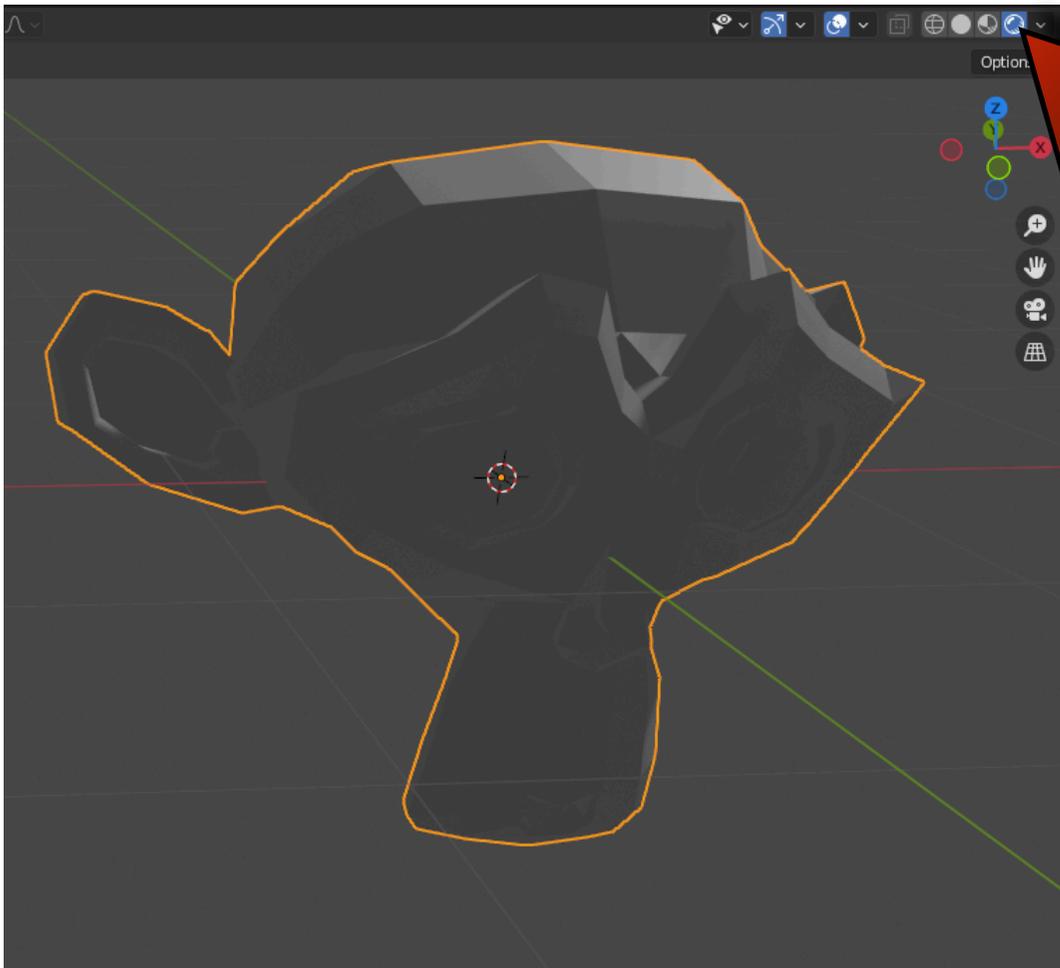
MATERIAL



PREPARATION TO WORK

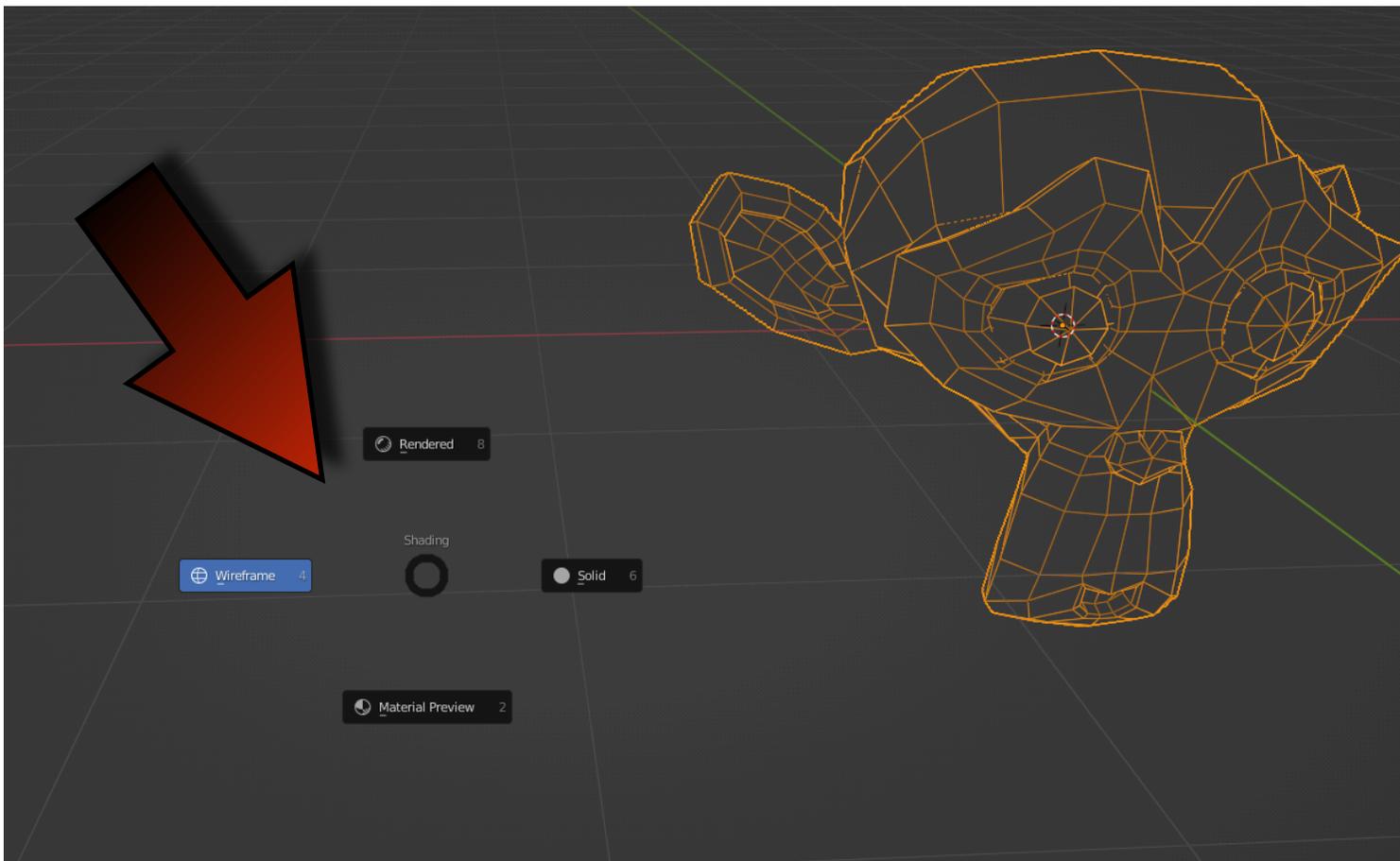
METHOD TO DISPLAY OBJECTS

RENDER



PREPARATION TO WORK

THE Z KEY GIVES THE POSSIBILITY OF THE SAME CHANGES

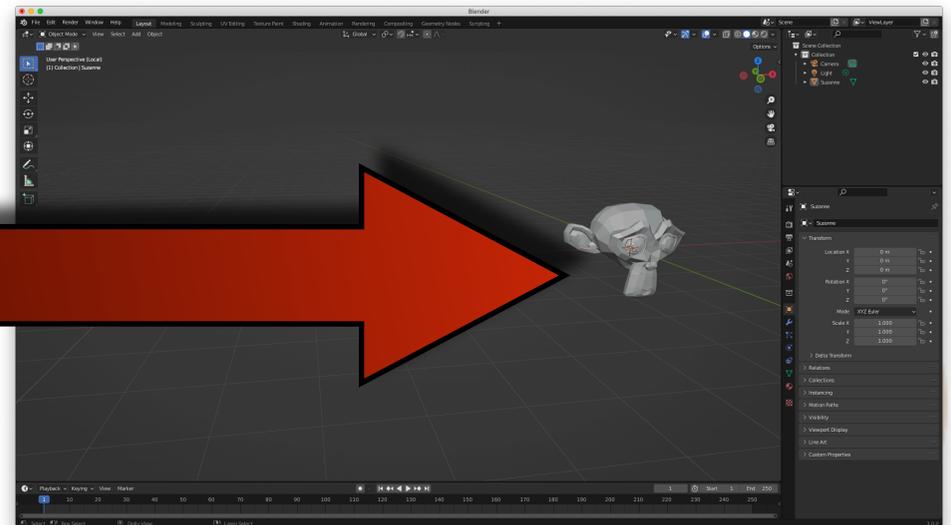
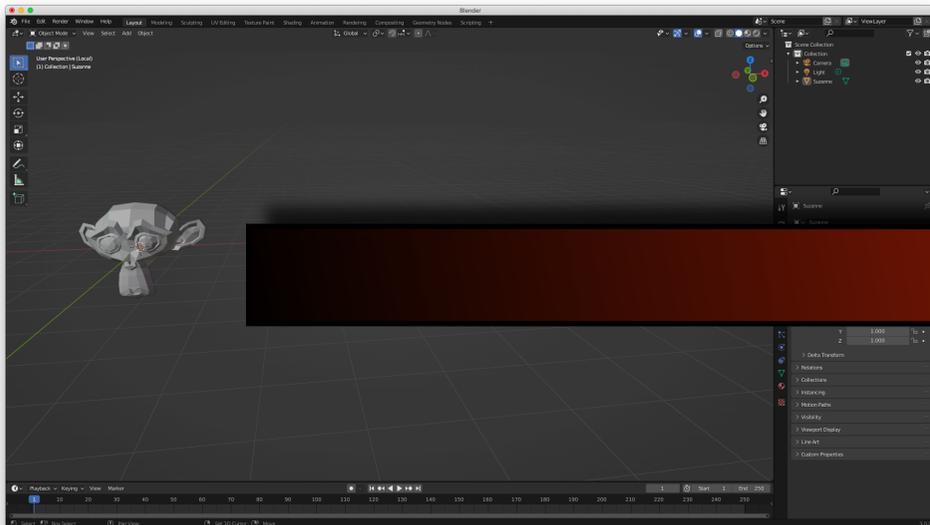


PREPARATION TO WORK

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

ON THE **APPLE** MOUSE

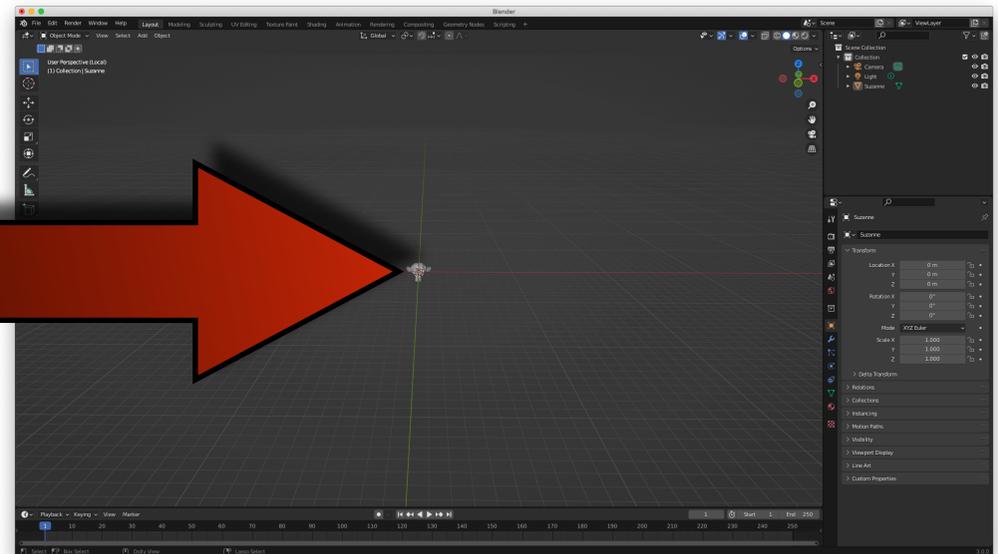
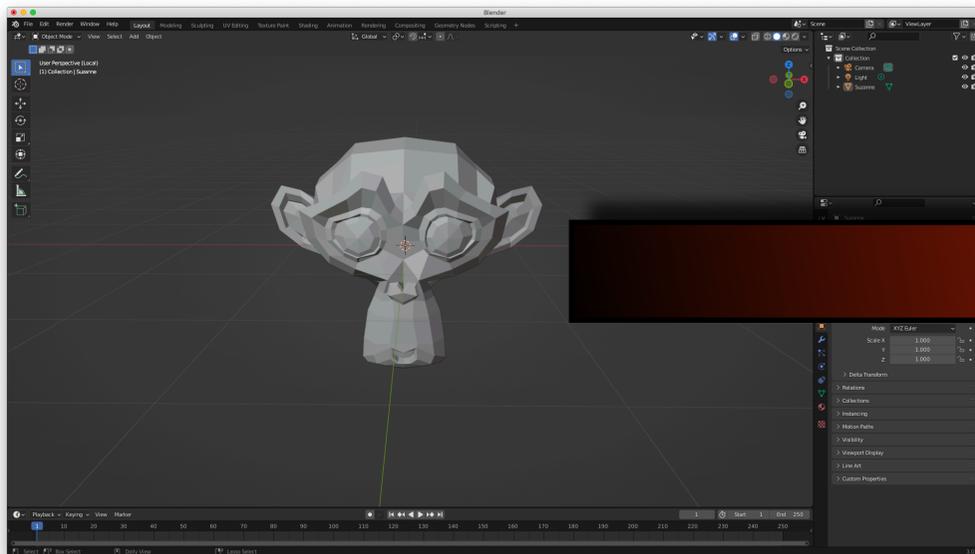
PRESS **SHIFT** MOVE YOUR FINGER



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**

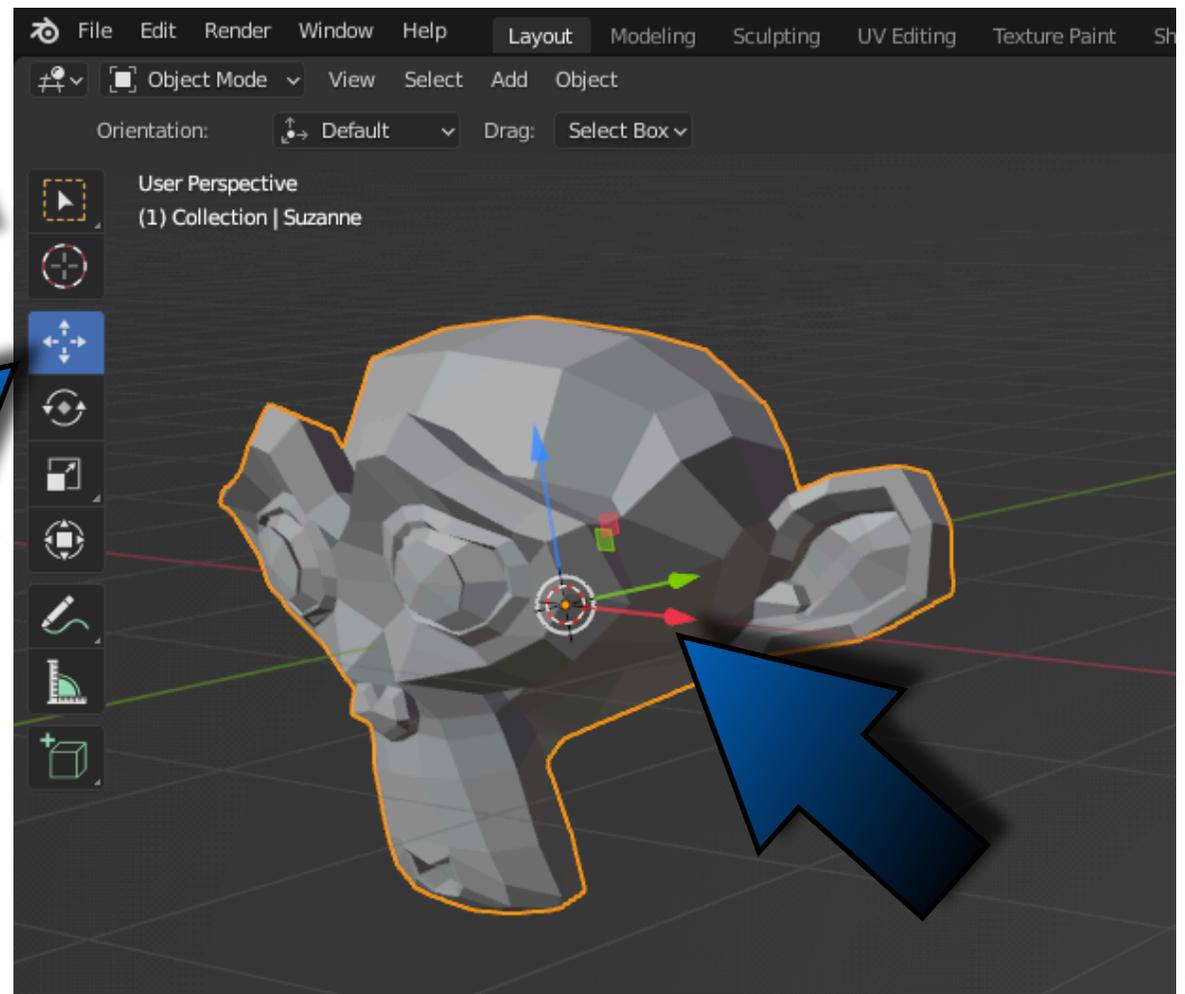
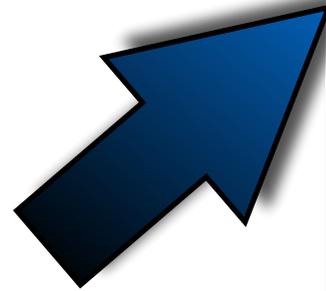
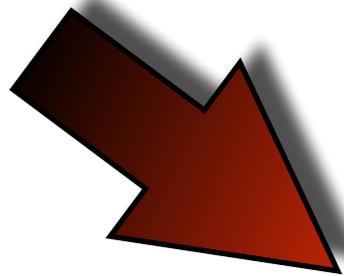
**CLICKING WITH YOUR MOUSE CONFIRMS
ESC KEY CANCEL**



PREPARATION TO WORK

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

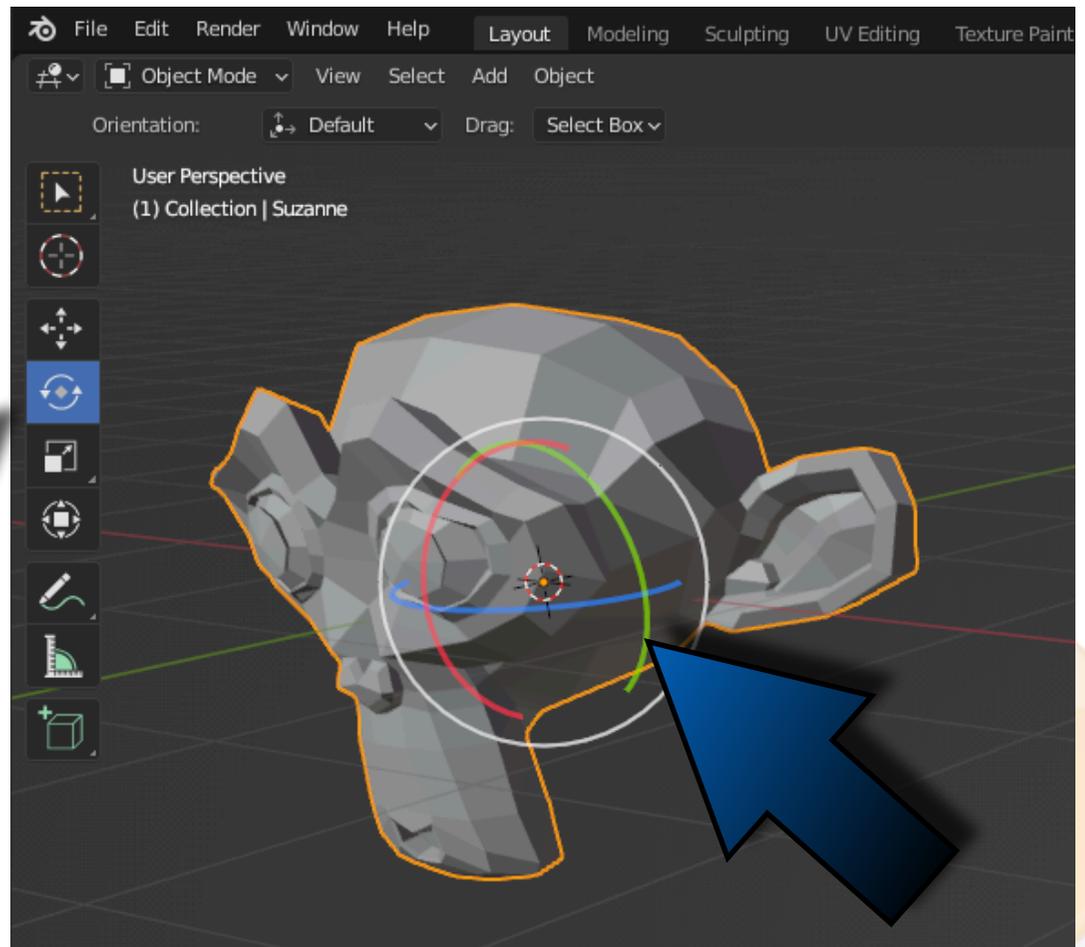
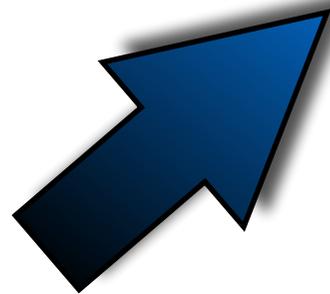
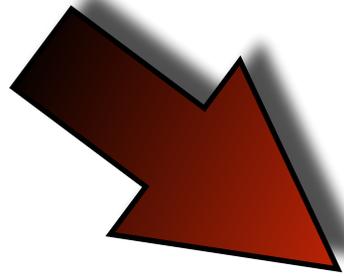
MOVIE



PREPARATION TO WORK

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

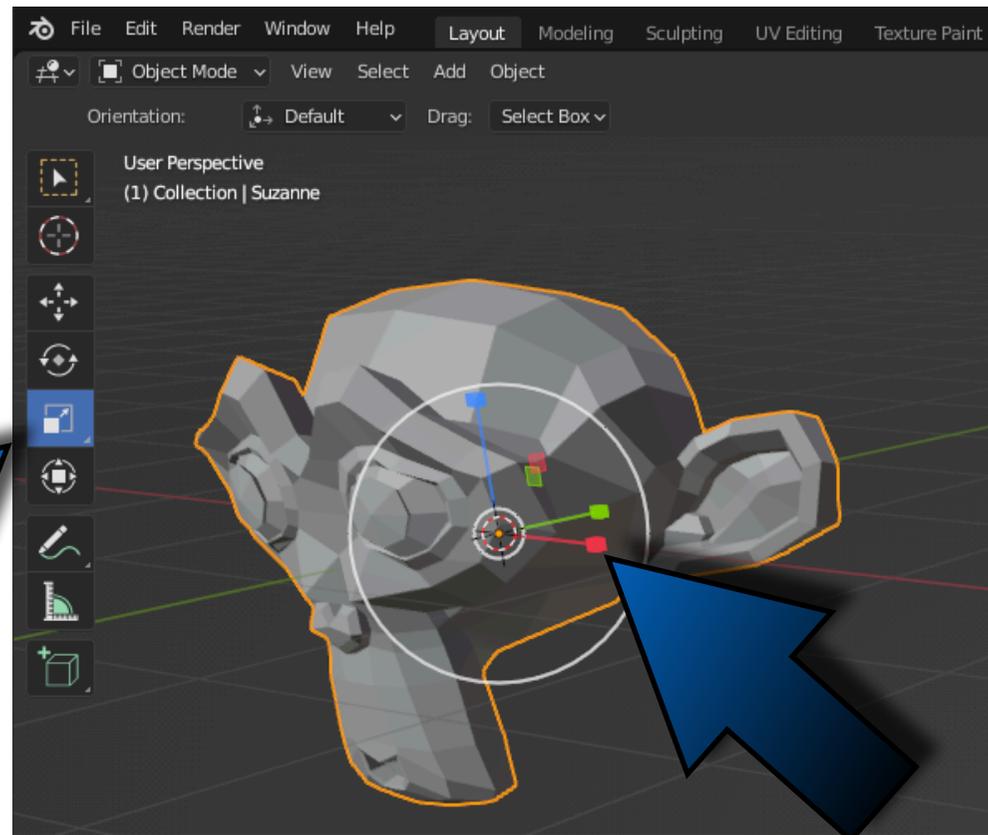
ROTATE



PREPARATION TO WORK

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

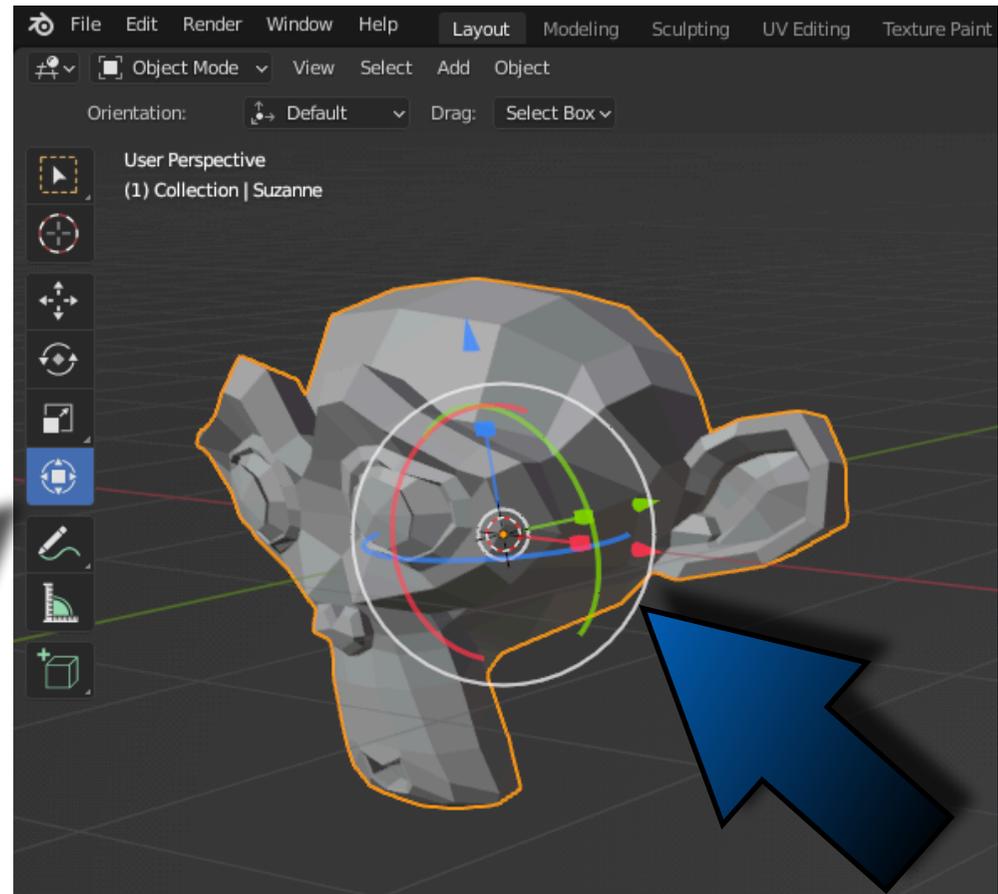
SCALE



PREPARATION TO WORK

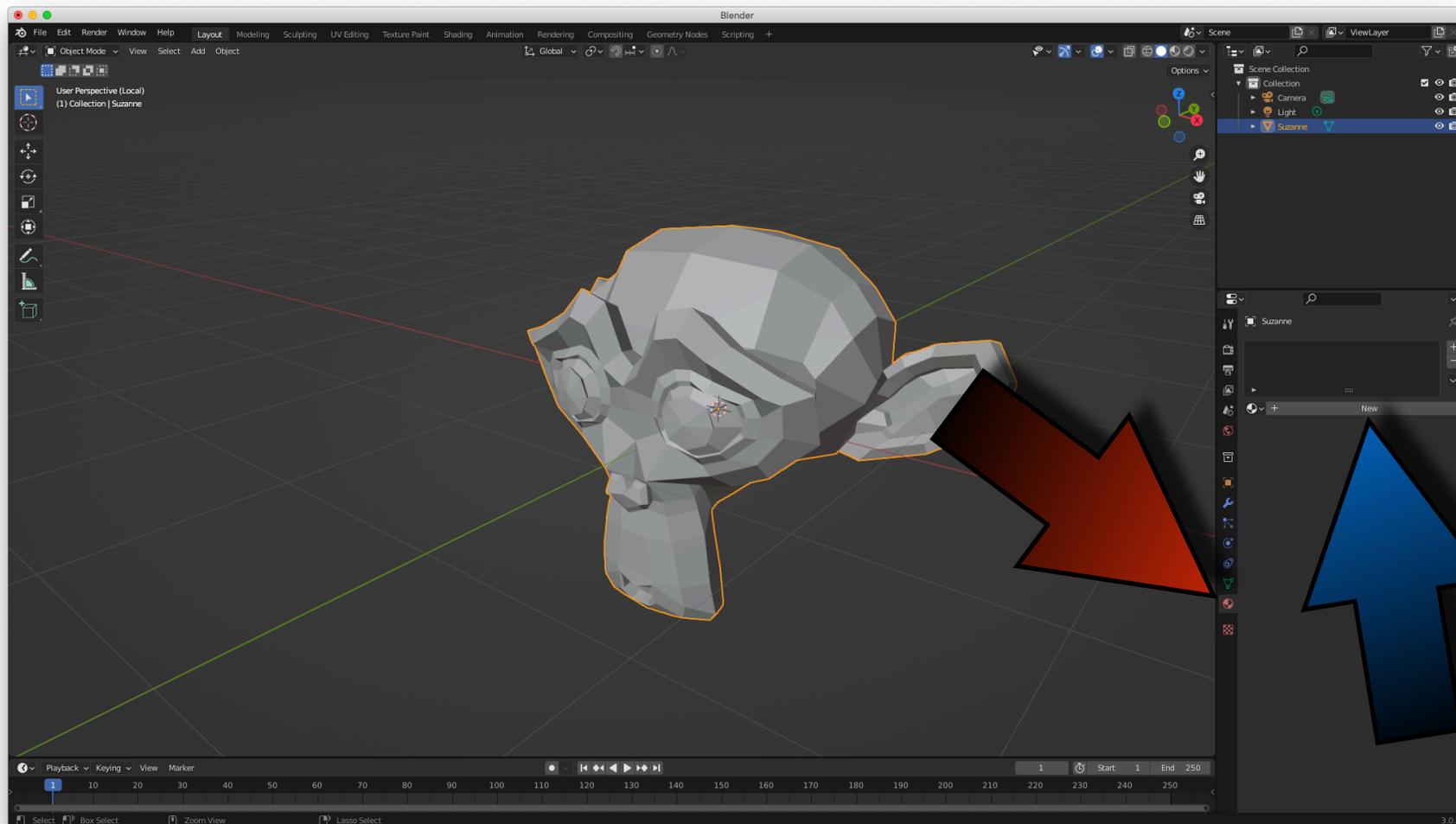
**THE SAME ELEMENTS CAN BE MADE
WITH THE **TOOL BUTTONS****

ALL



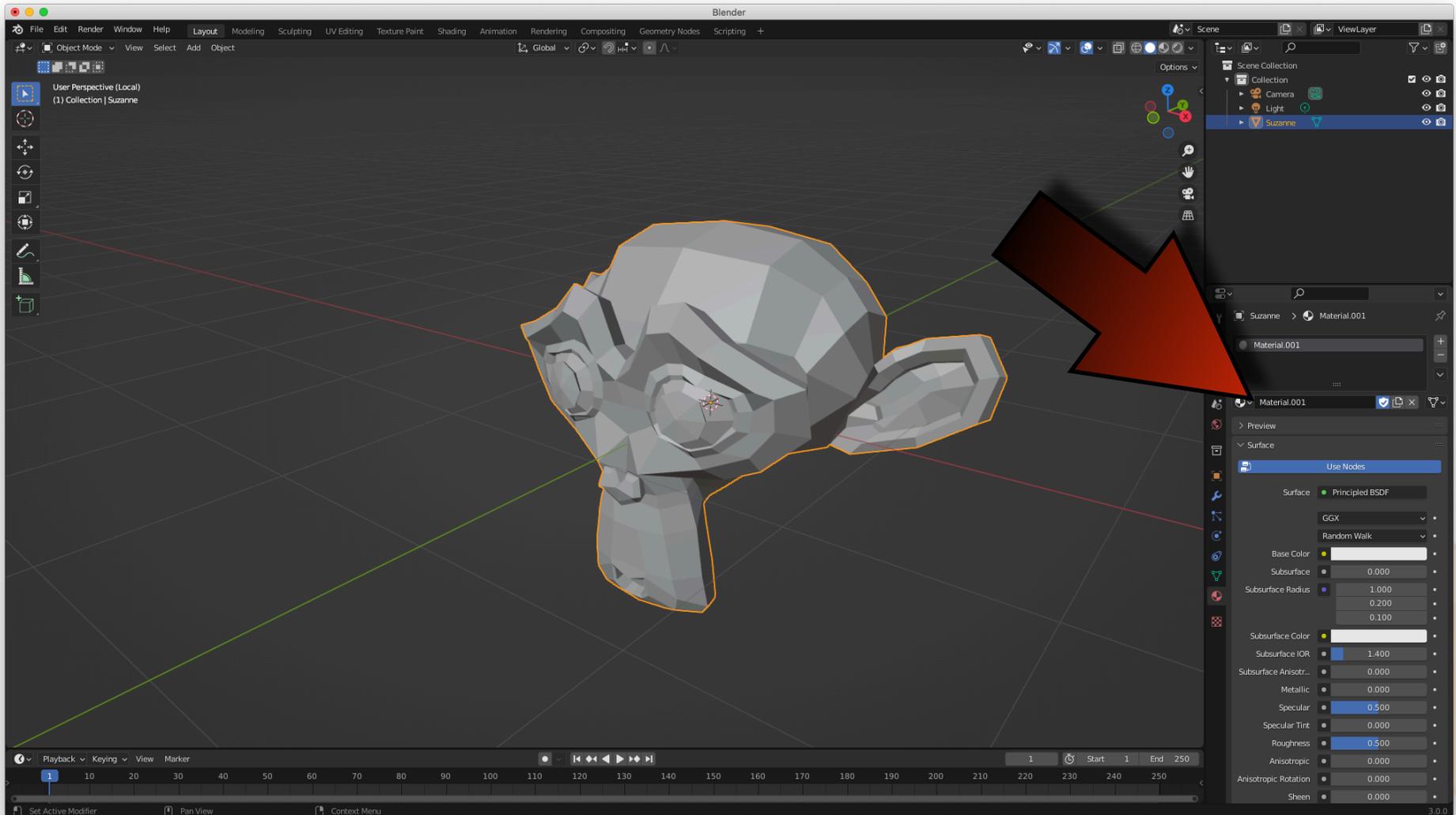
PREPARATION TO WORK

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



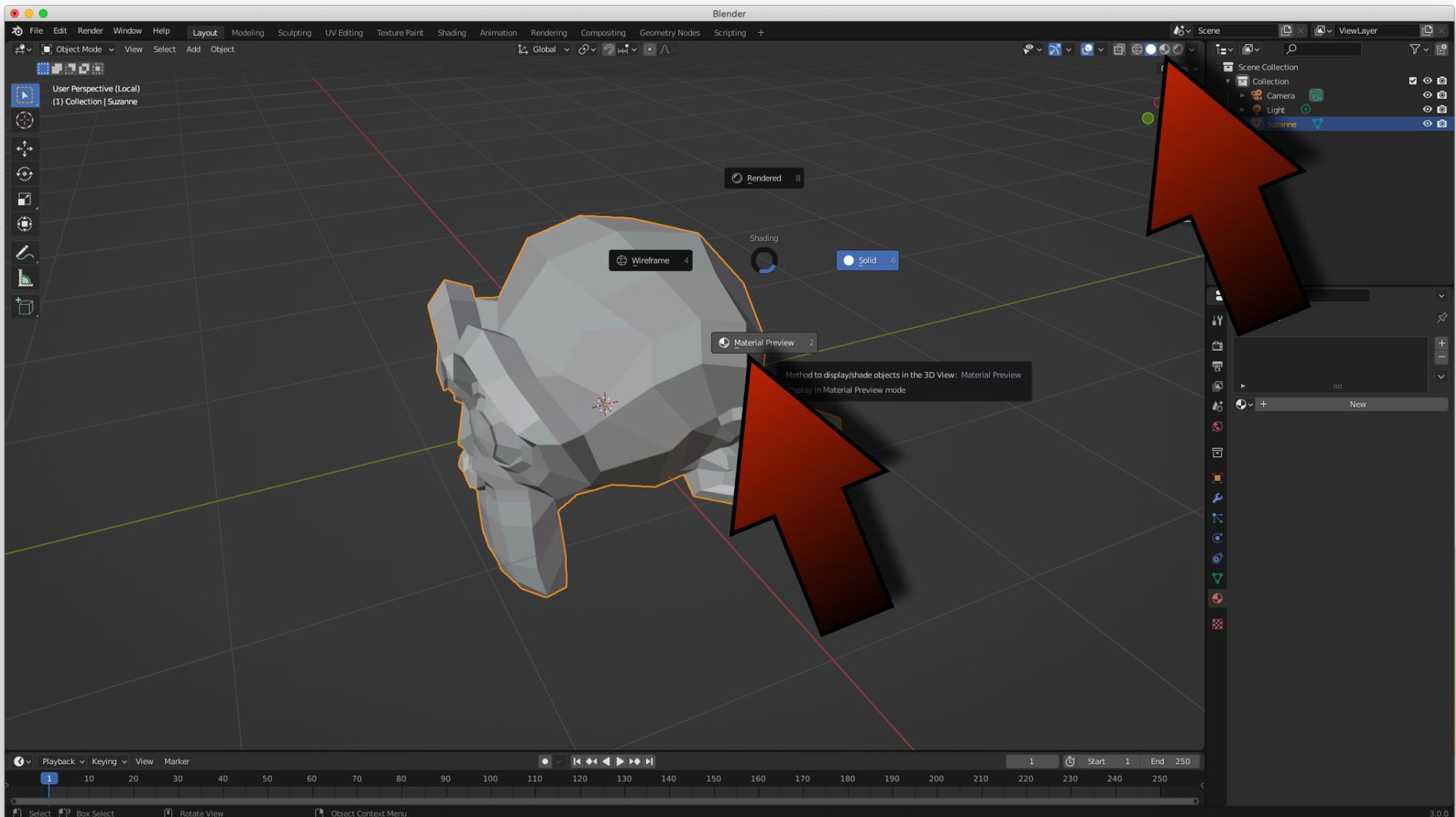
PREPARATION TO WORK

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



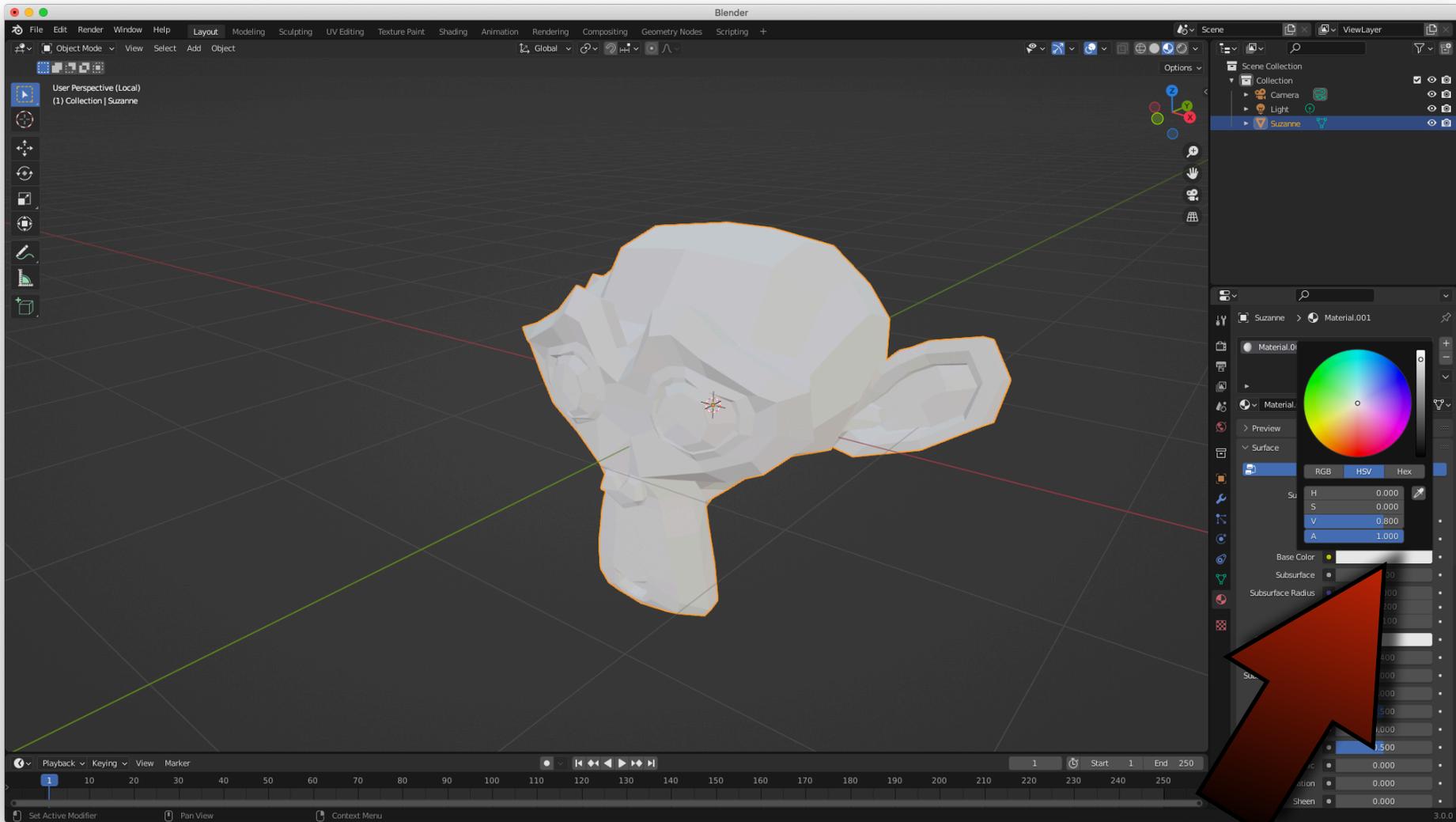
PREPARATION TO WORK

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



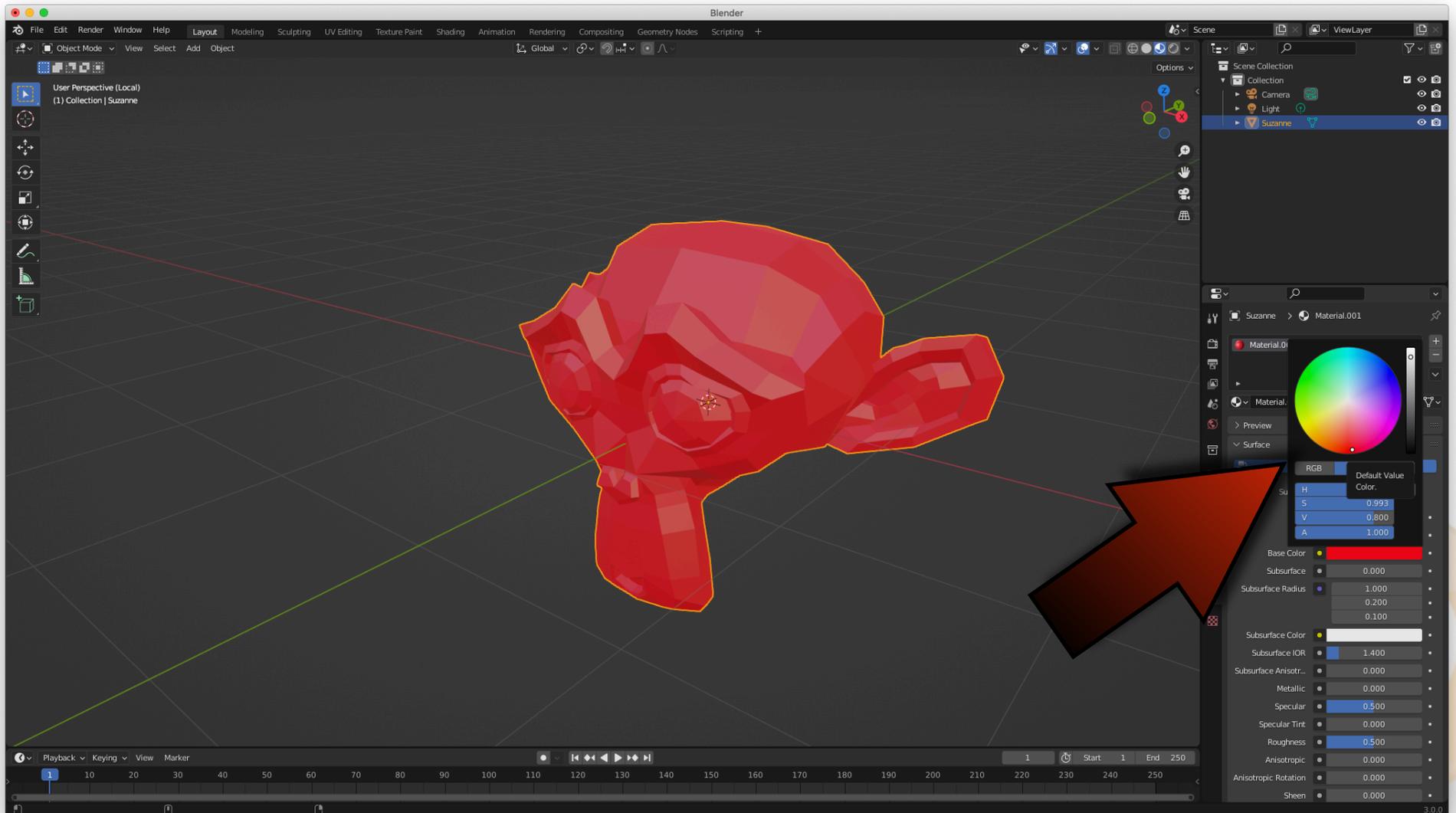
PREPARATION TO WORK

CLICK ON THE WINDOW **BASE COLOR**



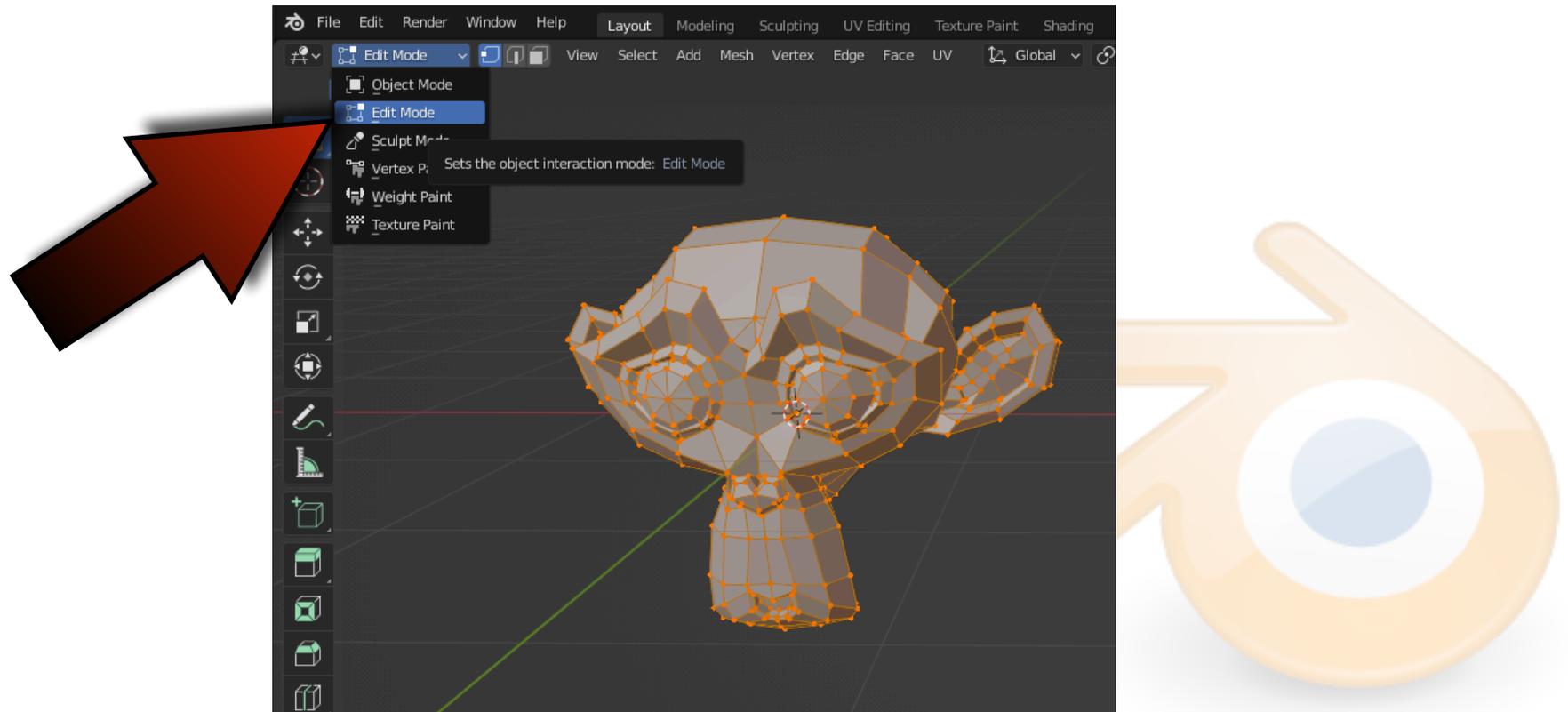
PREPARATION TO WORK

AND CHANGE MODEL COLOR



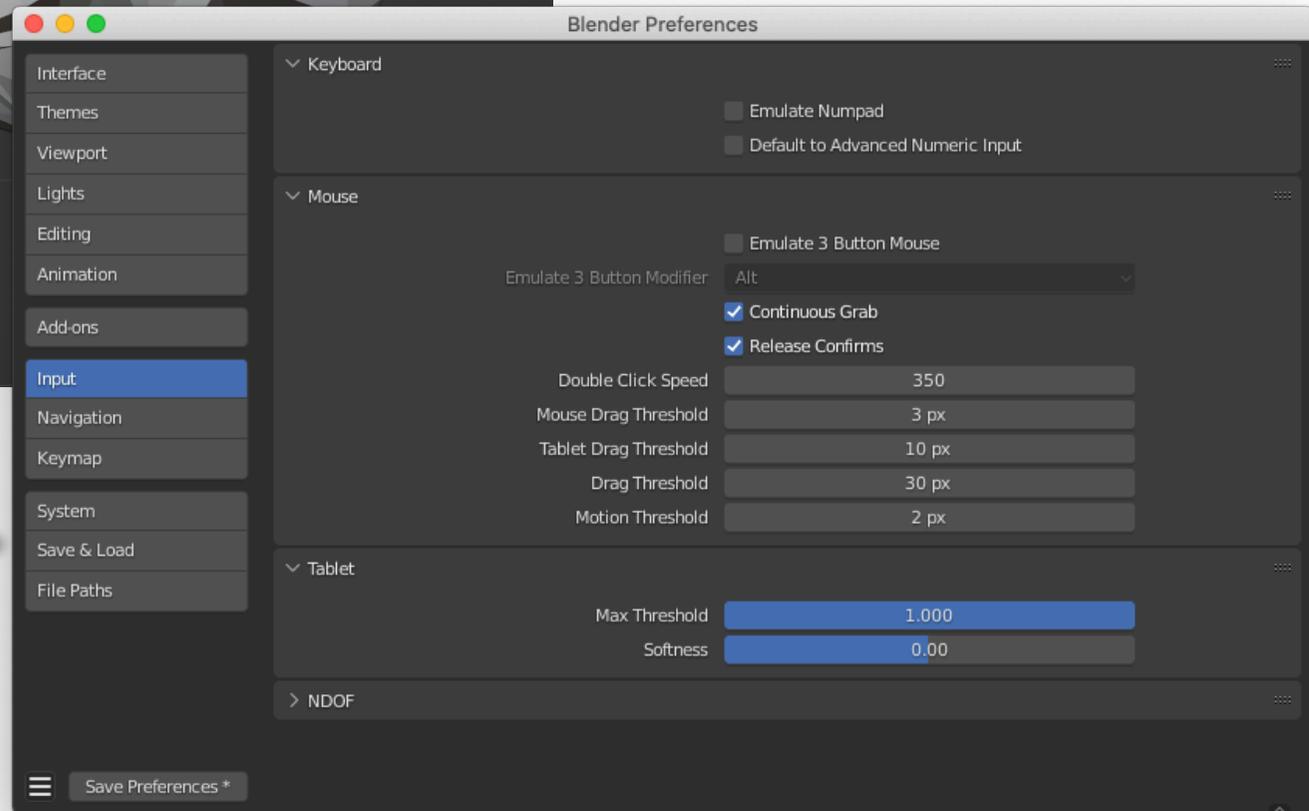
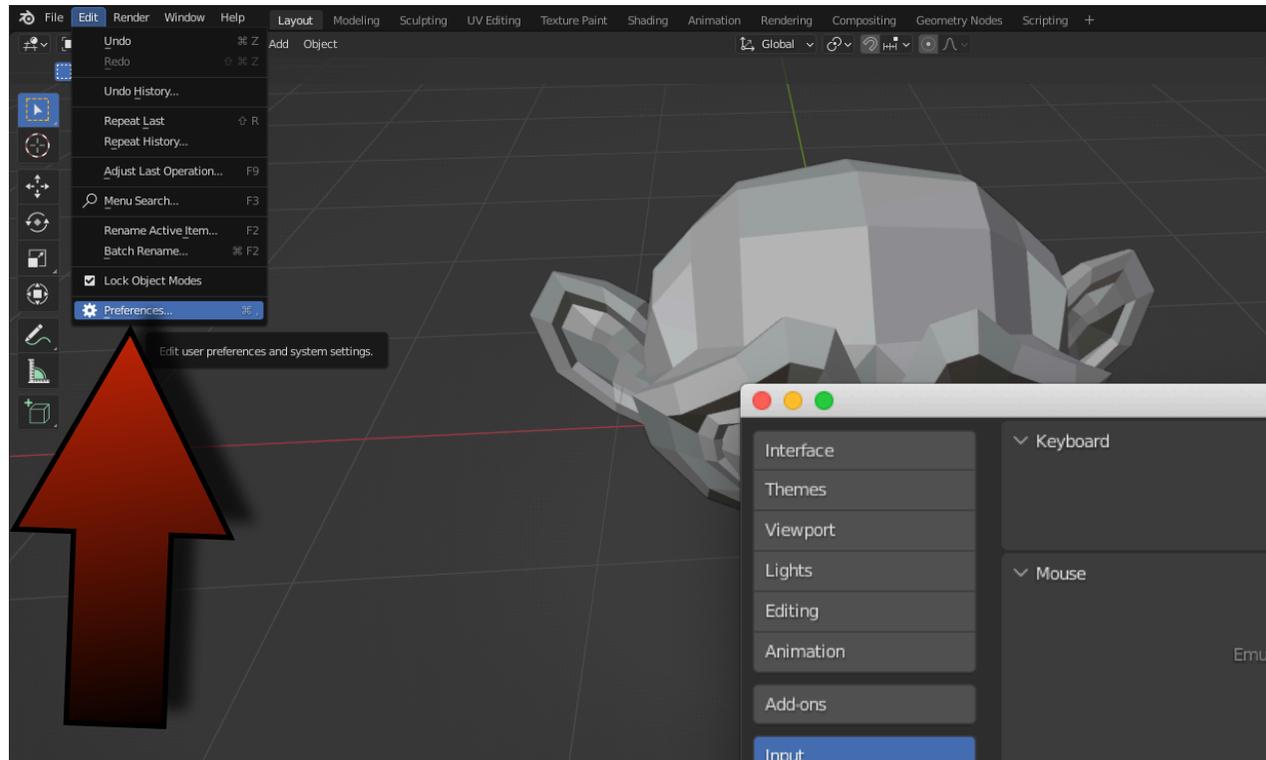
PREPARATION TO WORK

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



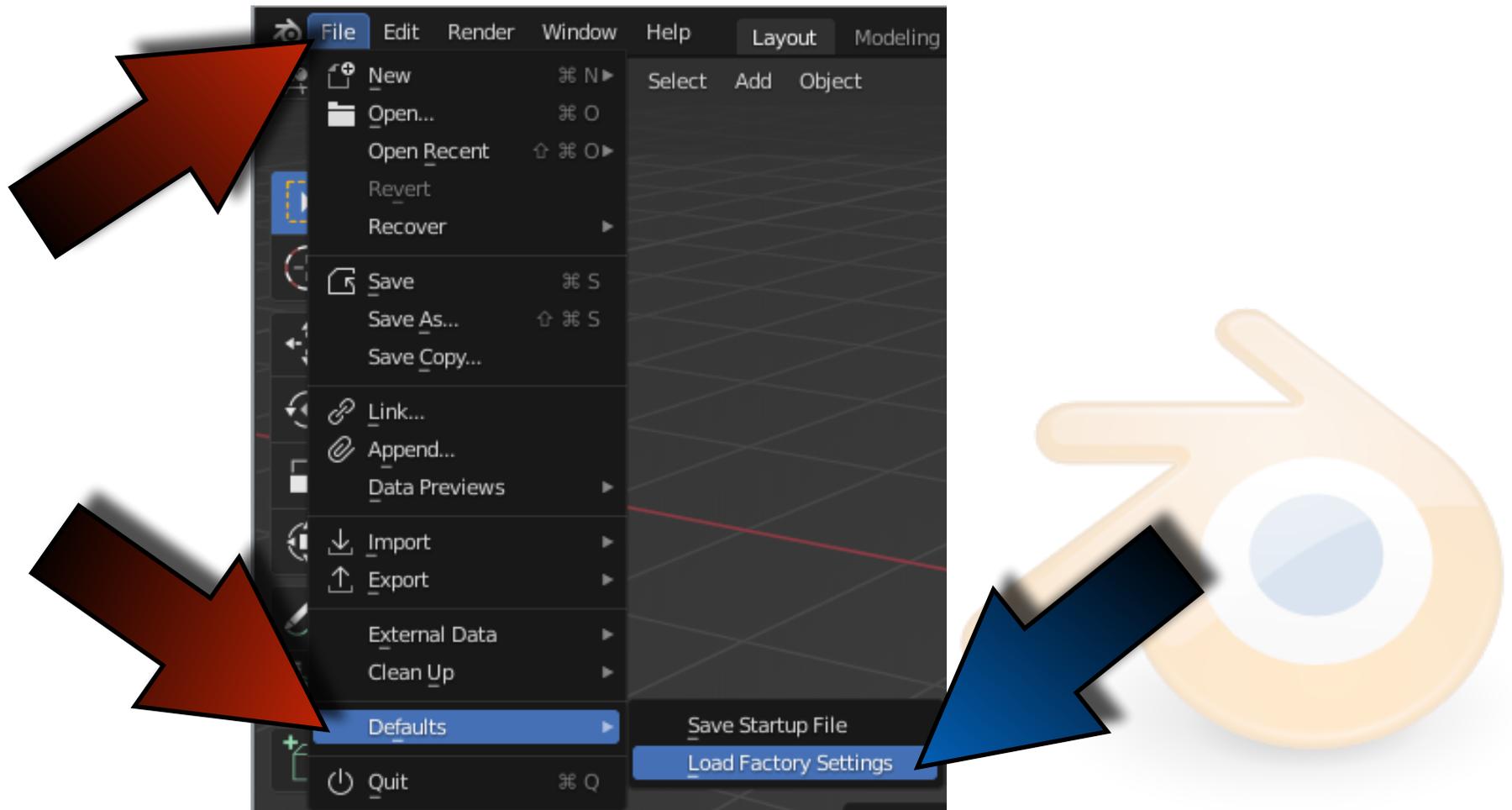
PREPARATION TO WORK

PROGRAM CONFIGURATION



PREPARATION TO WORK

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



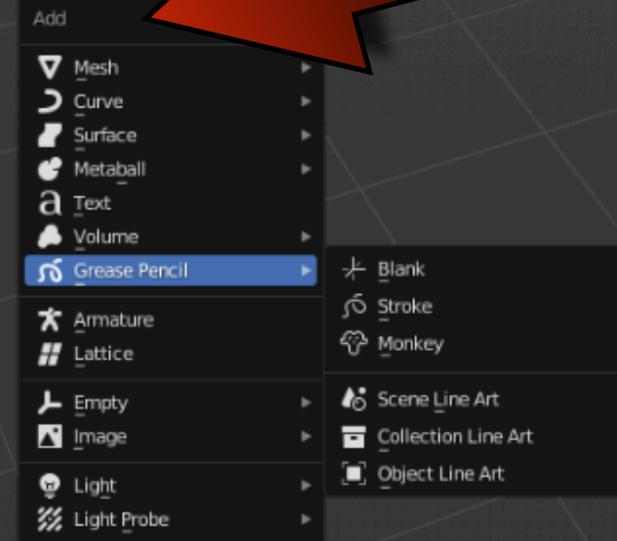
PREPARATION TO WORK

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

Shift + A



Shift + Command

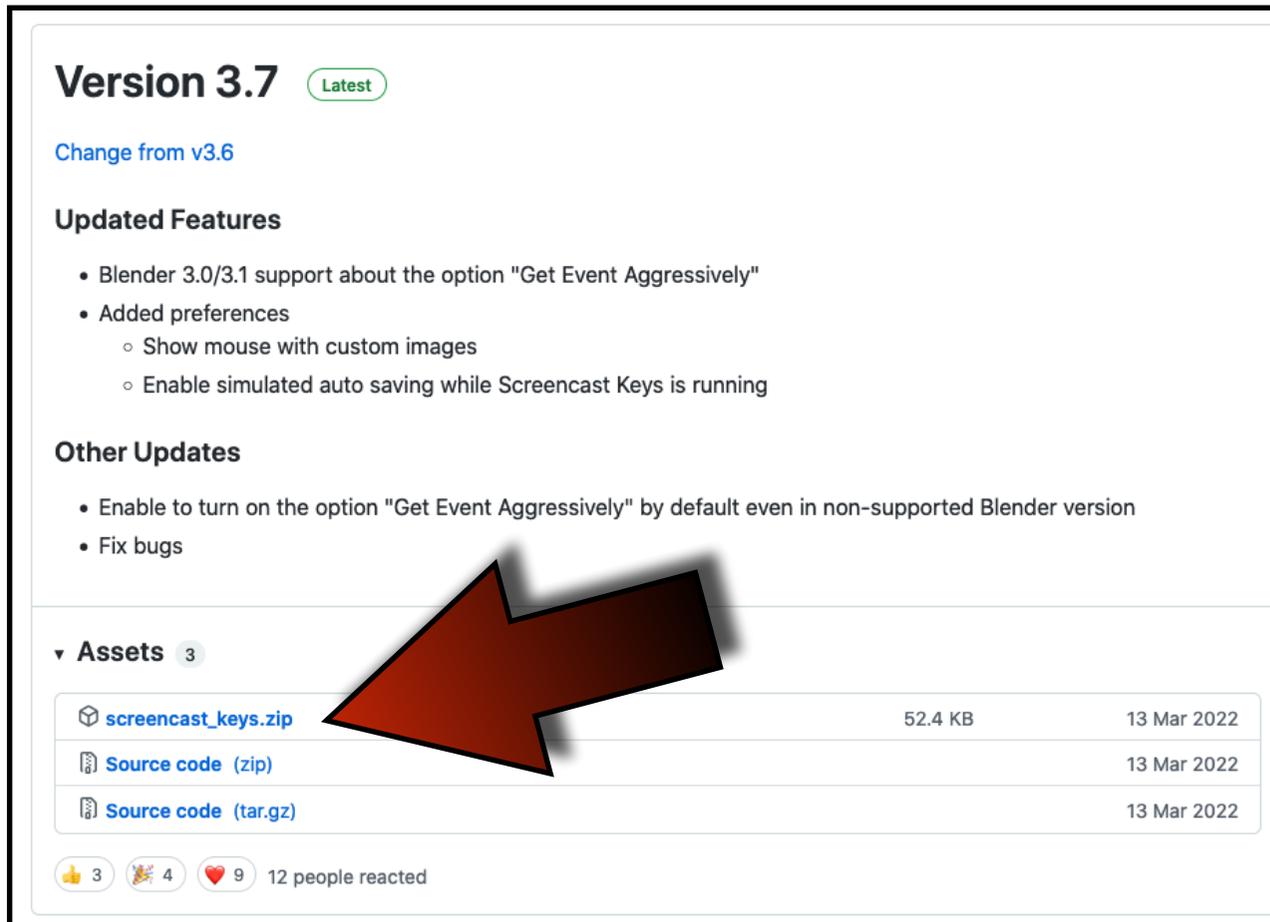


PREPARATION TO WORK

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

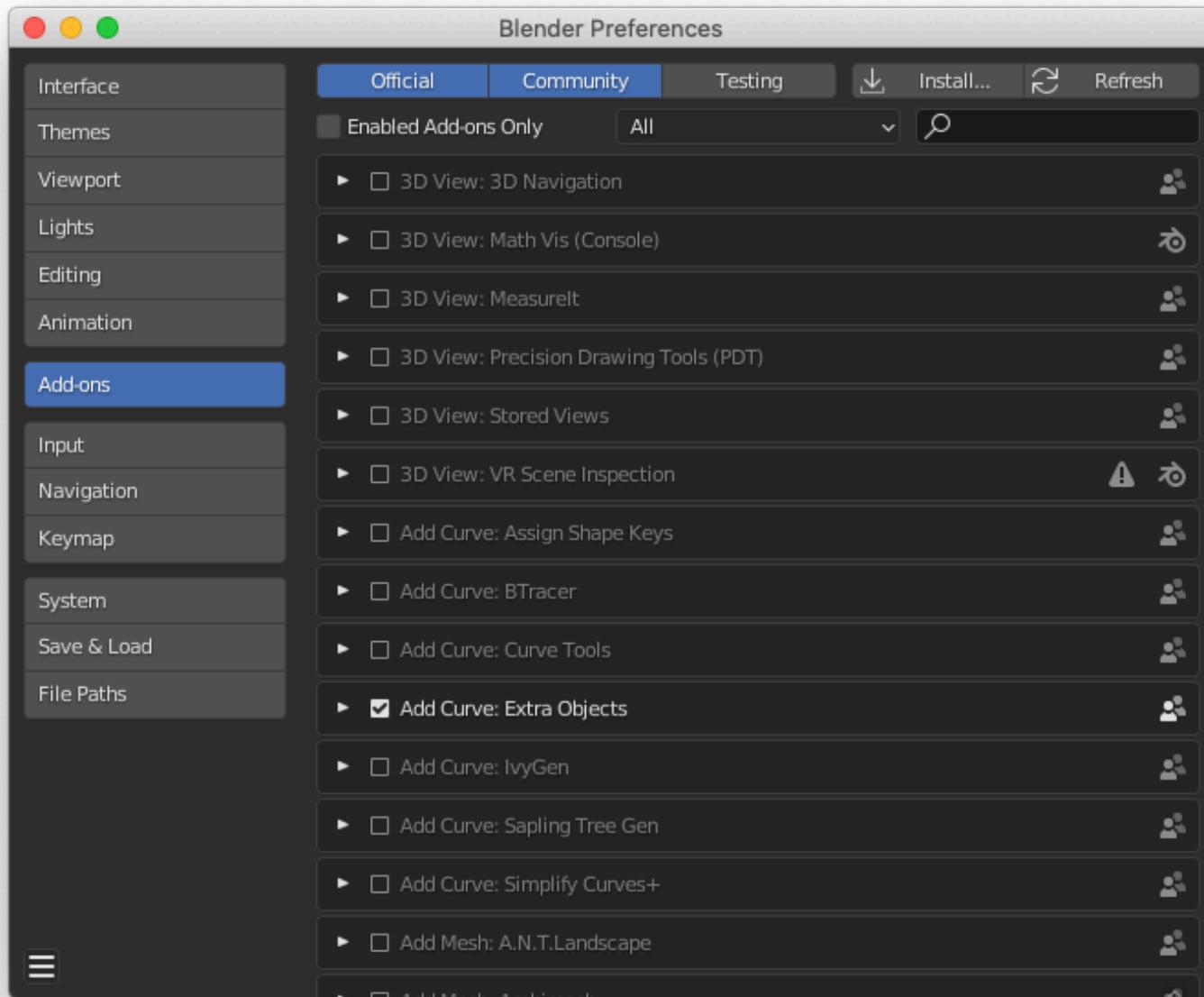
 screencast_keys.zip	52.4 KB	13 Mar 2022
 Source code (zip)		13 Mar 2022
 Source code (tar.gz)		13 Mar 2022

 3  4  9 12 people reacted



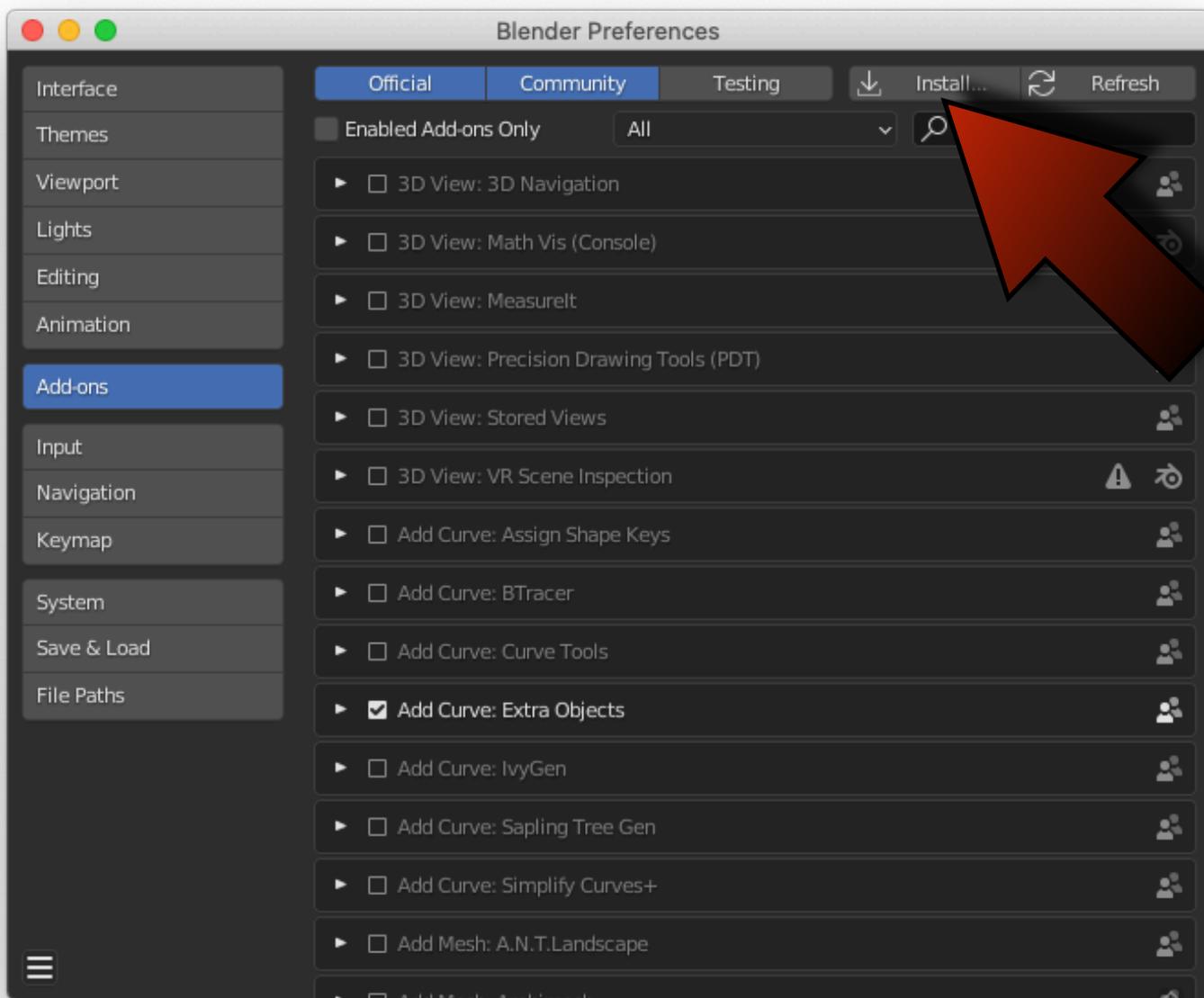
PREPARATION TO WORK

GO TO PREFERENCES



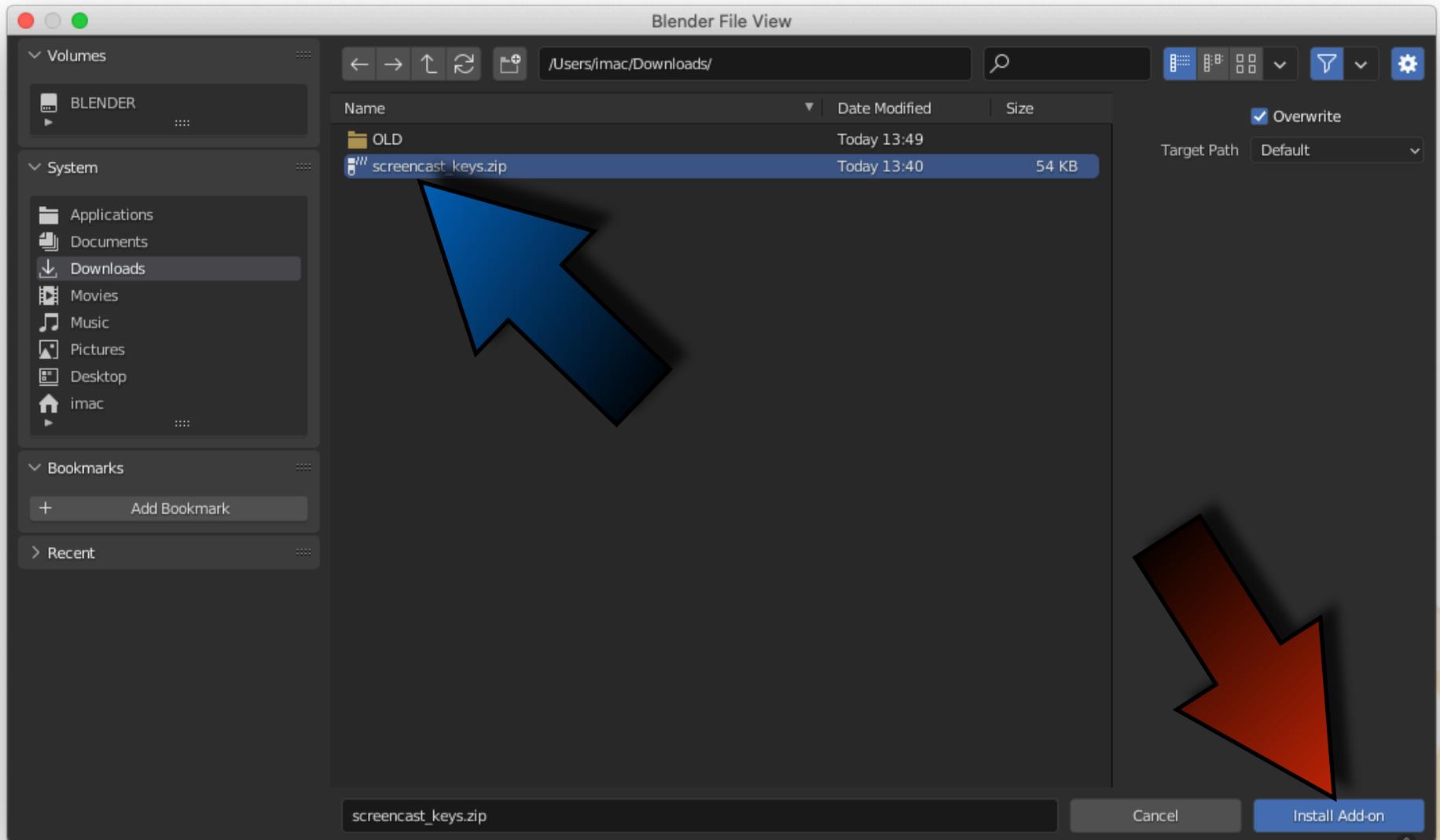
PREPARATION TO WORK

CLICK INSTALL



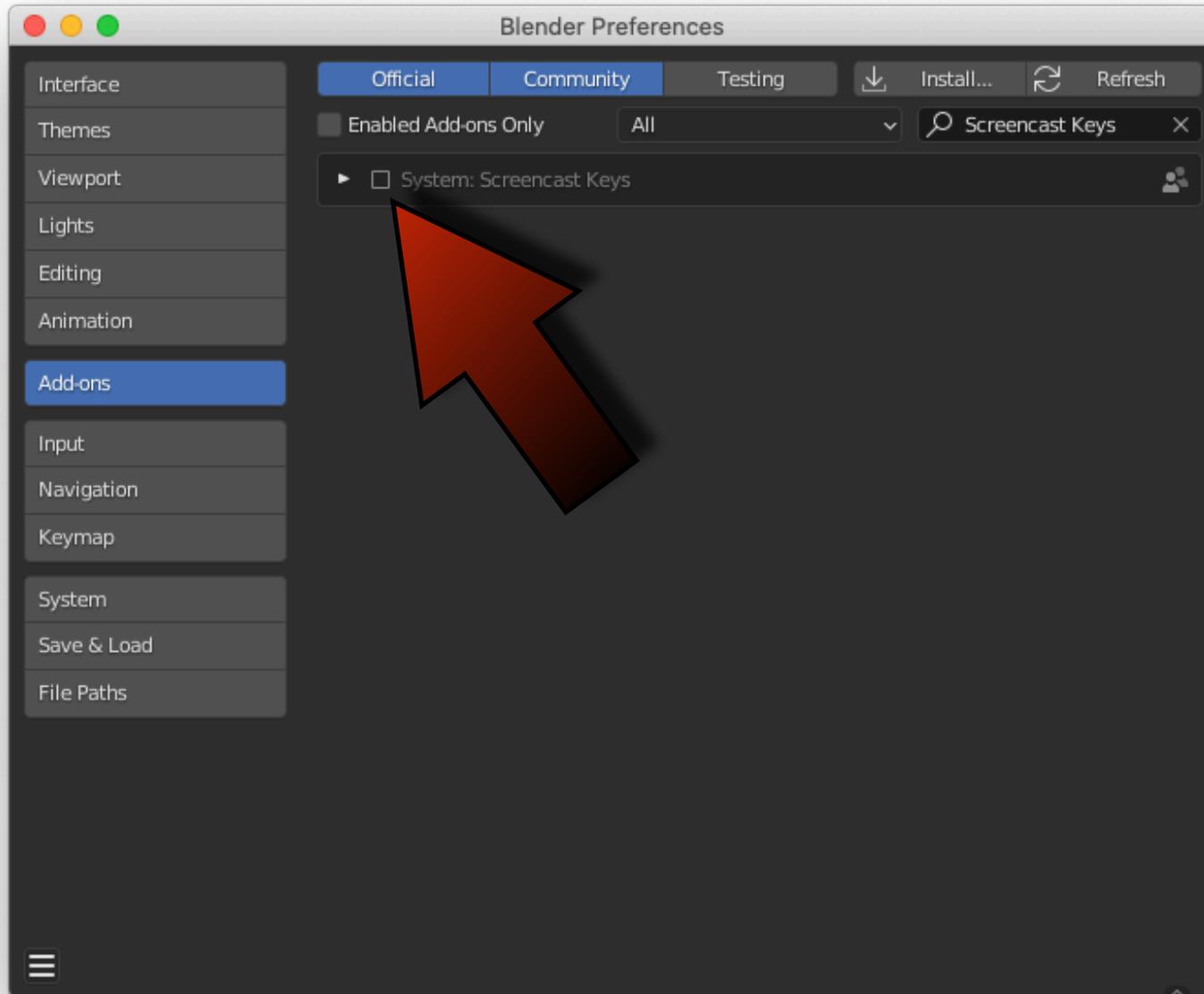
PREPARATION TO WORK

CHOOSE AND INSTALL **screencast_keys.zip**



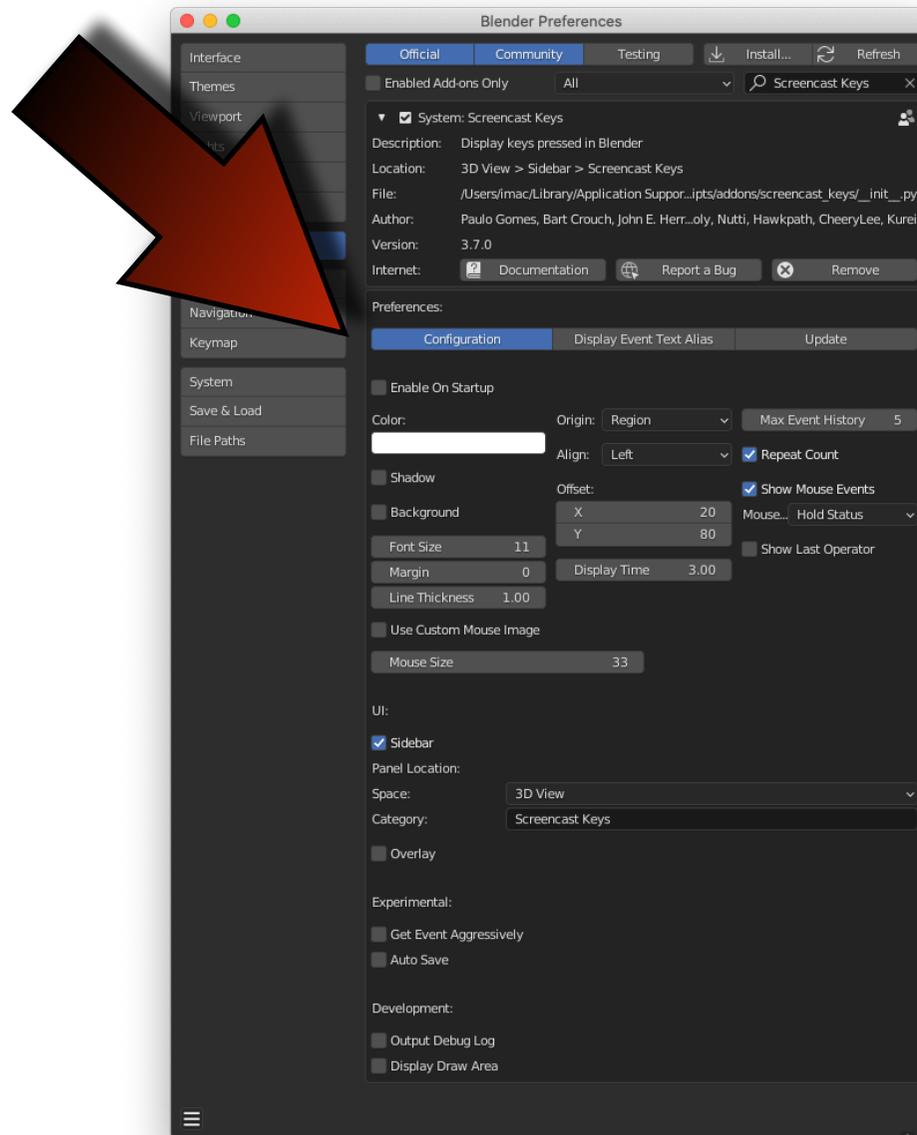
PREPARATION TO WORK

SELECT INSTALLED ADDONS



PREPARATION TO WORK

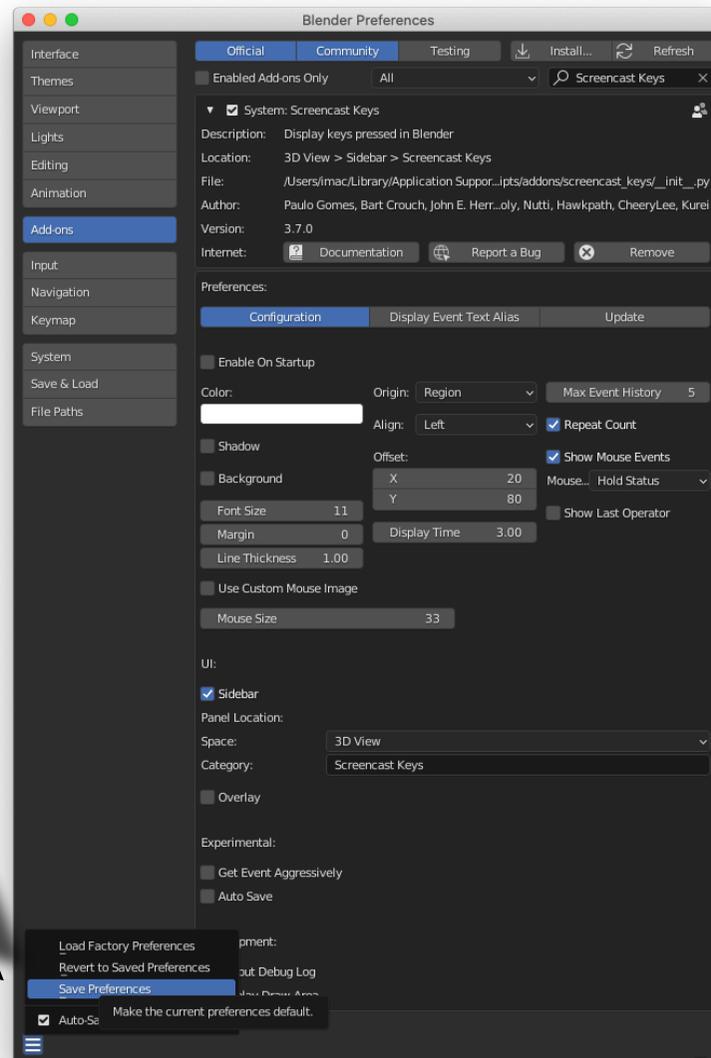
YOU CAN MAKE YOUR SETTINGS



PREPARATION TO WORK

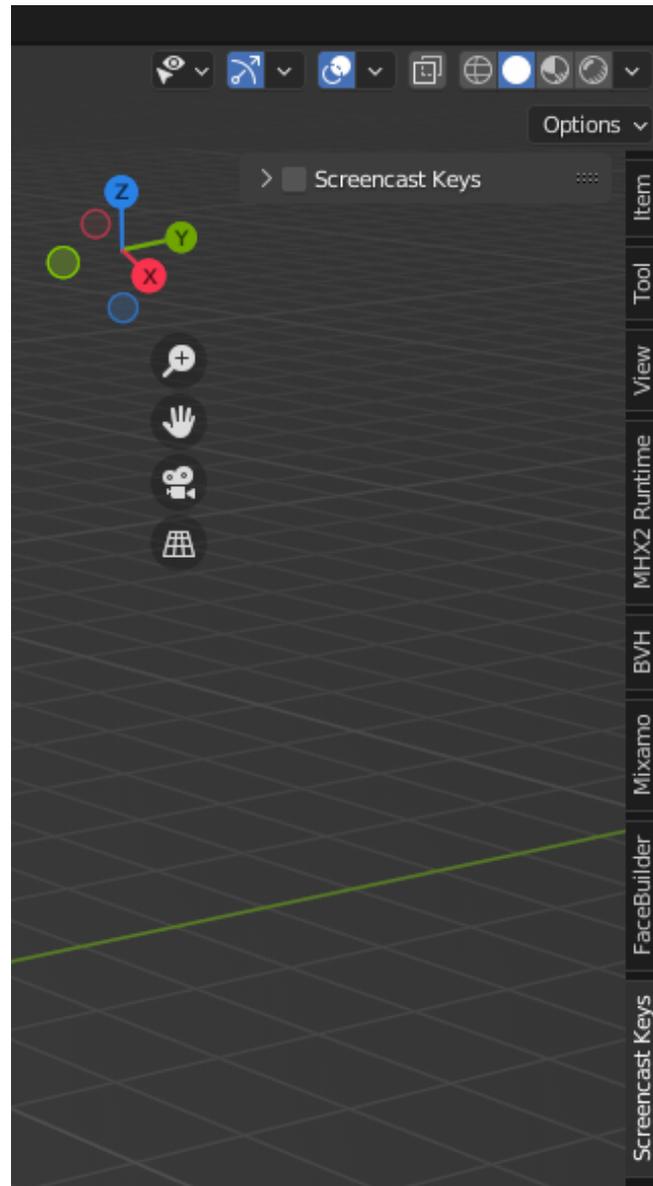
KEEP ADDONS ALWAYS AVAILABLE

SAVE THE CONFIGURATIONS



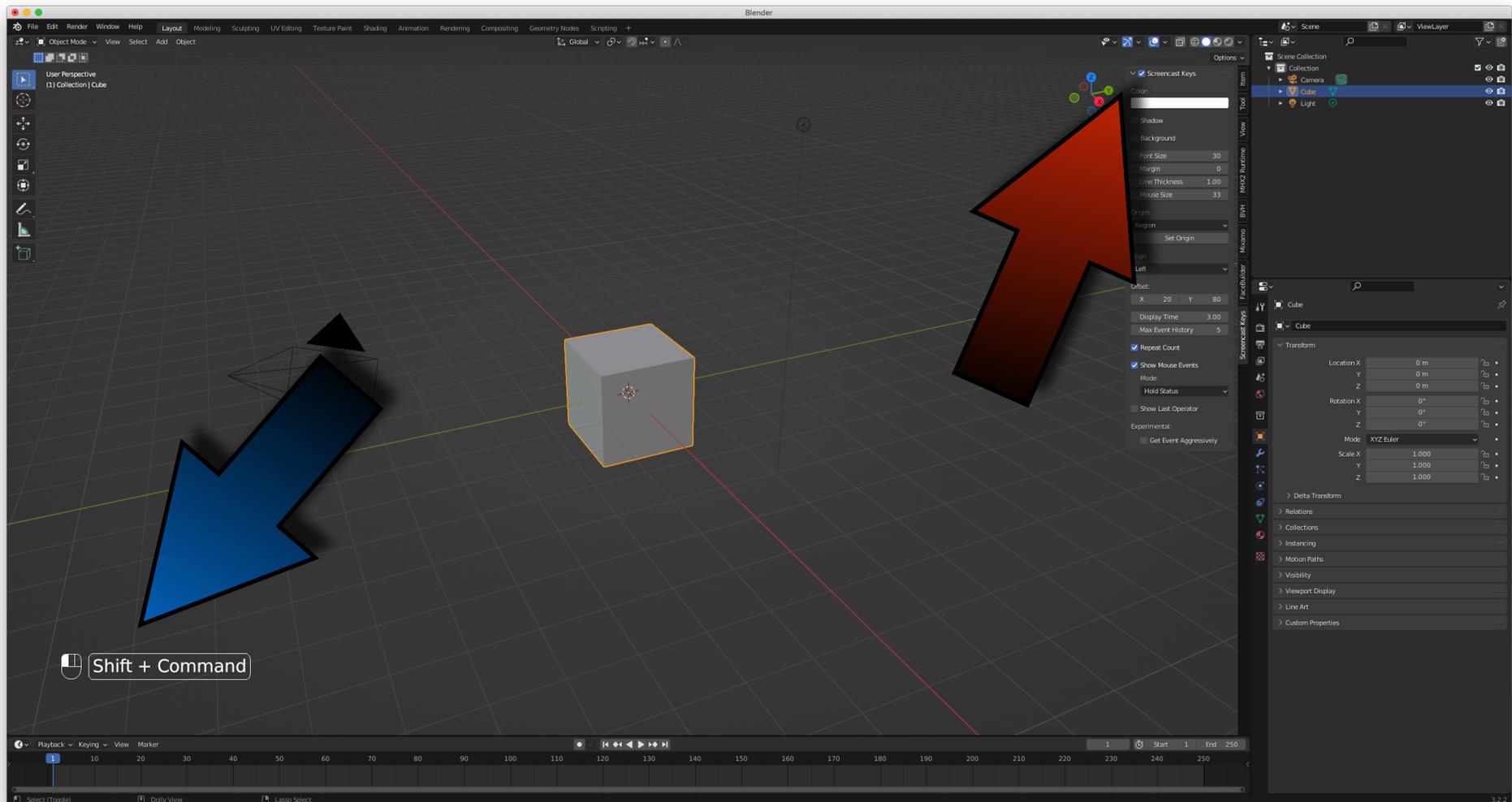
PREPARATION TO WORK

A TAB WILL BE INSTALLED HERE



PREPARATION TO WORK

**TO ACTIVATE IT CLICK ON
SCREENCAST KEYS**



BLENDER

**THANK YOU
FOR YOUR
ATTENTION**

JACEK KAWAŁEK