

Blender Basics: Pertaining to Scanned Models


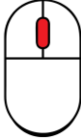
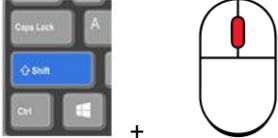




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Created: 2024

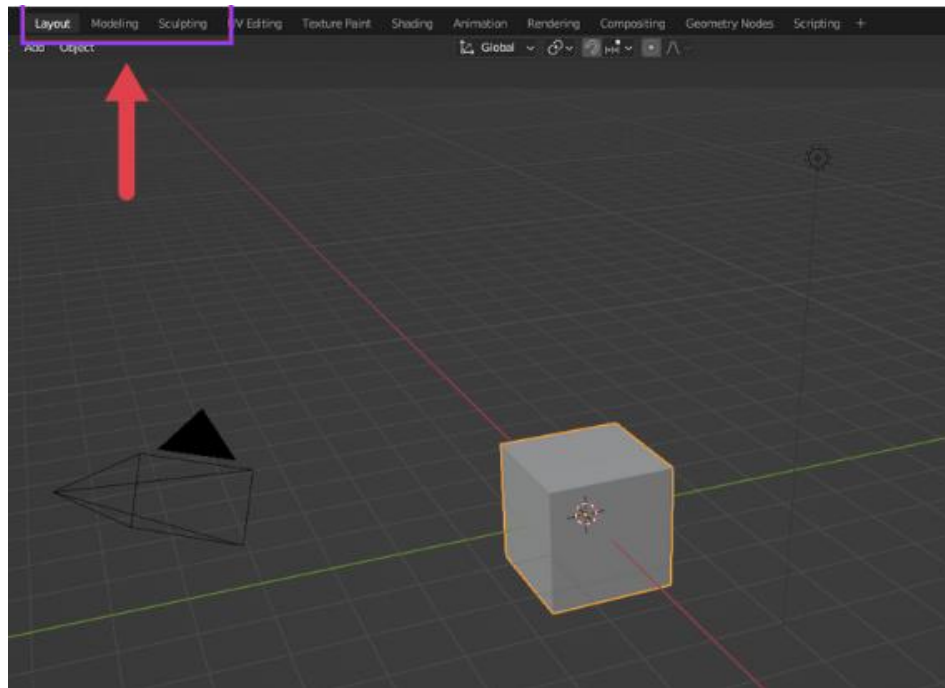
Shortcuts and Key Binds

Blender is a multi-level CAD software that allows users to complete various tasks. This document will go over the basics of navigation in blender. For scanning purposes, users will be using blender for refining 3D models that have been scanned. The Peel 3 Scanner has limited CAD tools that can assist with basic processing of the item scanned. In order to verify that the scanned item will be able to print successfully, Makers must import the scanned object into blender.

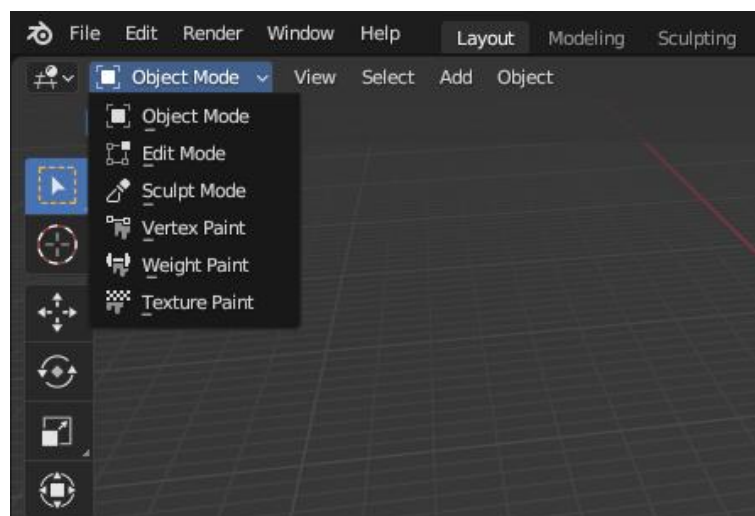
- **Zoom- Scroll Wheel** 
- **Rotating the View- Hold Middle Mouse Button (MMB) move the mouse** 
- **Moving the View- Hold Shift and the MMB and move the mouse** 
- **Selecting An Object- Press Left Mouse Button (LMB)** 
- **Importing or adding something to blender- Hold Shift and press "A"** 

Workspaces

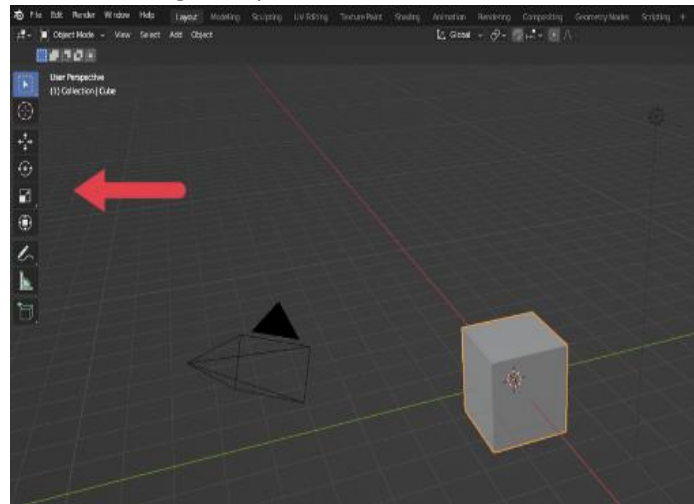
Located in the top of the taskbar, Workspaces allow Makers to affect the model in different ways according to the model needs. Each Workspace has their own sets of tools, which change the model differently.



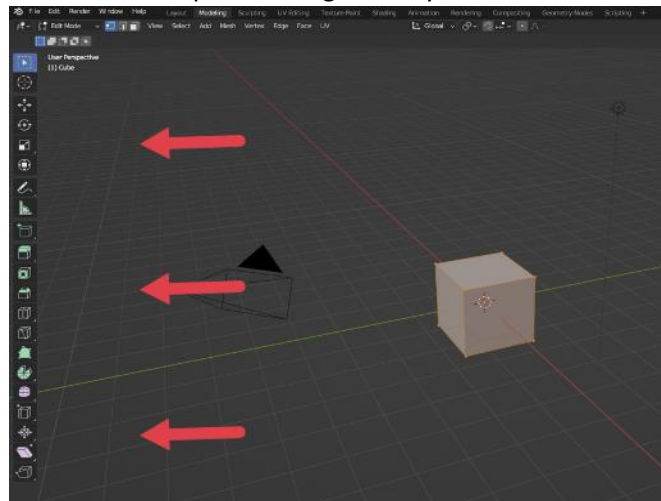
The tools available in each Workspace can also be accessed by a dropdown bar on the top left of the taskbar.



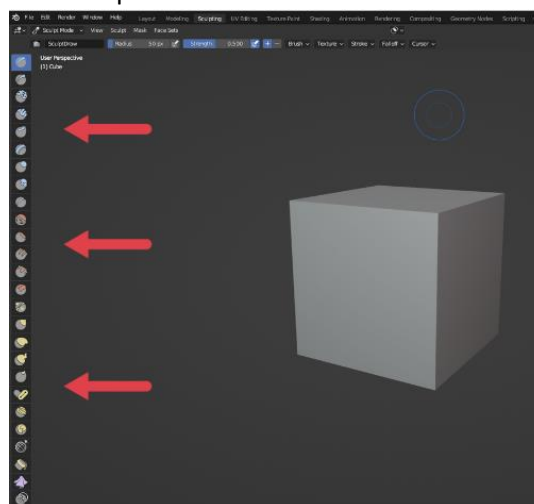
Layout- Allows Users to change the placement and scale of the model in a 3D space.



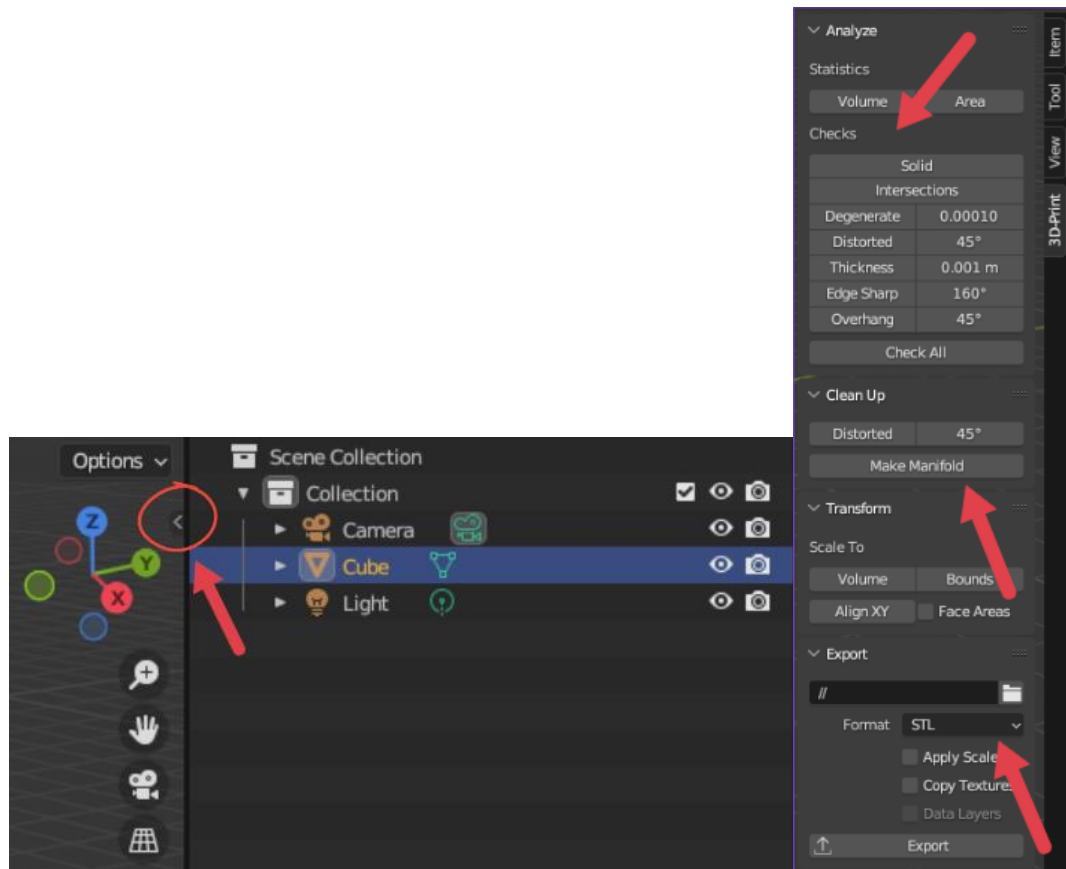
Modeling- Allows Users to manipulate the geometry of the model.



Sculpting- Allows Users to morph the model.



In the **Sculpting** Workspace, a 3D printing addon can be found in the small expansion arrow on the right side of the viewing space.



This addon is a “Final Check” before slicing, to ensure the model is watertight. If the model is complete Makers will then export the model via the Export dropdown.