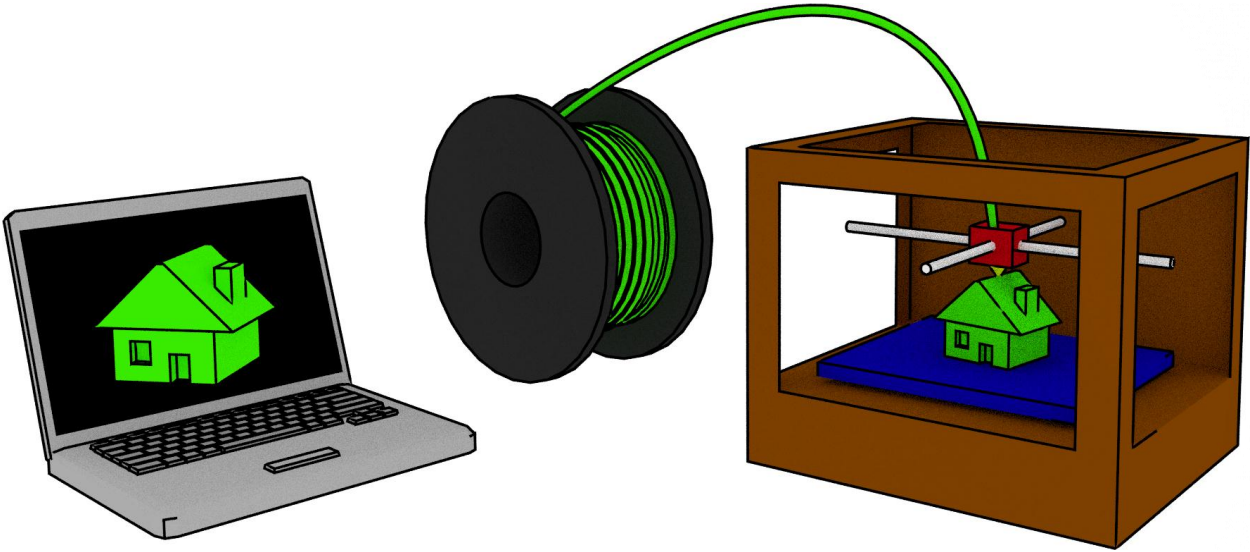
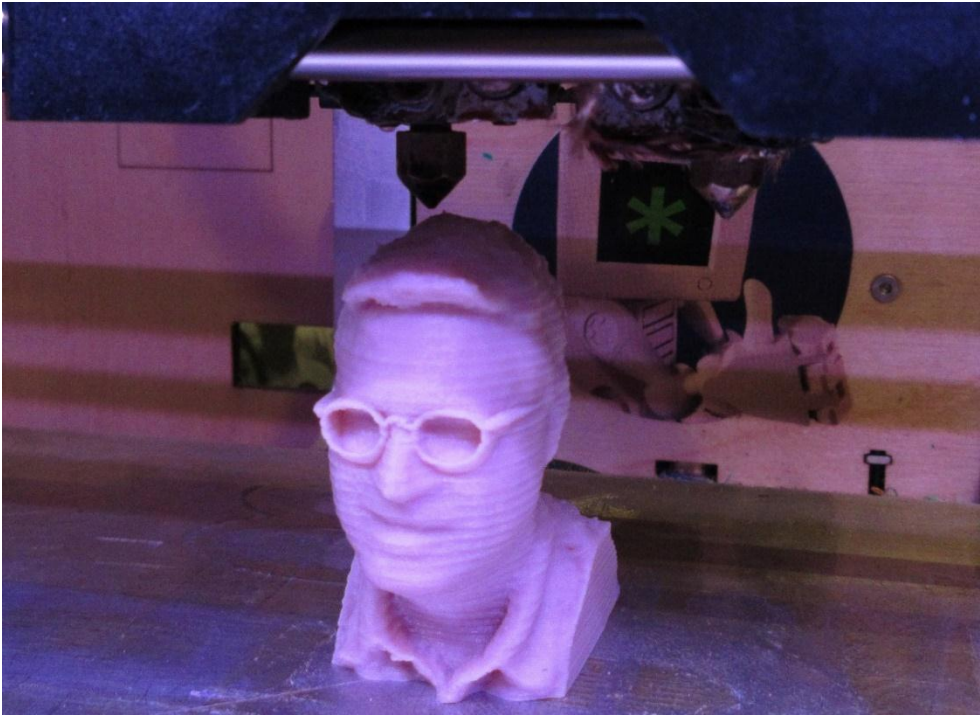
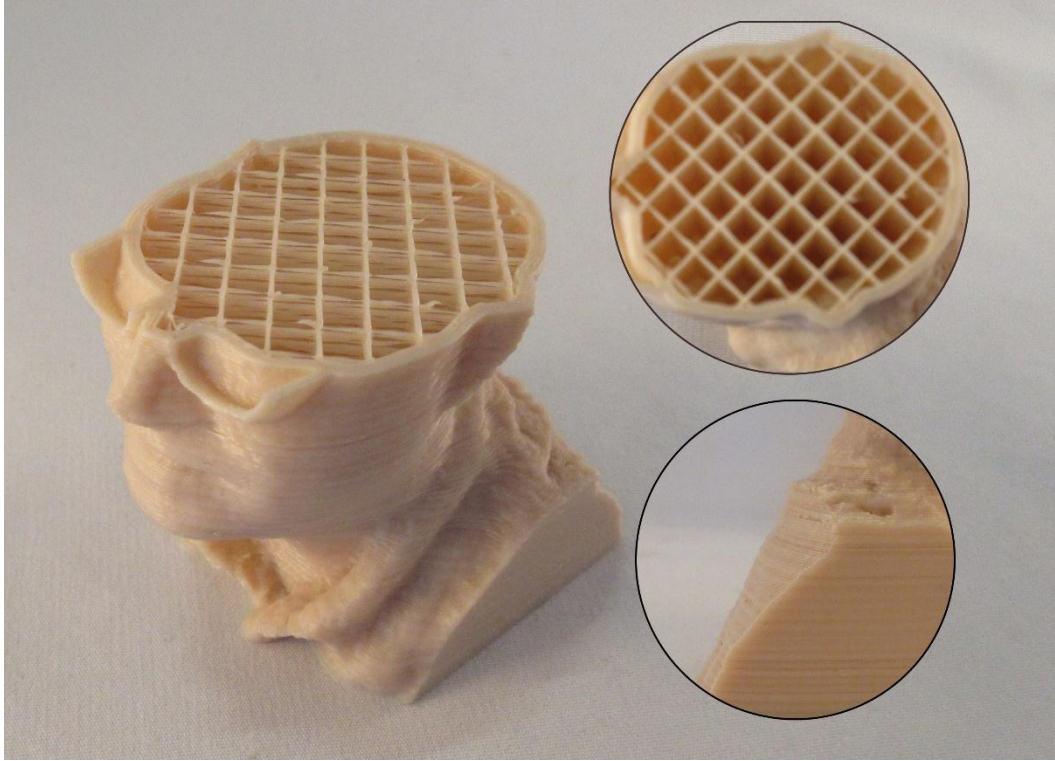
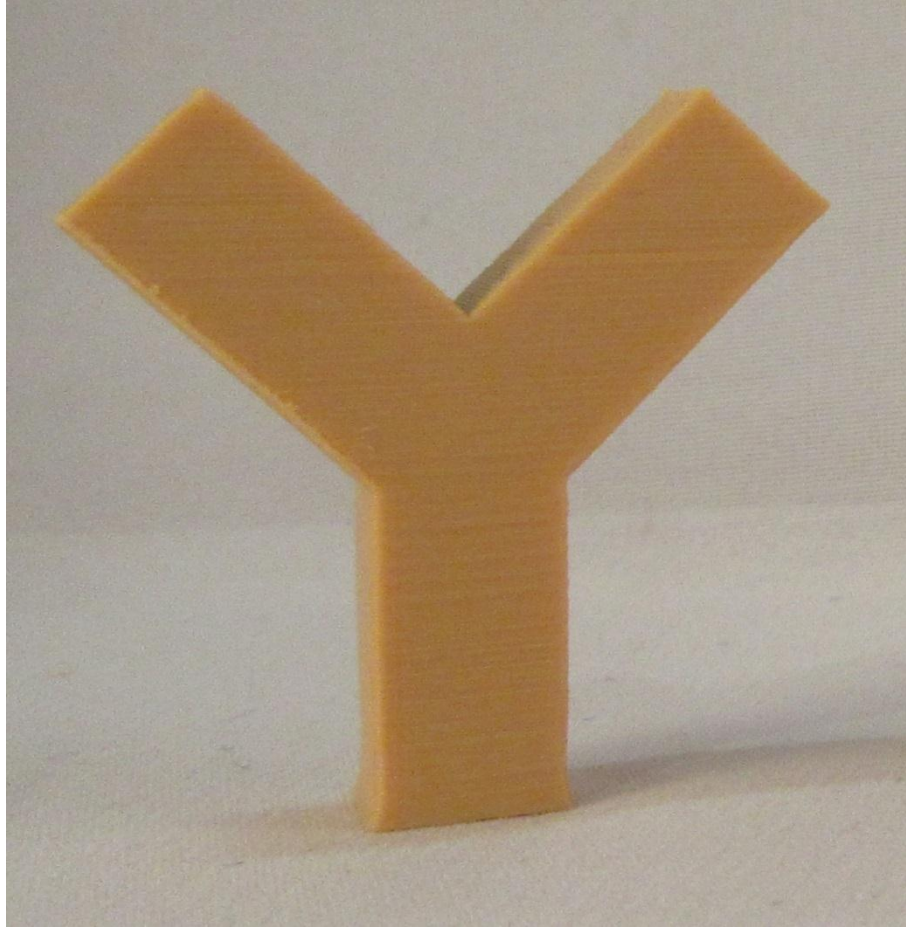
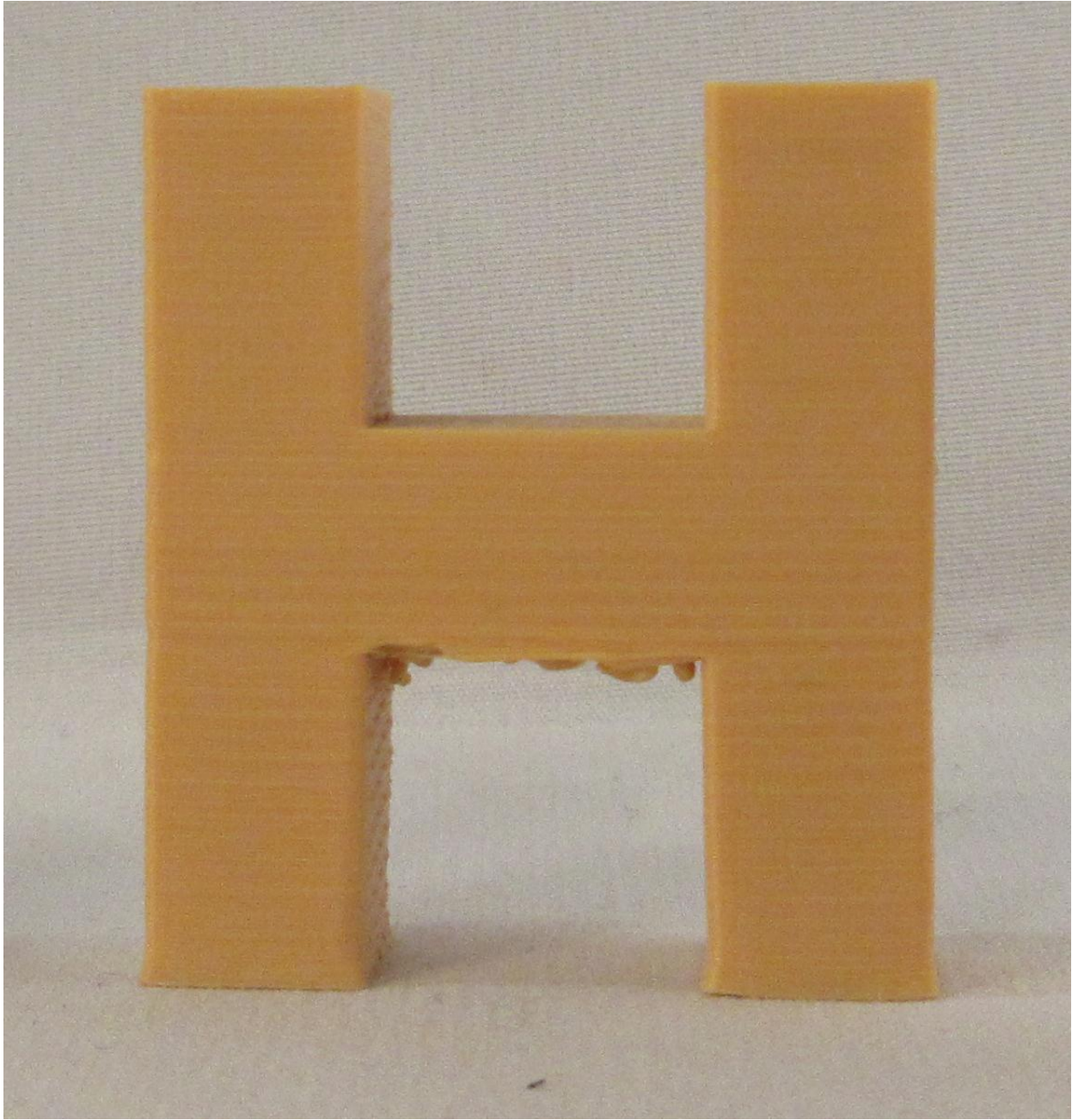


Chapter 1: 3D Printing Basics

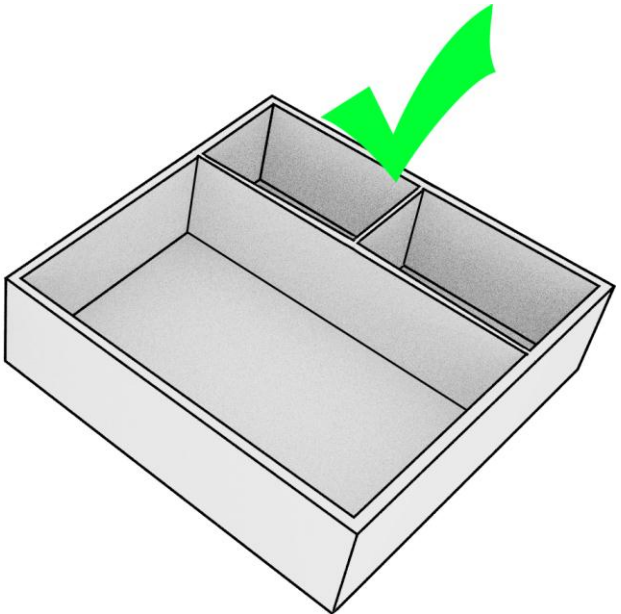
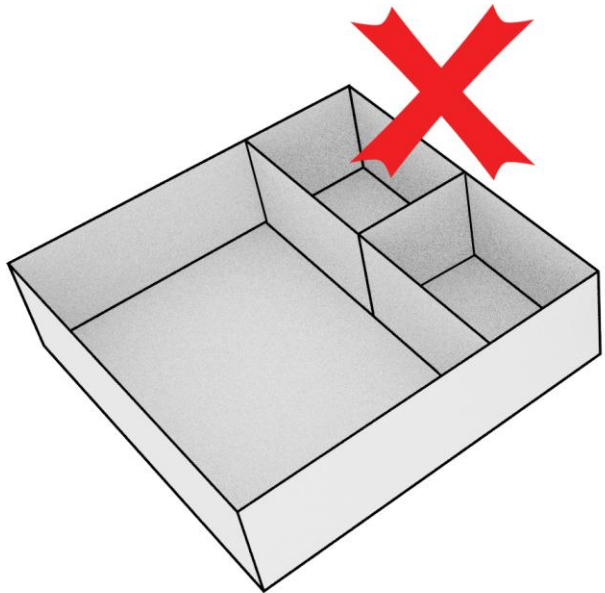
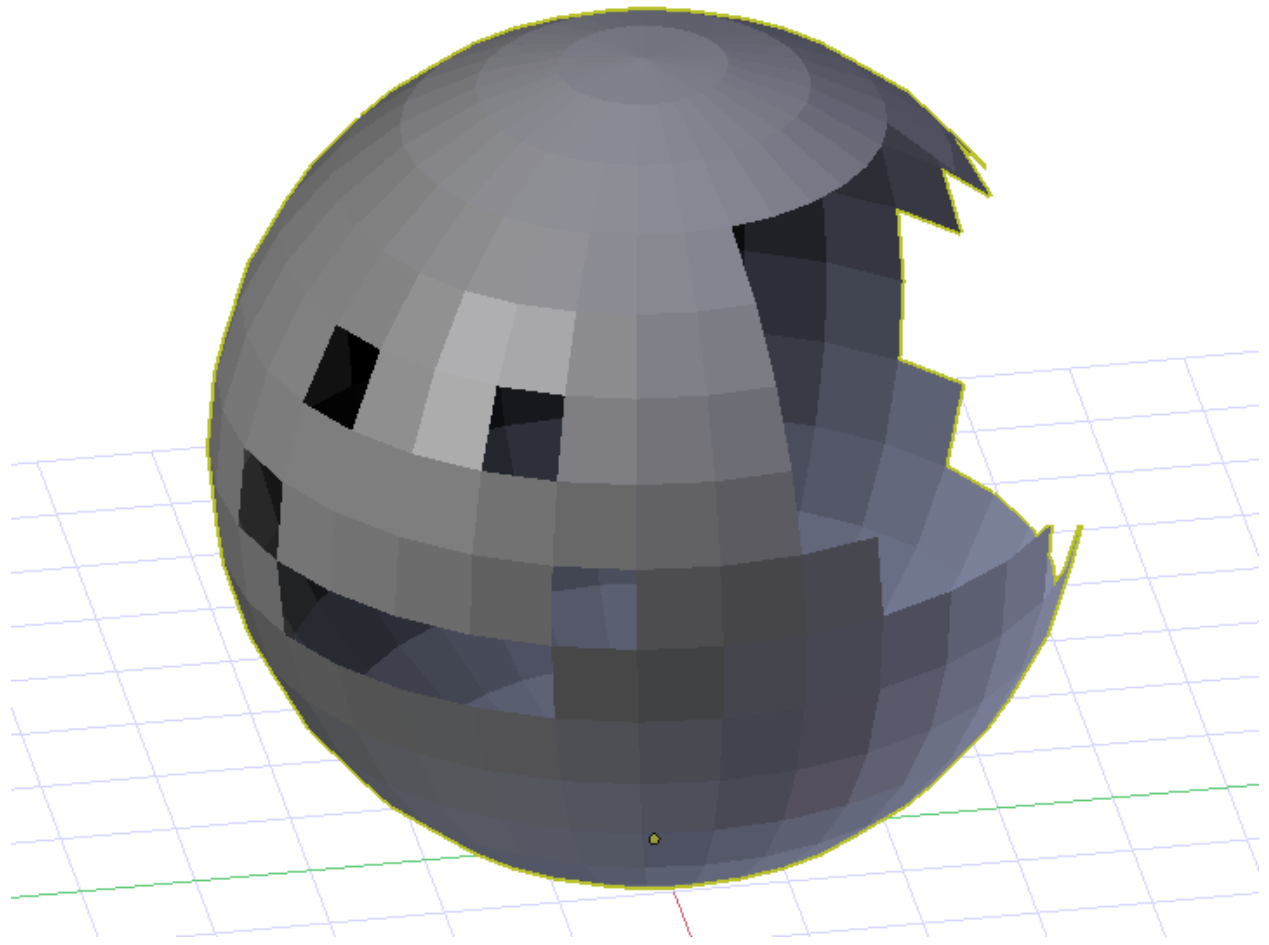




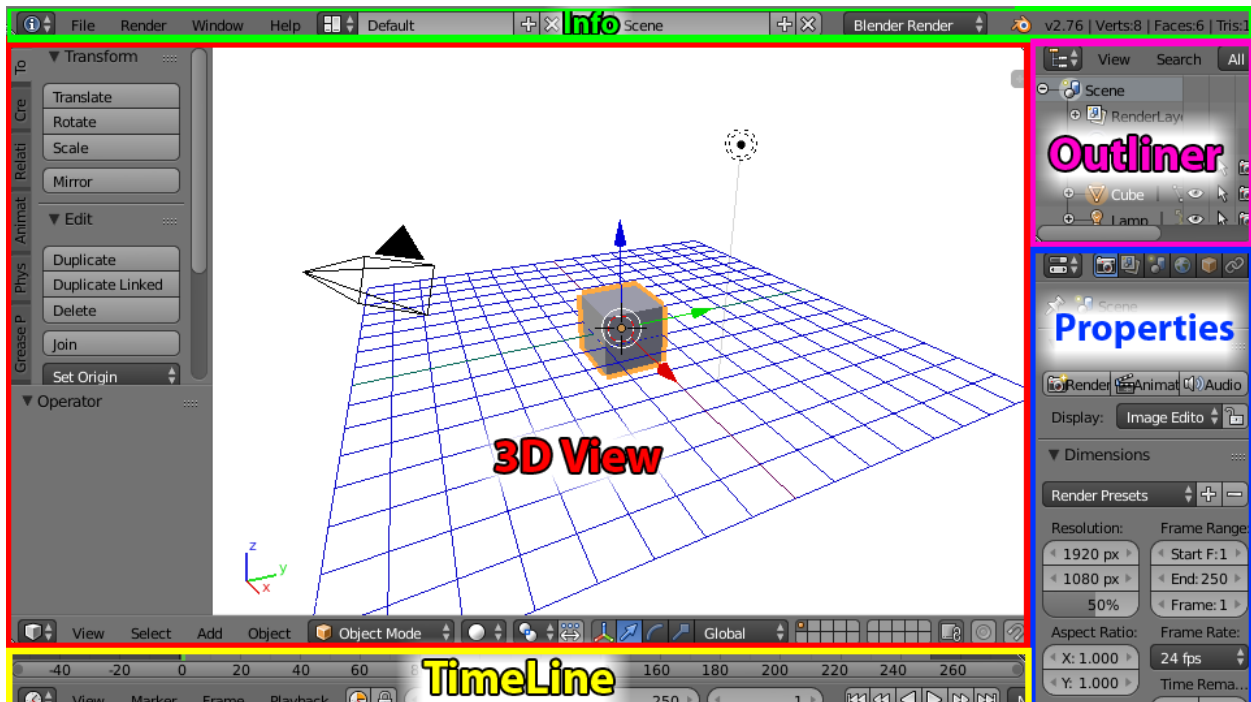
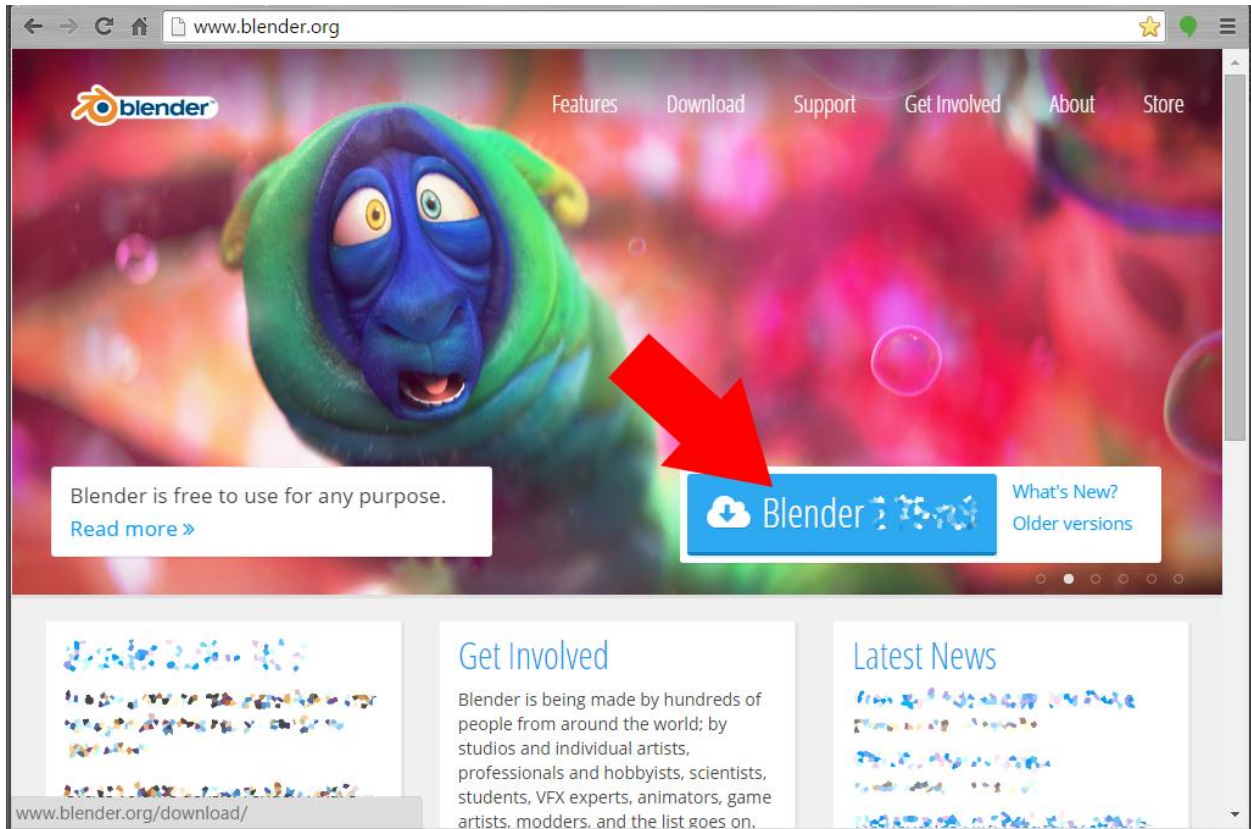


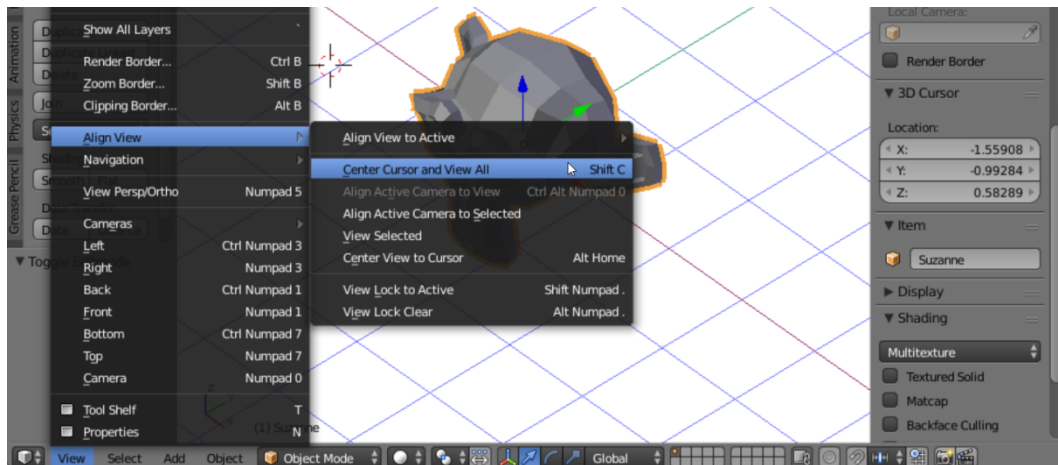
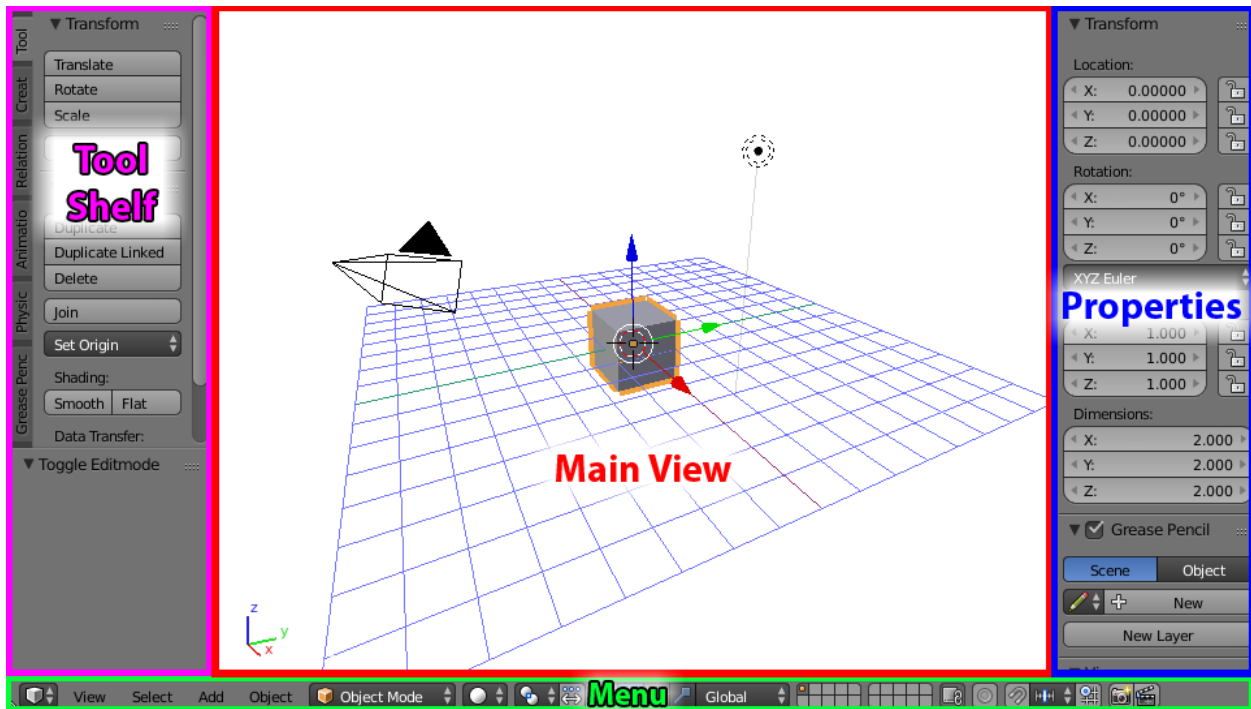


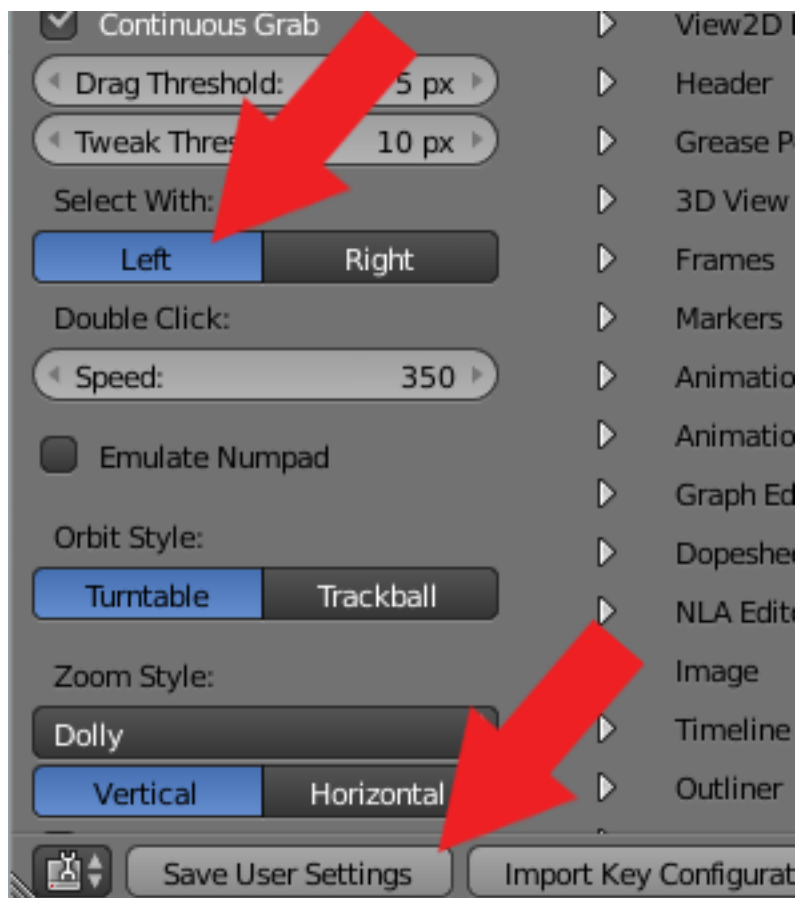
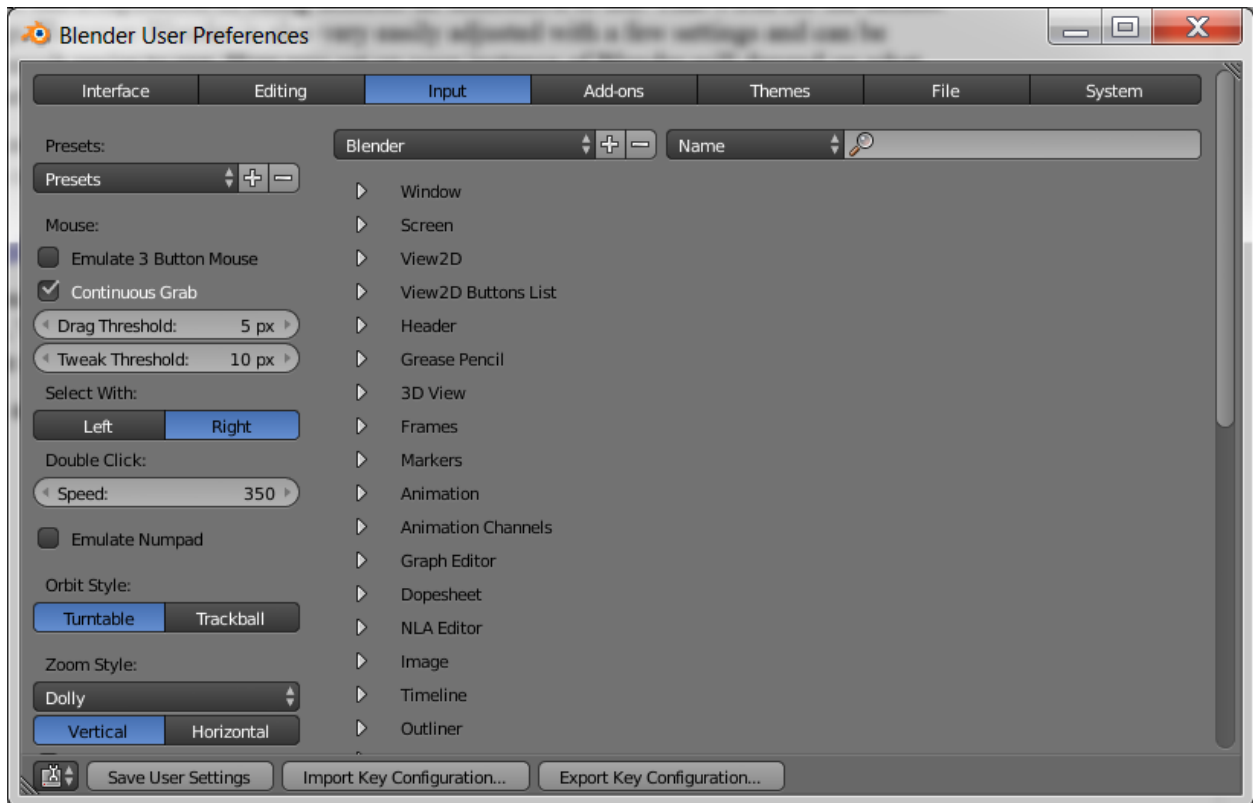




Chapter 2: Beginning Blender







Presets

Mouse:

- Emulate 3 Button Mouse
- Continuous Grab

Drag Threshold: 5 px

Tweak Threshold: 10 px

Select With:

Left Right

Double Click:

Speed: 350

- Emulate Numpad

Orbit Style:

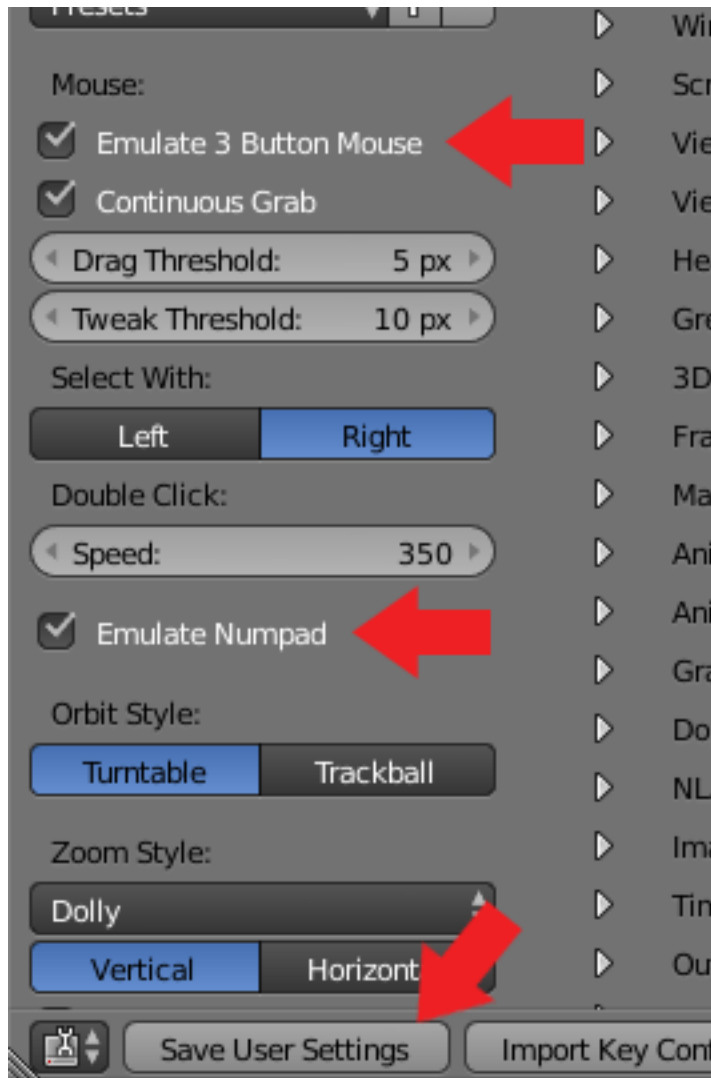
Turntable Trackball

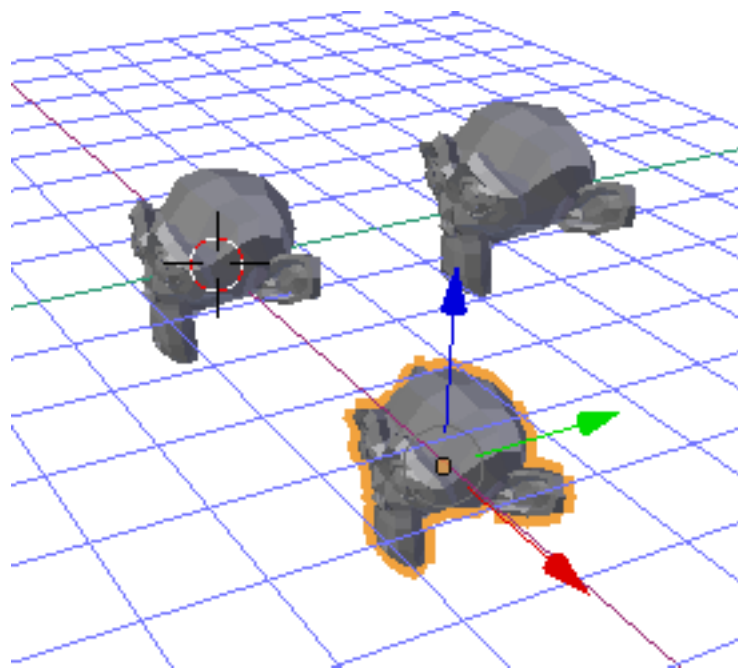
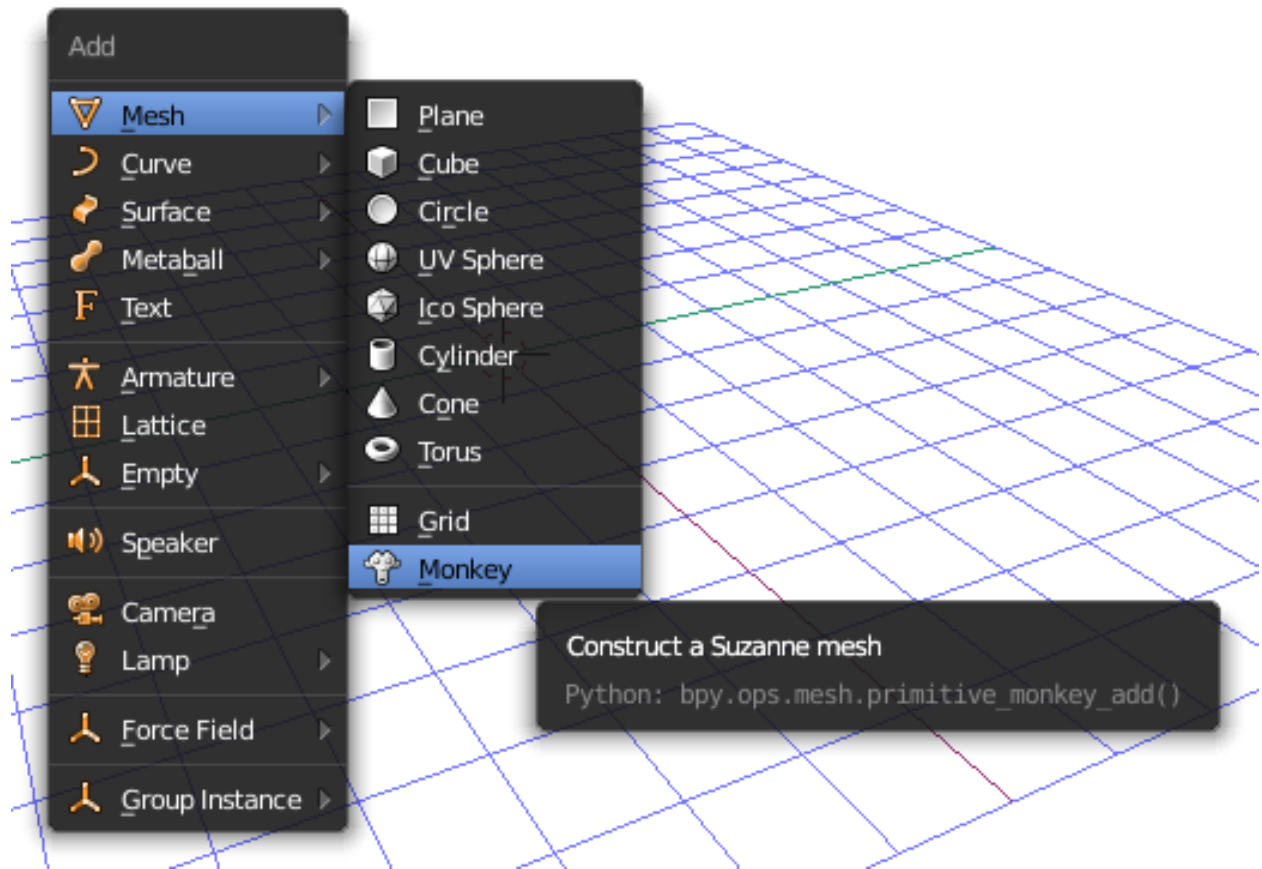
Zoom Style:

Dolly

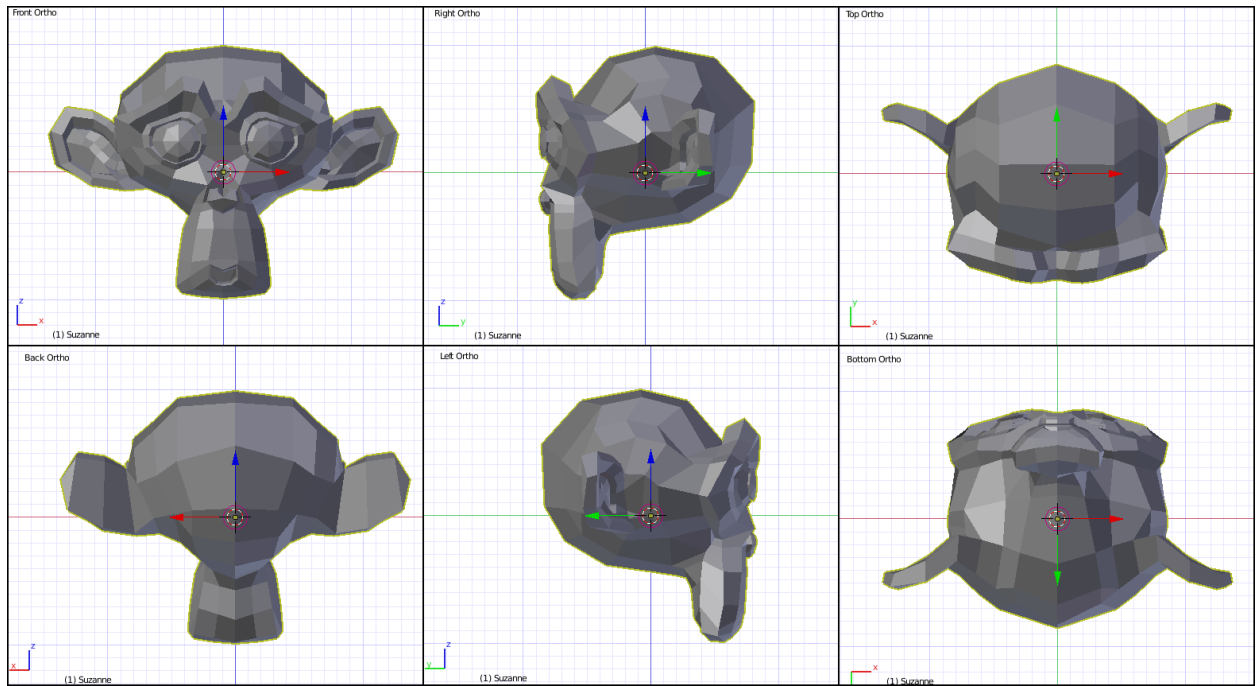
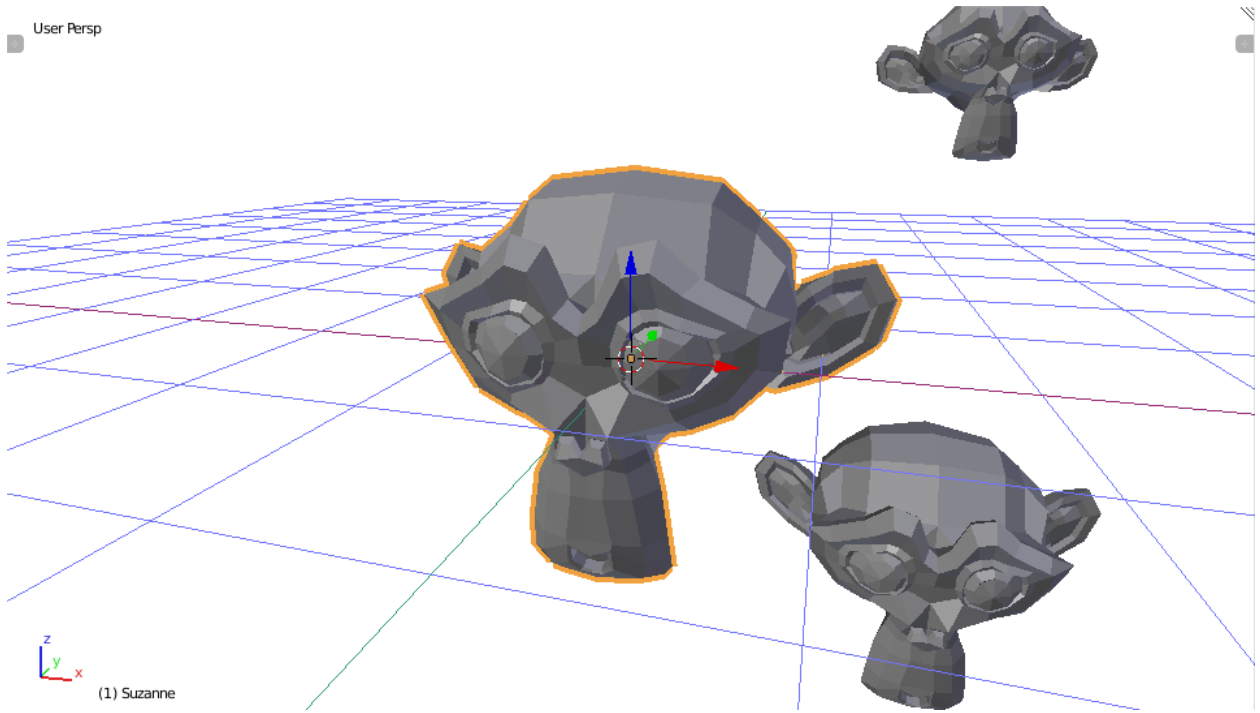
Vertical Horizontal

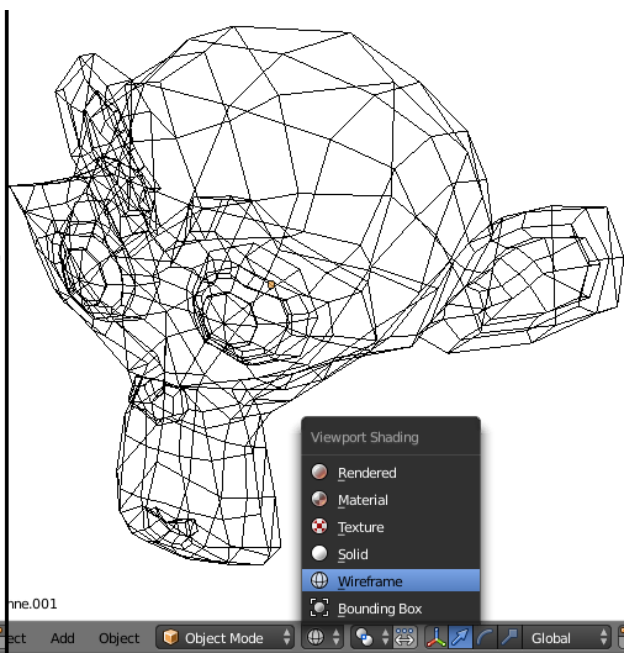
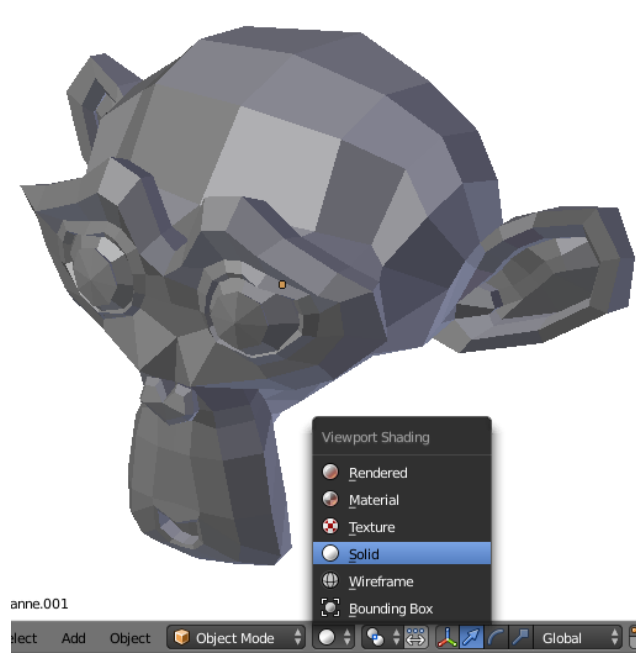
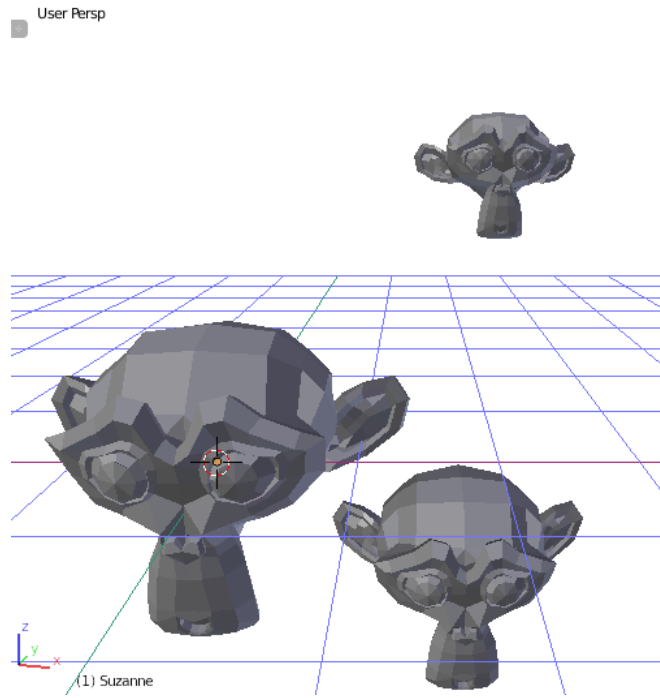
Save User Settings Import Key Cont

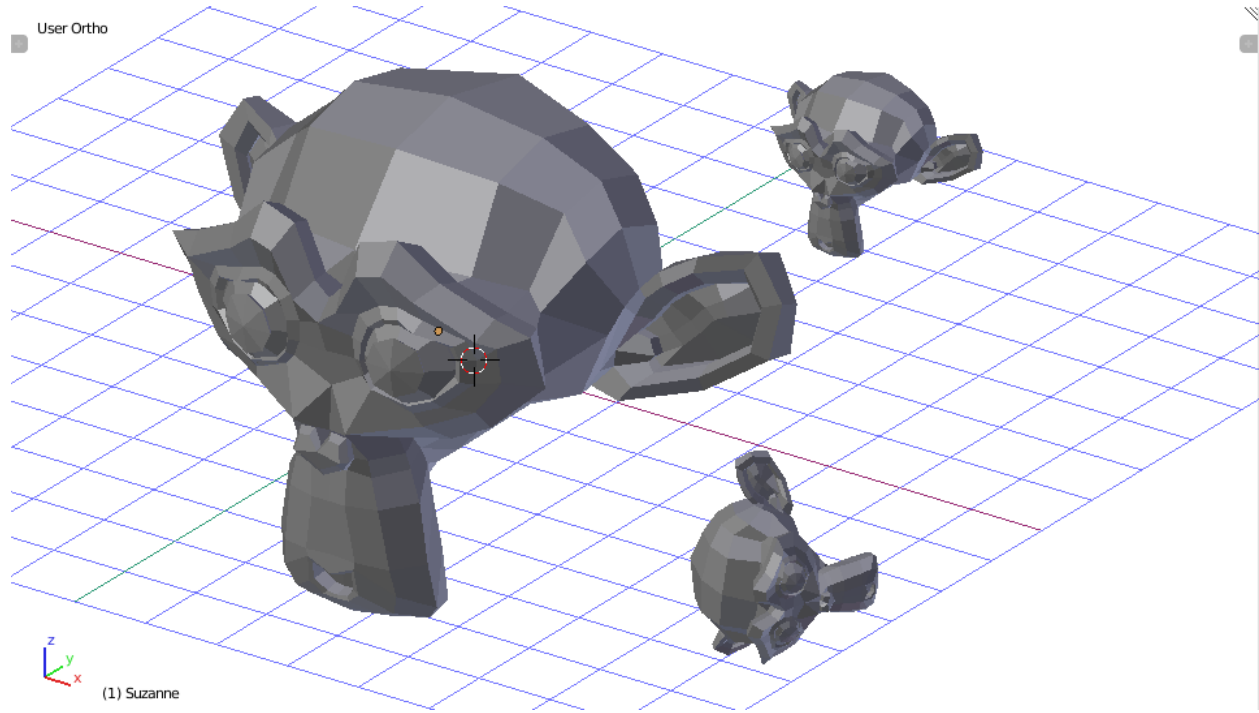
A screenshot of a software settings panel. The panel is dark grey with white text. It has several sections: 'Mouse:' with two checked checkboxes 'Emulate 3 Button Mouse' and 'Continuous Grab'; 'Drag Threshold:' and 'Tweak Threshold:' with numerical values and arrows; 'Select With:' with two buttons 'Left' and 'Right', where 'Right' is highlighted in blue; 'Double Click:' with a 'Speed:' slider set to 350; 'Emulate Numpad' which is checked; 'Orbit Style:' with two buttons 'Turntable' and 'Trackball', where 'Turntable' is highlighted in blue; 'Zoom Style:' with a dropdown menu showing 'Dolly' and two buttons 'Vertical' and 'Horizontal', where 'Vertical' is highlighted in blue. At the bottom, there are three buttons: a small icon button, 'Save User Settings', and 'Import Key Cont'. Three red arrows point to the 'Emulate 3 Button Mouse' checkbox, the 'Emulate Numpad' checkbox, and the 'Horizontal' button.



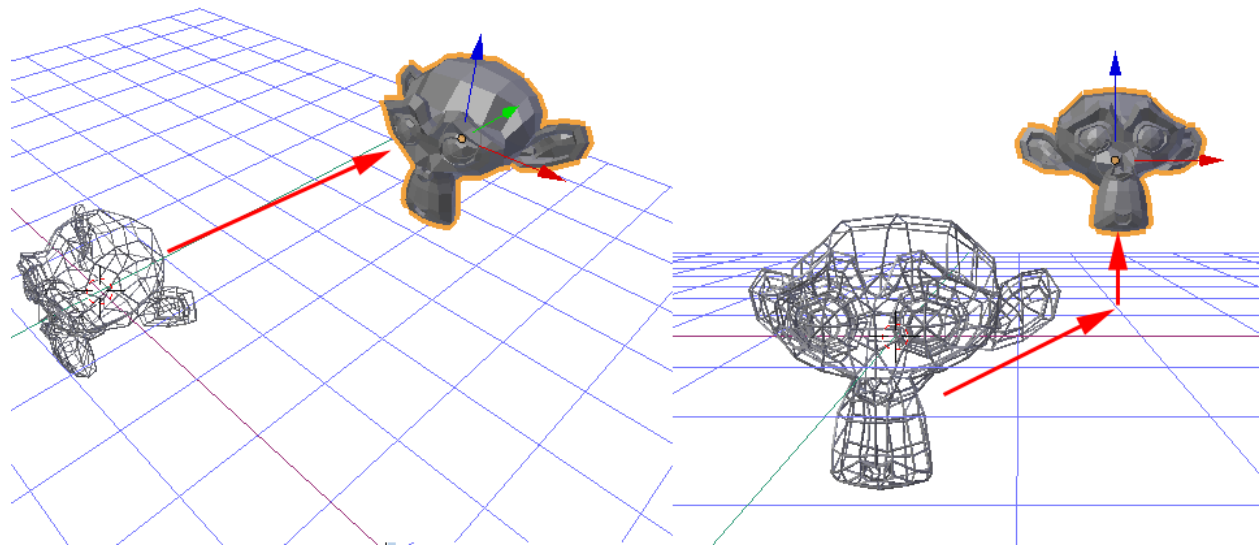
User Persp

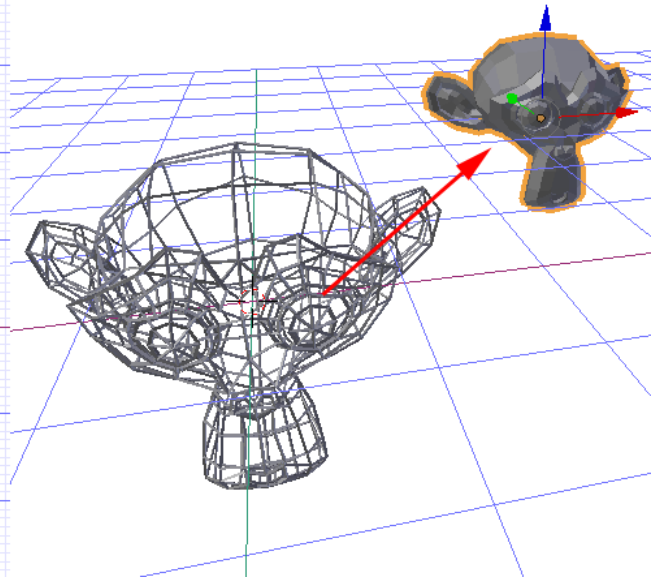
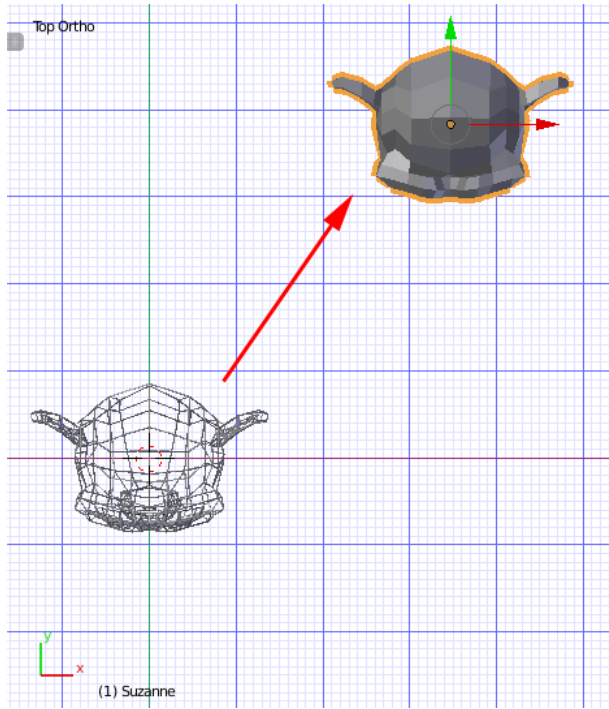


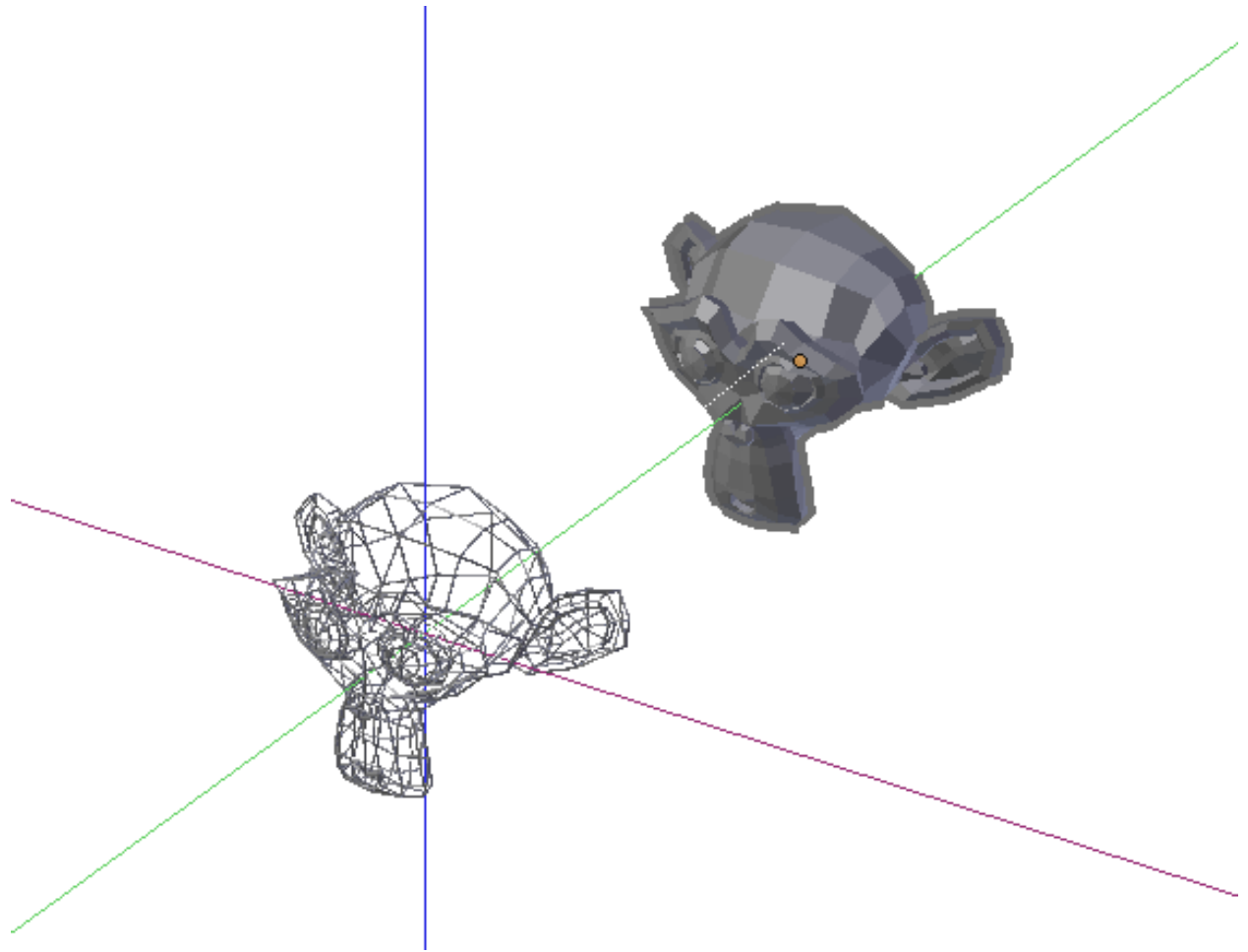




Without control







Tools menu:

- Translate
- Rotate
- Scale
- Mirror
- ▼ Edit
- Duplicate
- Duplicate Linked
- Delete
- Join
- Set Origin
- Shading: Smooth Flat
- Data Transfer: Data Data La

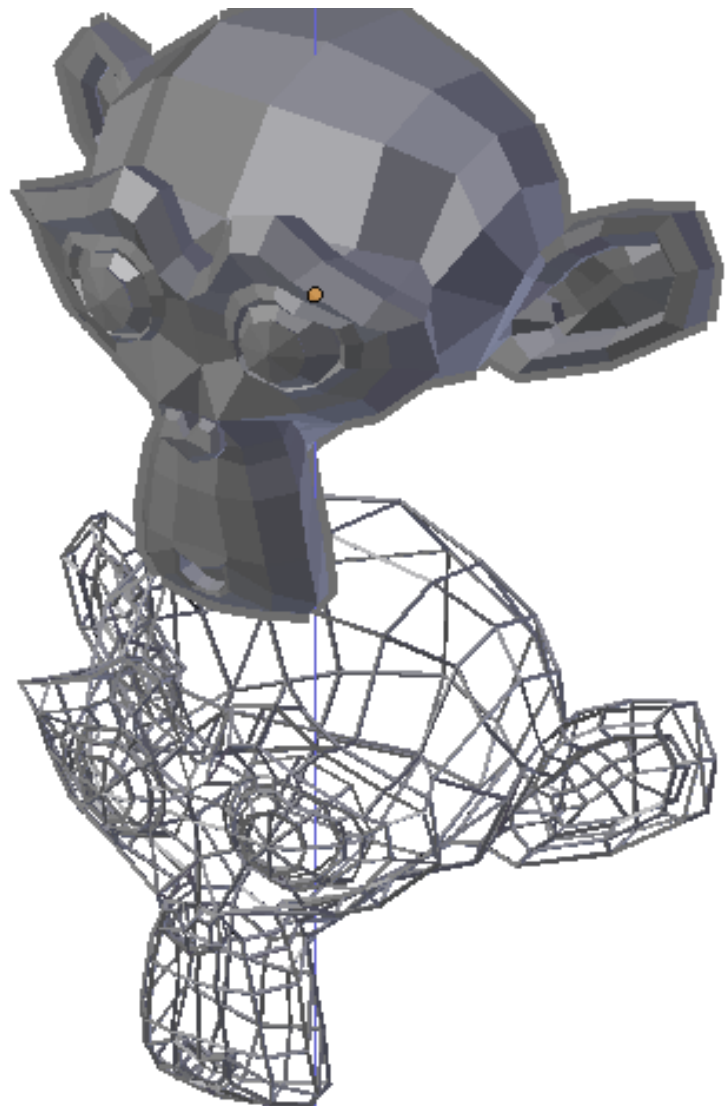
▼ Translate

Vector

X:	0.000
Y:	0.000
Z:	2.000

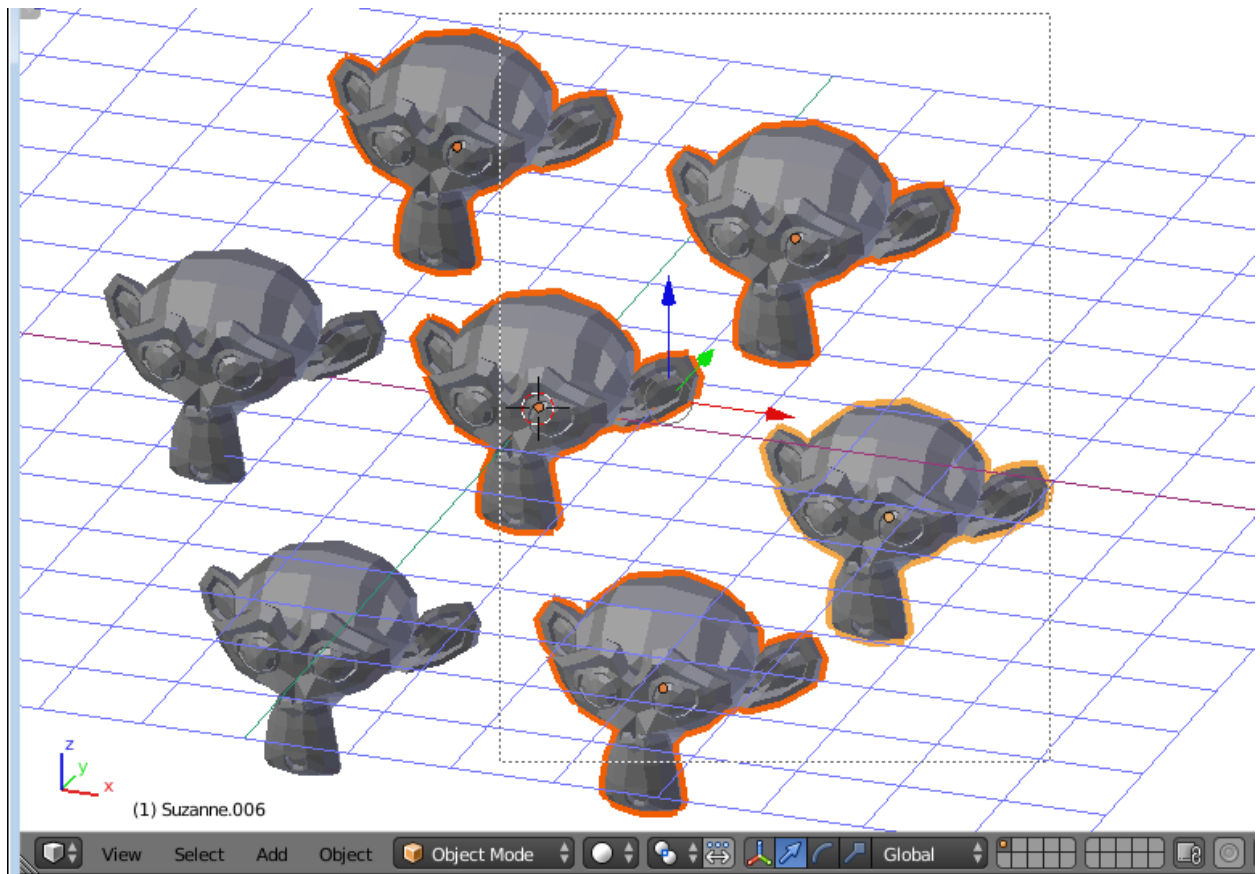
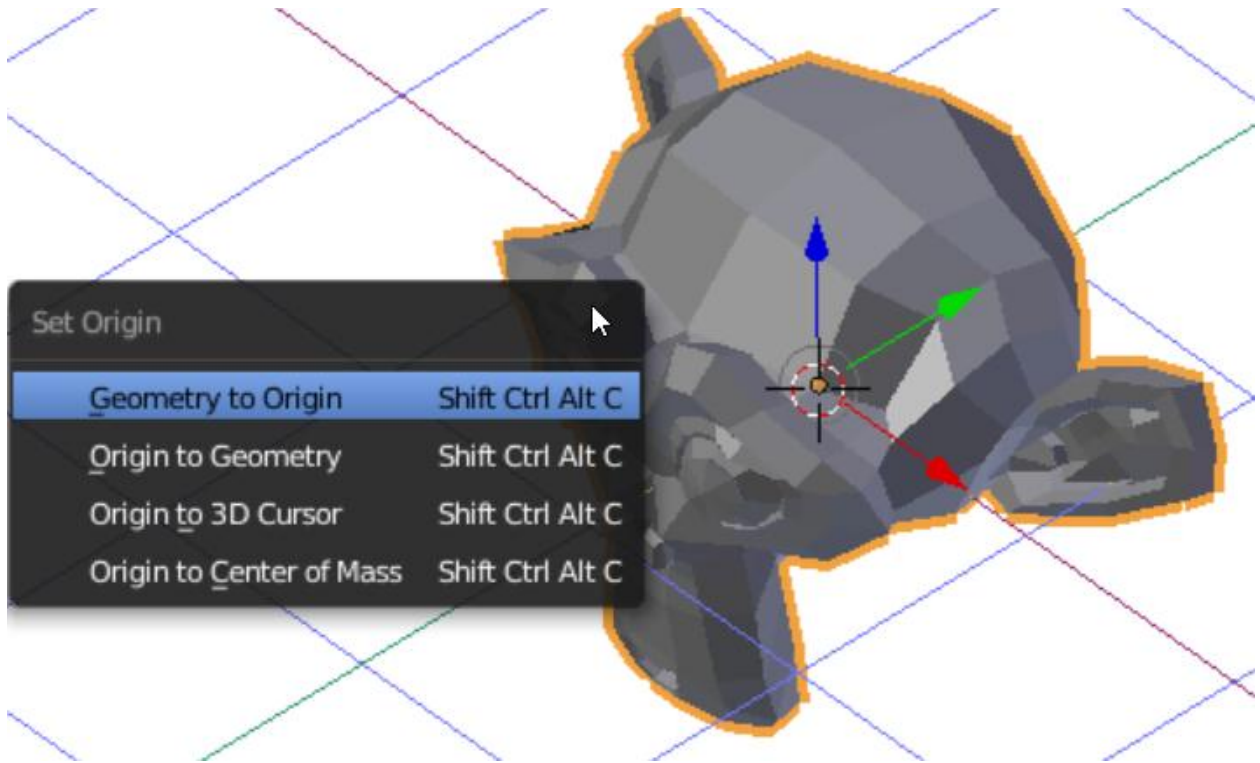
Constraint Axis

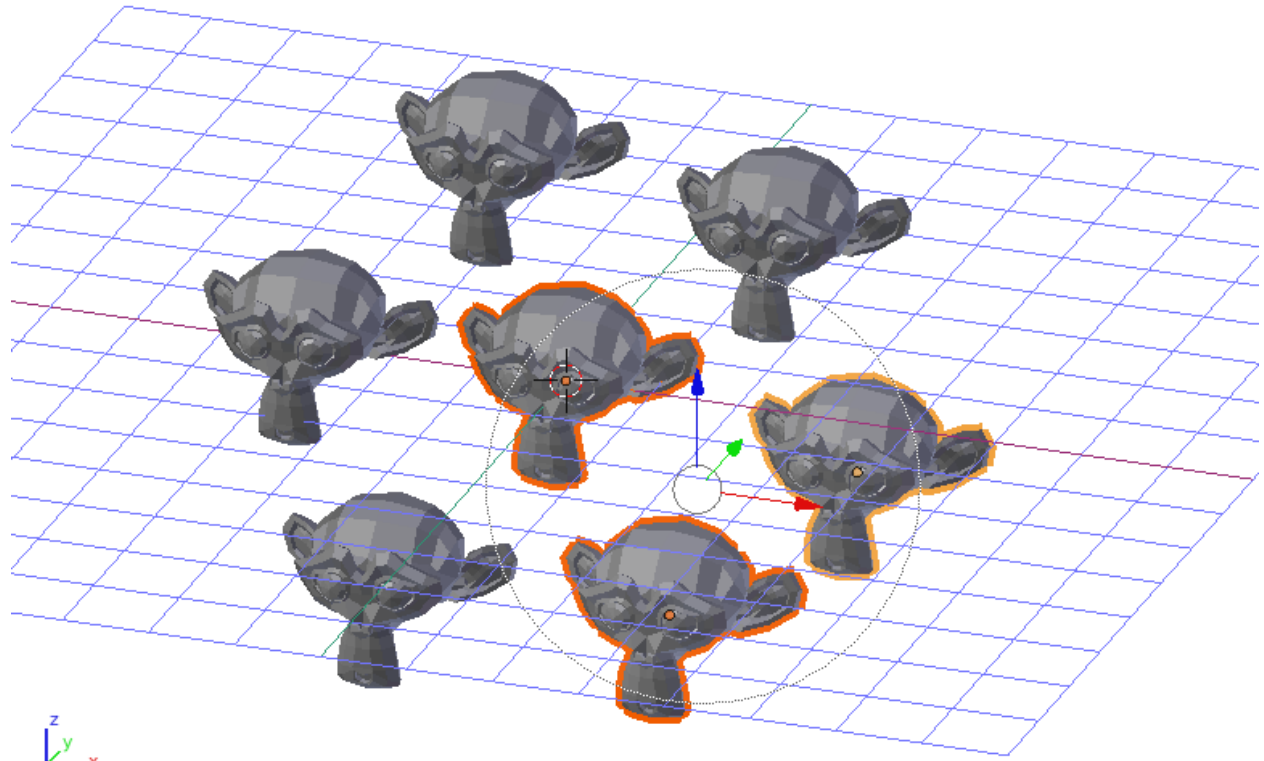
- X
- Y



(1) Suzanne

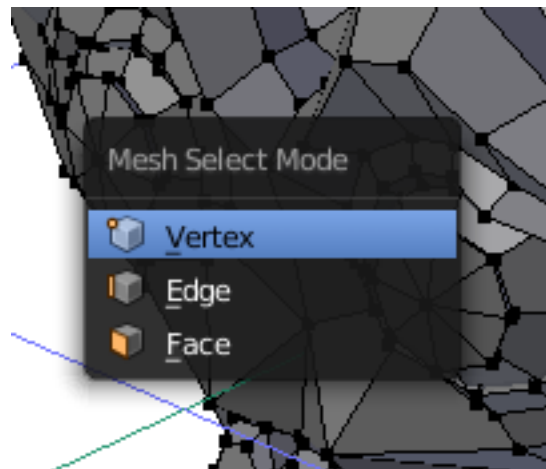
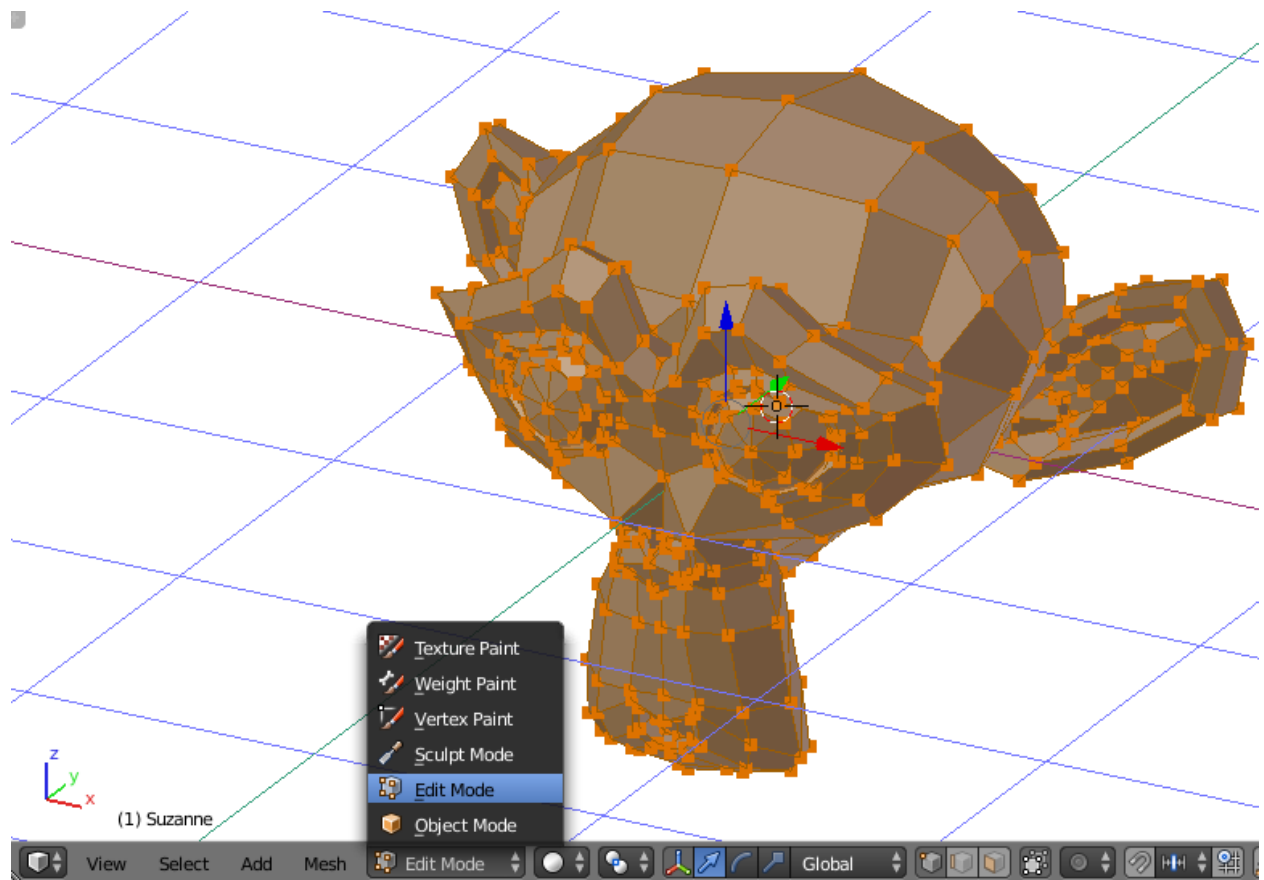
D: [2]] = 2 (2.0000) along global Z

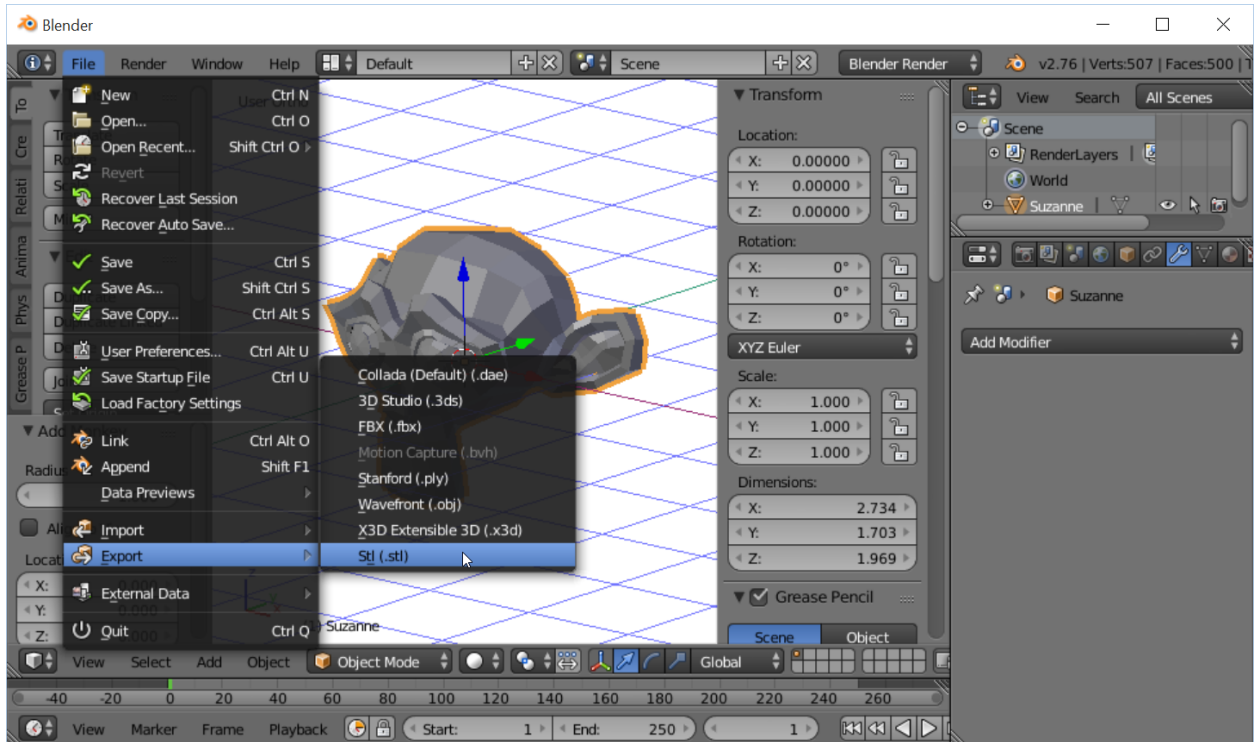
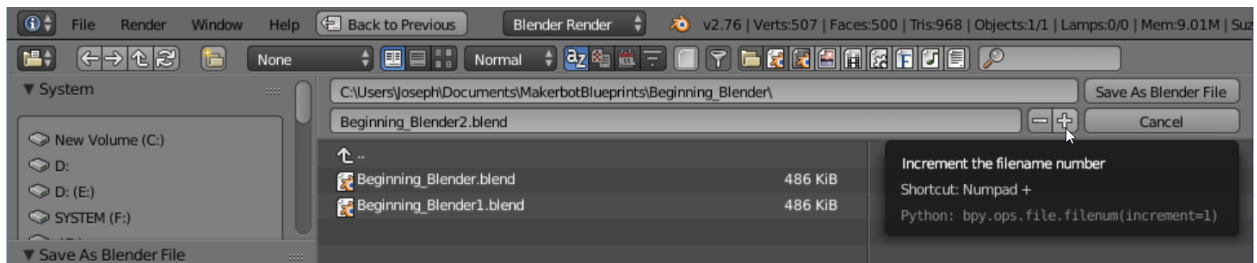




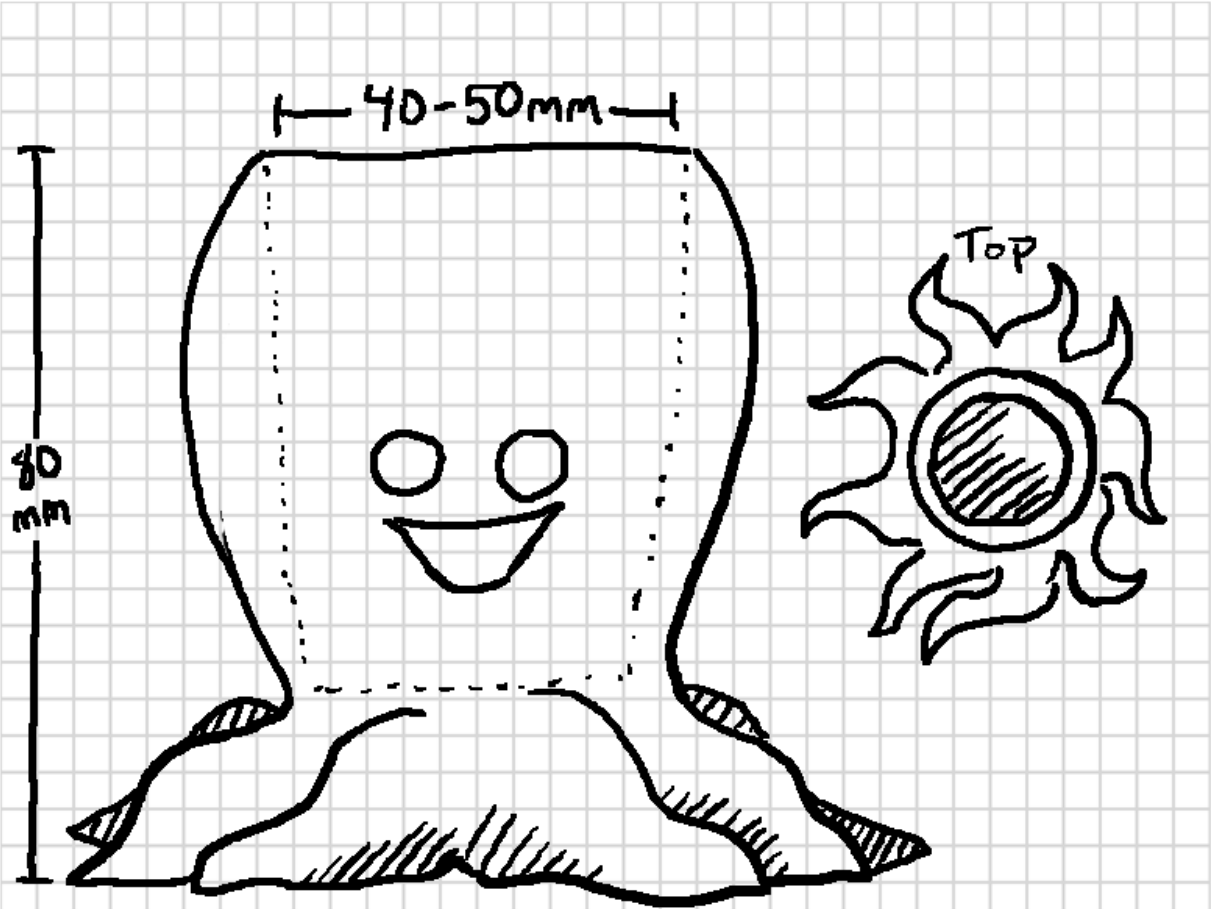
(1) Suzanne.006

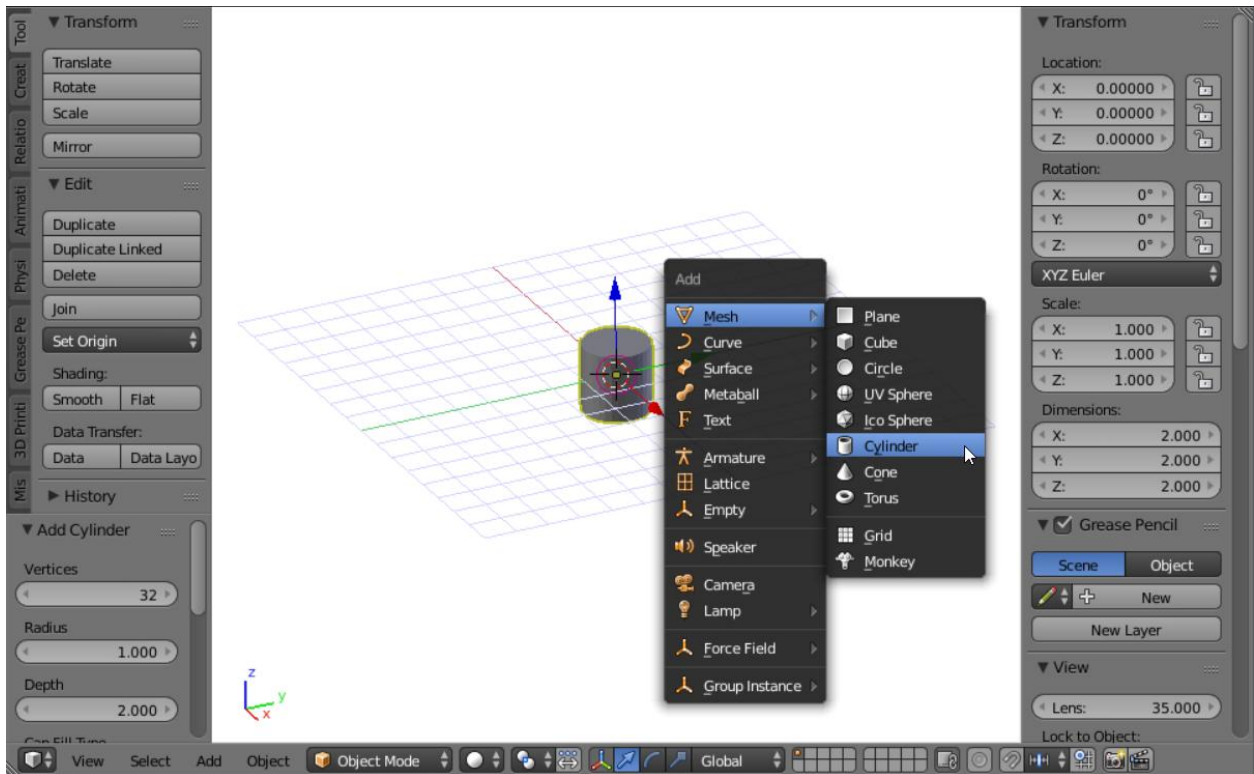
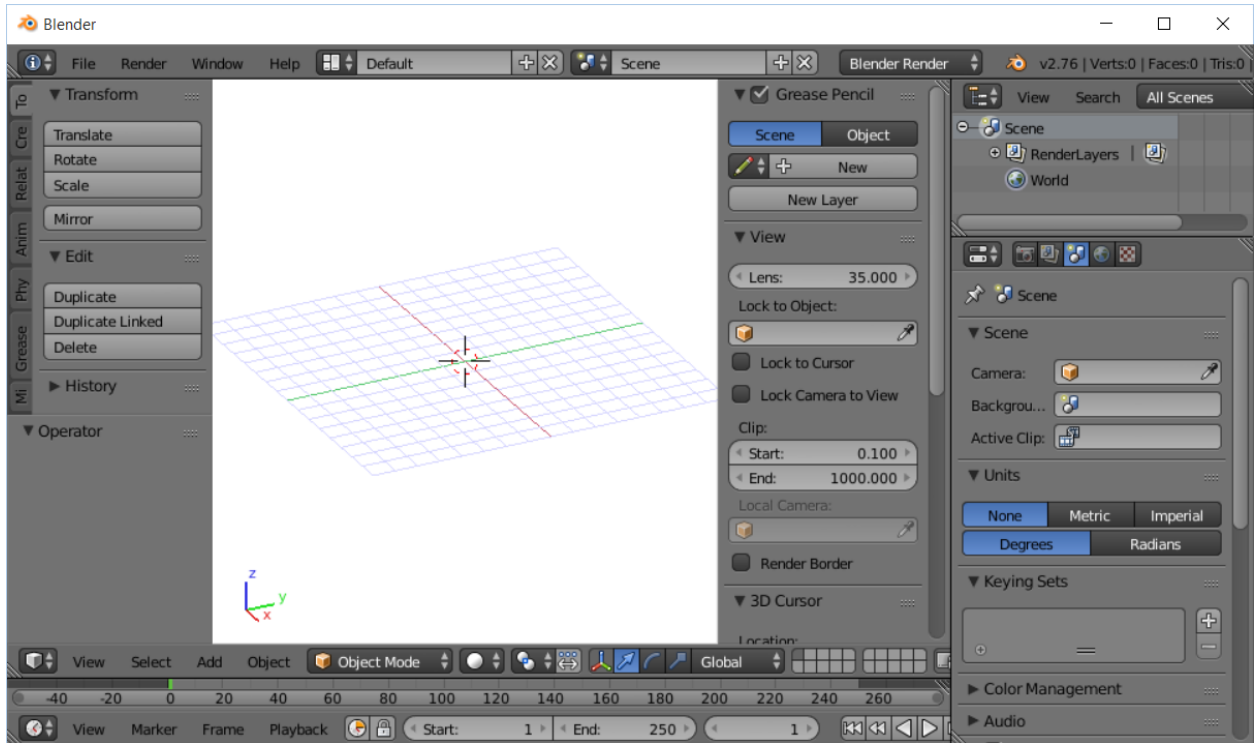






Chapter 3: The Octopus Pencil Holder





Join

Set Origin

Shading:
Smooth Flat

Data Transfer:
Data Data Layo

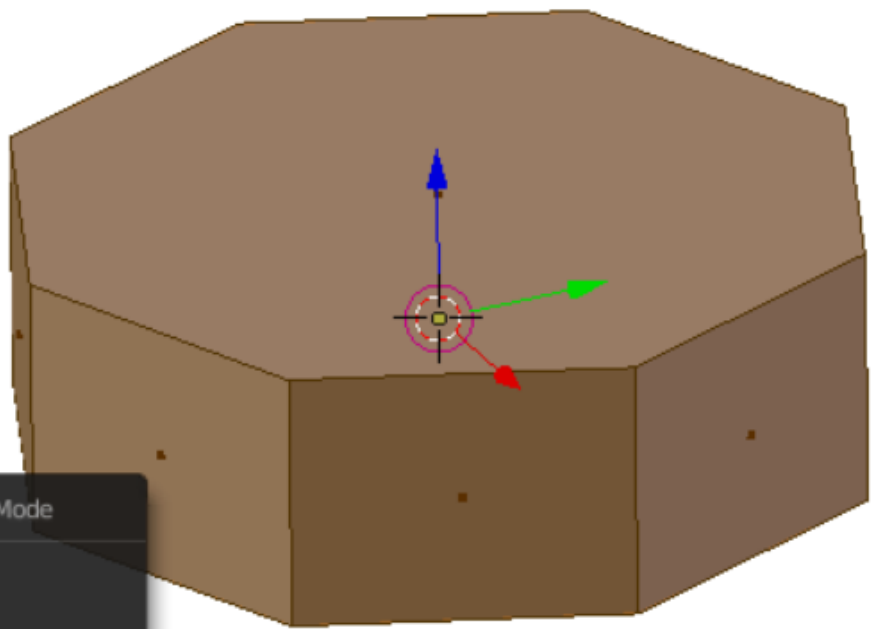
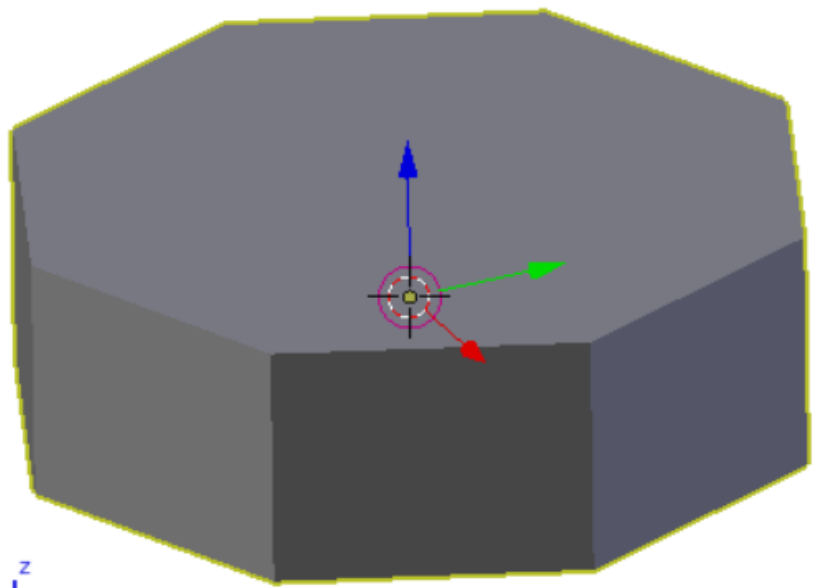
History

▼ Add Cylinder

Vertices
8

Radius
25.000

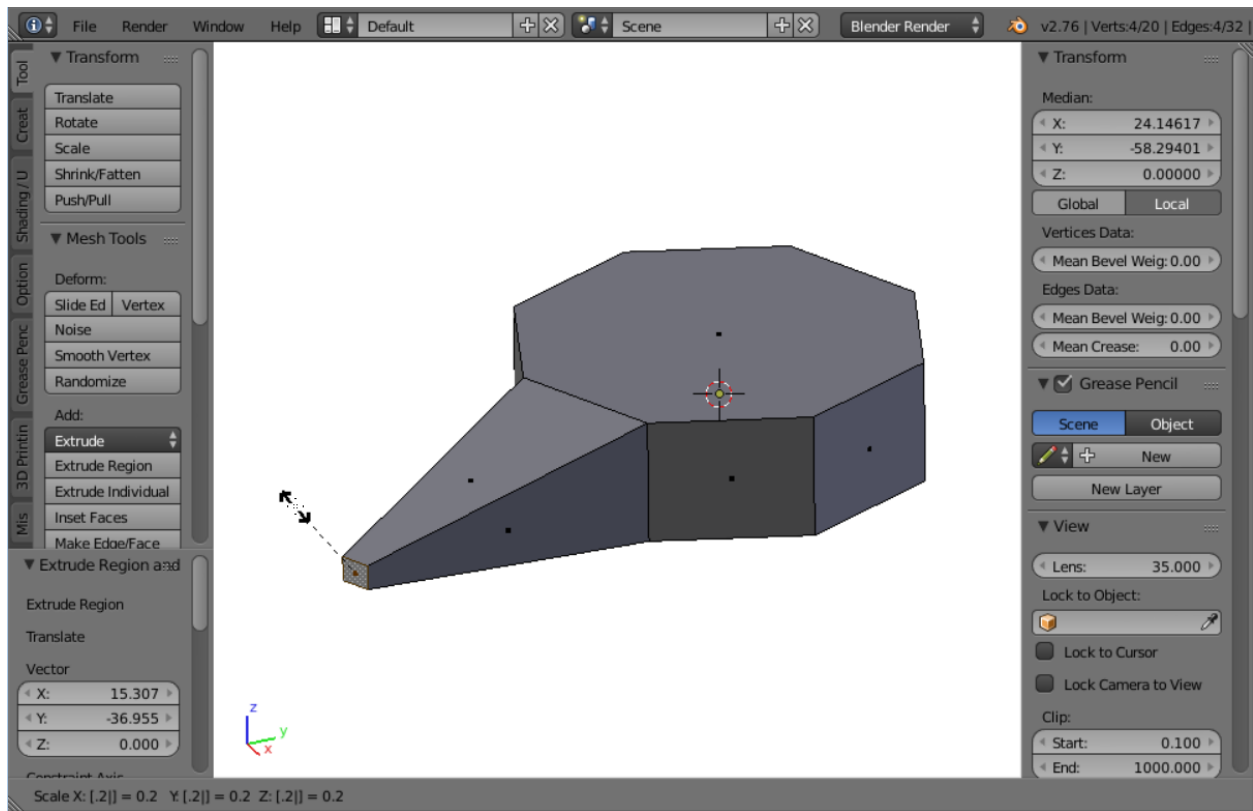
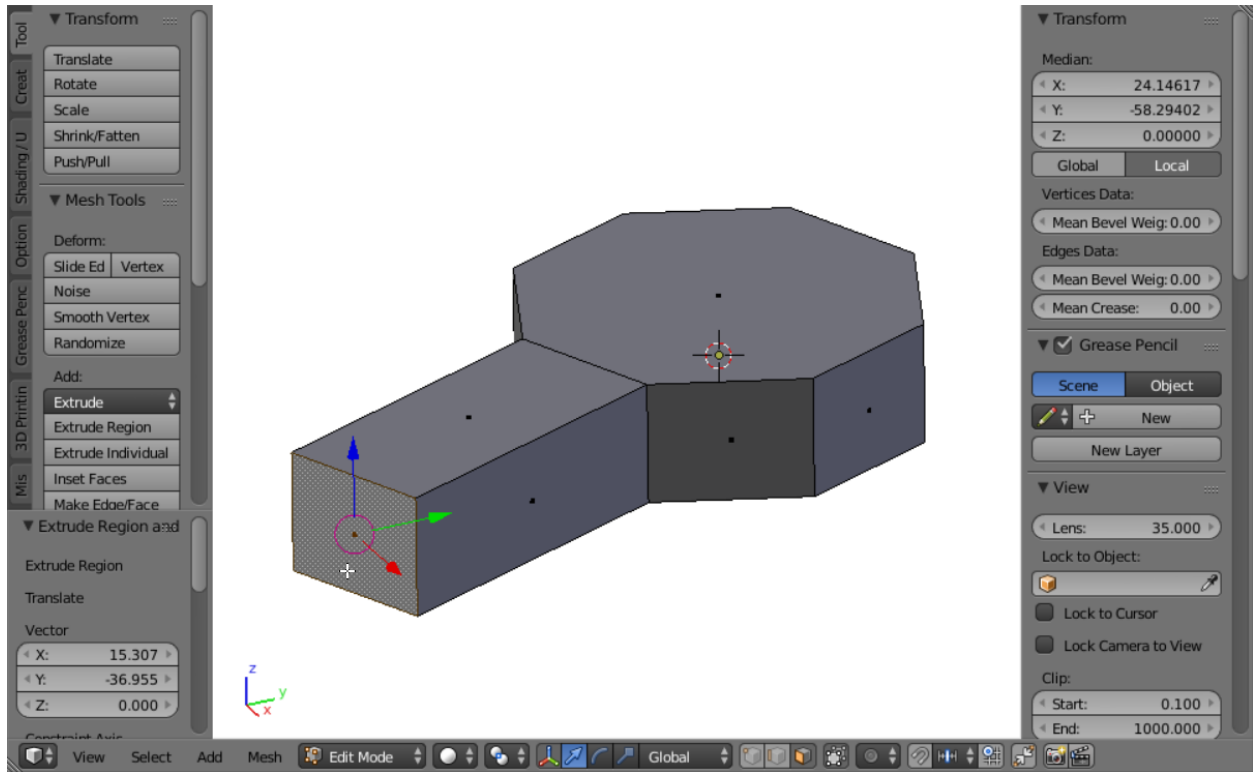
Depth
15.000

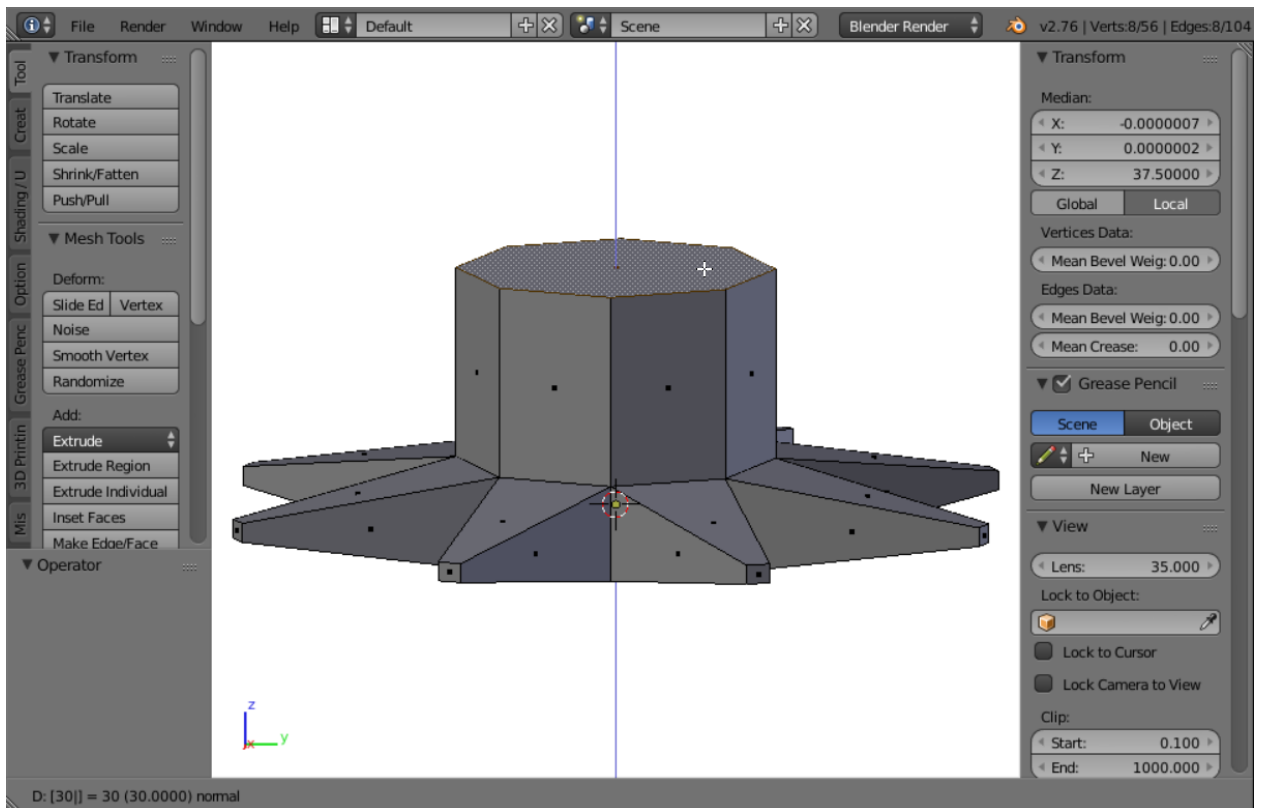
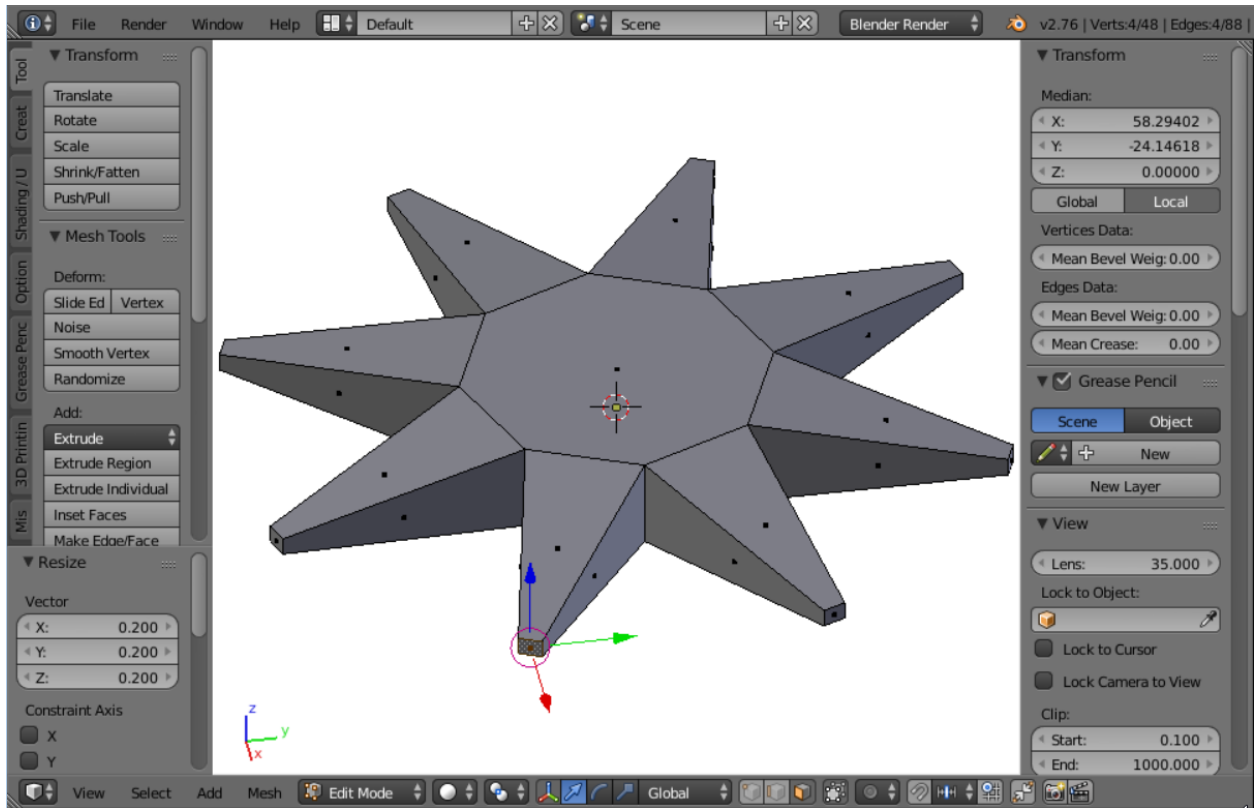


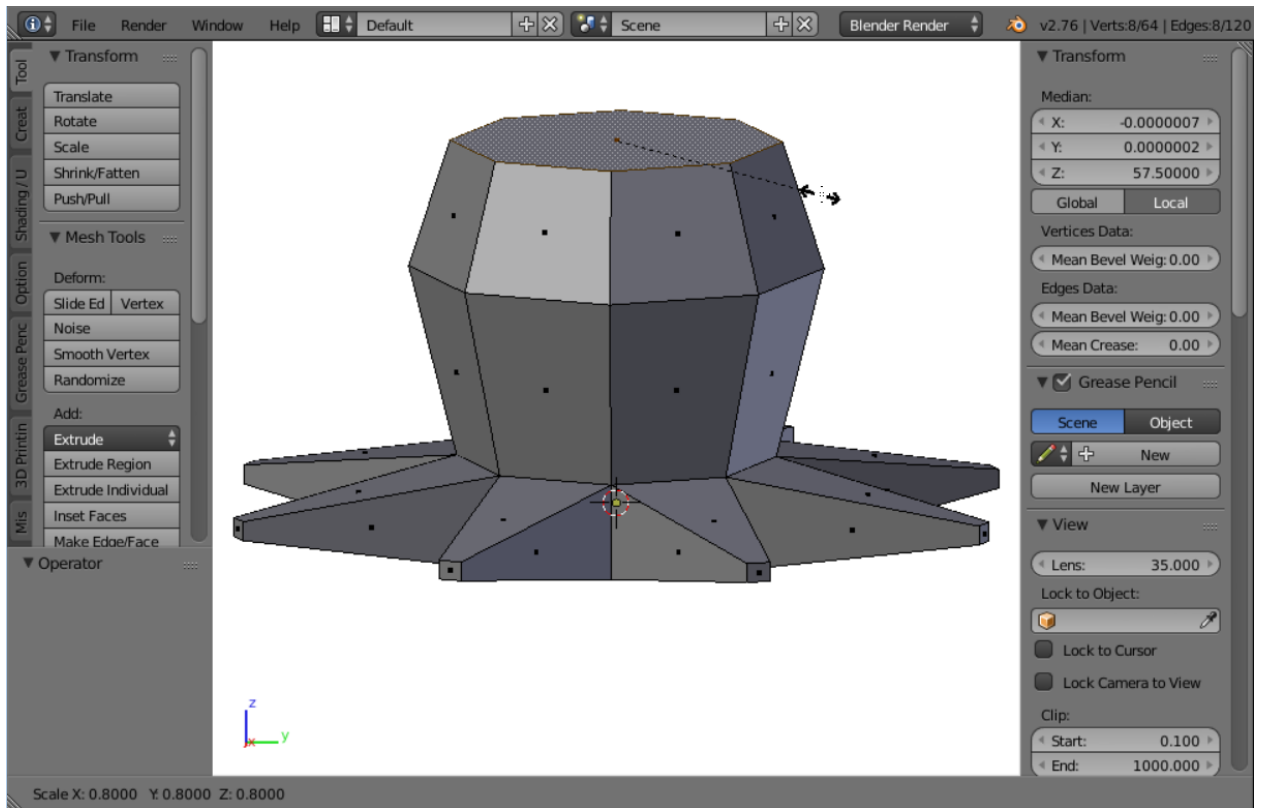
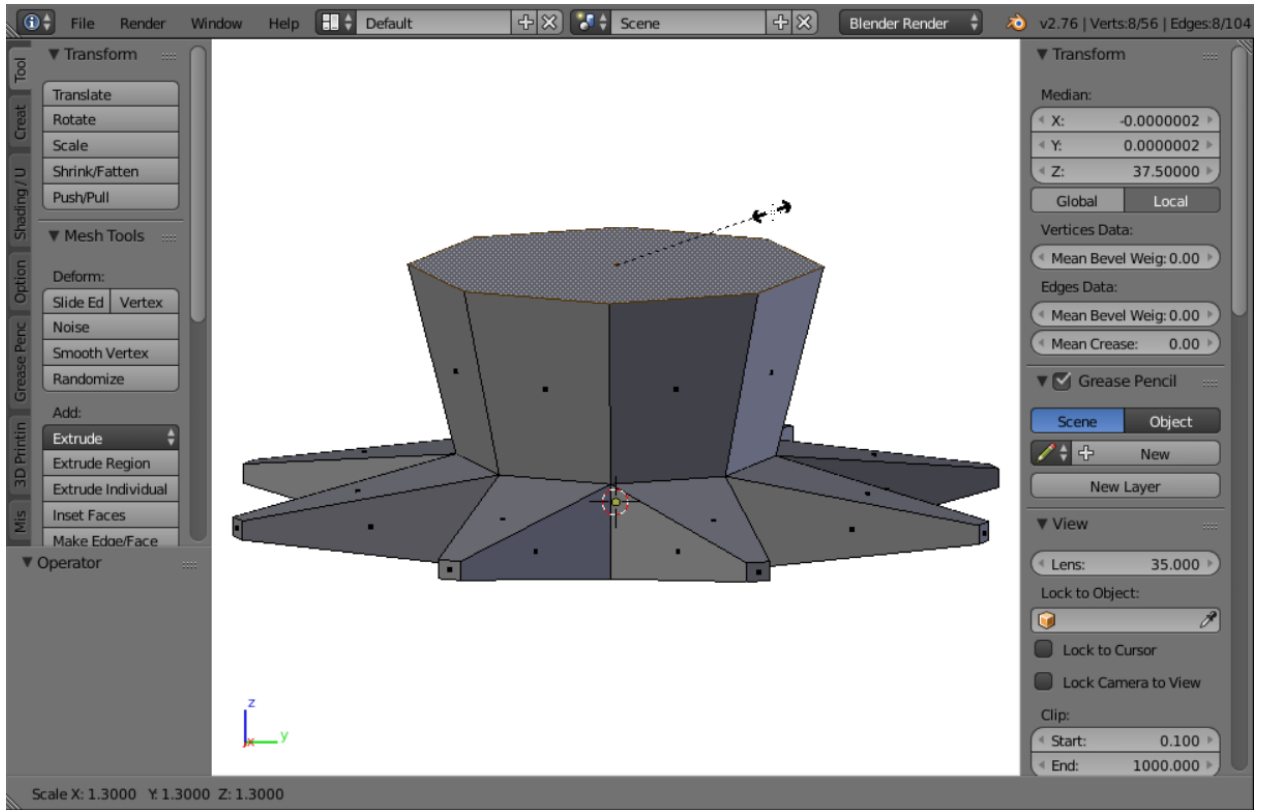
Mesh Select Mode

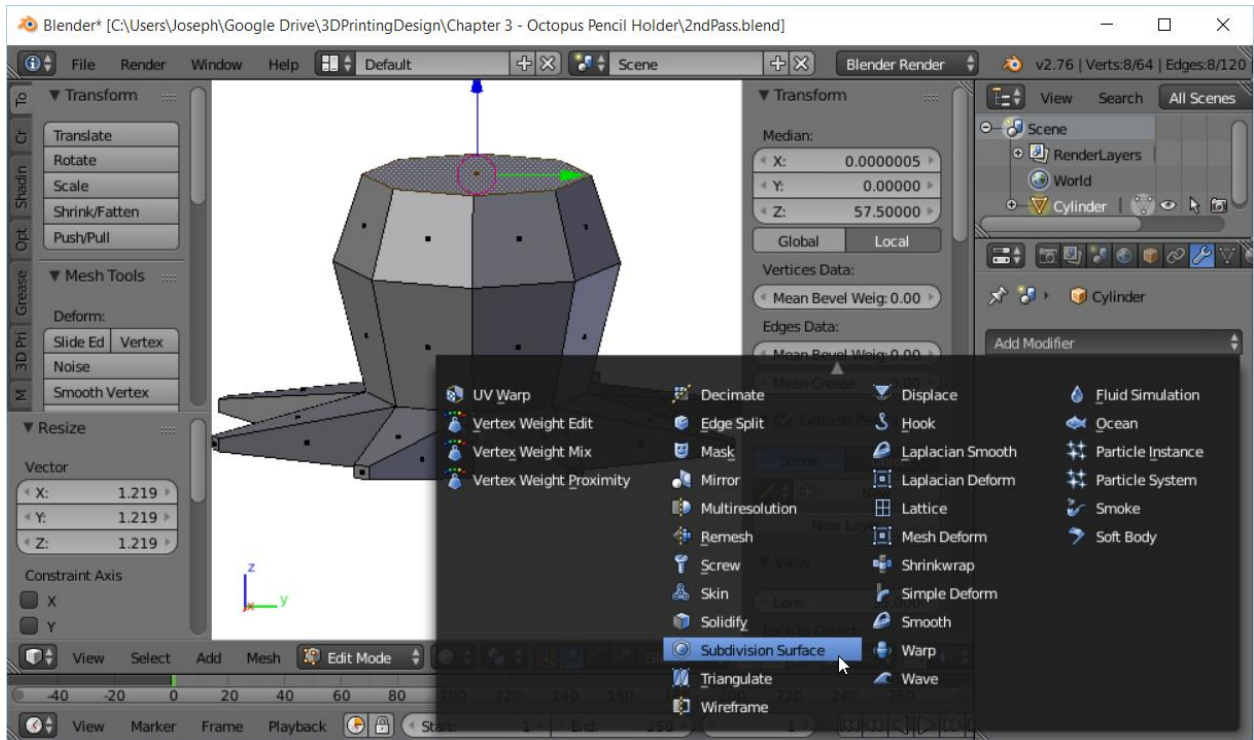
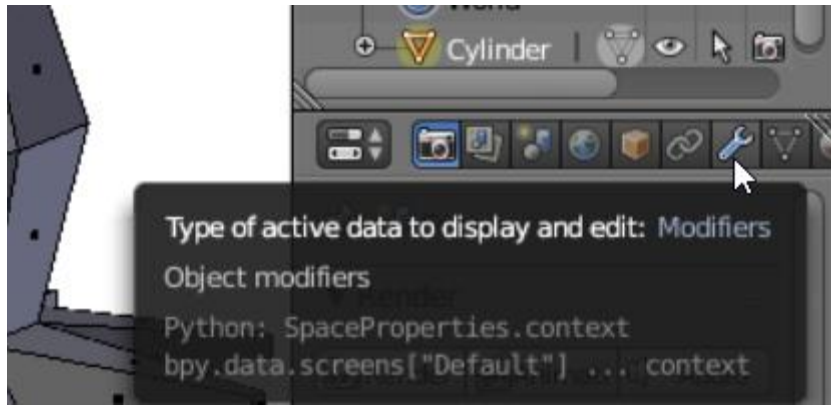
- Vertex
- Edge
- Face

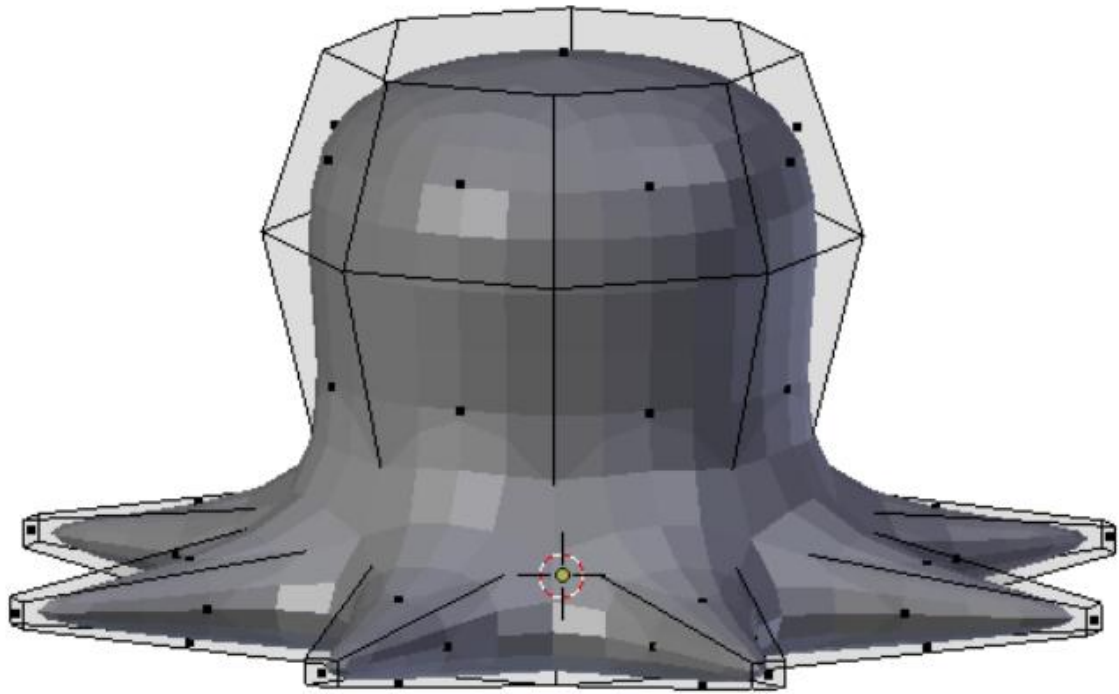




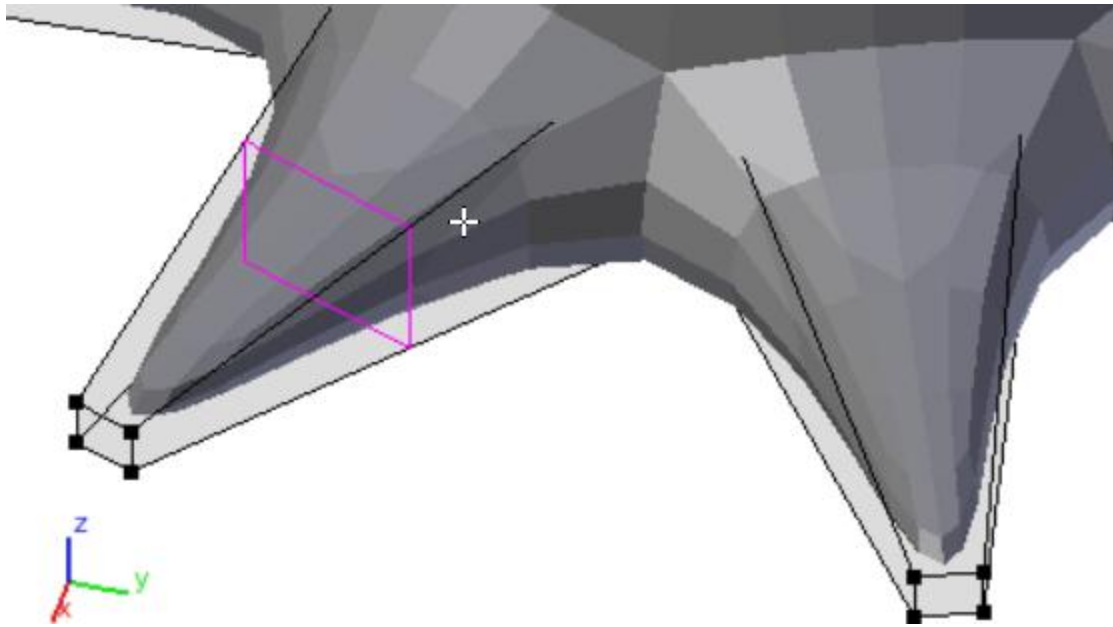


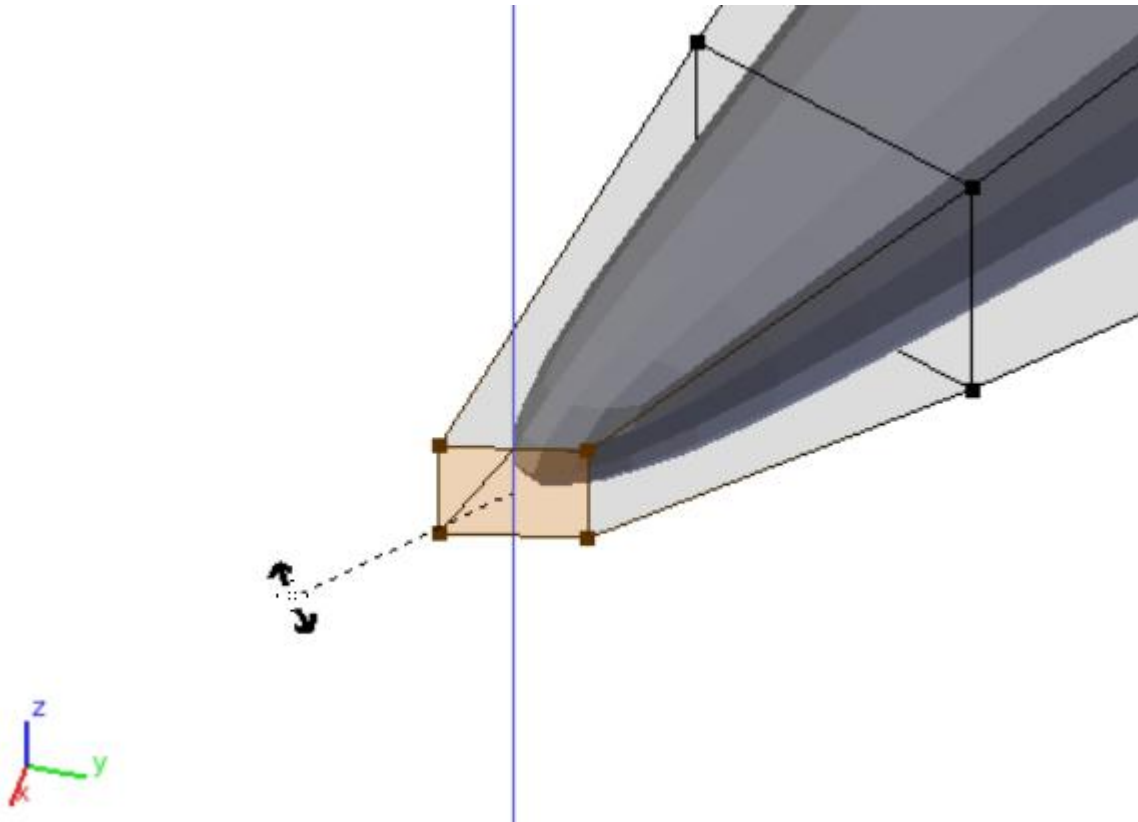
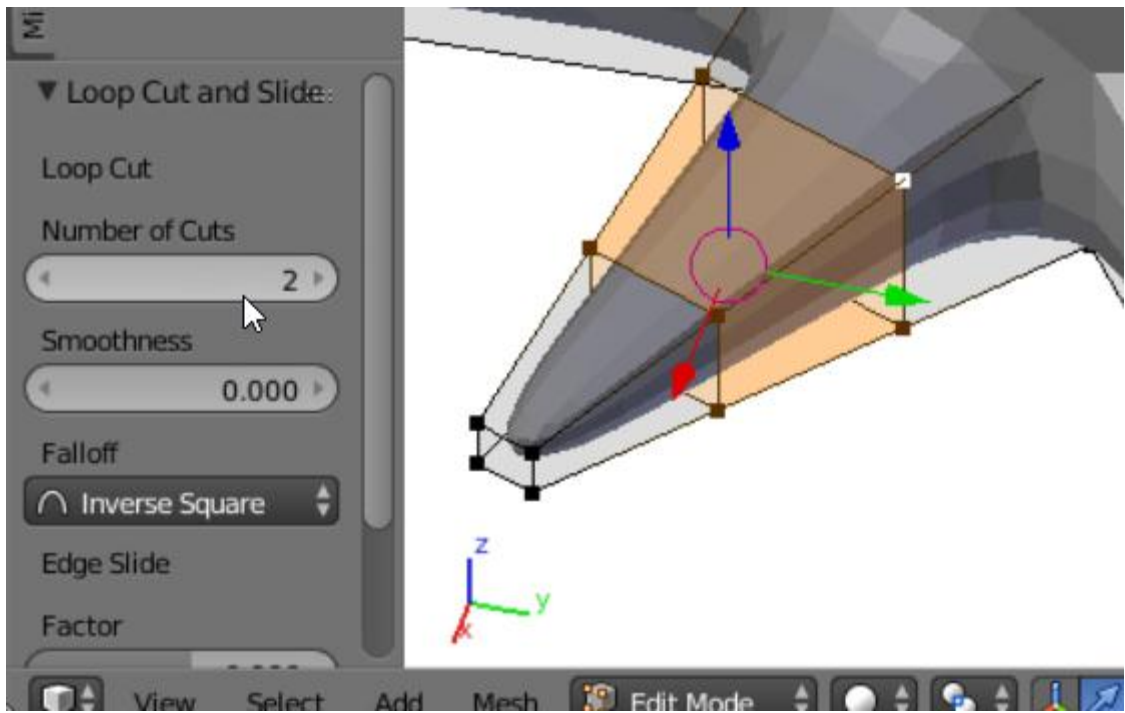


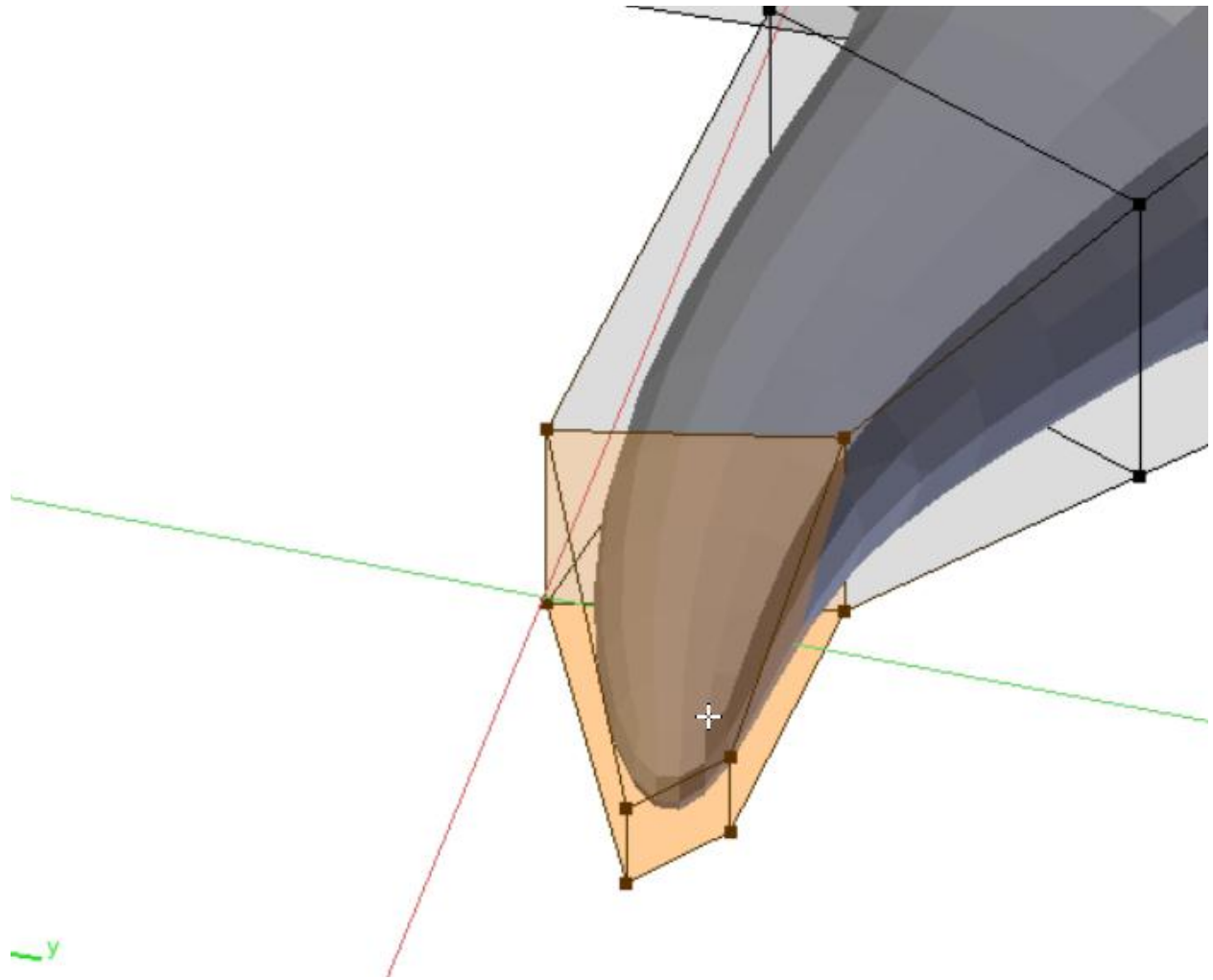


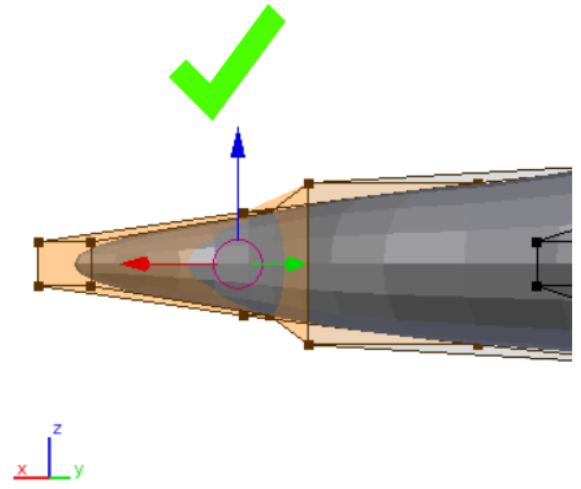
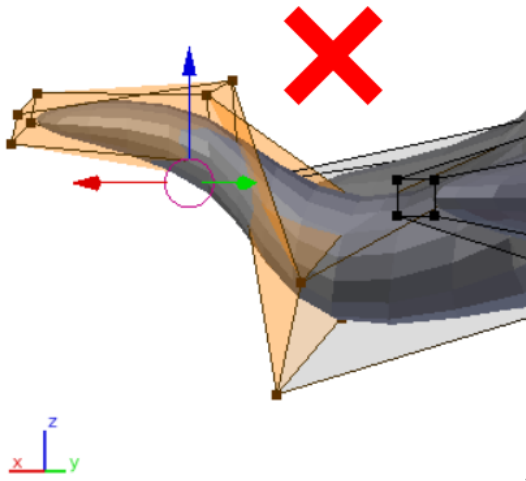
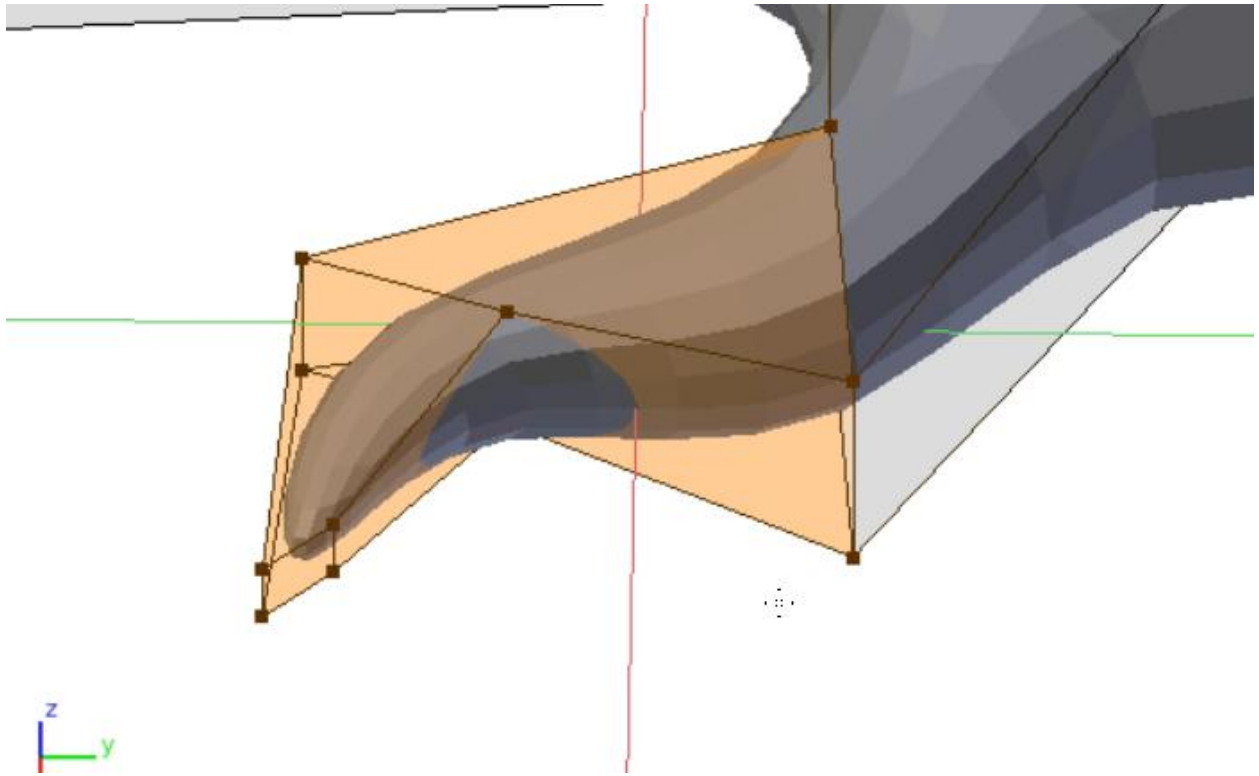


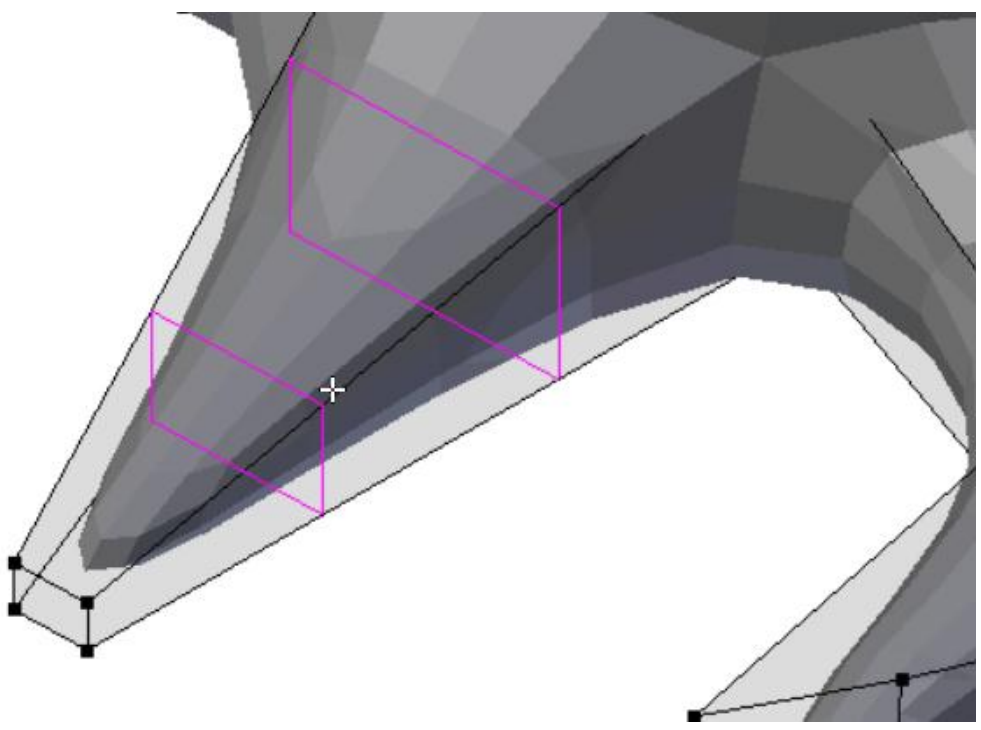
...

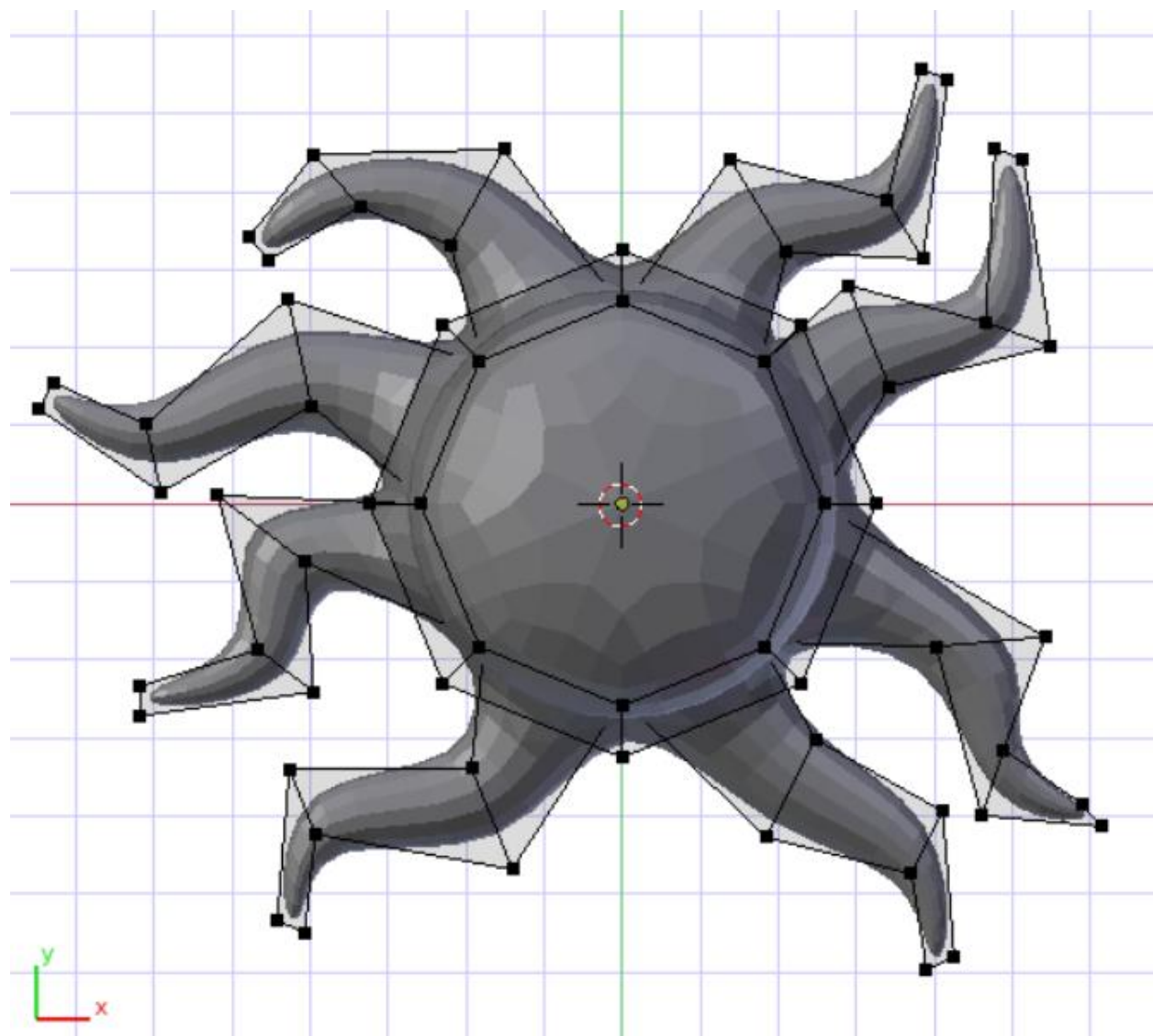


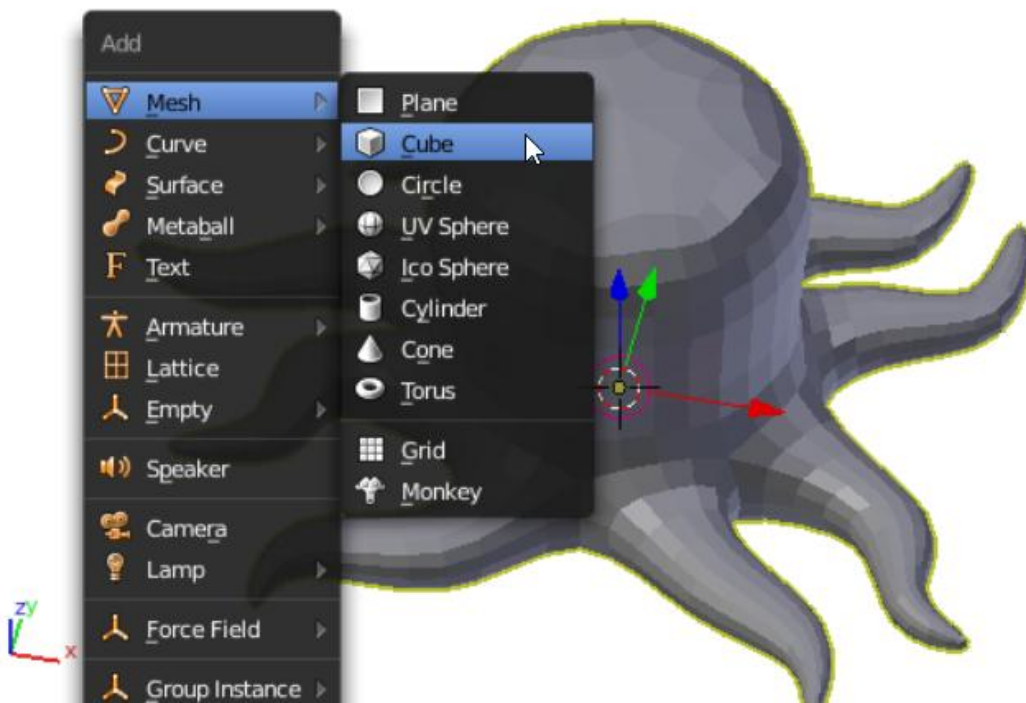
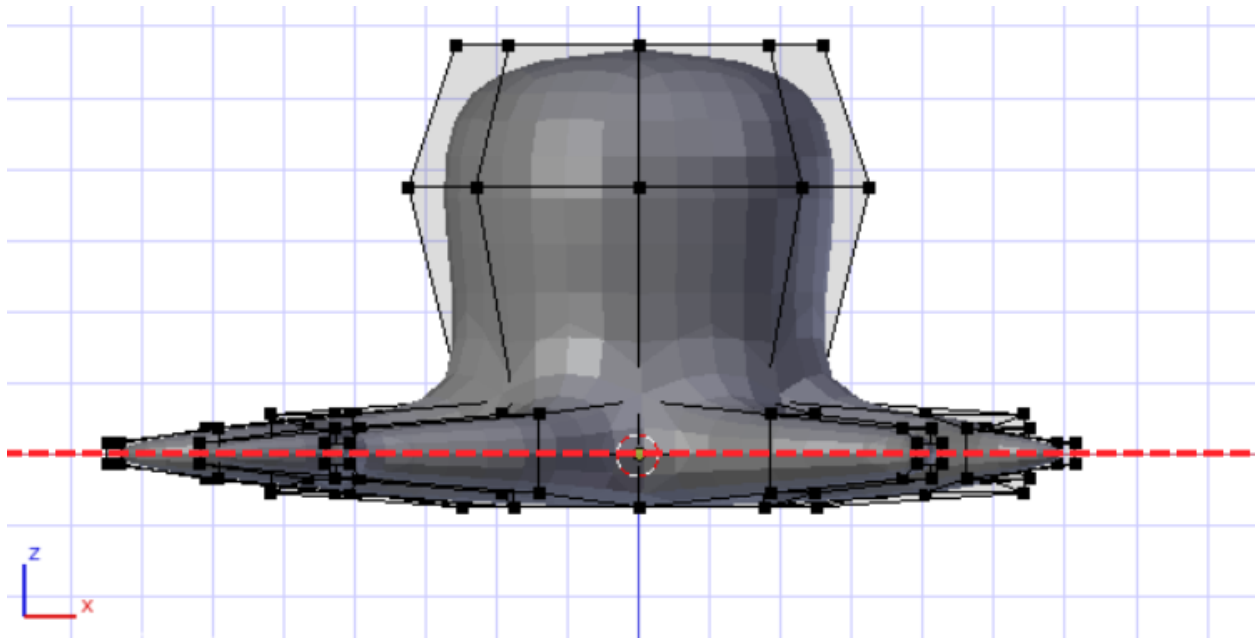


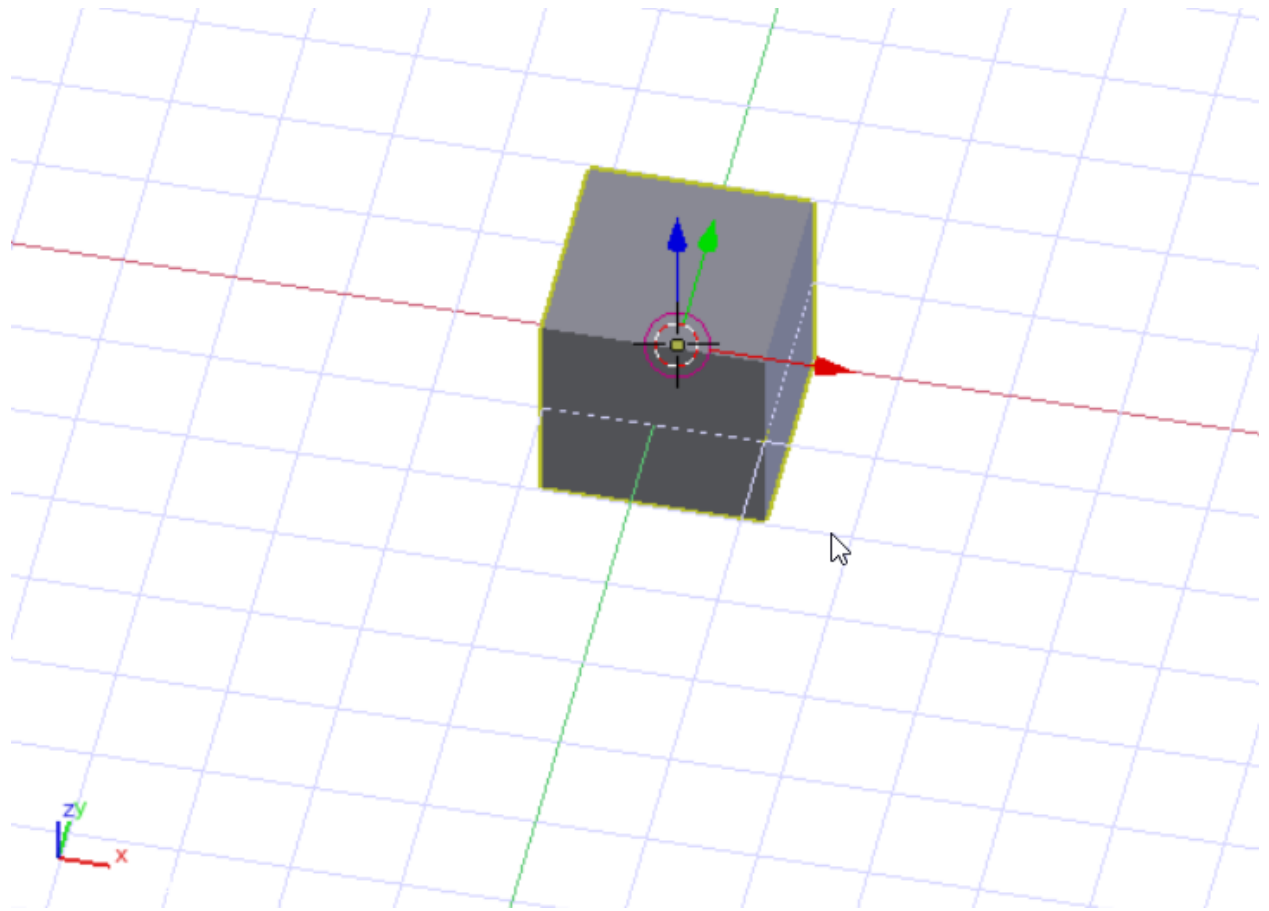


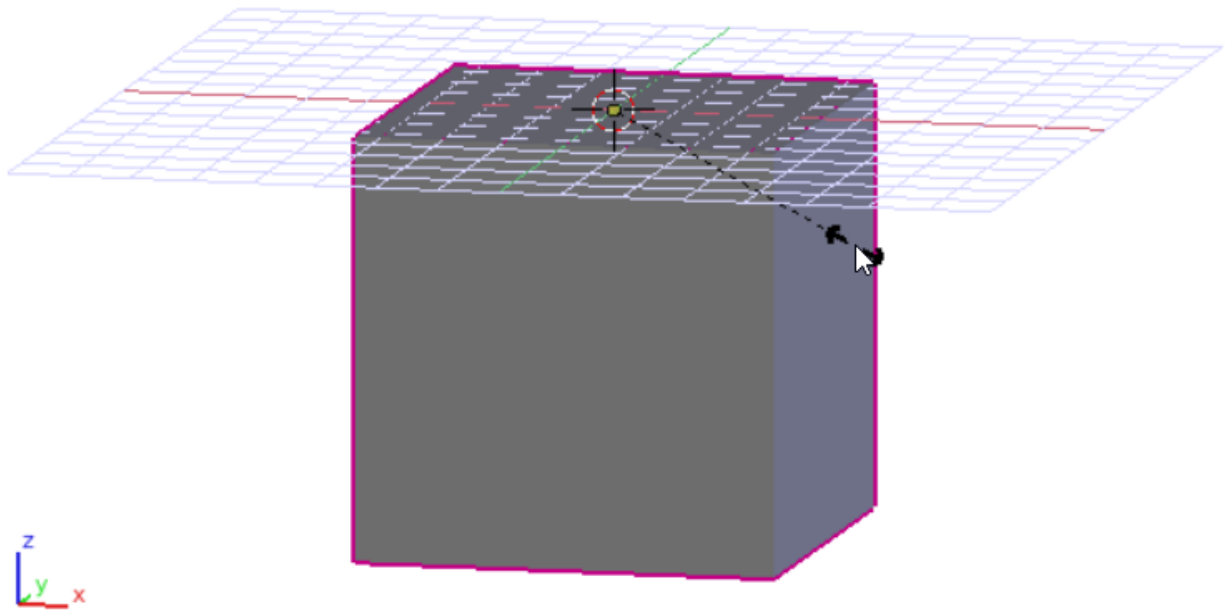
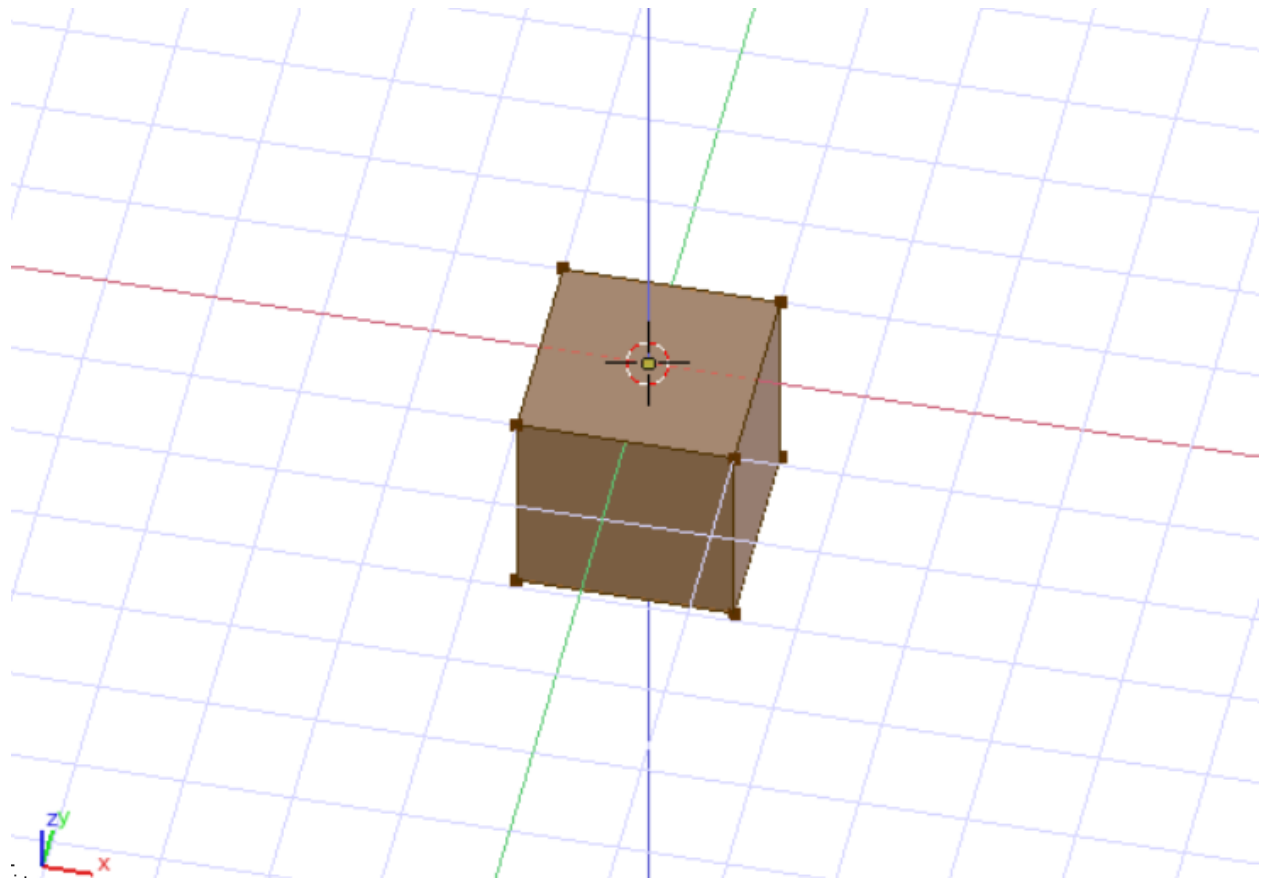


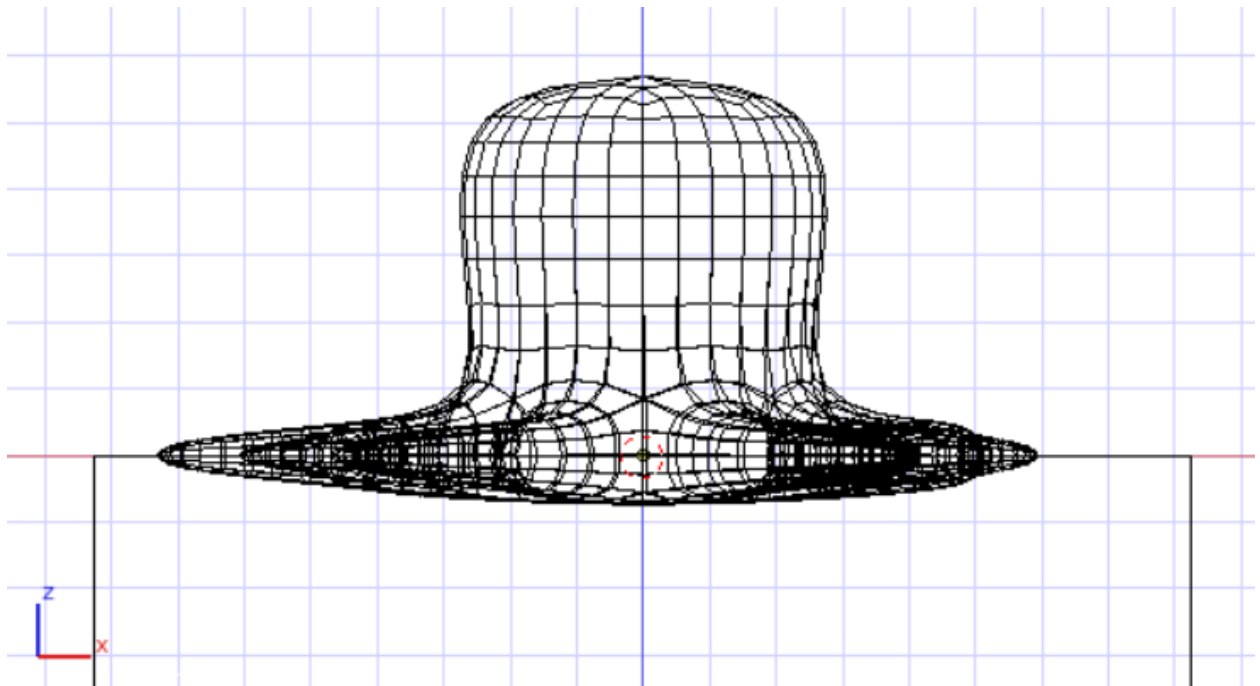
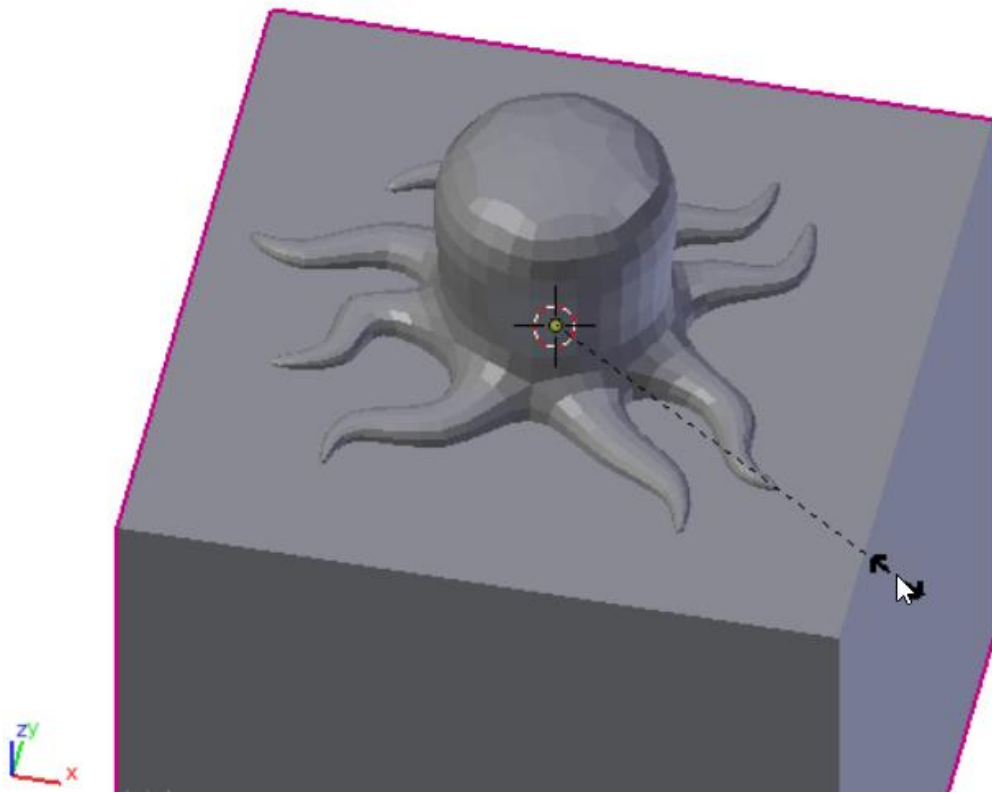


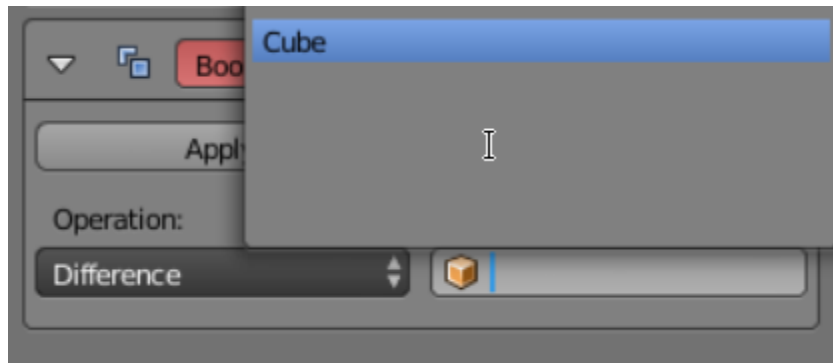
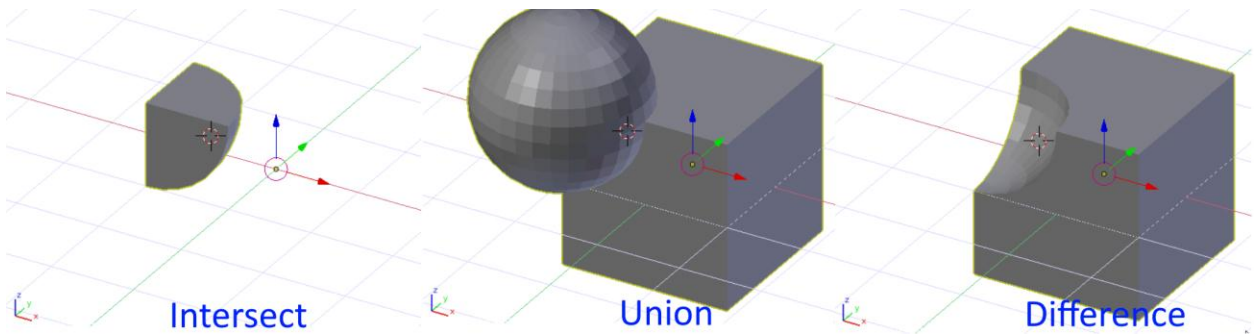
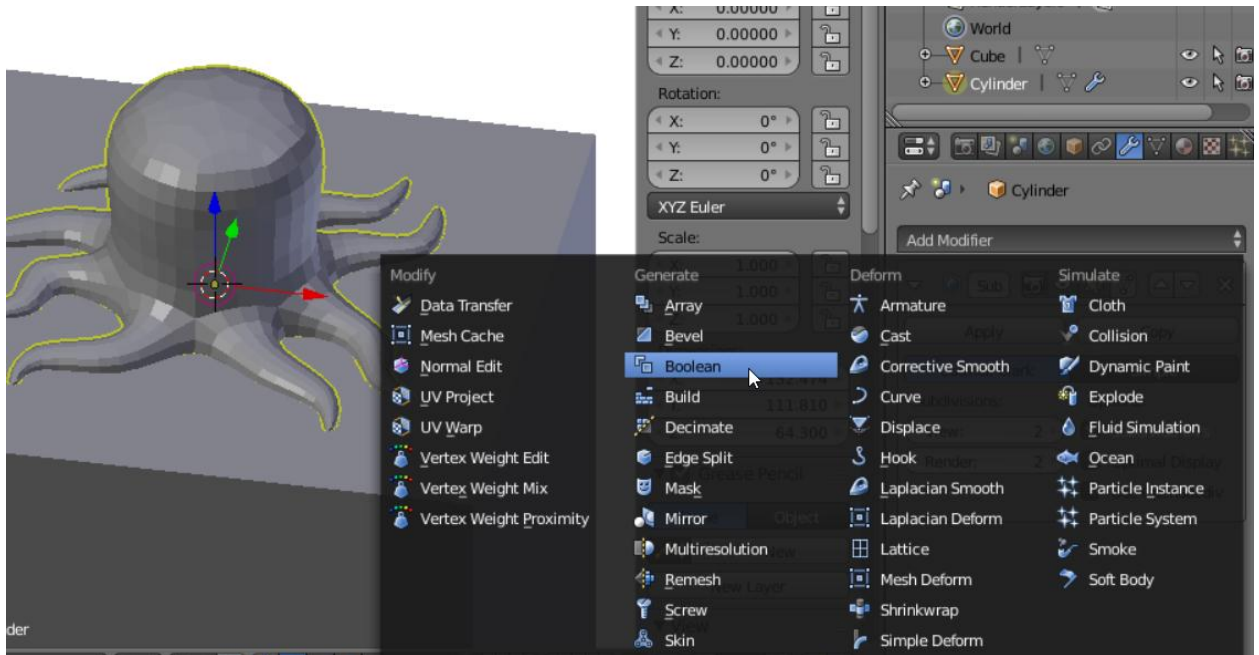


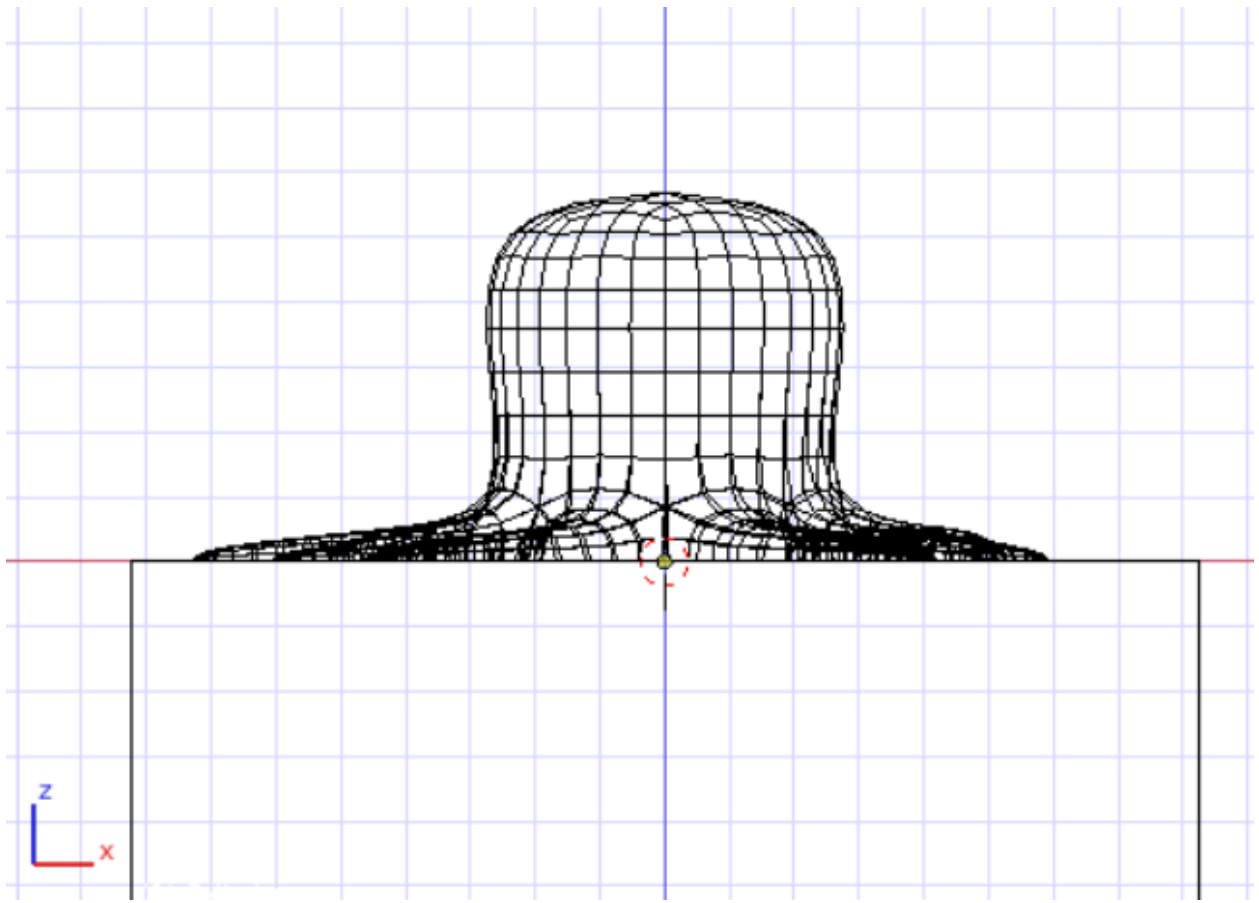


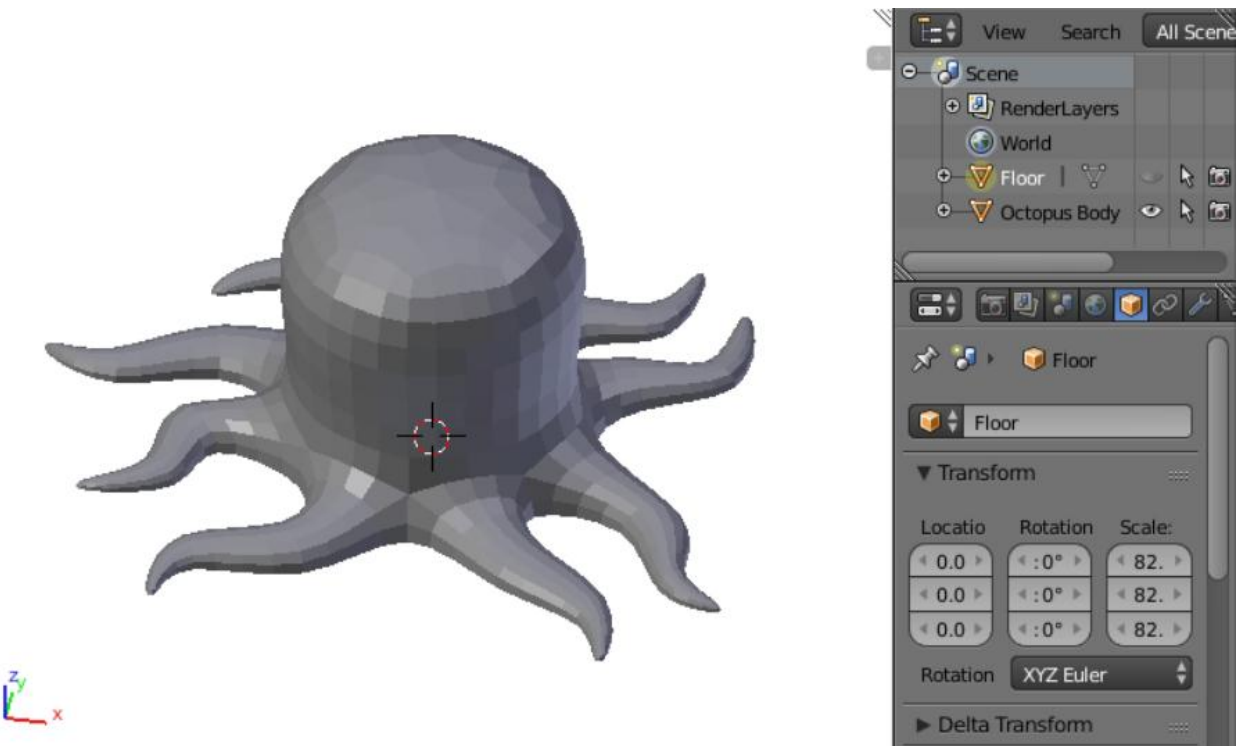
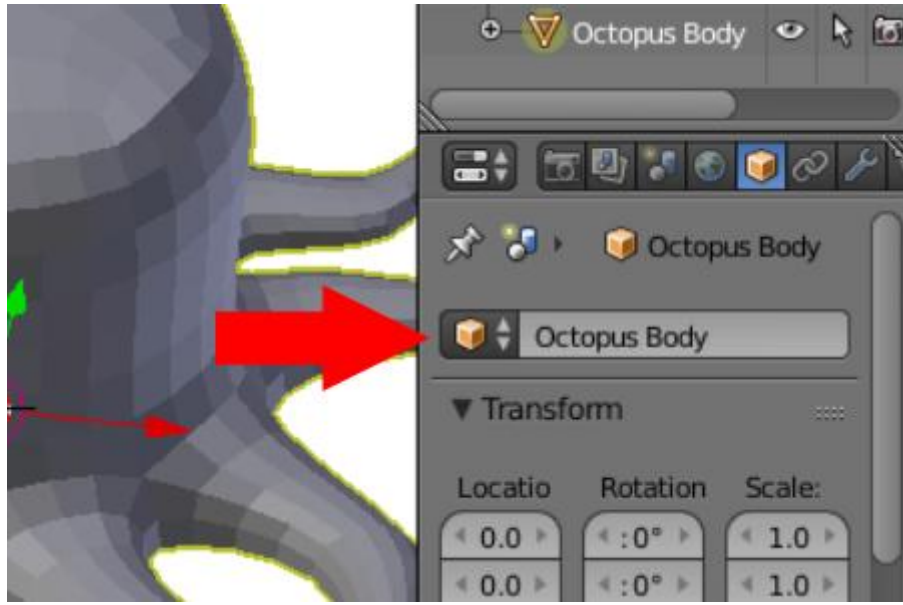


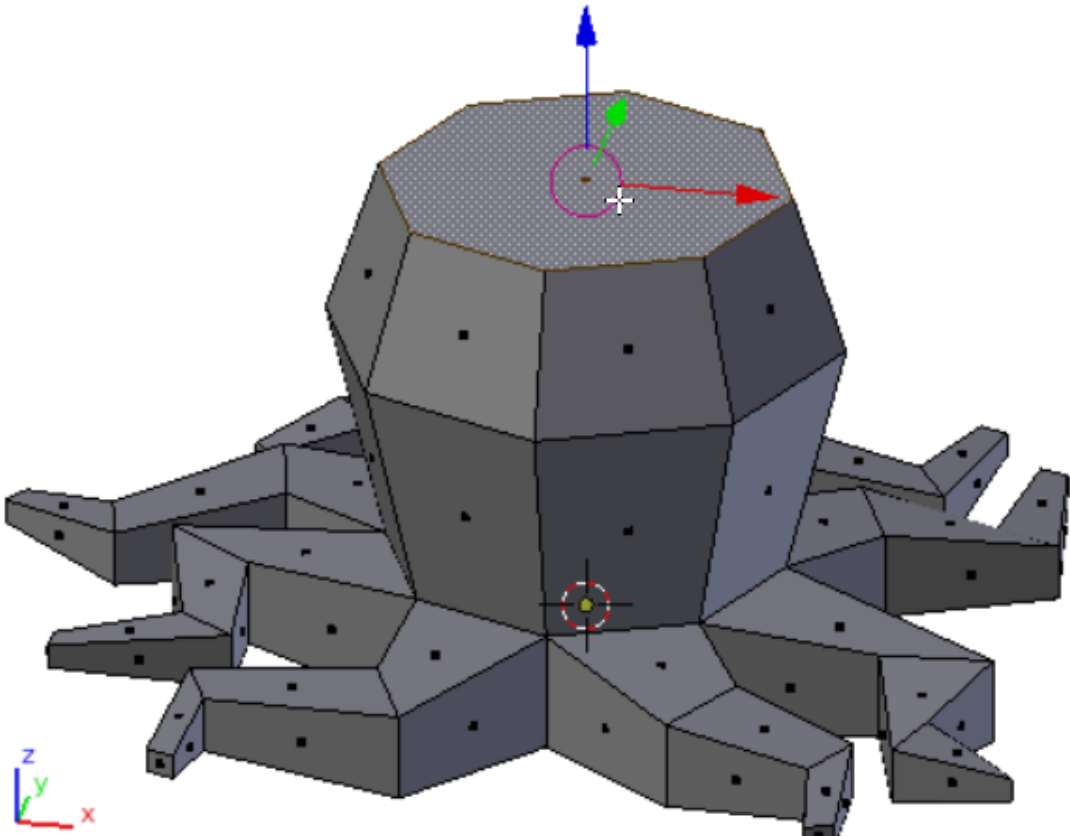
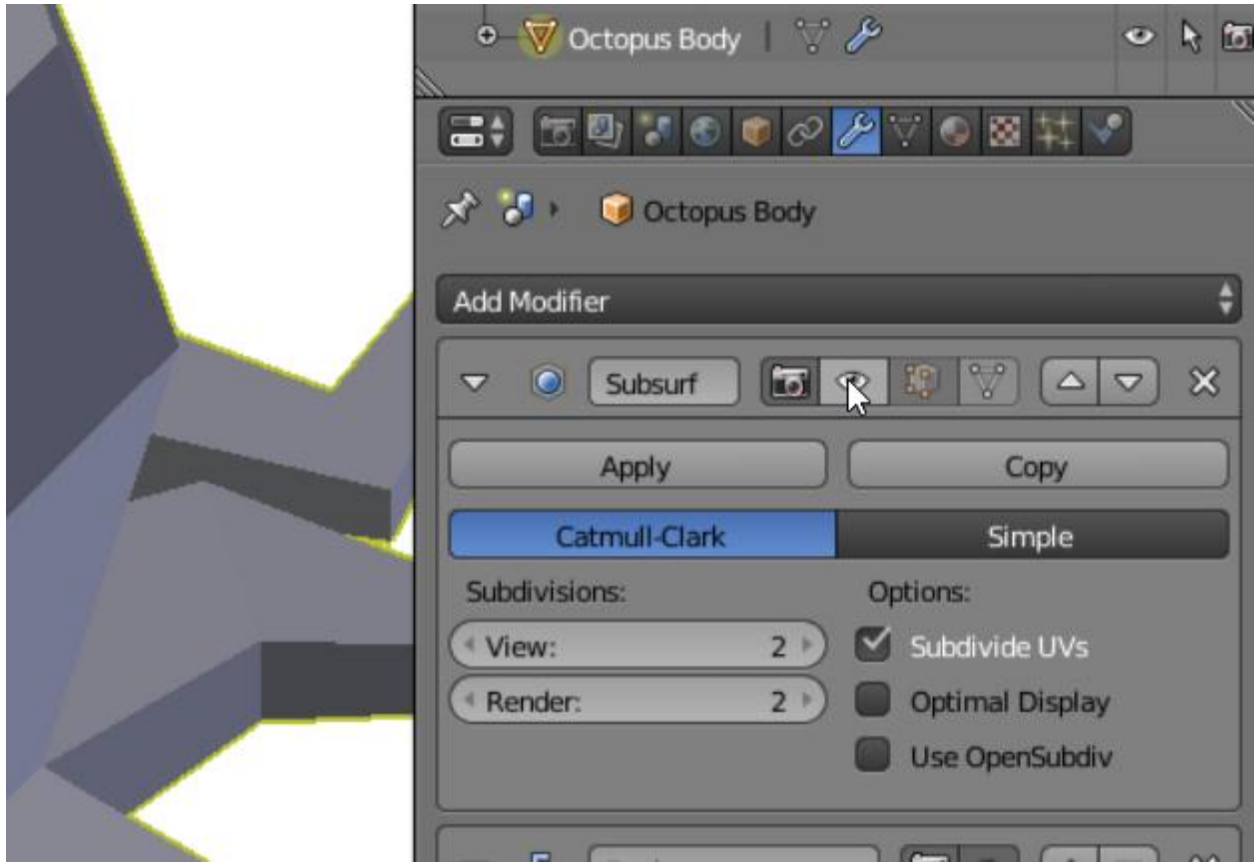


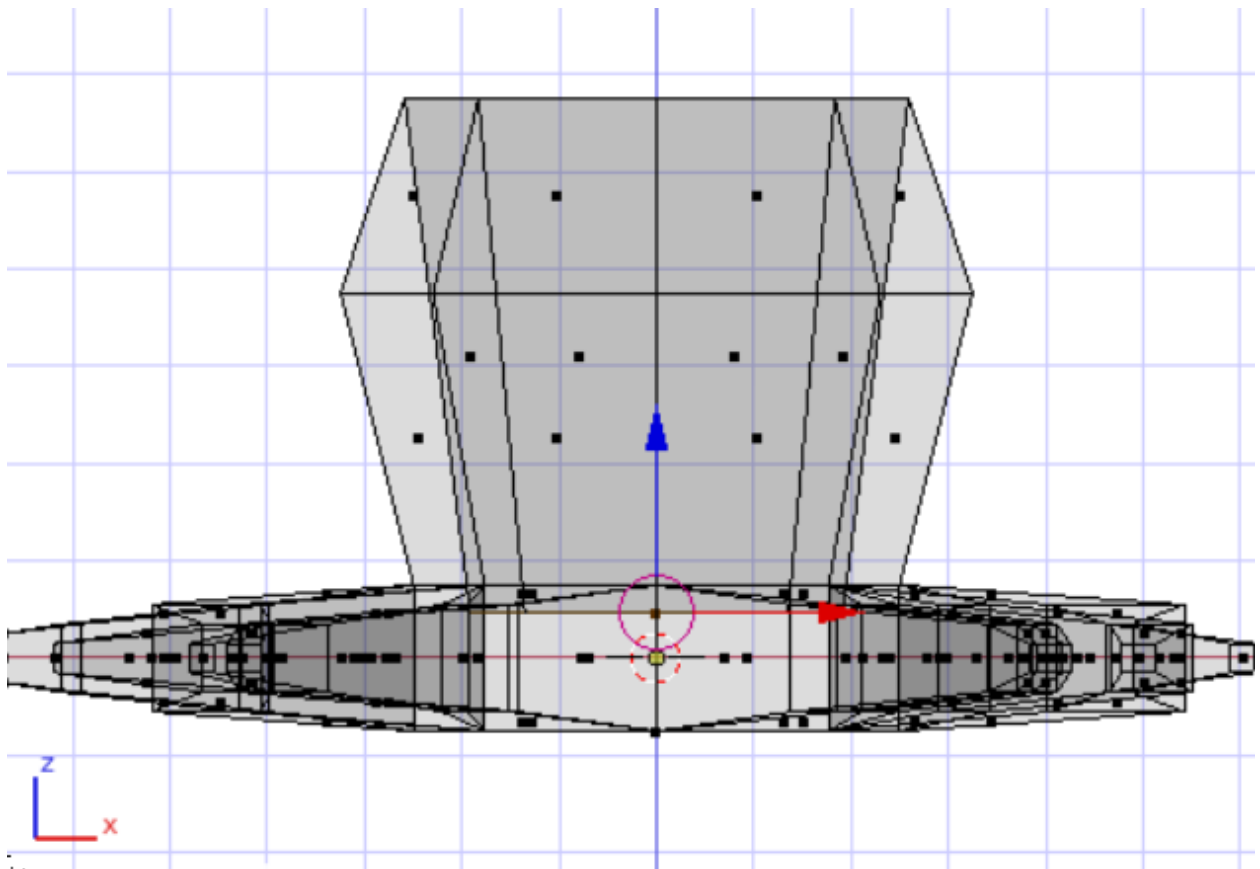
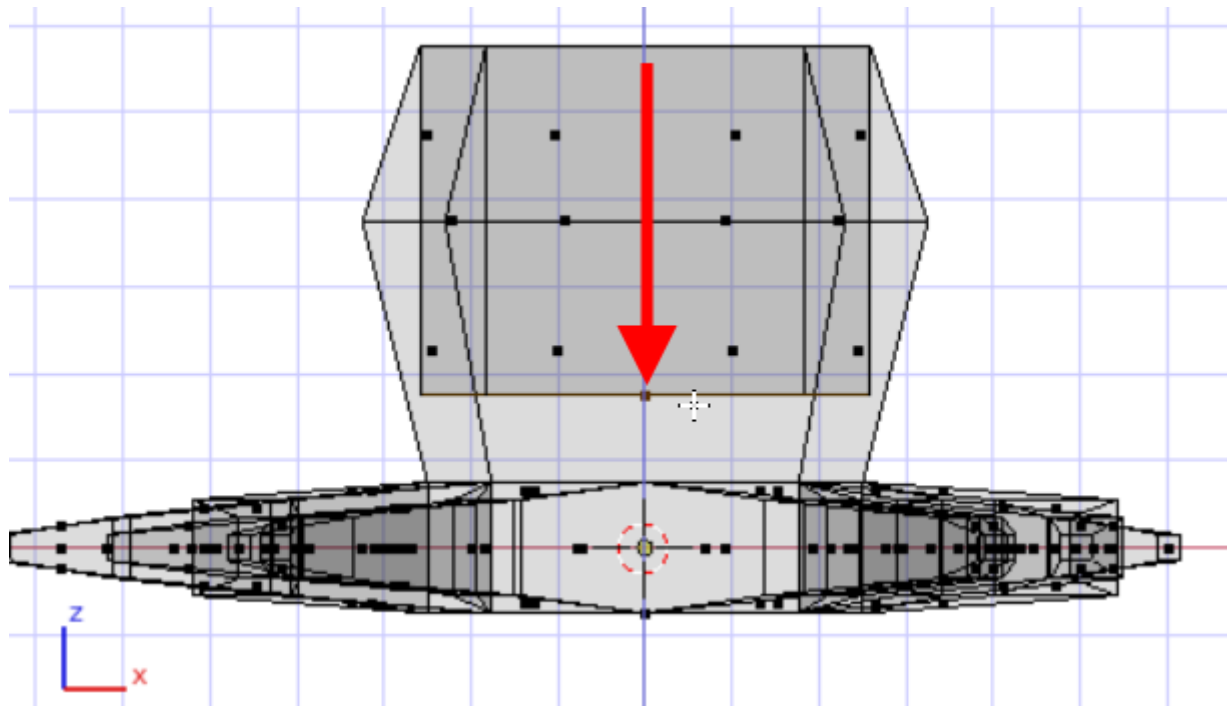


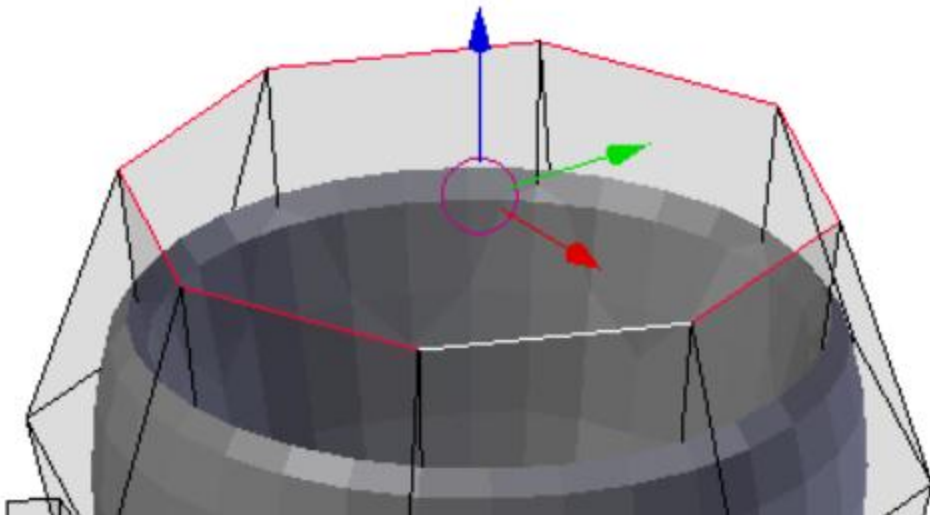
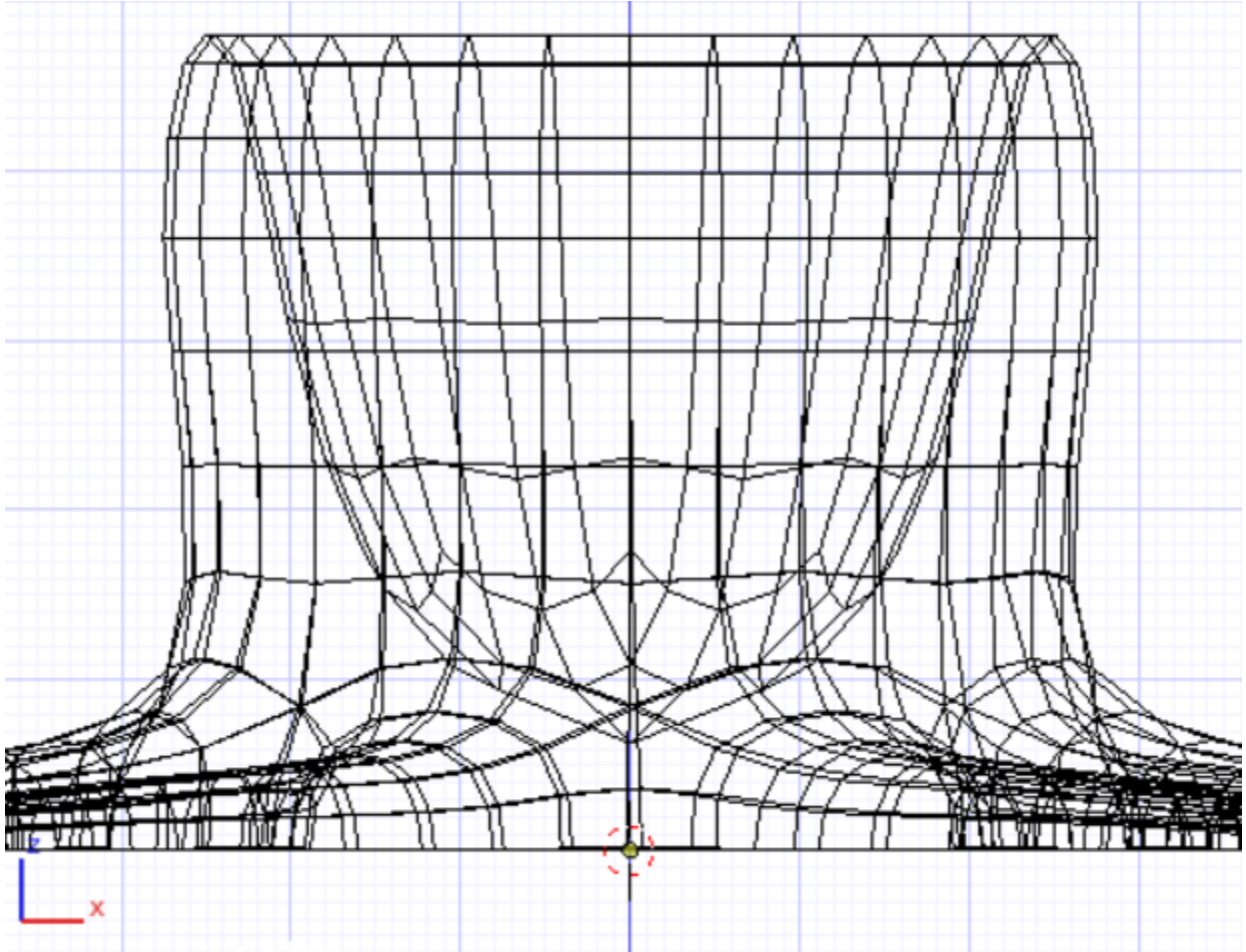


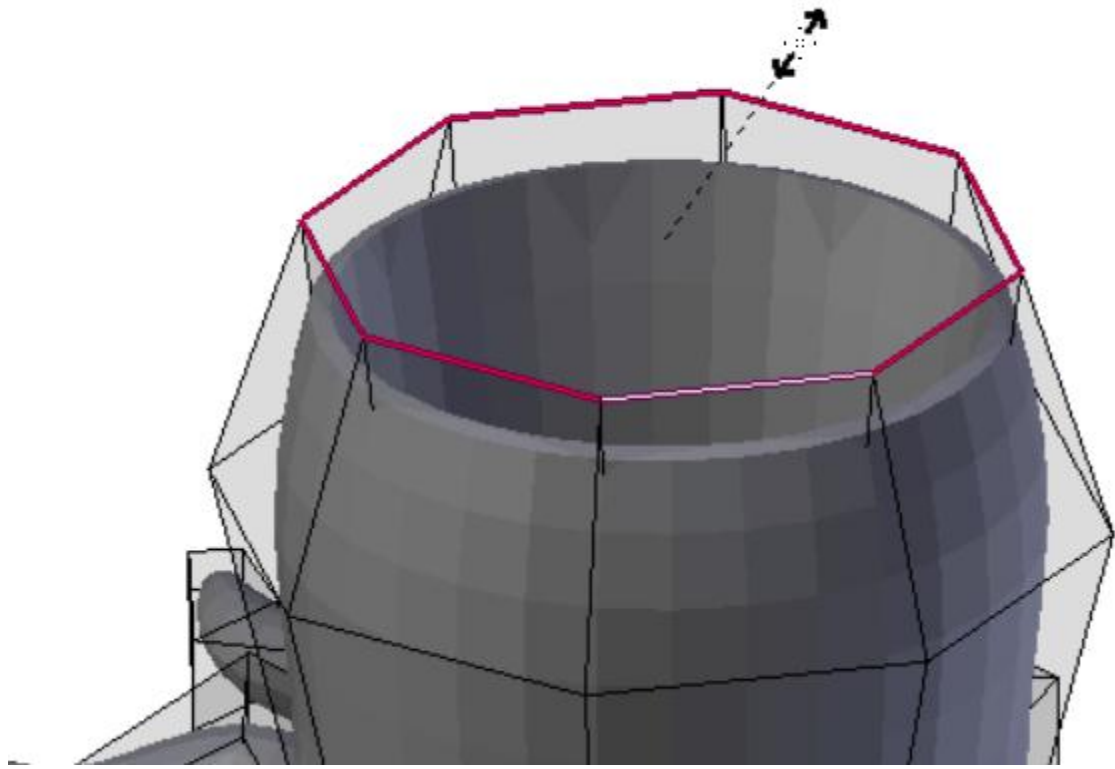


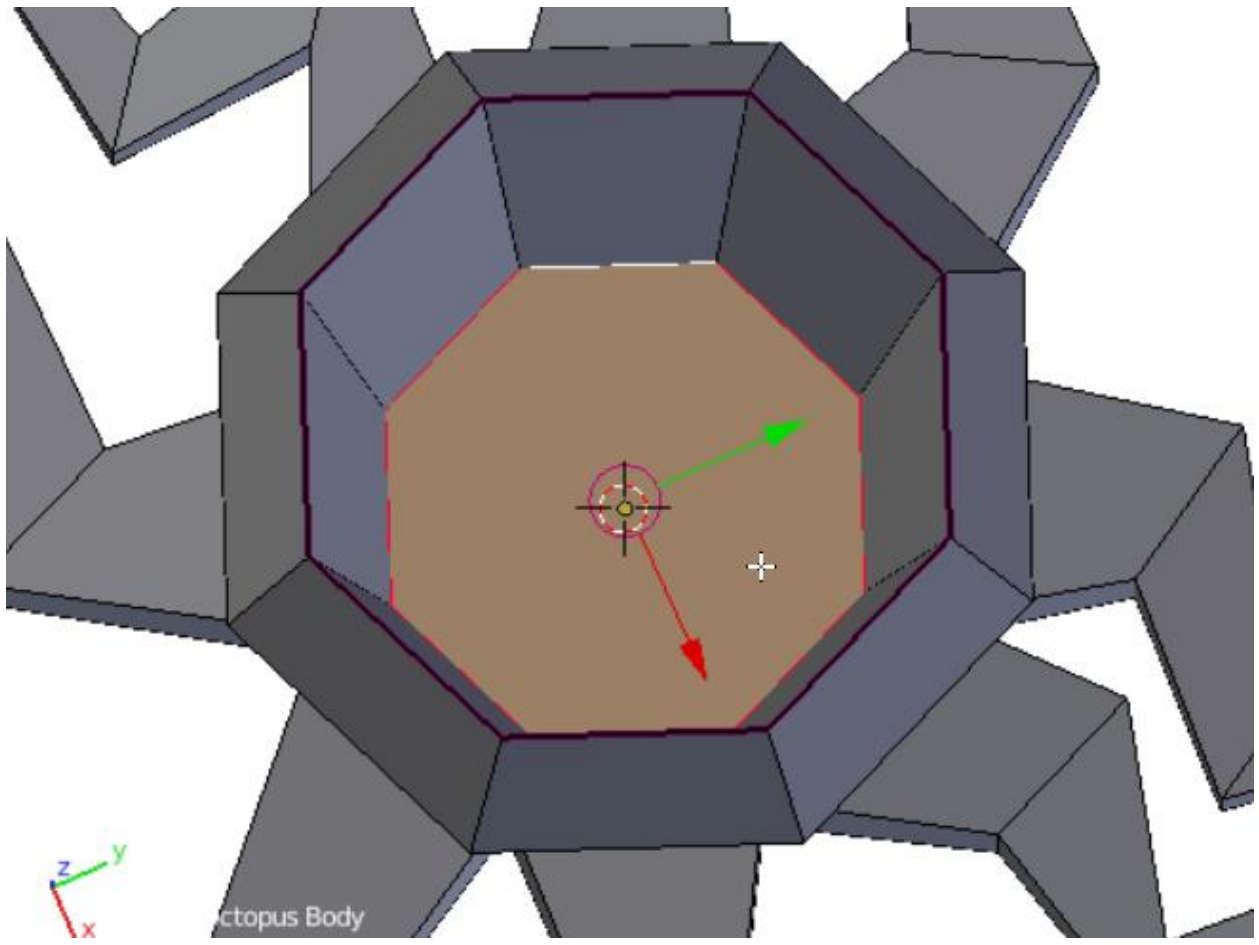


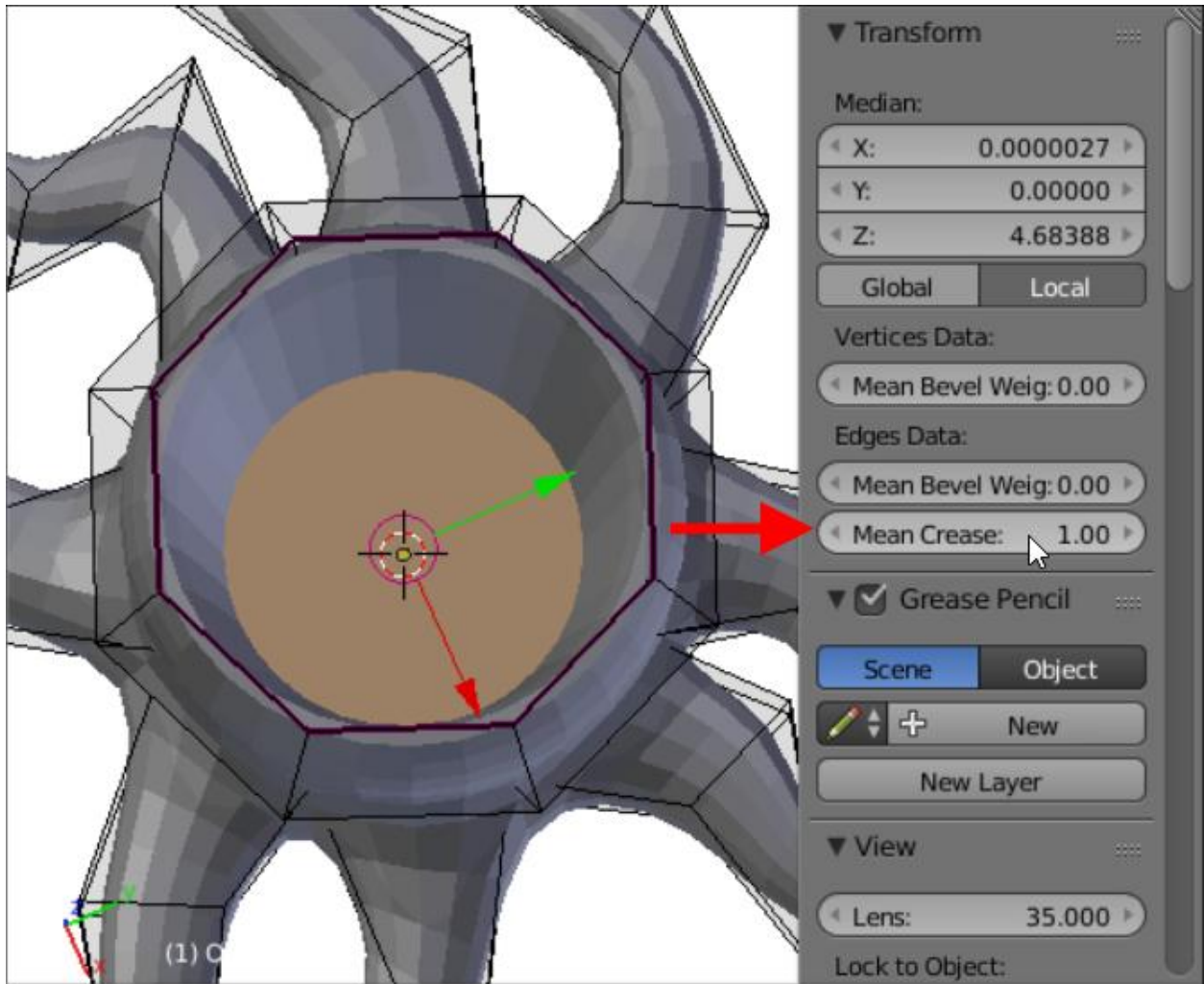


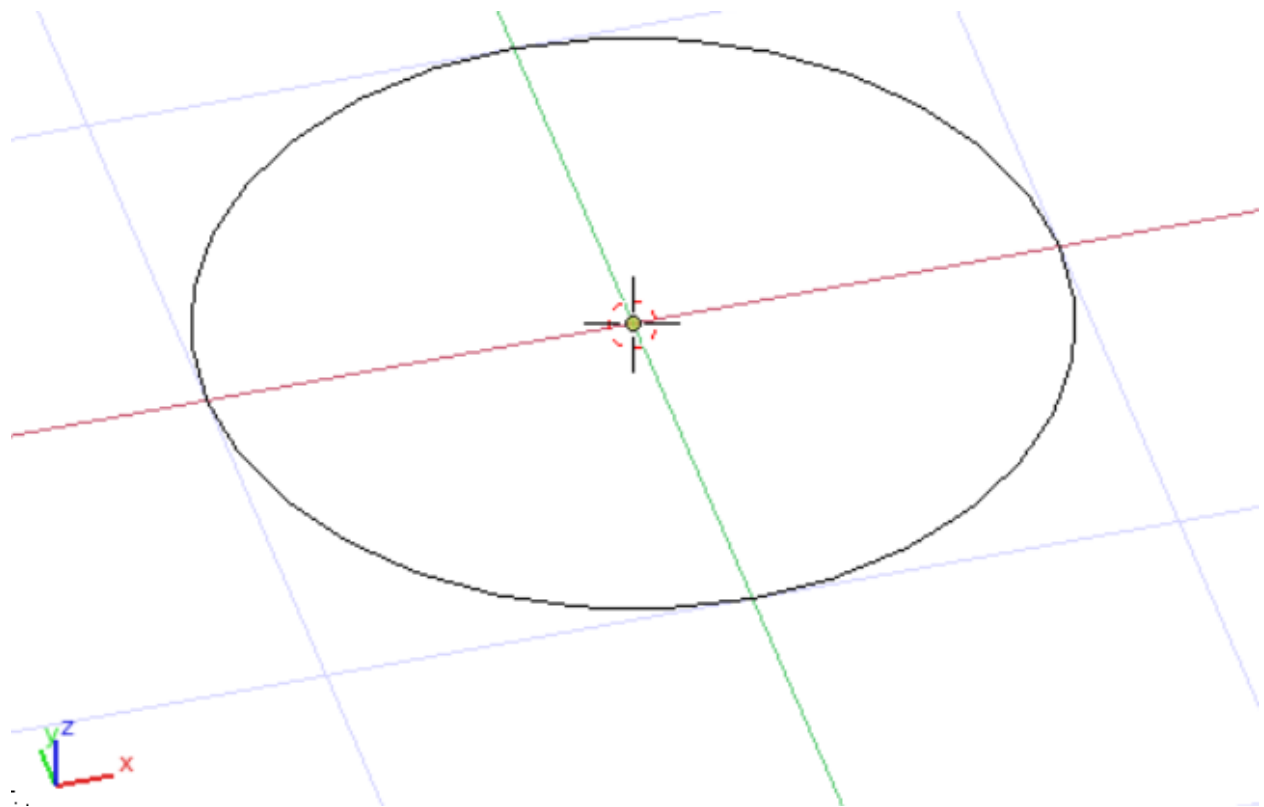


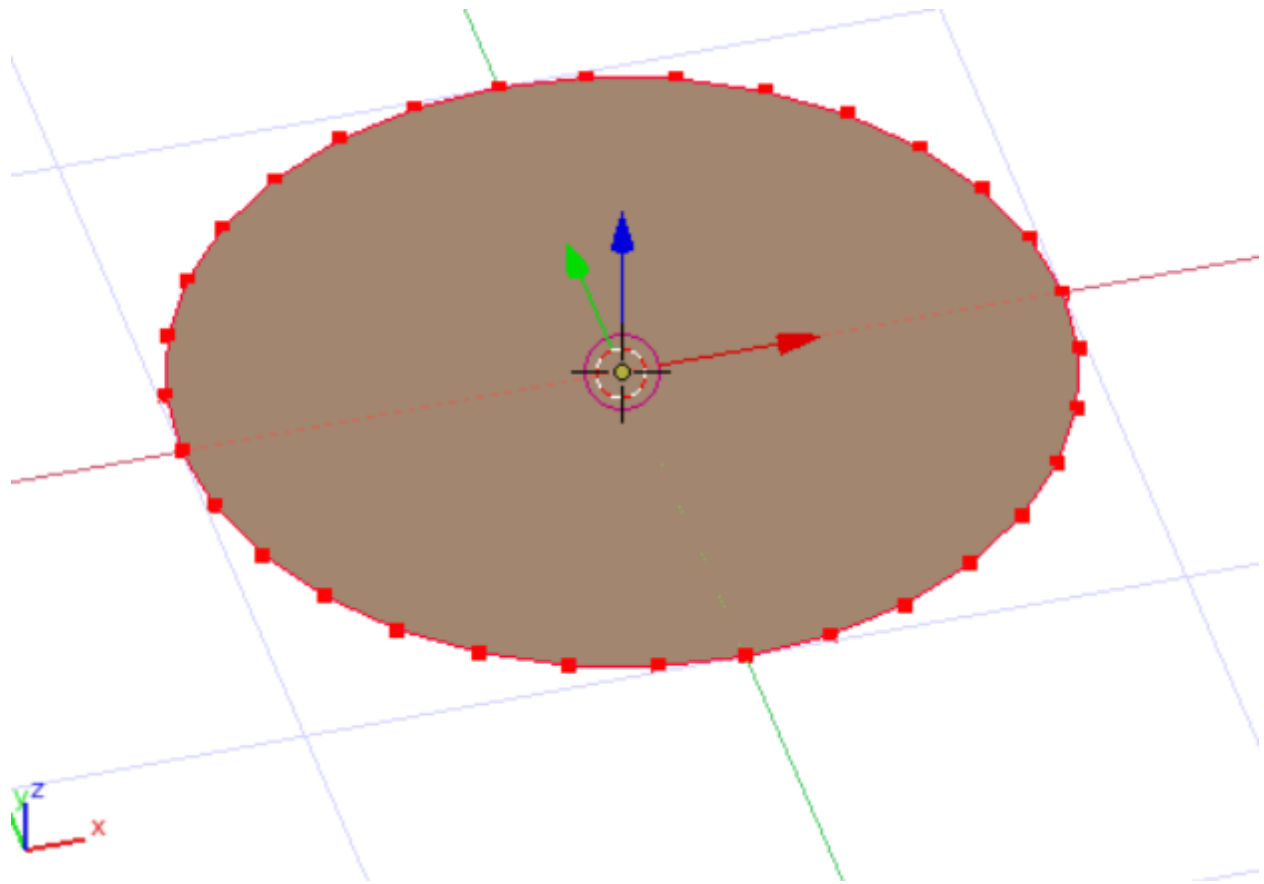




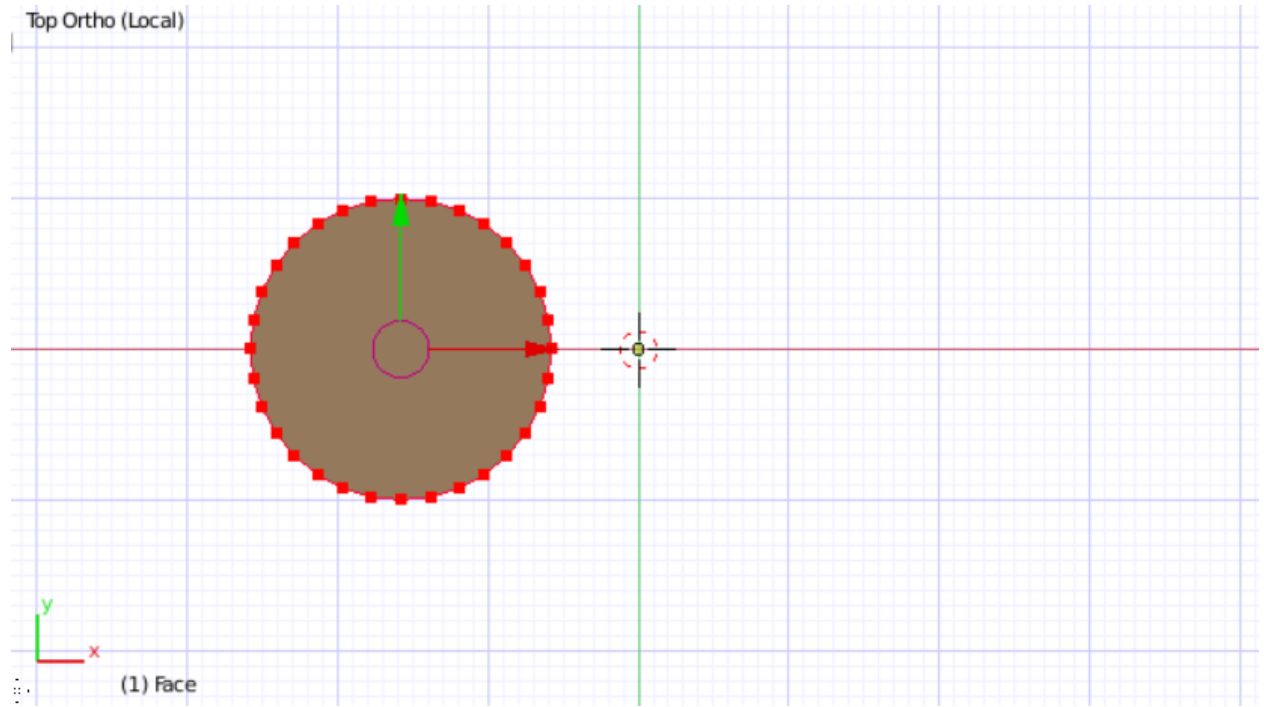




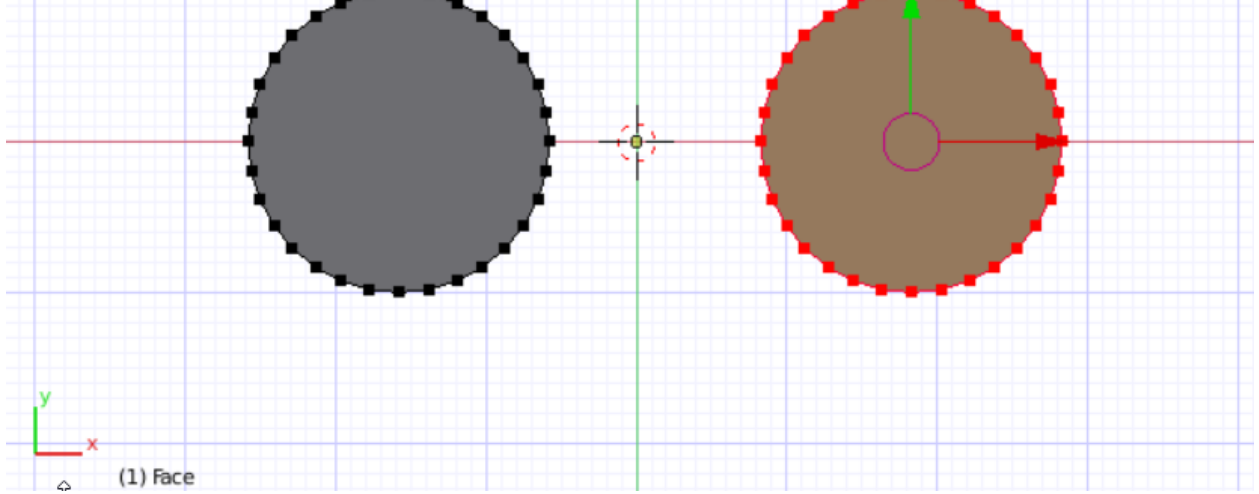




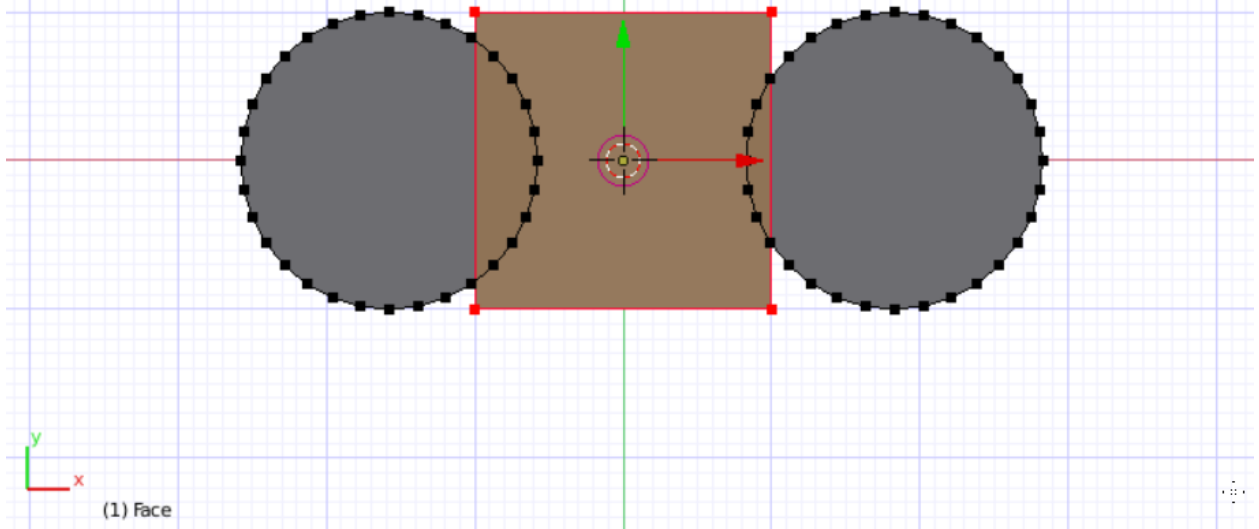
Top Ortho (Local)



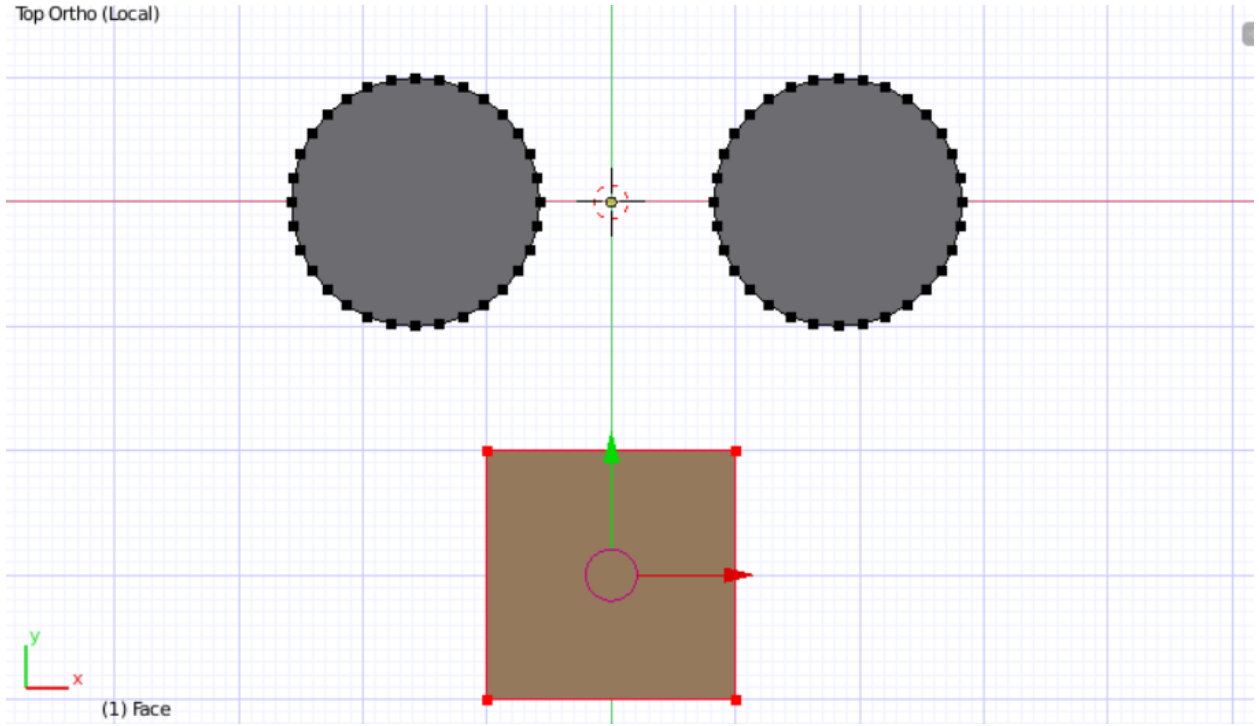
Top Ortho (Local)



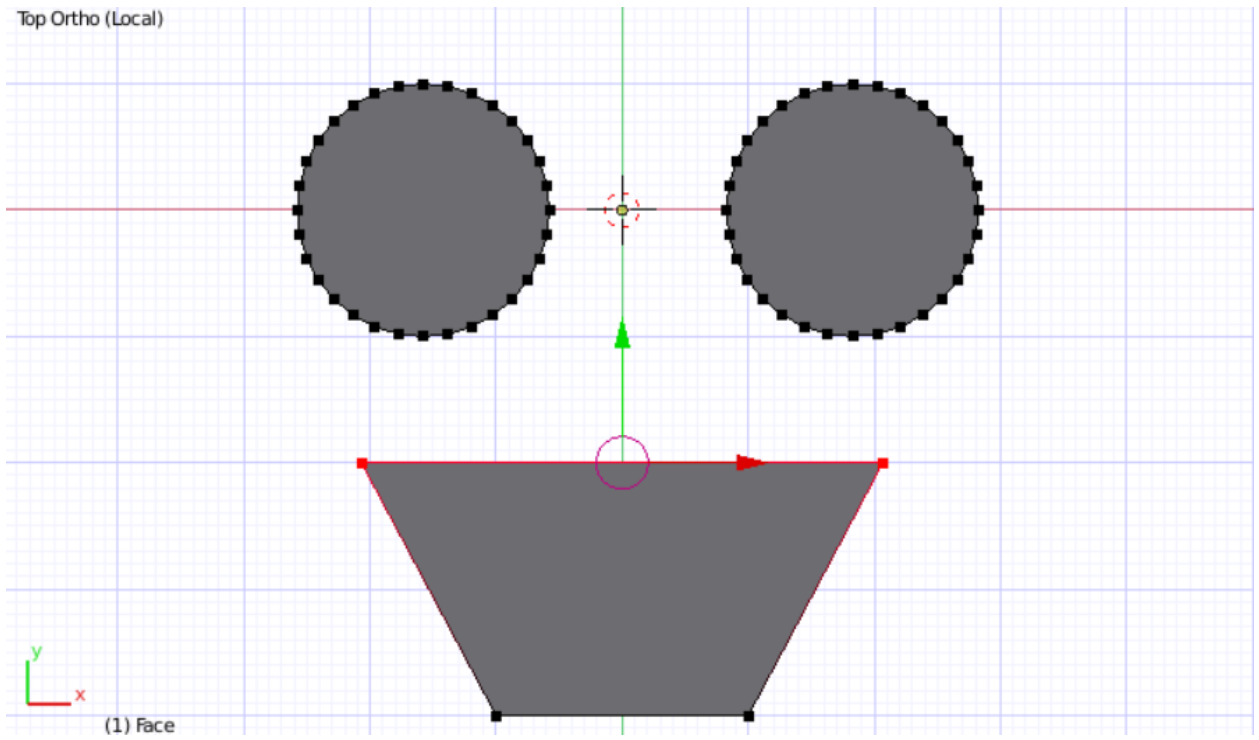
Top Ortho (Local)



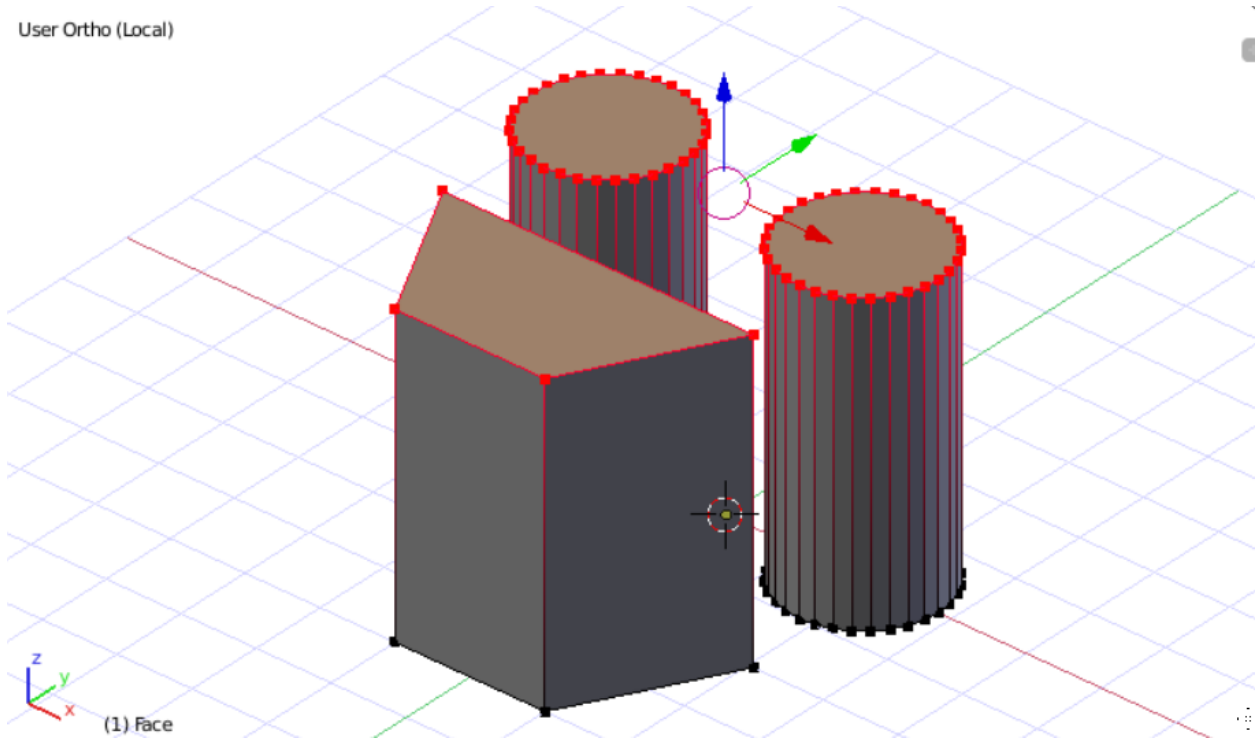
Top Ortho (Local)



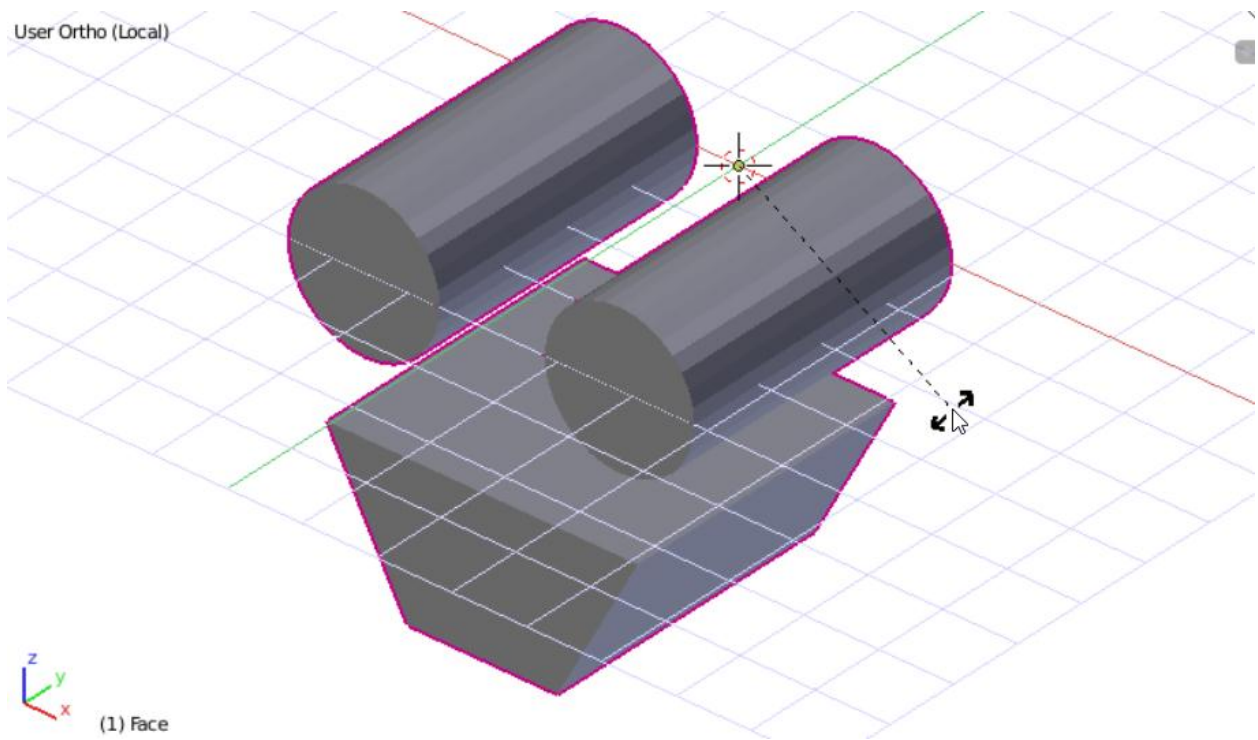
Top Ortho (Local)



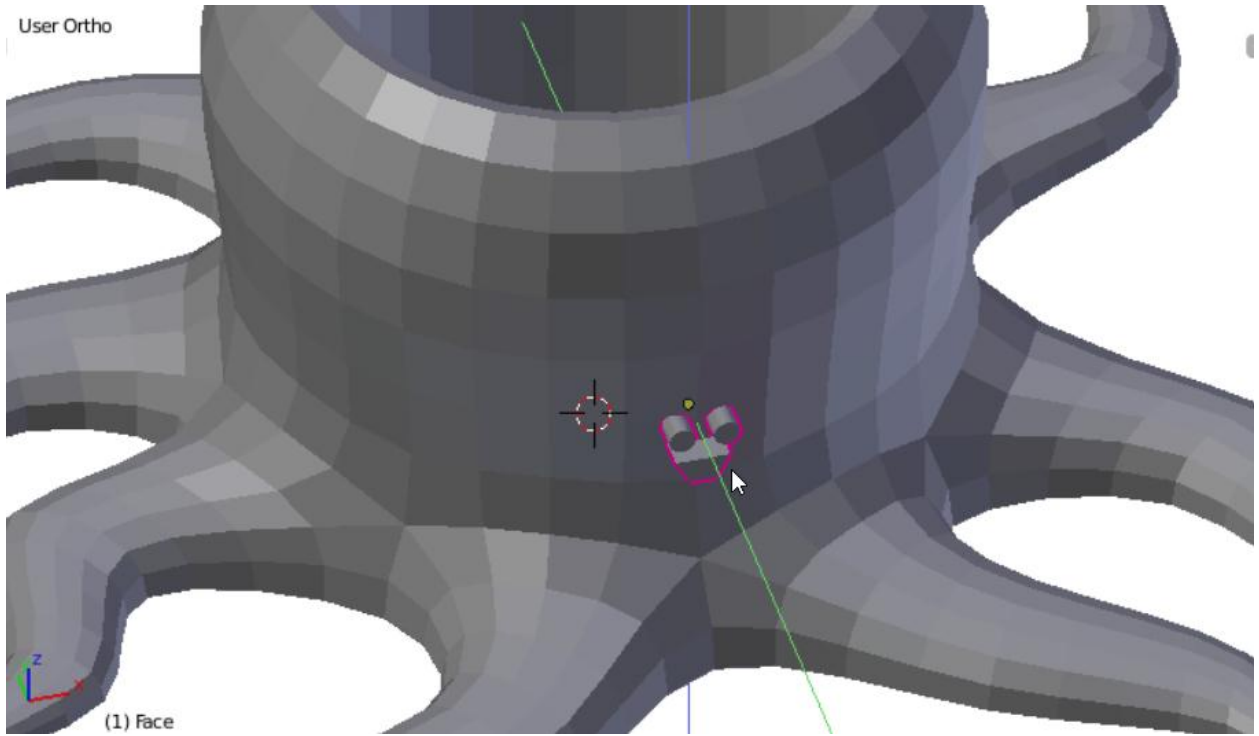
User Ortho (Local)



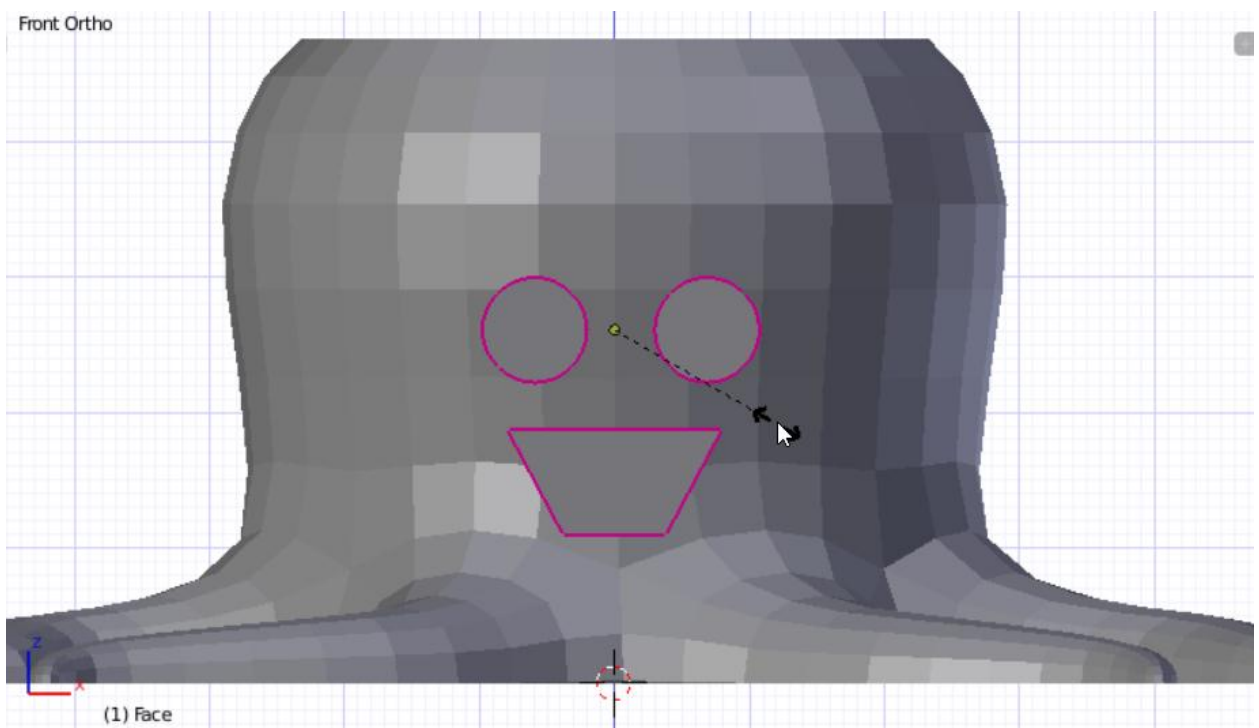
User Ortho (Local)



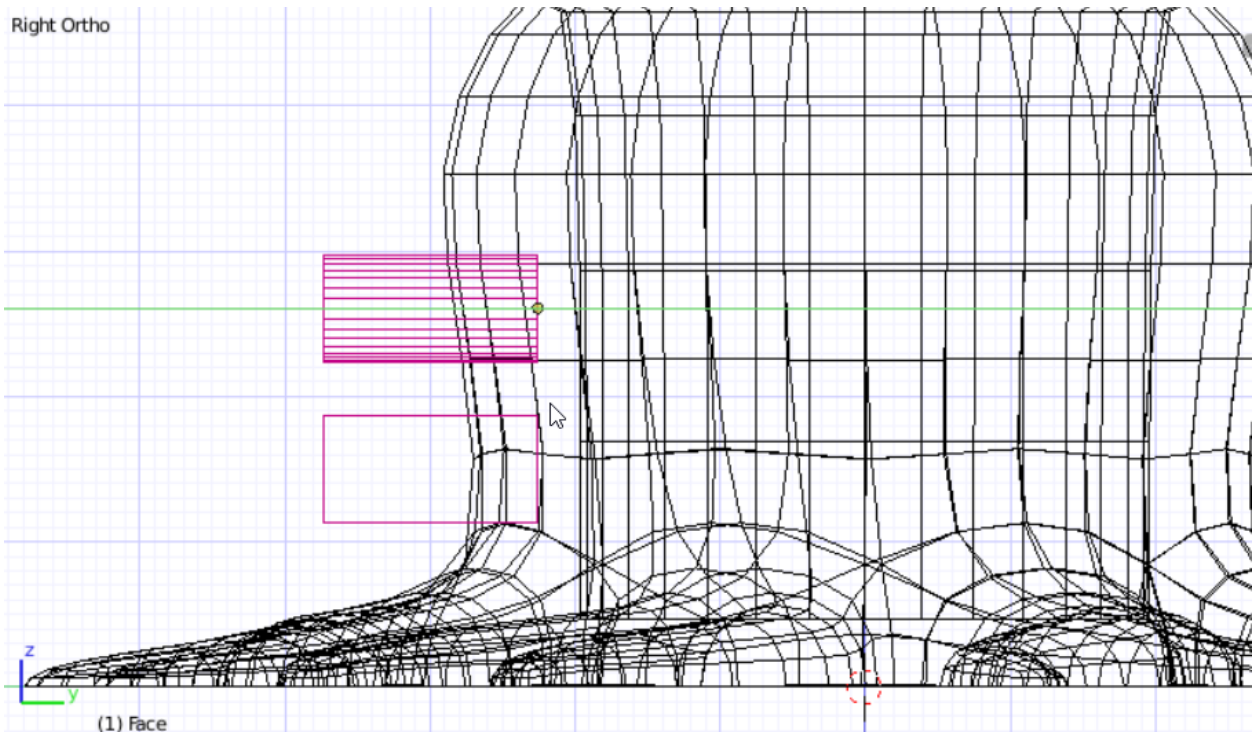
User Ortho



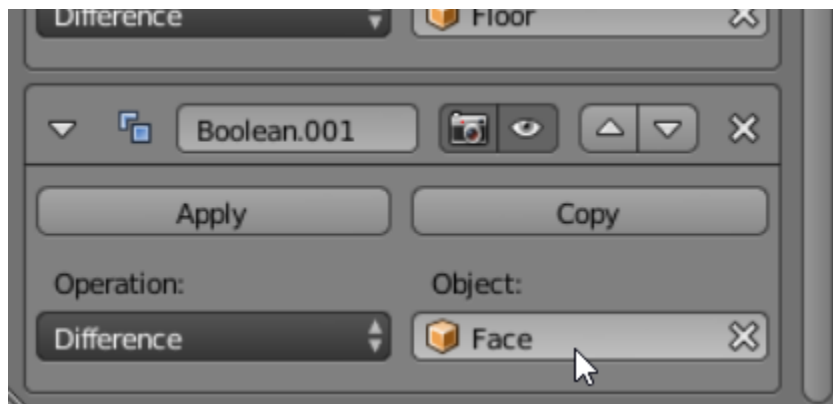
Front Ortho

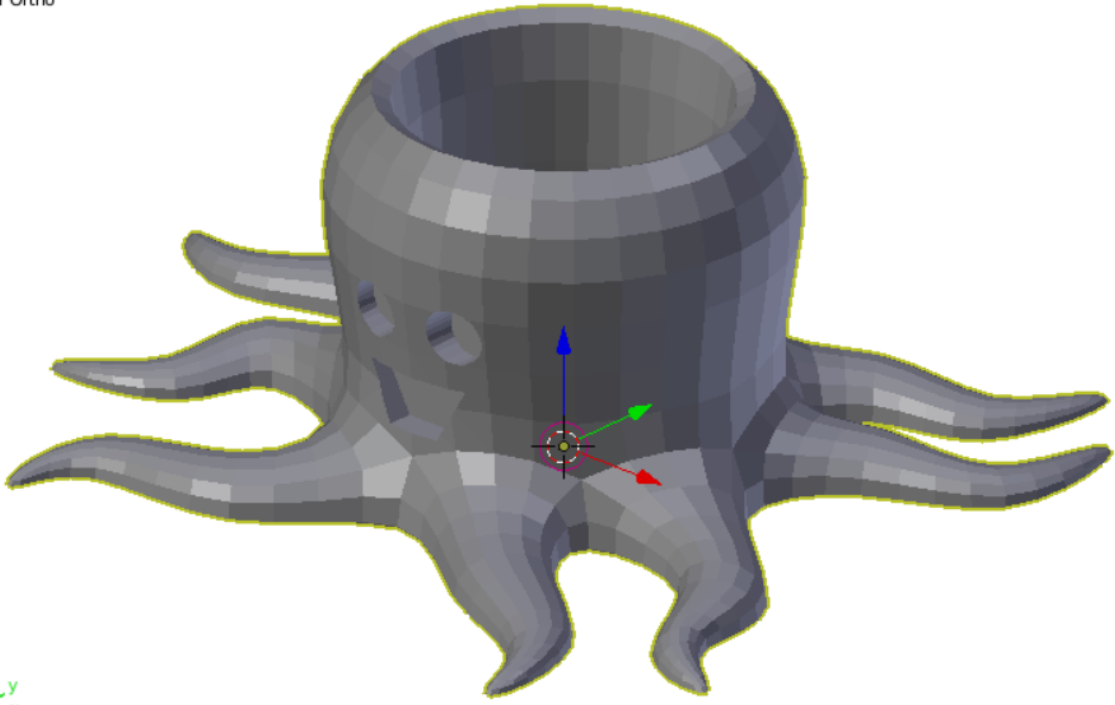


Right Ortho



(1) Face





(1) Octopus Body



