



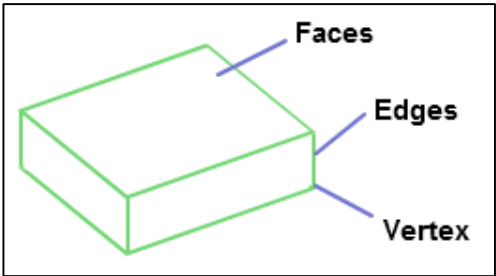
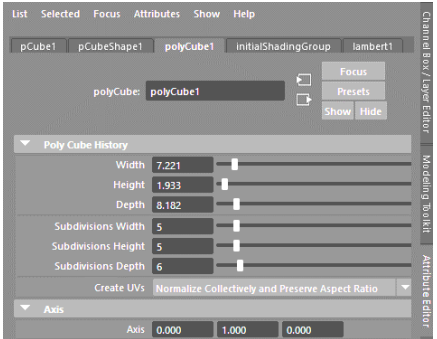










CORNELL NOTES – GRAPHICS FOR GAME DEVELOPMENT

Questions:	Notes/Answers/Definitions/Examples/Sentences:																						
	<p><u>Viewing Basics</u></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%;"><u>ALT + Left Mouse button</u></td> <td>To move the camera around your object</td> </tr> <tr> <td><u>ALT + Middle Mouse button</u></td> <td>To Pan</td> </tr> <tr> <td><u>Mouse Wheel</u></td> <td>To Dolly OR zoom in and out</td> </tr> <tr> <td><u>Letter “F” Key</u></td> <td>Frame all components of that object</td> </tr> <tr> <td><u>ALT + Letter “F” Key</u></td> <td>View/frame all objects on the screen</td> </tr> <tr> <td><u>Space Bar</u></td> <td>Switches to Panel Layout</td> </tr> <tr> <td><u>CTRL + Space Bar</u></td> <td>Full Screen View</td> </tr> <tr> <td>  (Left Side of Screen) </td> <td><u>Outliner View (to view a list of objects in your scene)</u></td> </tr> </table> <ul style="list-style-type: none"> Both <u>Channel Box</u> and <u>Attribute Editors</u> show various attributes for that particular object (but in different ways) <ul style="list-style-type: none"> The <u>Attribute Editor</u> is regarded as more <u>user friendly</u> of the two <p><u>Transforming Objects</u></p> <p><u>Use Attributes Editor or the Following Buttons on the right</u></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%; text-align: center;"></td> <td style="text-align: center;"><u>Move</u></td> </tr> <tr> <td style="text-align: center;"></td> <td style="text-align: center;"><u>Rotate</u></td> </tr> <tr> <td style="text-align: center;"></td> <td style="text-align: center;"><u>Scale</u></td> </tr> </table> <p><u>Double-Click</u> each of these buttons to get their settings</p> <p><u>Object v. Component Modes</u></p> <ul style="list-style-type: none"> Object Mode (known as <u>Green Mode</u>) <ul style="list-style-type: none"> <u>Important for selecting the entire object</u> Component Mode (known as <u>Blue Mode</u>) <ul style="list-style-type: none"> <u>Important for selecting sub-parts of the object</u> Here you can work on either the <u>faces, edges, or vertex</u> (see image) <ul style="list-style-type: none"> Hold down <u>right mouse button</u> to choose which one to edit Hold the <u>SHIFT</u> key to select multiple faces/edges/vertices Swap between both of these modes using the <u>F8 Key</u> <div style="display: flex; align-items: center;">  </div> 	<u>ALT + Left Mouse button</u>	To move the camera around your object	<u>ALT + Middle Mouse button</u>	To Pan	<u>Mouse Wheel</u>	To Dolly OR zoom in and out	<u>Letter “F” Key</u>	Frame all components of that object	<u>ALT + Letter “F” Key</u>	View/frame all objects on the screen	<u>Space Bar</u>	Switches to Panel Layout	<u>CTRL + Space Bar</u>	Full Screen View	 (Left Side of Screen)	<u>Outliner View (to view a list of objects in your scene)</u>		<u>Move</u>		<u>Rotate</u>		<u>Scale</u>
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