

Guide To Creating A Model In Blender

Abstract

This paper archives the process of creating a model in Blender. This paper is for those wanting to learn the ins and outs of the Blender program. No prior art or 3D program experience is needed. Blender is for anyone wanting to create a 3D model. This program is used to both create your models, and animate them.

When you first open Blender you will see a square in the middle of the grid. You can sculpt with this shape, or you can press X on your keyboard to delete the shape.

If you click on "Add" (next to "object mode" on the bottom left of the page) a small menu will pop up. Hover your mouse over "mesh" on the menu, and an array of different shapes to choose from will come up.

click on one and it will appear on the grid. If your shape has a strange pixel like texture, go to the transform tab on the very left, and under that choose "Smooth" shading. However, you can keep the pixel texture if that's what you are going for.

to move your camera view around, hold down on the wheel of your mouse, and move the mouse around. you can also use the wheel to zoom in and out.

To begin sculpting, click on object mode on the bottom left. a small menu will pop up, click on

the one that says "sculpt mode". click on the picture under the "brushes" tab and you can use whatever brush you want for your creation.

i recommend just messing around and experimenting with the brushes so you can see what they do.