



Al-Mustaqbal University
College of Sciences
Intelligent Medical System Department



جامعة المستقبل
AL MUSTAQBAL UNIVERSITY

كلية العلوم
قسم الانظمة الطبية الذكية
Lab: (2)
Medical-Multimedia

Subject: lab Medical-Multimedia

Class: 4

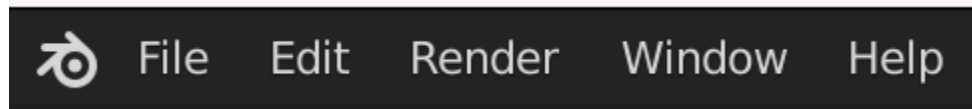
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Topbar

Menus



Blender Menu

Splash Screen

Open the [Splash Screen](#).

About Blender

Opens a menu displaying the following information about Blender:

- **Version:** The Blender version.
- **Date:** Date when Blender was compiled.
- **Hash:** The Git Hash of the build. This can be useful to give to support personnel when diagnosing a problem.
- **Branch:** Optional branch name.
- **Windowing Environment:** On Linux, this will show either Wayland or X11 depending on the windowing environment that Blender is running on.
- **Release Notes:** Open the latest release notes.
- **Credits:** Open credits website.
- **License:** Open License website.
- **Blender Website:** Open main Blender website.
- **Blender Store:** Open the Blender store.
- **Development Fund:** Open the developer fund website.

Install Application Template

Install a new [application template](#).

File Menu

The options to manage files are:

New `Ctrl-N`



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Clears the current scene and loads the selected application template.

Open Ctrl-O

[Open](#) a blend-file.

Open Recent Shift-Ctrl-O

Displays a list of the most [recently opened](#) blend-files. Select any of the file names in the list to open that blend-file.

Revert

Reopens the current file to its last saved version.

Recover

Recover Last Session

This will load a blend-file that Blender automatically saves just before exiting. So this option enables you to [recover](#) your last work [session](#), e.g. if you closed Blender by accident.

Recover Auto Save

This will open an automatically saved file to [recover](#) it.

Save Ctrl-S

[Save](#) the current blend-file.

Save As... Shift-Ctrl-S

Opens the File Browser to specify file name and location of [save](#).

Save Copy...

[Saves](#) a copy of the current file.

Link...

Links data from an external blend-file (library) to the current one. The editing of that data is only possible in the external library. *Link* and *Append* are used to load in only selected parts from another file. See [Linked Libraries](#).



Append...

Appends data from an external blend-file to the current one. The new data is copied from the external file, and completely unlinked from it.

Data Previews

Tools for managing [data-block previews](#).

Import

Blender can use information stored in a variety of other format files which are created by other graphics programs. See [Import/Export](#).

Export

Normally you save your work in a blend-file, but you can export some or all of your work to a format that can be processed by other graphics programs. See [Import/Export](#).

External Data

External data, like texture images and other resources, can be stored inside the blend-file (packed) or as separate files (unpacked). Blender keeps track of all unpacked resources via a relative or absolute path. See [pack or unpack external data](#).

Automatically Pack Into .blend

This option activates the file packing. If enabled, every time the blend-file is saved, all external files will be saved (packed) in it.

Pack All Into .blend

Pack all used external files into the blend-file.

Unpack Into Files

Unpack all files packed into this blend-file to external ones.

Make All Paths Relative

Make all paths to external files [Relative Paths](#) to current blend-file.

Make All Paths Absolute



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Make all paths to external files absolute (= full path from the system's root).

Report Missing Files

This option is useful to check if there are links to unpacked files that no longer exist. After selecting this option, a warning message will appear in the Info editor's header. If no warning is shown, there are no missing external files.

Find Missing Files

In case you have broken links in a blend-file, this can help you to fix the problem. A File Browser will show up. Select the desired directory (or a file within that directory), and a search will be performed in it, recursively in all contained directories. Every missing file found in the search will be recovered. Those recoveries will be done as absolute paths, so if you want to have relative paths you will need to select *Make All Paths Relative*.

Recovered files might need to be reloaded. You can do that one by one, or you can save the blend-file and reload it again, so that all external files are reloaded at once.

Clean Up

Unused Data-Blocks

Remove unused data-blocks from both the current blend-file and any [Linked Data](#) (cannot be undone). See the [Outliner](#) for more information.

Recursive Unused Data-Blocks

Remove all unused data-blocks from both the current blend-file and any [Linked Data](#) including any indirectly used data-blocks i.e. those only used by unused data-blocks.

Unused Linked Data-Blocks

Remove unused data-blocks from only [Linked Data](#).

Recursive Unused Linked Data-Blocks

Remove all unused data-blocks from only [Linked Data](#) including any indirectly used data-blocks i.e. those only used by unused data-blocks.

Unused Local Data-Blocks

Remove all unused data-blocks from only the current blend-file.



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Recursive Unused Local Data-Blocks

Remove all unused data-blocks from only the current blend-file including any indirectly used data-blocks i.e. those only used by unused data-blocks.

Defaults

This menu manages the startup file which is used to store the default scene, workspace, and interface displayed when creating a new file.

Initially this contains the [startup scene](#) included with Blender. This can be replaced by your own customized setup.

Save Startup File

Saves the current blend-file as the startup file.

Load Factory Settings

Restores the default startup file and preferences.

When an [Application Templates](#) is in use the following operators are shown:

Load Factory Blender Settings

Loads the default settings to the original Blender settings without the changes made from the current application template.

Load Factory (Application Template Name) Settings

Loads the default settings to the original application template.

Quit `Ctrl-Q`

Closes Blender. The current scene is saved to a file called "quit.blend" in Blender's temporary directory (which can be found on the "File Paths" tab of the [Preferences](#)).

Edit Menu

Undo/Redo/History

See [Undo & Redo](#).



Menu Search

Find a menu based on its name.

Operator Search

Execute an operator based on its name ([Developer Extras](#) only).

Rename Active Item

Rename the active object or node; see [Rename tool](#) for more information.

Batch Rename

Renames multiple data types at once; see [Batch Rename tool](#) for more information.

Lock Object Modes

Prevents selecting objects that are in a different mode than the current one.

This option can prevent accidental mode changes, such as when you're trying to select a bone in Pose Mode to animate it, but instead click a piece of background scenery (which would normally select that piece and switch to Object Mode).

You may want to disable *Lock Object Modes* for example when weighting rigged objects or sculpting/painting where you intentionally want to switch between objects in different modes.

Preferences

Open the Preferences window.

Render Menu

Render Image F12

Render the active scene at the current frame.

Render Animation Ctrl-F12

Render the animation of the active scene.

Render Audio



Mix the scene's audio to a sound file.

- .

View Render `F11`

Show the Render window. (Press again to switch back to the main Blender window.)

View Animation `Ctrl-F11`

- [Animation player](#) for details.
- [Preferences](#) for selecting a different animation player than the default one.

Lock Interface

Lock interface during rendering in favor of giving more memory to the renderer.

Window Menu

New Window

Create a new window by copying the current window.

New Main Window

Create a new window with its own workspace and scene selection.

Toggle Window Fullscreen

Toggle the current window fullscreen.

Next Workspace

Switch to the next workspace.

Previous Workspace

Switch to the previous workspace.

Show Status Bar

Choose whether the [Status Bar](#) at the bottom of the window should be displayed.



Save Screenshot

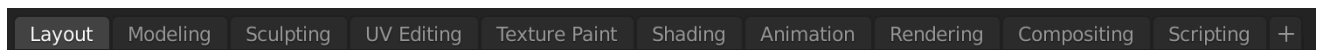
Capture a picture of the current Blender window. A File Browser will open to choose where the screenshot is saved.

Save Screenshot (Editor)

Capture a picture of the selected Editor. Select the Editor by clicking **LMB** within its area after running the operator. A File Browser will open to choose where the screenshot is saved.

Help Menu

Workspaces



This set of tabs is used to switch between [Workspaces](#), which are essentially predefined window layouts.

Scenes & Layers



These [data-block menus](#) are used to select the current [Scene](#) and [View Layer](#).

Reference

[1] www.blender.org