

# Blender

- Blender



## Projects

- Elephant's dream
- Big Buck Bunny



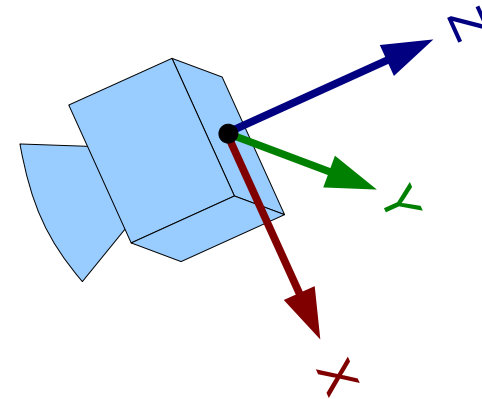
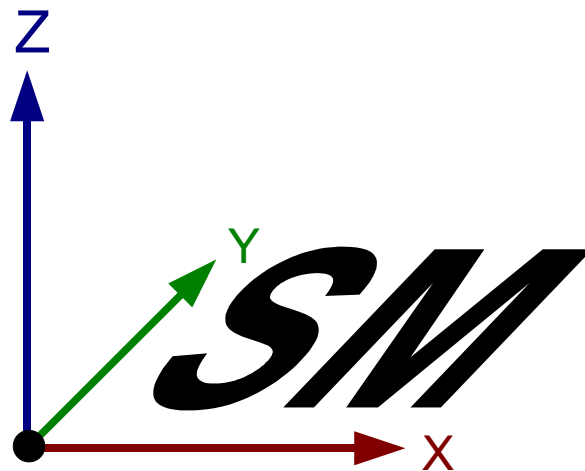
- Tutorials

- <http://www.cs.auckland.ac.nz/~jli023/opengl/blender3dtutorial.htm>
- <http://www.blender.org>
  - Quickstart
  - Manuals
- [http://en.wikibooks.org/wiki/Blender\\_3D:\\_Noob\\_to\\_Pro](http://en.wikibooks.org/wiki/Blender_3D:_Noob_to_Pro)

- Problem
  - Start menu entry “hidden”
    - Development/Development Environments/Blender Foundation/Blender
- Pitfalls
  - Left click
  - Object/Edit mode
  - Panels
  - Loss of Orientation
  - Local/Global Coordinate System

# Camera movement

- Global Coordinate System  
VS  
Local Coordinate System



# Camera movement

- **G:** Grab/Move along viewplane
- **G(x,y,z):** Grab/Move along global X/Y/Z axis
- **G(xx,yy,zz):** Grab/Move along **local** X/Y/Z axis

- Same for
  - Rotation
  - Scaling

