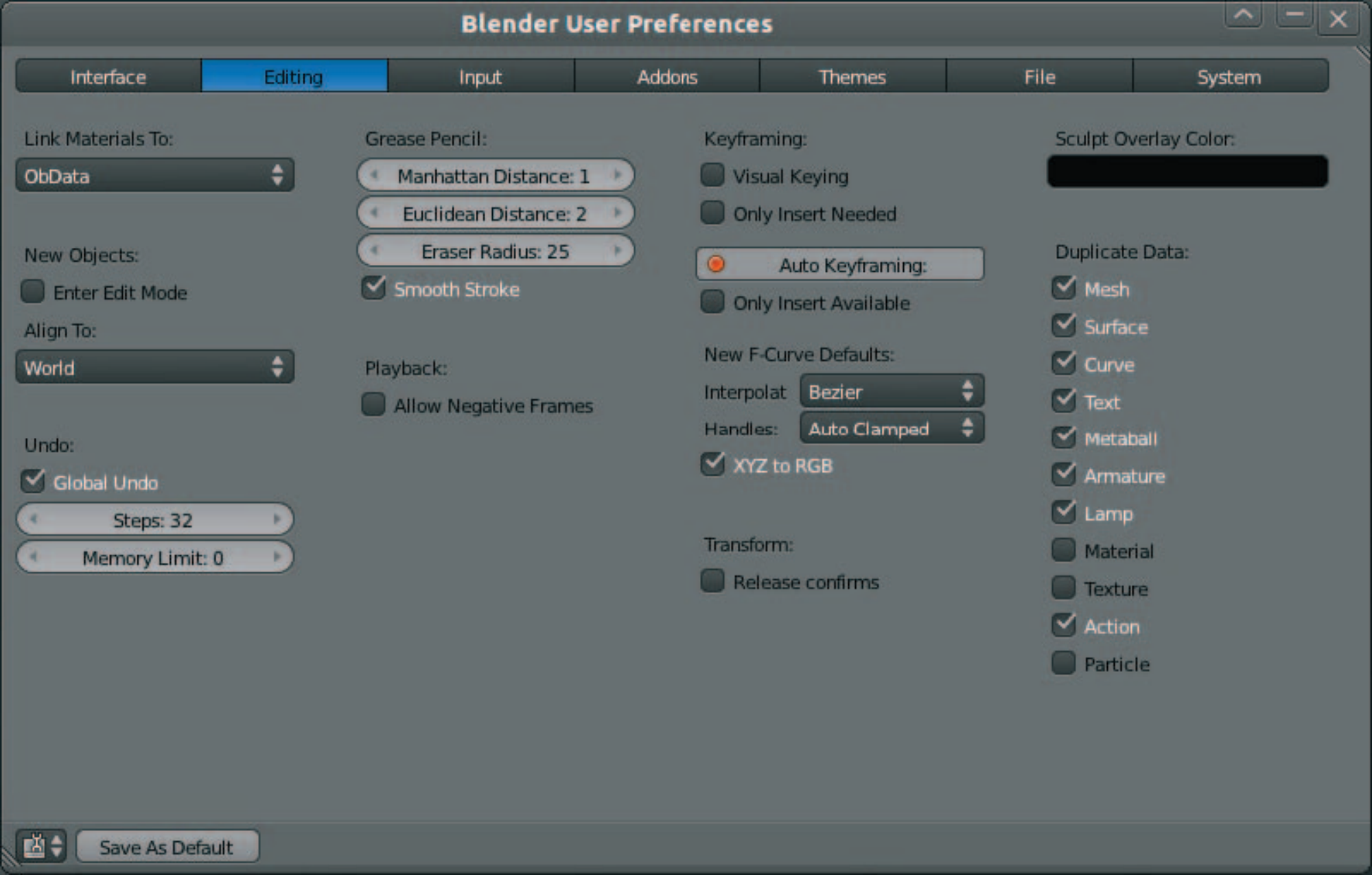
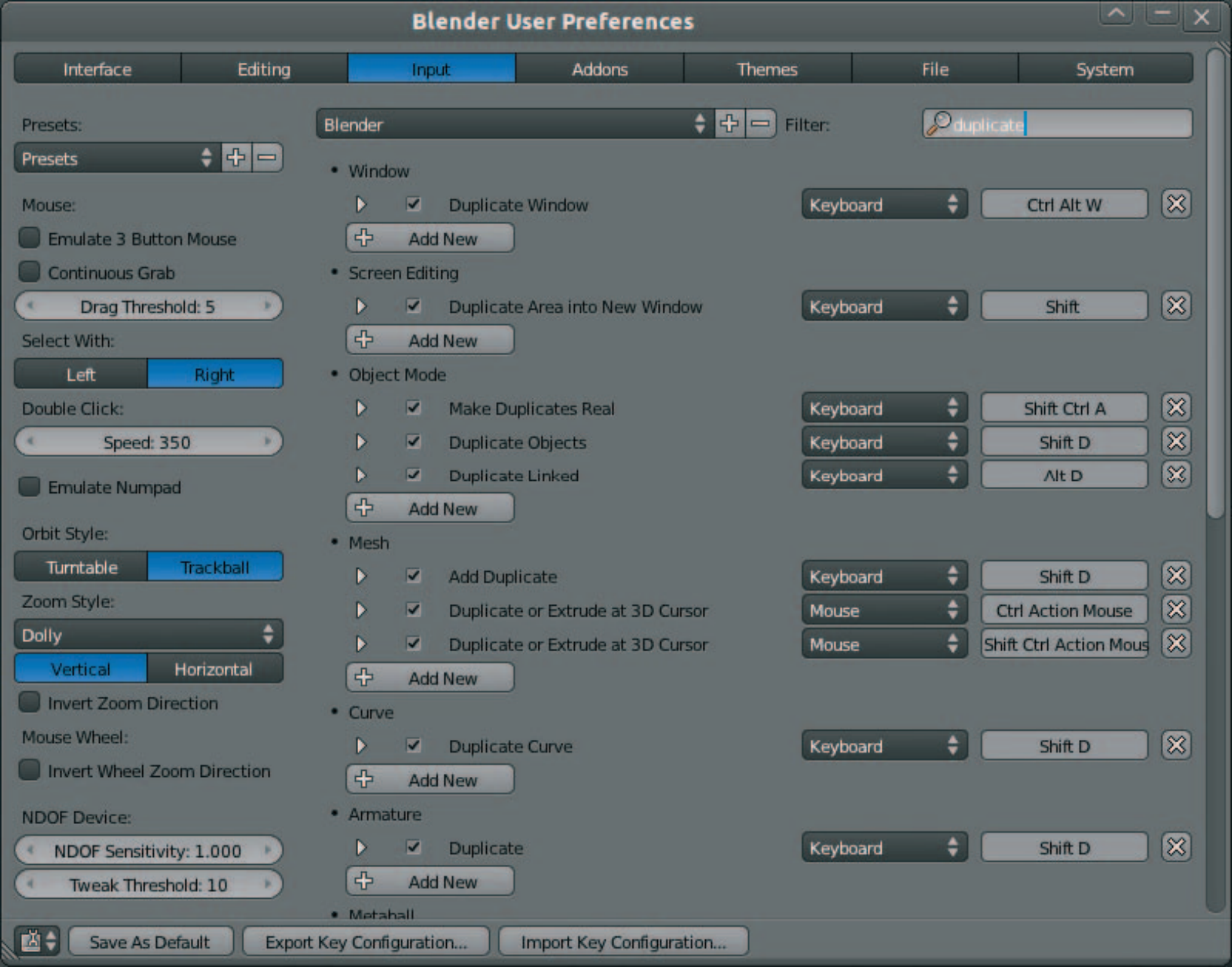
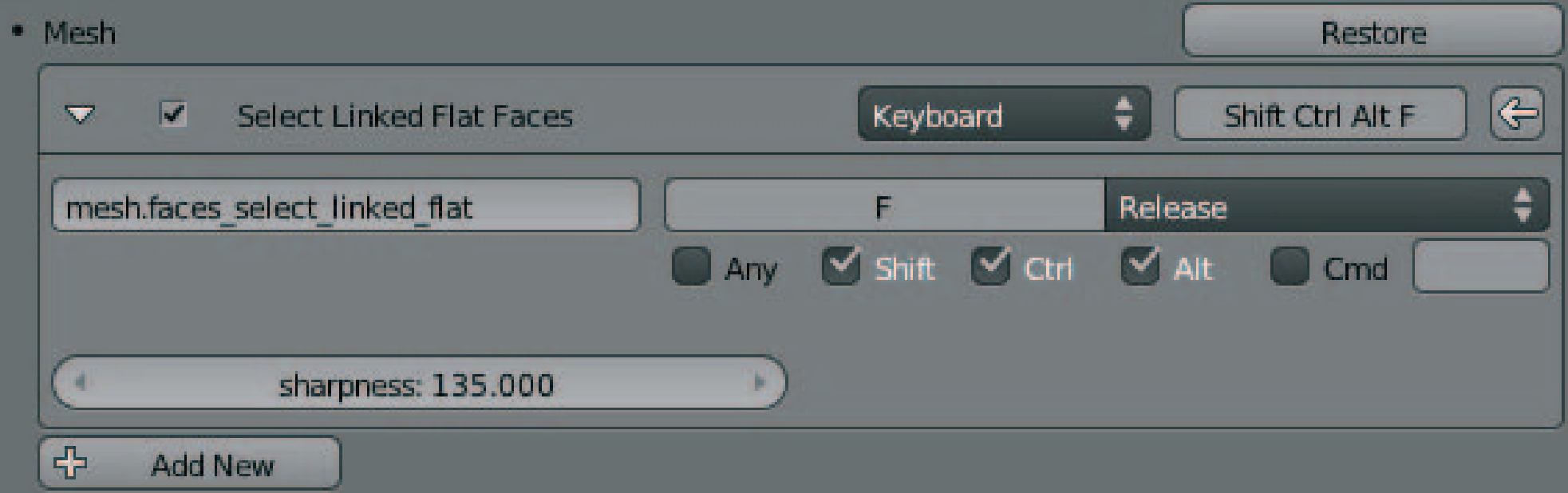
Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
Display:
Tooltips
Show Python Tooltips
Object Info
Large Cursors
View Name
Playback FPS
Global Scene
Object Origin Size: 6
Display Mini Axis
Size: 25
Brightness: 8
View Manipulation:
Auto Depth
Zoom To Mouse Posit on
Rotate Around Select on
Global Pivot
Camera Parent Lock
Auto Perspective
Smooth View: 200
Rotation Angle: 15
2D Viewports:
Minimum Grid Spacing: 35
TimeCode Sty
Minimal Info
Manipulator
Size: 15
Handle Size: 25
Hotspot: 14
Menus:
Open On Mouse Over
Menu Open Delay:
Top Level: 5
Sub Level: 2
Show Splash
Save As Default

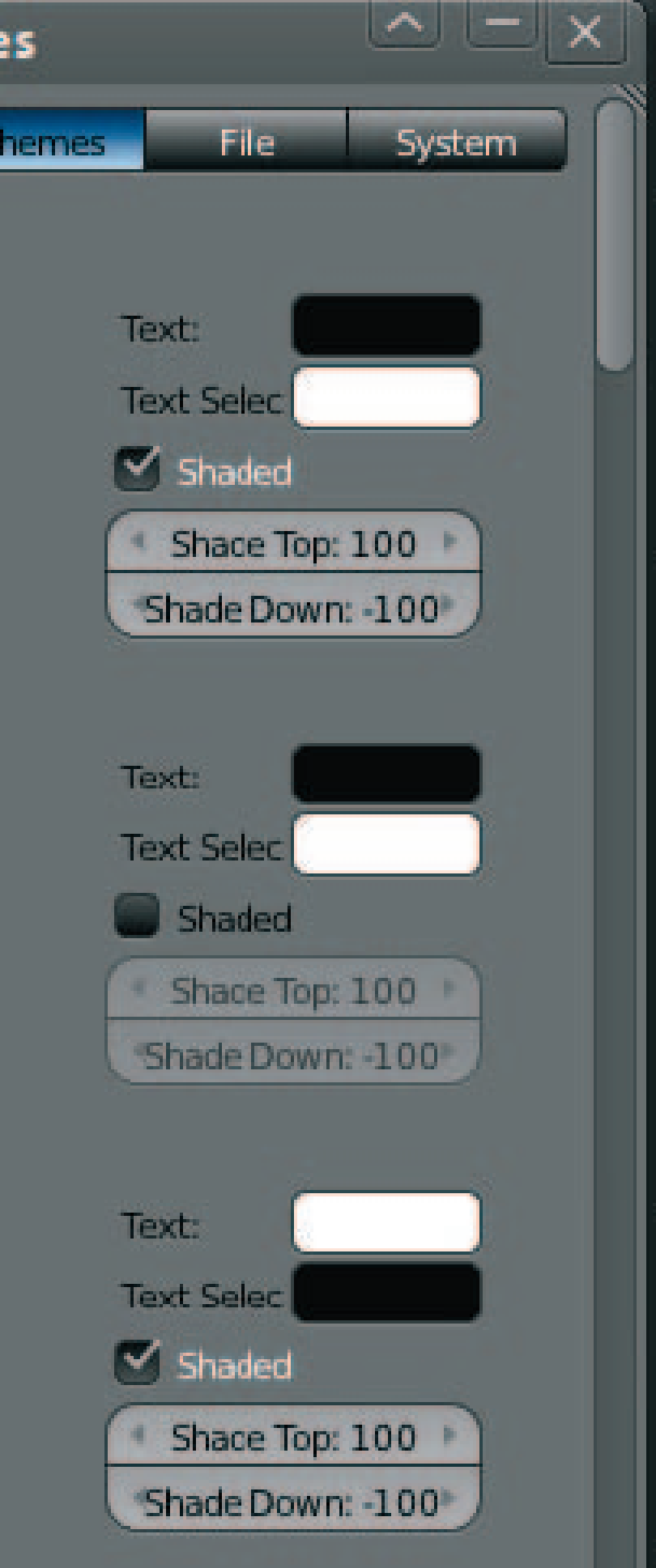

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
Link Materials To:
ObData
New Objects:
Enter Edit Mode
Align To:
World
Undo:
Global Undo
Steps: 32
Memory Limit: 0
Grease Pencil:
Manhattan Distance: 1
Euclidean Distance: 2
Eraser Radius: 25
Smooth Stroke
Playback:
Allow Negative Frames
Keyframing:
Visual Keying
Only Insert Needed
Auto Keyframing:
Only Insert Available
New F-Curve Defaults:
Interpolat
Bezier
Handles:
Auto Clamped
XYZ to RGB
Transform:
Release confirms
Sculpt Overlay Color:
Duplicate Data:
Mesh
Surface
Curve
Text
Metaball
Armature
Lamp
Material
Texture
Action
Particle
Save As Default

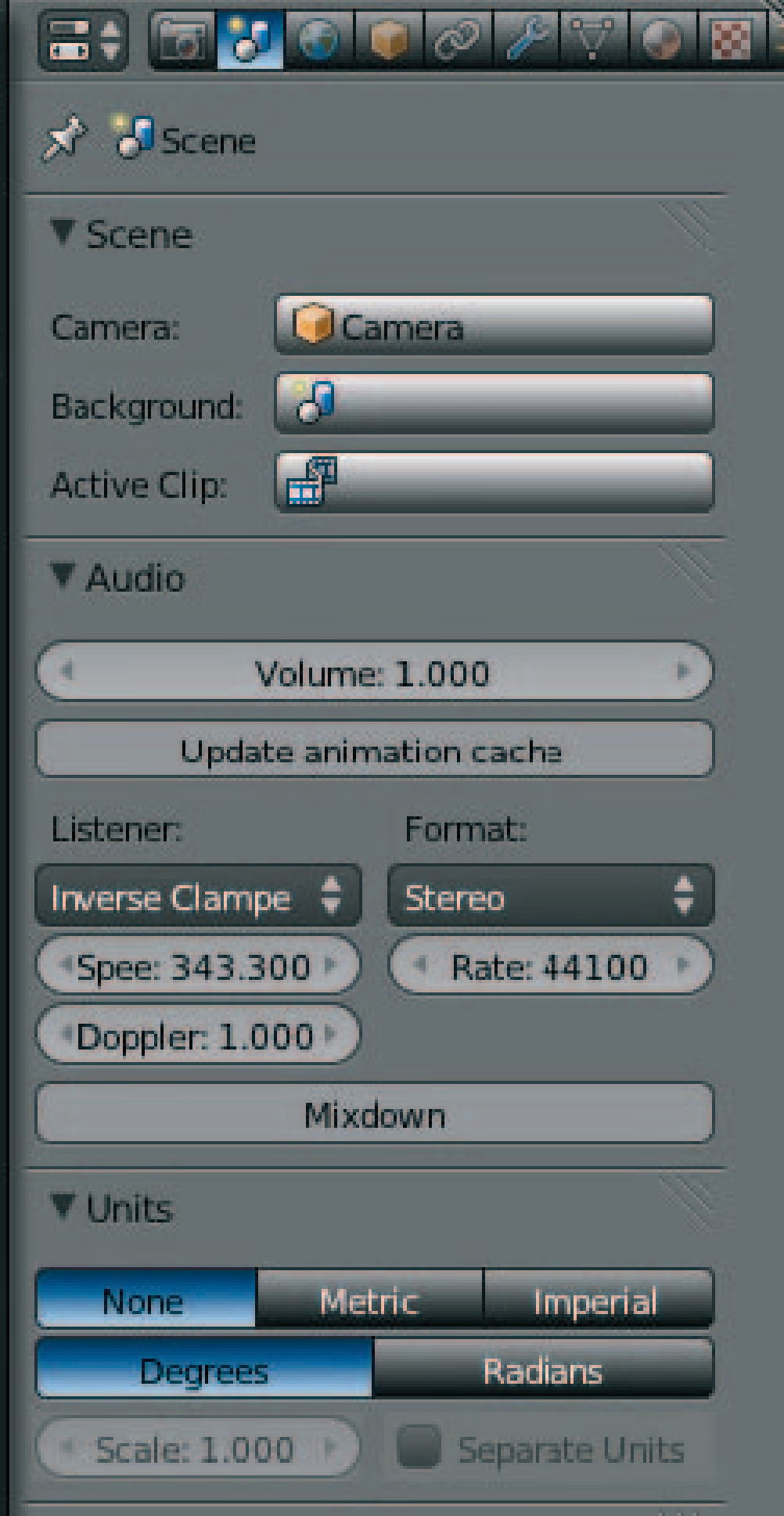

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
Presets:
Presets
Mouse:
Emulate 3 Button Mouse
Continuous Grab
Drag Threshold: 5
Select With:
Left
Right
Double Click:
Speed: 350
Emulate Numpad
Orbit Style:
Turntable
Trackball
Zoom Style:
Dolly
Vertical
Horizontal
Invert Zoom Direction
Mouse Wheel:
Invert Wheel Zoom Direction
NDOF Device:
NDOF Sensitivity: 1.000
Tweak Threshold: 10
Blender
Filter:
duplicate
Window
Duplicate Window
Keyboard
Ctrl Alt W
Add New
Screen Editing
Duplicate Area into New Window
Keyboard
Shift
Add New
Object Mode
Make Duplicates Real
Keyboard
Shift Ctrl A
Duplicate Objects
Keyboard
Shift D
Duplicate Linked
Keyboard
Alt D
Add New
Mesh
Add Duplicate
Keyboard
Shift D
Duplicate or Extrude at 3D Cursor
Mouse
Ctrl Action Mouse
Duplicate or Extrude at 3D Cursor
Mouse
Shift Ctrl Action Mous
Add New
Curve
Duplicate Curve
Keyboard
Shift D
Add New
Armature
Duplicate
Keyboard
Shift D
Add New
Metaball
Save As Default
Export Key Configuration...
Import Key Configuration...

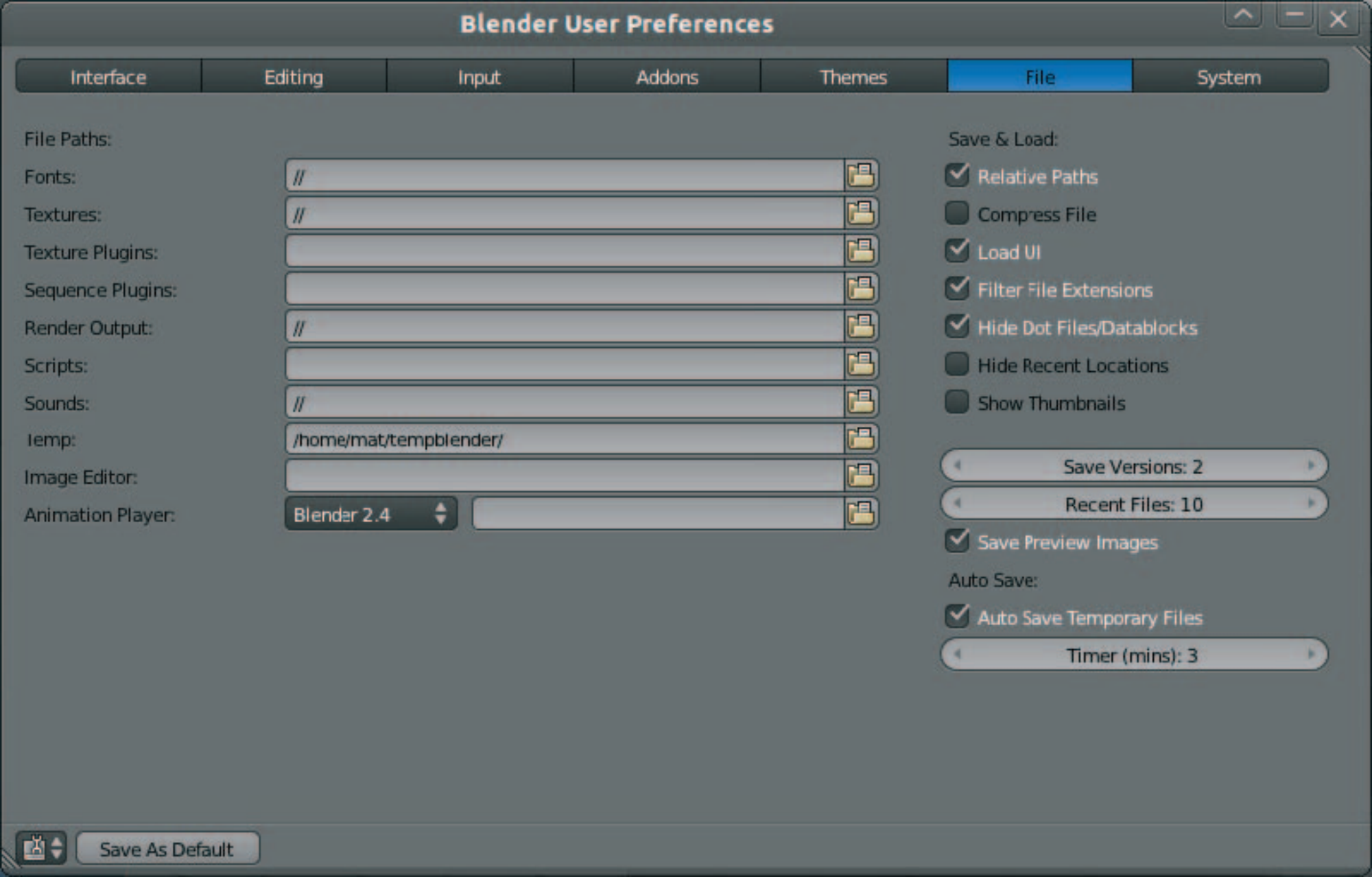

Mesh
Restore
Select Linked Flat Faces
Keyboard
Shift Ctrl Alt F
mesh.faces_select_linked_flat
F
Release
Any
Shift
Ctrl
Alt
Cmd
sharpness: 135.000
Add New

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
Supported Level
Official
Community
Testing
Categories
All
Enabled
Disabled
3D View
Add Curve
Add Mesh
Animation
Development
Game Engine
Import-Export
Mesh
Object
Paint
Render
Mesh: Bsurfaces GPL Edition
Mesh: Inset Polygon
Mesh: LoopTools
Mesh: Relax
Mesh: arbitrary_rotate
Mesh: arch_tool
Mesh: edge_fillet
Mesh: edge_slide
Mesh: face_inset_fillet
Mesh: inset_edge_chain_loop
Mesh: lathe
Mesh: project_arbitrary
Save As Default
Instal Addon...
Development Guides

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
User Interface
Bone Color Sets
3D View
Timeline
Graph Editor
Dopesheet
NLA Editor
UV/Image Editor
Video Sequence Editor
Text Editor
Node Editor
Logic Editor
Properties
Outliner
User Preferences
Info
File Browser
Python Console
Movie Clip Editor
Active Object:
Active spline:
Align handle selected
Auto handle selected c
Bone Solid:
Camera Path:
Edge Crease:
Edge Seam:
Edge Sharp:
Face:
Face Area Text:
Face Normal:
Free handle color:
Grid:
Header Text:
Lamp:
NURBS U-lines:
NURBS active U-lines:
Object Grouped:
Active Vert/Edge/Fa
Align handle color:
Auto handle color:
Bone Pose:
Bundle Solid:
Current Frame:
Edge Length Text:
Edge Select:
Edge UV Face Selec
Face Angle Text:
Face Dot Selected:
Face Selected:
Free handle selecte
Header:
Header Text Highlig
Last selected point:
NURBS V-lines:
NURBS active V-lin
Object Grouped Acti
Save As Default
Reset to Default Theme


es
hemes
File
System
Text:
Text Selec
Shaded
Shace Top: 100
Shade Down: -100
Text:
Text Selec
Shaded
Shace Top: 100
Shade Down: -100
Text:
Text Selec
Shaded
Shace Top: 100
Shade Down: -100


Scene
Scene
Camera:
Camera
Background:
Active Clip:
Audio
Volume: 1.000
Update animation cache
Listener:
Format:
Inverse Clampe
Stereo
Spee: 343.300
Rate: 44100
Doppler: 1.000
Mixdown
Units
None
Metric
Imperial
Degrees
Radians
Scale: 1.000
Separate Units


Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
File Paths:
Fonts:
//
Textures:
//
Texture Plugins:
Sequence Plugins:
Render Output:
//
Scripts:
Sounds:
//
Temp:
/home/mat/tempblender/
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): 3
Save As Default

Blender User Preferences

Interface | Editing | Input | Addons | Themes | File | System

General:

DPI: 72

Frame Server Port: 8080

Console Scrollback: 256

Author:

Auto Run Python Scripts

Tabs as Spaces

Sound:

None | SDL | OpenAL | Jack

Channels: Stereo

Mixing Buffe 2048

Sample Rat 44.1 kHz

Sample For 32-bit Float

Screencast:

FPS: 10

Wait Timer (ms): 50

OpenGL:

Clip Alpha: 0.000

Mipmaps

Anisotropic Filtering

Off

VBOs

Window Draw Method:

Automatic

Text Draw Options:

Text Anti-aliasing

Textures:

Limit Size: Off

Time Out: 120

Collection Rate: 60

Sequencer:

Prefetch Frames: 0

Memory Cache Limit: 128

Solid OpenGL lights:

Colors: Direction:

Diffuse:

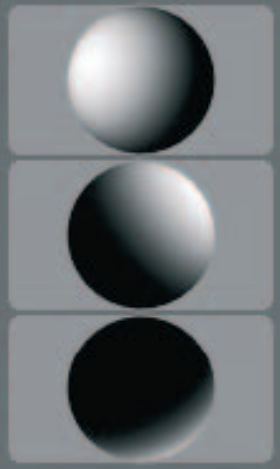
Specular

Diffuse:

Specular

Diffuse:

Specular



Color Picker Type:

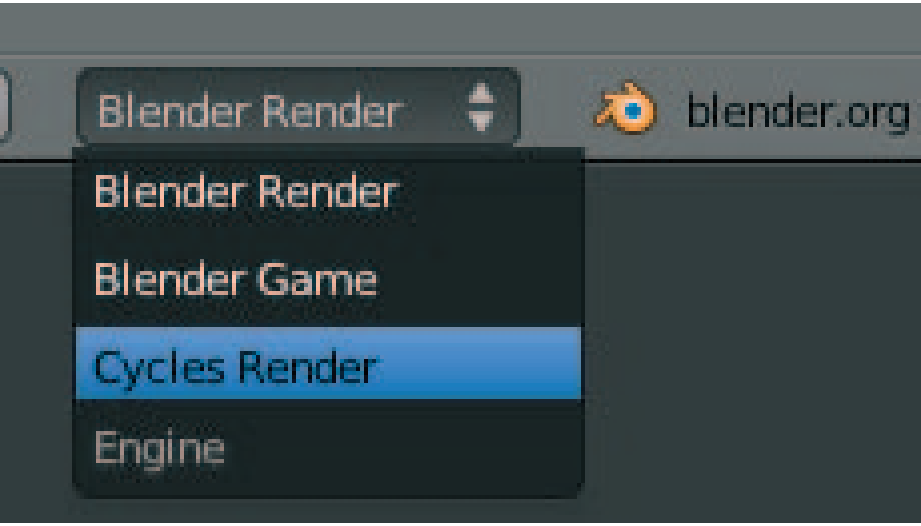
Circle

Custom Weight Paint Range

Add | Delete | F | 0 | Linear

International Fonts

Save As Default


Blender Render
blender.org
Blender Render
Blender Game
Cycles Render
Engine

Scene

Render

Image | Animation

Display: Image Editor

Feature Set: Supported

Device: CPU

Dimensions

Stamp

Output

Integrator

Integrator Presets

Samples:

Render: 10

Preview: 10

Seed: 0

Bounces:

Max: 8

Min: 3

Transparency:

Max: 8

Min: 8

Light Paths:

Diffuse: 128

Glossy: 128

Transmission: 128

Shadows

No Caustics

Film

Exposure: 1.00

Transparent

Gaussian

Width: 1.50

Performance

Threads:

Auto-detect | Fixed

Threads: 4

Acceleration structure:

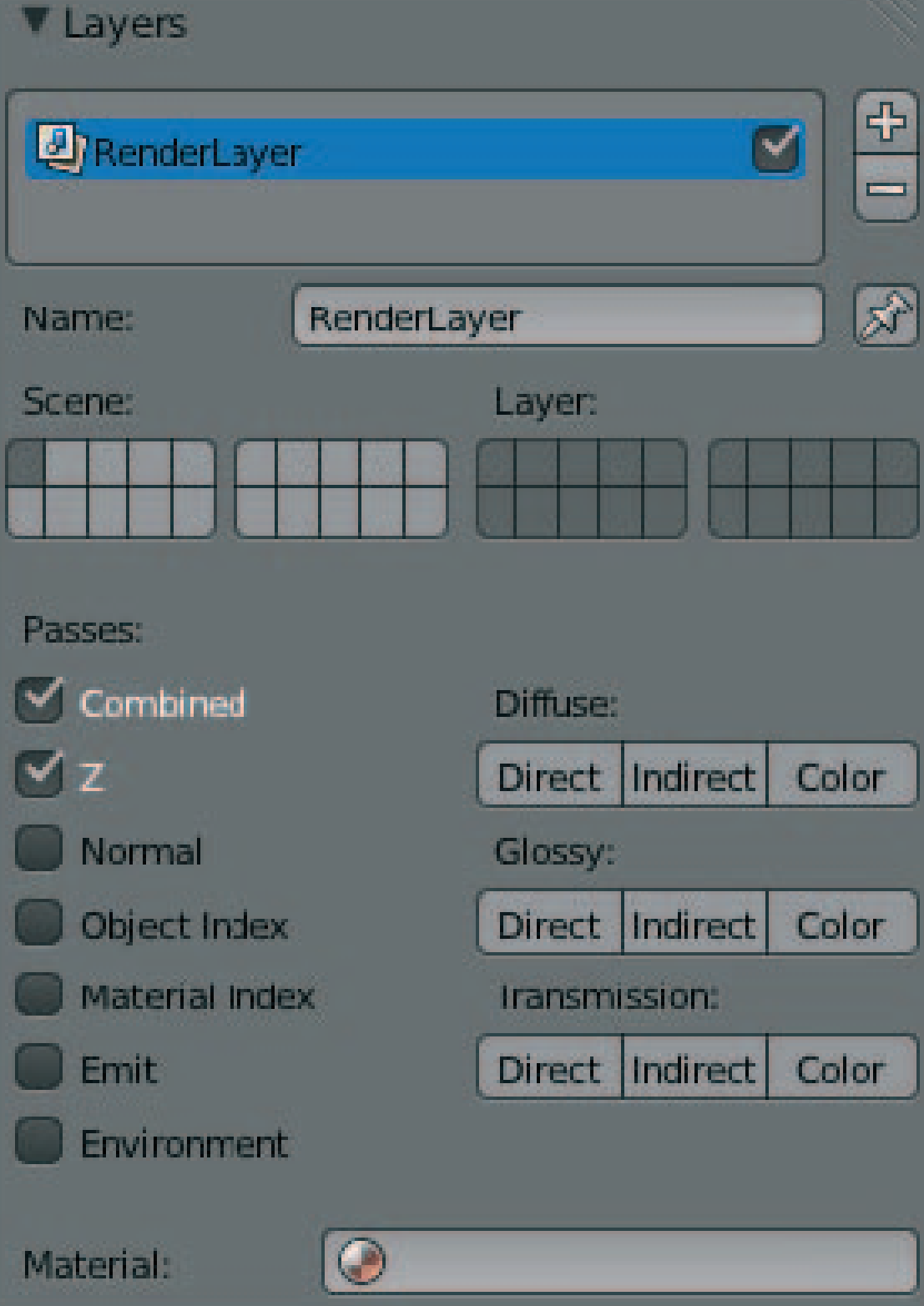
Dynamic BVH

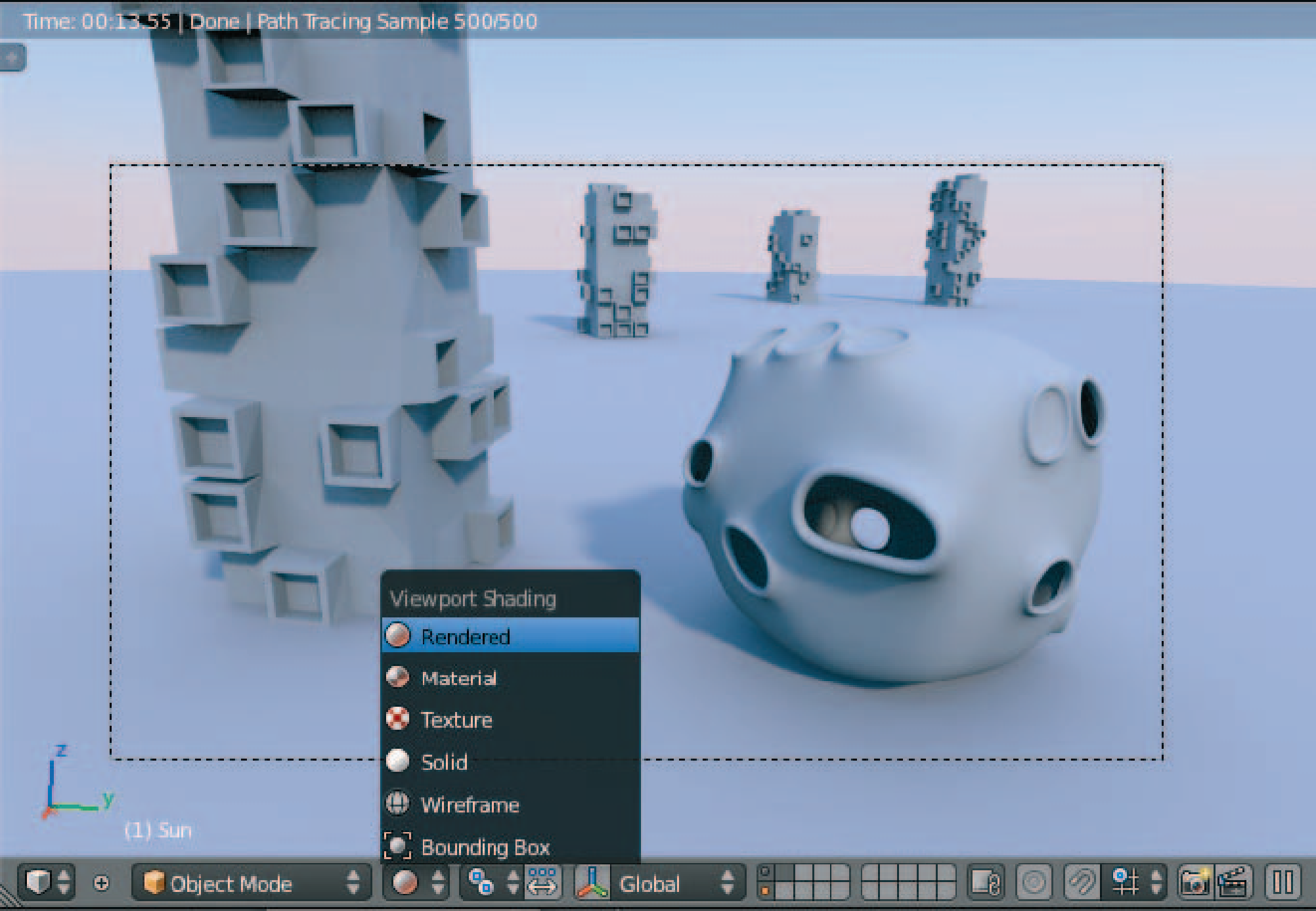
Use Spatial Splits

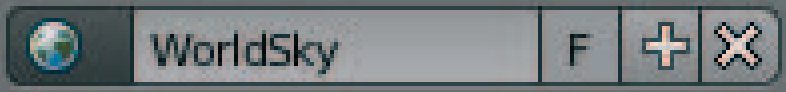
Tiles:

Tile Size: 1024

Min Size: 64


Layers
RenderLayer
Name:
RenderLayer
Scene:
Layer:
Passes:
Combined
Z
Normal
Object Index
Material Index
Emit
Environment
Diffuse:
Direct
Indirect
Color
Glossy:
Direct
Indirect
Color
Transmission:
Direct
Indirect
Color
Material:


Time: 00:13.55 | Done | Path Tracing Sample 500/500
Viewport Shading
Rendered
Material
Texture
Solid
Wireframe
Bounding Box
z
y
(1) Sun
Object Mode
Global



▼ Surface

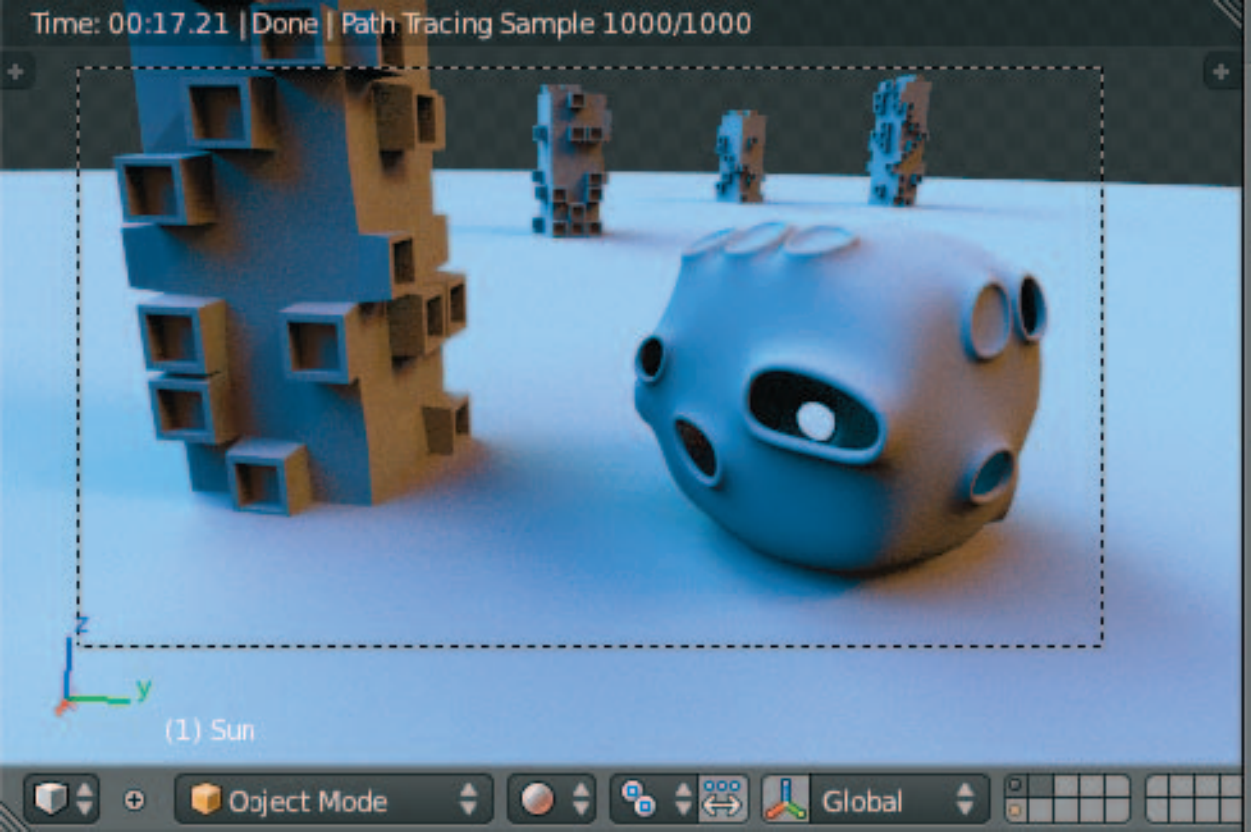
Surface: Background

Color: Sky Texture

Turbidity: 2.321

Vector: Default

Strength: 1.000



WorldHDRI

orldHDRI 2 F

▼ Surface

Surface: Background

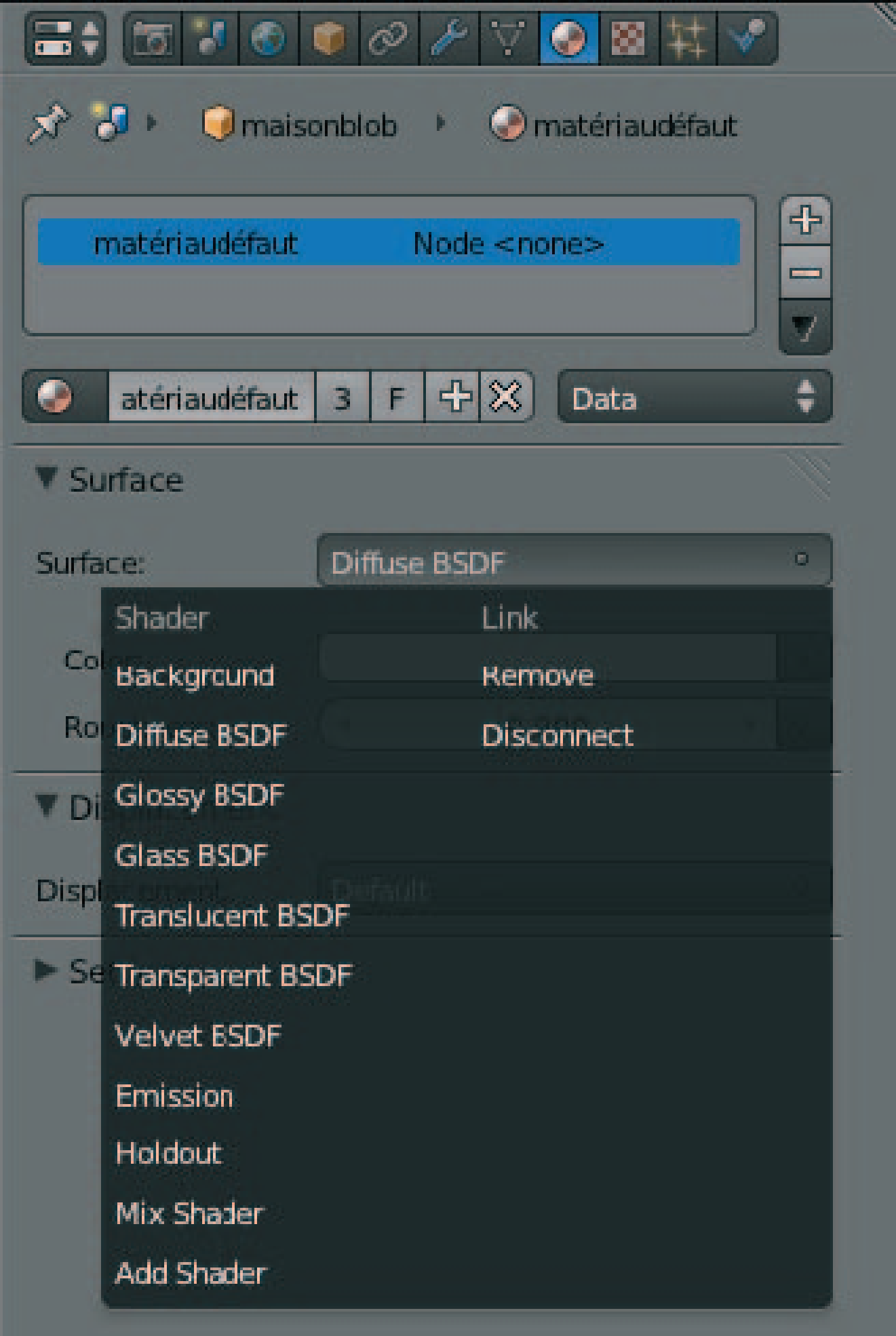
Color: Environment Texture

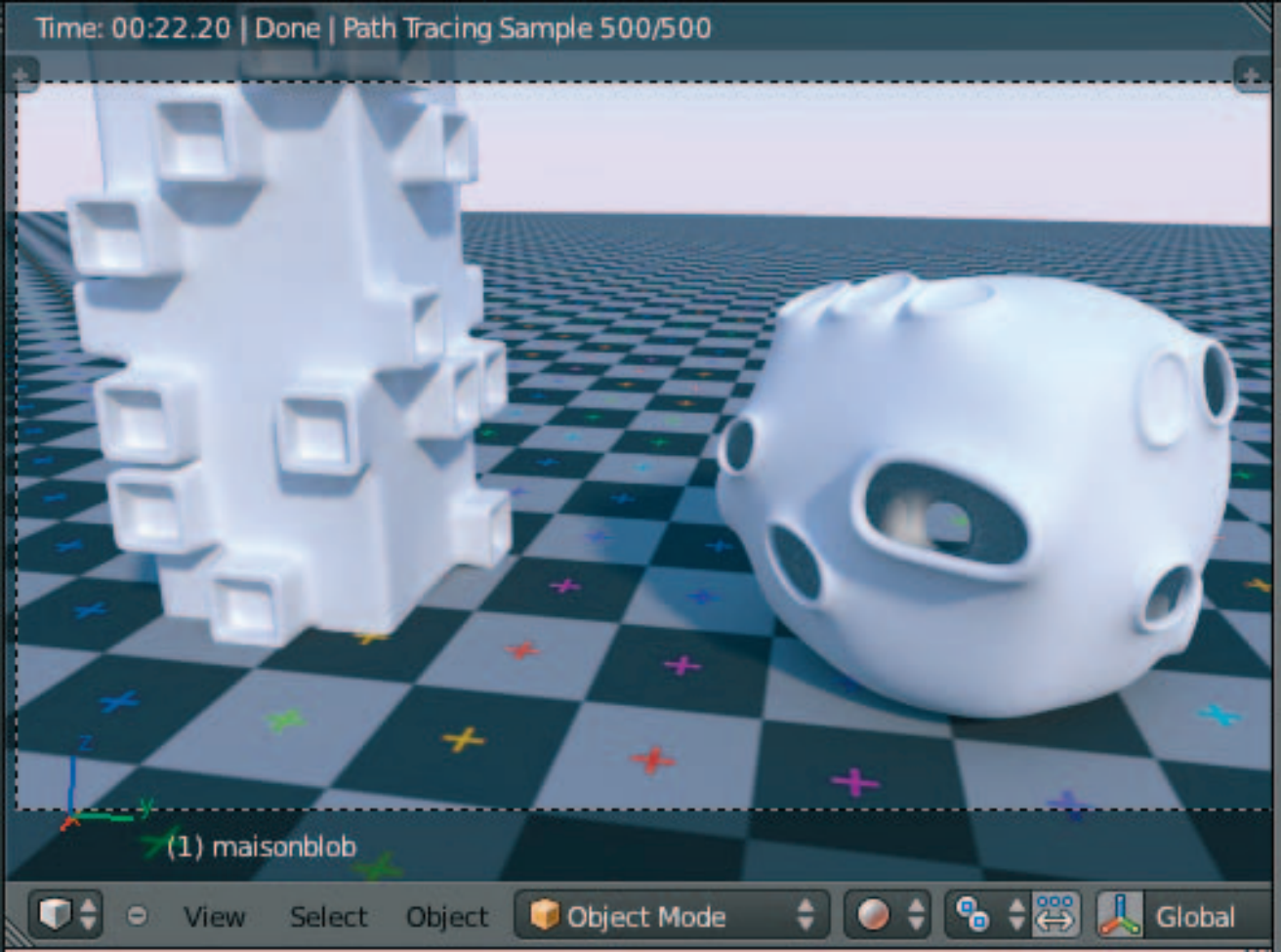
free_005.hdr F

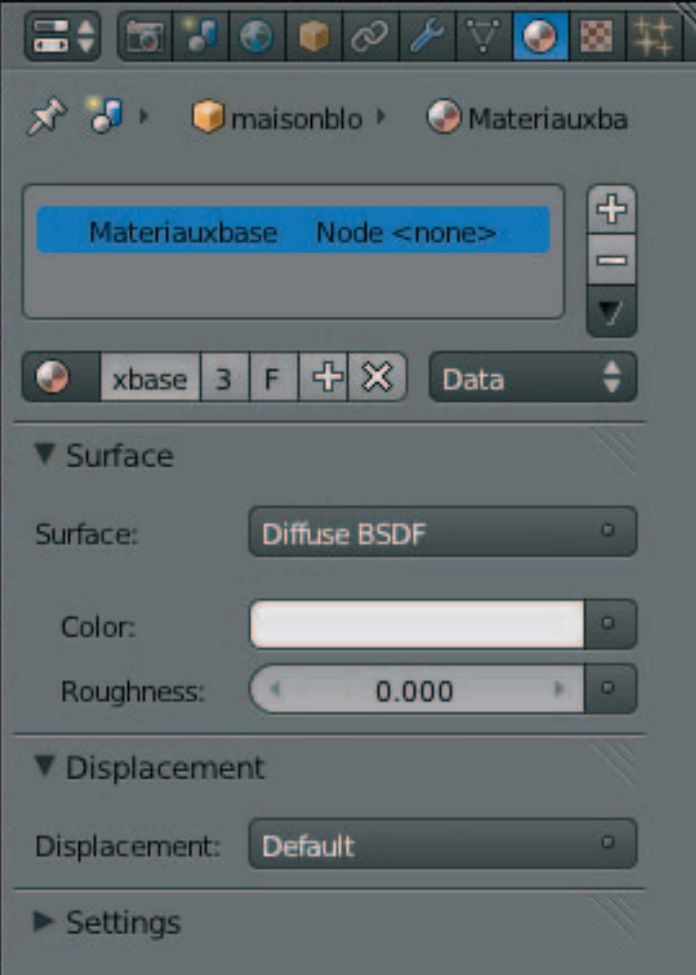
sRGB

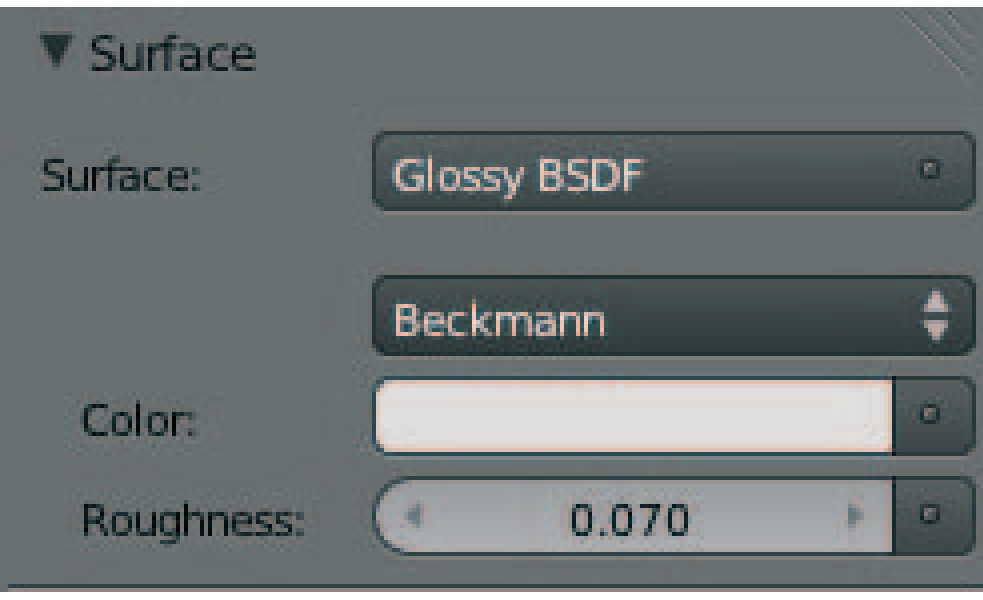
Vector: Default

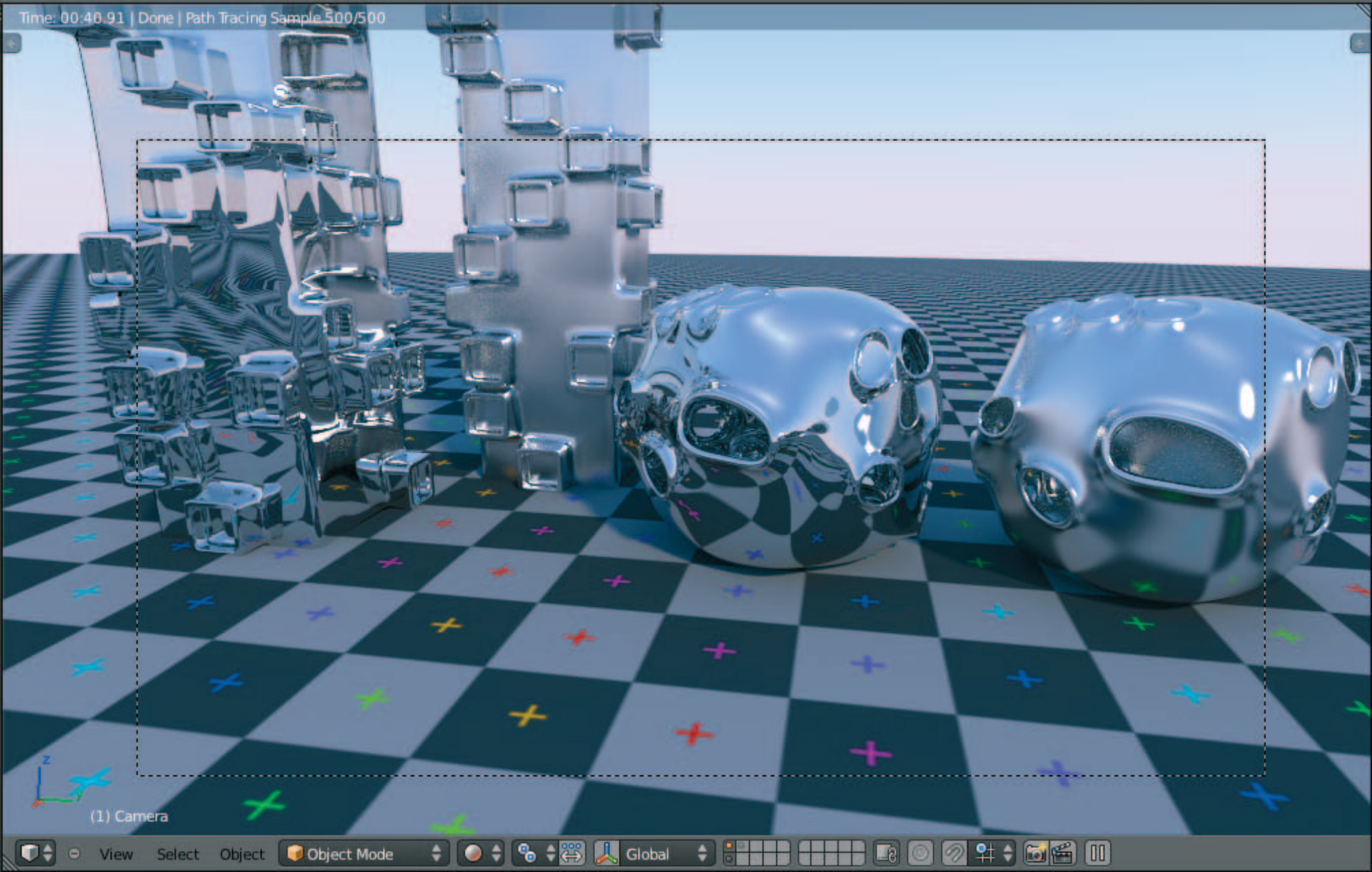
Strength: 8.000

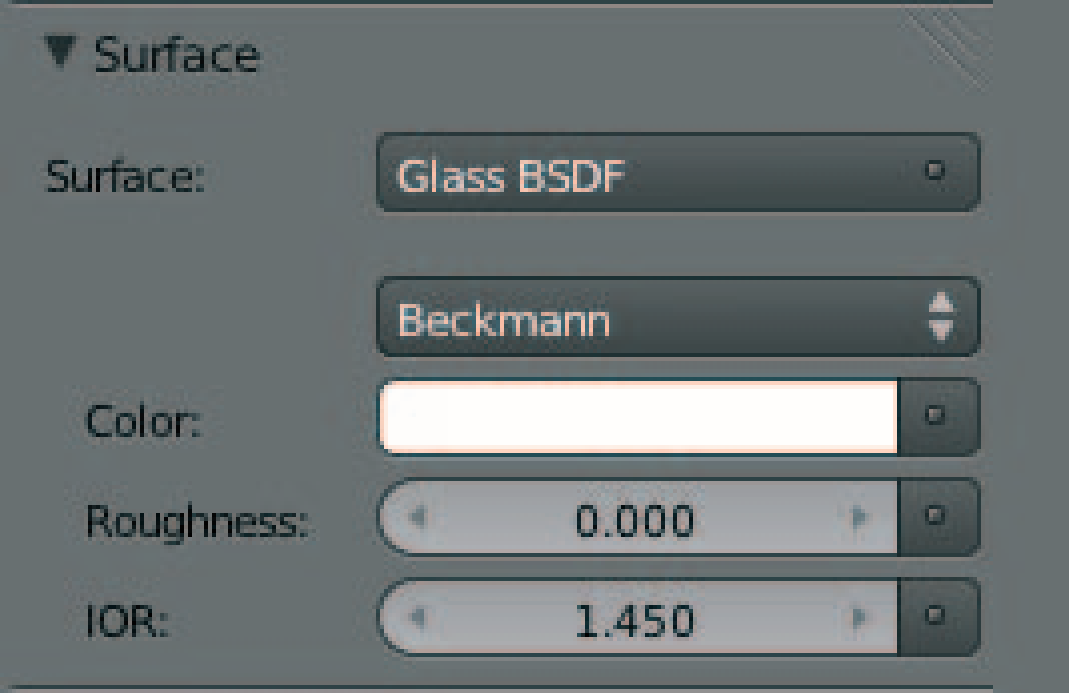

maisonblob
matériaudéfaut
matériaudéfaut Node <none>
atériaudéfaut 3 F
Data
Surface
Surface:
Diffuse BSDF
Shader
Link
Background
Remove
Diffuse BSDF
Disconnect
Glossy BSDF
Glass BSDF
Translucent BSDF
Transparent BSDF
Velvet BSDF
Emission
Holdout
Mix Shader
Add Shader

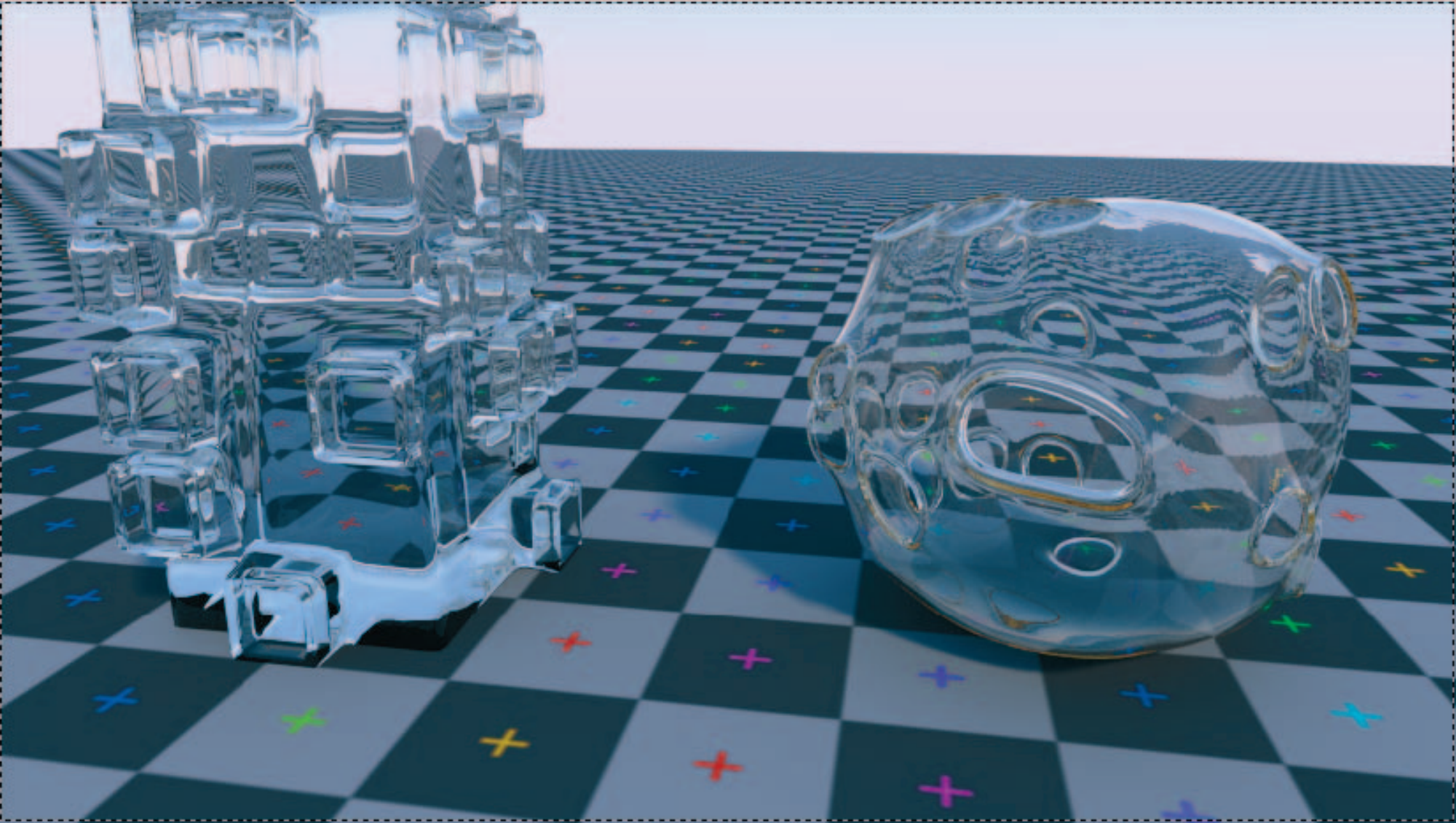

Time: 00:22.20 | Done | Path Tracing Sample 500/500
(1) maisonblob
View
Select
Object
Object Mode
Global

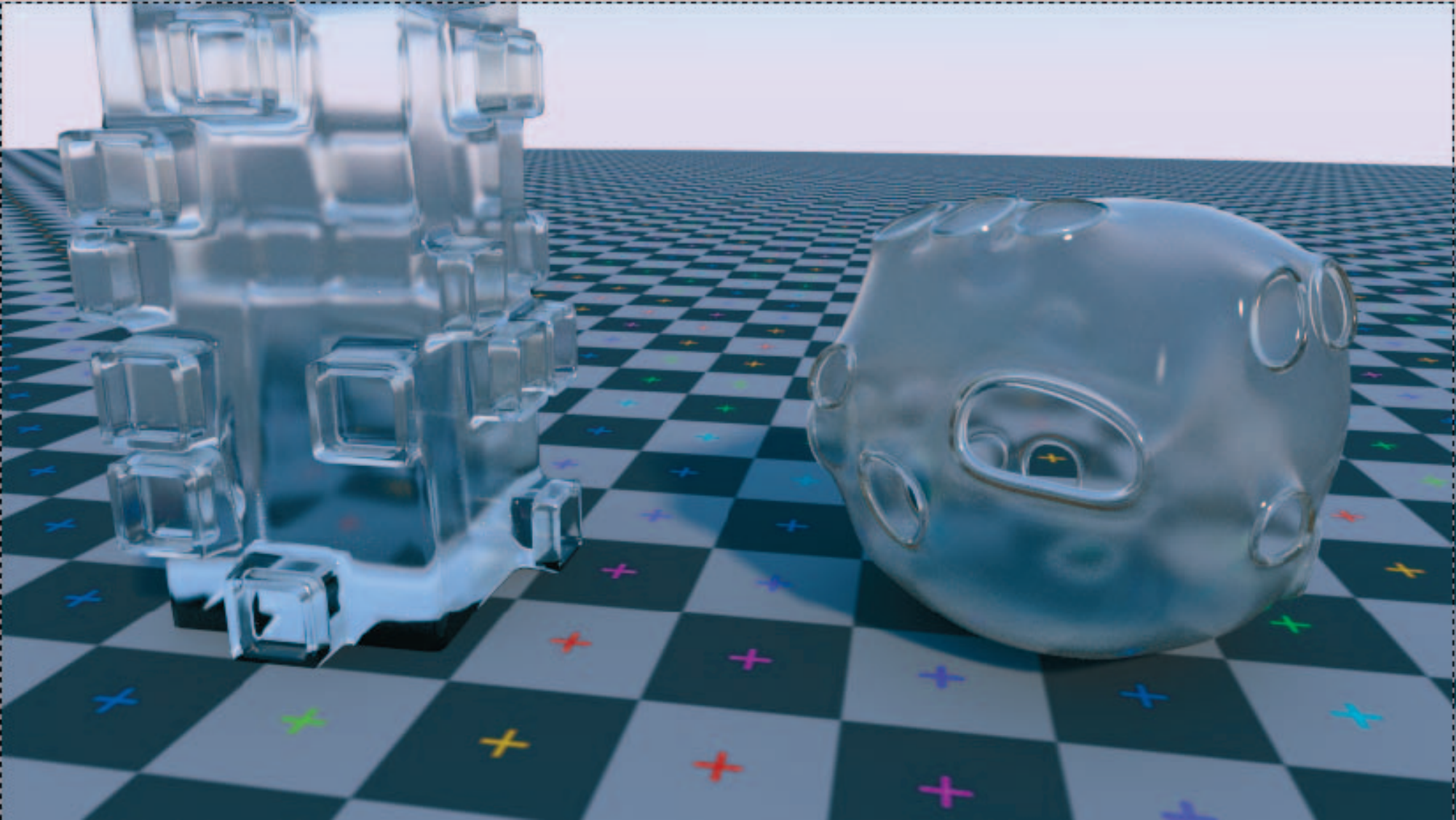

maisonblo
Materiauxba
Materiauxbase Node <none>
xbase
3
F
Data
Surface
Surface:
Diffuse BSDF
Color:
Roughness:
0.000
Displacement
Displacement:
Default
Settings

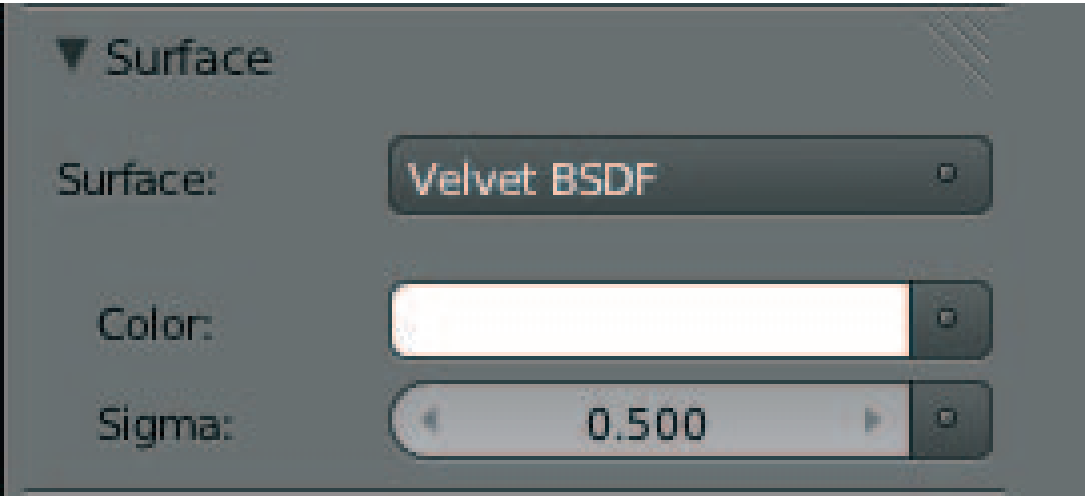

Surface
Surface:
Glossy BSDF
Beckmann
Color:
Roughness:
0.070

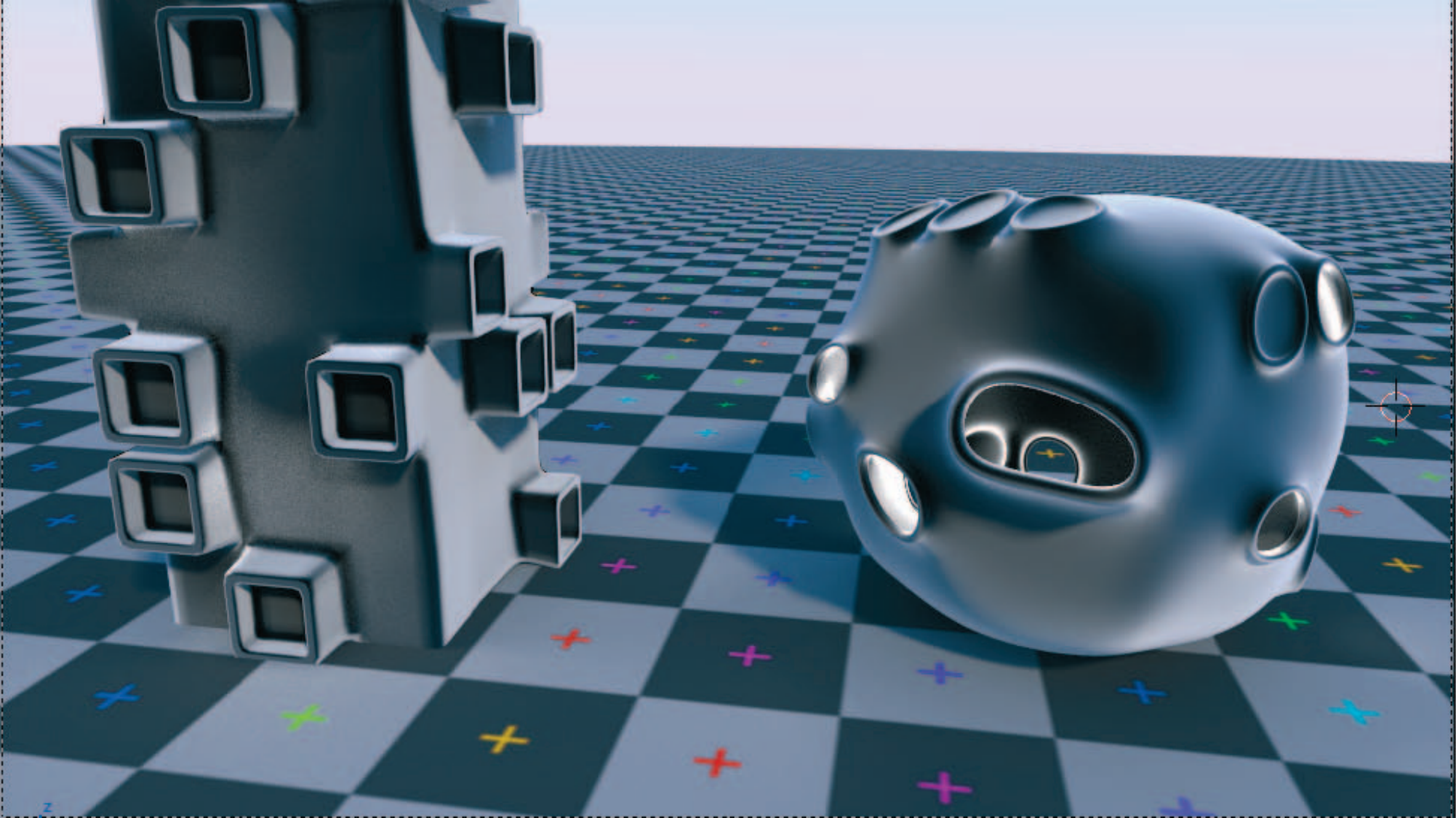

Time: 00:40.91 | Done | Path Tracing Sample 500/500
(1) Camera
View
Select
Object
Object Mode
Global

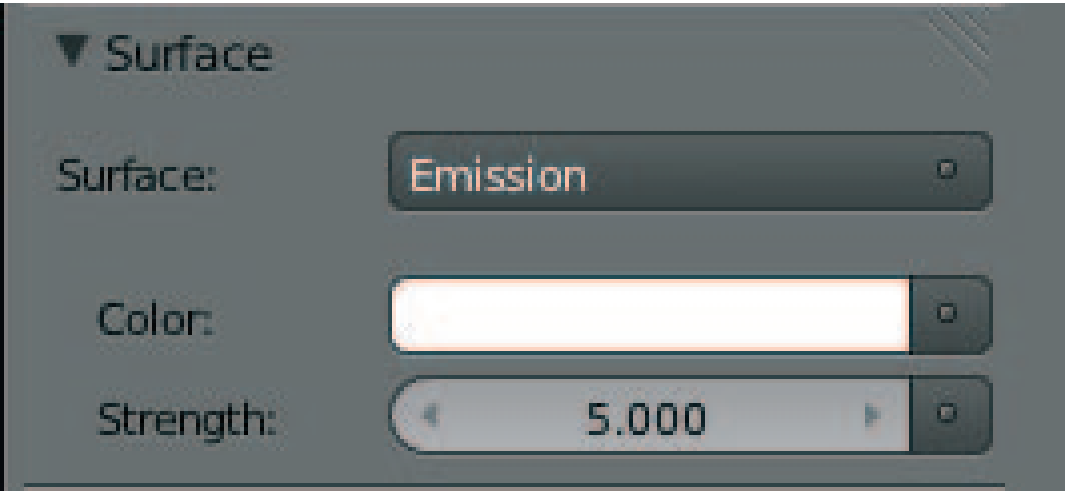

Surface
Surface:
Glass BSDF
Beckmann
Color:
Roughness:
0.000
IOR:
1.450

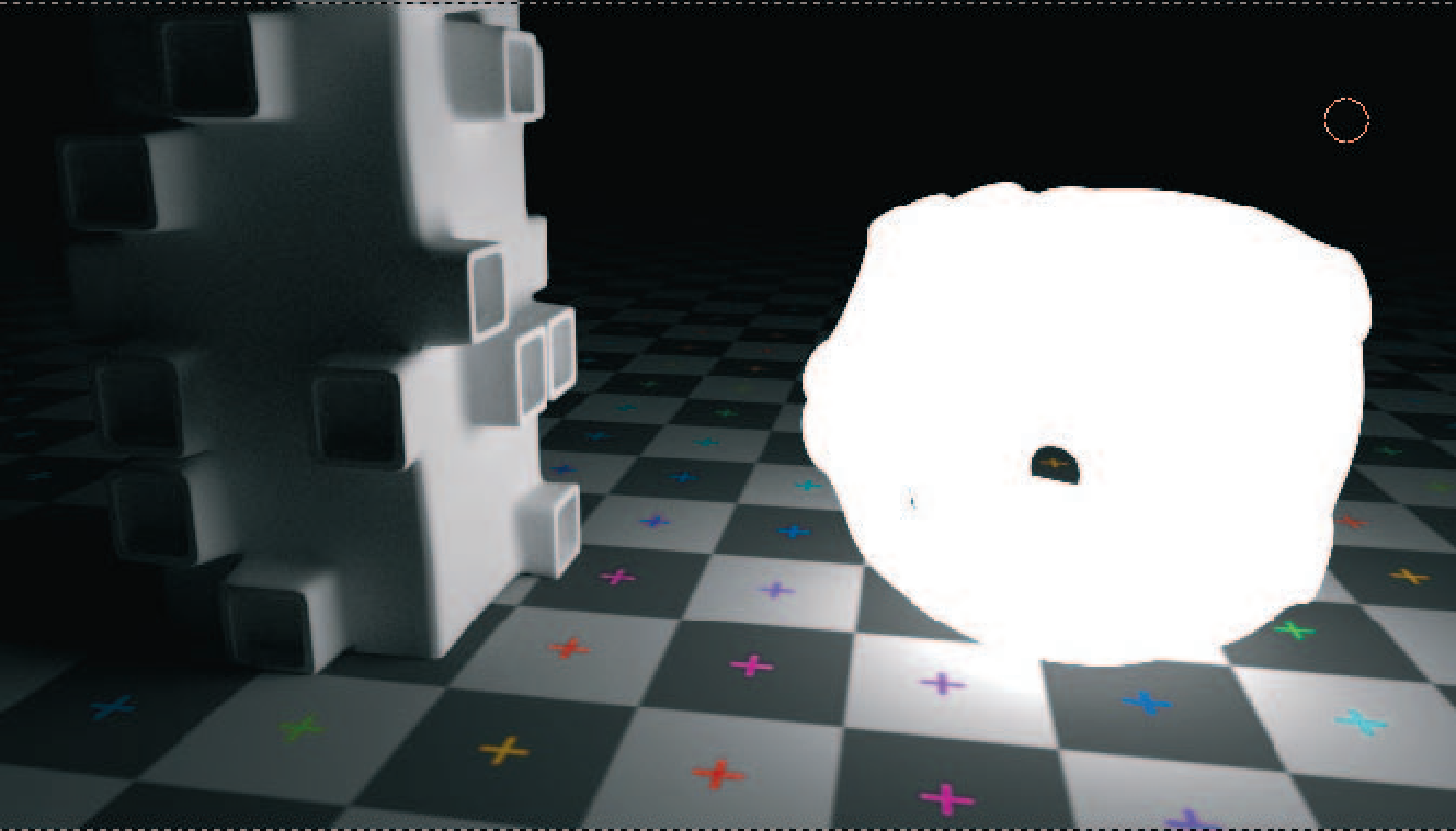


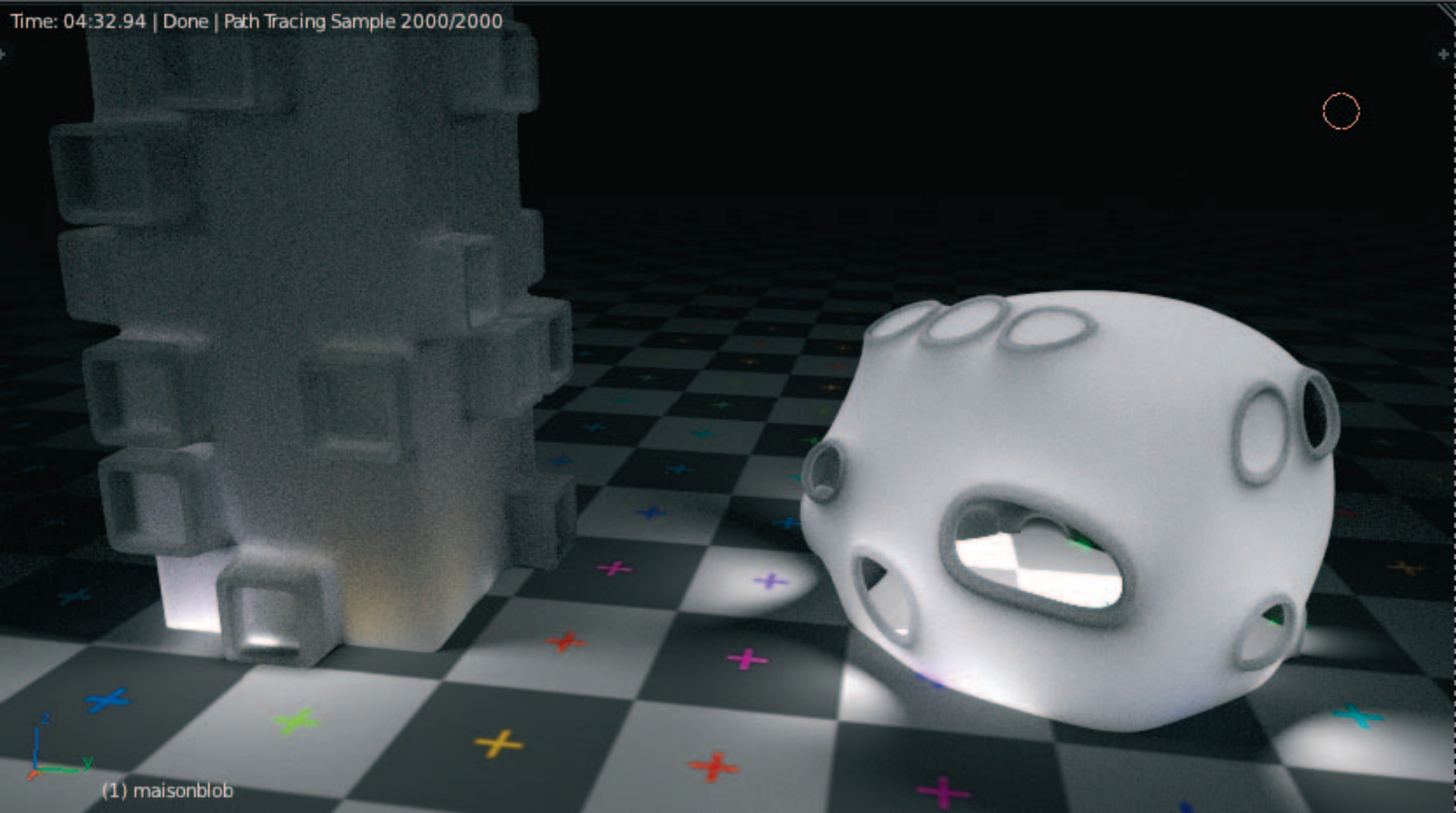


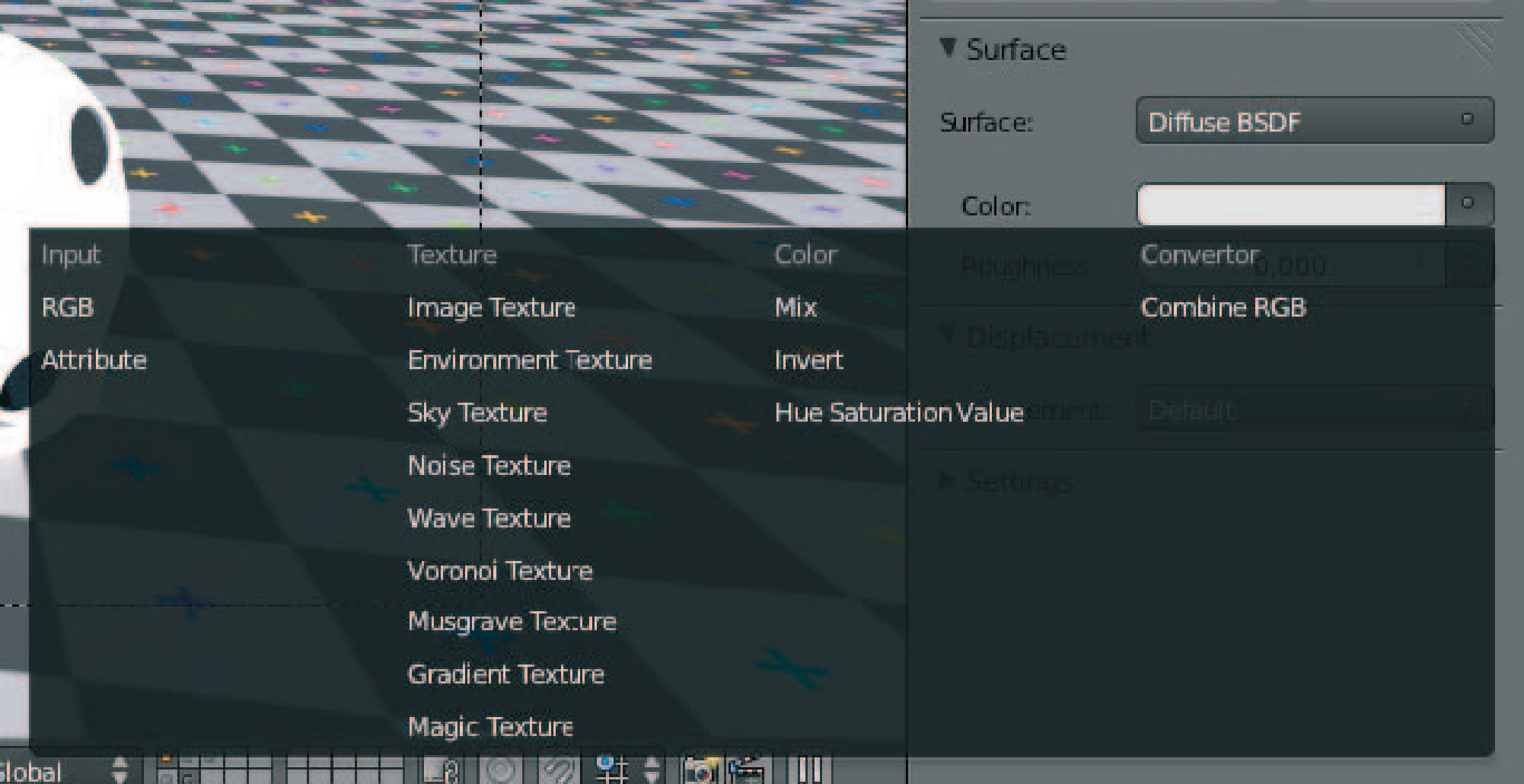

Surface
Surface:
Velvet BSDF
Color:
Sigma:
0.500

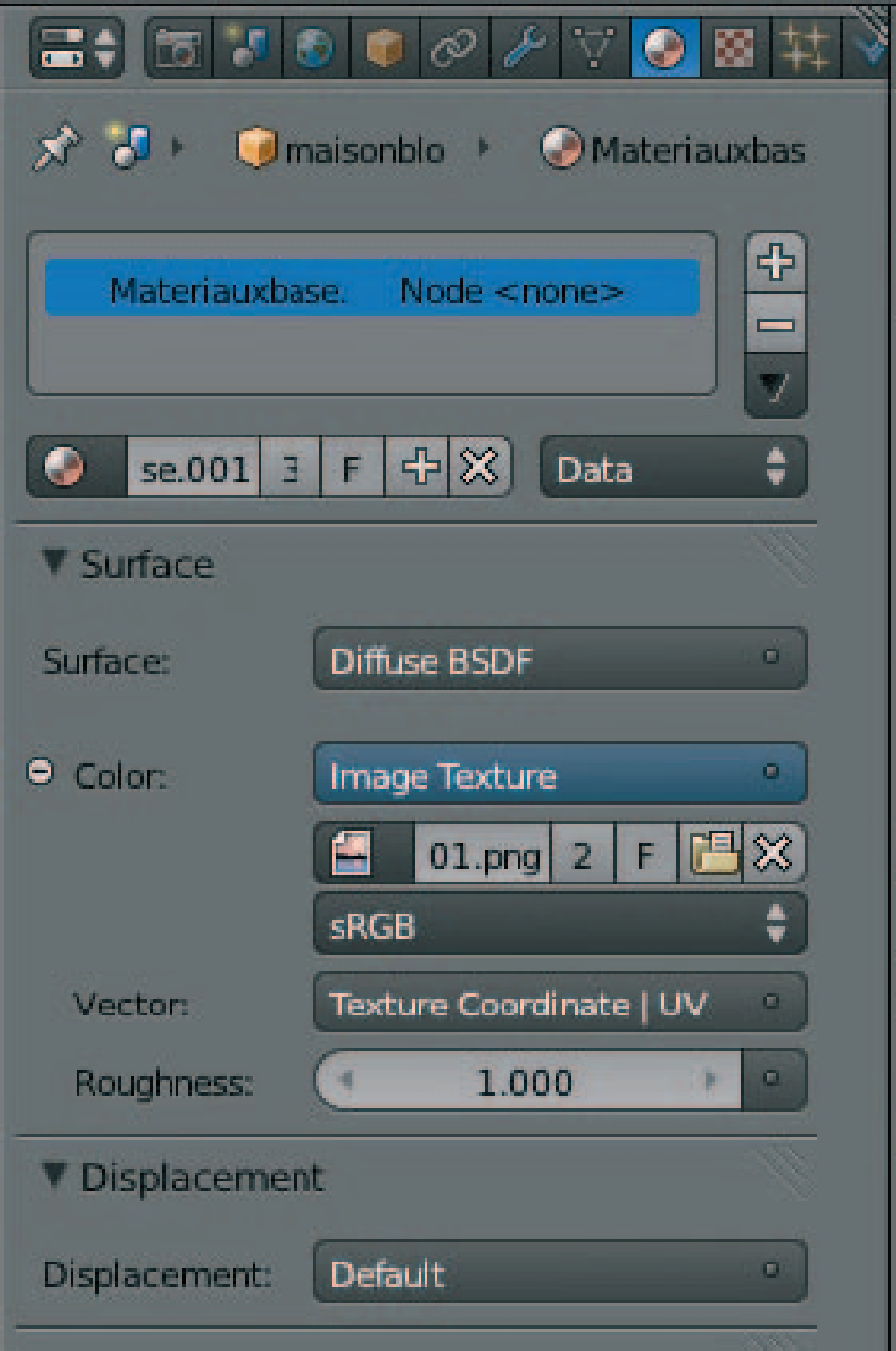


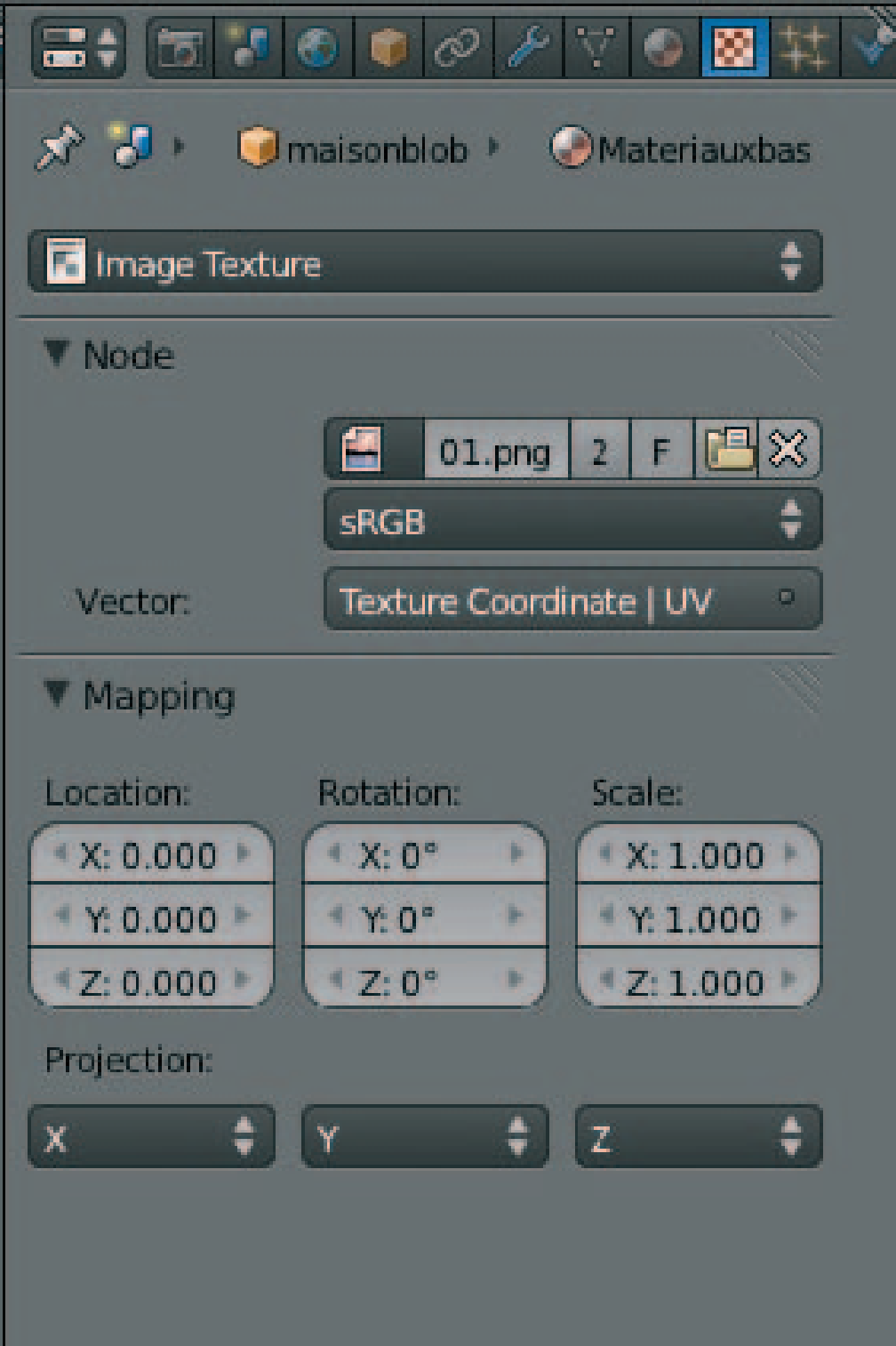

Surface
Surface:
Emission
Color:
Strength:
5.000

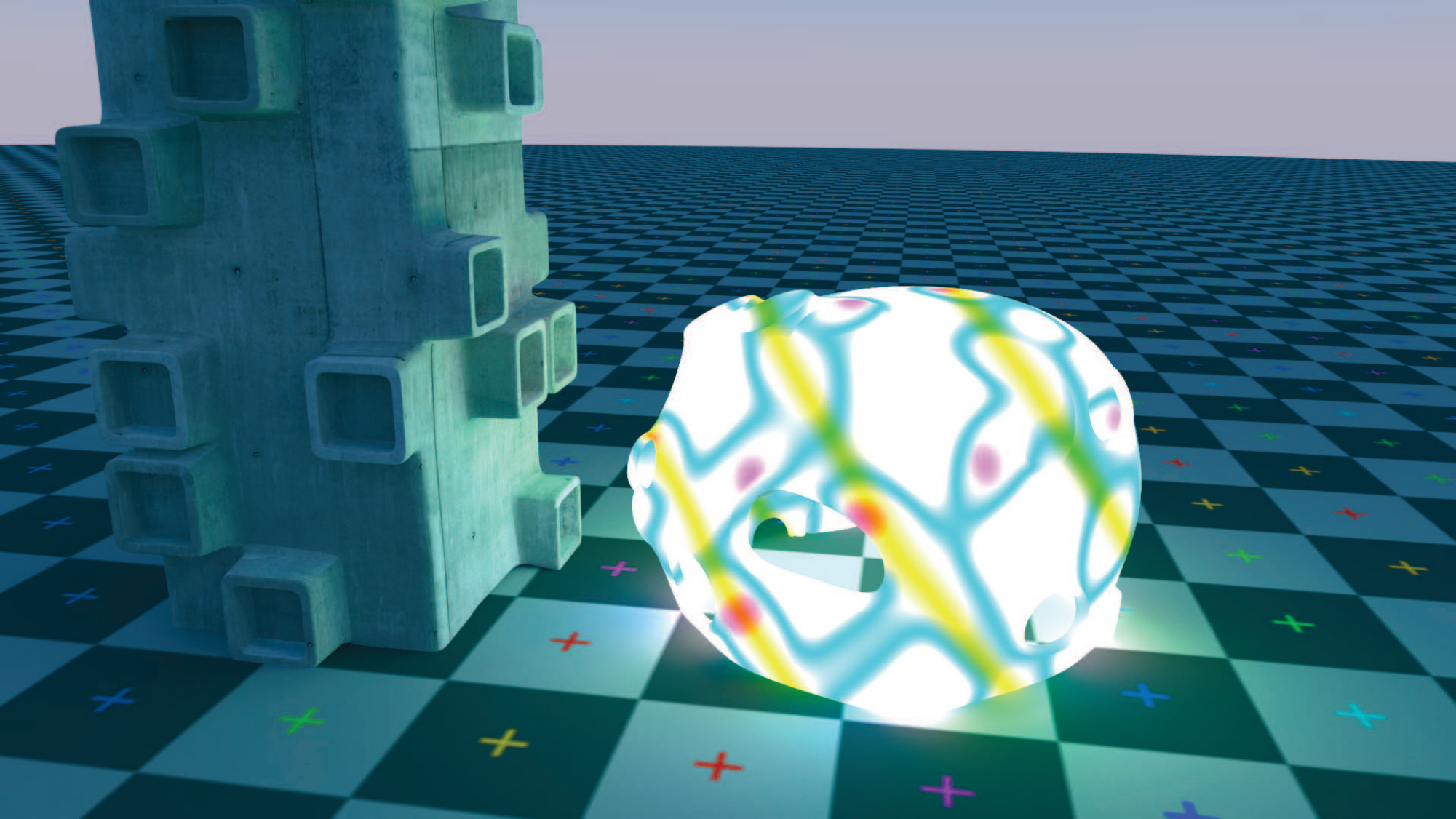


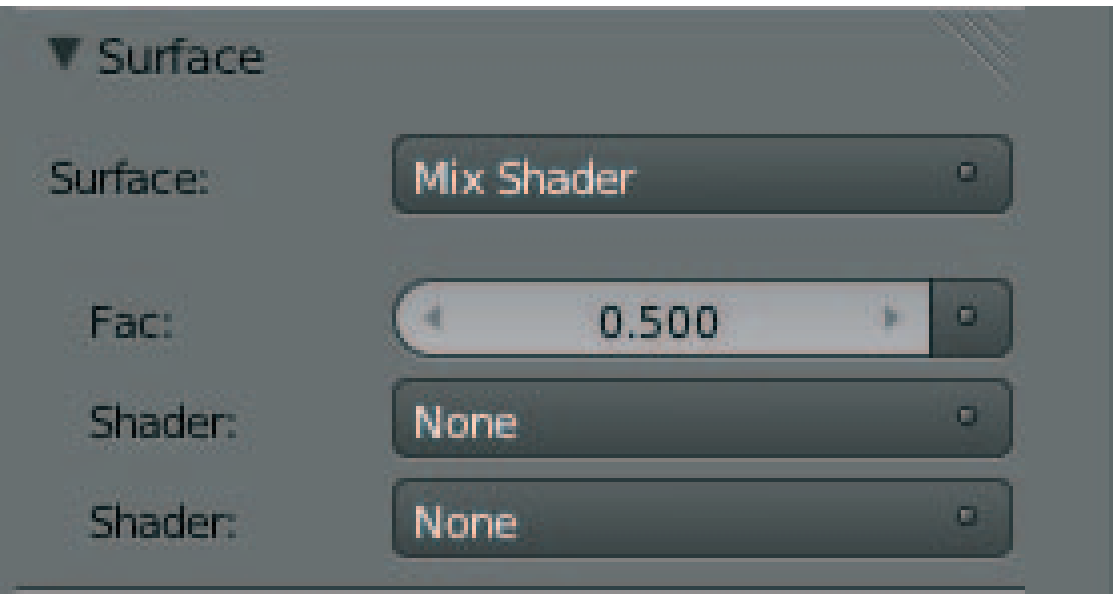

Time: 04:32.94 | Done | Path Tracing Sample 2000/2000
(1) maisonblob

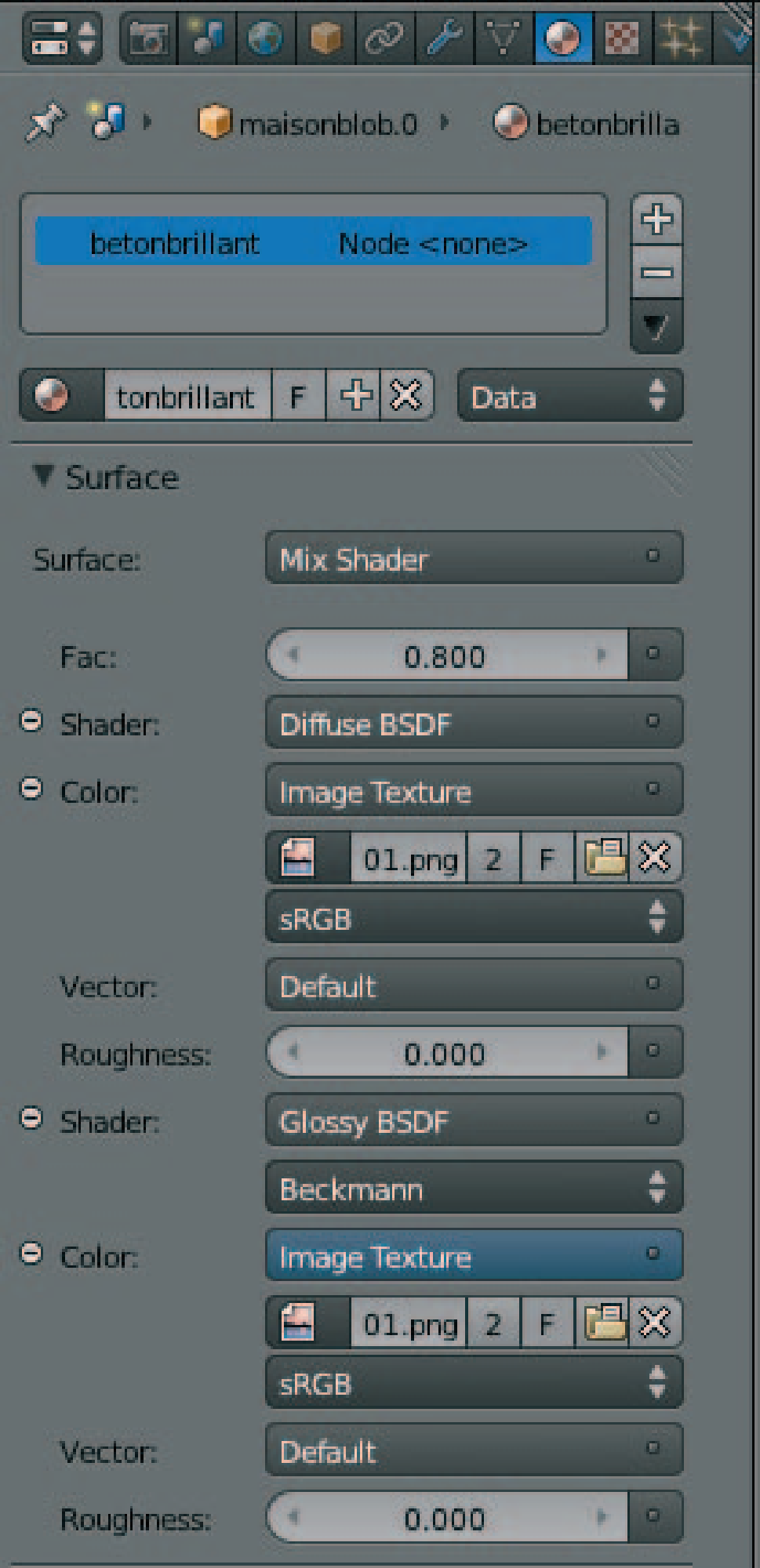

Surface
Surface:
Diffuse BSDF
Color:
Input
RGB
Attribute
Texture
Image Texture
Environment Texture
Sky Texture
Noise Texture
Wave Texture
Voronoi Texture
Musgrave Texcure
Gradient Texture
Magic Texture
Color
Mix
Invert
Hue Saturation Value
Convertor
Combine RGB

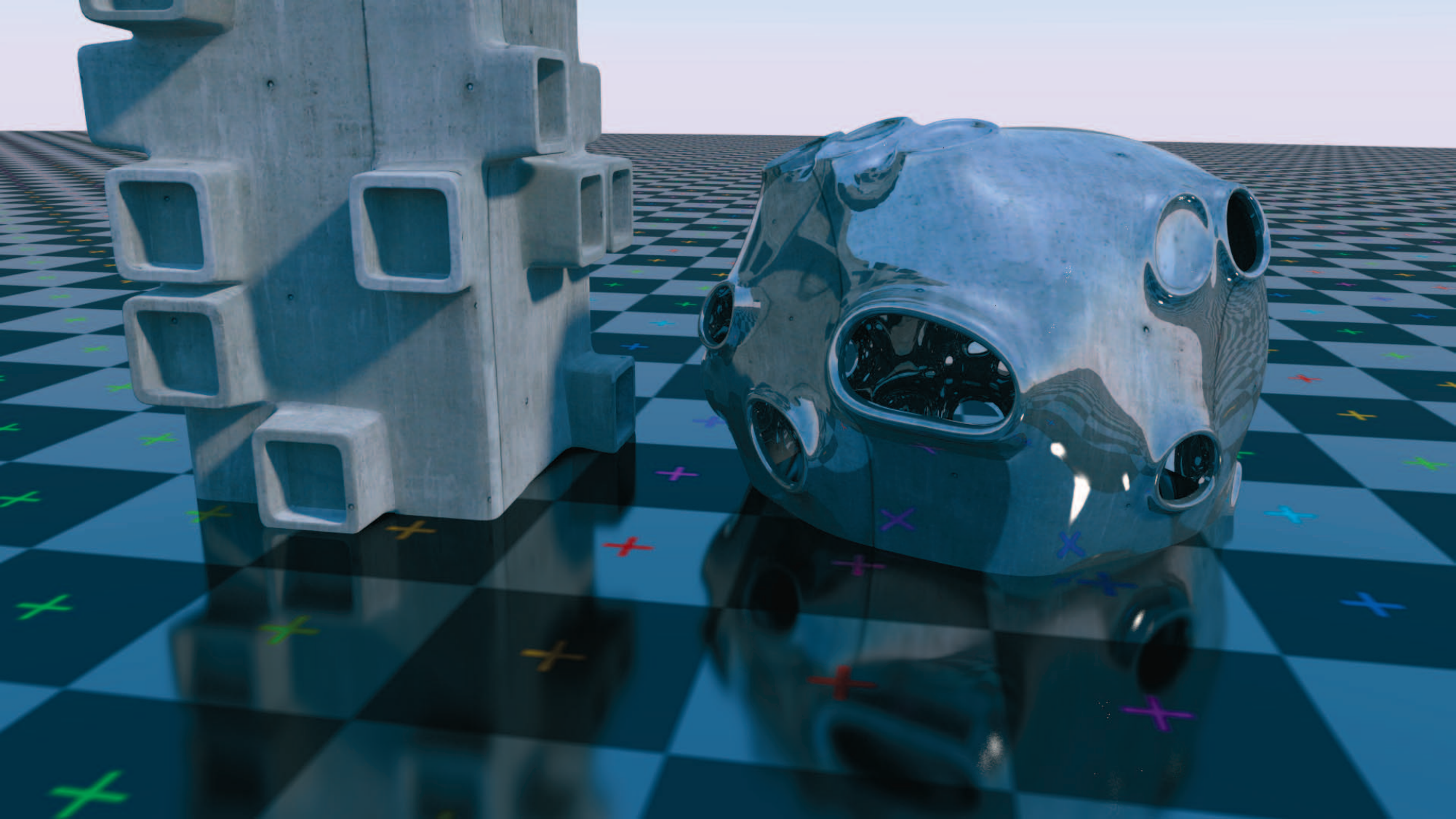

maisonblo
Materiauxbas
Materiauxbase. Node <none>
se.001
3
F
Data
Surface
Surface:
Diffuse BSDF
Color:
Image Texture
01.png
2
F
sRGB
Vector:
Texture Coordinate | UV
Roughness:
1.000
Displacement
Displacement:
Default

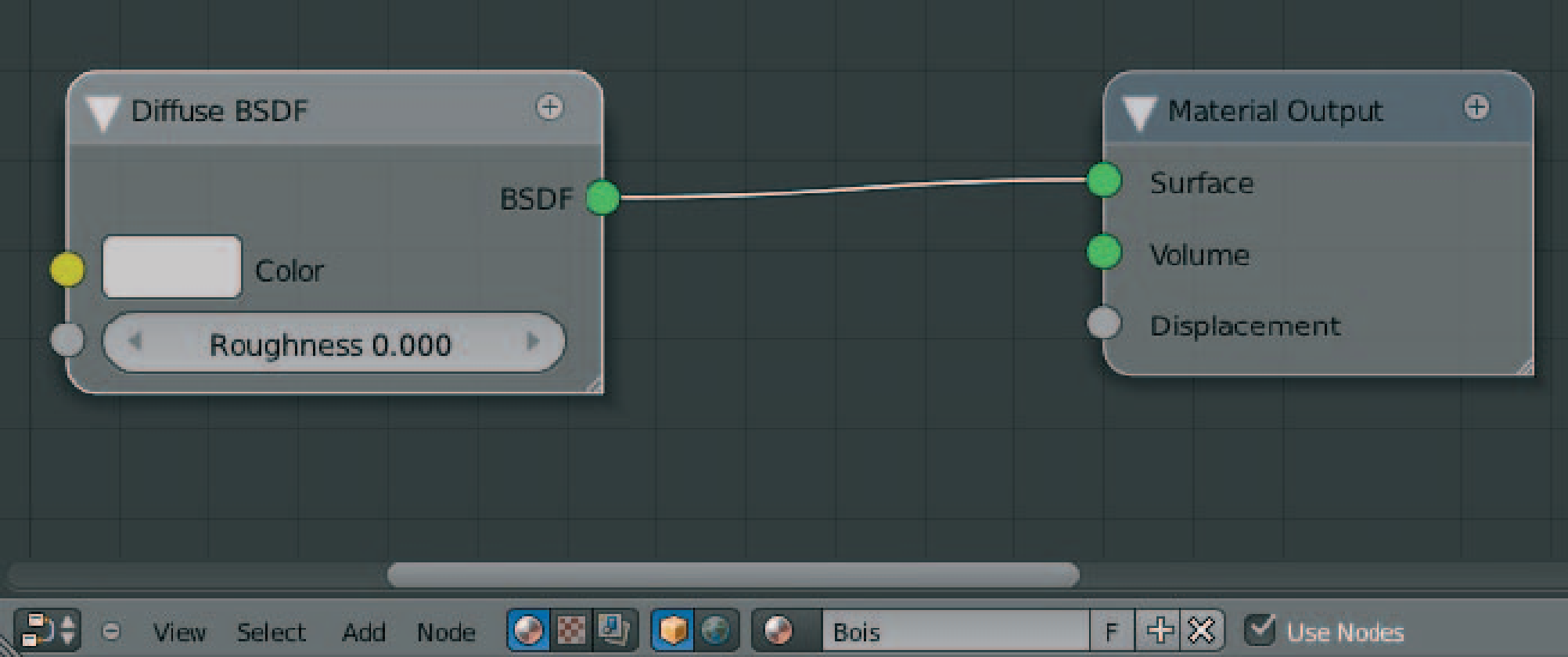

maisonblob
Materiauxbas
Image Texture
Node
01.png
2
F
sRGB
Vector:
Texture Coordinate | UV
Mapping
Location:
X: 0.000
Y: 0.000
Z: 0.000
Rotation:
X: 0°
Y: 0°
Z: 0°
Scale:
X: 1.000
Y: 1.000
Z: 1.000
Projection:
X
Y
Z

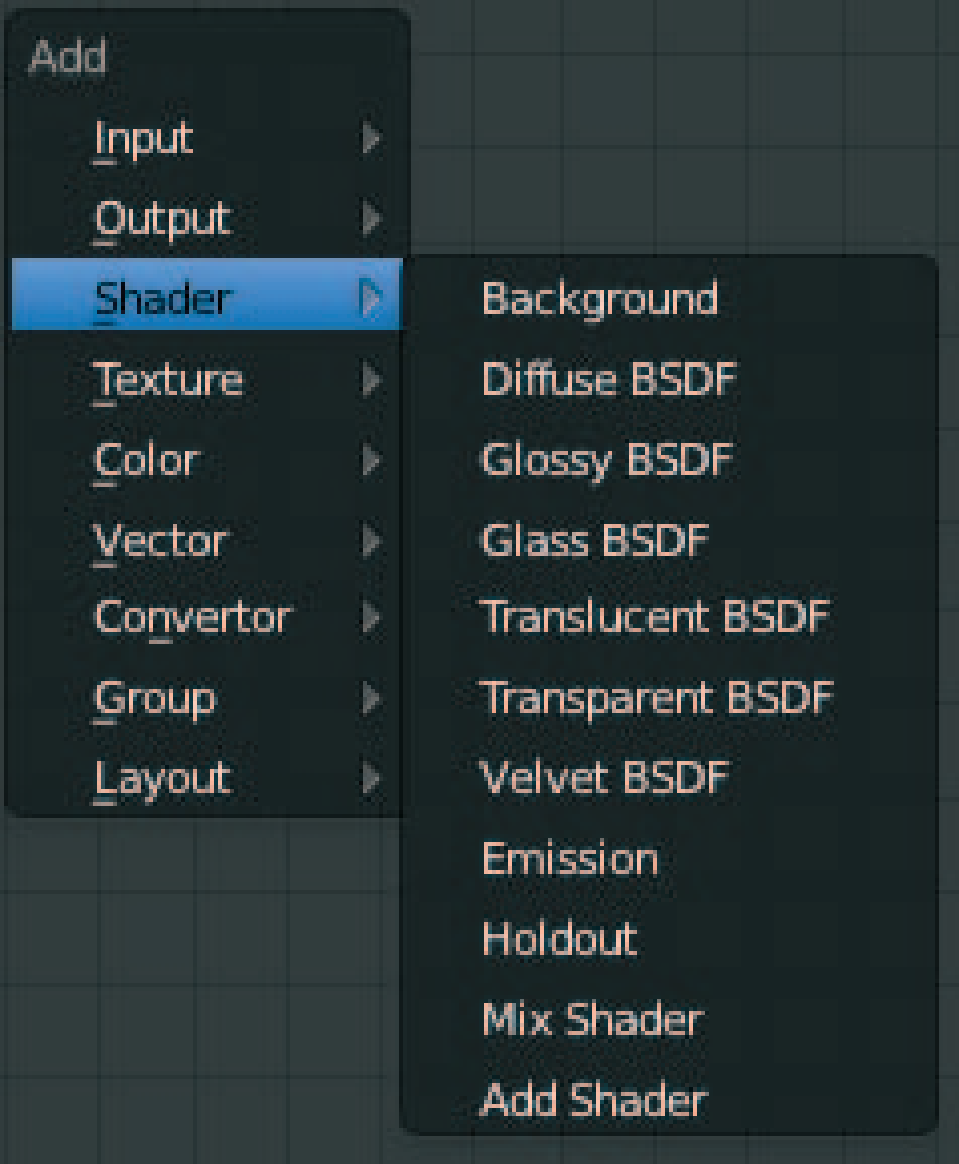


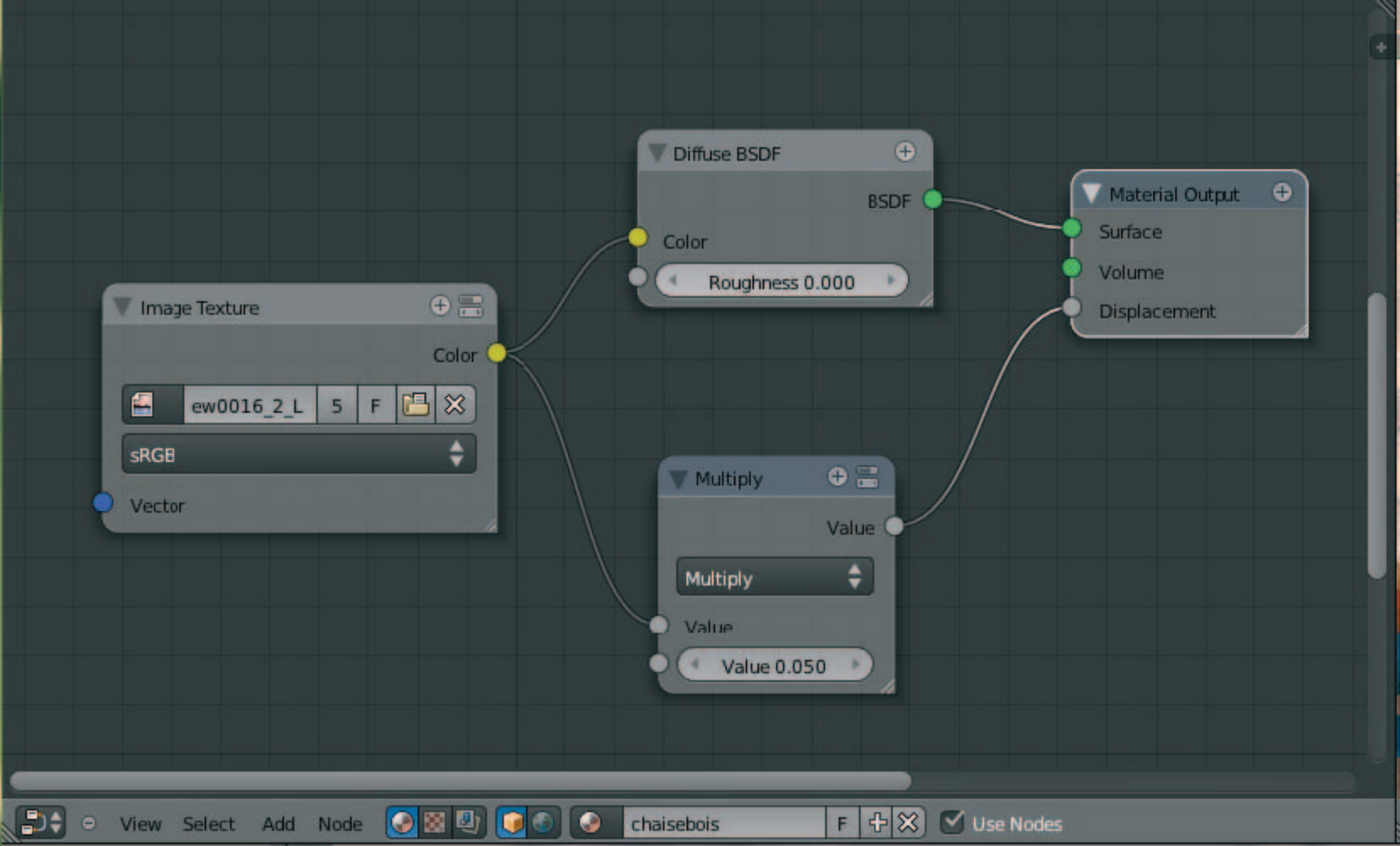

Surface
Surface:
Mix Shader
Fac:
0.500
Shader:
None
Shader:
None

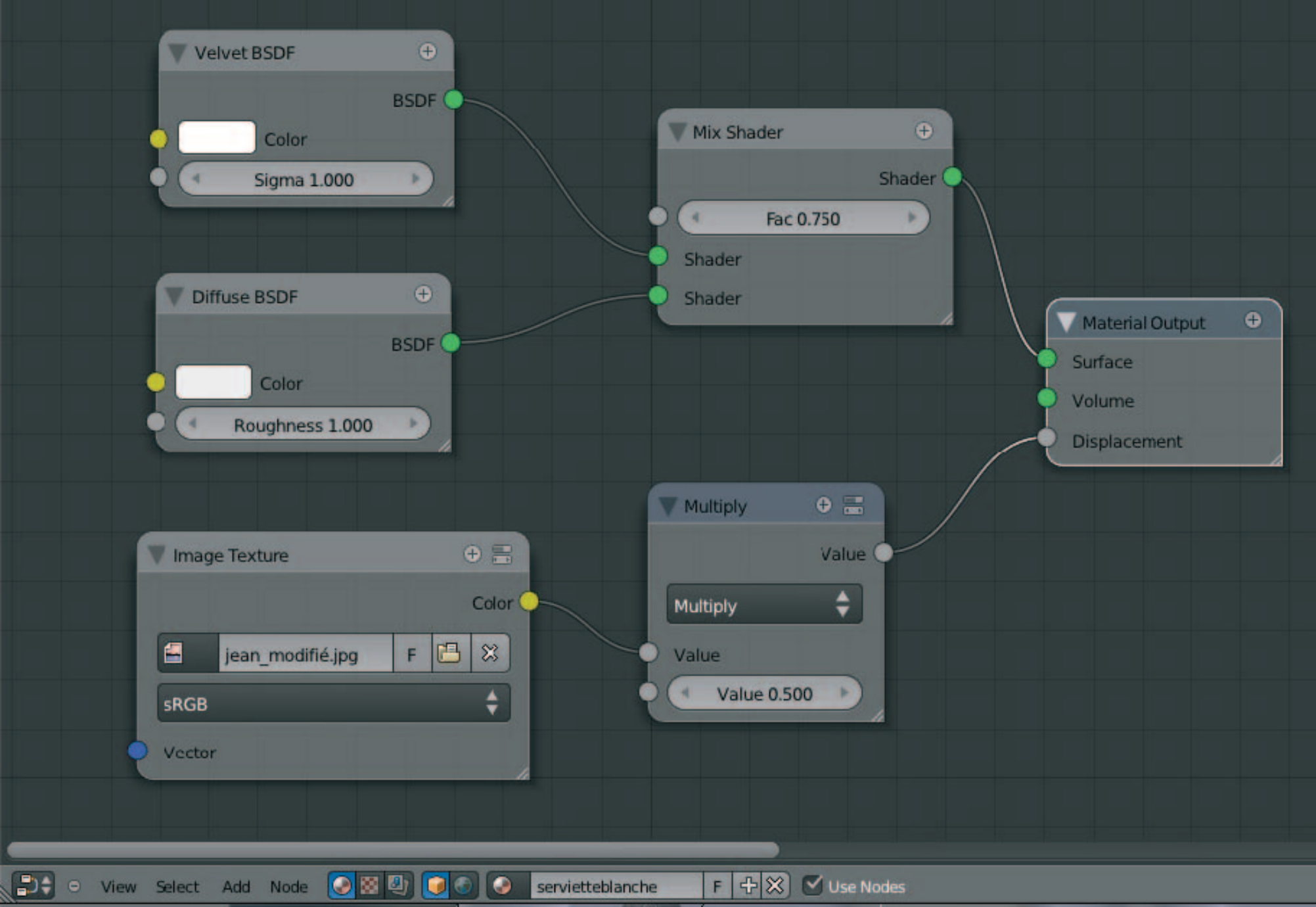

maisonblob.0
betonbrilla
betonbrillant Node <none>
tonbrillant F
Data
Surface
Surface: Mix Shader
Fac: 0.800
Shader: Diffuse BSDF
Color: Image Texture
01.png 2 F
sRGB
Vector: Default
Roughness: 0.000
Shader: Glossy BSDF
Beckmann
Color: Image Texture
01.png 2 F
sRGB
Vector: Default
Roughness: 0.000



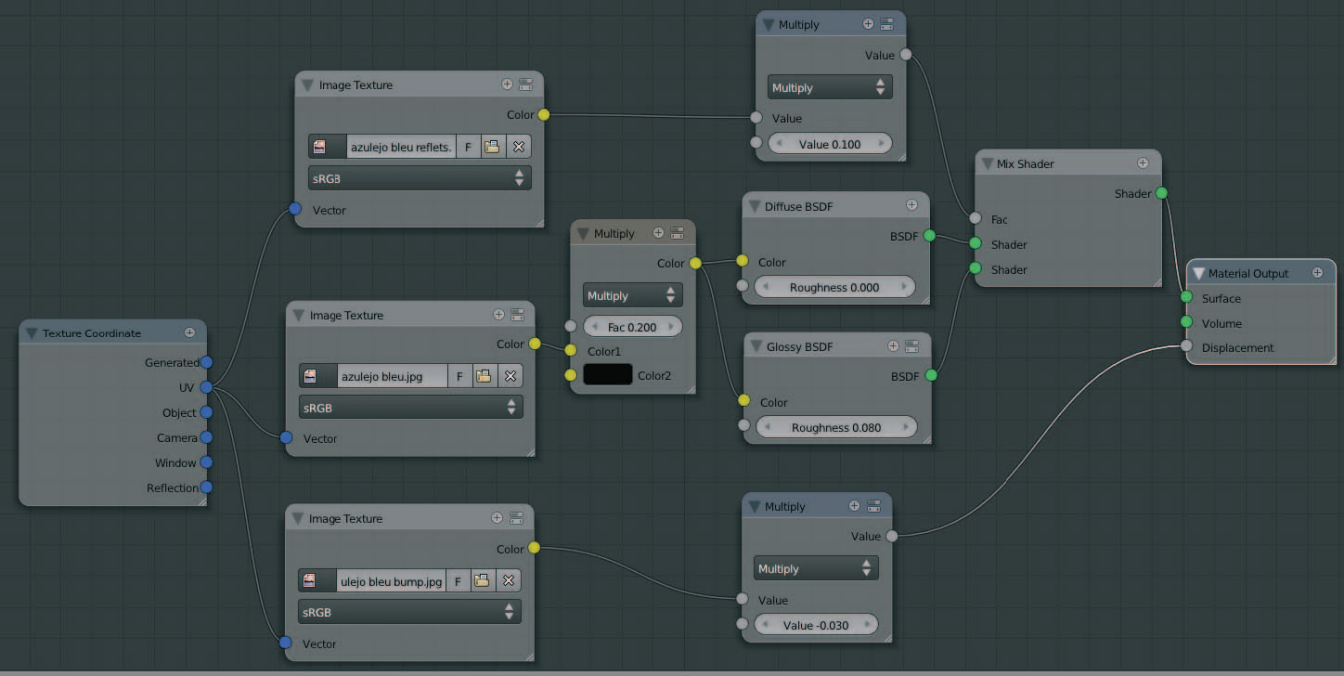

Diffuse BSDF
BSDF
Color
Roughness 0.000
Material Output
Surface
Volume
Displacement
View
Select
Add
Node
Bois
F
Use Nodes


Add
Input
Output
Shader
Texture
Color
Vector
Convertor
Group
Layout
Background
Diffuse BSDF
Glossy BSDF
Glass BSDF
Translucent BSDF
Transparent BSDF
Velvet BSDF
Emission
Holdout
Mix Shader
Add Shader


Diffuse BSDF
BSDF
Color
Roughness 0.000
Material Output
Surface
Volume
Displacement
Image Texture
Color
ew0016_2_L
5
F
sRGB
Vector
Multiply
Value
Multiply
Value
Value 0.050
View
Select
Add
Node
chaisebois
F
Use Nodes


Velvet BSDF
BSDF
Color
Sigma 1.000
Mix Shader
Shader
Fac 0.750
Shader
Shader
Diffuse BSDF
BSDF
Color
Roughness 1.000
Material Output
Surface
Volume
Displacement
Multiply
Value
Multiply
Value
Value 0.500
Image Texture
Color
jean_modifié.jpg
F
sRGB
Vector
View
Select
Add
Node
servietteblanche
F
Use Nodes

(1) Cylinder.007


Multiply
Value
Multiply
Value
Value 0.100
Image Texture
Color
azulejo bleu reflets.
F
sRGB
Vector
Mix Shader
Shader
Fac
Shader
Shader
Diffuse BSDF
BSDF
Color
Roughness 0.000
Multiply
Color
Multiply
Fac 0.200
Color1
Color2
Material Output
Surface
Volume
Displacement
Glossy BSDF
BSDF
Color
Roughness 0.080
Texture Coordinate
Generated
UV
Object
Camera
Window
Reflection
Image Texture
Color
azulejo bleu.jpg
F
sRGB
Vector
Image Texture
Color
ulejo bleu bump.jpg
F
sRGB
Vector
Multiply
Value
Multiply
Value
Value -0.030

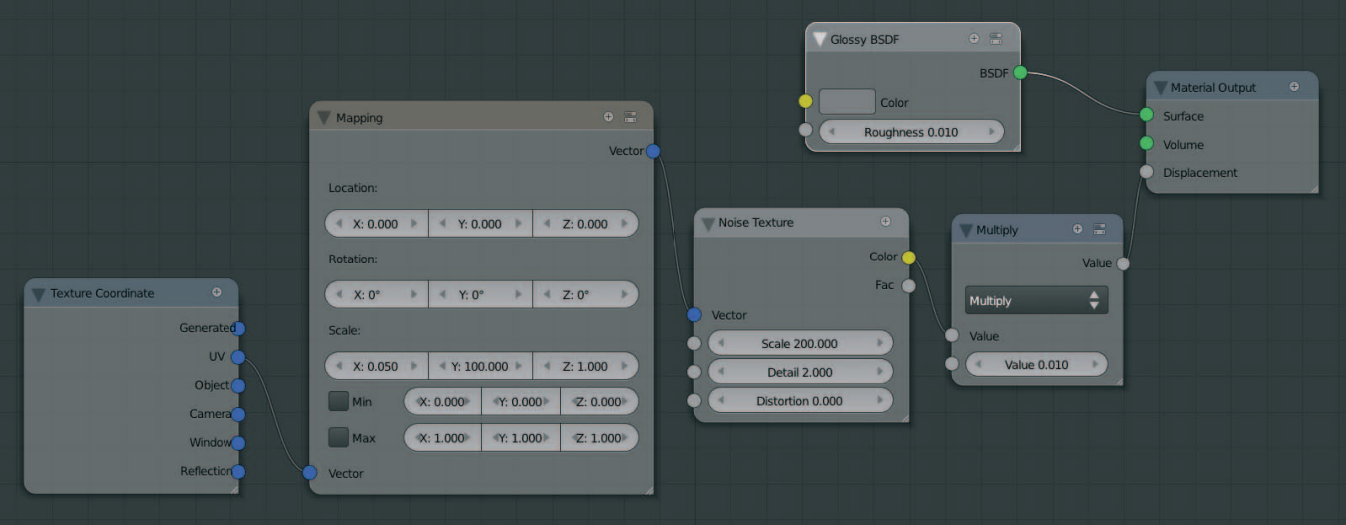

Glossy BSDF
BSDF
Color
Roughness 0.010
Material Output
Surface
Volume
Displacement
Mapping
Vector
Location:
X: 0.000
Y: 0.000
Z: 0.000
Rotation:
X: 0°
Y: 0°
Z: 0°
Scale:
X: 0.050
Y: 100.000
Z: 1.000
Min
X: 0.000
Y: 0.000
Z: 0.000
Max
X: 1.000
Y: 1.000
Z: 1.000
Vector
Noise Texture
Color
Fac
Vector
Scale 200.000
Detail 2.000
Distortion 0.000
Multiply
Value
Multiply
Value
Value 0.010
Texture Coordinate
Generated
UV
Object
Camera
Window
Reflection

Image Texture
Color
9_a.jpg
F
sRGB
Vector

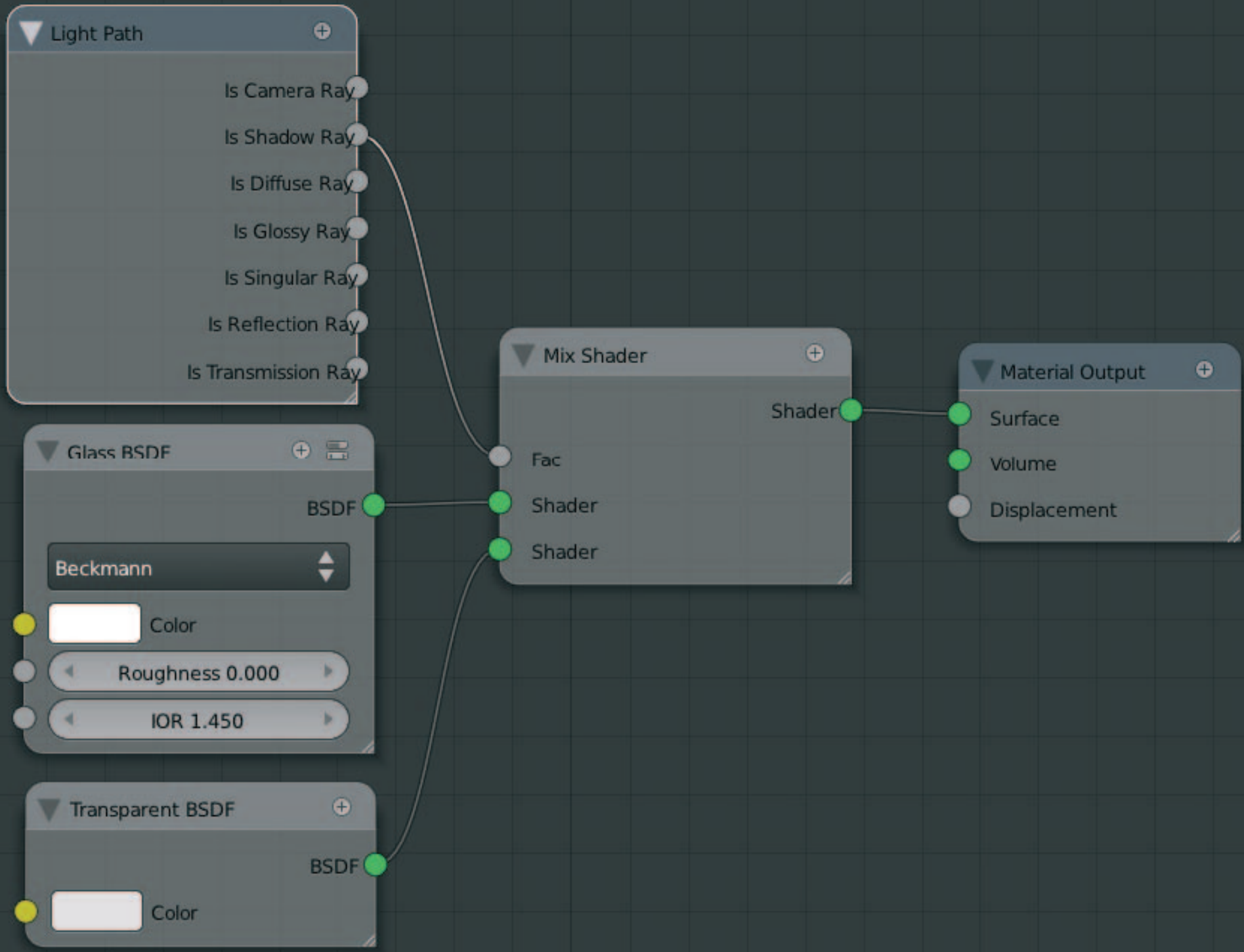
Image Texture
Color
09_c.jpg
F
sRGB
Vector

Transparent BSDF
BSDF
Color

Diffuse BSDF
BSDF
Color
Roughness 0.000

Mix Shader
Shader
Fac
Shader
Shader

Material Output
Surface
Volume
Displacement


Light Path
Is Camera Ray
Is Shadow Ray
Is Diffuse Ray
Is Glossy Ray
Is Singular Ray
Is Reflection Ray
Is Transmission Ray
Glass BSDF
BSDF
Beckmann
Color
Roughness 0.000
IOR 1.450
Transparent BSDF
BSDF
Color
Mix Shader
Shader
Fac
Shader
Shader
Material Output
Surface
Volume
Displacement

Camera ▸ Camera

Camera F

▶ Lens

▶ Camera

▶ Display

▶ Custom Properties

▼ Depth of Field

Focus:

EmptyDOF

Distance: 0.000

Aperture:

Size: 0.15

Blades: 5

Rotation: 0°