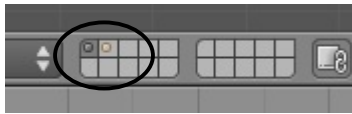
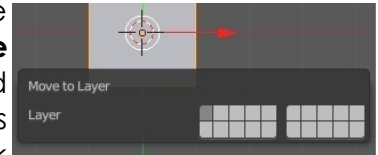


Chapter 1- The Blender Interface

Blender works with layers much like other programs where objects can be placed in different layers and displayed as needed. It's a good idea to get comfortable with layers because as your scenes get bigger, turning layers on and off help with the speed of your work and being able to see things better. To change things between layers, select the object with the **Right Mouse Button (RMB)** and type **"M" for move**. Try it with the cube and change layers. By the way, if you put it in a layer that's turned off, it will disappear. To turn that layer visible, click



(LMB) on that button. To turn on multiple layers, hold down "Shift" and click on the buttons. Layers containing objects will display a dot.



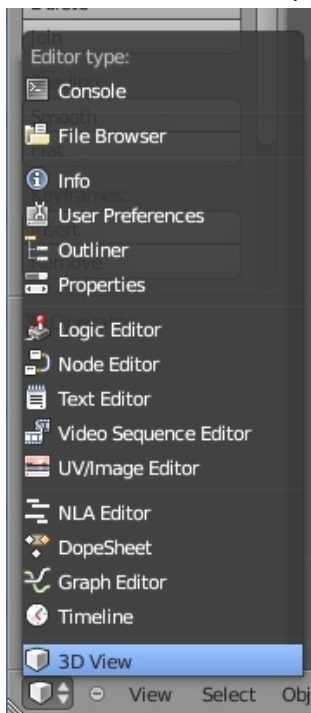
RoboDude Asks:

"How do I select multiple objects in Blender?"

Hold down the "Shift" key while using the RMB (Right Mouse Button).

Window Types

Blender has a variety of different window types and every window can be set to any type. For example, your initial screen has 5 windows (see previous page), the top one with the tool bars (Information window), the 3D window, and the bottom Timeline window. On the right, you have the Outliner and Properties windows. The button to change window types in the upper or lower left corner of each window. There are a lot of window types. The ones we are most interested in are:



File Browser- usually comes up automatically as needed

Info- menus, screen, scene and render engine options

User Preferences- can be selected from the "File" menu

Outliner- displays all objects in your scene and settings

Properties- once called the buttons window, where most settings and scene options occur

Logic Editor- game and real-time animation controls

Node Editor- post-production effects for a scene

Video Sequence Editor- compile final movies with images, effects and sounds

UV/Image Editor- setting textures for games and movies

Graph Editor- replaces IPO window- displays animation data

Timeline- animation timeline with display and record controls

3D Window- your basic 3D scene window to work in

Ready-Made Screens

Blender has several ready-made screens for you to choose from that make optimal use of these windows. They can be accessed from the top pull-down menu area. Besides "Default", you can choose depending on what you're doing.

