



جامعة المستقبل  
AL MUSTAQBAL UNIVERSITY

كلية العلوم  
قسم الانظمة الطبية الذكية  
**Lab: (1)**  
**Medical-Multimedia**

**Subject: lab Medical-Multimedia**

**Class: 4**

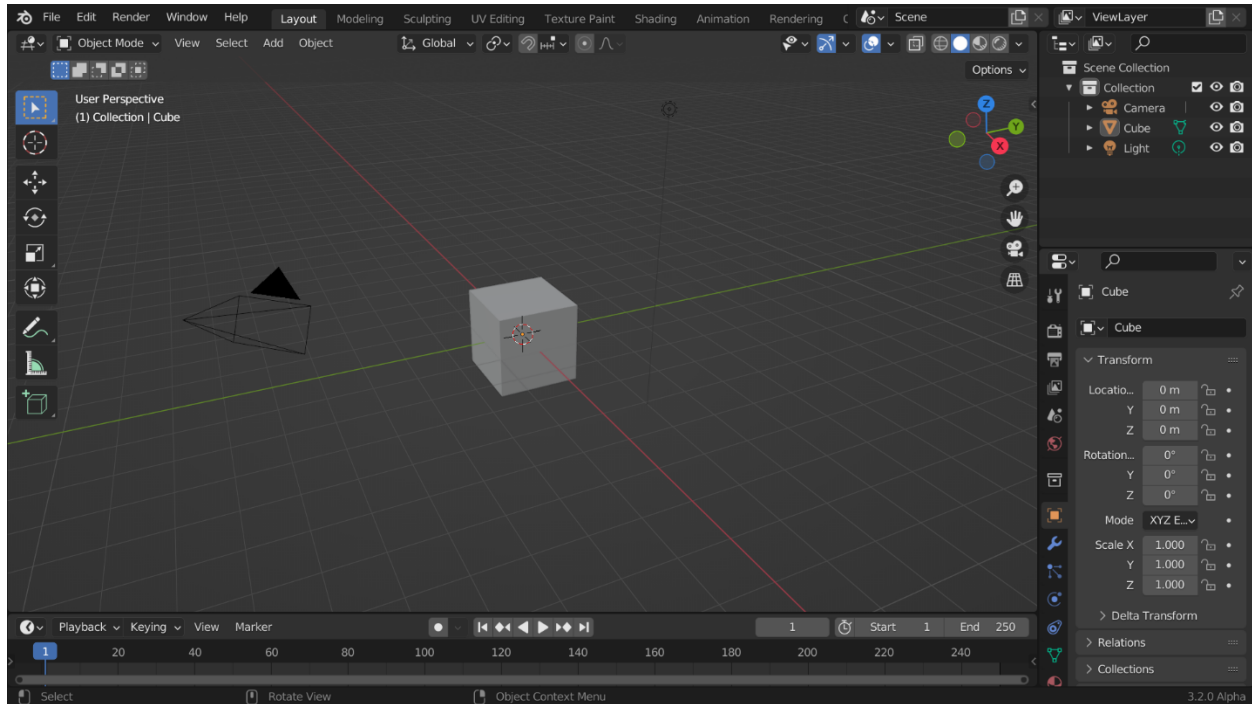
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**Programmer: Noor Hassan Obeid**



## Window System Introduction

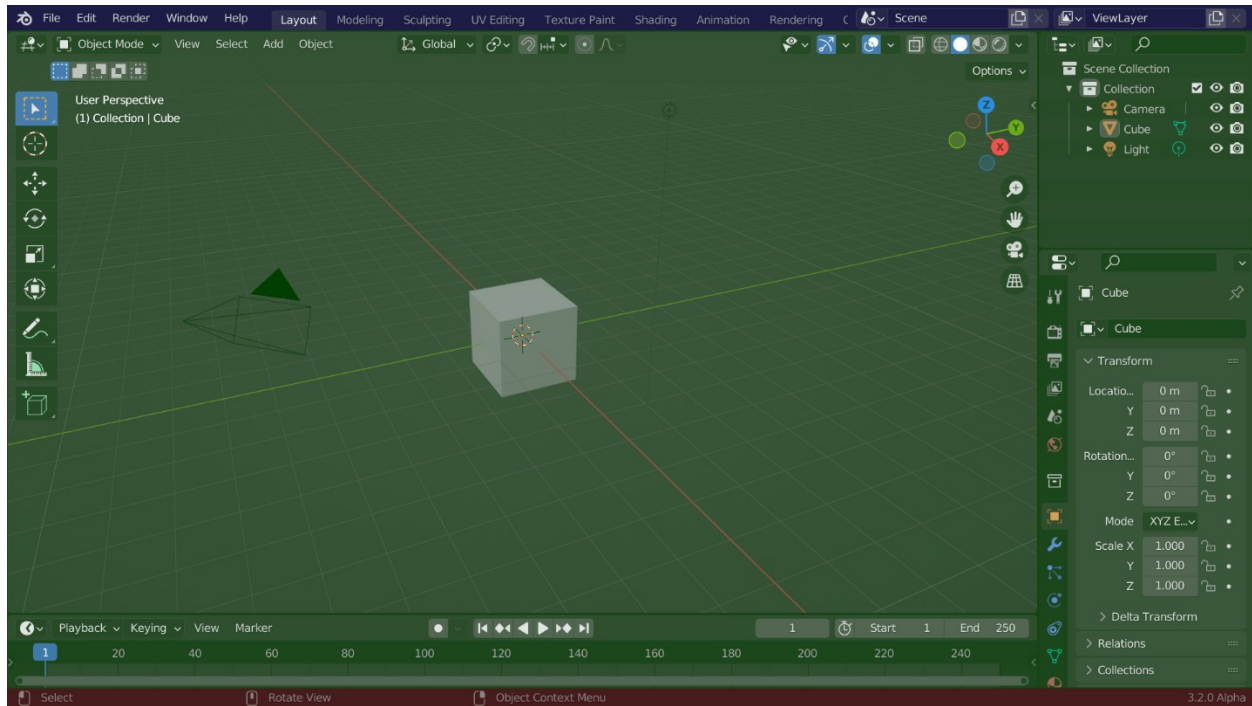
After starting Blender and closing the Splash Screen, the Blender window should look similar to the image below.



The default startup Blender window.

Blender's interface is separated into three main parts:

- The Topbar at the very top, consists of the main menu, which is used for saving, importing and exporting files, configuring settings, and rendering among other functions.
- Areas in the middle, which is the main workspace
- The Status Bar at the bottom, which displays shortcut suggestions and relevant statistics.



**Blender's default Screen Layout. Topbar (blue), Areas (green) and Status Bar (red).**

## **Customization**

### **Keyboard shortcuts**

**Blender makes heavy use of keyboard shortcuts to speed up work. These can be customized in the Keymap Editor.**

### **Theme colors**

**Blender allows for most of its interface colors to be changed to suit the needs of the user. If you find that the colors you see on screen do not match those in the Manual, it could be that your default theme has been altered. Creating a new theme or selecting/altering a pre-existing one can be done by opening the Preferences and clicking on the *Themes* tab.**

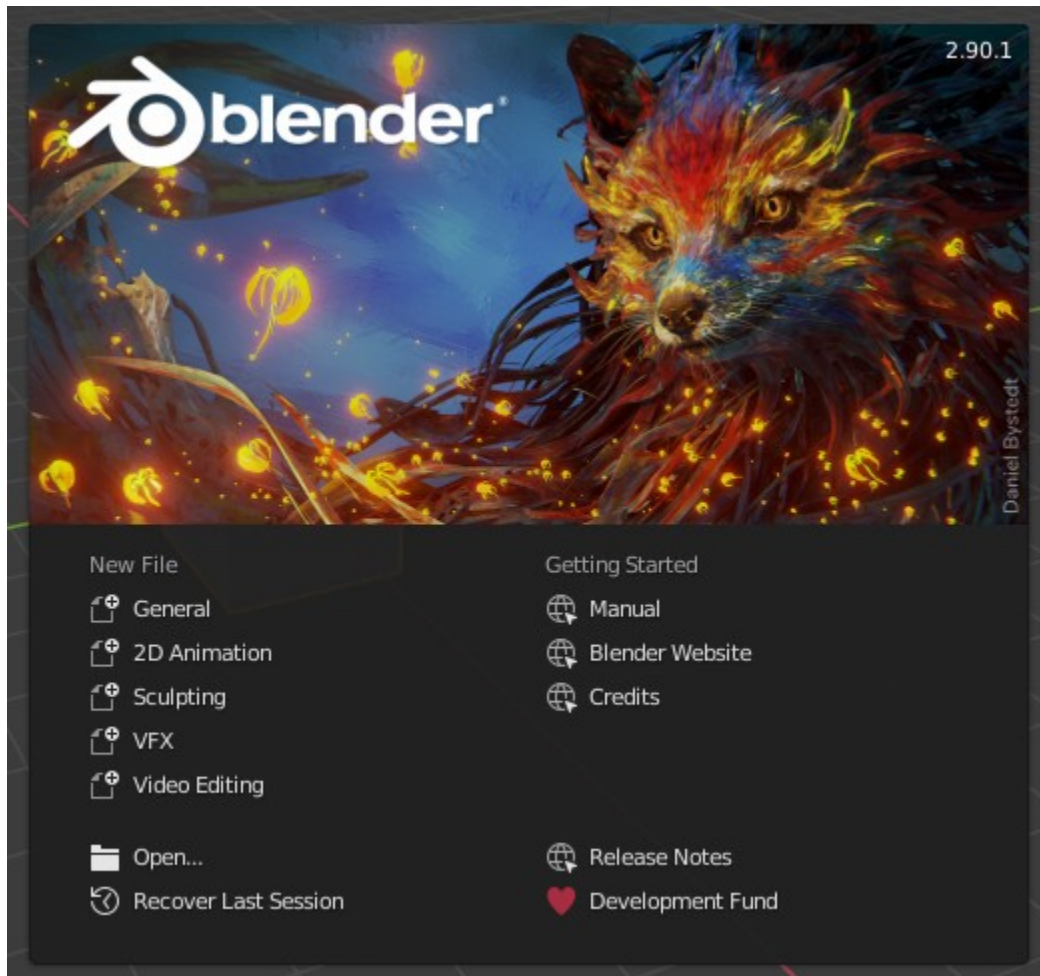


## Accessibility

**Blender has several options for visibility customization, including resolution scale, and the ability to load custom fonts. These settings can be configured in the Interface Preferences.**

## Splash Screen

When starting Blender, the splash screen appears in the center of the window. It contains options to create new projects or open recent ones. A more detailed description can be found below.



Blender Splash Screen. [↗](#)



To close the splash screen and start a new project, click anywhere outside the splash screen (but inside the Blender window) or press `ESC`. The splash screen will disappear revealing the default screen. To reopen the splash screen, click on the Blender icon in the Topbar and select *Splash Screen*.

### Information Region

The upper part of the splash screen contains the splash image with the Blender version in the top right.

### Interactive Region

The interactive region is the bottom half of the splash screen.

#### New File

Start a new project based on a template.

#### Recent Files

Your most recently opened blend-files. This gives quick and easy access to your recent projects.

#### Open

Allows opening an existing blend-file.

#### Recover Last Session

Blender will try to recover the last [session](#) based on temporary files. See [Recovering Data](#).

#### Links

Links to the official web site. The same links can be found in the [Help Menu](#) of the [Topbar](#).

## Reference

[1] [www.blender.org](http://www.blender.org)