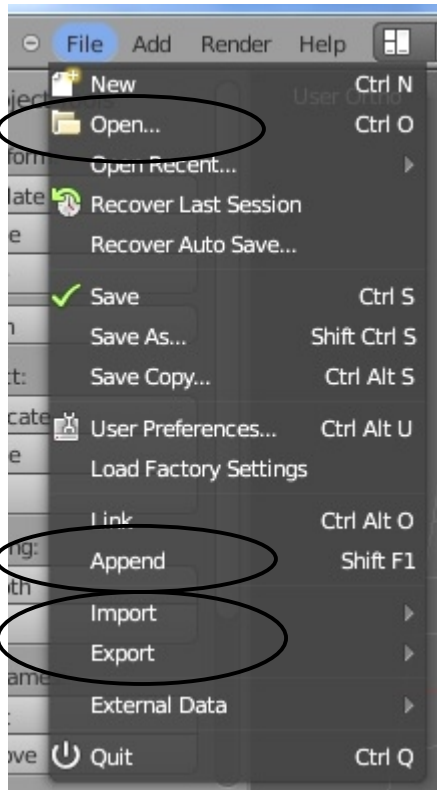


# Chapter 1- The Blender Interface

## Open, Saving and Appending Files



Blender utilizes commands similar to other programs when it comes to saving and opening your work with a few exceptions. Blender can use the “**Open**” command to open Blender (.blend) files and the “**Append**” command to bring in elements from other Blender files into another Blender file. The open command can be used to import VRML (.wrl) and .DXF files from other programs. These are generic file interchange extensions that most programs can work with. Blender also has extensive **Import** and **Export** options in the file menu.



### **RoboDude Says:**

*Be careful to save your work often! Unlike most programs, Blender will not warn you to save your work when exiting the program- it will just close, losing any work you may not have saved.*

### **The Save Command:**

When you first start working with Blender, it seems almost impossible to figure out how to save your work, even with the improvements in 2.6. The file interface almost resembles old MS-DOS. Also, every time you save over an existing file, your previous save becomes a back-up file and is saved with a new extension (.blend1). This always gives you a back-up if a problem occurs. Here's what you see when you hit the save command:

