

gi2.txt 2015 November 05.

HELP WANTED.

blenderartists.org/forum/ > jobs> paid work. part-time or freelance position. posted by b44. write step-by-step instructions for blender. fix errors when you find them. make improvements as you see fit. submit improved document. See attachment, consider it a rough draft.

APPLY.

tell me what parts of roadmap you can do, for what money and what time. include paypal address. wait for approval and money. maximum pre-payment is twenty dollars US.

ROADMAP.

DONE. extrude arms and legs. add head and ground.

PARTIALLY DONE. material, eye, mouth.

NOT DONE. subsurface, constrained scaling, light, rig. legs are crooked.

BUG. mirror does not work correctly when extrude values are typed in. Therefore, I do not use mirror.

LOOK FOR A BETTER WAY. close window. select border.

LATER. animation. python script. keyboard shortcut.

HIGH PRIORITY.

use mouse and menu.

accuracy. the end result is exactly reproduced.

copyright is to public domain.

language is english.

LOW PRIORITY.

time. I think two days is reasonable.

original source. just make a good end product.

INTRODUCTION. This text document tells how to use blender mouse and menu, in detailed steps, to create gingerbread man.

TRANSLATED FROM. Doc:2.6/Manual - BlenderWiki (10/11/2014). Your First Animation in 30 plus 30 Minutes Part I. Page 164.

SYSTEM. tested on, blender 2.75a. fresh install.

DEFINITION. "double quotes" contain literal text, that is displayed on screen.

STEP. Top part of this document. ordered steps, to follow from top down. and data.

RESULT. Bottom part of this document. detailed instructions for each step, and results.

STEP.

B31. CLEAN UP. start.

B32. CLEAN UP. remove bottom window, "timeline".

screen location= "add" is at bottom left.

cursor location= under "add".

B32. CLEAN UP. remove right bottom window, "properties".

screen location= "lamp" is at top right, in menu.

cursor location= under the word "lamp".

B32. CLEAN UP. remove right top window, "outliner".

cursor location= on right side of screen, horizontal border between dark grey on left, and light grey on right.

B32. CLEAN UP. remove top window, "info".

screen location= top left, between "help" on top, and "user persp" on bottom.

cursor location= border between top window and bottom window.

B33, B34. CLEAN UP. select camera. move camera to layer 10.
B33, B34. CLEAN UP. select lamp. move lamp to layer 10.
B35, B52, B53, B54, B55, B35. go to info view. save as "lamp". go to 3d view.
B36. setup. front ortho view.
B37. setup. edit mode.
B41. setup. unselect "limit selection to visible".
B42. setup. clean up properties panel. close everything except 3d cursor.
B62. setup. clean up toolbox panel. close "transform".
B35, B52, B53, B54, B55, B35. go to info view. save as "setup". go to 3d view.
B38, B39. SUBDIVIDE. lines appear. Deselect all.
B35, B52, B53, B54, B55, B35. go to info view. save as "subdivide". go to 3d view.

left arm extrudes from, top right and bottom right corner, of top right square.

B43. left ARM. mark cursor location to start border select. ("x: 0.5") ("y: 0") ("z: 2").
B44. left ARM. activate box select mode.
B49. left ARM. end select border. ("x: 2") ("y: 0") ("z: -0.5").
B45. left ARM. open extrude region panel.
B46. left ARM. reset extrude region panel.
B47. left ARM. extrude from cube. ("x: 1.5") ("y: 0") ("z: 0")
B48. left ARM. create dark line at end of right arm.
B46. left ARM. reset extrude region panel.
B47. left ARM. create hand. ("x: 0.5") ("y: 0") ("z: 0")
B48. left ARM. create dark line at end of hand.
B39. left ARM. deselect all.

right arm extrudes from, top left and bottom left corner, of top left square.

B43. right ARM. mark cursor location to start border select. ("x: -0.5") ("y: 0") ("z: 2").
B44. right ARM. activate box select mode.
B49. right ARM. end select border. ("x: -2") ("y: 0") ("z: -0.5").
B45. right ARM. open extrude region panel.
B46. right ARM. reset extrude region panel.
B47. right ARM. extrude from cube. ("x: -1.5") ("y: 0") ("z: 0")
B48. right ARM. create dark line at end of arm.
B46. right ARM. reset extrude region panel.
B47. right ARM. create hand. ("x: -0.5") ("y: 0") ("z: 0")
B48. right ARM. create dark line at end of hand.
B39. right ARM. deselect all.

B35, B52, B53, B54, B55, B35. go to info view. save as "arm". go to 3d view.

left leg extrudes from, bottom right and bottom left corner, of bottom right square.

B43. left LEG. mark cursor location to start border select. ("x: -0.5") ("y: 0") ("z: -0.5").
B44. left LEG. activate box select mode.
B49. left LEG. end select border. ("x: 2") ("y: 0") ("z: -2").
B45. left LEG. open extrude region panel.
B46. left LEG. reset extrude region panel.
B47. left LEG. extrude from cube, to make upper leg. ("x: 0.3") ("y: 0") ("z: -1.5").
B48. left LEG. create dark line at end of upper leg.
B46. reset extrude region panel.
B47. left LEG. create bottom part of leg. ("x: 0.5") ("y: 0") ("z: -1").
B48. left LEG. create dark line.
B46. reset extrude region panel.

B47. left LEG. create foot. ("x: 0.25") ("y: 0") ("z: -0.5").
B48. left LEG. create dark line.
B39. deselect all.

right leg extrudes from, bottom left and bottom right corner, of bottom left square.

B43. right LEG. mark cursor location to start border select. ("x: -2") ("y: 0") ("z: -0.5").

B44. right LEG. activate box select mode.

B49. right LEG. end select border. ("x: 0.5") ("y: 0") ("z: -2").

B45. open extrude region panel.

B46. reset extrude region panel.

B47. right LEG. extrude from cube, to make upper left leg. ("x: 0.3") ("y: 0") ("z: -1.5").

B48. right LEG. create dark line at end of upper left leg.

B46. reset extrude region panel.

B47. right LEG. create bottom part of leg. ("x: 0.5") ("y: 0") ("z: -1").

B48. right LEG. create dark line.

B46. reset extrude region panel.

B47. right LEG. create left foot. ("x: 0.25") ("y: 0") ("z: -0.5").

B48. right LEG. create dark line.

B39. deselect all.

B43. HEAD. place 3D cursor. ("x: 0") ("y: 0") ("z: 1.7").

B75. add cube.

B39. deselect all.

B35, B52, B53, B54, B55, B35. go to info view. save as "head". go to 3d view.

give material.

B39. select all.

B35. current editor type for this area. "properties". icon, editor type> properties.

B72. add a new material. specular intensity= ("0.05"). shading ambient= (" 0.5").

B74. texture. "type: stucci". size= ("0.2"). turbulance= ("5").

B74. texture. deselect "color" checkbox. set "normal" checkbox. normal slider= ("0.75").

add plane.

B43. 3d cursor= ("x: 0") ("y: 0") ("z: -4").

B75. "add"> "plane".

resize plane.

B35. icon, editor type> "3D view".

B36. view= "toggle quad view". "front ortho".

B42. view= "toolshelf". open toolshelf panel.

toolshelf> transform panel> scale> resize> ("x: 4") ("y: 4") ("z: 0").

eye.

B35. "3D view".

B37. object interaction mode= "object mode".

B75. "Uv sphere"

number of segments= meridians= 16.

scale ("x: 0.15") ("y: 0.15") ("z: 0.15").

scale ("x: 1") ("y: 0.5") ("z: 1").

mouth.

B37. object interaction mode= "object mode".

B75. "Uv sphere".

segments= 16.

scale ("x: 0.1") ("y: 0.1") ("z: 0.1").
B37. object interaction mode= "edit mode".
B42. toolshelf> spin. degr= 90. steps= 3.

RESULT.

B31. after fresh install, when first opened.
"info" window is on top of screen.
"timeline" window is on bottom of screen.
"outliner" window is on top right of screen.
"properties" window is on bottom right of screen.
"3d view window" is in middle of screen.
splash screen is in center of screen.
in "3d view" window, "object interaction mode" button is set to "object mode".
in "3d view" window, "tool shelf" panel is on left side.
in "3d view" window, "properties" panel is not displayed.
in "3d view" window, camera is on left.
in "3d view" window, lamp is on top.

B31. CLEAN UP. start.
open "blender".
result= splash screen appears.
screen location= inside window.
cursor location= dark grey space.
mouse botton= left, press then release.
result= splash screen disappears, revealing cube.
summary= "blender"> dark grey space.

B32. EXTEND WINDOW.
prerequisite= border must be the same size for both windows.
cursor location= border between two windows.
result= cursor changes to double-side arrow, pointing to both windows.
mouse button= right, press then release.
result= menu appears.
cursor location= menu, "join area".
result= "join area" turns blue.
mouse botton= left, press then release.
result= grey arrow appears.
cursor location= into window to remove.
result= grey arrow points toward window to remove.
mouse button= left, press then release.
result= one window expands in direction of grey arrow, into space of other window.

B33. select camera or lamp.
prerequisite= editor type= "3D view".
screen location= "select" is on bottom left.
cursor location= "select".
result= "select" turns blue.
mouse button= left, press then release.
result= menu appears.
cursor location= menu, "select all by type".
result= "select all by type" turns blue.
result= menu appears.
cursor location= menu, "camera" or "lamp".
result= "camera" or "lamp" turns blue.
mouse button= left, press then release.
result= picture of camera or lamp changes color to red.
summary= "select"> "select all by type"> "camera" or "lamp".

B34. move selected camera or lamp to layer 10.

prerequisite= editor type= "3D view".
prerequisite= B33. camera or lamp is selected.
screen location= "object" is on bottom left.
cursor location= "object".
mouse button= left, press then release.
result= menu appears.
cursor location= menu, "move to layer".
mouse button= left, press then release.
result= menu appears, in toolbox form.
cursor location= toolbox, top right button.
mouse button= left, press then release.
result= camera or lamp disappears.
cursor location= dark grey space.
mouse button= left, press then release.
result= toolbox disappears.
summary= "object"> "move to layer"> toolbox, top right button.

B35. current editor type for this area. "3D view" or "info" or "properties".
cursor location= icon on left corner of window.
result= info box appears, containing the text "current editor type for this area".
mouse button= left, press then release.
result= menu appears.
cursor location= menu, "3D view" or "info" or "properties".
mouse button= left, press then release.
result= window is "3D view" or "info".
summary= icon, editor type> "3D view" or "info" or "properties".

B36. front ortho view.
prerequisite= editor type= "3D view". B35.
screen location= "view" is on bottom left.
cursor location= "view".
result= "view" turns blue.
mouse button= left, press then release.
result= menu appears.
cursor location= menu, "toggle quad view".
result= "toggle quad view" turns blue.
mouse button= left, press then release.
result= "front ortho" appears on bottom left quadrant.
summary= "view"> "toggle quad view".

B37. "object interaction mode". "edit mode" or "object mode".
prerequisite= editor type= "3D view". B35.
cursor location= button on bottom left.
result= info box contains the text "object interaction mode".
mouse button= left, press then release.
result= menu appears.
cursor location= menu, "edit mode" or "object mode".
result= "edit mode" or "object mode" turns blue.
mouse button= left, press then release.
result= button says "edit mode" or "object mode"

B62. toolbox panel.
prerequisite= editor type= "3D view". B35.
(bottom left, "view").
(pop-up menu, "toolbox").
result= toolbox panel disappears, or appears on left.
summary= view> toolbox.

B38. SUBDIVIDE.

prerequisite= editor type= "3D view". B35.
prerequisite= toolbox panel. B62.
screen location= "subdivide" is in toolbox panel, on left.
cursor location= "subdivide".
mouse button= left, press then release.
result= red lines appear on cube.
summary= "subdivide".

B39. (De)select all.
prerequisite= editor type= "3D view". B35.
cursor location= "select".
result= "select" turns blue.
mouse button= left, press then release.
result= menu appears.
cursor location= menu, "(De)select all".
mouse button= left, press then release.
result for select= red and orange.
result for deselect= black and grey.
summary= "select"> "(De)select all".

B41. "limit selection to visible".
prerequisite= editor type= "3D view". B35.
screen location= icon "limit selection to visible" is bottom middle.
cursor location= icon.
result= info box contains the text "limit selection to visible".
mouse button= left, press then release.
result= unselect, icon turns light color. select, icon turns dark color.
summary= icon, limit selection to visible.

B42. toolshelf panel.
prerequisite= editor type= "3D view". B35.
cursor location= "view".
mouse button= left, press then release.
result= menu appears.
cursor location= menu, "toolshelf".
result= toolshelf panel appears on left side of window.

B42. properties panel.
prerequisite= editor type= "3D view". B35.
cursor location= "view".
mouse button= left, press then release.
result= menu appears.
cursor location= menu, "properties".
result= properties panel appears on right side of window.

B43. place 3d cursor.
prerequisite= editor type= "3D view". B35.
prerequisite= properties panel.
screen location= properties panel is on right side of window.
cursor location= text box labeled "x" or "y" or "z".
mouse button= left, press then release.
result= cursor changes to text mode.
keyboard= enter number, enter.
result= cursor changes to arrow.

B44. activate "border select" mode.
prerequisite= editor type= "3D view". B35.
cursor location= "select".
mouse button= left, press then release.

result= menu appears.
cursor location= menu, "border select".
mouse button= left, press then release.
result= "border select" mode is active.
summary= "select"> "border select".

B45. open extrude region panel.
prerequisite= editor type= "3D view". B35.
prerequisite= toolbox panel. B62.
screen location= toolbox panel is on left side of window.
cursor location= "extrude region".
mouse button= left, press then release.
result= blue lines appear.
cursor location= "extrude region".
mouse button= left, press then release.
result= blue lines disappear. extrude region panel appears under toolbox panel.

B46. extrude. remove checkmark.
prerequisite= editor type= "3D view". B35.
prerequisite= extrude region panel is visible. B45.
screen location= bottom of toolbox panel, on left side of window.
cursor location= scroll down. checkbox with "x" or "y" or "z".
mouse button= left, press then release.
result= checkmark disappears from "x" or "y" or "z".

B47. extrude. enter number.
prerequisite= editor type= "3D view". B35.
prerequisite= extrude region panel is visible. B45.
cursor location= textbox with "x" or "y" or "z".
mouse button= left, press then release.
result= cursor changes to text input.
keyboard= enter number, enter.
result= cursor changes to arrow. picture extrudes.

B48. create dark line at end.
prerequisite= editor type= "3D view". B35.
prerequisite= extrude region panel is visible.
cursor location= "extrude region".
mouse button= left, press then release.
result= blue lines appear.
cursor location= "extrude region".
mouse button= press, then release.
result= blue lines disappear. checkmark appears by "x" or "y" or "z".

B49. select border on cube.
prerequisite= editor type= "3D view". B35.
cursor location= top left of area to select.
mouse button= left, press then hold.
cursor location= bottom right of area to select.
result= selected turns red.
mouse button= left, release.
result= box select mode is not active.

B52. SAVE. file> save as.
prerequisite= editor type= "info". B35.
cursor location= "file"
result= "file" turns blue.
mouse button= left, press then release.
result= menu appears.

cursor location= menu, "save as".
result= "save as" turns blue.
mouse botton= left, press then release.
result= screen changes. top text box shows current path. bottom text box shows current filename.
summary= "file"> "save as".

B53. SAVE. PATH.

prerequisite= editor type= "info". B35.
prerequisite= file> save as. B52.
cursor location= top text box.
mouse botton= left, press then release.
result= cursor changes from arrow to text edit.
keyboard= type in new path. when finished, press enter.
result= cursor changes from text edit to arrow.

B54. SAVE. FILENAME.

prerequisite= editor type= "info". B35.
prerequisite= file> save as. B52.
cursor location= bottom text box.
mouse botton= left, press then release.
result= cursor changes from arrow to text edit.
keyboard= type in new file name. when finished, press enter.
result= .blend extension is automatically added to filename.
result= cursor changes from text edit to arrow.

B55. SAVE. "save as blender file".

prerequisite= editor type= "info". B35.
prerequisite= file> save as. B52.
cursor location= "save as blender file".
mouse botton= left, press then release.
result= origional screen appears.
summary= "save as blender file".

B76. render.

prerequisite= editor type= "properties". B35.
window header> render context button. image button= render.

B72. material.

prerequisite= editor type= "properties". B35.
sphere icon, pop-up info box says "material".
+ icon, in middle. add a new material>
result= text changes to "material.001".

B74. texture.

prerequisite= editor type= "properties". B35.
square icon, pop-up info box says "texture".
"type: stucci". size= ("0.2"). turbulence= ("5").
influence> difuse> color, deselect.
influence> geometry> normal, select.

B75. add.

prerequisite= editor type= "3D view". B35.
prerequisite= "object interaction mode" = "edit mode". B37.
prerequisite= 3D cursor location is set. B43.
cursor location= "add".
result= "add" turns blue.
mouse botton= left, press then release.
result= menu appears.

crusor location= menu, "cube" or "plane" or "Uv sphere".
mouse botton= left, press then release.
result= "cube" or "plane" or "Uv sphere" appears at 3D cursor location.