

Unit 1 - Getting started with Blender

Lesson #2 - Navigating Blender's Interface

CG Cookie Videos Used in this Lesson

These videos are part of the [Free Blender Basics download](#), or can be [streamed online here](#).

Chapter 2: Navigating Blender's Interface

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|-----------------------------------|-------|
| • Introducing Blender's Interface | 2 min |
| • Customizing Blender's Interface | 4 min |
| • What are Blender Themes? | 1 min |

Key Training

- Blender default layout and editors.
- Customizing Blender

Instructor Focus and Tips

- If Blender is free, how does it make money? Use this Bellringer to continue the discussion about Blender and how people use it to make money. While a huge perk of Blender is that it is free, there is also a growing commercial ecosystem that supports it. **Briefly touching on the opportunities that students have right NOW with Blender.** e.g. *freelancing*, blendermarket.com, *patreon*, etc.
- Use the default Blender setup when demonstrating Blender in the classroom. Do this until the students get comfortable with the Blender interface and they understand that the Blender interface is very customizable and people customize it for different reasons.
- Be prepared for students to mess up the default layout of blender. At this point if they do mess up the layout just have them start a new Blender project. It takes some students extra time to get the hang of splitting and combining editors. You might have to help individual students with this.

Pro Tip: Instructor and students should keep in mind, that if a student messes up their default layout and reset back to default user preferences while working on a project they will lose the model they had been working on.

Student Activities and Assignments

- Have the students watch the **Introducing Blender's Interface** and the **Customizing Blenders Interface** videos. Have the student open a new Blender

file and resize, split and combine editors. Let students practice this several times to get comfortable with Blender and it's Interface.

- **Assignment:** Have the student split the 3D Viewport Editor into 4 views and submit a screenshot to be graded.

Blender Terminology, Commands and HotKeys Introduced

- The 3D Viewport Editor and its Tool Shelf (Hotkey: T to toggle menu)
- Timeline (For animation)
- Outliner Panel (*Object management*)
- Properties Panel (Bottom region)
- Info Bar (File management)
- Resize, split and combine editors.

BellRinger Prompts and Ideas

- (Carry over from Lesson 1) Were you able to Download and use Blender outside of class?
- If Blender is free, how does it make money or why isn't everything related to Blender free?

Exit Ticket Prompts and Ideas

- How comfortable are you modifying Blenders interface?
- List three Editors in the Default Blender Setup.

Learning Targets

- Student can identify editors in the default Blender's interface.
- Student can customize Blender's interface by resizing, splitting and combining editors.

Extended Learning Activity

- Have the students change their theme of Blender.

Rubric

	Beginning	Developing	Accomplished	Exemplary
Navigating 3D Interface	Student has received information on navigating 3D Interface	Student can demonstrate ability to navigate 3D Interface with assistance.	Student demonstrates ability to navigate 3D Interface without assistance.	Student demonstrates ability to navigate 3D Interface and can explain to others.
Parts of the Interface	Student has received a demonstration on the parts of the interface.	Student can demonstrate knowledge of some parts of the interface.	Student can demonstrate most of the parts of the interface.	Student can demonstrate all of the parts of the interface and can explain parts to others.

Aligned Standards

Standard 1: 3D Modeling Application Interface

- Objective 1: Introduce basic 3D terminology and the 3D application interface.
 - o Indicator 1: Know 3D modeling terminology
 - o Indicator 2: Identify parts of the 3D application interface
- Objective 2: Manipulation of 3D application interface
 - o Indicator 1: Use application interface
 - o Indicator 2: Navigating 3D space
 - o Indicator 3: Navigating views