

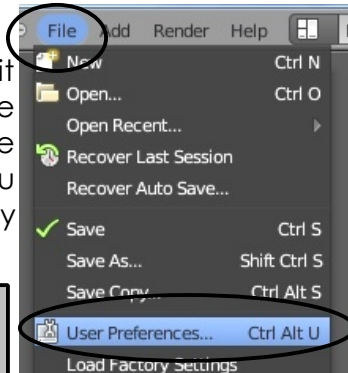
# Chapter 1- The Blender Interface

## The User Preferences Window

The User Preferences Window can be called up by selecting it in the "File" pull-down menu. This is where you can customize Blender to react to your particular needs. If you would like these setting to be in place every time you open Blender, you can save them by clicking the "Save As Default" button or by pressing **Ctrl "U"**.

### **RoboDude Says:**

*Be careful to only use this setting at the beginning of a drawing session and on your own personal machine (not school computers). If a drawing is open at the time, that drawing will automatically open every time you use Blender. It will become the default scene and replace the cube, lamp and camera basic setup!*



Blender works well using the default settings, but there are several things you may want to change for your own use to streamline your work flow or react better for your computer. By looking at the tabs across the top of the window, you can select options in several areas. Here are a few you might want to look at:



**Editing Tab-** Instead of new objects aligning to the "World", you may want to try "View". The Global "Undo" steps are defaulted for 32. If this isn't enough, add more.

**Input Tab-** The "Emulate Number Pad" option is great for laptops without number pads.

**Add-Ons Tab-** There are some great add-ons included. A good one is "Dynamic Space Bar Menu". ***This will emulate the space bar as in previous Blender versions.***

**Themes Tab-** This is where you can change the appearance of everything!

**File Tab-** If you save sounds, textures, etc. in specific folders, set the paths to save time.

**System Tab-** If you need to make adjustments to sound and memory or game setting, they can be done here.