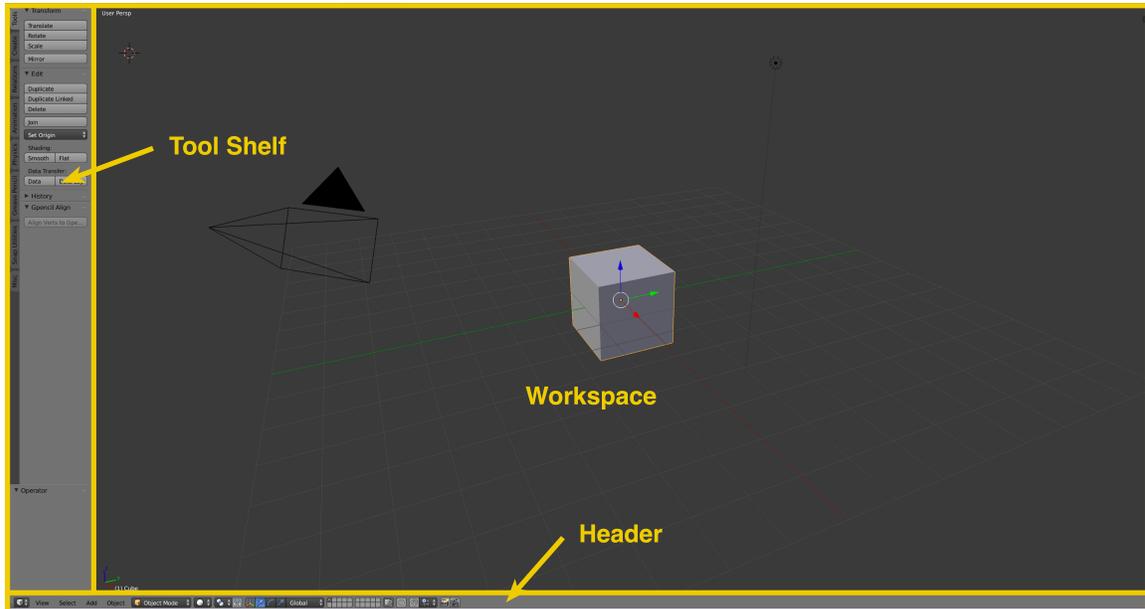


## Blender's 3D Editor

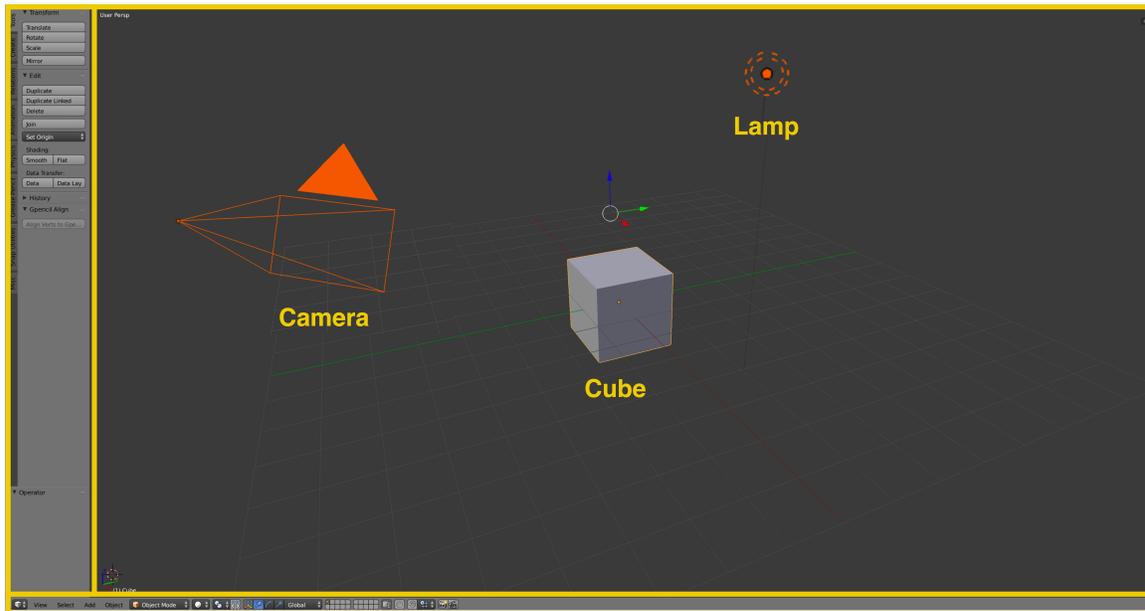
Editors are further divided into a Header, Workspace and Panels (panels are the equivalent of toolbars in GIMP and other graphics programs).

Let's have a look at the 3D Editor, which is where you will be making your model. In the center is the **Workspace** and at the bottom is the **Header**. In the default scene there is one panel visible on the left, the **Tool Shelf**.



## Workspace

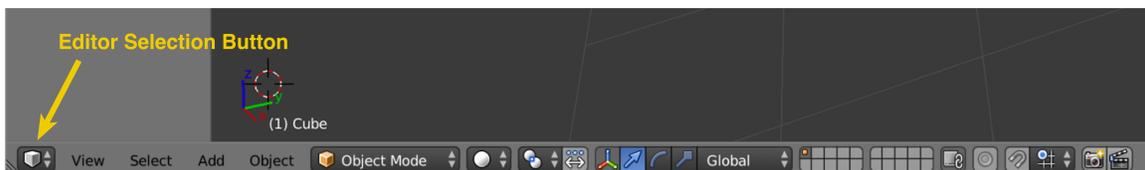
In the workspace, by default there are three objects, a **Cube**, a **Camera** and a **Lamp**.



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## Header

The Headers is a small horizontal part of the editor that, despite the name, can be at the top or the bottom of the editor frame and even move to either location or hidden. The header contains a variety of controls for accessing the various tools used to create a model. For now, I'll leave it at that.



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It is suffice to say that in Blender just about every type of control imaginable (i.e., that you have used in other computer programs) is used with a few unique ones added. There are son many (Blender is a powerful program) and so many different types that they initially can be overwhelming. As we create Trainz models I will introduce the various controls and later I'll describe them in detail.

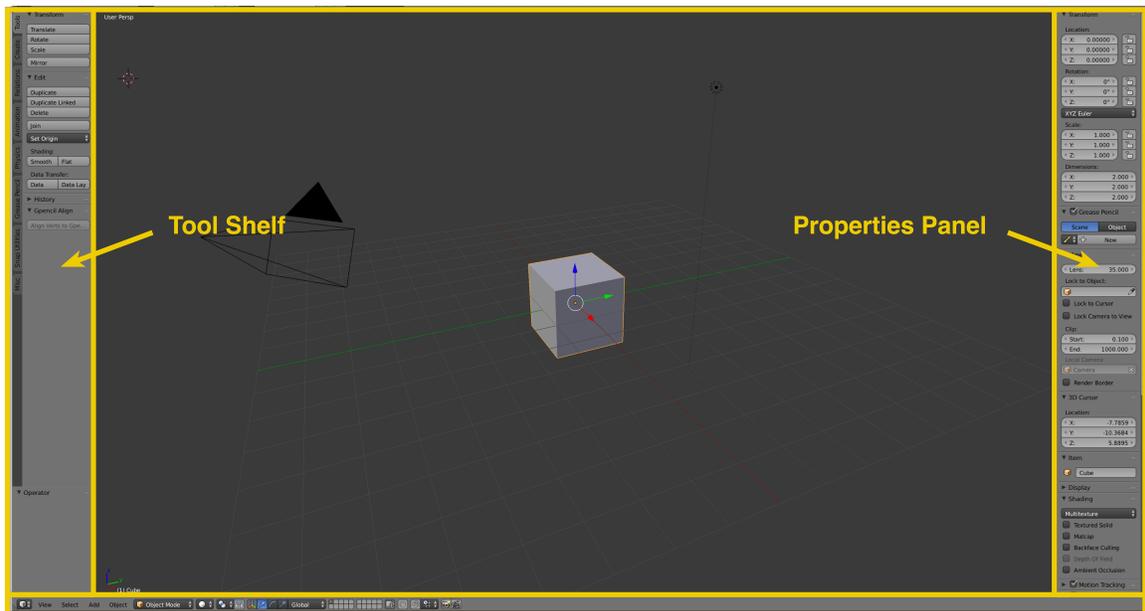
One button I will point out now is the **Editor Selection Button**, which is always at the extreme right end of a header. Clicking on this button opens a Popup Menu where you can select which of the 17 editors is visible in the frame. Try it out be selecting the different editors. Find the Properties Editor header and click on its Editor Selection Button to select a different editor to view in this fame. You may not be able to properly see the entire editor in the frame to be able to use it, but later I'll show you how you can resize frames.

Put the interface back to the default configuration by selecting the appropriate editors for each frame or simply close Blender without saving and reopen it again.

## Panels

The 3D Editor actually has two panels, the **Tool Shelf** and the **Properties Panel**. The Tool Shelf is visible in the default interface, while the Properties Panel is hidden. Either panel can be made visible or hidden to create more working space. The **Tool Shelf** is toggled visible or hidden with the **T-KEY** while the **Properties Panel** is toggled with the **N-KEY**. Give it a try.

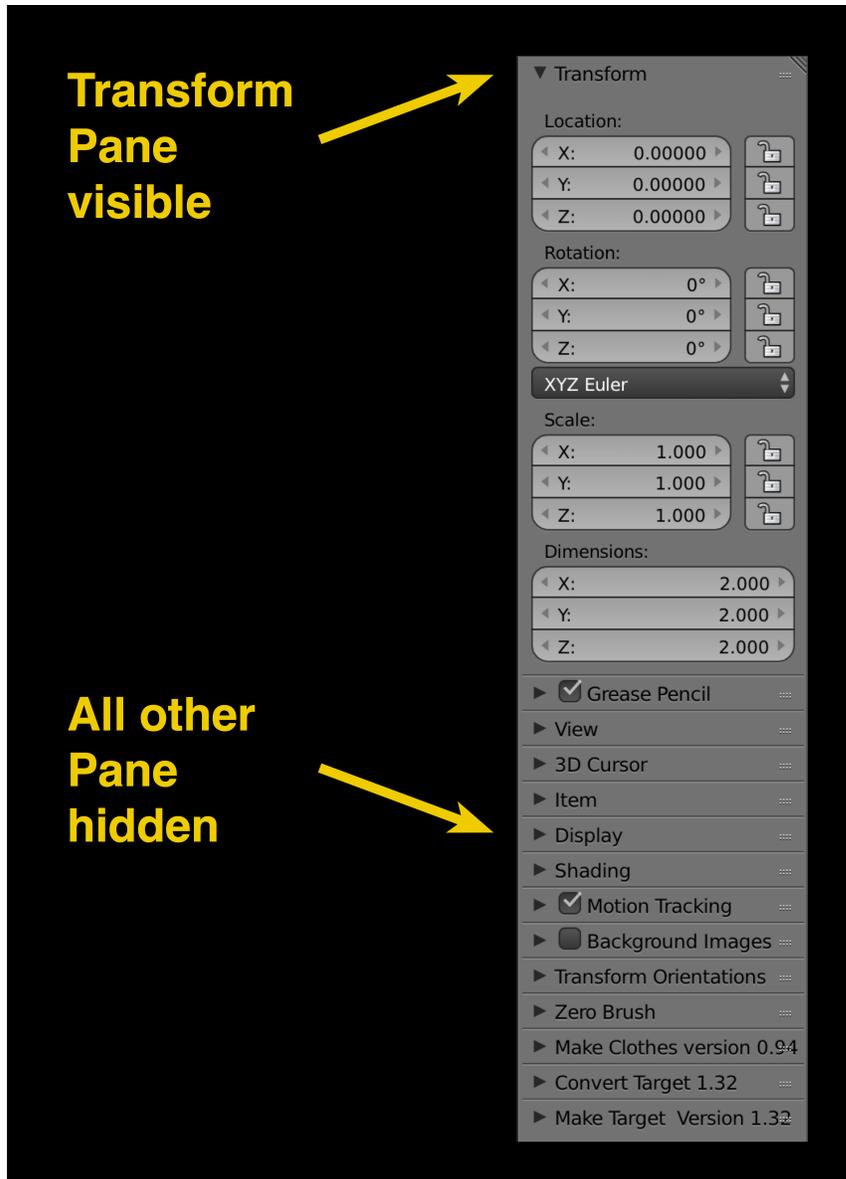
The Tool Shelf has Tabs on the left side. In the default view the Tools tab is selected. By clicking on the other tabs different contextual controls can be made visible. Give it a try.



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## Panes

Panes also provide contextual sensitive controls in the form of menus, buttons, checkboxes, etc. Panes can be toggled visible or hidden by clicking on the title. A small triangle to the left of the title indicates whether the pane's contents are visible or hidden. When pointing to the right contents are hidden. When pointing down contents are visible. In the properties Panel try clicking on the triangles to make the pane contents visible or hidden.



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In a recent version of Blender a shortcut was introduced to close visible panes. **LMB and drag down** to closes a pane. LMB clicking and dragging down on the list closes all visible panes.