

Index

Symbols

2 button mouse 19
2D 23
2D Filter Actuator 268
2D painting program 20
3D 23
3D Cursor 45, 69
3D Sound 86, 219
3D Transform Manipulator 45
3D View 49
3D Window 44
3D Window header 46

A

abort 69
action 136
Action Actuator 147, 241
action channel 141
Action Editor 49
Action Window 141, 146
active face 190
active Object 50
active window 70
Actor 111, 204
Actuator 208
Actuator Access 275
Actuators 77, 201, 241, 276
Actuator Sensor 107, 234
Add 183, 185, 190, 197
Adding 54
Adding a new Scene 55
Add Object 94, 259
Add Object Actuator 106, 111
ADD property 93
Advanced 204
Advanced Settings 205
All Faces 198
Alpha 185, 190
Alpha Blending 185
Always Sensor 77, 220
AND 236

AND Controller 78
Anim 50
animation 83, 139
animation curves 82
animation frame 83
animation system 82
Anim/Playback 50
Anisotropic 205
anisotropic friction 209
Append 174
Appending an object 72
apply transformation 130, 133
Apricot 155
armature 130
Armature 106
arrow keys 42
Audio Window 49
Autostart 202
axes 24

B

Balance 40
Ball 217
Bevel 65
BGE 271
BGE Python 272
Bias 187
Big Buck Bunny 156
Billboard 190
Bitmap Text 195
Blender game engine 201
Blender Institute 155
Blender Multitexture Materials 76, 182
Blender Python 271
Blend From Shape 65
Blending 147
Blur 197
Body 100
bones 130
Boolean 207

- Border Select 19
- Bounds 205
- Box 206
- Bullet 213
- Bullet FAQ 213
- Buttons 52
- Buttons Window 44, 51
- C**
- Camera 80, 119
- Camera 34, 45, 159
- Camera Actuator 81, 256
- Camera Data 119
- Camera View 74
- capitalized 84
- case sensitive 207
- caustic maps 109
- center point 146
- center of scaling 60
- change the view 69
- character 129
- Click project from face 191
- Clip Alpha 185, 190
- cloth 211
- Cluster Collision RS/SS 211
- Cluster Iter 212
- collapse Logic Bricks 79
- Collision 190
- collision detection 82
- Collision Sensor 99, 227
- color 186
- Color field 197
- Color Ramp Node 119
- Color Selector 53
- Compound 206
- computer graphic images (CGI) 29
- Cone 28, 206
- Cone Twist 217
- connected 208
- connect the Logic Bricks 78
- Console Window 47
- Constraint Actuator 248
- Constraints 139, 216
- Contexts 49
- Controllers 77, 201, 207, 235
- Conventions 42
- convert 62
- Convex Hull 206
- coordinate system 129
- Copy 190
- Copying 58
- Copying and linking 58
- Copy Pose 142
- Creative Commons 156
- crossing pose 143
- Cube 28, 45
- Cube Mesh 45
- Cube Projection 191
- Cube Size and Cyl Radius 192
- Current frame 45, 142
- Currently selected object 45
- Current Scene 45
- Current Screen 44
- Curves 62
- Custom Filters 268
- Cylinder 206
- Cylinder from View 191
- D**
- Damp 111, 205
- Damping 209
- Darker 197
- Data Browse Button 59
- Debug Properties 202
- default Blender scene 44, 68
- delay 116
- Delay Sensor 107, 224
- delete 69
- Deleting a Scene 55
- Deleting a Screen 54
- Disable 194
- Disable Game Sound 203
- Display Buttons 143
- Display Lists 202
- Divide 183
- documentation 274
- Do Fh 205, 209
- drives 17

DYN 76
Dynamic 75, 204
Dynamics 262
Dynamic Settings 209

E

Edge Modes 63
Edges 62, 63
Editing 50
Editing Panel Group 45
Edit Mode 18, 61, 64, 130
Edit Object Actuator 94, 99, 259
Elephants Dream 156
Enable All Frames 201
End Object 115, 261
energy 186
equations 52
Euler angles 146
Exp 95
Expression 79
Expression Controller 95, 236
Expressions 98, 237
External Data 199

F

face mapping 16
Face modes 189
Face Modes 63
Faces 30, 190
Face Specials 189
fake user 140
Fh Damp 210
Fh Dist 210
Fh Force 210
Fh Norm 210
File Browser 49
File Window 16
Fill Holes 192
firewall 124
Flip Normals 65
Flipper 242, 254
Float 95, 207
floating 209
focus 46

Follow Active (quads) 191
Force 78
forces 208
frame 83
Framerate 202
Frame Slider 83
frequency 218
Friction 209, 210, 211

G

game 15
Game Actuator 267
Game Engine 23, 146, 201
GameKeys Module 281
game logic 38
GameLogic 123, 274
GameLogic.globalDict 280
Game menu 119, 152
Gamma 198
Generic 217
getHitObjectList() 152
getPosition() 173
ghost 115
Ghost 20, 205
GIMP 109
GLSL Materials 109, 183, 202
GLSL Material Settings 202
GLSL mist 109, 118
GLSL Shadows 39
GL Texture Clamp 203
Goal 60
Grab mode 75
grab-move object 173
Graphics Card 184
Gravity 208, 214
ground 174
Group 134, 157
group instances 104
Groups 37, 134

H

Halo 190
header 46
Hemi 187

hidden Layer 99, 104
Hide 65
hierarchies 36
Hinge 217
Hotkey 42
hotkeys 50
HUD (Head Up Display) 110

I

Idle Cycle 140
IK Solver 139
Image Aspect 192
Image Browser 49
image formats 18
Image maps 31
Image Window 18
Immersive 39
impulses 208
insert key 141
instantAddObj() 115
Int(eger) 95
Integer 207
Interactivity 77
Interface 41
Invisible 189
IP 122
Ipo 83, 146
Ipo Actuator 93, 253
Ipo Curve Editor 49
Ipo play modes 254
Ipos 82
Ipo Window 93

J

join windows 47
Joystick Sensor 232

K

key 141
keyboard layout 43
Keyboard Sensor 77, 224
key frame animation 83
key frames 141
kMT 211

L

lag 115, 116
Lamp 45, 49, 187
Lamp Buttons 186
Lamp panel 188
Lamps 186
Lamp types 187
laws of physics 75, 208
Layer 99, 188
Layers 46
Light 35, 189
Lighter 197
Lightmap UVPack 191
line 25
Link 174
linking 58, 59
link Logic Bricks 92
Links and Pipeline panel 84
LinStiff 211
linV 95
listener 219
LMB (left mouse button) 42
loading 16
local origin 36
Logic 49
Logic Brick 78
Logic Buttons 75
Logic Sharing 157
Loop 218
Loop End 242, 254
Loop Stop 242, 254
loose bones 139
Lvl 221

M

MA 84
main menu 44
mapping 18, 70
Mapping Node 119
Margin 205
mass 208
Mass 111, 205
Material 49
Material Buttons 209

- Materials 31
 - Materials Buttons 76
 - maximize 46
 - ME 99
 - Memory 149
 - Menu 163
 - Menu buttons 53
 - Menus 50
 - Merge 65
 - Mesh 29
 - Message Actuator 100, 266
 - Message Body 292
 - Message Sensor 100, 231
 - messaging system 100
 - middle mouse button 57
 - Mipmaps 202
 - Mist 118
 - Mix 183, 197
 - Mix Node 120
 - MMB (middle mouse button) 42
 - Motion Actuator 92, 244
 - Mouse Button Emulation 43
 - mouse buttons 42
 - Mouse Sensor 225
 - move 19
 - Mul 197, 198
 - multi-materials 188
 - multiple actions 140
 - Multiply 183
 - Multitexture Materials 202
 - MW rolling the wheel 42
- N**
- name 78
 - NAND 236
 - NAND Controller 107
 - Navigating in 3D 56
 - Near Sensor 84, 111, 228
 - network 121
 - new Scene 55
 - new Screen 54
 - NLA Editor 49
 - No Col 217
 - No collision 204
 - Node Editor 49
 - Node-material 118
 - NOR 236
 - normal maps 109
 - Normals 198
 - No sleeping 111, 205
 - Number Button 81
 - Number buttons 52
 - numeric keypad 42
 - numeric pad 56
 - NumPad Emulation 43
 - NURBS 62
- O**
- OB 94
 - ObColor 190
 - Object 50
 - Object Animation 82
 - Object Mode 61
 - Object types 62
 - Only Shadow 187
 - OOPS Window 59
 - Opacity 197
 - Opaque 185, 190
 - Open Image 71
 - OR 236
 - Orange 155
 - origin 24
 - Outliner 119
- P**
- Pack 72
 - packing 199
 - Pack into .blend file 98
 - Painting Mask 198
 - Paint Modes 197
 - Paint Properties 199
 - Panels 46
 - parcel-icon 72
 - Parent Actuator 269
 - parent directory 71
 - Parenting Bones 132
 - Paste Flipped 145
 - Paste Pose 142

Peach 155
Performance 219
perspective 34
Physics 50
PhysicsConstraints Module 281
PhysicsVisualization 202
pin 146
Ping Pong 83, 137, 254
Pitch 218
Pivot-menu 60
Pivot point 46
Play 242, 254
Playback 50
play back animation 93
point 25
Polar ZX/ZY 192
polygon 26
Popup-menu 66
Port 122
Portals 161
Pose Mode 136
Position Iter 212
Primitives 30
Profile 202
Project from View 191
Project from View (Bounds) 191
Propagate To All Shapes 66
Properties 111, 201, 206, 276
Property 93, 242, 254
Property Actuator 95, 258
Property Add Actuator 97
Property play 93
Property Sensor 229
pulse button 176
Pulse Modes 221
Python 79, 270, 271
Python Controller 113, 238, 273
Python Dictionary 117
Python installation 121

Q

quadrangle 26
quads 63
quaternions 146

R

Radar Sensor 229
Radio buttons 52
Radiosity 49
Radius 205
random 150
Random Actuator 264
Random Sensor 230
Rasterizer Module 279
Ray Sensor 112, 231
Real-time Light 81
Real-time lighting 186
Real-time Materials 76
Record Game Physics to IPO 202
reflection maps 109
Remove Doubles 65
Rendering 50
replace 21
Replace Mesh 99, 261
Reset 191
Resource Handling 199
Resource Information 45
Restitute 76, 209
rest position 130
Reveal 65
RGB Node 120
Rigid Body 111, 204
Rigid Body Joint 212
Rigid Body Joints 216
RMB. (right mouse button) 42
Root 130
rotate 19
Rotation 36
Rotation mode 60
RotDamp 111, 205
Rot Fh 209
Rot FH 205
router 124

S

sample 218
save 72
Save As 72
Save Default Settings 45

- Save File 72
- saving 16
- Scale 219
- Scaling 36
- Scaling mode 60
- Scene 50
- Scene Actuator 263
- Scenes 55
- Screen 41, 54
- Screens 53
- Script 49
- Scripts 49
- scrub 142
- Seams 192
- Select 74
- selected 190
- selected Object 58
- selecting objects 57, 68
- Select Swap 65
- Select Vertex Path 66
- Sensor Access 277
- Sensors 77, 201, 207, 220
- Servo Control Actuator 113
- Set 198
- setLinearVelocity() 115
- Set Smooth 65
- Set Solid 65
- SetVCol 198
- Shading 49
- Shadow 175, 190
- Shadow and Spot -panel 188
- Shadows 187
- Shape 241
- Shape Action 241
- Shape Actuator 241
- Shape Match 211
- Shared 190
- Shared Location 194
- Shared Vertex 194
- Show debug properties 94
- Size 197
- skeletal deformation 129
- skeleton 130
- slider 52
- Smooth 65
- Socket 122, 124
- Soft Bodies 210
- Soft Body 204
- Sort 186, 190
- Sound 50
- Sound Actuator 86, 257
- sound attenuation 219
- Sound Buttons 85, 218
- Specials menu 65
- speed 95
- sphere 28
- Sphere 206
- Sphere from View 191
- splashes 162
- splash screen 43
- split 47
- Split Area 70
- Split Screen 163
- Spot 187
- Spray 198
- Start Blender 68
- Start Game 201
- start the Blender game engine 74
- start the game engine 19
- State Actuator 270
- states 107
- States 158
- State System 238
- Static 75, 204
- stop the game engine 17, 74
- striking pose 143
- String 207
- Sub 197
- Sub-Contexts 49
- Subdivide 65
- Subdivide Multi 65
- Subdivide Multi Fractal 65
- Subdivide Smooth 65
- Subject 100
- Substract 183
- Sun 187

T

- Tabs 51
- Tex 189
- Text 96, 190
- Text Editor 49
- Texture 49, 71
- textured viewmode 175
- Texture Face Material 76, 182, 202
- Texture Paint 198
- Texture panel 76
- Textures 31
- Texture Tiles 194
- Text Window 271
- theme 46
- three-button mouse 42
- thumbnail images 18
- Tiles 189, 194
- Timeline 49
- Timer 207
- Tip 130
- To 100
- Toggle buttons 52
- Toolbox 50
- Top Menu 44
- Top View 68
- Torque 80
- Touch Sensor 79, 227
- Toy 39
- TrackTo 261
- Transform 61
- Transformations 35
- Transform Correction 192
- Transform Properties 61
- Translation 36
- triangle 26
- Triangle Mesh 206
- Triangle Mesh -bounds type 111
- Twoside 190

U

- Undo 53
- unpacking 199
- Unpack into Files 99
- Unwrapper 192

- Unwrapping 189, 191
- Unwrap (smart projections) 192
- UPD protocol 124
- UseAlpha 183
- user input 42
- user interface 42
- User Preferences 45
- UV Calculation 70
- UV Coordinates 32, 194
- UV/Image Editor 49, 193
- UV mapping 31
- UV Texturing 188

V

- vertex 61
- VertexDist 198
- Vertex Group 134
- Vertex Modes 63
- Vertex Paint 196
- vertex weight 138
- Vertices 61, 62
- Video Sequence Editor 49
- view 56
- View Aligns Face 192
- View Distance 119
- View-menu 57
- Viewport shading 45
- views 33
- Visibility Actuator 268
- volume 28, 218

W

- Walk Cycle 143
- Weight 135
- Weight Editing 137
- Weight Paint Mode 139
- window 43
- Window Frames 46
- window layout 70
- window layouts 53
- Window Type 44
- Window types 48
- wire 78, 208
- World 50

World Button 120
World Buttons 118

X

X-axis 24
XNOR 236
XOR 236
XY axes 23

Y

Y-axis 24
Yo Frankie! DVD 156

Z

Z-axis 26
Zoom 18, 69, 74