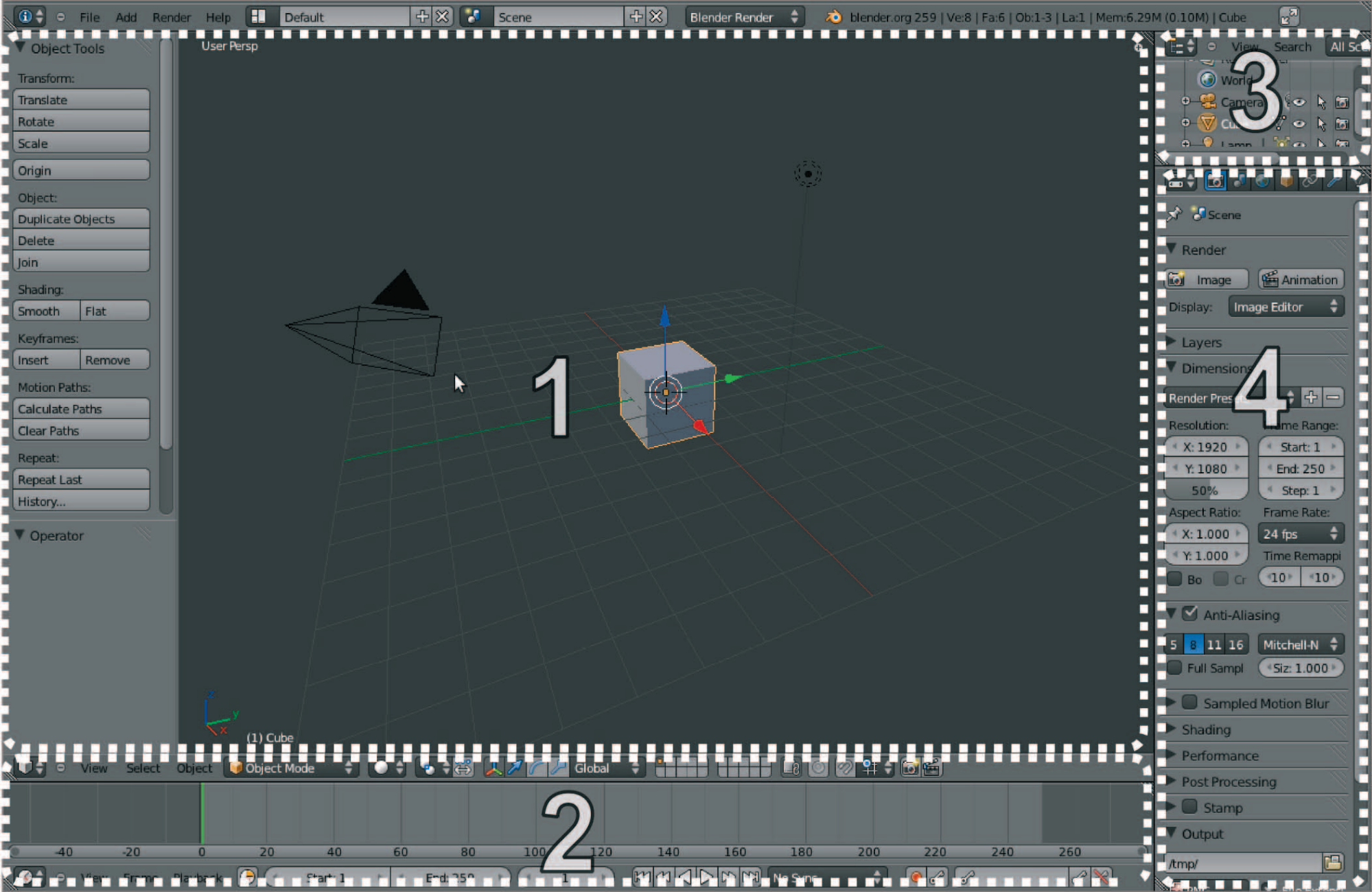
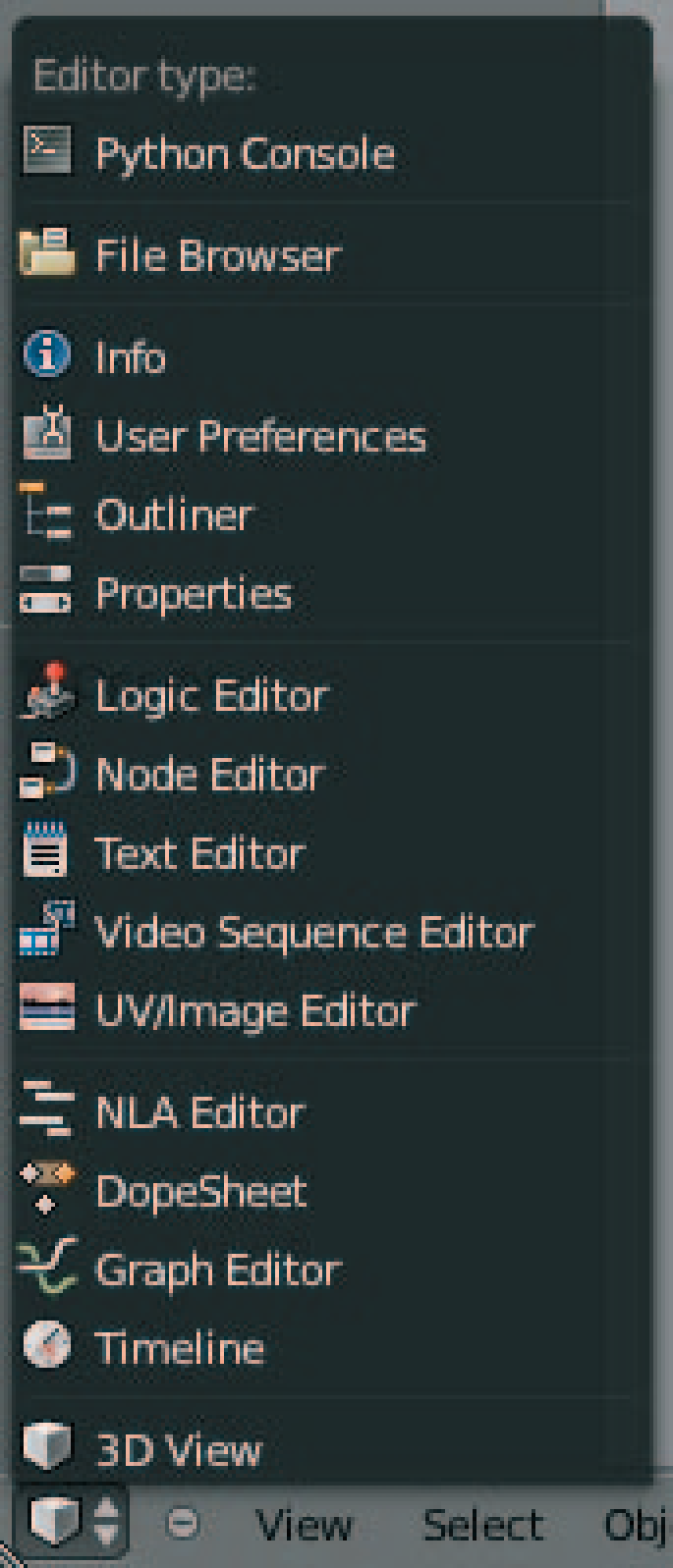
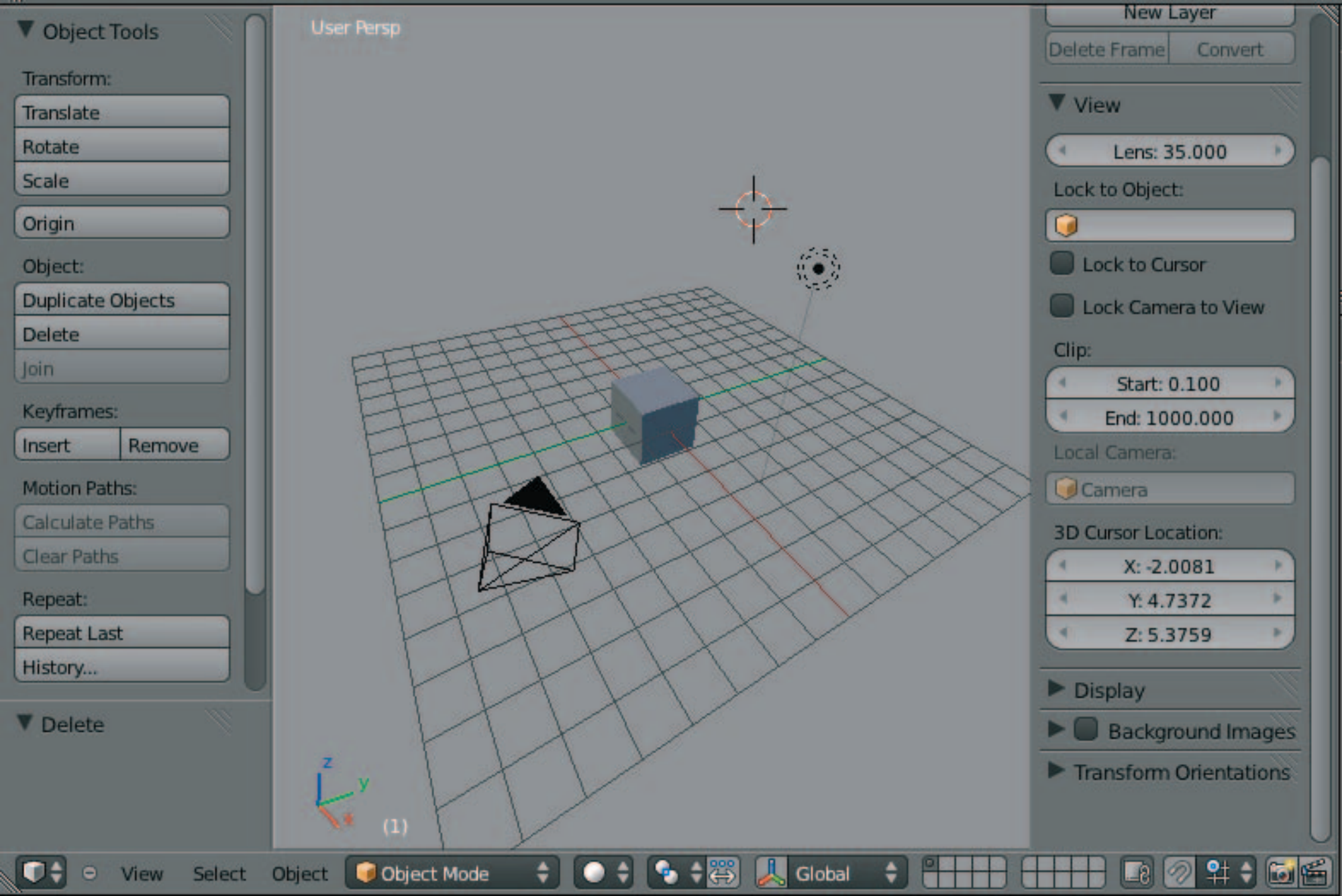
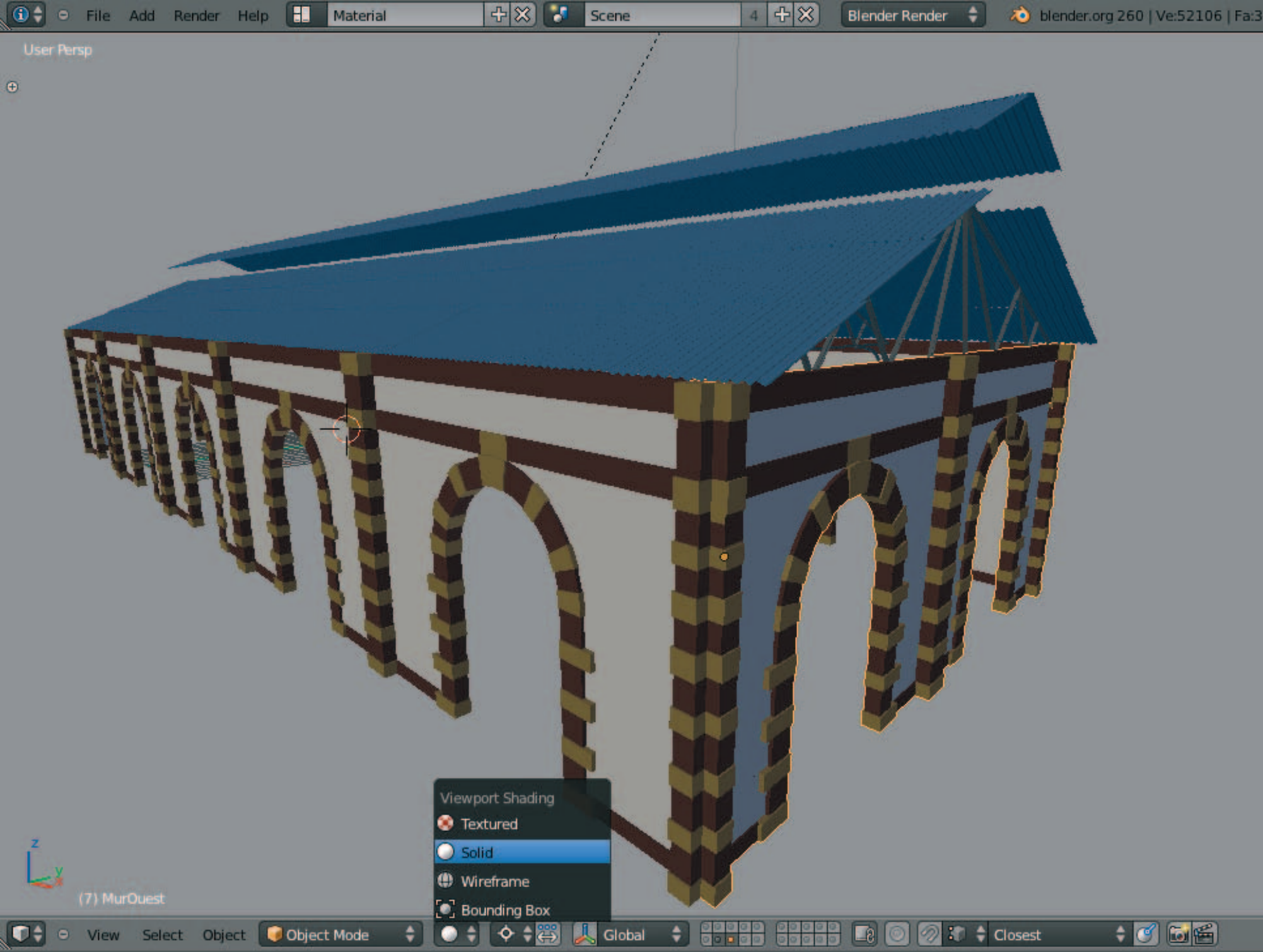
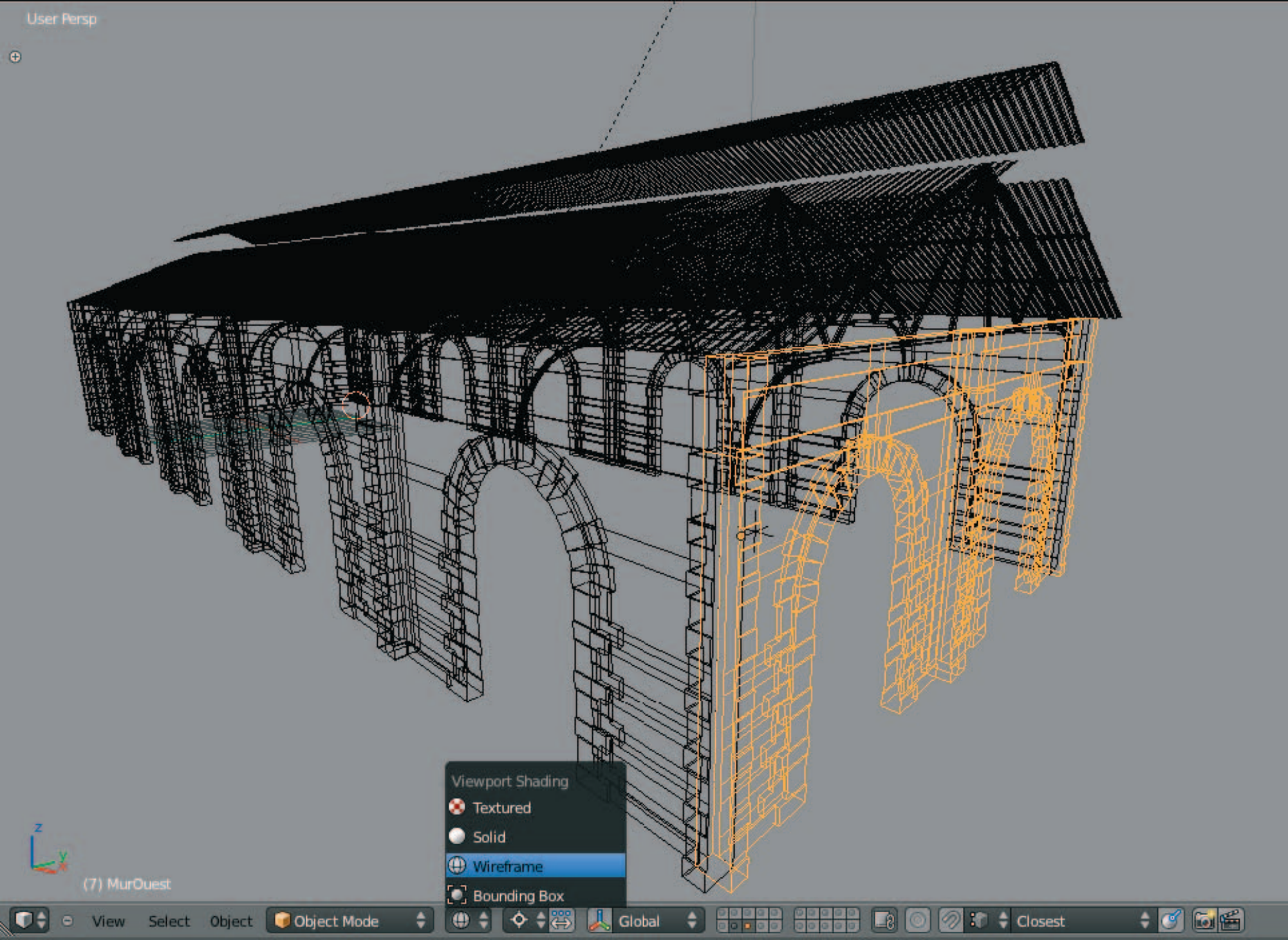
Gîtes ruraux, par Matthieu Dupont de Dinechin, http://www.viralata.fr, rendu 100 % Blender sans retouche (Creative Commons sa-by-nc)

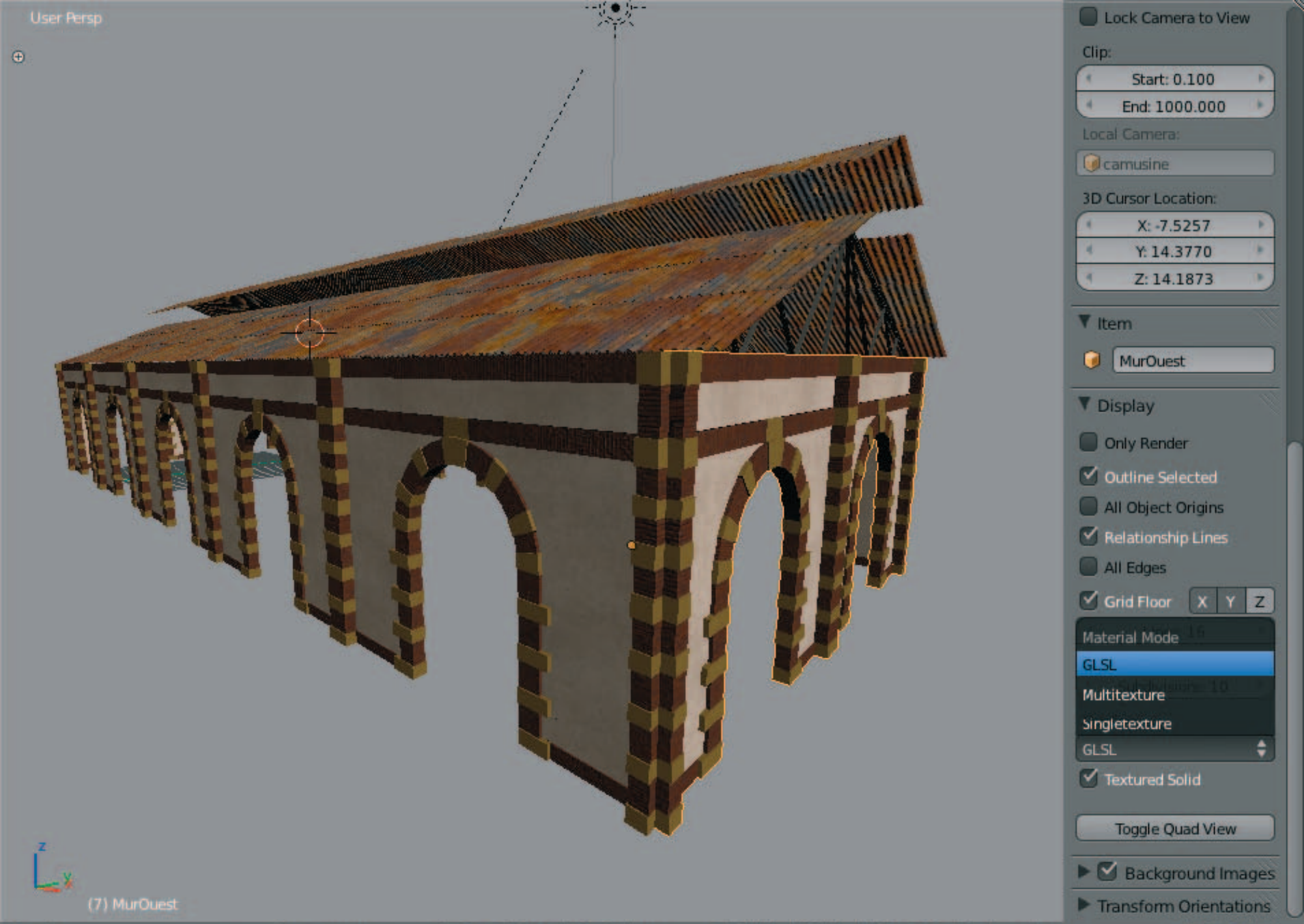

File Add Render Help
Default
Scene
Blender Render
blender.org 259 | Ve:8 | Fa:6 | Ob:1-3 | La:1 | Mem:6.29M (0.10M) | Cube
Object Tools
Transform:
Translate
Rotate
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Shading:
Smooth
Flat
Keyframes:
Insert
Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Operator
User Persp
1
(1) Cube
View Search
World
Camera
3
Scene
Render
Image
Animation
Display:
Image Editor
Layers
Dimensions
4
Resolution:
X: 1920
Y: 1080
50%
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Range:
Start: 1
End: 250
Step: 1
Frame Rate:
24 fps
Anti-Aliasing
5 8 11 16
Mitchell-N
Full Sampl
Siz: 1.000
Sampled Motion Blur
Shading
Performance
Post Processing
Stamp
Output
/tmp/
View Select Object
Object Mode
Global
2
-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260
View Frame Playback
Start: 1
End: 250
1
No Sync

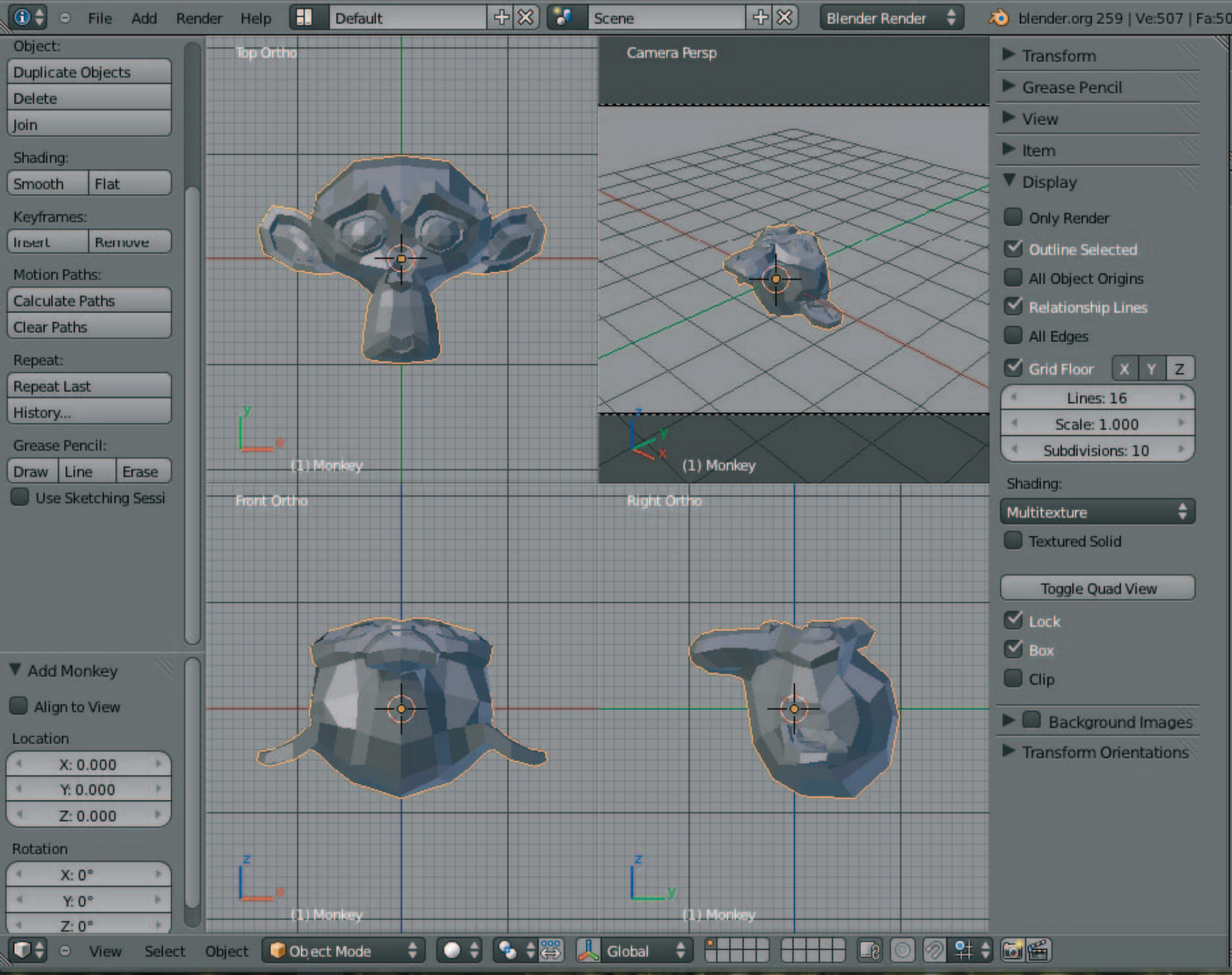

Editor type:
Python Console
File Browser
Info
User Preferences
Outliner
Properties
Logic Editor
Node Editor
Text Editor
Video Sequence Editor
UV/Image Editor
NLA Editor
DopeSheet
Graph Editor
Timeline
3D View
View
Select
Obj

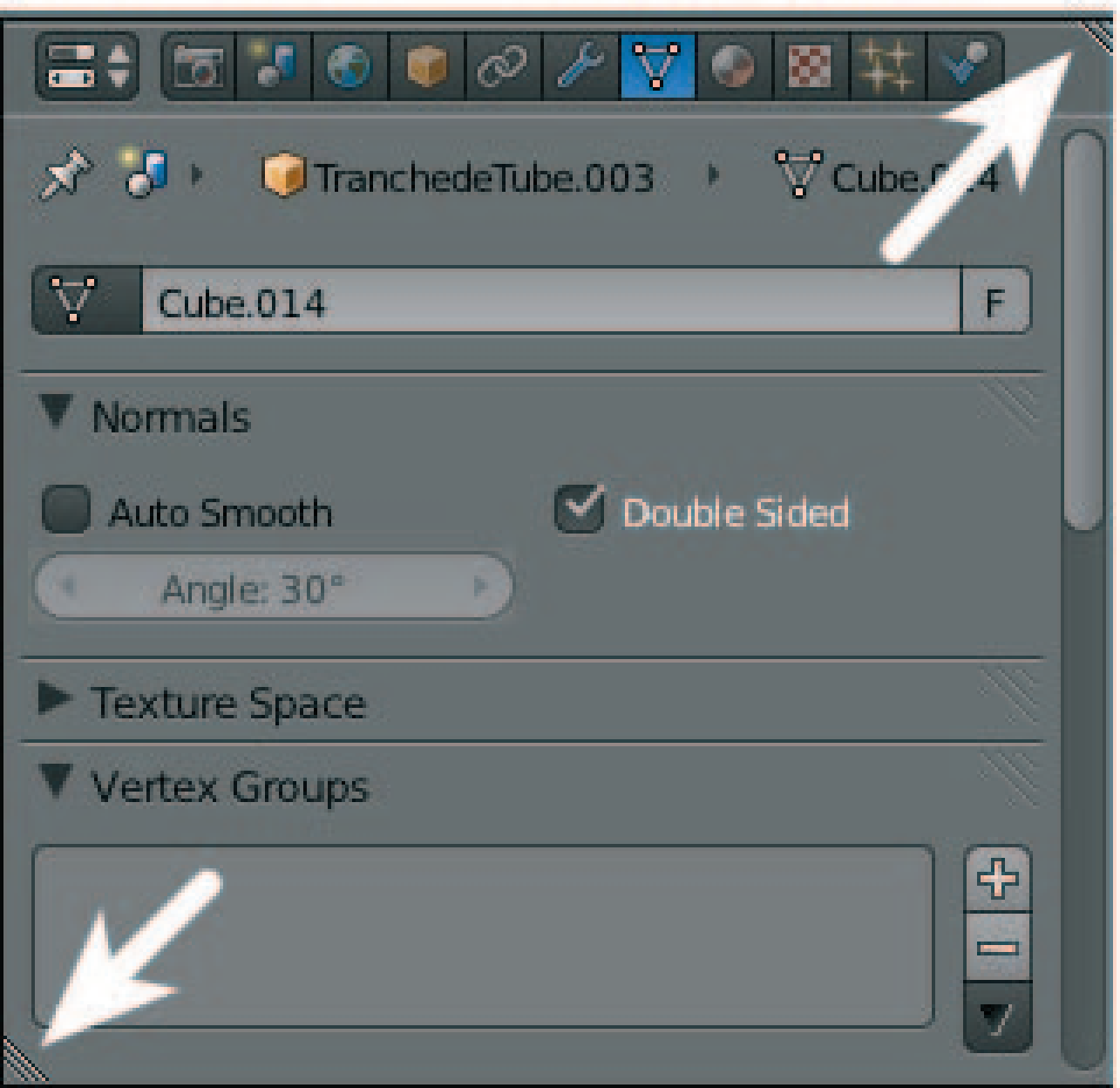

Object Tools
Transform:
Translate
Rotate
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Keyframes:
Insert
Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Delete
User Persp
(1)
New Layer
Delete Frame
Convert
View
Lens: 35.000
Lock to Object:
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
Camera
3D Cursor Location:
X: -2.0081
Y: 4.7372
Z: 5.3759
Display
Background Images
Transform Orientations
View
Select
Object
Object Mode
Global

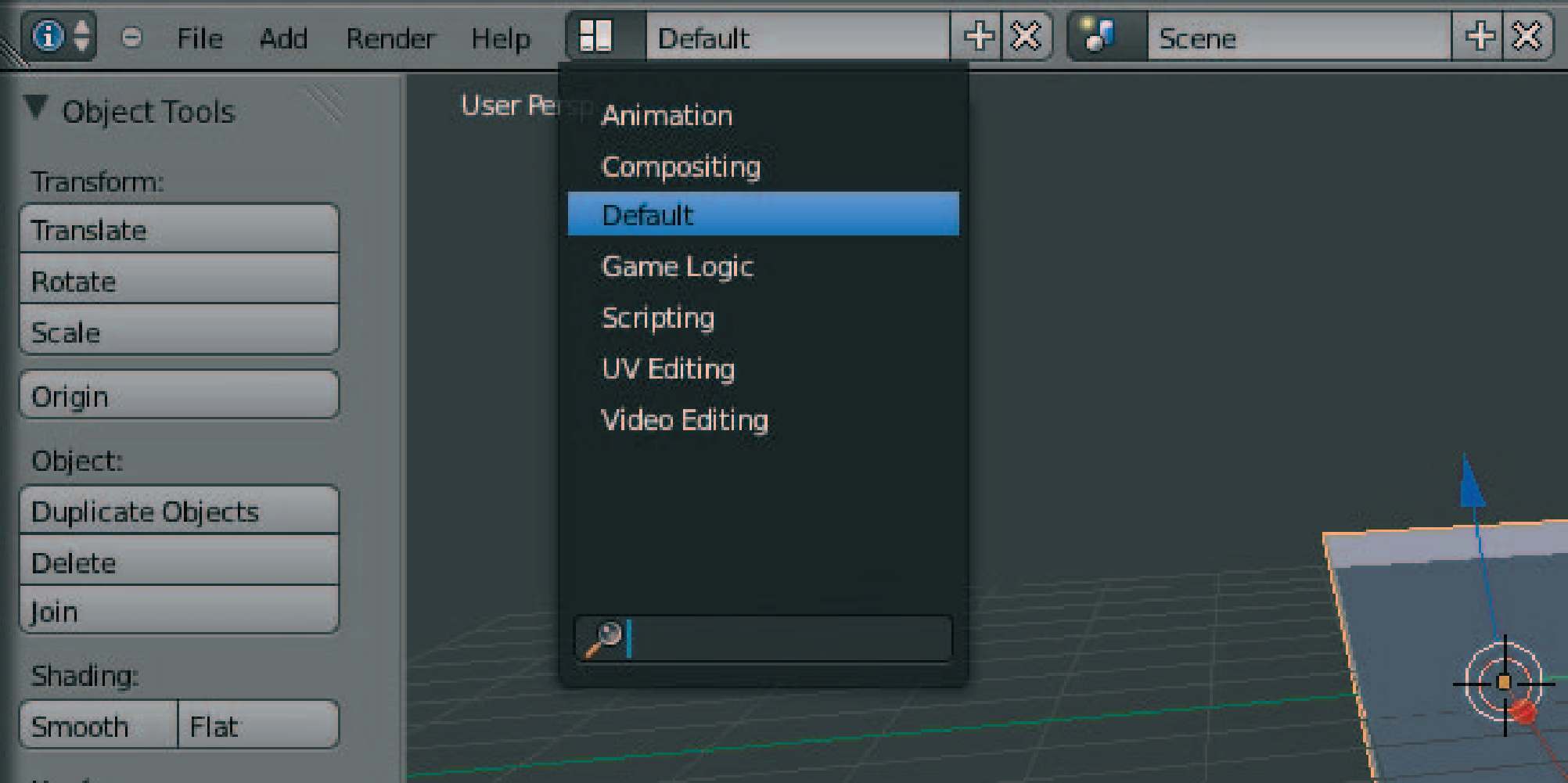

File
Add
Render
Help
Material
Scene
4
Blender Render
blender.org 260 | Ve:52106 | Fa:3
User Persp
Viewport Shading
Textured
Solid
Wireframe
Bounding Box
(7) MurOuest
View
Select
Object
Object Mode
Global
Closest

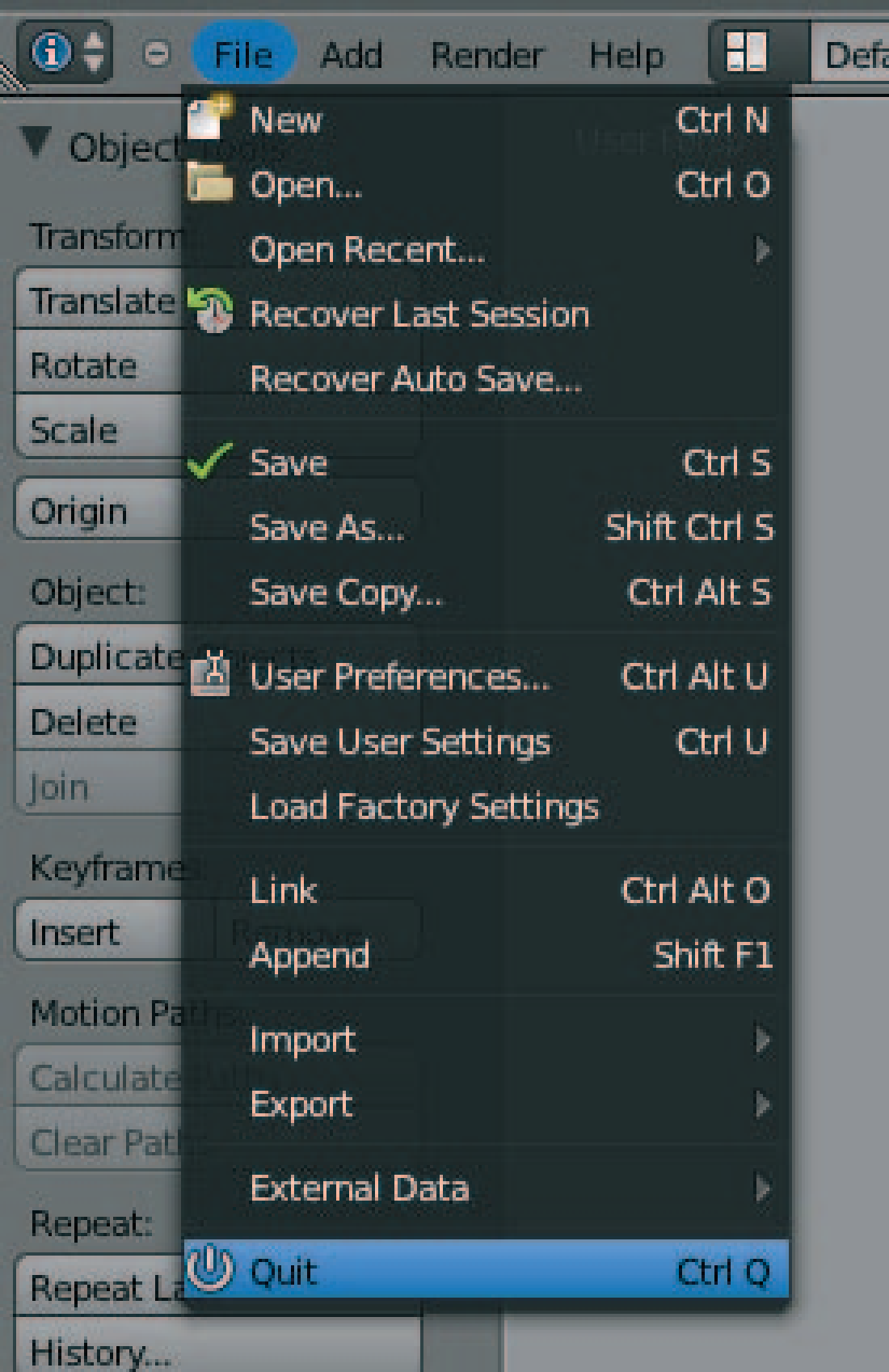

User Persp
Viewport Shading
Textured
Solid
Wireframe
Bounding Box
(7) MurOuest
View
Select
Object
Object Mode
Global
Closest

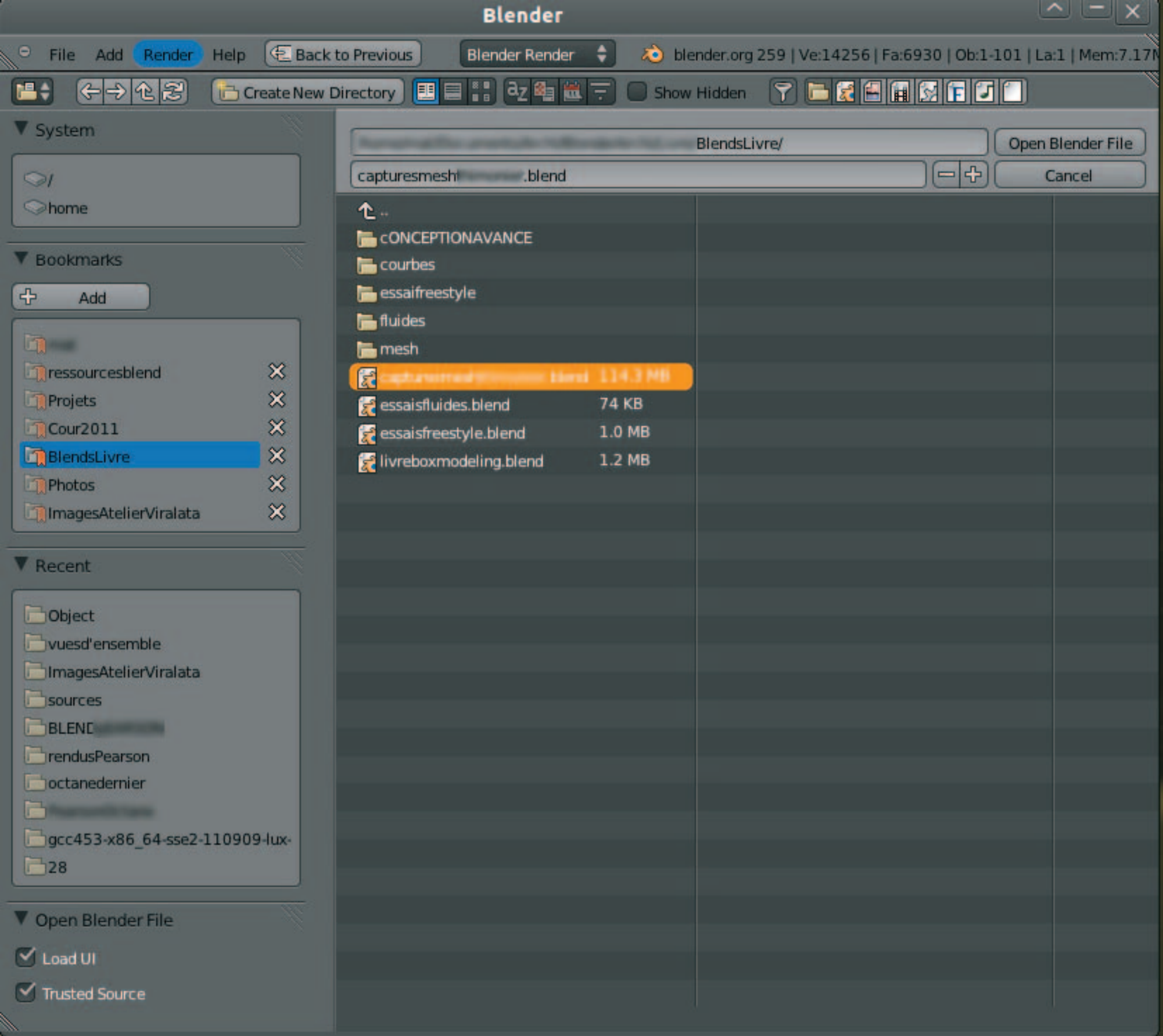

User Persp
(7) MurOuest
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera:
camusine
3D Cursor Location:
X: -7.5257
Y: 14.3770
Z: 14.1873
Item
MurOuest
Display
Only Render
Outline Selected
All Object Origins
Relationship Lines
All Edges
Grid Floor
X
Y
Z
Material Mode
GLSL
Multitexture
Singletexture
GLSL
Textured Solid
Toggle Quad View
Background Images
Transform Orientations
View
Select
Object
Object Mode
Global
Closest

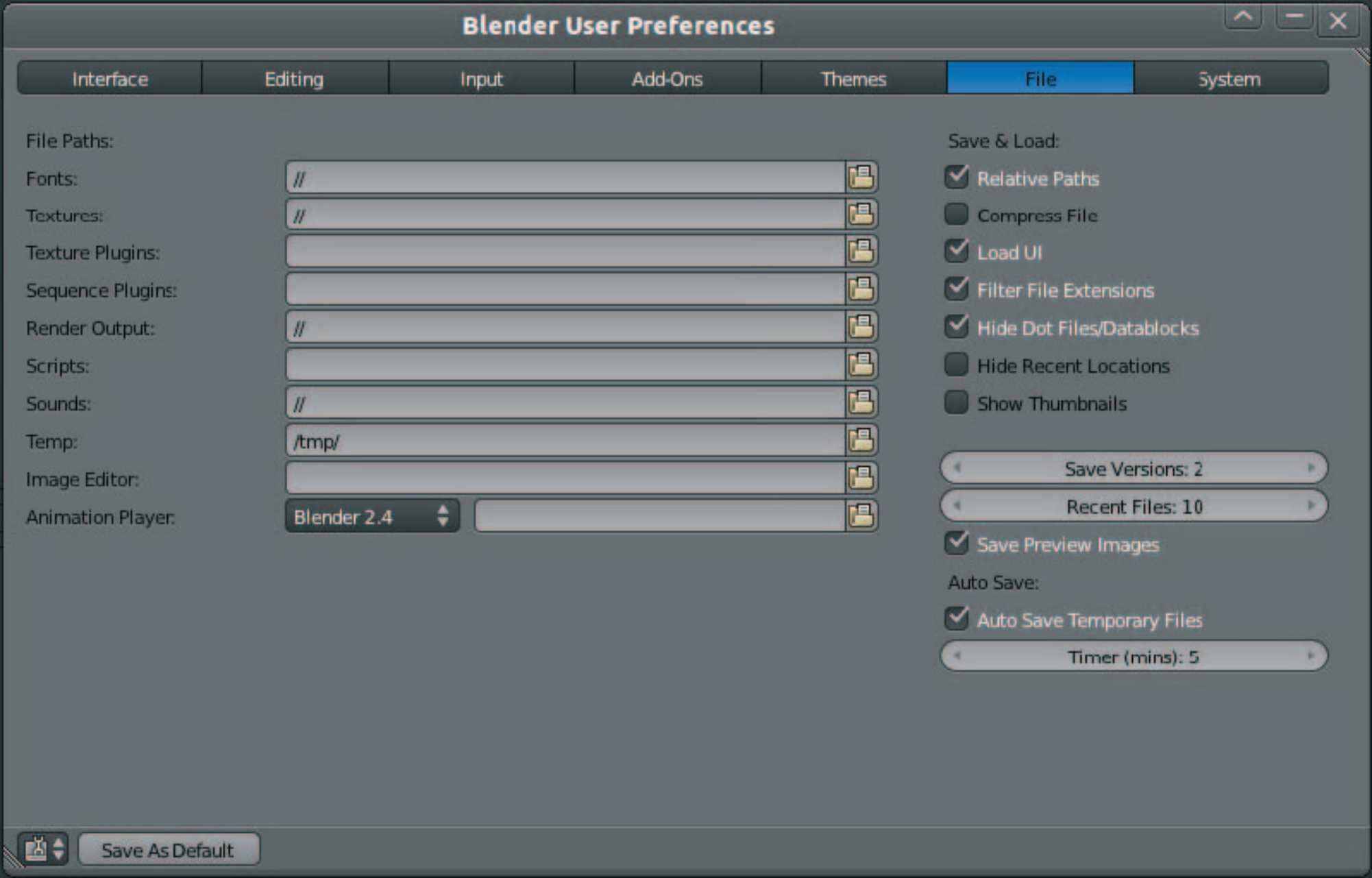

File
Add
Render
Help
Default
Scene
Blender Render
blender.org 259 | Ve:507 | Fa:50
Object:
Duplicate Objects
Delete
Join
Shading:
Smooth
Flat
Keyframes:
Insert
Remove
Motion Paths:
Calculate Paths
Clear Paths
Repeat:
Repeat Last
History...
Grease Pencil:
Draw
Line
Erase
Use Sketching Sessi
Top Ortho
(1) Monkey
Camera Persp
(1) Monkey
Front Ortho
(1) Monkey
Right Ortho
(1) Monkey
Transform
Grease Pencil
View
Item
Display
Only Render
Outline Selected
All Object Origins
Relationship Lines
All Edges
Grid Floor
X
Y
Z
Lines: 16
Scale: 1.000
Subdivisions: 10
Shading:
Multitexture
Textured Solid
Toggle Quad View
Lock
Box
Clip
Background Images
Transform Orientations
Add Monkey
Align to View
Location
X: 0.000
Y: 0.000
Z: 0.000
Rotation
X: 0°
Y: 0°
Z: 0°
View
Select
Object
Object Mode
Global

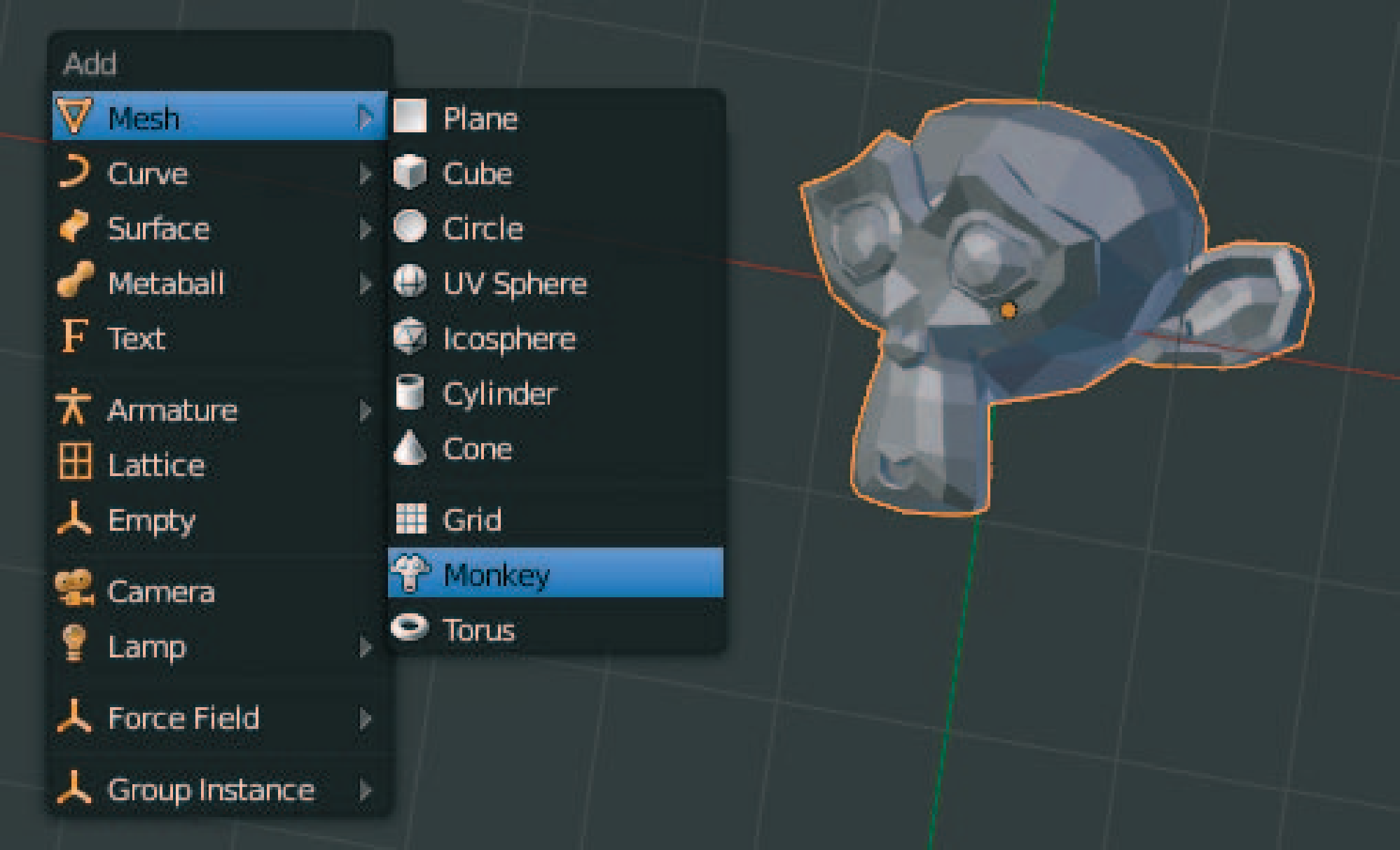

TranchedeTube.003
Cube.014
F
Normals
Auto Smooth
Double Sided
Angle: 30°
Texture Space
Vertex Groups

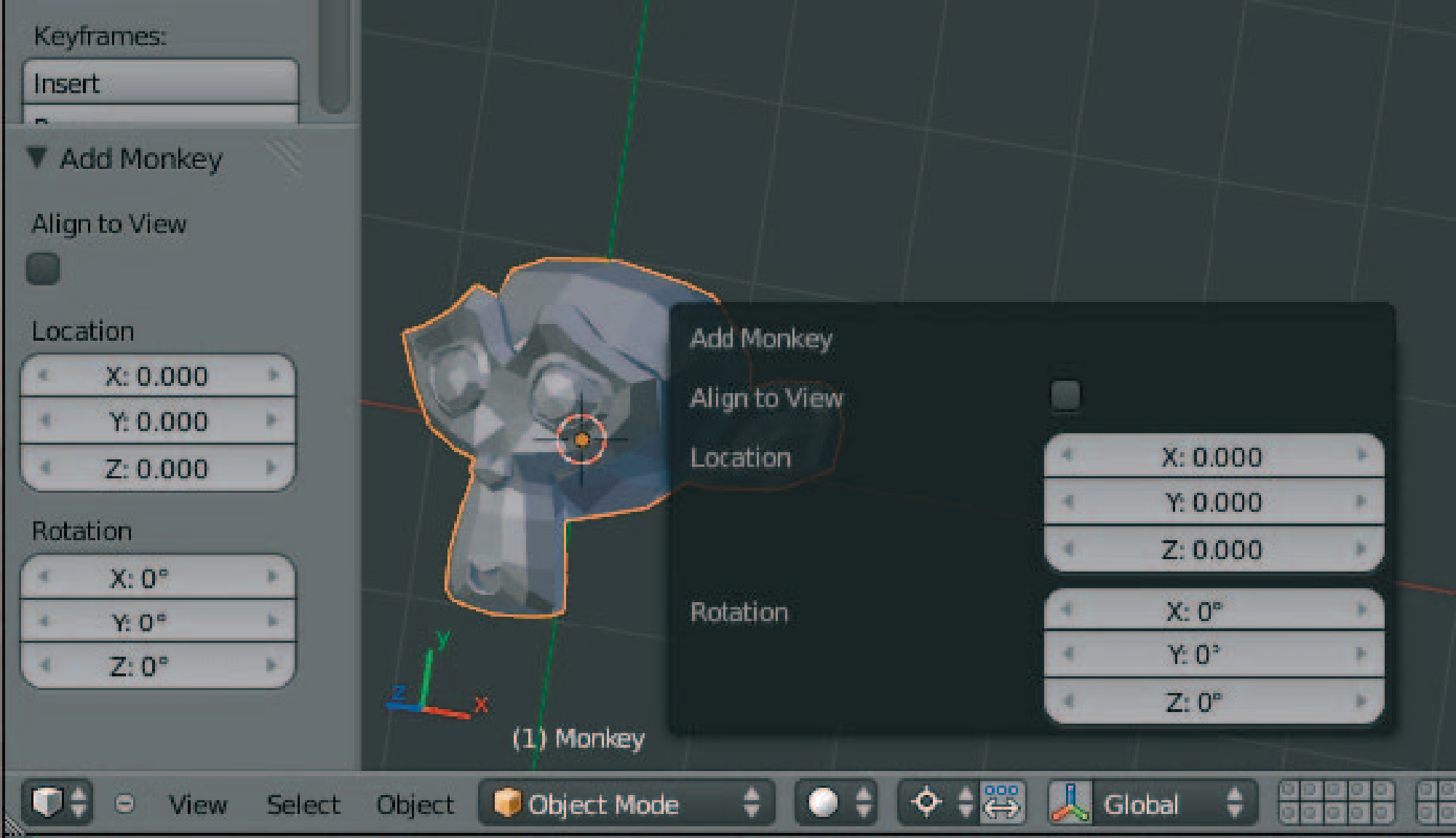

File
Add
Render
Help
Default
Scene
Object Tools
Transform:
Translate
Rotate
Scale
Origin
Object:
Duplicate Objects
Delete
Join
Shading:
Smooth
Flat
Animation
Compositing
Default
Game Logic
Scripting
UV Editing
Video Editing

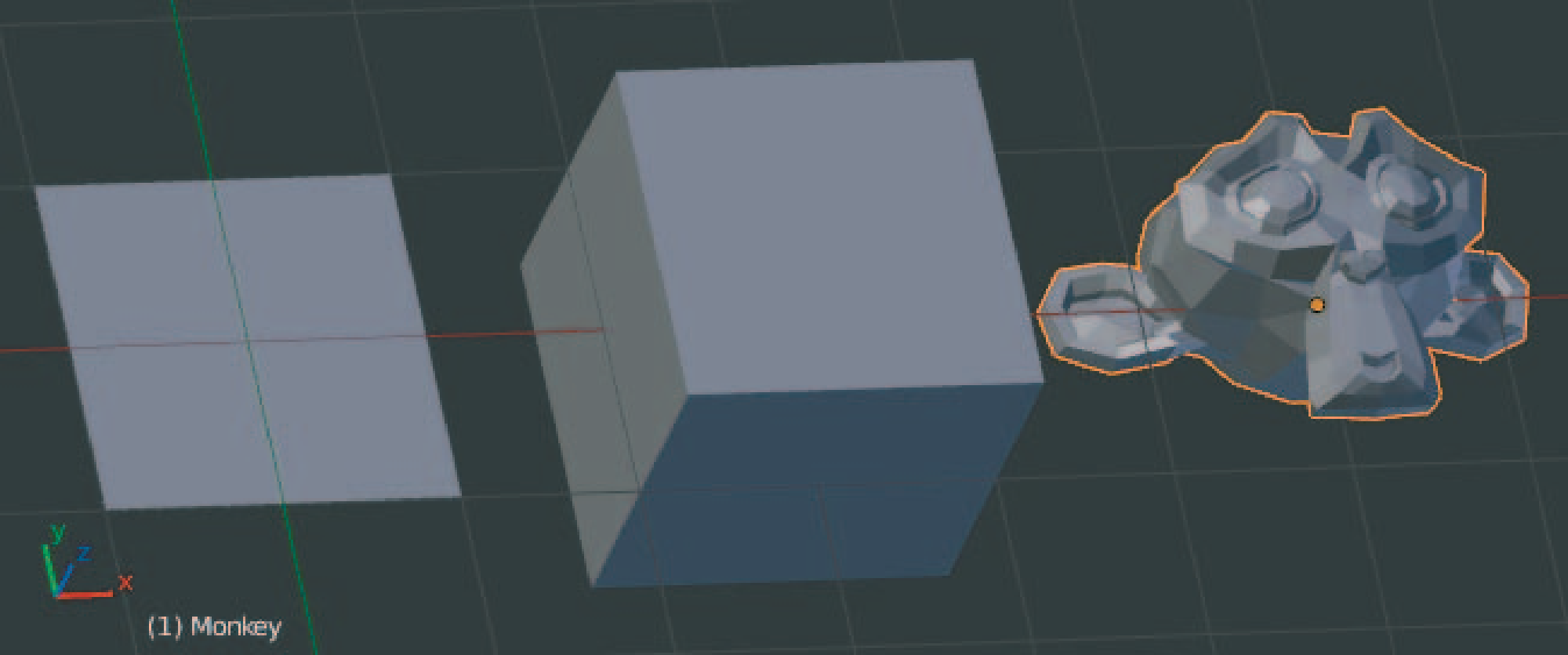

File
Add
Render
Help
Object
Transform
Translate
Rotate
Scale
Origin
Object:
Duplicate
Delete
Join
Keyframe
Insert
Motion Pa
Calculate
Clear Pat
Repeat:
Repeat La
History...
New Ctrl N
Open... Ctrl O
Open Recent...
Recover Last Session
Recover Auto Save...
Save Ctrl S
Save As... Shift Ctrl S
Save Copy... Ctrl Alt S
User Preferences... Ctrl Alt U
Save User Settings Ctrl U
Load Factory Settings
Link Ctrl Alt O
Append Shift F1
Import
Export
External Data
Quit Ctrl Q

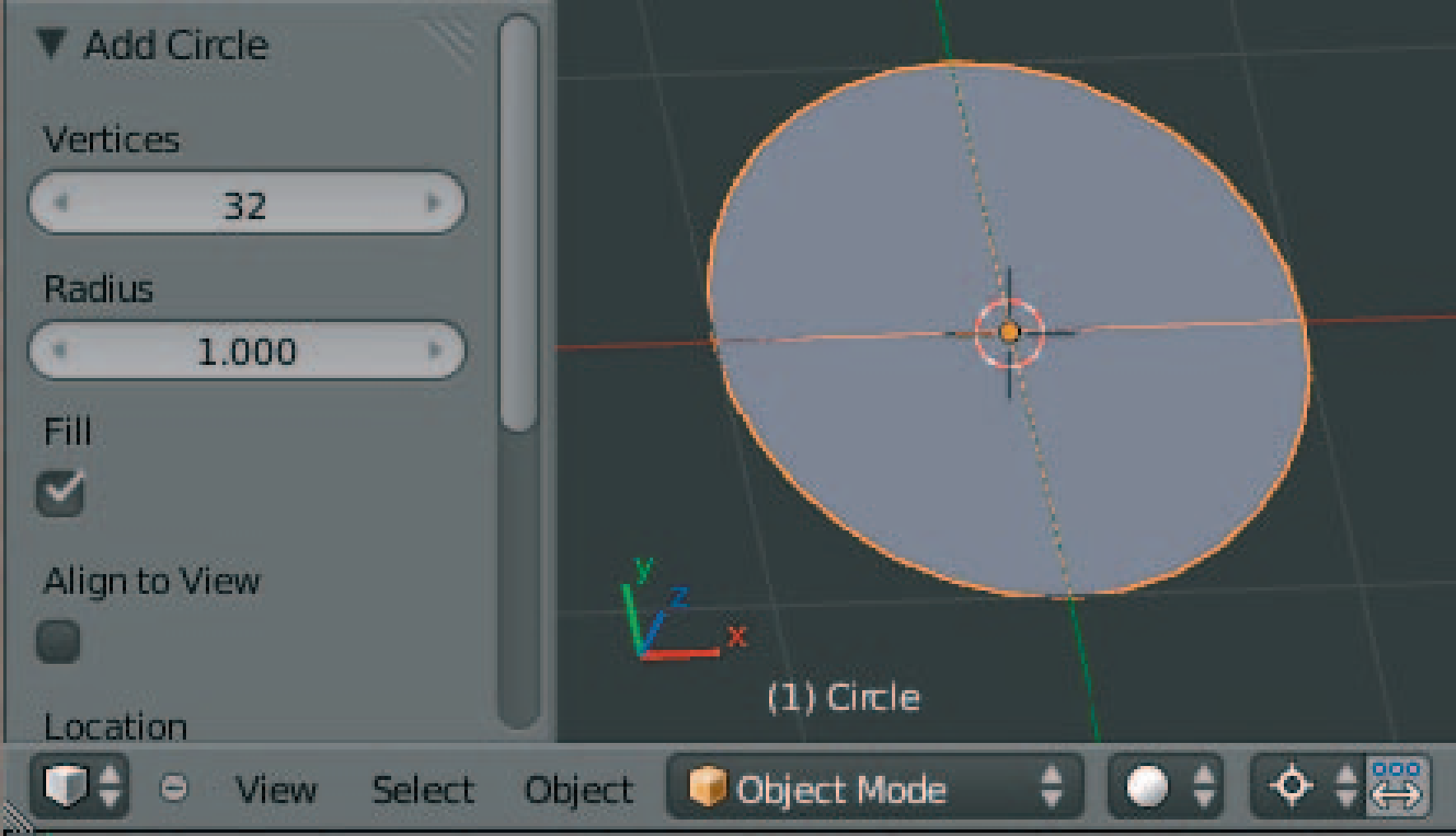

Blender
File
Add
Render
Help
Back to Previous
Blender Render
blender.org 259 | Ve:14256 | Fa:6930 | Ob:1-101 | La:1 | Mem:7.17M
Create New Directory
Show Hidden
System
/
home
Bookmarks
Add
ressourcesblend
Projets
Cour2011
BlendsLivre
Photos
ImagesAtelierViralata
Recent
Object
vuesd'ensemble
ImagesAtelierViralata
sources
rendusPearson
octanedernier
gcc453-x86_64-sse2-110909-lux-
28
Open Blender File
Load UI
Trusted Source
BlendsLivre/
Open Blender File
.blend
Cancel
..
cONCEPTIONAVANCE
courbes
essaifreestyle
fluides
mesh
essaisfluides.blend 74 KB
essaisfreestyle.blend 1.0 MB
livreboxmodeling.blend 1.2 MB

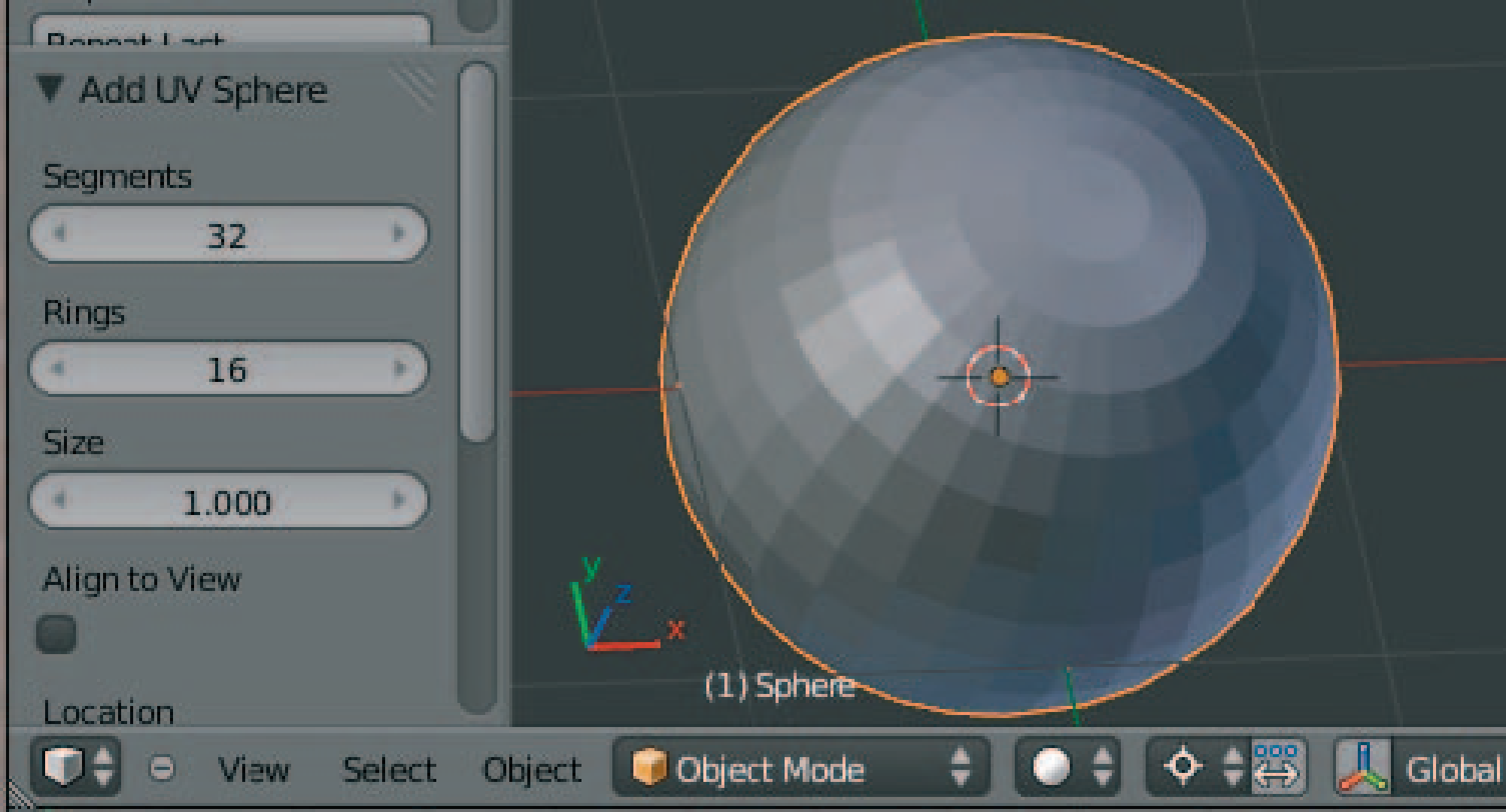

Blender User Preferences
Interface
Editing
Input
Add-Ons
Themes
File
System
File Paths:
Fonts:
//
Textures:
//
Texture Plugins:
Sequence Plugins:
Render Output:
//
Scripts:
Sounds:
//
Temp:
/tmp/
Image Editor:
Animation Player:
Blender 2.4
Save & Load:
Relative Paths
Compress File
Load UI
Filter File Extensions
Hide Dot Files/Datablocks
Hide Recent Locations
Show Thumbnails
Save Versions: 2
Recent Files: 10
Save Preview Images
Auto Save:
Auto Save Temporary Files
Timer (mins): 5
Save As Default

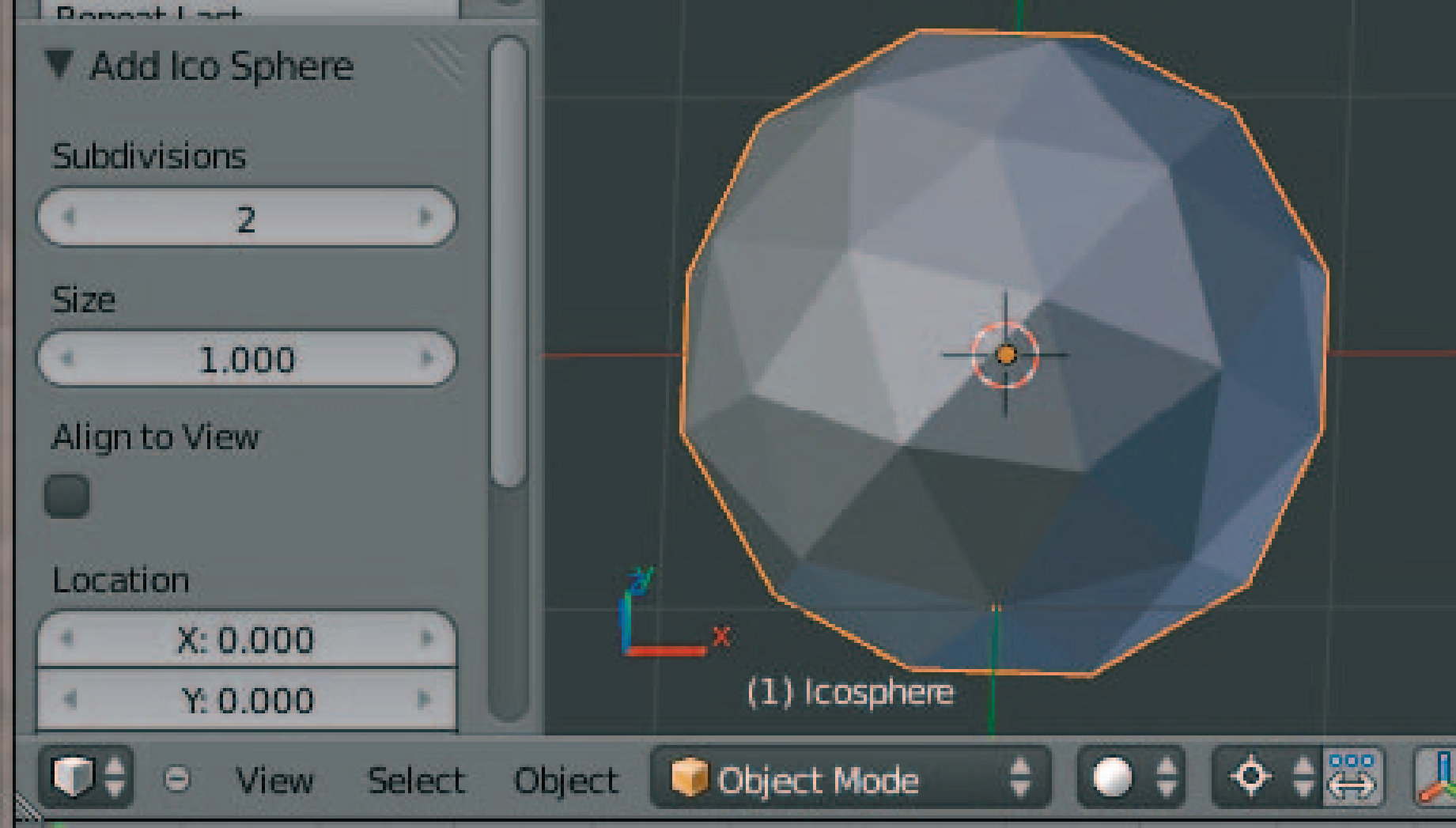

Add
Mesh
Curve
Surface
Metaball
Text
Armature
Lattice
Empty
Camera
Lamp
Force Field
Group Instance
Plane
Cube
Circle
UV Sphere
Icosphere
Cylinder
Cone
Grid
Monkey
Torus

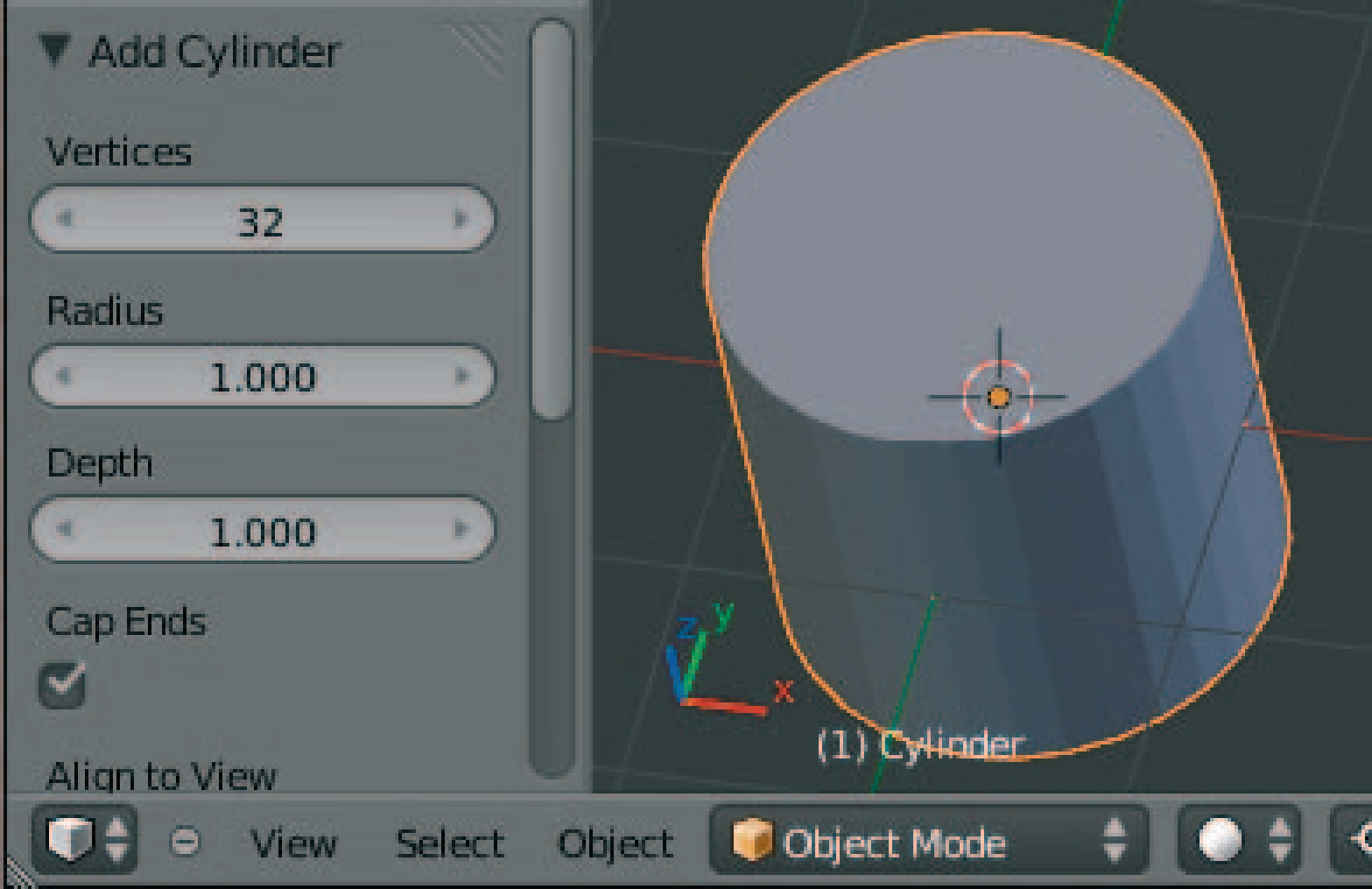

Keyframes:
Insert
Add Monkey
Align to View
Location
X: 0.000
Y: 0.000
Z: 0.000
Rotation
X: 0°
Y: 0°
Z: 0°
Add Monkey
Align to View
Location
X: 0.000
Y: 0.000
Z: 0.000
Rotation
X: 0°
Y: 0°
Z: 0°
(1) Monkey
View
Select
Object
Object Mode
Global

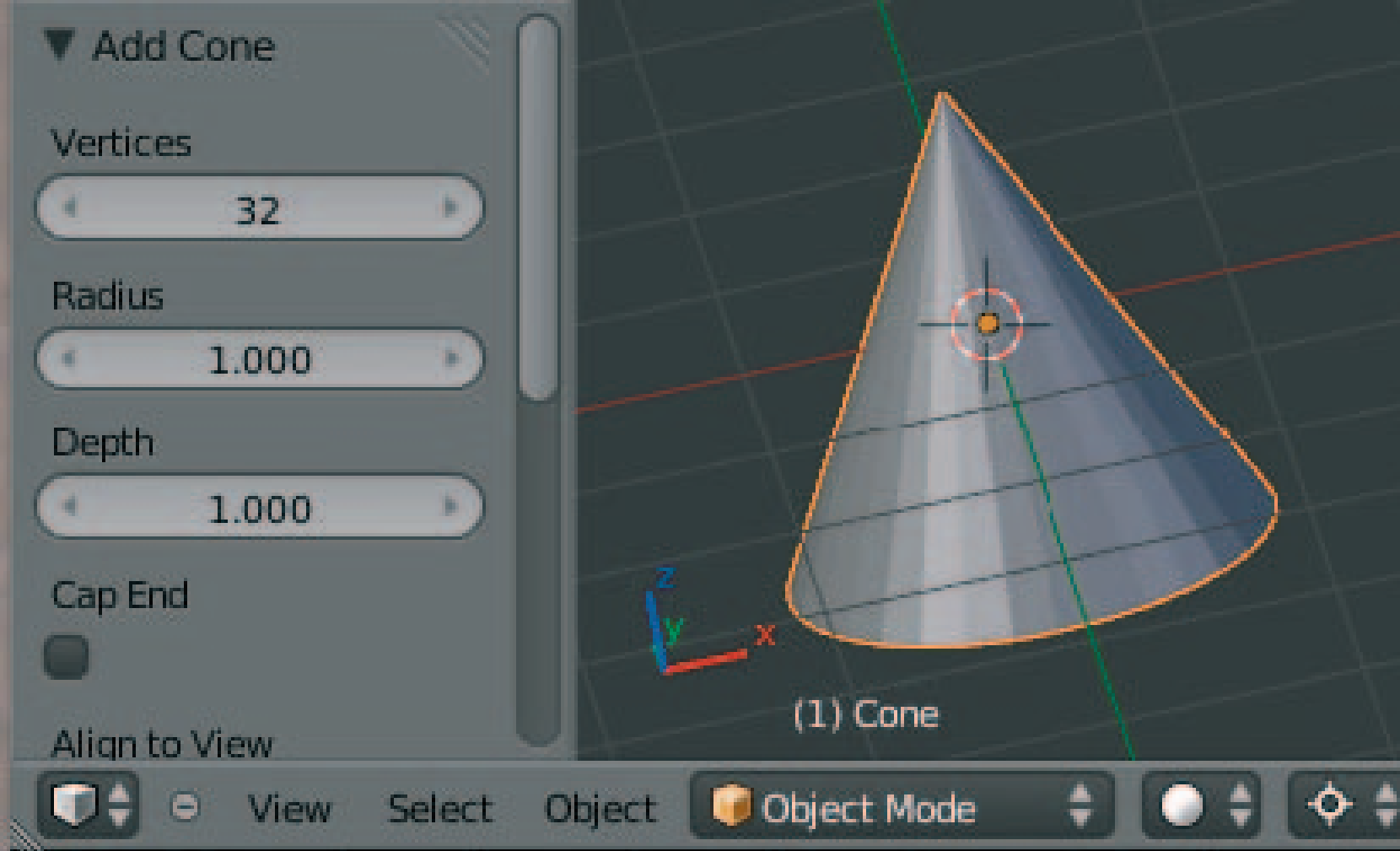

y
z
x
(1) Monkey

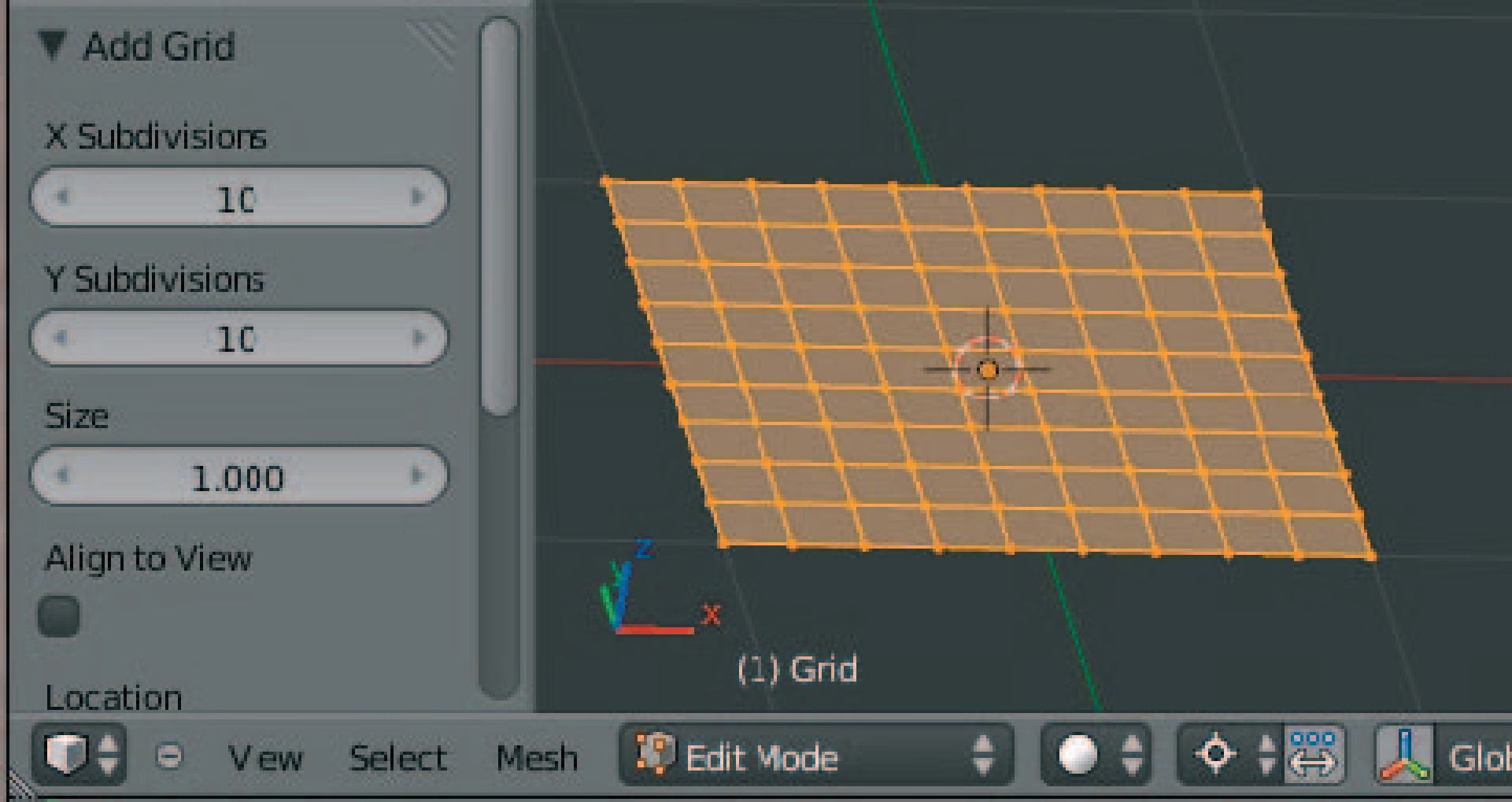

Add Circle
Vertices
32
Radius
1.000
Fill
Align to View
Location
y
z
x
(1) Circle
View
Select
Object
Object Mode

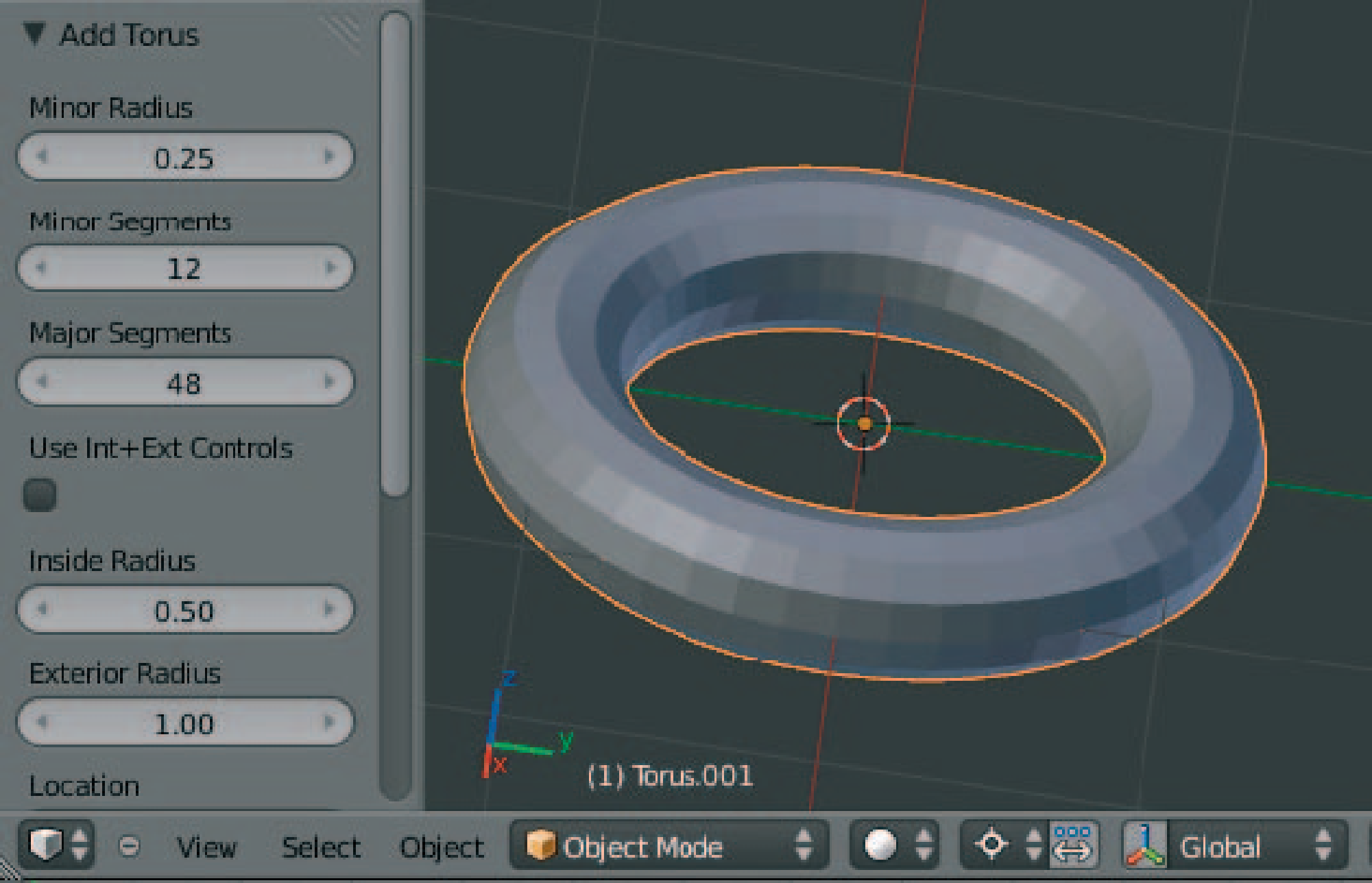

Add UV Sphere
Segments
32
Rings
16
Size
1.000
Align to View
Location
y
z
x
(1) Sphere
View
Select
Object
Object Mode
Global

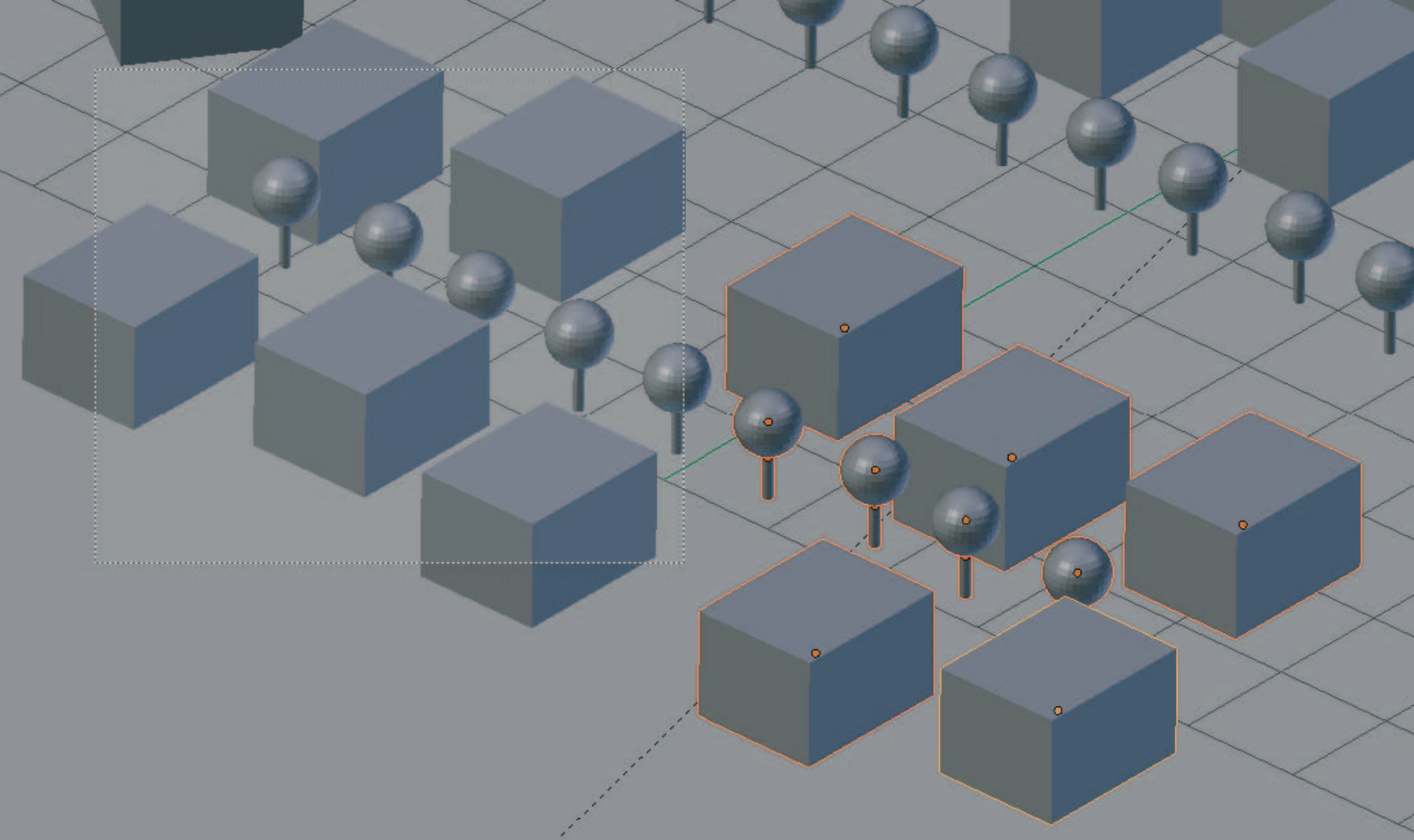

Add Ico Sphere
Subdivisions
2
Size
1.000
Align to View
Location
X: 0.000
Y: 0.000
(1) Icosphere
View
Select
Object
Object Mode

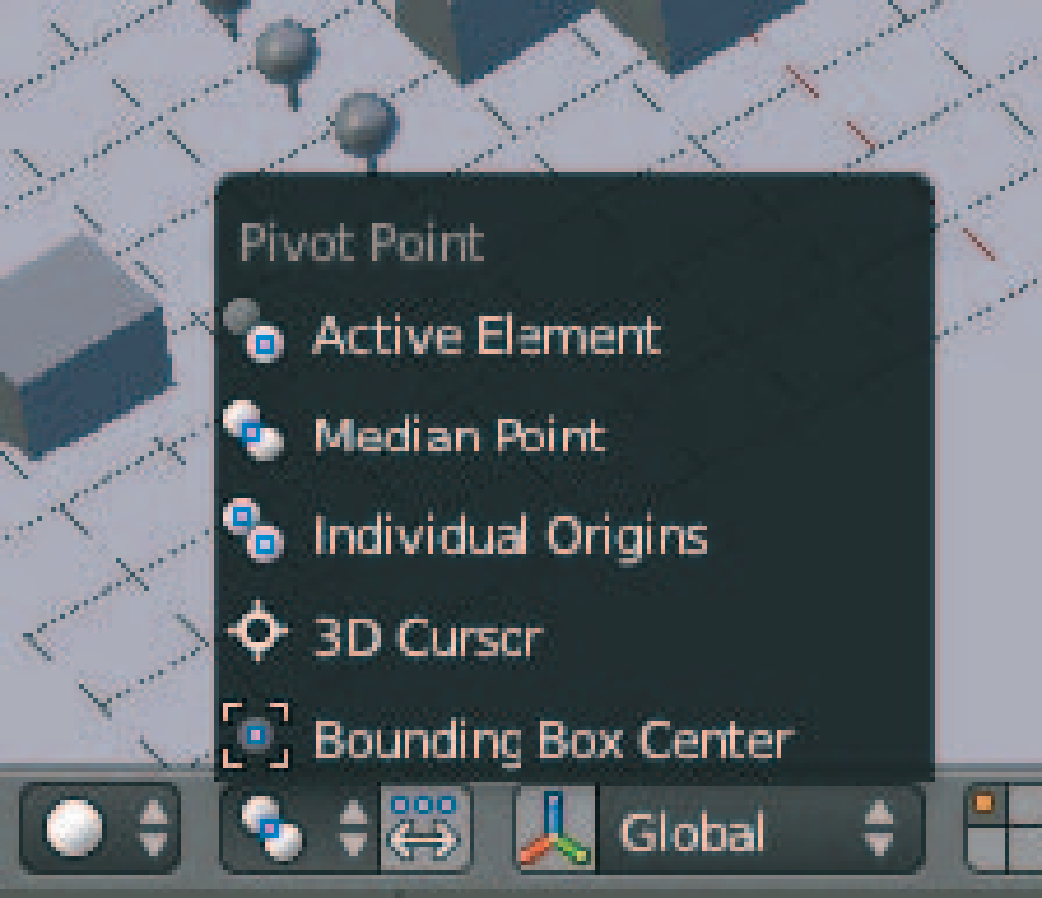

Add Cylinder
Vertices
32
Radius
1.000
Depth
1.000
Cap Ends
Align to View
z
y
x
(1) Cylinder
View
Select
Object
Object Mode

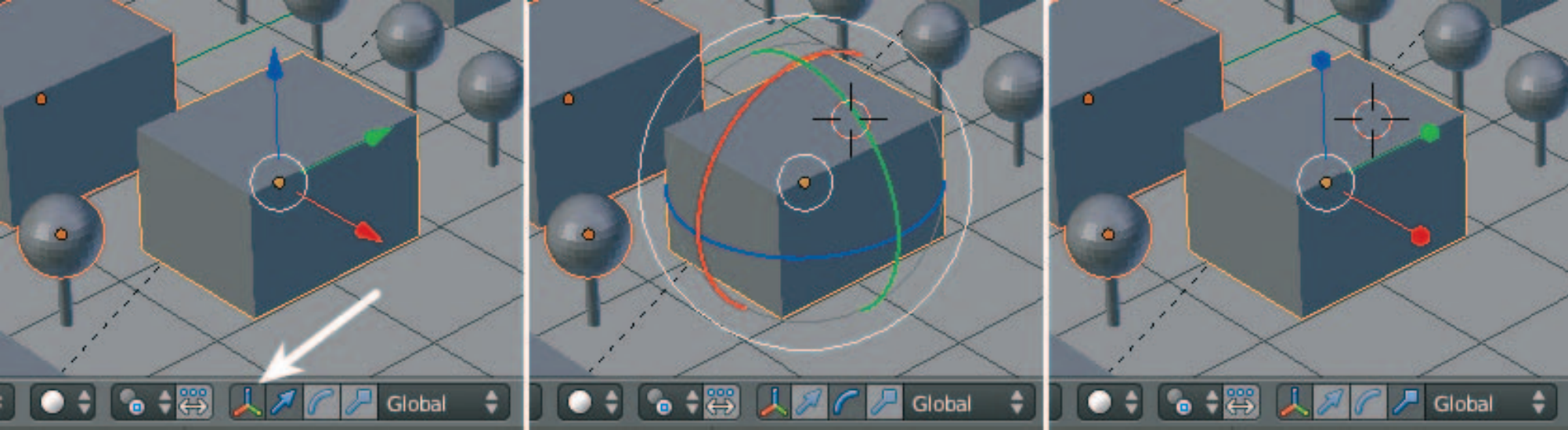

Add Cone
Vertices
32
Radius
1.000
Depth
1.000
Cap End
Align to View
Z
Y
X
(1) Cone
View
Select
Object
Object Mode

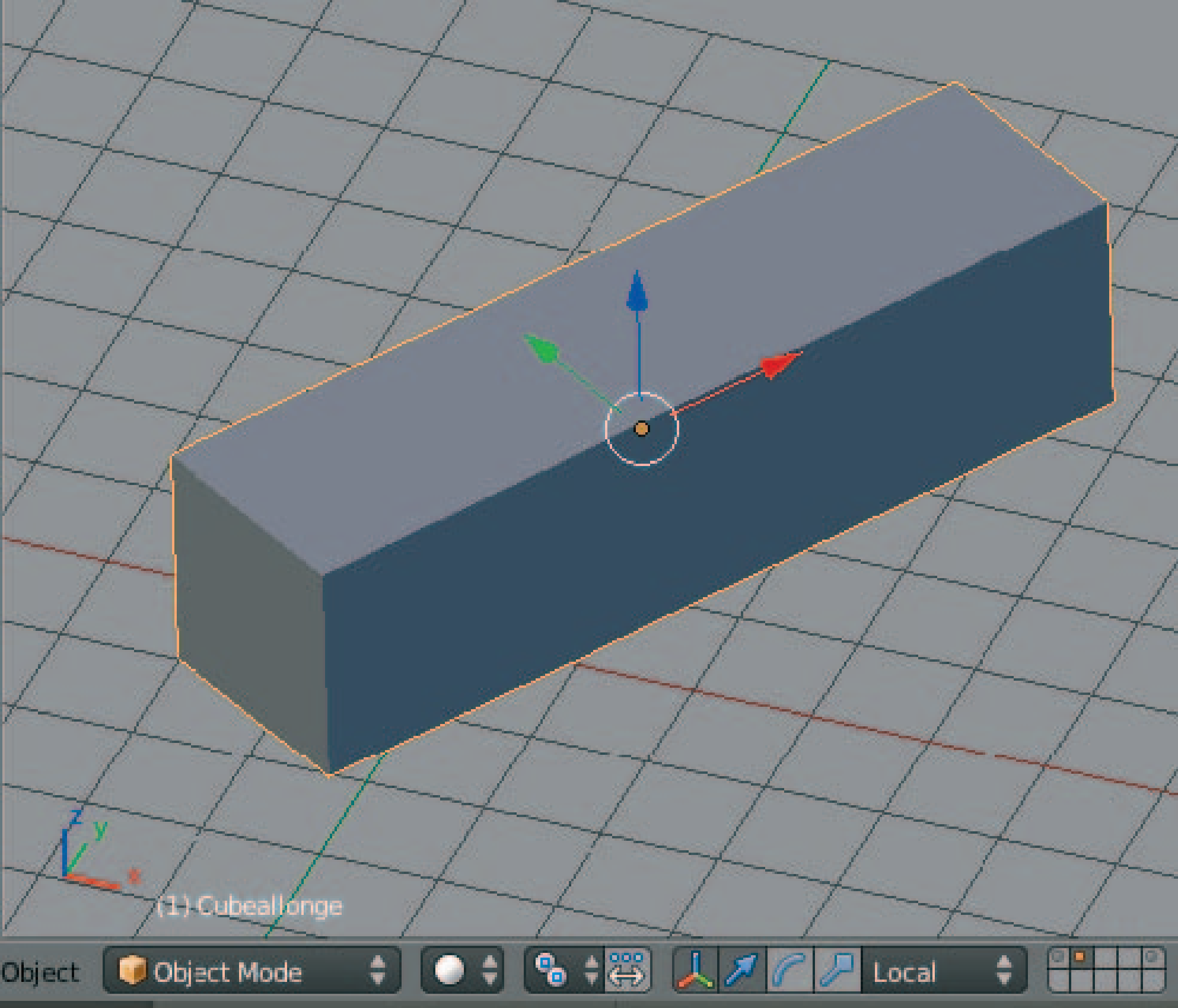

Add Grid
X Subdivisions
10
Y Subdivisions
10
Size
1.000
Align to View
Location
Z
Y
X
(1) Grid
View
Select
Mesh
Edit Mode

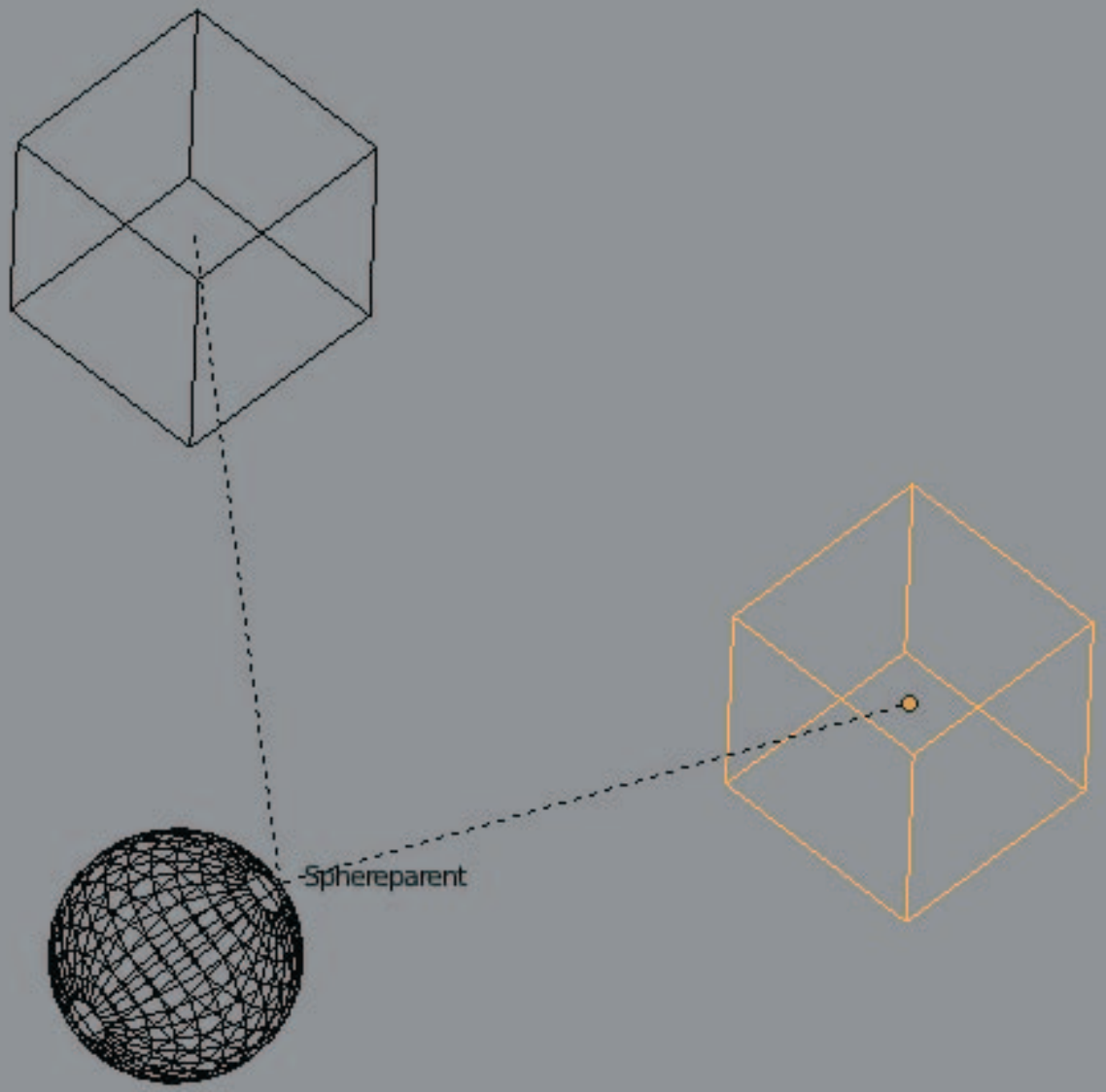

Add Torus
Minor Radius
0.25
Minor Segments
12
Major Segments
48
Use Int+Ext Controls
Inside Radius
0.50
Exterior Radius
1.00
Location
z
y
x
(1) Torus.001
View
Select
Object
Object Mode
Global




Pivot Point
Active Element
Median Point
Individual Origins
3D Cursor
Bounding Box Center
Global


Global
Global
Global


Z
Y
X
(1) Cubeallonge
Object
Object Mode
Local




CubeEnfant

CubeEnfant

▶ Transform

▶ Delta Transform

▶ Transform Locks

▼ Relations

Layers:

Parent:

Sphereparent

Object

Pass Index: 0

▼ Groups

Add to Group

▼ Display

Type: Textured

Bound Box

Name

Texture Space

Axis

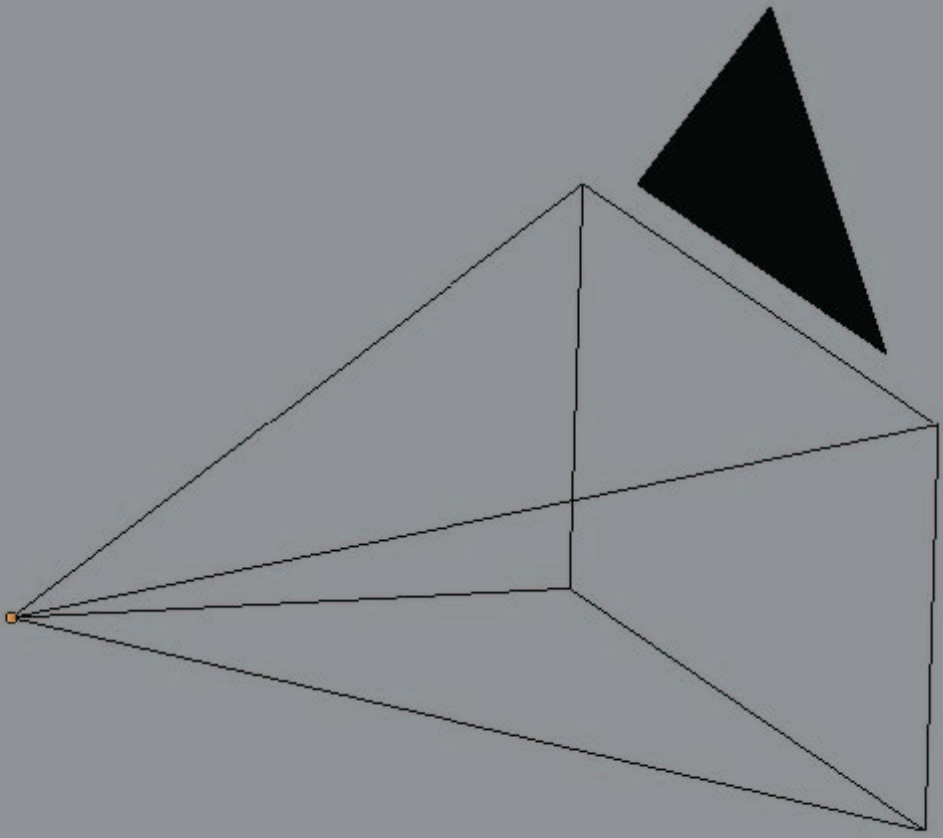
X-Ray

Wire

Transparency

Object Color:

Move to Layer
Layer
Local



Scene

## Render

Image | Animation

Display: Image Editor

## Layers

## Dimensions

Render Presets

Resolution:
X: 1920
Y: 1080
100%

Frame Range:
Start Frame: 1
End Frame: 250
Frame Step: 1

Aspect Ratio:
X: 1.000
Y: 1.000

Frame Rate:
24 fps

Time Remapping:
Old: 100 | New: 100

Border | Crop

## Anti-Aliasing

5 | 8 | 11 | 16

Mitchell-Netravali

Full Sample

Size: 1.000

## Sampled Motion Blur

## Shading

## Performance

## Post Processing

## Stamp

## Output

/tmp/

PNG

BW | RGB | RGBA

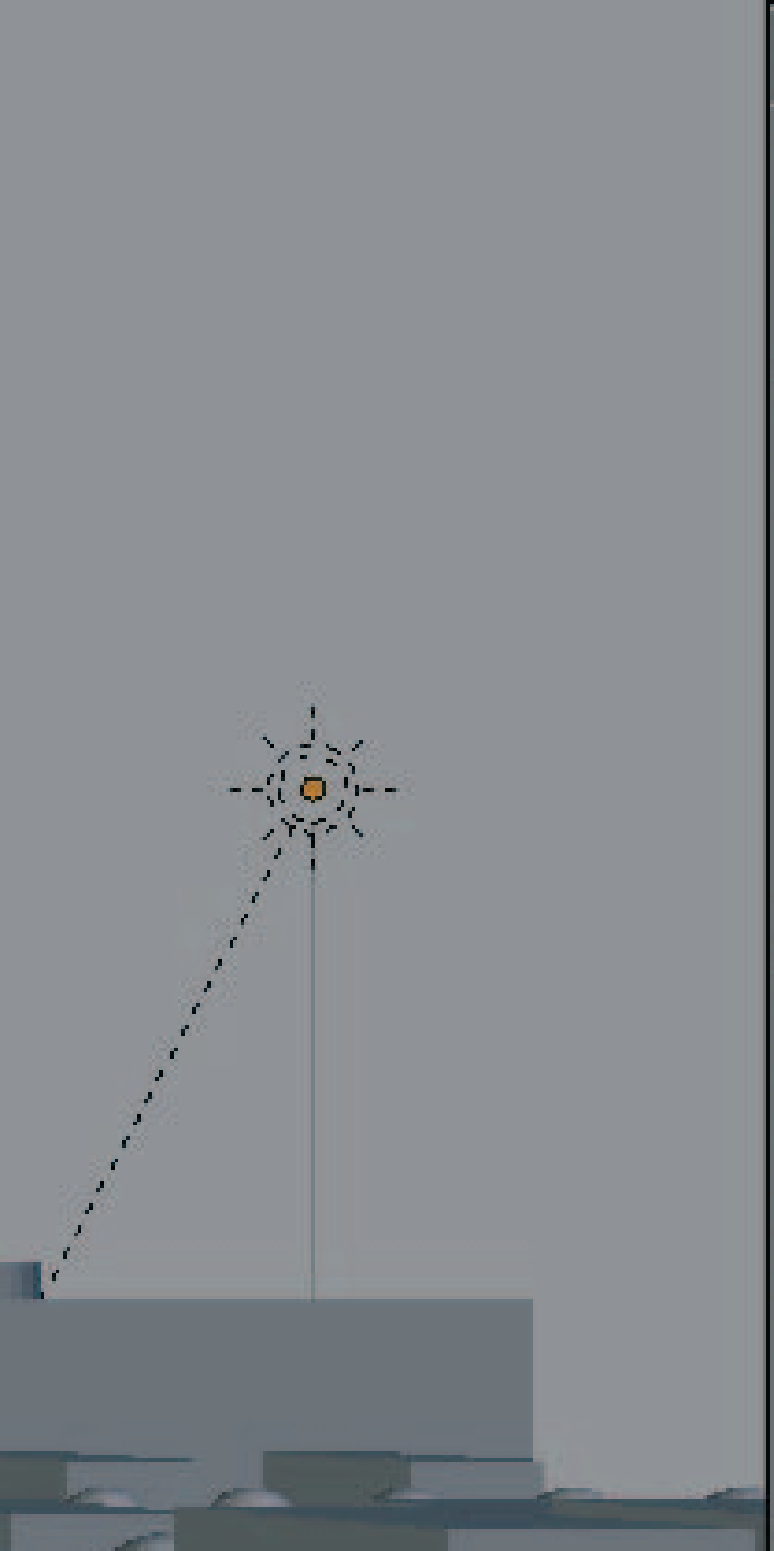
File Extensions

Overwrite

Placeholders

Compression: 90%

## Bake



Lamp ▸ Lamp

Lamp F

▼ Preview

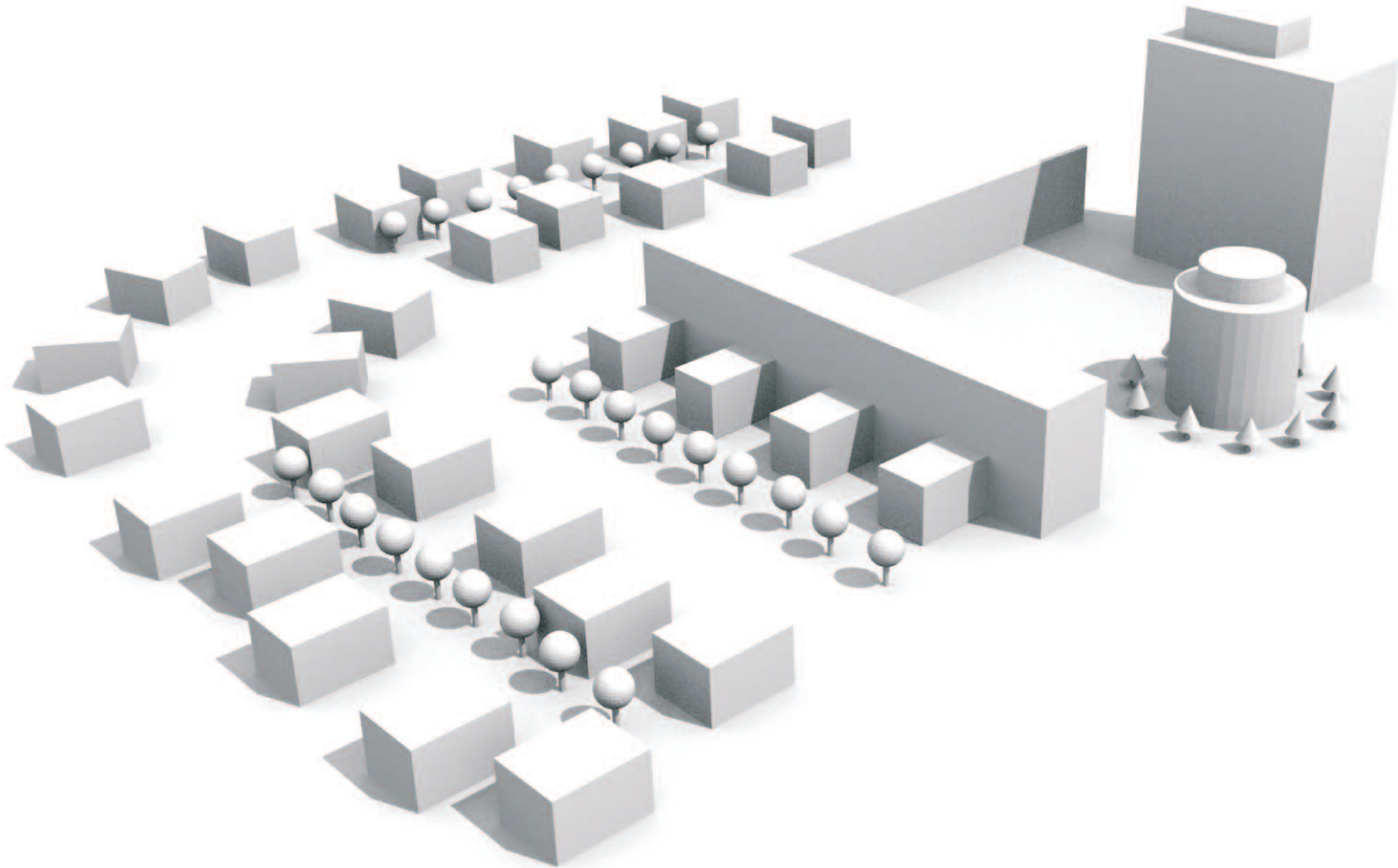
▼ Lamp

Point | Sun | Spot | Hemi | Area

Energy: 1.000

Negative

This Layer Only

Specular

Diffuse