

## **Intro Blender Mesh Modeling**

### **By Mr. D at Delta 3D**

About these papers:

This set of papers is designed to help a person who has some ideas about and grasp of terms/concepts on beginning 3D modeling (and may have used other 3D programs), to begin to do simple Mesh Modeling use the Blender Open Source software package. They are not designed as Tutorials per say, but to help beginners learn to navigate Blender and what various Mesh Modeling tools there are, how they are used and how to access them.

The papers are not designed for advanced users, and written with the tone of trying to inform beginners how to use Blender. So if you are already a Blender user they might seem overly simple to you, but may be of some use to you for tool/icon reference.

The version of Blender used is 2.42a, with Python of 2.4.4. Had attempted to use Python version 2.5 but discover some Python scripts no longer worked under that version inside of this version of Blender.

Some items/tools I could not discover their exact usage, even after looking at the manual and tutorials and remark as such. Others are not yet fully implemented and acknowledged as being so.

For some tools I found them referred to by different names in various tutorials and here use the most common I found, or simply what shows inside of Blender. In some cases used wordage from other 3D programs to describe them, for comparison so those use to other packages can figure out what a Blender tool equals in those packages.

Writer acknowledges his limits as to proper writing style and grammar, so no literary critiques are sought.

Produced by Mr. D at Delta 3D in association with Moves Institute.