

Exercise 13

i) Add different objects to the space. Practice with both shortcut keys and menus To add a new object to your scene in blender, hover your mouse cursor over 3Dview and use the Shift +A hotkey. From the menu that appears, choose the type of primitive you want to put into scene.

1. Mesh : Go to Mesh>Monkey.
2. Curve : Go to Curve>Bezier.
- 3.Surface : Go to surface>Nurbs Surface.
4. Metaball: Go to Metaball>Capsule.
5. Volume: Go to Volume>Empty
6. Grease Pencil: Go to Grease Pencil>Stroke.
7. Armature
8. Lattice
9. Empty: Go to Empty> Arrows
- 10: Light: Go to light>sun
- 11:Light Probe: Go to Light probe>Replexion plane.
- 12: Camera 13. Speaker
14. Force Field: Go to Force Field> Wind.
15. Collection Instance: Go to Collection instance>collection.

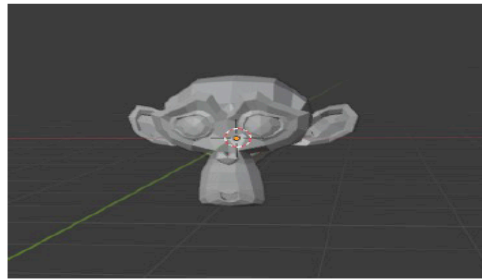
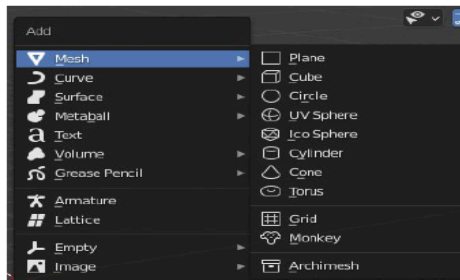
Shortcut keys and menus:

- | | |
|-----------------------------|------------------------------|
| 1. “I”—Insert Keyframe | 2. “Shift +D”—Add duplicate |
| 3. “R”—Rotate | 4. “G”—Move |
| 5. “S”—Scale | 6. “A”—Select All |
| 7. “I”—Inset | 8. “N”—Properties Panel |
| 9. “Shift +A”—Show Add menu | 10. “E”—Extrude |
| 11. “w”—Object context menu | 12. “I”—Insert keyframe menu |

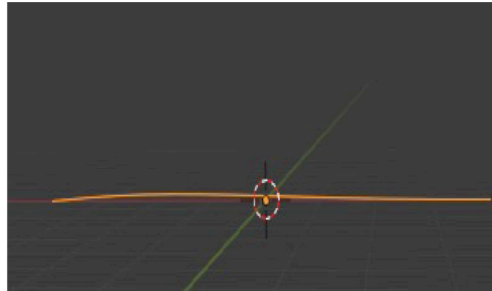
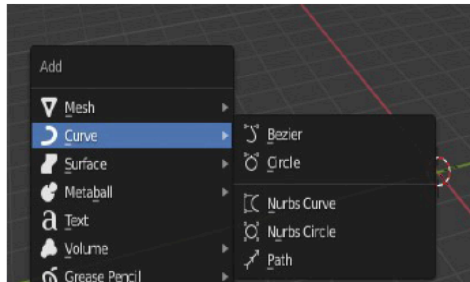
ii) Perform Transformation operations on objects added in 14 (i).Transformation Operations: go to Object>Transform

1. Move
2. Rotate
3. Scale
4. Move texture Space
5. Scale Texture Space
6. Align to Transform orientation

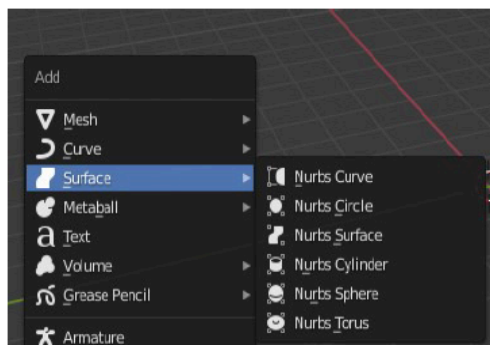
1. Mesh : Go to Mesh>Monkey.



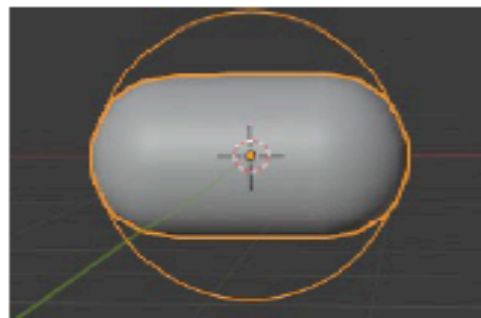
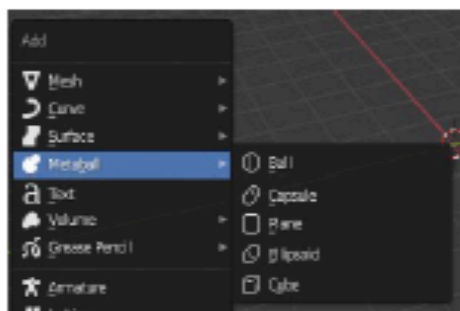
2. Curve : Go to Curve>Bezier.



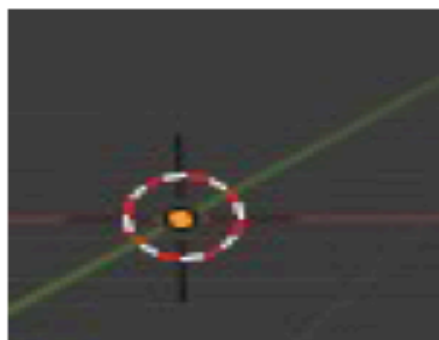
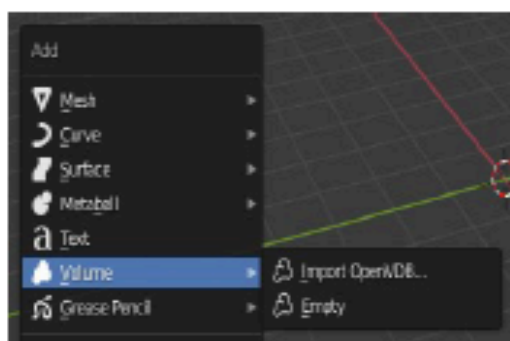
3. Surface : Go to surface> Nurbs Surface.



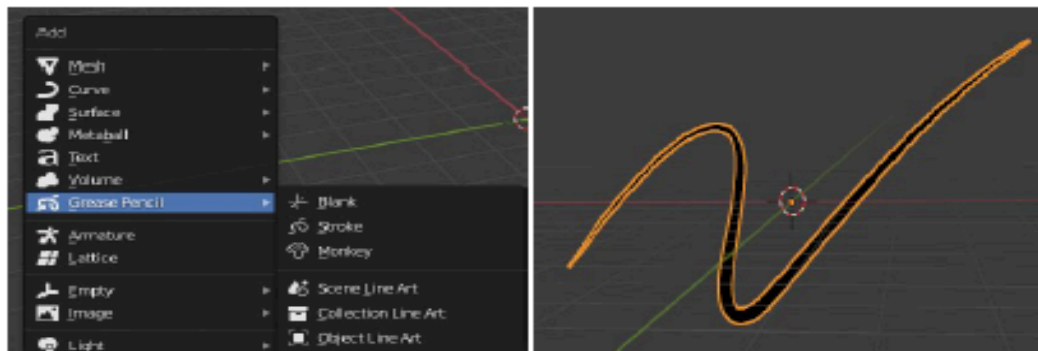
4. Metaball: Go to Metaball>Capsule.



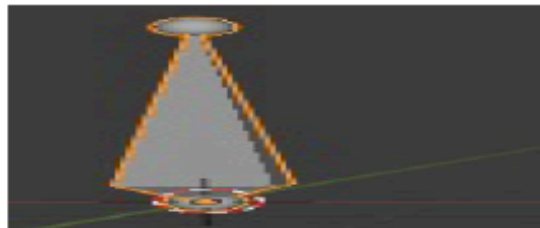
5. Volume: Go to Volume>Empty



6. Grease Pencil: Go to Grease Pencil>Stroke.



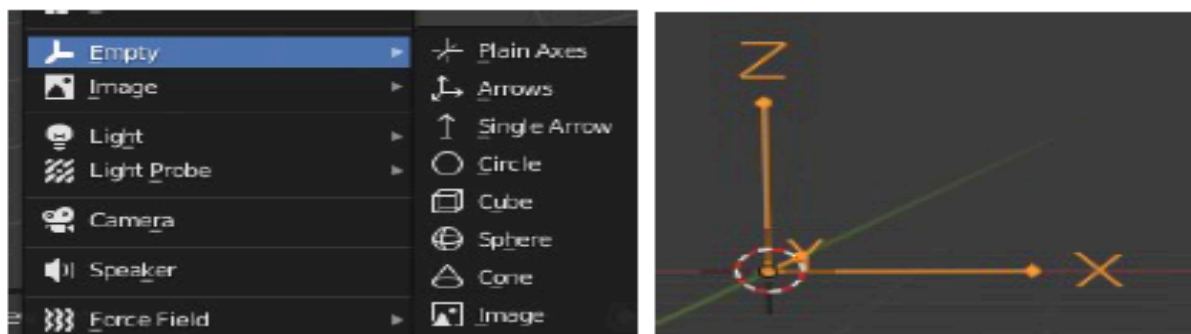
7. Armature



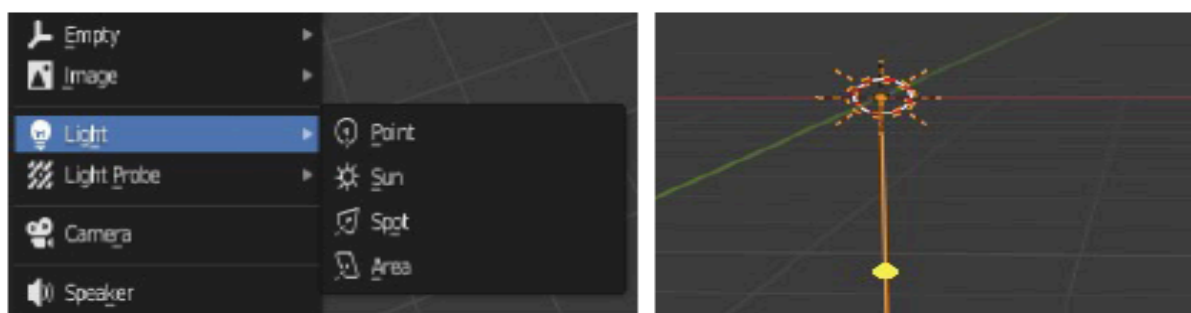
8. Lattice



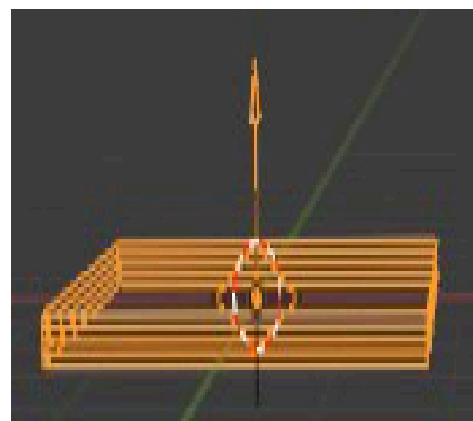
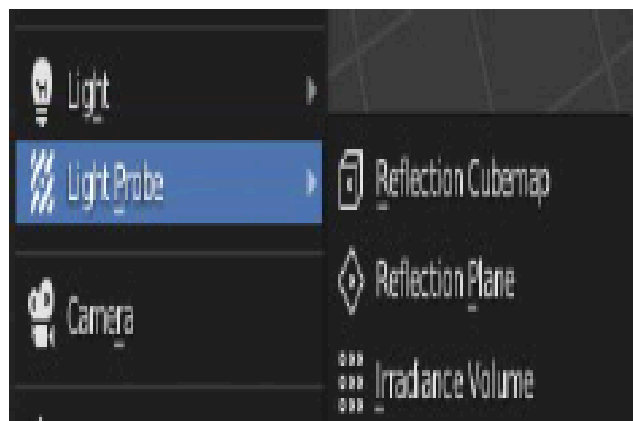
9. Empty: Go to Empty> Arrows



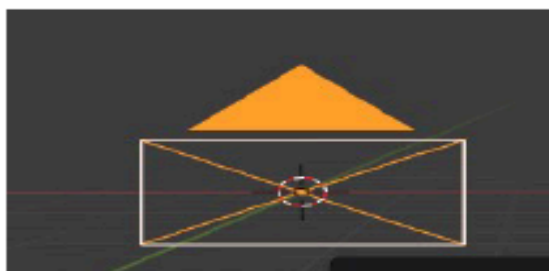
10: Light: Go to light>sun



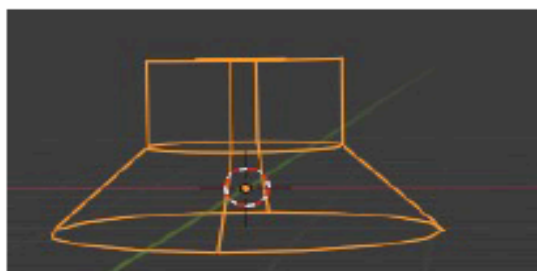
11:Light Probe: Go to Light probe>Replexion plane.



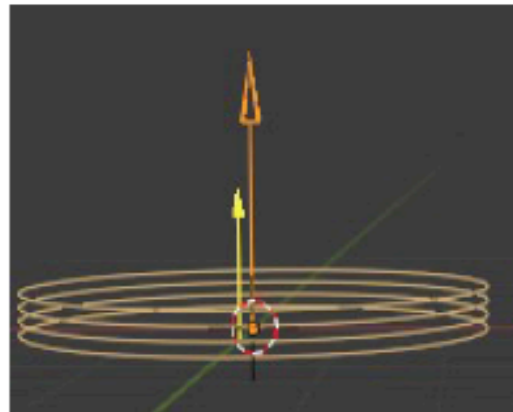
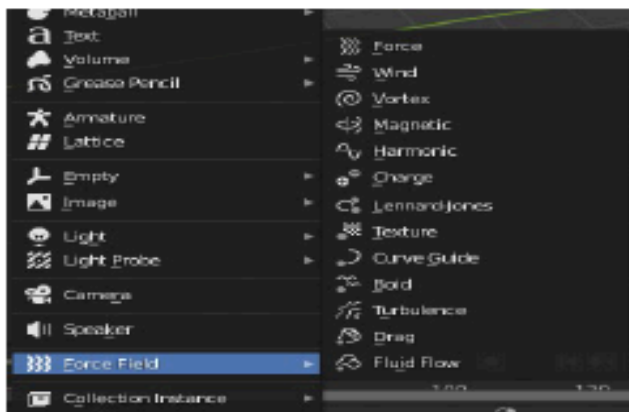
12: Camera



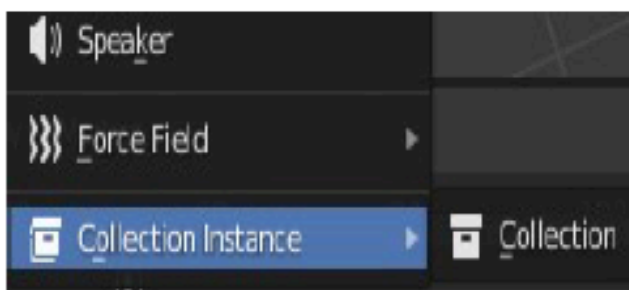
13. Speaker



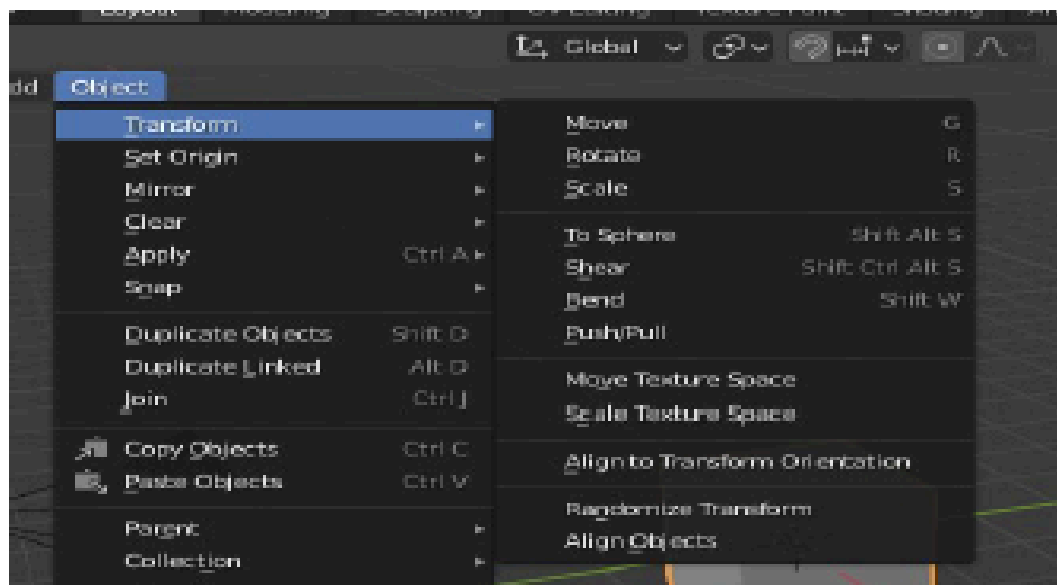
14. Force Field: Go to Force Field> Wind.



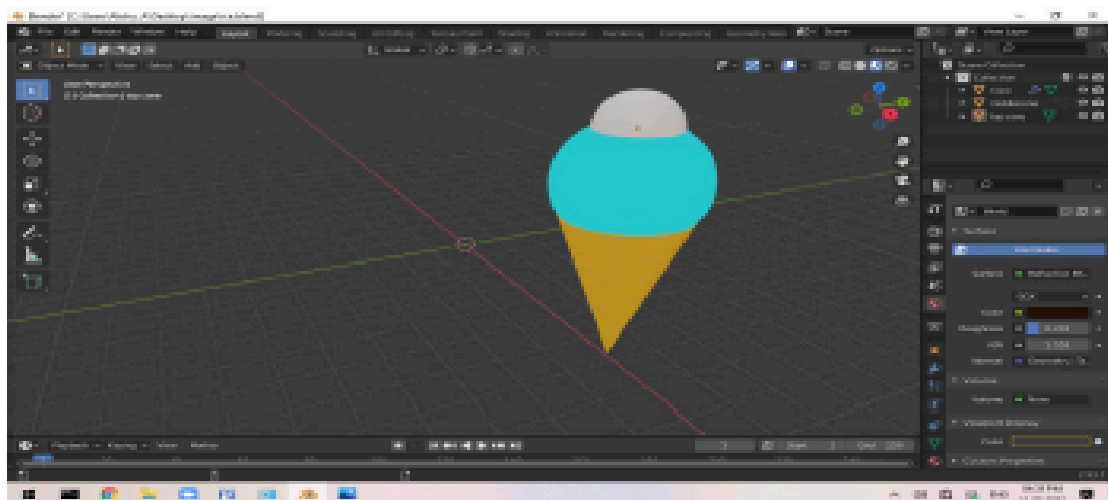
15. Collection Instance: Go to Collection instance>collection.



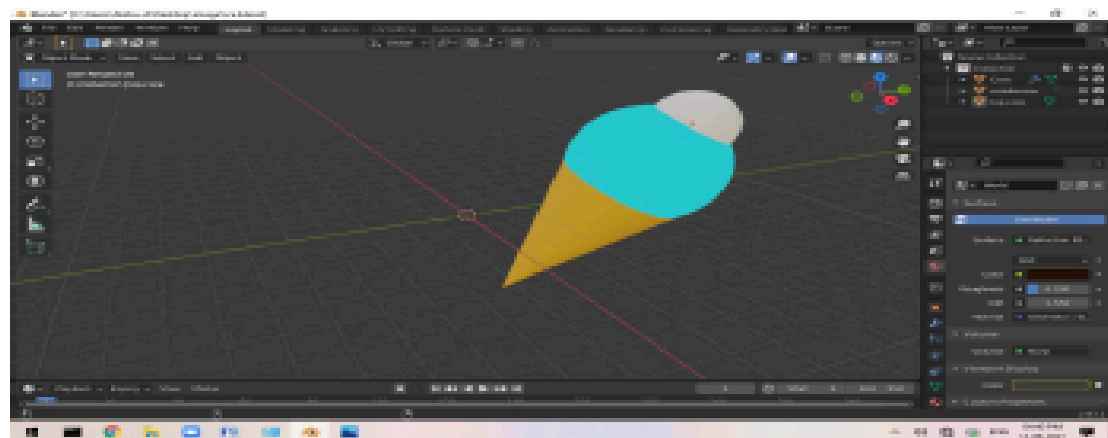
Transformation Operations: go to Object>Transform



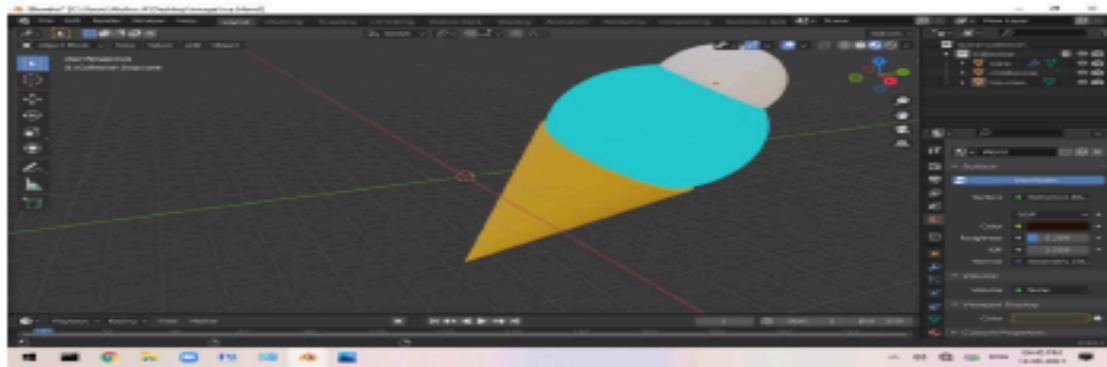
1. Move



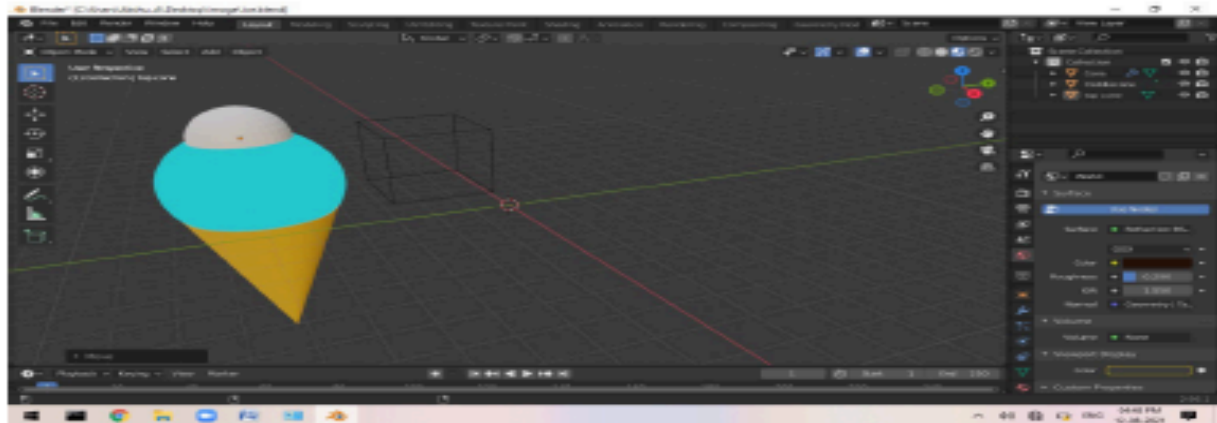
2. Rotate



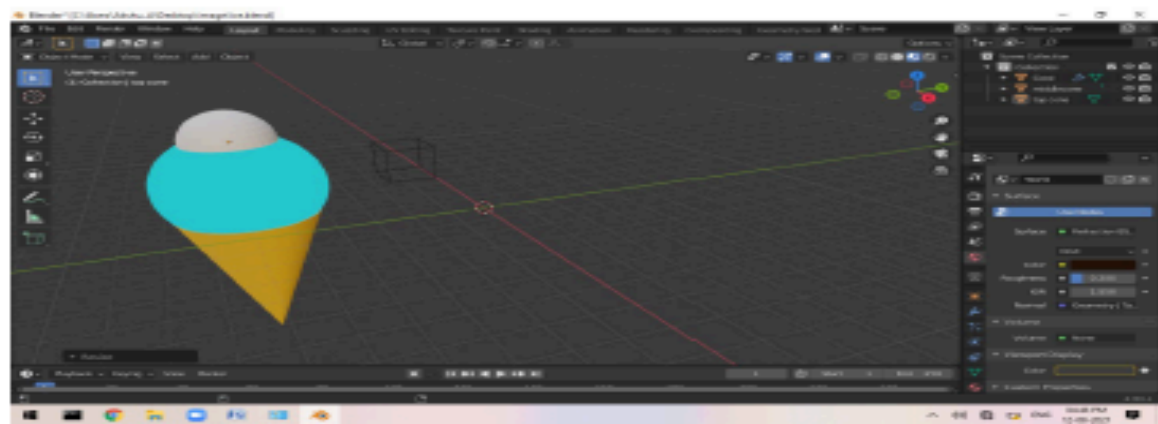
3. Scale



4. Move texture Space



5. Scale Texture Space



6. Align to Transform orientation

