

Blender's Interface

This is not an exhaustive overview but rather covers the bare basics of what you need to know before starting using Blender to make Trainz assets. The whole point of the approach here is to give you as little as possible so you can get started with creating a Trainz asset. We'll build on this introduction later.

Blender has a unique interface that, once you get to know it, is rather well designed. It is not unlike the “Single-Window Mode” of GIMP, if you are familiar with that program. In GIMP there is a workspace in the middle and tool bars on either side. But Blender takes it one step further. Instead of having just one workspace, you can have several.

When you first open Blender a “Splash Screen” appears with artwork that changes with each version release. On the left side are links that include Blender's Manual and Blender's website, and on the right are your most recently opened projects.



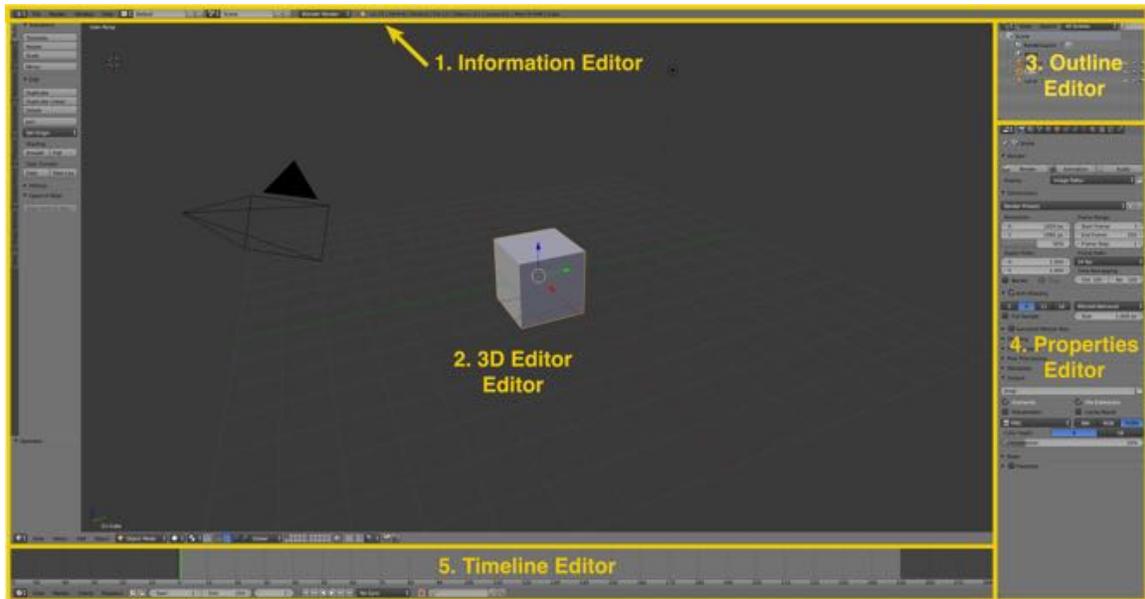
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To close the splash screen start a new project, you can press **ESC** (escape) or click anywhere inside the Blender Window (except on the splash screen).

Editors

The default interface is actually made up of 5 windows (also called frames) “glued” together. Each of the 5 frames contains an editor, one of a total of 17 available in Blender. Four of these editors we will use a lot while making Trainz assets. For, now we can ignore one editor, the Timeline Editor, and shortly I'll show you one more editor, the UV/Image Editor, which we will need in order to use Blender to make Trainz assets. This editor isn't visible in the default interface, but will be needed to start making Trainz assets. The 5 editors you are looking at in the default interface are:

1. Information Editor
2. 3D Editor
3. Outline Editor
4. Properties Editor
5. Timeline Editor



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