<table>
<thead>
<tr>
<th>3D View</th>
<th>Scene Context</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linked Duplicates</td>
<td>Extrude, Duplication, Spin, Screw</td>
</tr>
<tr>
<td>3D View</td>
<td>Full Render</td>
</tr>
<tr>
<td>OpenGL</td>
<td>Screenshot</td>
</tr>
<tr>
<td>Proxy Objects</td>
<td>OpenGL Full Render</td>
</tr>
<tr>
<td>3D View</td>
<td>Extrude, Duplication, Spin, Screw</td>
</tr>
<tr>
<td>1/4, 2/4, 3/4, 4/4</td>
<td>Selection, Parenting, Grouping</td>
</tr>
<tr>
<td>1/4, 2/4, 3/4, 4/4</td>
<td>Parenting, Grouping</td>
</tr>
<tr>
<td>1/4, 2/4, 3/4, 4/4</td>
<td>Tracking, Duplication</td>
</tr>
<tr>
<td>1/4, 2/4, 3/4, 4/4</td>
<td>Linked Duplicates, Procedural Duplication</td>
</tr>
<tr>
<td>1/4, 2/4, 3/4, 4/4</td>
<td>Transform</td>
</tr>
<tr>
<td>Extrude, Duplication, Spin, Screw</td>
<td>Subdivide, Subdivide smooth, Subdivide fractal, Loop Subdivide, Knife subdivide</td>
</tr>
</tbody>
</table>

W - https://wiki.maru.com/
Sculpting ................................................................. 24
Sculpt Mode ........................................................ 24
............................................................................. 24
(±ÇX ÁÁ1 ......................................................... 26
............................................................................. 26
Scene

- New
- Copy Settings
- Link Objects
- Link Object Data
- Full Copy

Context

- Render
- Scene
- World (Ambient Occlusion)
- Object
- Constraints
- Modifier
Mirroring  Smoothing
- Object Data : Object Data
- Focal Length
- Map
- Material :
- Textures :
- Particles : Force Field
- Physics : Force Field, Animation

Full Render

OpenGL

3D View

Display

Only Render

3D View
Screeshots and Screencasts

- https://blog.naver.com/jungwan82/20153248202

Ctrl+F3

Alt+F3 blender -p 0 0 1920 1080 0,0 0,0 1920 1080
- BMP
- DDS
- SGI IRIS
- PNG
- JPEG
- JPEG 2000
- Targa
- Targa Raw
- TIFF

- AVI
- AVI JPEG
- AVI RAW
- Frame Server
- H.264
- MPEG
- Ogg Theora
- QuickTime
- Xvid

---

この画像はディスプレイに表示されません。
Visit tinytip.com for more information.


3D View Transformation

3D View 2D

- D
- Ctrl + D
- Ctrl + D
• View: 3D View
• Cursor: 3D Cursor
• Surface:
• Stroke:

• Manhattan Distance:
• Euclidean Distance:
• Eraser Radius:
• Smooth Strokes:
Selection

3D

- Objects
- Meshes
- Curves
- surfaces
- Text
- Meta Object
- Duplications
- Modeling Script: Å`²ÈºTÇtÁX Õ` µL À¬Æ©. ु¹¬ º¸Çt ¿Æ@ Õ<½€¸

Scene

- Meshes
- Curves
- Surfaces
- Meta Objects
- Text
- Armatures : ¿³ : ¿µL²" ºTÂܹ| Å`²ÈºTÇtÁX Õ` µL À¬Æ©. ư¹¬ º¸Çt ¿Æ@ Õ<½€¸

Origin

W - https://wiki.maru.com/
- Geometry to Origin: 'Origin' → 'Geometry'
- Origin to Geometry
- Origin 3D Cursor

2/4, / / Parenting, Grouping

Good to know: Ctrl+P
Clear Parent:
Clear and Keep Transformation
Clear Parent Inverse

Grouping

Ctrl+G
Object
groups
3/4, 12, 27 Tracking

- https://blog.naver.com/jungwan82/20153948863

Damped track Constraint:
Track to Constraint:

Target:
- Vertex Group:
  - To:
  - Up:
  - Space:
  - Lock Track Constraint:

**4/4, 4/4 Duplication**

**Linked Duplicates**

**Object Data**
Procedural Duplication

Dupli Frame

1. Shift+A → Curve→Circle
2. Circle
3. Circle
4. Circle
5. Speed
6. Alt+O වෝශු පිඟිෂ්ටින් Origin වෝශු පිඟිෂ්ටින් පිඟිෂ්ටින්.

උපන්දින් ...

.blend යනු මුළු දැක්වීමට කැළණියේදී නොකාලත් වශයෙන්නේ.

• https://blog.naver.com/jungwan82/20154130359

Vertices

3 යනු Vertices කටයුතු කරන ලදී. Ctrl+Tab කෙලින් Tab යටතේ Vertices/ Edges/ Faces කෙටිරුණි.

Edges
Faces

Loops

Mesh Primitives
Add-On

Mesh Select Mode

Ctrl+Tab

Shift+Ctrl+Tab

Visit tinypic.com for more information.
Edge Ring Selection

Ctrl+Alt+ Edgeloop

Face Loop

Transform

Edit Mode

- Ctrl+F  Face
- Ctrl+E  Edge
- Ctrl+V  Vertex
Push / Pull

Mesh → Transform → Push/Pull →

Warp

Mesh → Transform → Warp →

1. Shift+A → Mesh → UV Sphere
2. 3D → Text → Shift+A → Text
3. Tab → Tab → Tab → Object data → Extrude
   → Bevel Depth →

Merge

Alt+M →

Rip polygon

V →

Split

Y →

Separate
Remove Doubles

Extrude\ ESC Ctrl+V(vertices) W(special) Remove Doubles

Subdivide

Extrude, Duplication, Spin, Screw

- https://blog.naver.com/jungwan82/20154583626
Shift+D Shift+D

3D Cursor Extrude

Skew Spin Extrude

Subdivide Subdivide fracatal, Subdivide smooth, Loop Subdivide, Knife subdivide, Bevel

Subdivide

Subdivide smooth

Subdivide fractal

Loop Subdivide

Ctrl+R
Knife subdivide

Sculpting

Sculpt Mode

Sculpting:

3D View:

- Blob:
- Clay:
- Crease:
- Draw:
- Fill/Deepen:
- Plane offset:
- Fill:
- Deepen:
- Flatten/Contrast: Flatten\[\ldots\] Contrast\[\ldots\] (Python: `Brush.plane_offset`)
- Grab: [\ldots]

- Inflate/Deflate: Draw\[\ldots\] (Python: `Lj²" ÈÈ´äÇX ÓÉ­à ±x¹Ð ¼)Õ¥Ç<¸
- Layer: [\ldots]
- Nudge: 
- Pinch/Magnify: 
- Smooth: 
- Snake hook: Grab: 

Brush Panel

- Radius:
- Strength
- Autosmooth
- Sculpt Plane: X, Y, Z
- View:
- Area Plane:
- Plane Offset:
- Trim:
- Front Faces Only:
- Accumulate:

https://blog.naver.com/jungwan82/20155687313

Blender