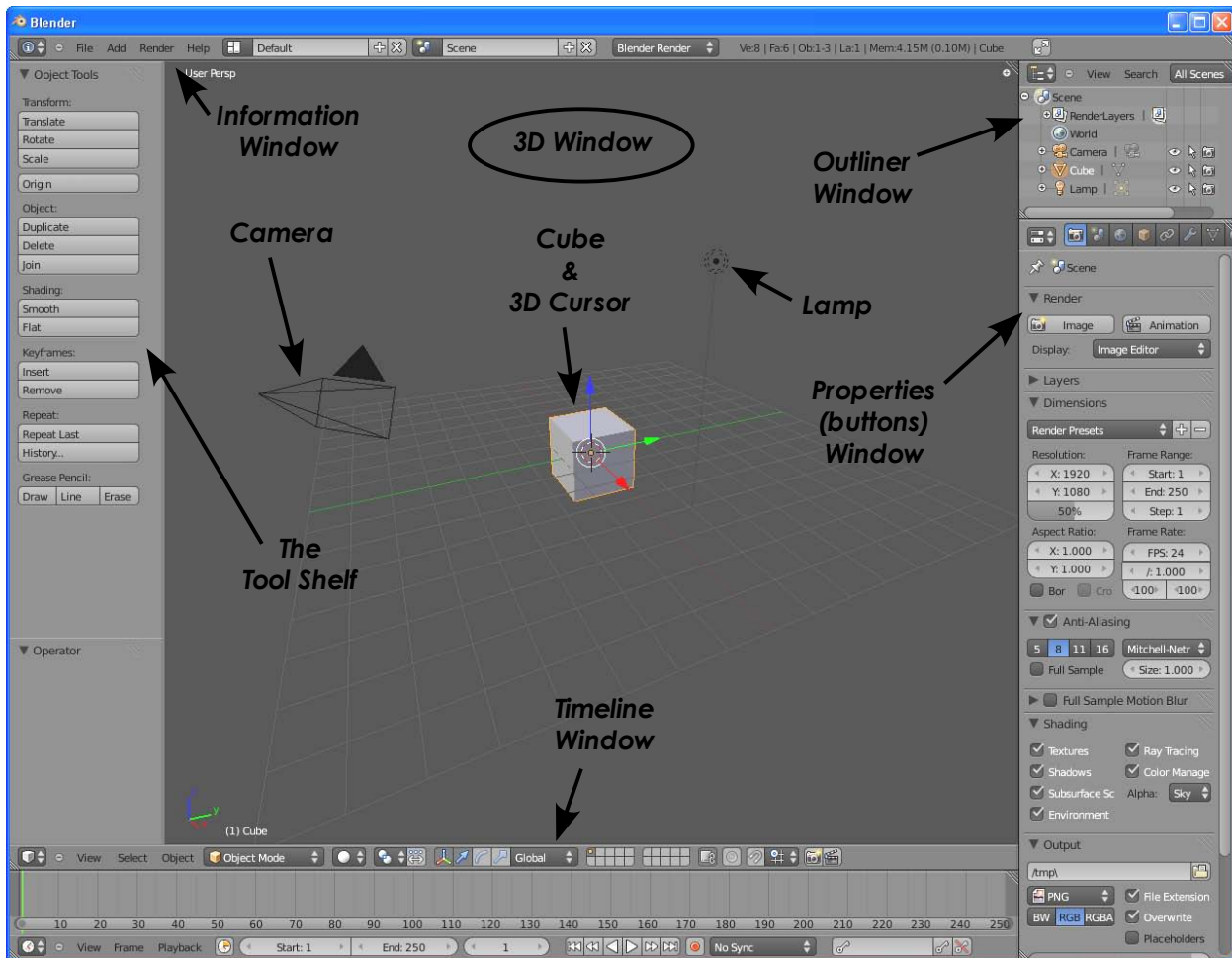


Chapter 1- The Blender Interface

The Blender Screen

Years ago, when I first looked at Blender and read some tutorials I thought that this looked easy and made sense. After taking the program for a test run, I decided to forget about it for a while because I couldn't make anything. The interface is different than any other programs I've experienced before. I thought I'd try again and after a few weeks however, things began to make sense and I realized the potential of the program. Even if you're familiar with previous versions of Blender, the new 2.5/2.6 interface is a drastic change! Here's what you are looking at when you open the program:



You are looking at a scene consisting of a cube, lamp and a camera. The cube is a basic mesh object to give you something to look at, a lamp to illuminate the scene, and a camera to show the scene. Older versions of Blender may open with different scenes, but the idea stays the same. The 3D cursor in the middle of the cube is used to locate where new items will be placed. It can be moved around on the screen by clicking the Left Mouse Button (LMB). Along with familiar pull-down menus like other programs, you have multiple viewports on the screen serving different purposes. We will talk about these later and how they can be changed.



3D Cursor