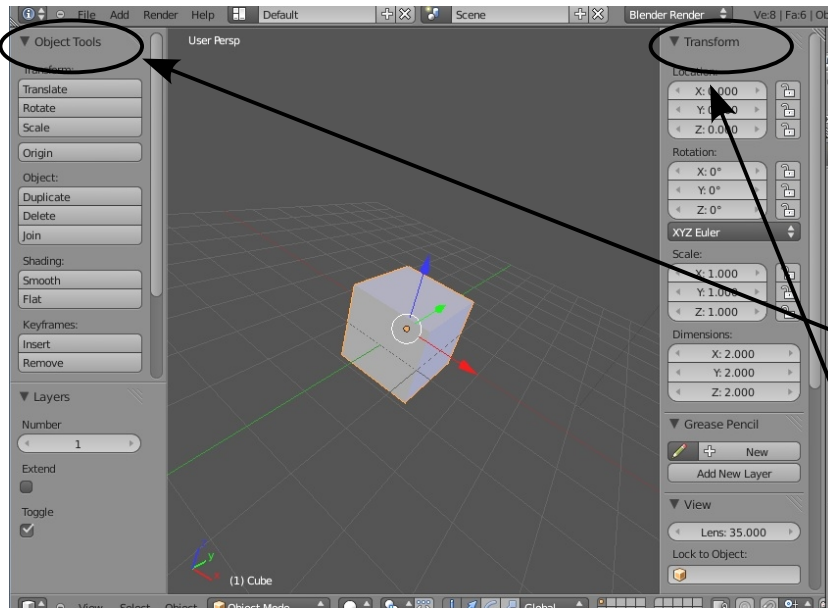


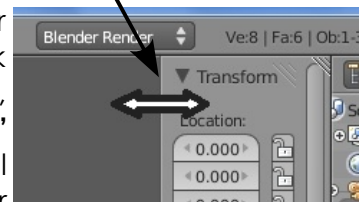
Chapter 2- Working with Viewports (windows)

Window and Button Control



So now you know how to save your Blender file and move around in 3D space. We're still not really able to create anything yet, but soon. You have a default screen with several viewports. You may have noticed that along with the Tool Shelf on the left side, you can also have a Transform panel on the right of your viewport. These are definitely useful panels as you will soon see, but they take up a lot of space. You can minimize them by

dragging on the edge of them with the LMB while your cursor looks like a left/right arrow. So how do you bring them back out when you need them? With your cursor in the 3D window, you could type "**T**" for the Tool Shelf or "**N**" for the Numeric Transform panel. This will open the panels up again (pressing either button a 2nd time will close the panel up). You can also click on the small "+" symbols at the sides of the viewport to open them.



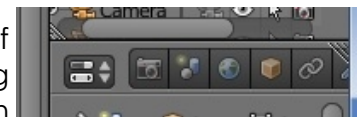
The 3D View Window Header:

A lot of the key commands we will talk about in the book can be controlled in the Window Header. Some of the common operations found there are:



Scrolling in the Properties Panel:

You may notice that many of the buttons and panels are off the screen. Accessing those buttons can be done by holding down your mouse wheel (like it's a button) and using it to pan



left-to-right. The same can be done to access the panels below the buttons. You can also use the "+" and "-" keys on the number pad to zoom in and out on the panels.

Panels can also be minimized and maximized to take up less space by clicking on the small triangles found on each.