Getting Started

Initially, you may find that a lot of the tools and techniques Blender uses are difficult to understand. Even the jargon can be daunting. However, by breaking it down into little steps and taking it step-by-step things will soon begin to make sense. After learning the basic you will be able to expanding on these fundamentals.

You will need to be patient. Blender is only a set of tools. Master Blender to make Trainz assets will take some effort. But that effort can also be fun. Read the tutorials but also get in there and try thing out. Get hands-on. Experiment. You can always close Blender and reopen with a new default scene.

While experimenting is fine, you also need a sense of direction. To learn you need to have a goal to accomplish. So, in this section it is intended that you follow along by doing. Once you have created your first model, like me, you'll probably be hooked.

Before we can actually start modeling we need to install Blender and become familiar with its interface. Additional software is also needed to create a texture for our model and then to get our model out of Blender and into Trainz. Here I'll tell you about:

- Where to find Blender software and how to **install Blender**.
- How to **install Export software** needed to get your model out of Blender and **install import software** needed to get it into Trainz.
- I'll mention **Graphics software** and give some examples of how it is used to create or modify texture files that will be linked to your model.
- I'll get you acquainted with the Blender' **interface**.
- Blender's **3D Editor Viewport**.
- Blender's **UV/Image Editor Viewport**.

It may seem like a lot but my intent is to give you just enough information so that you can get to modeling as quick as possible. We'll expand on the features of Blender latter.

Keep in mind that many of the figures can be expanded to better see the information being conveyed. Follow along by doing the exercises provided. The best way to learn is by doing.