# Intro to Blender
## in digetsible bits Urp!

## Preface

So you want to learn Blender?  What is it?

- It's a fantastic program for building 3D models for Games and Animation.
- It's FREE! That's right, something that's too good to be true *is* true!
- Where can I see what Blender can do?
    - Go to **Blender.org** and snoop around.
    - Go to YouTube and search Blender Animation.
- It's every bit - maybe more - powerful than Maya, the program that Pixar uses.

and last, but something that's important to know,

- It's complicated, really complicated.

I've taught a number of different topics to different age groups, and although adults can be more patient with themselves, young folks grasp complex systems more easily. This is why I think that YOU are just the right age to give this a try.

Don't expect to make realistic animations right away. We're going to take Blender one small chunk at a time and make certain you've mastered it before moving ahead too quickly.

Thanks for giving this a try! If you or your folks have questions or catch any mistakes, let me know, I'll do my best to help!

Blake

blake@blakeketchum.com

*P.S. Why are these lessons free? Because Blender's free and it's one of the best things about Blender. I thought it best to pass it on!*

# Lesson 0 – Just getting ready

## Supply List

- You'll need a computer that has Internet access. Mac or PC. Laptops are fine for the projects in this course.
- If you're on a laptop, you can use the numbers that are above the letters on your laptop, but you'd benefit from a keyboard with a number pad. If you are working on a laptop that does not have a number pad, you can get a USB numeric keypad that will work at a good office supply store or online they cost between $10 and $20 USD as of 2010. Sometimes computers are stubborn about recognizing numeric keypads. Google the keypad number and your OS and see if you find help. I always have found help online when pairing laptops with keypads. If you choose not to get a numeric keypad, make certain to set the preferences in Blender to emulate a numeric keypad on your laptop: Open Blender, then **File > User Preferences > Input > Emulate Numberpad > Save as Default**.
- If you aren't using a digital tablet, a mouse with a scroll and 3-buttons, left, right, and middle. Most scroll wheels are also a middle button, just make certain. You won't be able to use blender effectively with just a touchpad on your laptop. I have a Logitech programmable mouse that works well with Blender on a Mac and a PC, but there are many others that will work just fine.  Mac's "magic mice" look sharp but aren't very good with Blender.
- Consider obtaining a digital tablet. Although **it's not needed**, it can really make things go smoothly and be more fun. Wacom makes some widely available tablets. Look for a pressure sensitive tablet. Wacom's new series "Bamboo Pen & Touch" will be fine with Blender and is a way-cool thing to use for web browsing and graphics. If you use a tablet, set the user preferences as follows:
    - **File> Interface > Rotate around selection > Save as Default**
    - **File > User Preferences > Input > Emulate 3-button mouse > Save as Default**.

## Download & Install

- Download the most current version (2.57 as of June 21, 2011) of Bender from Blender.org. It is **FREE**.
- Install Blender. For Mac, just drag it to your applications folder. For PCs, use the install program or wizard to get you going.

## Looking Ahead

- Learning your way around the Blender Interface
- Saving files
- Mouse, Pen, and Keyboard Shortcuts
- Suzanne the Blender Monkey and her favorite letters E, G, S, and R.