

# Blender

Alles hier ist individualisiert!!

[Blender.org](https://blender.org)

## Grundeinstellungen

### Sidebar rechts

- Render → Scene → Render Engine = Cycles
- Render → Scene → Feature Set = Experimental
- Scene → Units → Unit Scale = 1.000000
- Scene → Units → Length = Meters

### Menü oben → Edit → Preferences

- System → Undo Steps = 256
- Keymap = Spacebar = Search

### Speichern

Menü oben → File → Defaults → Save Startup File (überschreiben)

Menü oben → Edit → Preferences → **Add ons**

- Node: Node Wrangler
- 3D View: CAD-Scetcher (vorher Download Zip-Image)
- Objekt: Bool Tool (für Scatcher)
- Add Curve: Extra Objects (für Federn)
- Rigging: Rigify

**Add-on Makehuman** vorher downloaden

- <https://static.makehumancommunity.org/mpfb/downloads.html>
- <https://files2.makehumancommunity.org/plugins/>
- <https://static.makehumancommunity.org/assets/assetpacks.html>

1. Installiere MFP2
2. Installiere Assets

In der Sidebar von Makehumans (Name: MPFBv2.0...)

→ Apply assets → Library Settings → Install Assets → Load Package from zip-file

## Schattenfläche

Add New: Circle/Plane

Menü rechts: → Object Properties → Visibility → Shadow Catcher (ON)

## Hintergrund weiß

Menü rechts:→ Render Properties → Film → Transparent (ON)

Menü rechts:→ Render Properties → Color-Management → Standard statt Filmic

Menü oben: → Composing → Use Nodes (ON)

Zwischen „Render Layers“ und „Composite“ Add „Color:Alpha Over“

Verbinde Render Layer mit Image 2

Image 1 auf Farbe (weiß) setzen

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