

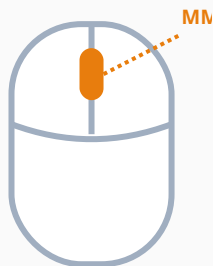
BLENDER QUICK-START

Your Simple & Focused 15-Minute Introductory Guide

Welcome to **Blender**! Blender is a massive, incredibly powerful 3D software. Opening it for the first time can feel like looking at an airplane dashboard. This guide cuts out the noise and focuses *only* on the absolute essentials you need to start making things in the next 15 minutes.

1. Navigating 3D Space (Minutes 1-3)

Before you can build anything, you need to know how to look around. Put your left hand on the keyboard and your right hand on a **3-button mouse** (a scroll wheel is mandatory).



The Middle Mouse Button (MMB) is your best friend.

Essential Navigation

- **Orbit (Look Around):** Hold **Middle Mouse Button (MMB)** and drag.
- **Pan (Move Laterally):** Hold **Shift** + **MMB** and drag.
- **Zoom:** Scroll the **Mouse Wheel**.

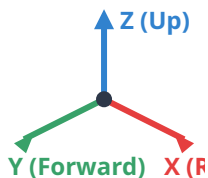
2. The "Holy Trinity" of Transforms (Minutes 4-7)

To move or change objects in your scene, you will use three core tools. You rarely need to click buttons for these—Blender is designed around fast keyboard shortcuts.

Action	Shortcut	Description
Move / Grab	G	Press G, move your mouse to drag the object, then Left-Click to confirm (or Right-Click to cancel).
Rotate	R	Press R, move your mouse to spin the object, Left-Click to confirm.
Scale	S	Press S, drag your mouse away or toward the object to make it larger/smaller.

Locking to Axes (X, Y, Z)

After pressing **G**, **R**, or **S**, press **X**, **Y**, or **Z** to lock the movement to a specific axis.



Example: Press **G** then **Z** to move an object perfectly straight up. Press **S** then **X** to stretch an object along the red line.

3. Object Mode vs. Edit Mode (Minutes 8-11)

This is the most critical concept in Blender. You are always in one of two main modes, and you toggle between them using the **Tab** key.

Object Mode

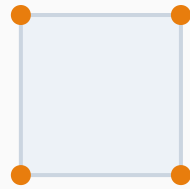
Used for moving entire objects, rotating them, scaling them, or arranging your scene. *(Think of it like moving whole pieces of furniture around a room.)*

Edit Mode

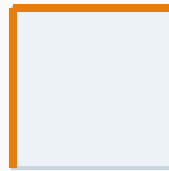
Used for changing the actual shape of a single object by moving its individual points and lines. *(Think of it like carving or reshaping a single piece of wood.)*

Inside Edit Mode: Vertices, Edges, and Faces

When you press **Tab** to enter Edit Mode, you'll see your object is made of geometry. You can select three different types of geometry using the number keys **1**, **2**, and **3** (on the top row of your keyboard, not the numpad).



1. Vertices



2. Edges



3. Faces

Select any vertex, edge, or face, and use **G**, **R**, or **S** to modify it! You can also press **E** to **Extrude** (pull out new geometry) from a selected face.

4. Adding and Deleting Objects (Minutes 12-14)

To delete the default cube, click on it in Object Mode and press **X** or **Delete**.

To add a new object to your scene, use the Add menu:

The Add Menu: **Shift + A**

Press **Shift + A** > **Mesh**, and choose a primitive shape like a Cube, UV Sphere, Cylinder, or Plane. Note: Objects are added exactly where your **3D Cursor** (the red-and-white dashed circle) is located.

5. Your First Render (Minute 15)

Once you have arranged a few basic objects, you're ready to see what they look like as a final image.

- Press **F12** on your keyboard.
- Blender will calculate the light and shadows and generate a 2D image.
- To save it, click **Image > Save As...** in the render window.
- To go back to working, just close the render window or press **Escape**.

Next Steps: You now know the core mechanics of Blender! To put this into practice, search YouTube for "*Blender Donut Tutorial*" by Blender Guru. You'll be using these exact shortcuts right away.