



Blender

Corsi Linux 2017

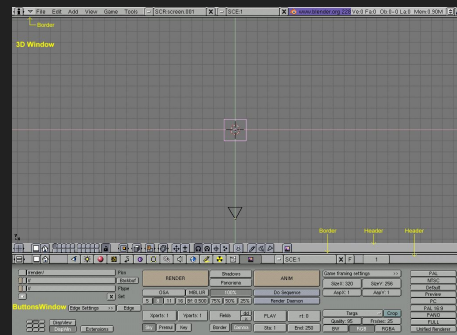


Matteo Testa ~ *Designer*
[Behance](#), [otemate.it](#)

Storia del progetto

1995.

Ton Roosendaal di NeoGeo studio fonda NaN per sviluppare Blender a partire dai loro 3d tool in-house.



2000.

Presentazione alla **SIGGRAPH** conference.
Attenzione del pubblico e €4.5M di investimenti.

2002.

Nasce la non-profit **Blender foundation**.
Open source con licenza GNU GPL



Oggi

2017.

Blender 2.79 da Settembre 2017

+500.000 download al mese

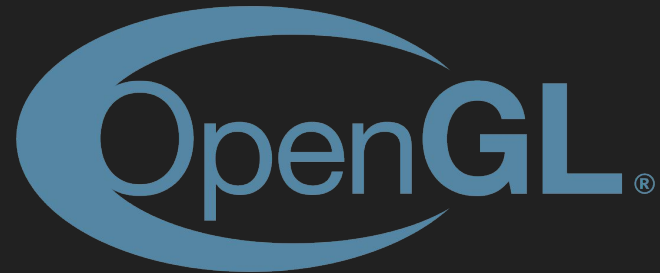
Google trend 2004-2017



Agent 327 Operation: Barbershop
<https://agent327.com/>

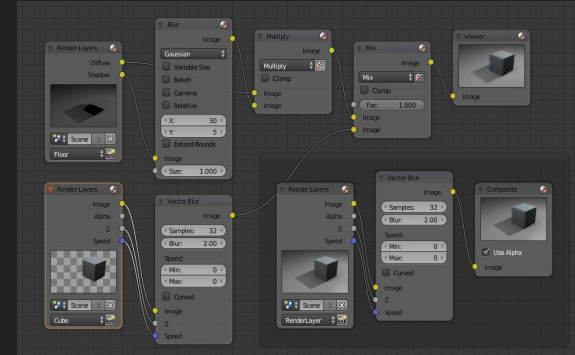
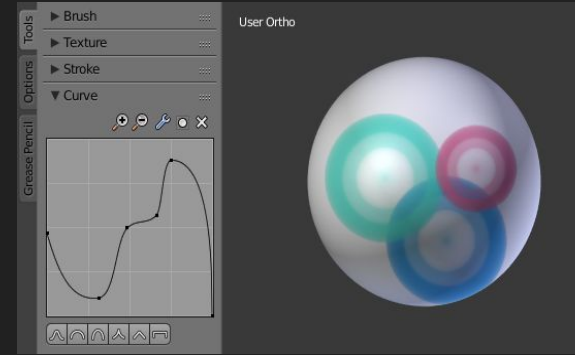
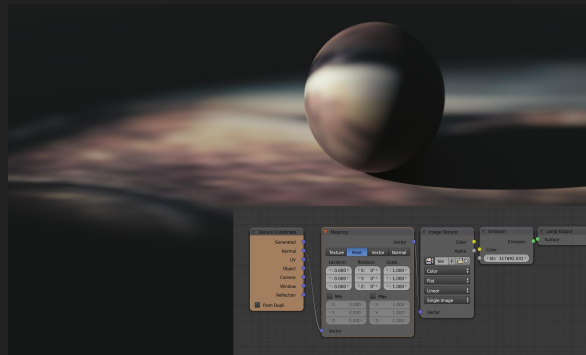
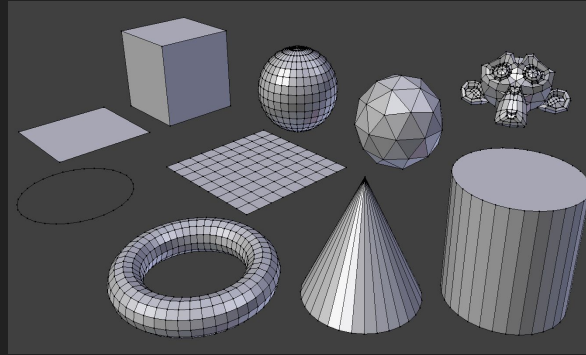
Caratteristiche

- Cross platform, basato su OpenGL e Python;
- Documentazione e tutorial;
- Supporto comunità, forums e IRC;
- Leggero e portabile.



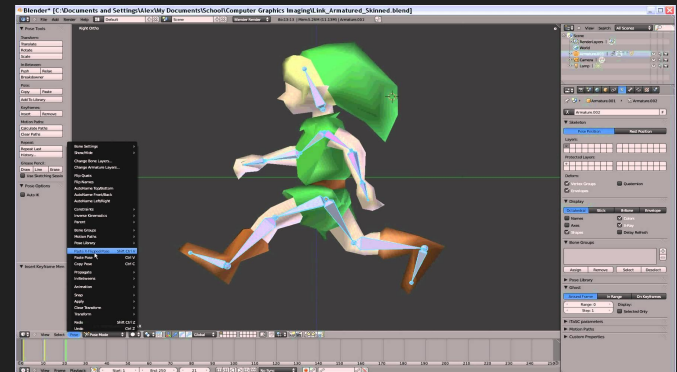
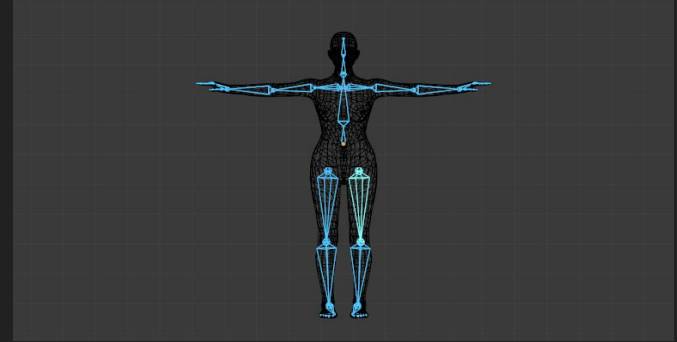
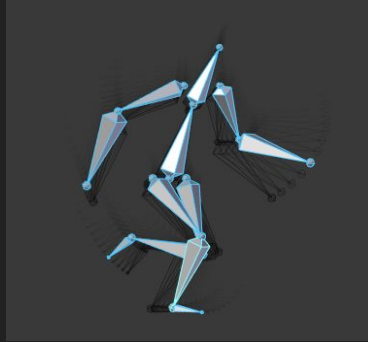
Rendering

- Modeling
- Texturing
- Lighting
- Rendering



Animazione

- Rigging
- Skinning
- Animation
- VFX & Simulations
- Compositing
- Video Editing

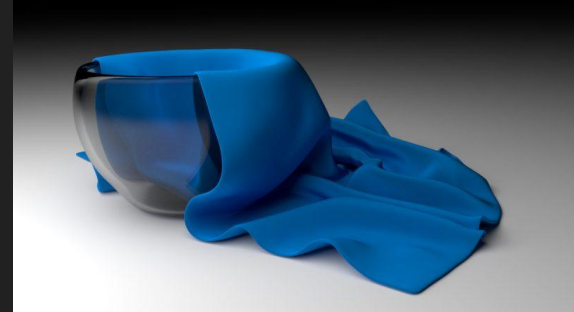


Simulazioni fisiche

- Rigging
- Skinning
- Animation
- **VFX & Simulations**
- Compositing
- Video Editing



Fluidi



Tessuti



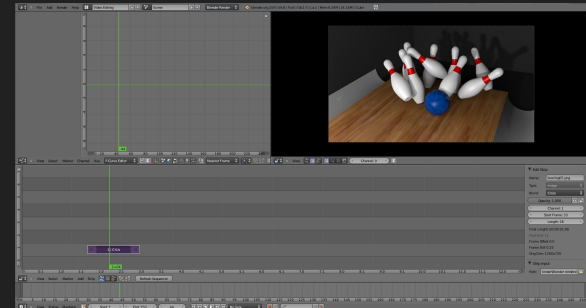
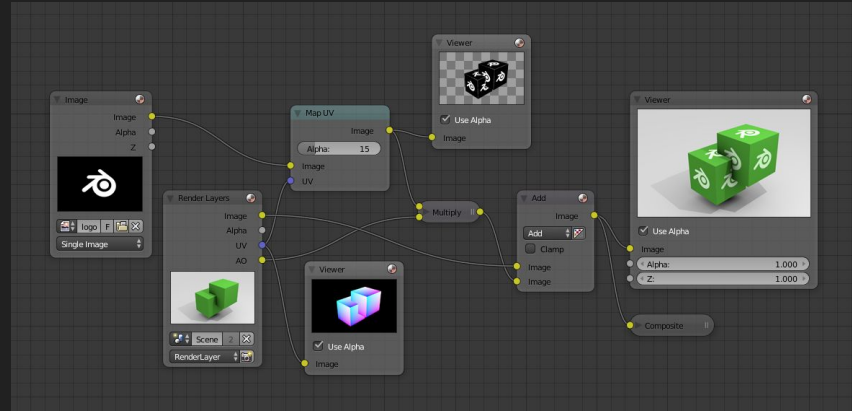
Capelli e peli



Particelle, fumo e fuoco

Compositing & Video editing

- Rigging
- Skinning
- Animation
- VFX & Simulations
- Compositing
- Video Editing

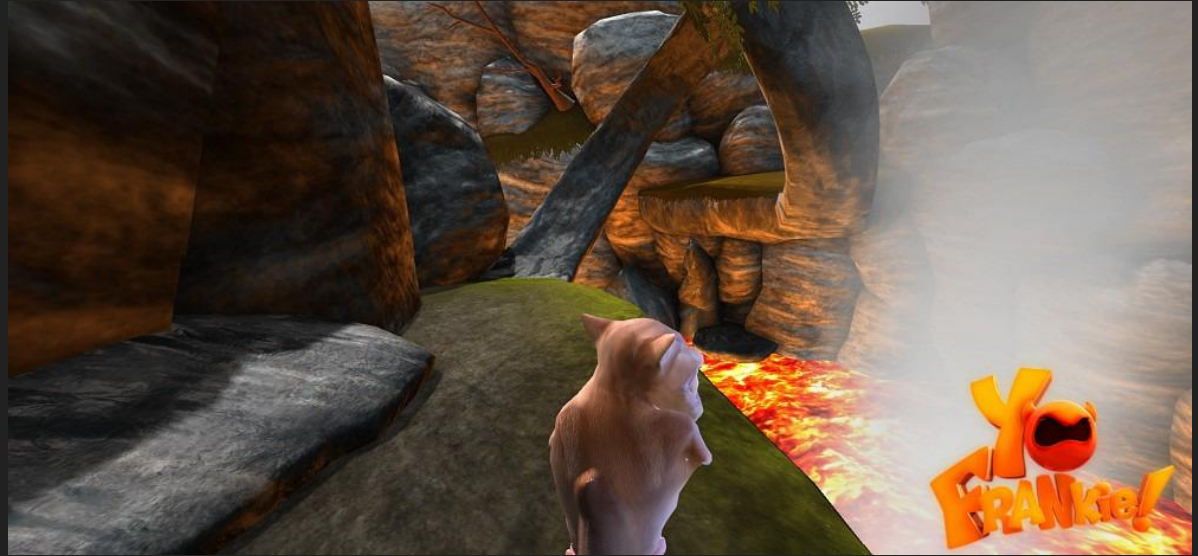


Game design

Progetti real time:

Dall'architettura,
alle simulazioni
ai videogiochi.

Riproduzione in Blender
E come eseguibili per
Linux/Mac/Win.



"Yo Frankie"

Installazione

[Latest Stable Release](#)

[Daily Builds](#)

[Build from Source](#)

Minimum (basic usage) hardware

- 32-bit dual core 2Ghz CPU with SSE2 support.
- 2 GB RAM
- 24 bits 1280×768 display
- Mouse or trackpad
- OpenGL 2.1 compatible graphics with 512 MB RAM

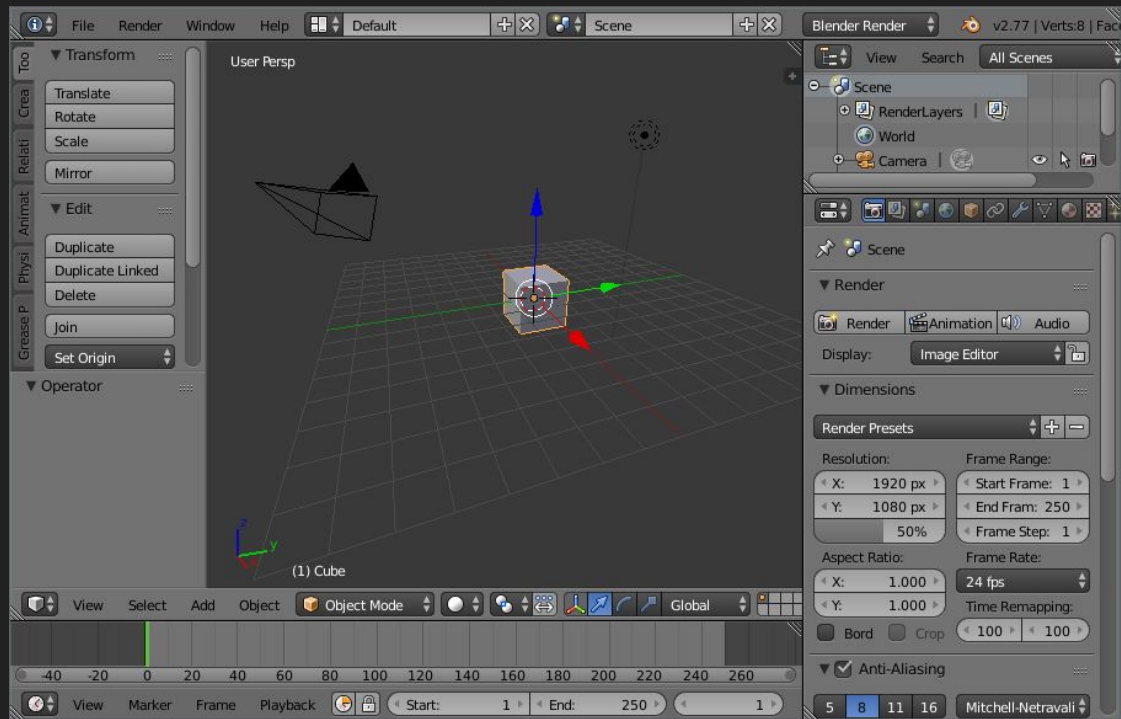
Recommended hardware

- 64-bit quad core CPU
- 8 GB RAM
- Full HD display with 24 bit color
- Three button mouse
- OpenGL 3.2 compatible graphics with 2 GB RAM

Requisiti di sistema

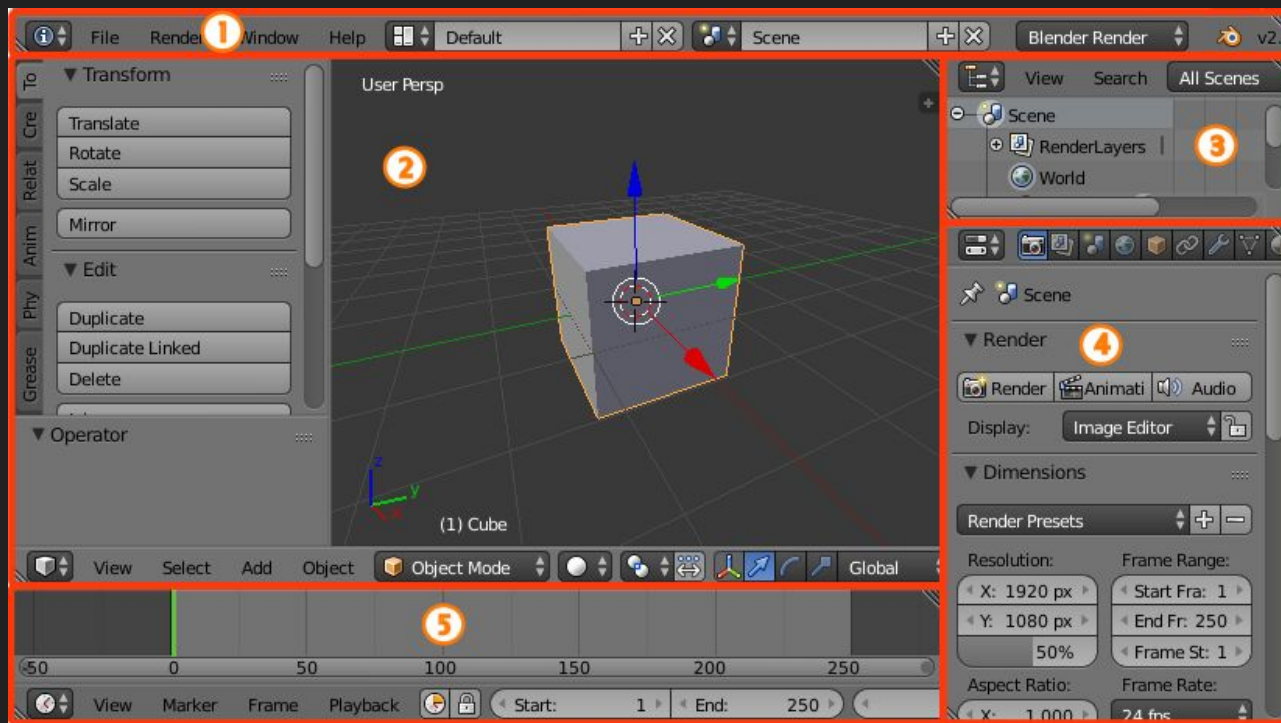
Spazio di lavoro

Default



Regioni

1. Info
2. 3D View
3. Outliner
4. Properties
5. Timeline



Editors

Utility

Impostazioni

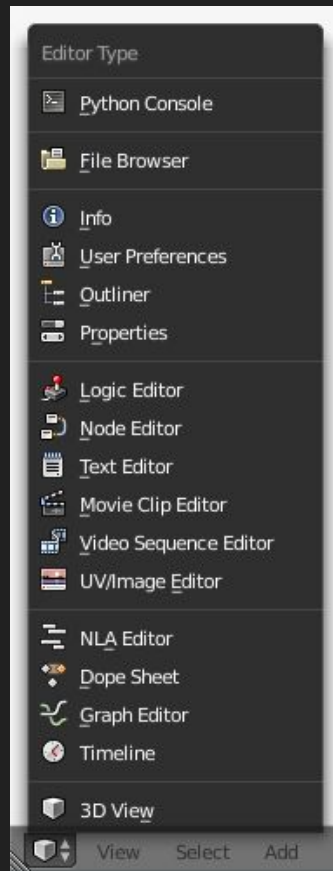
Modellazione

Compositing

Video editing

Animazione

Scripting



HotKey

Mouse consigliato.

Shortcut essenziali:

Mouse

Middle-click+drag
Shift+middle-click+drag
Ctrl+middle-click+drag
Left-click
Right-click
Shift+right-click
Alt+right-click (Emode)

View

1-3-7
Ctrl+1-7
2-4-6-8
5
0
Ctrl+Alt+0
+

Rotate view
Pan view
Zoom view
Place 3D cursor
Select
Add to selection
Edge/Face loop select

Front-Top
Back-Bottom
Rotate view
Orto/Prospettiva
Camera view
Set camera to viewport
Zoom into view

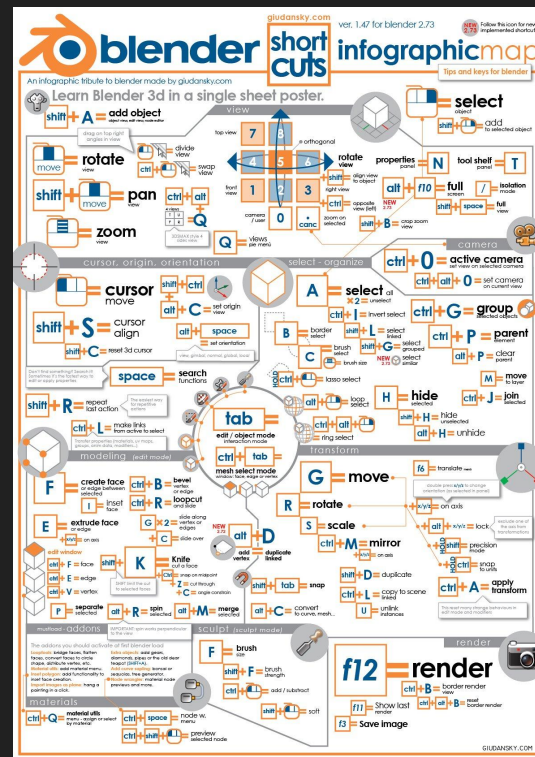
Keyboard

Tab
Shift+Tab
Ctrl+S
X
Ctrl+Z
Ctrl+Shift+Z
Spacebar
Shift+A

Ctrl+J
R
S
U (Emode)
A
Shift+D
Alt+D
G
I
Alt+A

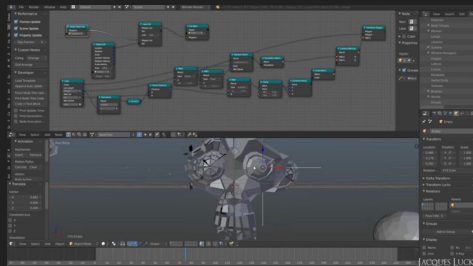
Toggle Edit mode
Toggle snapping
Save file
Delete selection
Undo
Redo
Show search menu
Show Add menu

Join selected objects
Rotate
Scale
Unwrap mesh
Toggle select all/none
Duplicate
Linked duplicate
Grab/move
Insert keyframe
Play animation in view



Plug-in

- [The Grove, alberi generativi](#)
- [EasyFX](#)
- [Animation Nodes](#)
- [Pro Lighting: Skies](#)

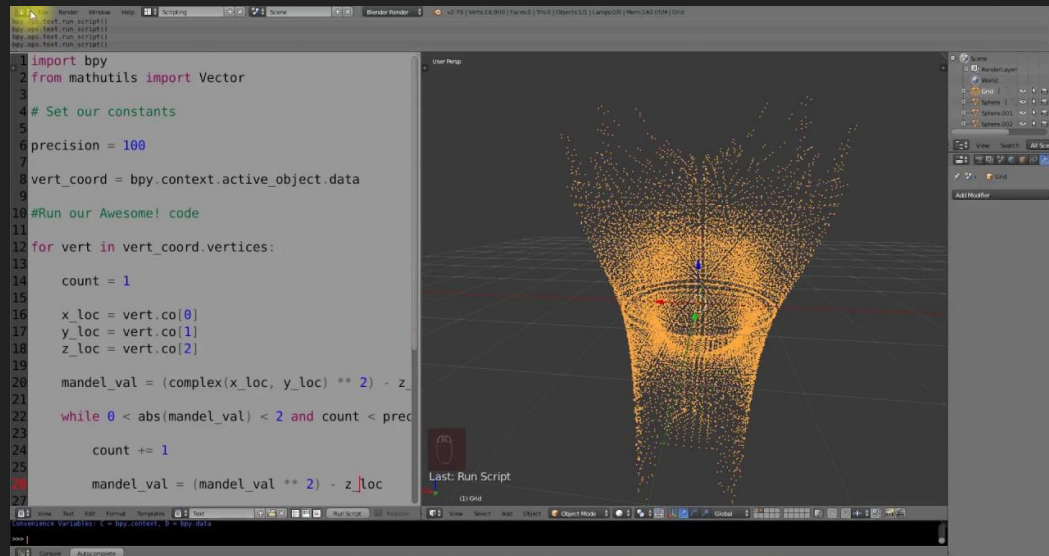


Scripting

Python API

Command-Line

```
mjh@mjh-Lenovo-Z50-70: ~  
File Edit View Search Terminal Help  
mjh@mjh-Lenovo-Z50-70:~$ blender  
Cannot connect to server socket err = No such file or directory  
Cannot connect to server request channel  
jack_server is not running or cannot be started  
JackShmReadWritePtr::~JackShmReadWritePtr - Init not done for 4294967295, skipping unlock  
JackShmReadWritePtr::~JackShmReadWritePtr - Init not done for 4294967295, skipping unlock
```



Domande!

Tutto chiaro?

Argomento preferito?

Dubbi & curiosità?

Ask

The

F***ing

Me!

Grazie!

