Using Blender 2.6 for Animation - Blender Caveats (Ways You Might Get Stuck When Modeling)

Solutions tested on Blender 2.6 or above

ISSUE: **Editing a subdivided plane doesn't change anything** (If you had created a plane, went to edit mode, clicked subdivide on left a few times, then editing will not work).

SOLUTION:

-Undo all editing on the plane to prevent an infinitely large protrusion.

-Go to object mode

-Change Z **scale** of the plane to 1 (anything greater than 0)

-Now it should work (zero scale prevents any protrusions on the z axis)

ISSUE: **Render only renders part of the scene**

SOLUTION:

Remove Render Border: Click the **Render**  **button**, then under Aspect Ratio, **uncheck** the first box (if you make the properties shelf bigger, it says **Border** by the checkbox—*you could also just hover over it over it and it will say “Render a user-defined border region, within the frame size (note that this disables save\_buffers and full\_sample)”*)

HOW TO AVOID: Avoid Ctrl B, since bCtrl B draws a Render Border to limit what part of the View is rendered.

ISSUE: **File seems to save when filename is in first box, but cannot be found when you try to open.**

SOLUTION: Type the filename in the **second box**. You can find your file in a folder named with the name you typed, but the file will be called untitled.blend -- the folder will be in "C:\Program Files\Blender Foundation\Blender\" or whatever folder that was the working directory (usually the folder where blender.exe is located).

ISSUE: **Adding mesh to scene containing loft crashes blender (or Surface object)**

SOLUTION: This issue seems to be fixed in 2.63. If still occurs, install updated video card driver if available (from chipset manufacturer’s website [intel, ati, nvidia, etc], not computer manufacturer's older reference driver). To increase stability, go to View, Properties, then expand “Display” and change from Multitexture to **GLSL**. Alternatively, you can use a software-based OpenGL.dll and put it in the blender.exe folder, but blender will go slow: graphicall.org/ftp/ideasman42/opengl32.zip

**If still crashes, save as new file, then in Object Mode click “Object” in bottom menu, “Convert to”, “Mesh from Curve/Meta/Surface/Text.**

ISSUE: **Added mesh or other object but it is stuck to another object**

SOLUTION: To fix this, go to edit mode, then hit ‘a’ a couple times or until nothing is selected in orange (must all be black lines), then hold the cursor over the part you want to separate then press ‘l’ so select linked. This will select the part you want to separate. Now press ‘p’ then ‘s’ (shortcut for Mesh, Separate, Selection). To avoid this in the future, you have to be in object mode instead of edit mode when you add an object for it to be a separate object.

ISSUE: **Explode Modifier doesn’t work**

SOLUTION: Add a Particle System first (See also: Fracture—for more realistic fragments)

Fracture is a more realistic option (if set to Flat rough instead of flat)—then you can make each fragment a smoke emitter (see fire tutorial).

ISSUE:The **“Mesh”, “Faces”, “Fill” command doesn’t work properly** on unclosed curve

**(does not fill all of the inside,** and **creates faces outside in concave parts)**

SOLUTION: The reason that the fill command did not work well is that the curve had not been closed.

To prevent this problem in the future, while creating the curve let the computer create the last line for you using Alt C: **When you are done creating all the lines except the last line**, you might assume that you should select the end point and then Ctrl click the first point— that may make a curve that ends near the beginning, but it will **not** make a loop! To make a loop: (In Edit Mode) Instead press **Alt C to close** (shortcut for “Curve”, “Toggle Cyclic”). This will make the curve cyclic (a loop). Pressing it again can re-open it.

To fix the problem on a curve already converted to mesh (on a curve where last side was added using Ctrl click instead of the above, and after in Object Mode the “Object”, “Convert”, “**Mesh from Curve**” was used already on the curve):

* Select the Curve (if not yet selected, go to Object Mode and right-click the curve so it is orange)
* Go to Edit Mode
* Make sure Vertex select mode button  is down (button is at the bottom of the 3D View)
* **Select both the first and last point** (which are very close together): Right-click on the first then Shift Right-click on the last.
* Click "Mesh", "Vertices", "Merge", "**Center**"
* Press 'a' (the shortcut key for "**Select**", "**All**") or again until all points are orange
* Click "Mesh", "Faces", "Fill" (*NOTE: this should now work correctly*)

ISSUE: axis arrows disappear (manipulator widget arrows on object)

* Click the  3D Manipulator Widget button on the bottom of the 3D View to turn the widget on and off (choose  “Move Manipulator Mode” if it is not already selected).

ISSUE: **Blender does NOT automatically save upon exit** (except to the temporary file “quit.blend”, which is erased & resaved each time you exit with whatever you had open).

* You must click "File", "Save" before exiting in order to be sure to not lose your work. If you accidentally forget, open blender & before closing again, click **“File”, “Recover Last Session”** open quit.blend from C:\tmp\ or C:\Users\Owner\AppData\Local\Temp\quit.blend where “Owner” is your Windows user name. Then save the file as a different name (NOT in tmp or Temp folder which contains temporary files and could be deleted automatically).
* If Blender crashes, there are several versions of the file saved. Try “**File**”, “**Recover**”,“**Auto Save**”.
* If neither the Last Session nor any of the Auto Saves are the file and version that you need, click “**File**”, “**Open**” then click the **funnel** to turn filtering on or off. With filtering off, you will see the blend1, blend2 files which are backups stored in the same folder where you saved your blend files. Open each one that you want to try. If you find one that you want to keep, click “File”, “Save As” then rename the file and remove “blend1” etc from the name then press Enter or click Save As to confirm the name, then click the “Save As” button to save (for example, you could save it as mycube1.blend instead of mycube.blend1 and then it would appear with your other blend files).

ISSUE: **Closing Blender console window closes Blender program window**!

SOLUTION: If you close the black Blender console window, the program will close. **You must always have both the program and console Windows open**.

ISSUE: If you are **typing on the keypad while object is grabbed and the object disappears**, you are probably typing a location for the object instead of changing the view.

SOLUTION: Push [Esc] to return the object to its original place before pressing enter or clicking, otherwise Ctrl Z to undo if you already clicked or pressed enter—also, in the future, **Esc to cancel g, r, or s (grab, rotate, scale) before trying to use the numpad** for something other than typing a location/rotation/scale amount. If you want to just move the object to the center of the scene, press Alt G (shortcut for changing the X, Y, and Z location to 0 in the Properties window).

TIP: to show or hide properties, click “View”, “Properties”—the view menu at the bottom of the 3D View, not the one at the bottom of the screen.

ISSUE: Window isn't changing, or object/editing hotkey (or Esc to exit rendered image) isn't working:

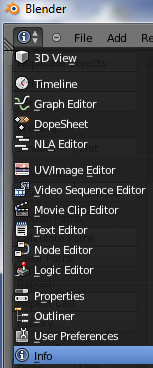
SOLUTION: The **mouse cursor must be over the 3D View where you want to work in order for hotkeys to** work.

ISSUE: When navigating to a folder, need to go up to a higher folder (for example, from “H:\3D\” to “H:\”)

SOLUTION: click once to open a folder and click ".." once to go up to a higher folder (or up arrow).

ISSUE: **Menu bar is gone** ("File" etc menus):

SOLUTION (Blender 2.5 or above): You have probably changed the menu to something else—to fix this, click the editor drop-down list and then choose Info:



ALTERNATE SOLUTION: Click the little plus sign (little right arrow next to "SR" menu in 2.49 or below) to expand the menu bar. If the  and  ("SR" and "SCE" in 2.49 or below) menus don't appear, change the Window back to "User Preferences" my choosing the "i" icon from the drop-down list at the very top of the screen *below* the "Blender" title bar.

ISSUE: Where does rendered output go?

SOLUTION: When rendering is finished, choose folder which will appear in first box, then type name in second box:

* Click “Image”, “Save Image As”
* Choose a folder (it will appear in the first box)
* Type a filename in the **second box**
* Press enter or click “Save As” to confirm filename
* Click “Save As” to save the image
* To see the last image without re-rendering, press F11 (Shortcut for “Render”, “Show/Hide Render View”).

ISSUE: "Only works in face selection mode"

SOLUTION: change to Face Selection Mode by clicking the  (white triangle in 2.49 or earlier: you may have to make the Edit window wider to see it) on the far right in Edit Mode window toolbar.

* Shortcut key: Push CTRL TAB, then click the selection mode you want.
* Then to select a face, Right-click on the center represented by a small black dot.

ISSUE:Shadows don't appear even when lights have the Raytraced shadow option

SOLUTION:

* Make sure the "Shadow" and "Ray" buttons are down (Right-click to select each light then click the Object Data button to view these settings)
* If still doesn't work, Save & try restarting Blender

ISSUE: Some scripts (such as built-in XNA exporter, and many other import-export filters)

**do not appear in any menus** by default

SOLUTION:

* Enable scripts that you want to load: Click “File”, “User Preferences” then choose “Add-Ons”. Check the boxes on the right for any scripts that you want to use.
* If you have no Add-Ons in the list or if you have other problems, see below.

ISSUE: User Preferences window (File, User Preferences) window is garbled or crashes

SOLUTION:

* Download the latest video driver from your video card chipset manufacturer’s website (not the one from your computer manufacturer, nor Windows Update)
* WORKAROUND: Change an existing window to a User Preferences using the Windows selection drop-down list at the bottom right of one of the windows inside Blender. You can use this for general use, or you can turn off OpenGL window rendering: then try the normal User Preferences window again.
* If “Add-Ons” panel is blank, look at console output window. If there are conflicts between two or more scripts (usually more than one version of the same script), remove the version(s) you don’t want.

ISSUE: **Some objects are hidden**SOLUTION:

* **If you accidentally pressed h** (shortcut key for “Object”, “Show/Hide”, “Hide Selected” [Shift H for “Hide Unselected”])
  + Press Alt H (shortcut key combination for “Object”, “Show/Hide”, “Show Hidden”) to make sure no objects are set to hidden.
* **If you accidentally pressed “NUMPAD /”** (the shortcut for “View”, “View Global/Local”, which toggles hiding all but selected object)
  + **Press NUMPAD / again (you must use the forward slash that is on the NUMPAD)**—each time you press it you will switch between only seeing the selected object (Local) or being able to see all objects. If you delete while in Local View, you will not be able to see any objects at all until you switch back to Global.
* *If you accidentally hide an object by moving it to another layer, push* ***'m', '1',*** *Esc ('m' is shortcut for "Move to Layer", '1' chooses Layer 1, and Esc exits the move to layer tool.*
* *If you accidentally hide an object by typing a number while moving, rotating, or scaling the object (by pressing the numeric keypad during an operation) push* ***Esc to cancel the operation*** *and then try again. If you’ve already clicked, push* ***Ctrl Z to undo****.*

HOW TO AVOID: Avoid typing a number while doing any operation, because Blender takes that as a location or rotation value.

ISSUE: Need to **Select individual metaballs**:

SOLUTION: When editing a metaball group with more than one metaball, you have to click the metaball ***range ring*** to select each object in order to do operations (move etc) on them. When editing a metaball cube, its range ring is invisible in solid rendering, to go to wireframe shading (‘z’ key). The ring is inside the cube, so that is where to right-click:

|  |  |
| --- | --- |
|  | Here I’ve painted red to show which line I mean: |