

Chapter 3- Creating and Editing Objects

Working with Basic Meshes

Now that we know how to move around in Blender, let's start doing some basic building and shaping. In this chapter we will talk about creating basic shapes and using modifiers to form them. There are a lot of different types of things to draw in Blender. Right now we will only discuss Meshes.

Start a new drawing in Blender and save it in your "My Documents" directory. Call it Sculpture. Since there a variety of operating system and saving structures, you may need to set up folders as needed.



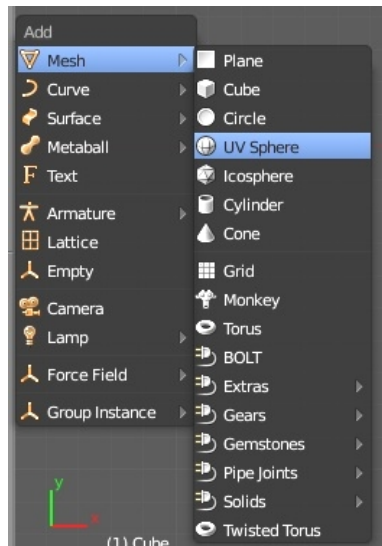
RoboDude Asks:

Why do I keep losing my work?

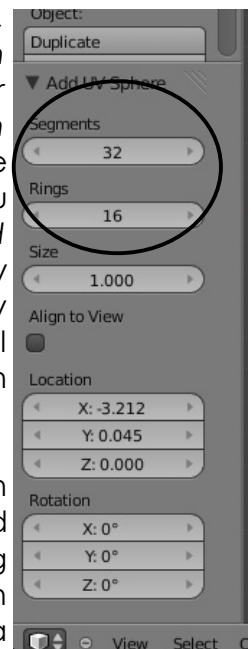
Blender will not prompt you to save you file when exiting the program.

Remember to always save your work often!

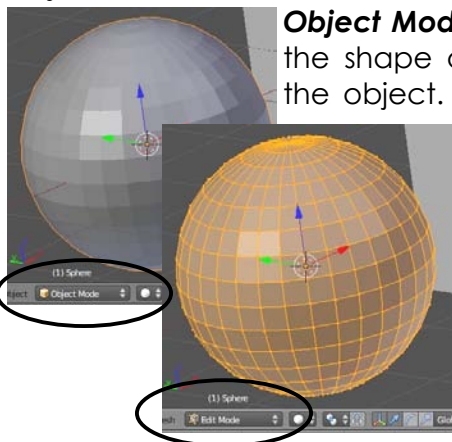
Placing Objects On Your Screen:



The 3D Cursor (bulls-eye) location is used to place new objects. Use the left mouse button to move the cursor in 3D space. When you have it in a good location, press **Shift-"A"** to bring up the insert menu. Select **Add**, then **Mesh** and select **UV Sphere** (my mesh menu may display more items than your menu due to selecting different Add-Ons in the preferences menu). You will then be asked how many segments and rings you want in the **Tool Shelf** (open this if closed with the "T" key). You can change these by dragging the mouse in the block or by clicking in the box to type. Your sphere will change to reflect your settings. You can also adjust some other settings there.



When you place an object in Blender, it comes into the scene in **Object Mode**. There are basically 2 states in Blender- **Edit Mode** and



Object Mode. Edit mode is intended for modifying the shape of the object by selecting vertices on the object. Object mode affects the object as a whole. The **Tab** button toggles you

between the two. You can also see and change your mode at the bottom of the viewport. **After inserting an object into your scene, always make sure you're in Object Mode. Otherwise, the next object you create will be joined to that mesh!**

