

Blender Tutorial Cheatsheet

Where can I get Blender?

You can download the most recent version from: <http://www.blender.org/download/>

Getting started

Generally the hardest part of Blender is the user interface, so watch this video: <http://cgcookie.com/blender/lessons/interface-and-navigation/>

A lot of Blender functionality is only available through keyboard shortcuts so please print out this cheat sheet : http://www.blender.hu/tutor/kdoc/Blender_Cheat_Sheet.pdf

Blender is also meant to be used with a number pad (for changing views), you will have a bad time if you don't have one.

I also recommend you run through this: <http://cgcookie.com/blender/cgc-courses/blender-basics-introduction-for-beginners/>

Viewport Navigation

Scroll Wheel Zoom in/out view

Middle Mouse Button Rotate view

Shift + Middle Mouse Button Move view

Numpad 1 Front View

Numpad 3 Right View

Numpad 7 Top View

Ctrl + Numpad 1 Back View

Ctrl + Numpad 3 Left View

Ctrl + Numpad 7 Bottom View

Numpad 0 Active Camera View

Numpad 5 Switch between orthographic and perspective projection

Numpad / Isolate selected object in view

Numpad . Focus on selected object

Important Keyboard Shortcuts

Left Mouse Button Confirm transform/Move 3D Cursor

Right Mouse Button Select/Cancel Transform

G Translate

R Rotate

S Scale

X,Y or Z Following **G,R or S** specifies the axis to move on

Shift + X,Y or Z Following **G,R or S** specifies the axis **not** to move on

E Extrude

Tab Switch between current and last viewport mode (default: Object Mode/Edit Mode)

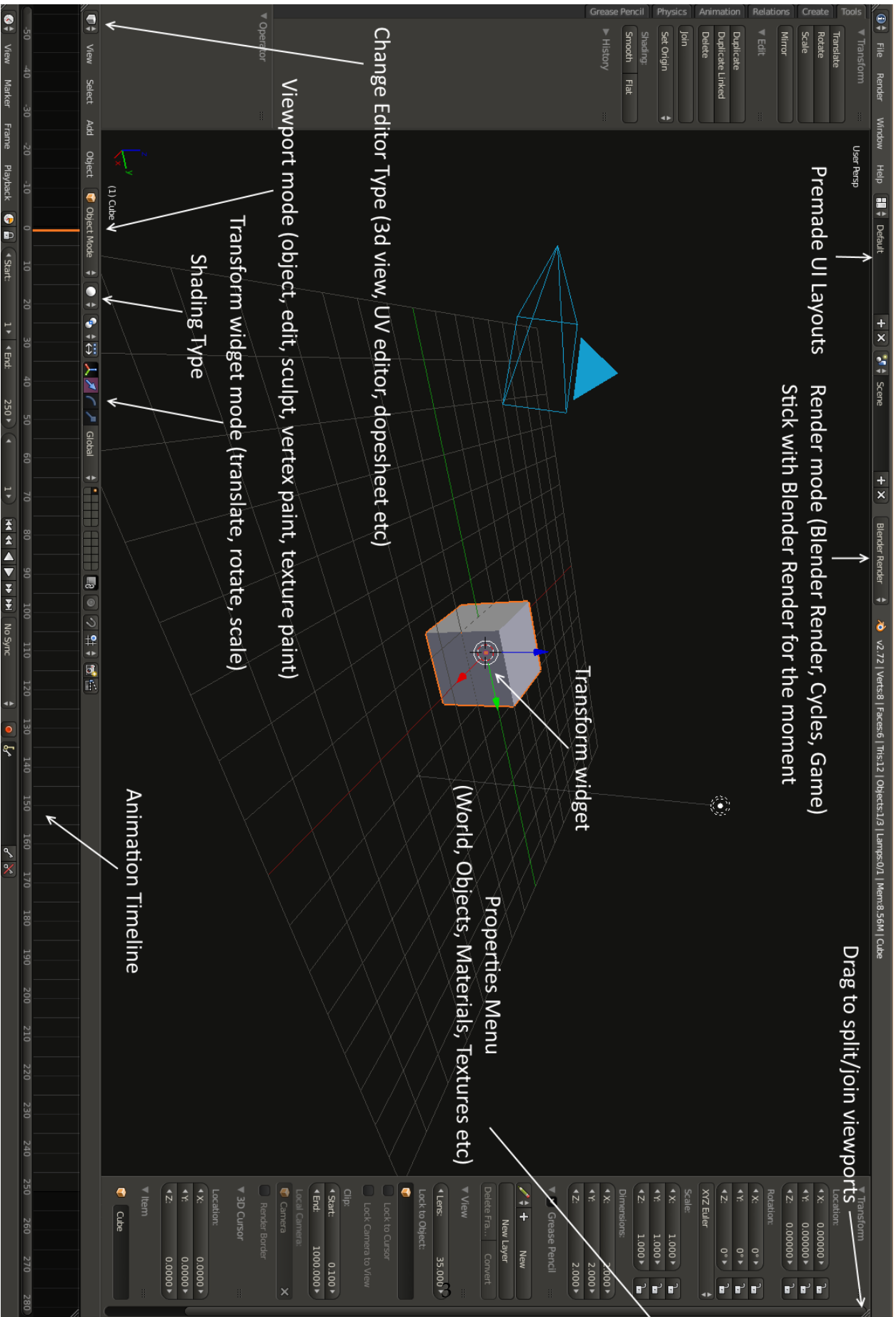
Shift + A Add Object

Ctrl + A Apply Transformations (Important)

Shift + S Snap Selection/Cursor (Useful if you loose the 3D cursor)

U Unwrap textures (must be used in edit mode)

UI



Premade UI Layouts

Render mode (Blender Render, Cycles, Game)
Stick with Blender Render for the moment

Change Editor Type (3d view, UV editor, dopesheet etc)

Viewport mode (object, edit, sculpt, vertex paint, texture paint)

Transform widget mode (translate, rotate, scale)
Shading Type

Animation Timeline

Drag to split/join viewports

Transform widget

Properties Menu
(World, Objects, Materials, Textures etc)

Transform