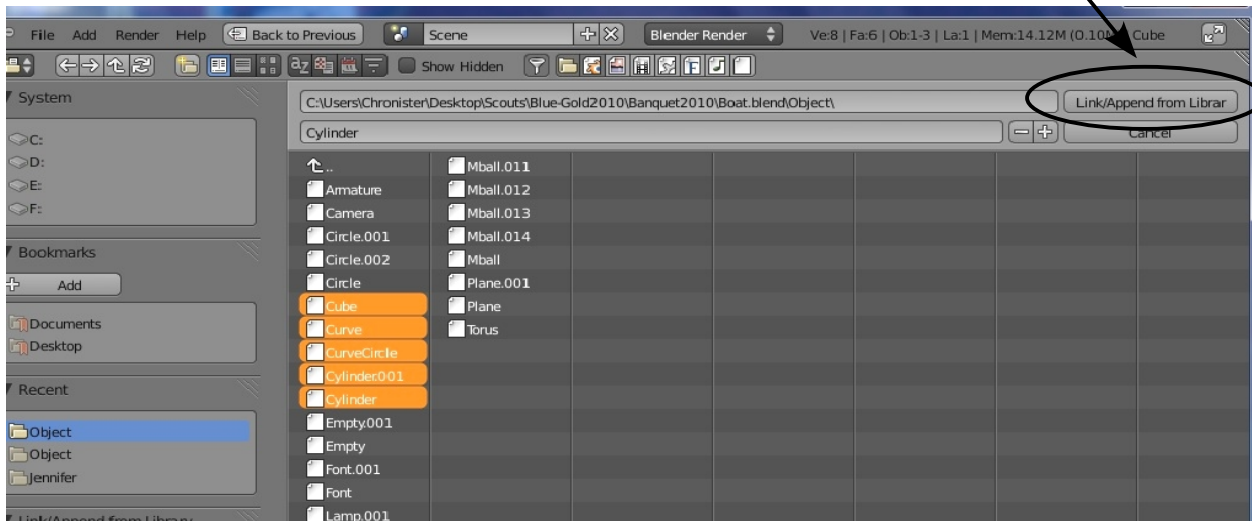


Chapter 1- The Blender Interface

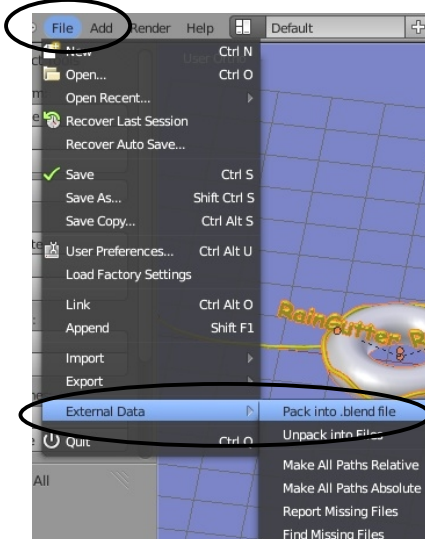
The Append Command:

When you need to insert elements from one Blender (.blend) file into another one, you need to use the **Append** command from the file pull-down menu. While in Append, you need to navigate to the Blender file you wish to insert from, then select what you want to append into the open file. You can append anything from cameras, lights meshes, materials, textures, scenes and objects. For most purposes, use the **Object** option. By appending objects, any materials, textures and animations that are linked to that object will automatically come in with it. Left Mouse Button (LMB) clicking on objects will select\deselect them (hold down "Shift" to select multiple objects). Typing "A" will select them all. After you select all objects to append, click the "Link/Append from Library" button in the upper right corner of the screen.



The **Link** option allows you to link to another Blender file rather than inserting it into the open file and also found in the File menu. This option allows for changes to the linked file that will be automatically updated when the other file is opened.

Packing Data



If you plan to open this file on other computers, you will need to select the "**Pack into .blend file**" option in the File menu under "**External Data**". Textures and sounds are not automatically included in your Blender file in order to keep the file size down. Every time your file opens, it looks for the textures and sounds and places them into your model. If it can't find the files, you won't have any textures and sounds. If you pack data, those files are included with the .blend file so they can be opened anywhere, however, your file size may explode. When data is packed, a small package shows up on the top of your screen letting you know that the file is packed on older versions of Blender-not 2.5 versions. You can also unpack data to bring the file size back down.