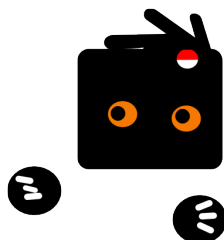
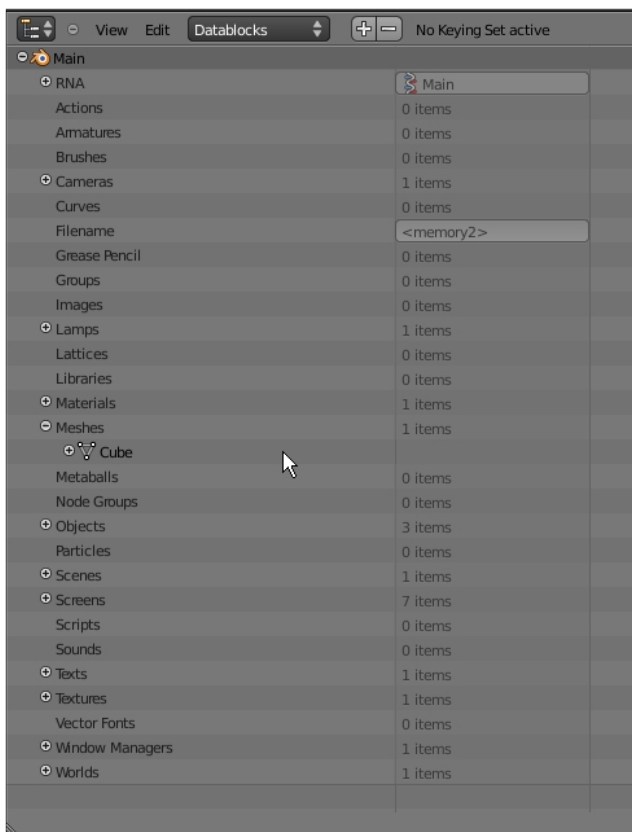


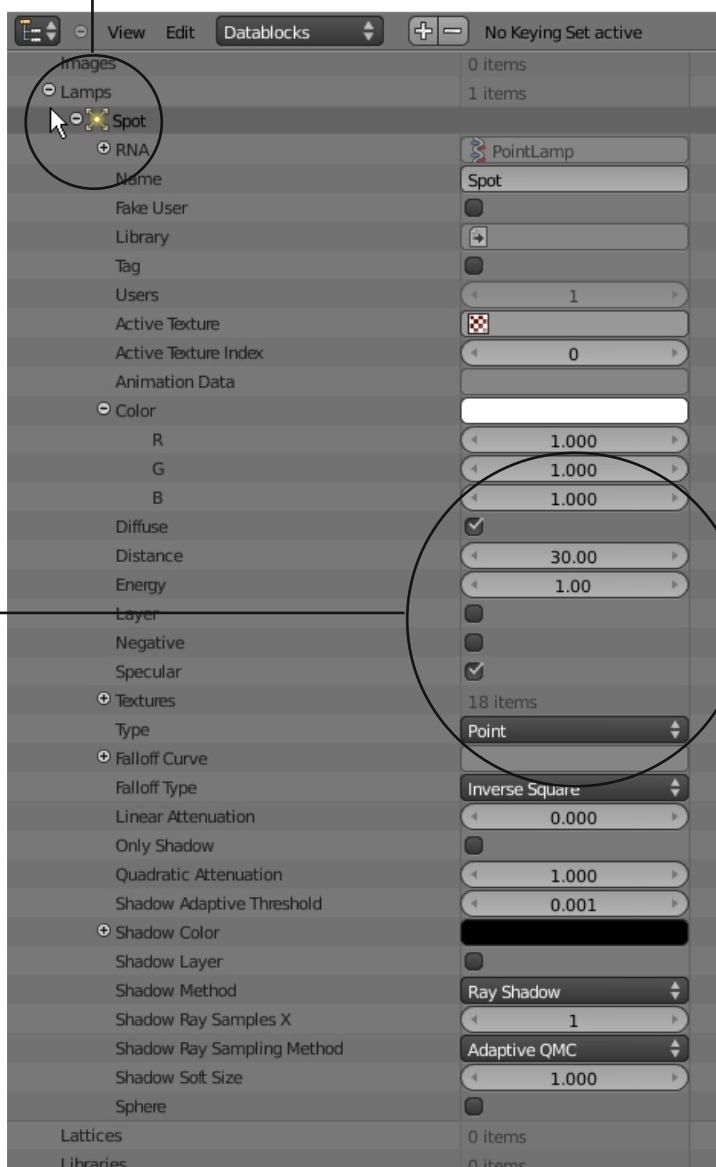
(cc) by budip dimistic@gmail.com

1. Datablocks

blender 2.5 awal diluncurkan dalam versi alpha, yang berarti kemungkinan perubahan yang terjadi pada UI dan data internalnya pada release blender 2.5 seri berikutnya cukup besar. selain itu ada beberapa tool/feature pada saat versi alpha diluncurkan belum diletakkan dalam bentuk tombol UI. tapi jangan khawatir blender menyediakan outliner datablocks untuk mengakses keseluruhan tool/feature yang sudah terinstall pada blender 2.5

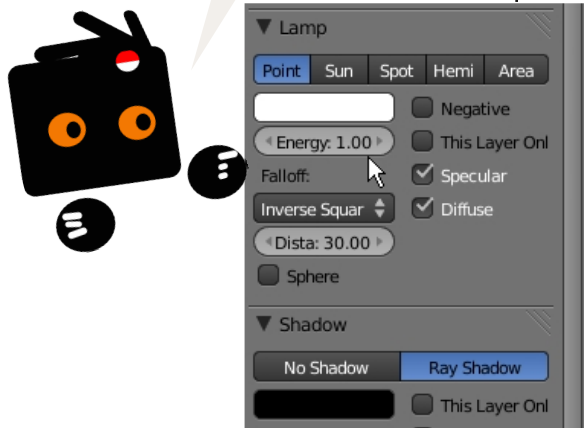


show level shortcut :numpad +
hide level shortcut :numpad -



nilai parameter pada datablocks sama dengan yang ada pada panel UI

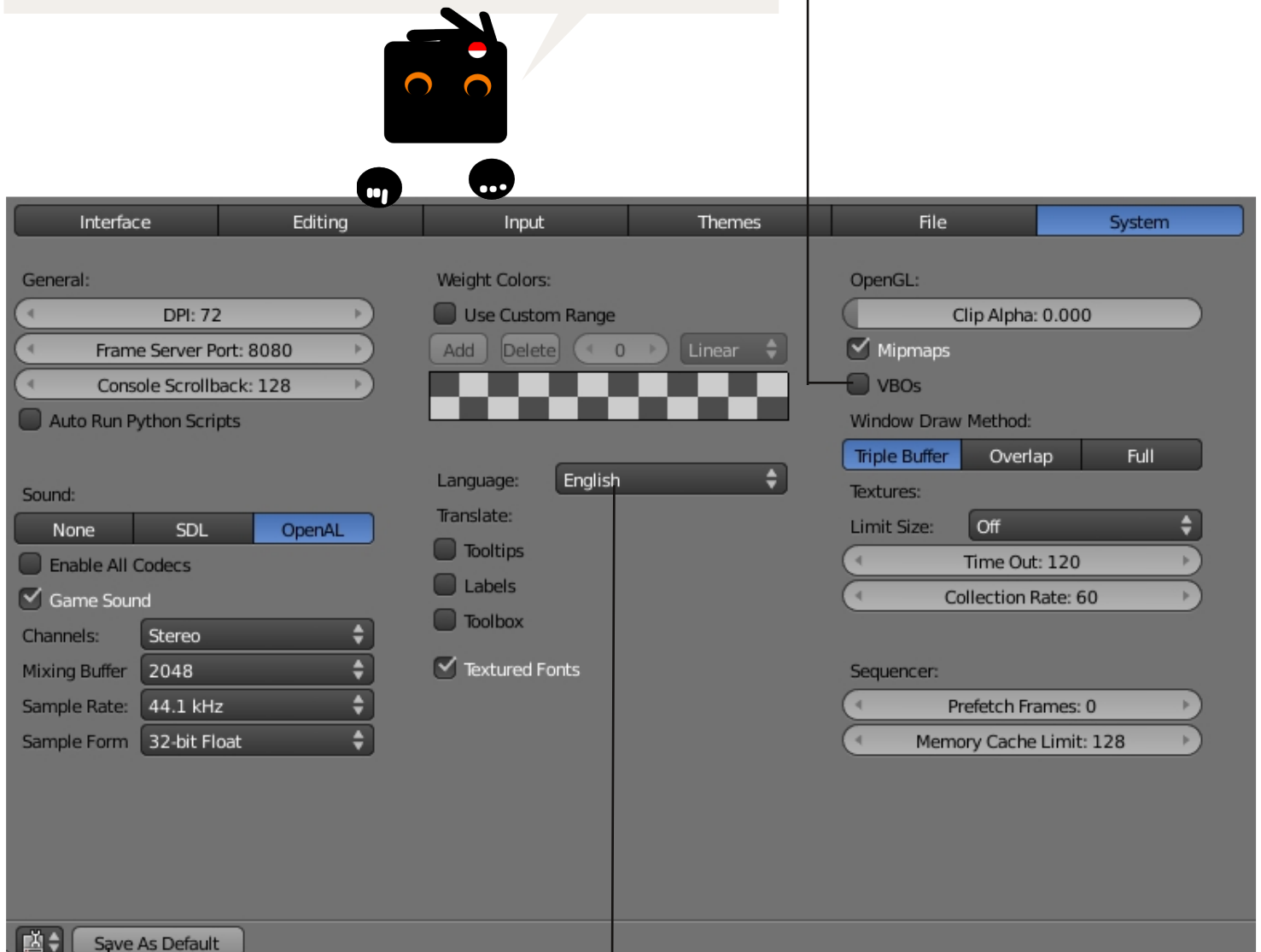
input parameter =



2. user preferences

sesuaikan UI dan sistem blender termasuk tombol shortcut sesuai dengan keinginan dan kinerja komputer yang digunakan

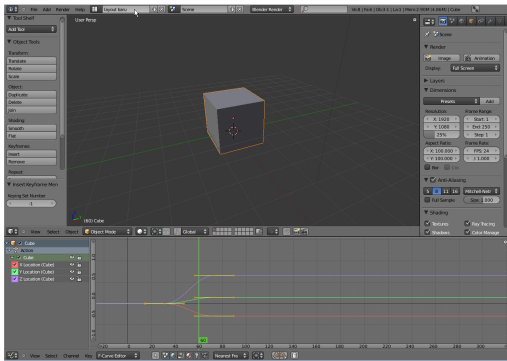
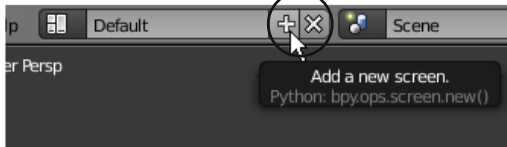
mempercepat drawing tampilan 3dview



rubah referensi UI dan simpan

belum ada opsi bahasa indonesia
kecuali anda tertarik untuk membantu menerjemahkannya :)

3. info



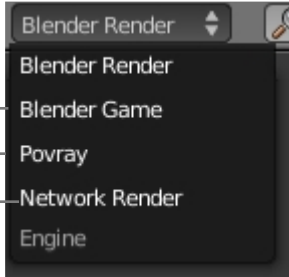
tambahkan dan atur layout UI baru sesuai dengan keinginan

Ve:1161418 | Fa:1161472 | Ob:18-1 | La:3 | Mem:209.63M (21)

Anim Player Ve:8 | Fa:6 | Ob:3-1 | La:1 | Mem:2.43M (0)

Render Ve:0 | Fa:0 | Ob:3-1 | La:1 | Mem:2.44M (3.20M)

menampilkan informasi aktifitas di scene blender



Scene

Game

Start

Standalone Player

Fullscreen

Resolution: X: 640 Y: 480 Quality: Bit Depth: 32 FPS: 60

Framing: Letterbox Extend Scale

Stereo: None Stereo Dome

Shading: Texture Face Multitexture GLSL

Performance

Show: Debug Propert Framerate and Physics Visual Deprecation

Render: All Frames Display Lists

Scene

Render

Dimensions

Anti-Aliasing: 5 8 11 16 Mitchell-Netr Full Sample Size: 1,000

Output: /tmp/ PNG BW RGB RGBA File Extension Overwrite Placeholders

Radiosity: Rays: 35 Error: 1.8 Recursions: 3

Advanced Options: ADC Bailout: 0.0 Brightne: 1.0 Gray Thresh: 0.0 Min Reus: 0.0 Low Error Fa: 0.5 Nearest Co: 5 Estimation Influe Always Sampl Media Normals

Scene

Render

Layers

Network Settings: Network m Client Path: 1\3\LOCALS-1\Temp\ Server add [default] Server port: 8000

Job Settings: Animation on network Send job Open Master Monitor Job name: [default] Priority: 1 Chunks: 5

Slaves Status

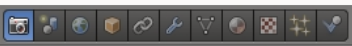

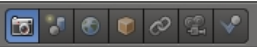






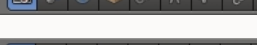
Slaves Blacklist

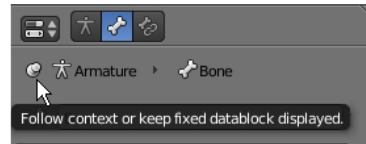
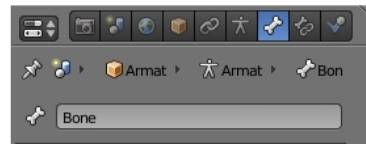


4. property

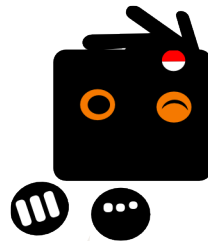
header sesuai konteks

mode :

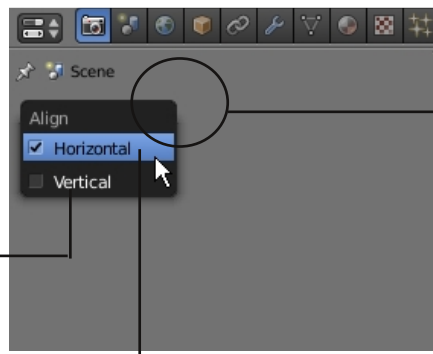
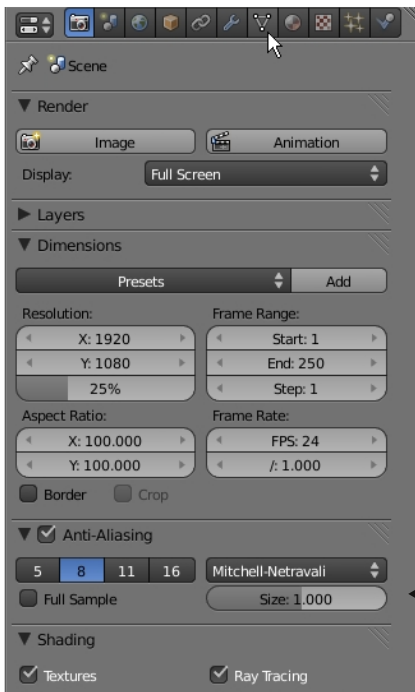
-  mesh
-  lampu
-  kamera
-  empty, force field
-  lattice
-  metaball
-  curve
-  text
-  bone
-  NURBS



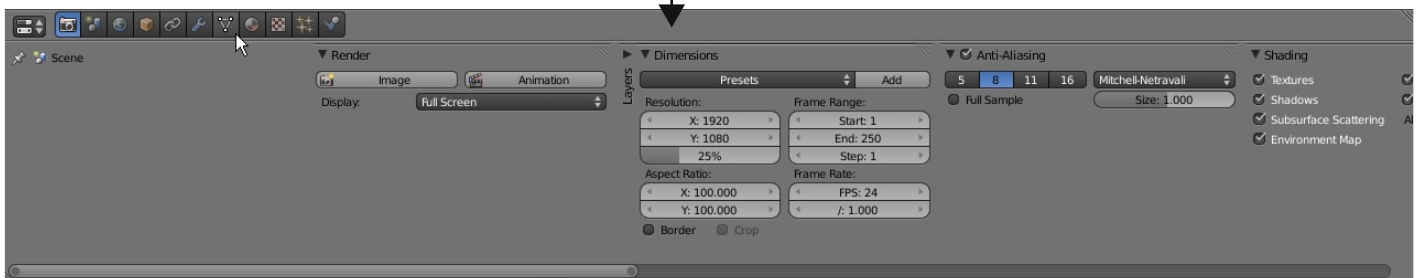
jika pin di tekan. properti header hanya akan menampilkan properti yang paling berkaitan



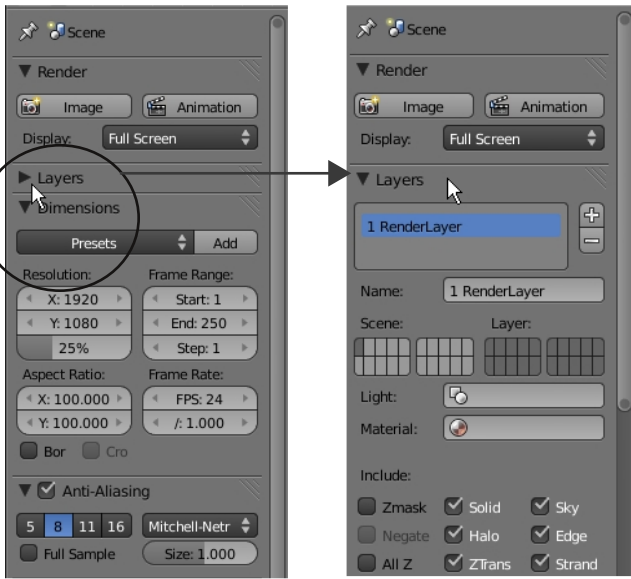
blender 2.5 akan menampilkan properti jika sesuai dengan objek yang sedang aktif/terpilih. atau properti sesuai dengan konteksnya



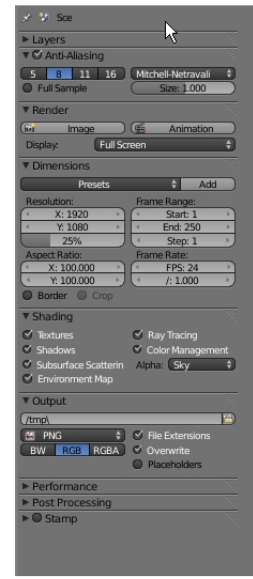
klik kanan pada property panel untuk menampilkan opsi perataan horizontal atau vertical



show / hide panel



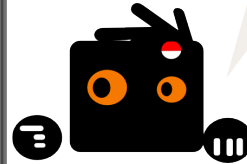
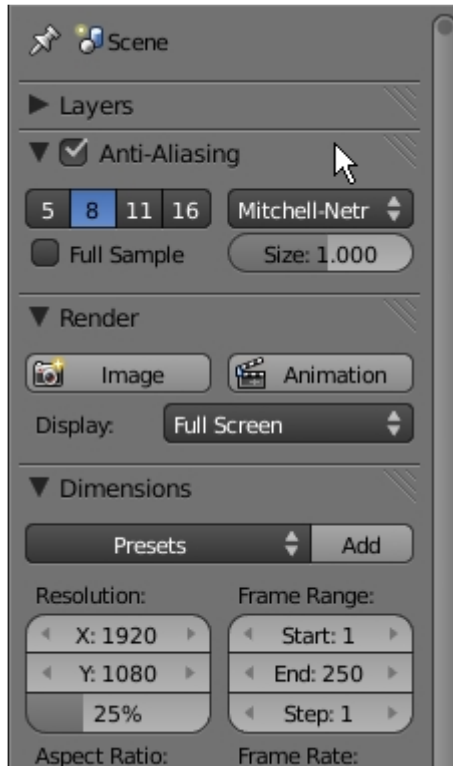
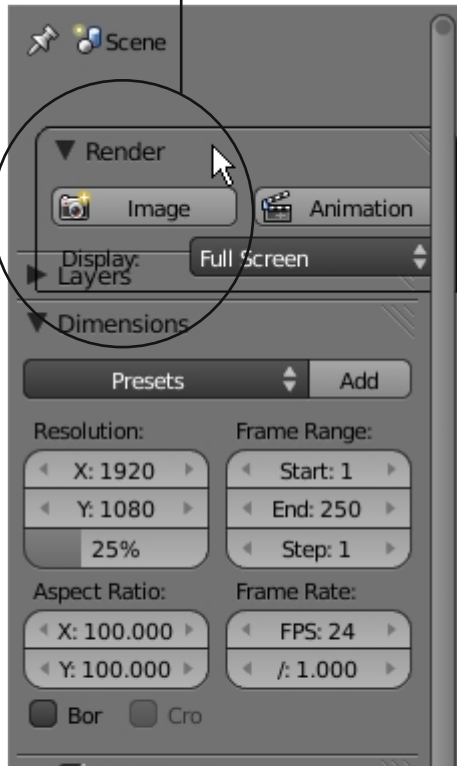
perbesar panel
shortcut :numpad +



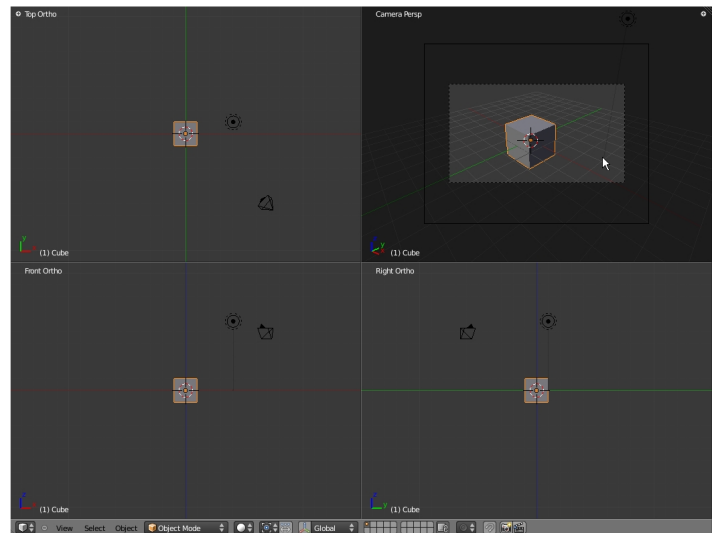
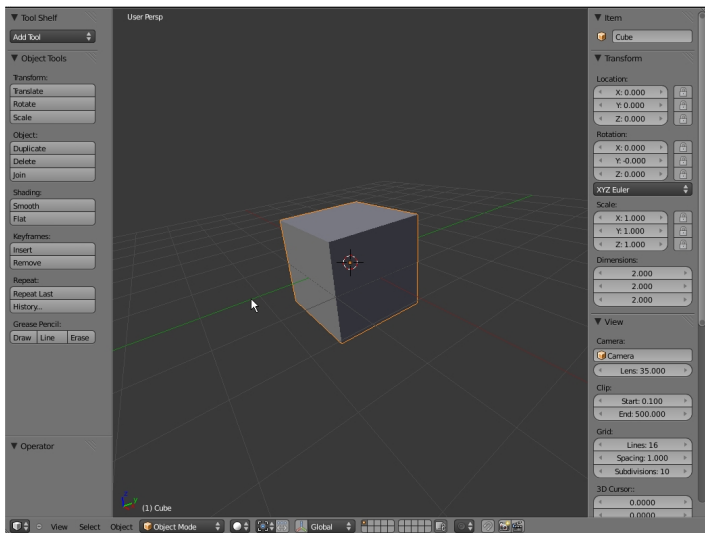
perkecil panel
shortcut :numpad -

klik drag

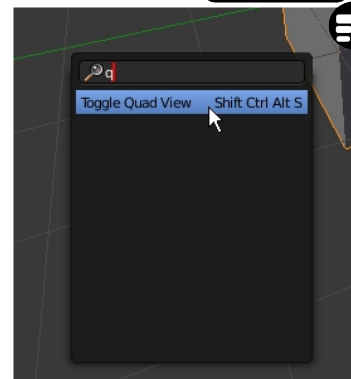
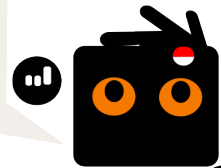
geser setiap sub panel untuk menata urutan panel anda sendiri

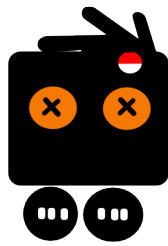


5. 3dview



untuk membagi 3dview menjadi empat tampilan sudut pandang yang berbeda,
gunakan fungsi quad view.
shortcut : shift ctrl alt s





terimakasih kepada:

