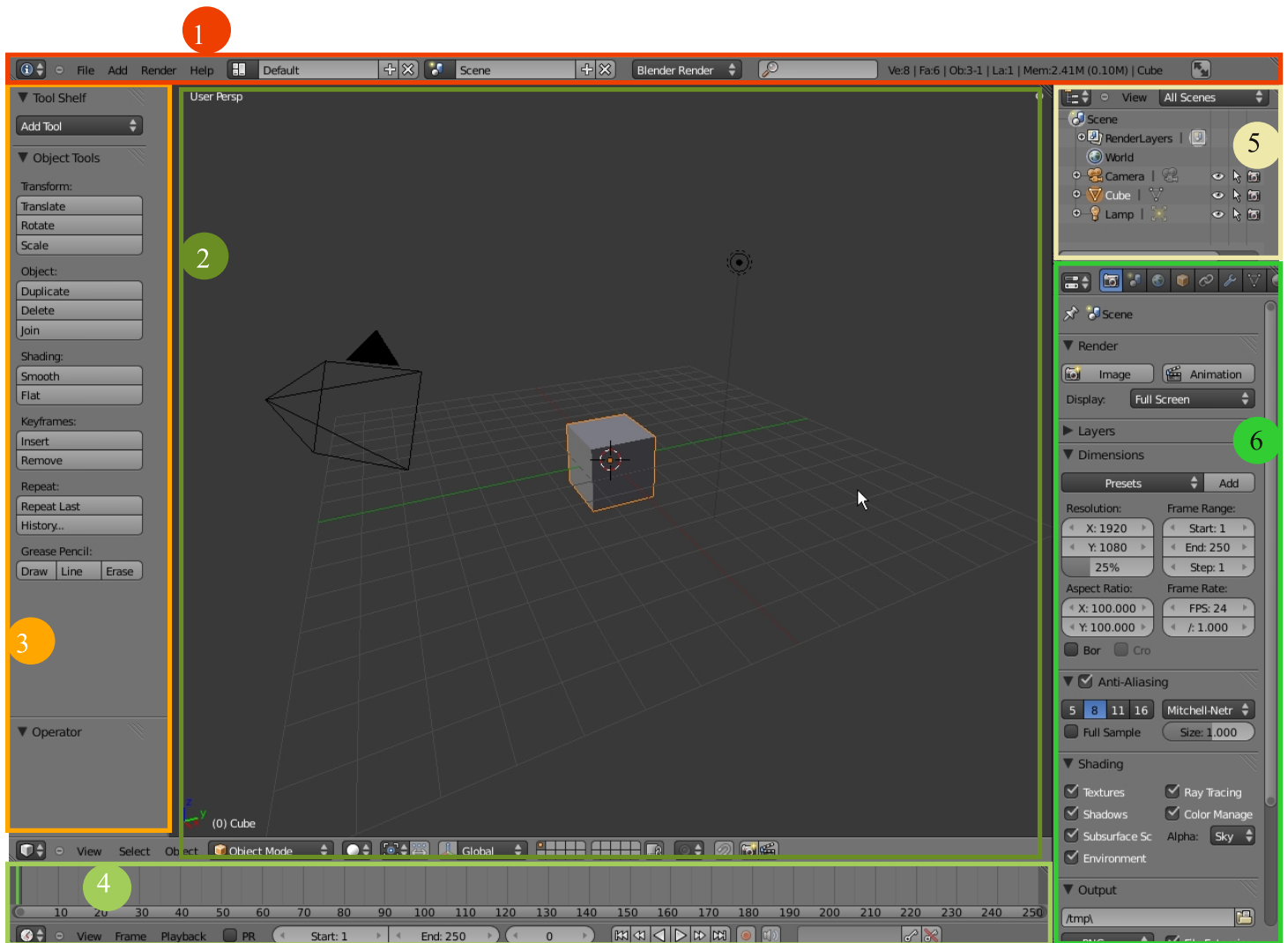
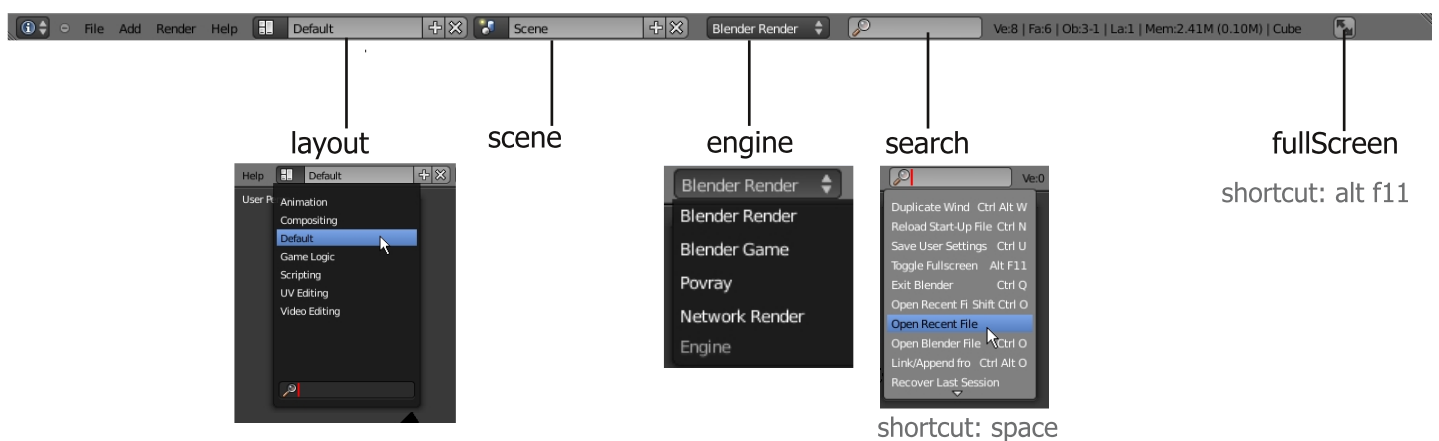
 pengenalan interface
Blender 2.5 alpha0

(cc) by budip dimistic@gmail.com

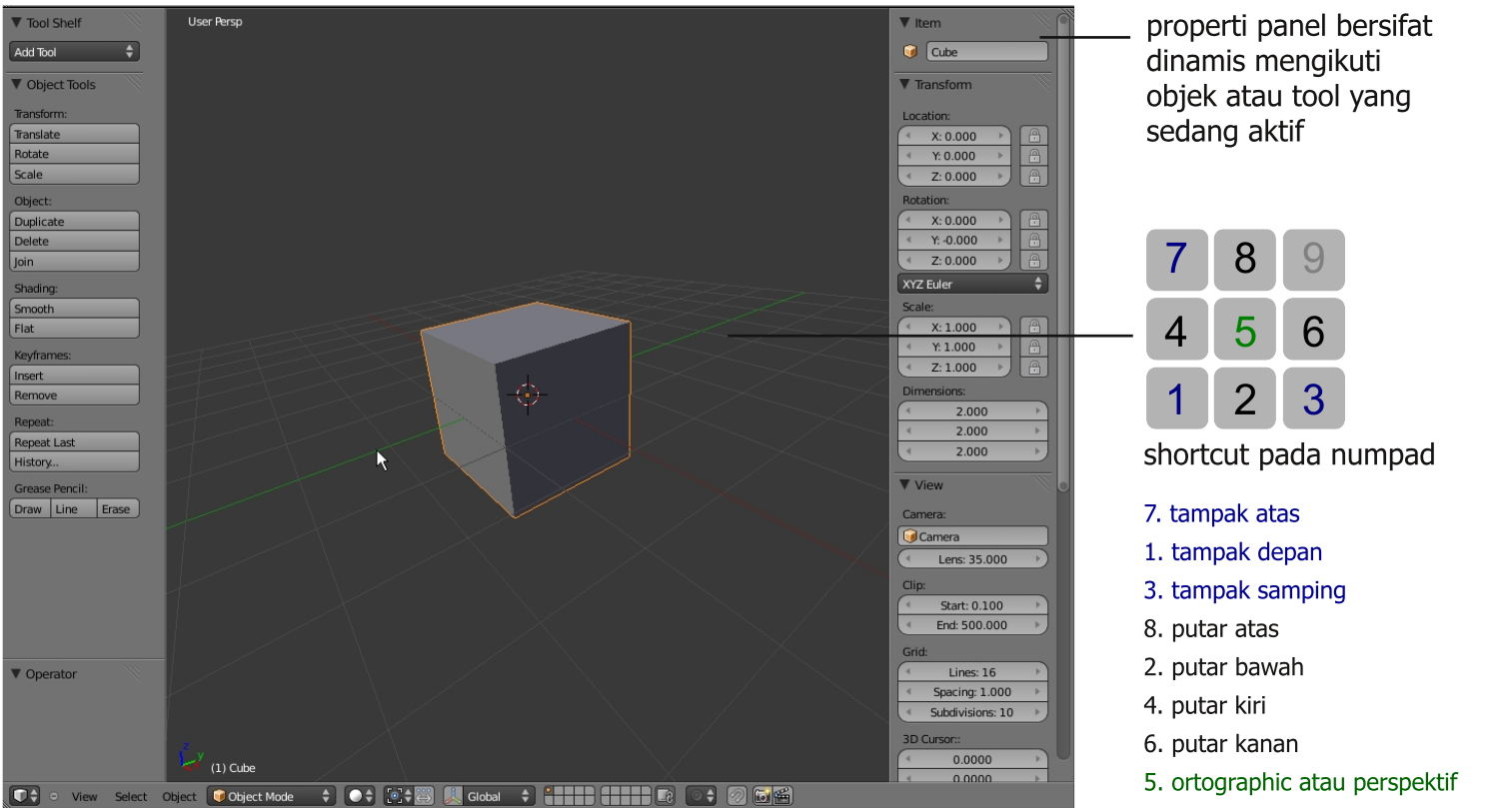
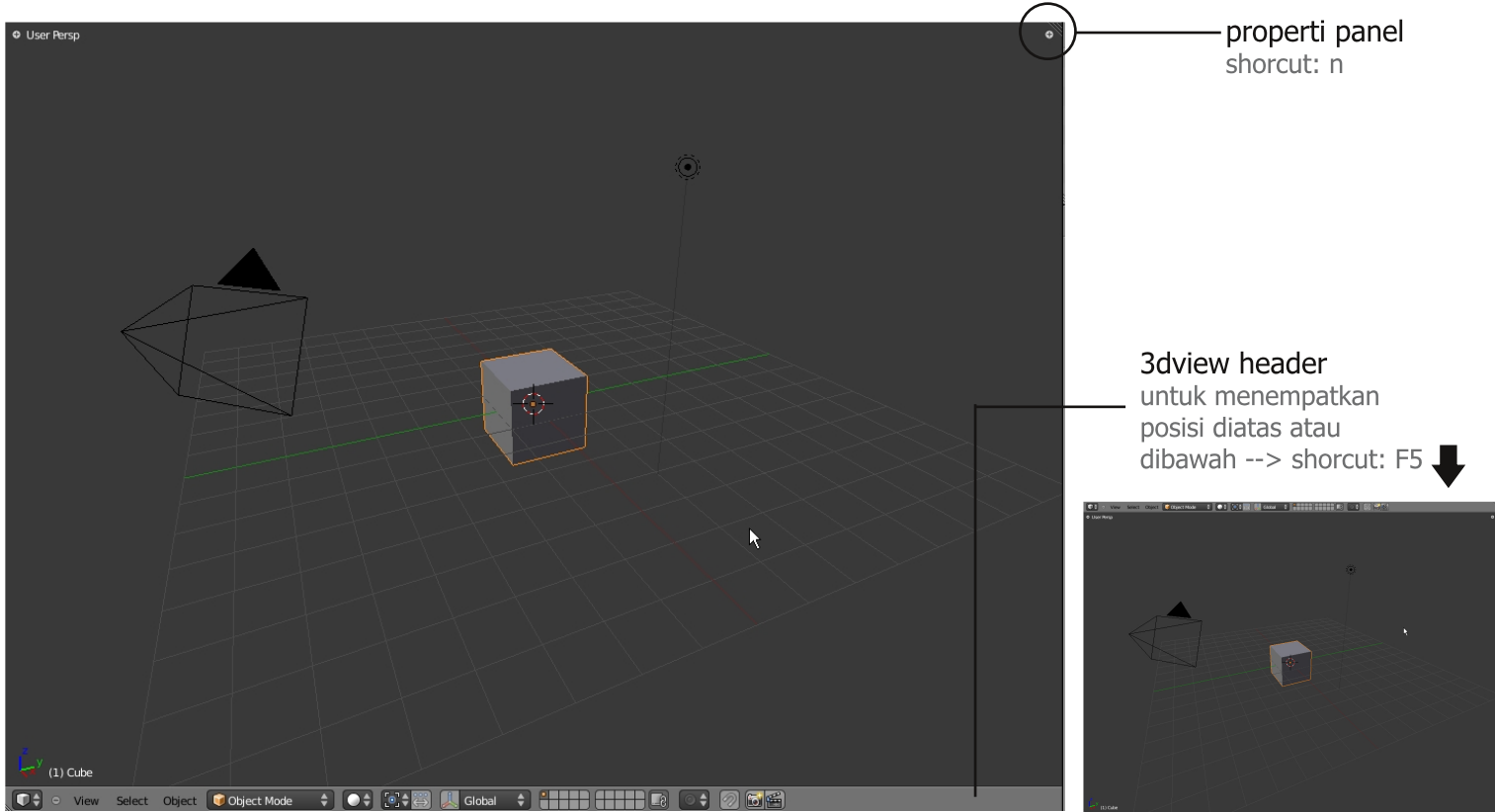


1. info header : menu utama blender
2. 3dview : secara default ditampilkan dalam pandangan perspektif
3. toolbar : berisi daftar tool pada blender yang bersifat dinamis mengikuti konteks objek atau perintah yang berkaitan (shortcut: T)
4. timeline : fungsi untuk play animasi pada 3dview atau video pada image squence
5. outliner : disini anda bisa melihat struktur data objek blender
6. properties : panel yang akan sering digunakan untuk memodifikasi parameter objek / animasi

1. info header



2. 3dview



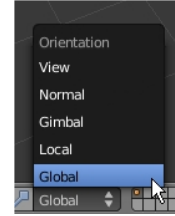
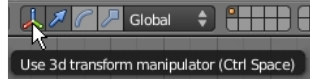
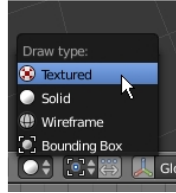
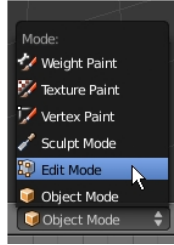


mode

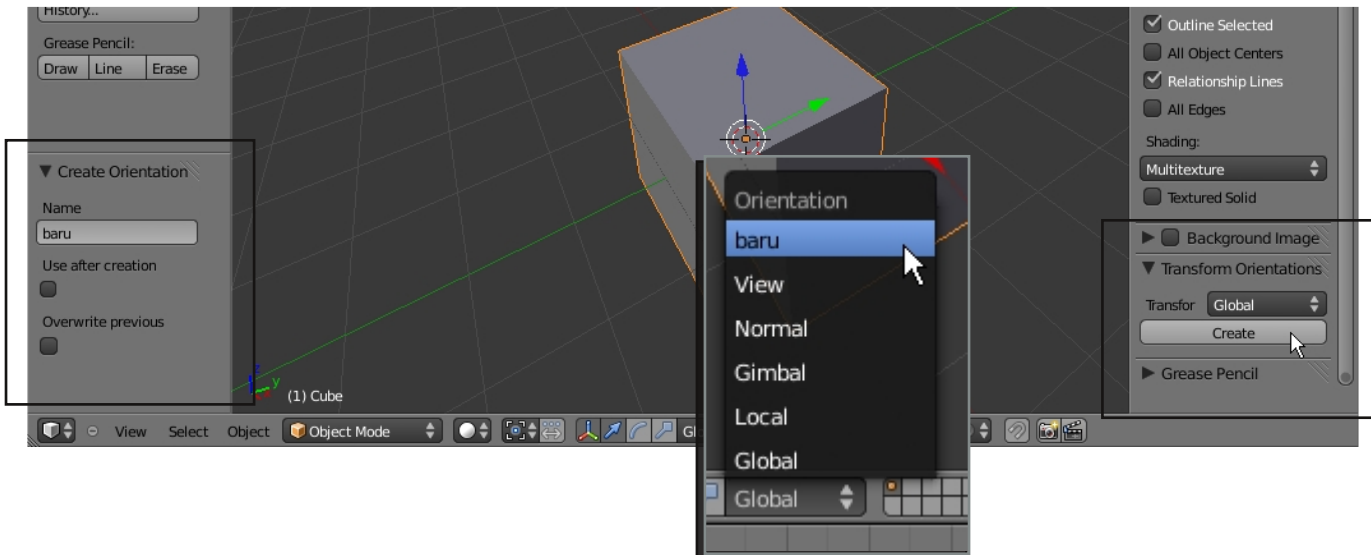
draw type

3d manipulator

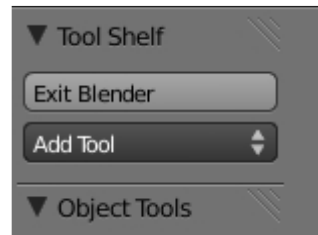
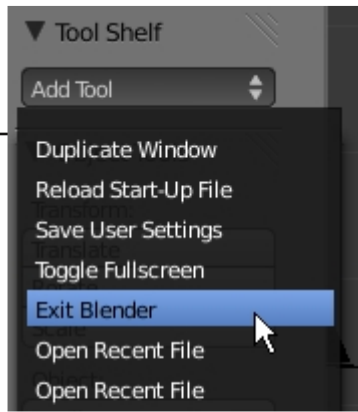
transform orientasion



juga bisa membuat transform orientation sendiri, lewat properti panel

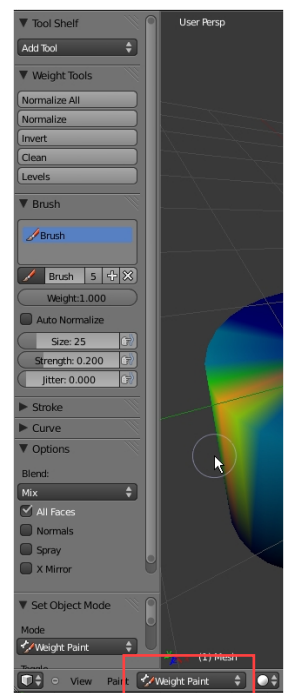
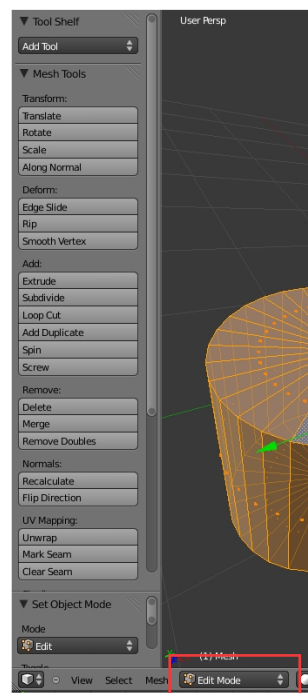
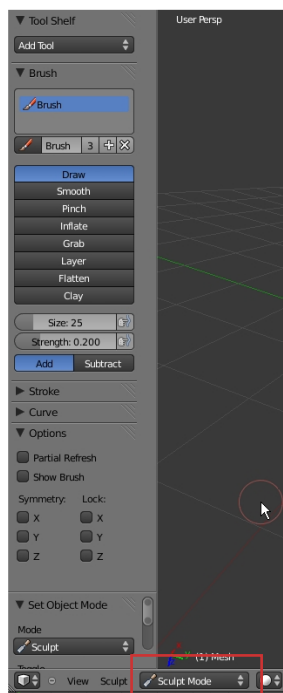


3. toolbar

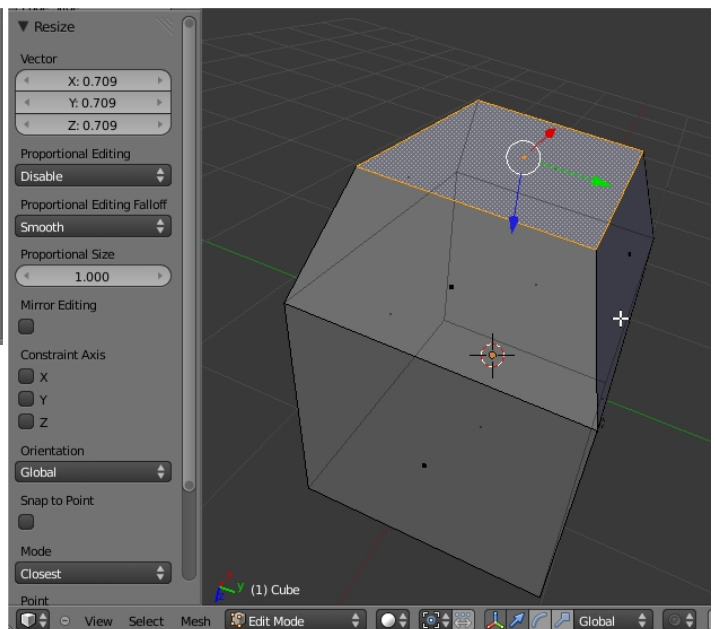


tambahkan tool anda sendiri

tool mengikuti mode



menampilkan opsi pada tool yang sedang digunakan



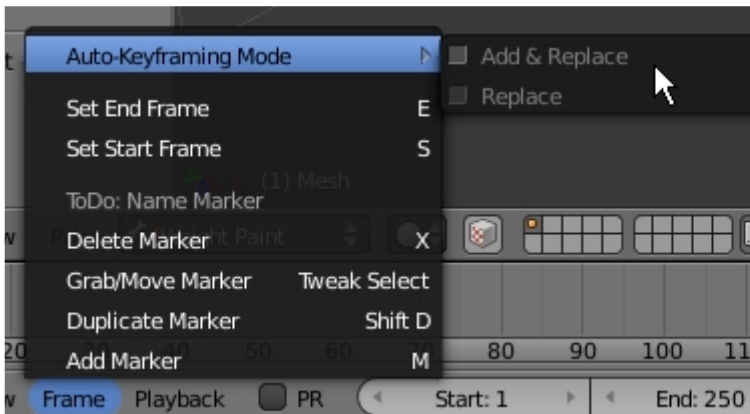
4. timeline



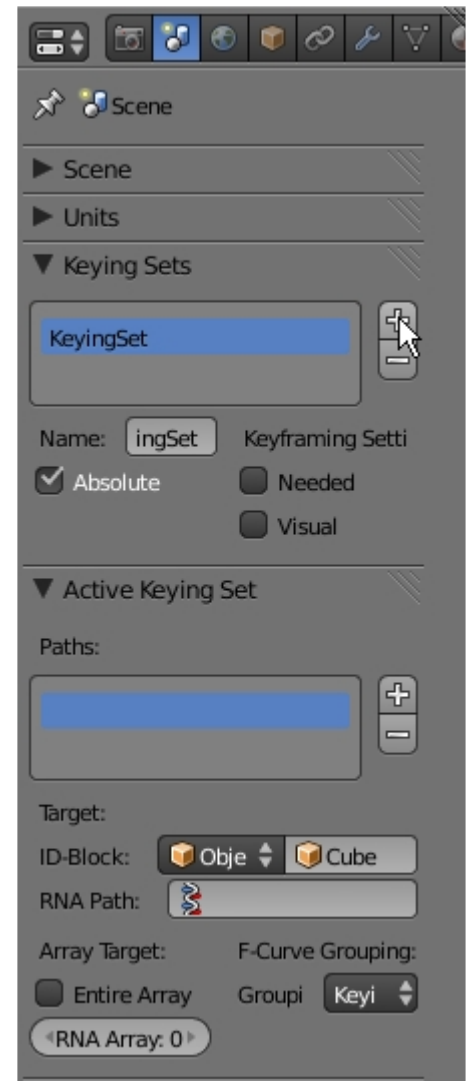
play animation(reverse)
shortcut: shift alt a

play animation
shortcut: alt a

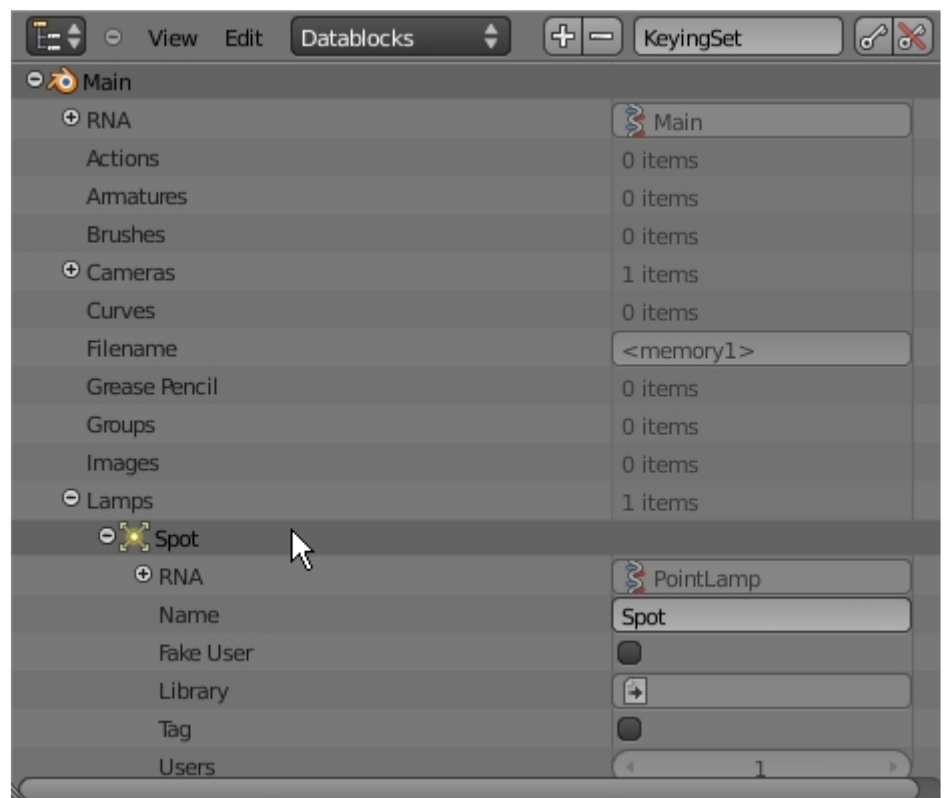
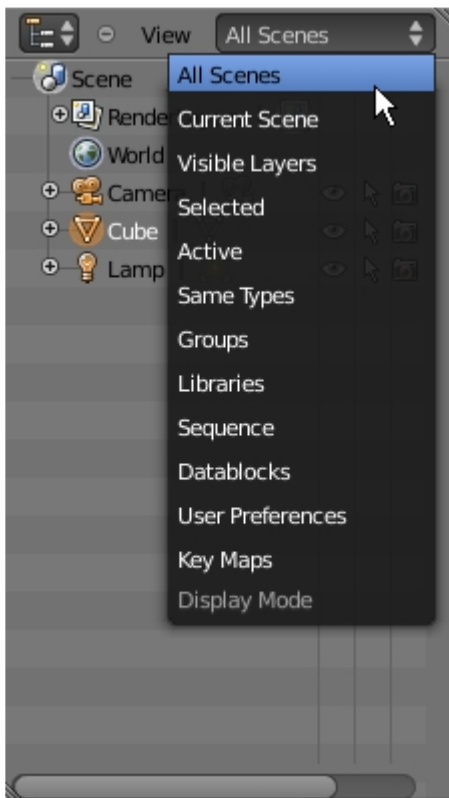
automatic keyframe



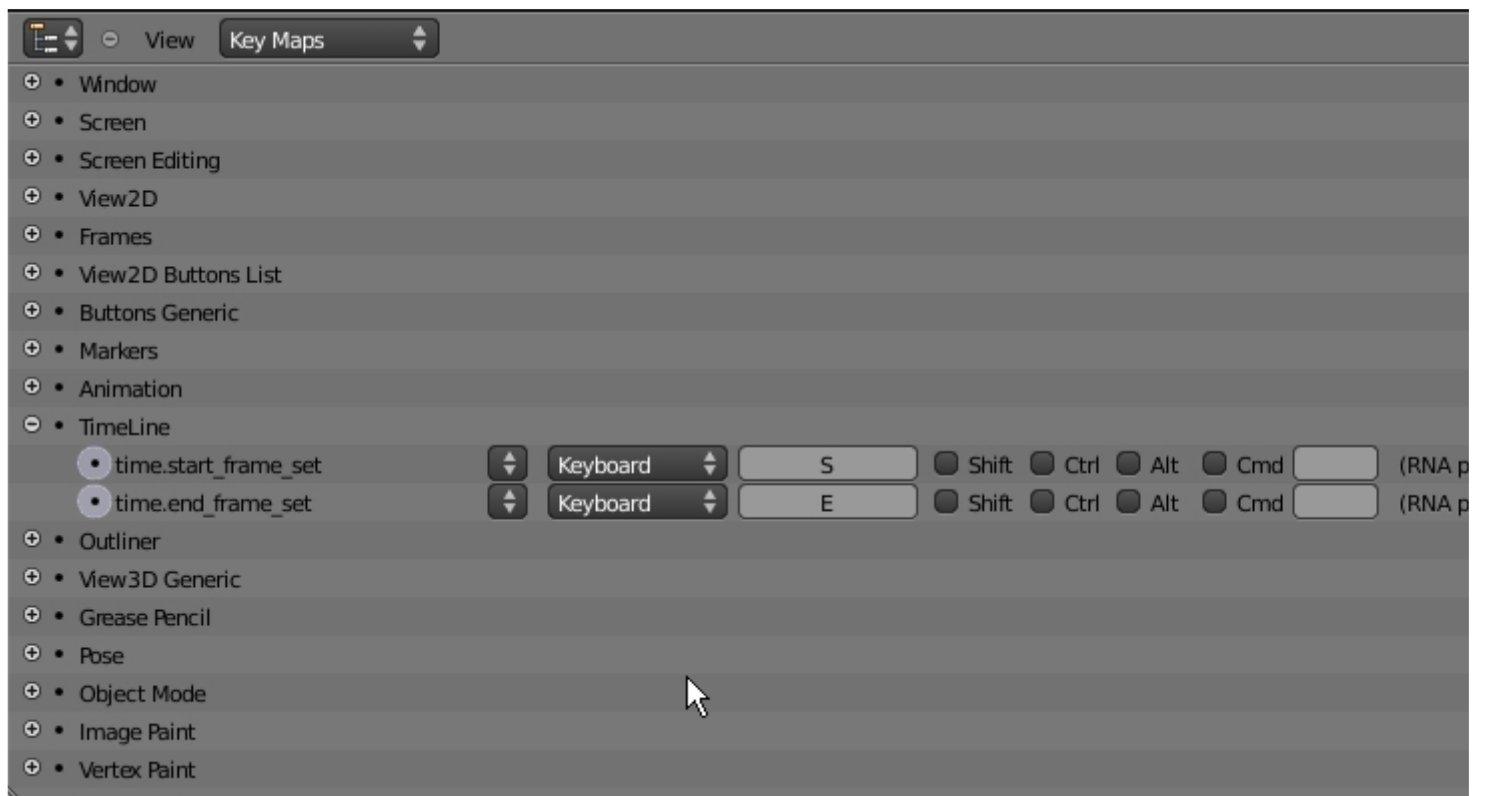
keying set



5. outliner

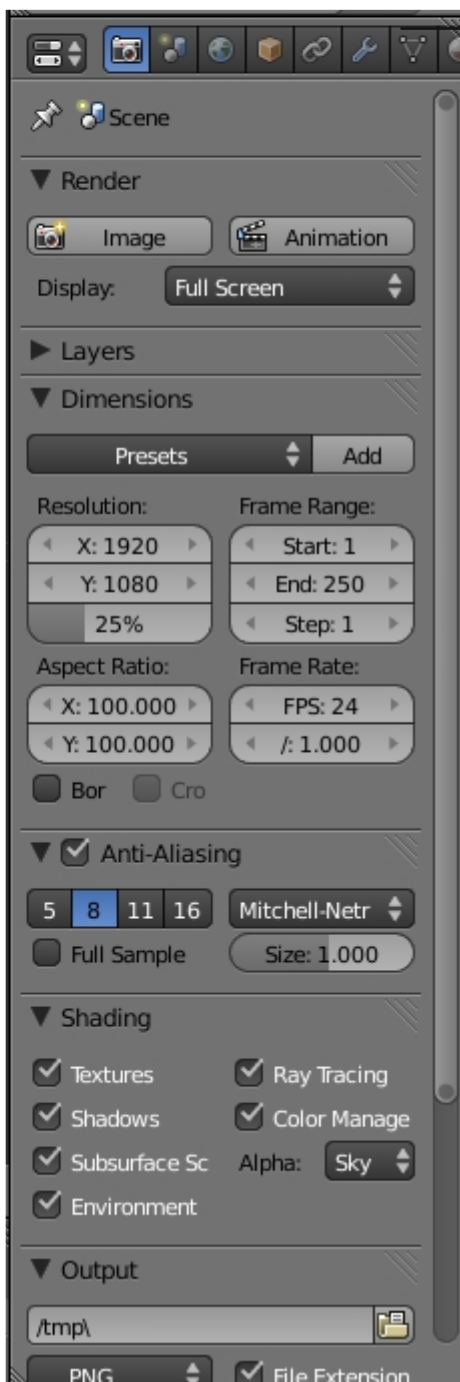


semua properti objek pada file blender bisa di akses dan edit pada datablocks outliner.



dengan key Maps kita bisa melihat dan merubah shortcut pada blender sesuai keinginan

6. properties

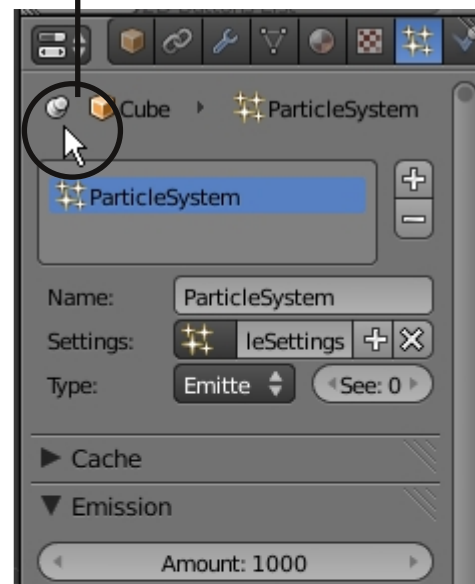
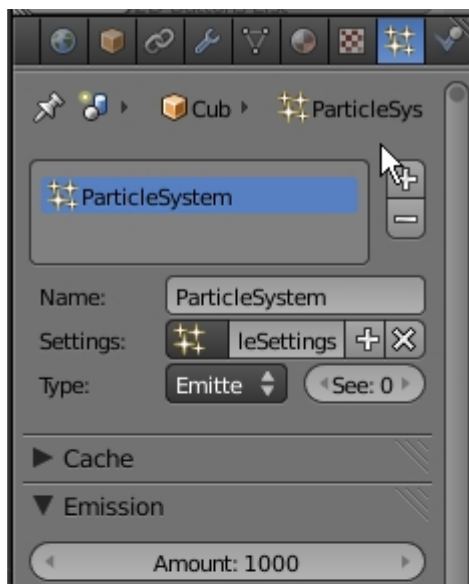


pastikan mouse kursor berada pada properties header dan gunakan scroll mouse untuk menampilkan sisi tombol yang tersembunyi



render
scene
world
object
object constraints
modifiers
material
object data
texture
particles
physics

tekan pin untuk tetap menampilkan properti yang diharapkan



disambung ke part 2 :)

terimakasih kepada:

