



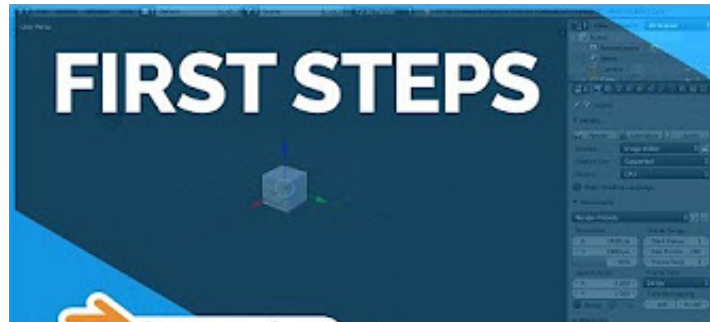
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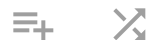
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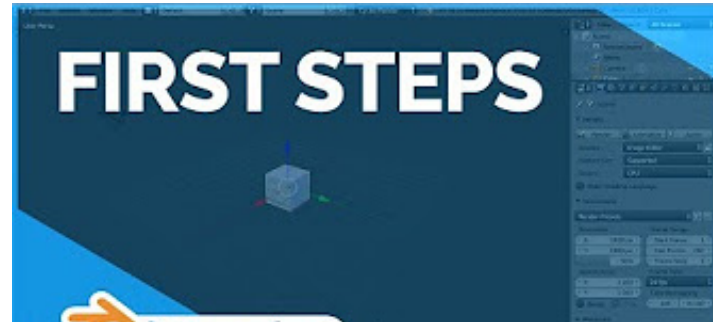
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- FIRST STEPS** First Steps - Blender
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- NAVIGATION OVERVIEW** Navigation Overview - Blender
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- SELECTION & TRANSFORM** Selection & Transform - Blender
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- ADDING & DELETING** Adding & Deleting - Blender
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- LAYERS & MESH VISIBILITY** Layers & Mesh Blender
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- INTERFACE OVERVIEW** Interface Overview - Blender
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- CREATING MESHES** Creating Meshes - Blender
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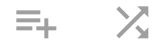
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Object vs Edit Mode -

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Mesh Selection

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CYCLES SHADERS

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Cycles Shaders -

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THREE POINT LIGHTING

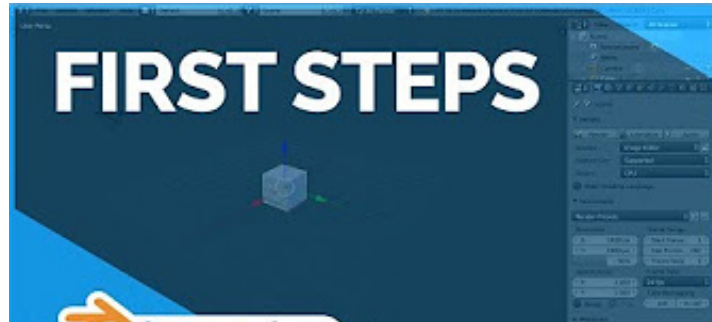
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Three-point Lighting -

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RENDER

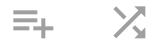
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22 **INTRODUCTION** Introduction to Render
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23 **DIMENSIONS & METADATA** Dimensions &
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24 **RENDER OUTPUT** Render Output
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25 **RENDER SAMPLES** Cycles Render
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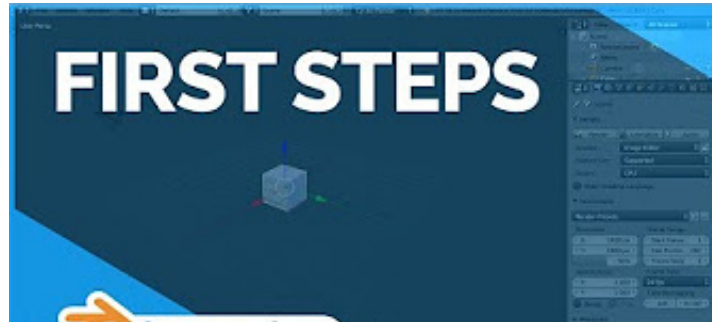
26 **RIGGING INTRODUCTION** Introduction to Rigging -
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27 **PARENTING** Parenting - Blender
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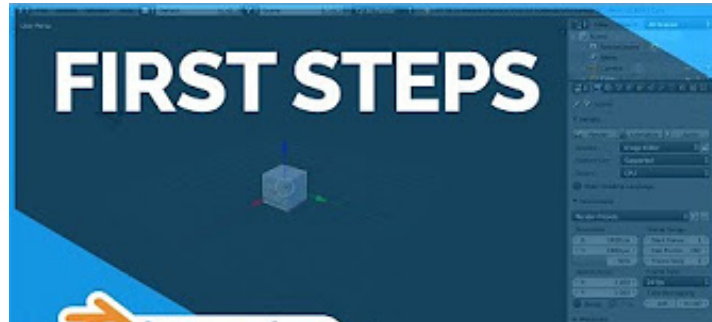
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INVERSE KINEMATICS

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VERTEX GROUPS

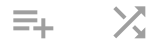
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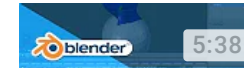
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