

View Search All Scenes

- Scene
  - RenderLayers
  - World
  - skull

Location:	Rotation:	Scale:
<input type="checkbox"/> X	<input type="checkbox"/> X	<input type="checkbox"/> X
<input type="checkbox"/> Y	<input type="checkbox"/> Y	<input type="checkbox"/> Y
<input type="checkbox"/> Z	<input type="checkbox"/> Z	<input type="checkbox"/> Z

Relations

Layers:

Parent:

Pass Index: 0

Groups

+

Display

Type:   Bounds

Name  Texture Space

Axis  X-Ray

Wire  Transparency

Object Color:

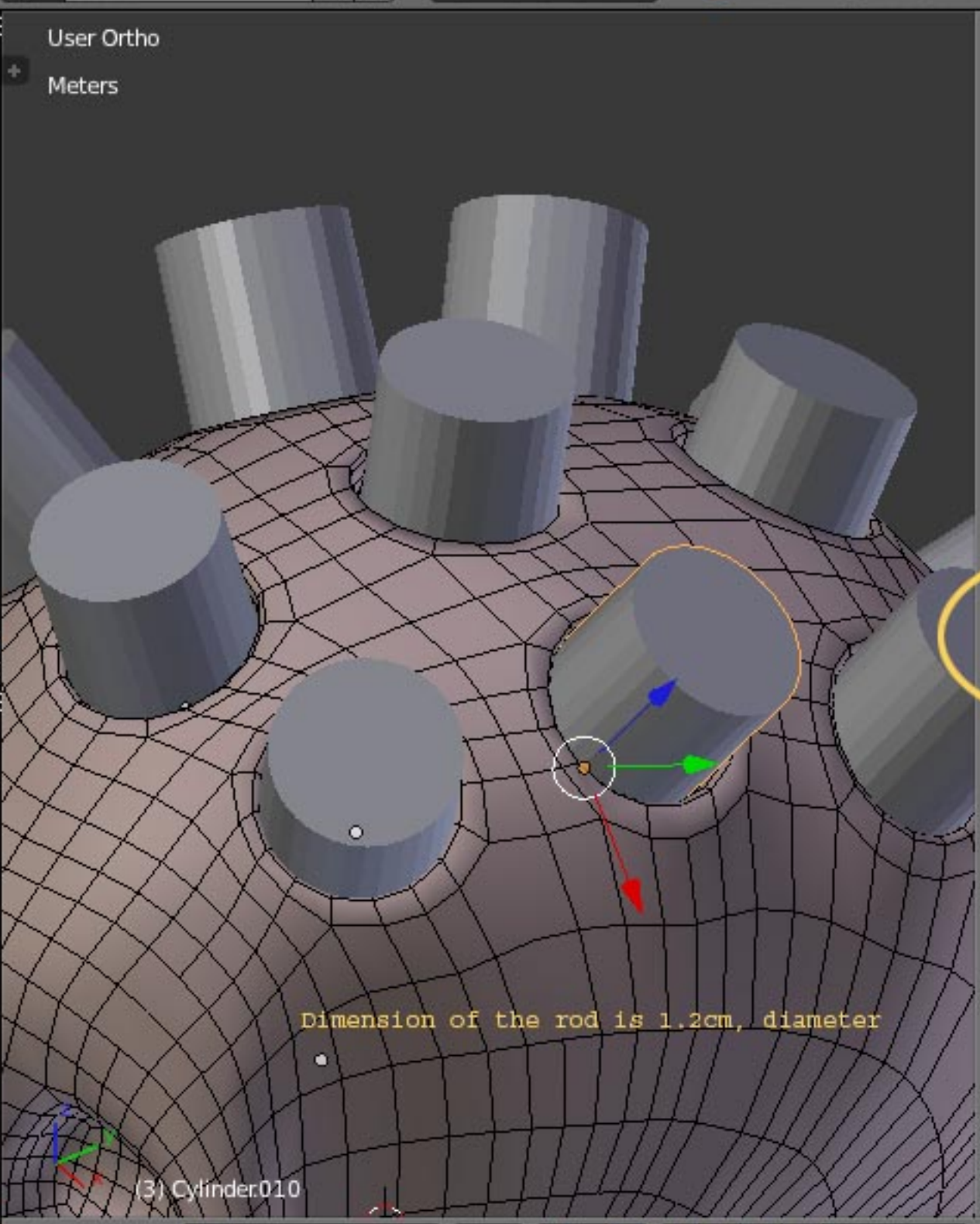
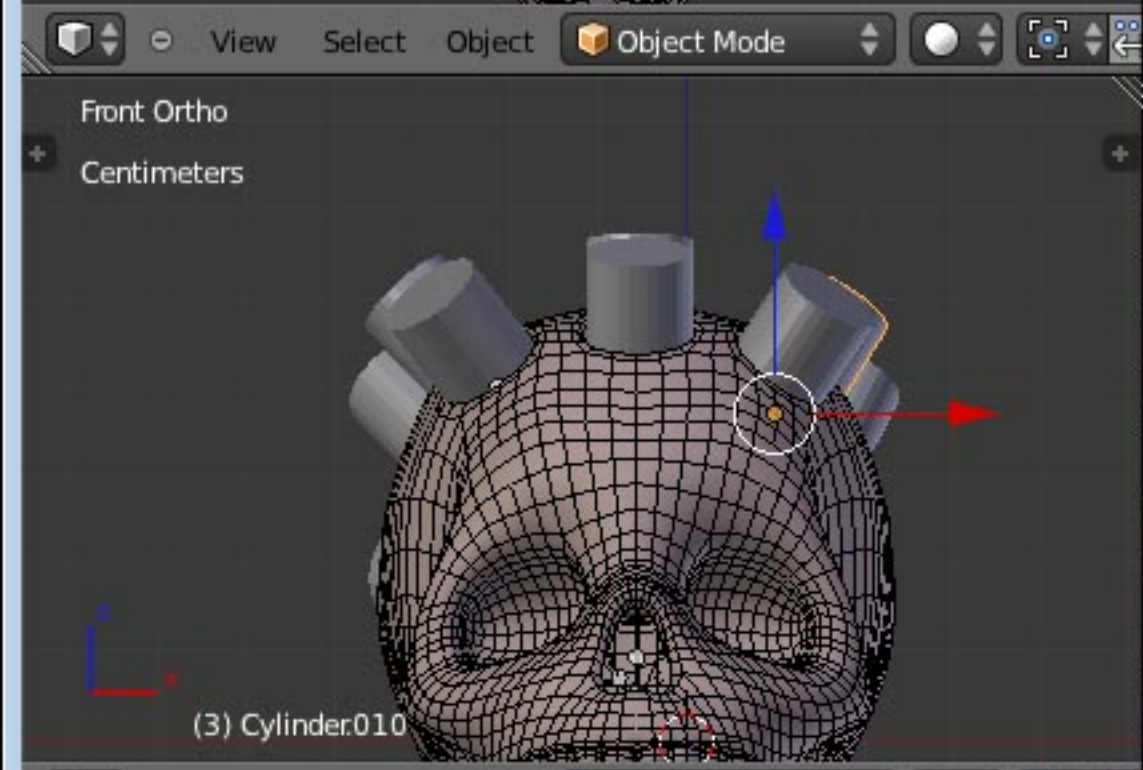
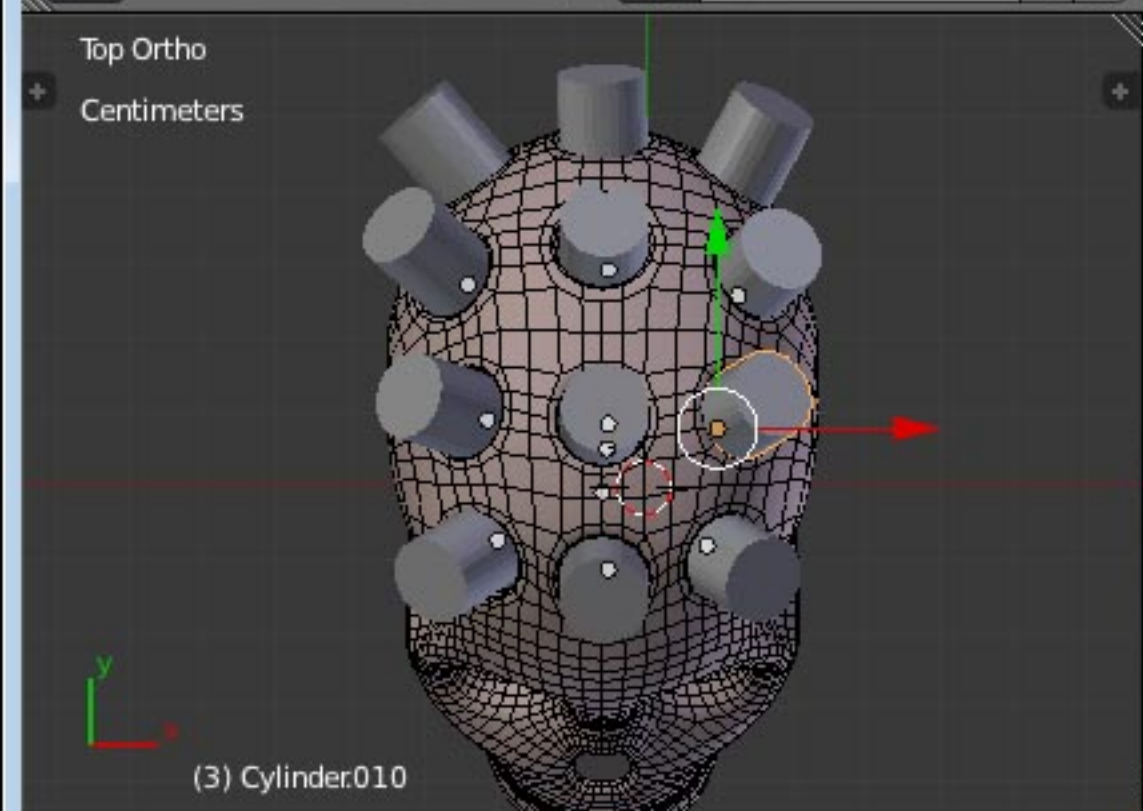
Duplication

Timeline: Start: 1 End: 250 Frame: 2

Playback:

No Sync





X: 951.39µm  
Y: 9.805mm  
Z: 3.039cm

Rotation:  
X: -21.472°  
Y: 5.579°  
Z: -2.751°

XYZ Euler

Scale:  
X: 0.600  
Y: 0.600  
Z: 0.770

Dimensions:  
X: 1.2cm  
Y: 1.2cm  
Z: 1.54cm

Grease Pencil

View  
Lens: 35.000

Lock to Object:  
Lock to Cursor  
Lock Camera to View

Clip:  
Start: 1mm  
End: 10m

Local Camera

This panel contains the properties for the selected object, Cylinder.010. It includes fields for position (X, Y, Z), rotation (X, Y, Z Euler), scale (X, Y, Z), and dimensions (X, Y, Z). The dimensions are highlighted with a yellow circle. There are also sections for Grease Pencil, View (Lens), Lock to Object, and Clip.

View Search All Sc

- Scene
- RenderLayer
- World
- Camera
- Cube
- Empty
- Empty.001

This panel shows the Outliner, which lists the objects in the scene. The objects are: Scene, RenderLayer, World, Camera, Cube, Empty, and Empty.001.

Cylinder.010

Modifiers

Add Modifier

This panel shows the Modifiers panel for the selected object, Cylinder.010. It includes an "Add Modifier" button.

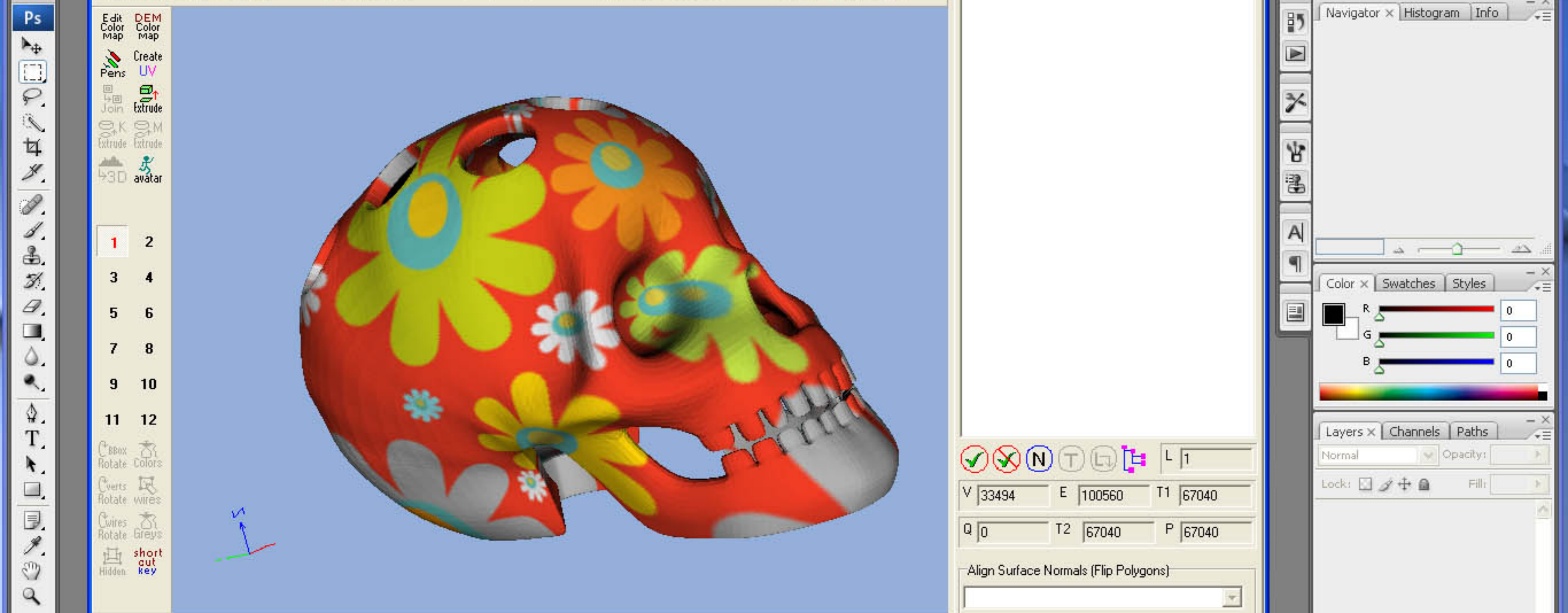
View Select Object Object Mode Local

Start: 1 End: 250 3 No Sync

This panel shows the bottom status bar of the Blender interface. It includes the current mode (Object Mode), the current frame (3), and the start and end frames of the current selection (Start: 1, End: 250). There are also buttons for navigation and playback.

Open AKF Option Reload Batch Multi Text Model Add Save As Option Bitmap Close Adjust Object H S switch toolbar setups Start C-S Help

apply on read Edit Batch Apply remove similar verts remove similar polys Edit Layers Select Layers Modify Quads Make Quads Free Quads Merge Verts Merge All Merge Select Merge Same Align Normals Edit water tight check water tight



OGL ON Edit Bkgd Edit Stage No Stage Light both sides Parallel OFF Top Back Bottom Zoom >1 Zoom >2 Zoom >3 18.561098 30.0 FOV world Rotate <X> Rotate <Y> Rotate <Z>

Camera Reset No Bkgd Stage UV OFF render both sides Quads OFF Left Front Right Zoom >4 Zoom >5 Zoom >6 Zoom >A Zoom >In Zoom >Out Zoom >C Center <X> Center <Z> Pan Cpivot Cpivot Fast Rotate

skull\_skull\_texture\_2 - Vert: 33494 Edge: 100560 Tri: 67040 Poly: 67040 Texture RGBA: skull texture 3.png 5.8 -15.5 53.0

Layers Edit

✓ skull\_skull\_texture\_2

Align Surface Normals (Flip Polygons)

Align Preset Preset Show Flip ? Normls All Select Revers One All Help

V 33494 E 100560 T1 67040

Q 0 T2 67040 P 67040

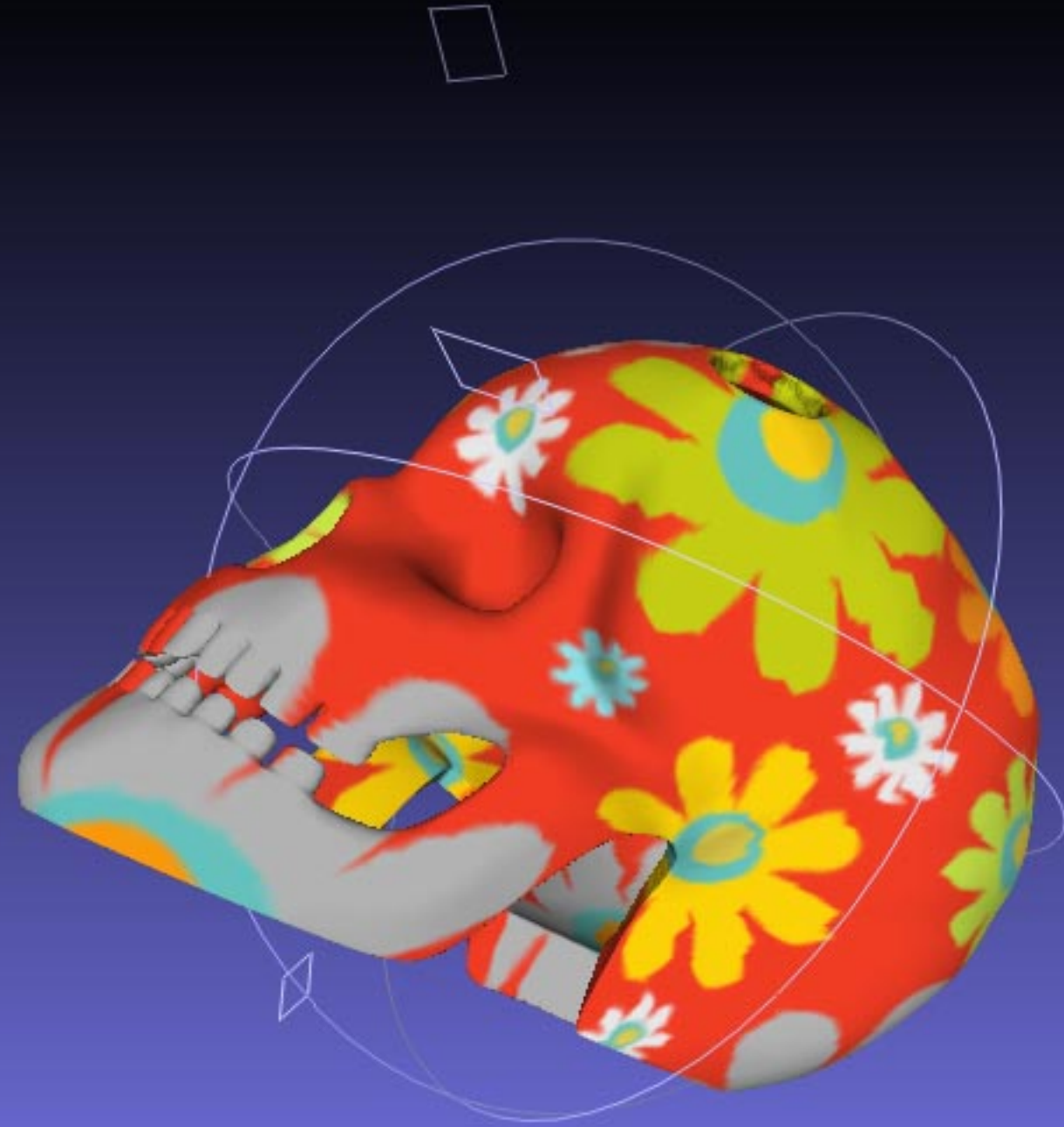
Navigator x Histogram Info

Color x Swatches Styles

R 0 G 0 B 0

Layers x Channels Paths

Normal Opacity: Fill:



LOG MESSAGES

TLere are gl errors  
TLere are gl errors  
TLere are gl errors

Vertices: 33494  
Faces: 67040

FOV: 60  
FPS: 1.7

VC WT





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- Scene
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  - 13-07-07-Cemetery Statue Combined-Dec.001
  - 13-07-07-Cemetery Statue Combined-Dec.002
  - 13-07-07-Cemetery Statue Combined-Dec.003
  - Cube.011
  - backup
  - original

Cube.011 Material

Material

Material Surface Wire Volume Halo

Preview

Diffuse

Lambert Intensity: 0.800 Ramp

Specular

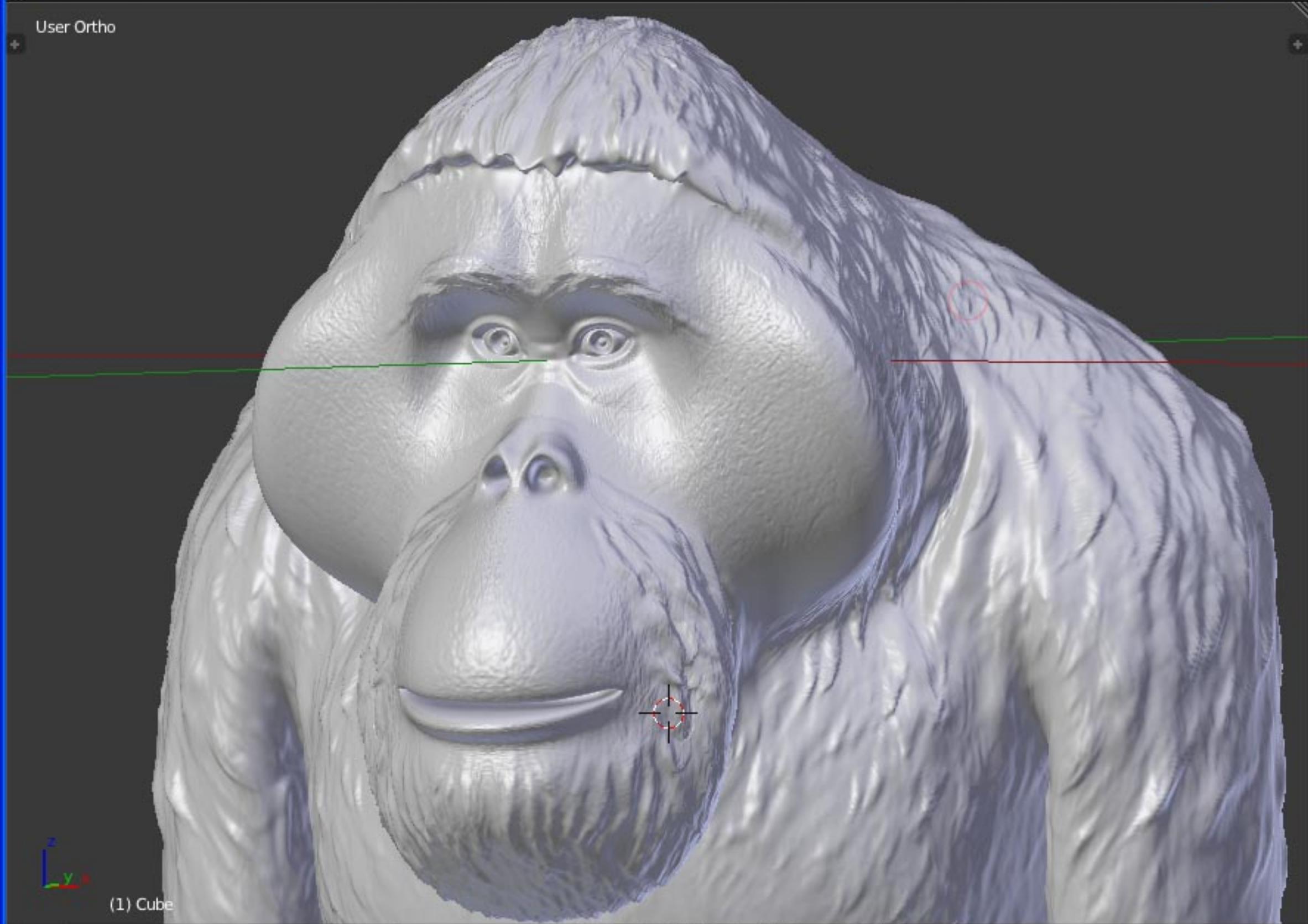
CookTorr Intensity: 0.500 Ramp

Hardness: 50

View Select Object Object Mode View

View Select Object Object Mode View

Start: 1 End: 250 1 No Sync



View Search All Scenes

RenderLayers | World

Cu Ma Text

Texture.006

Texture.007

Texture.007 F + X

Type: Image or Movie

Preview

Texture Material Both

Show Alpha

Colors

Image

ure\_108750 copy.jpg F + X

Source: Single Image

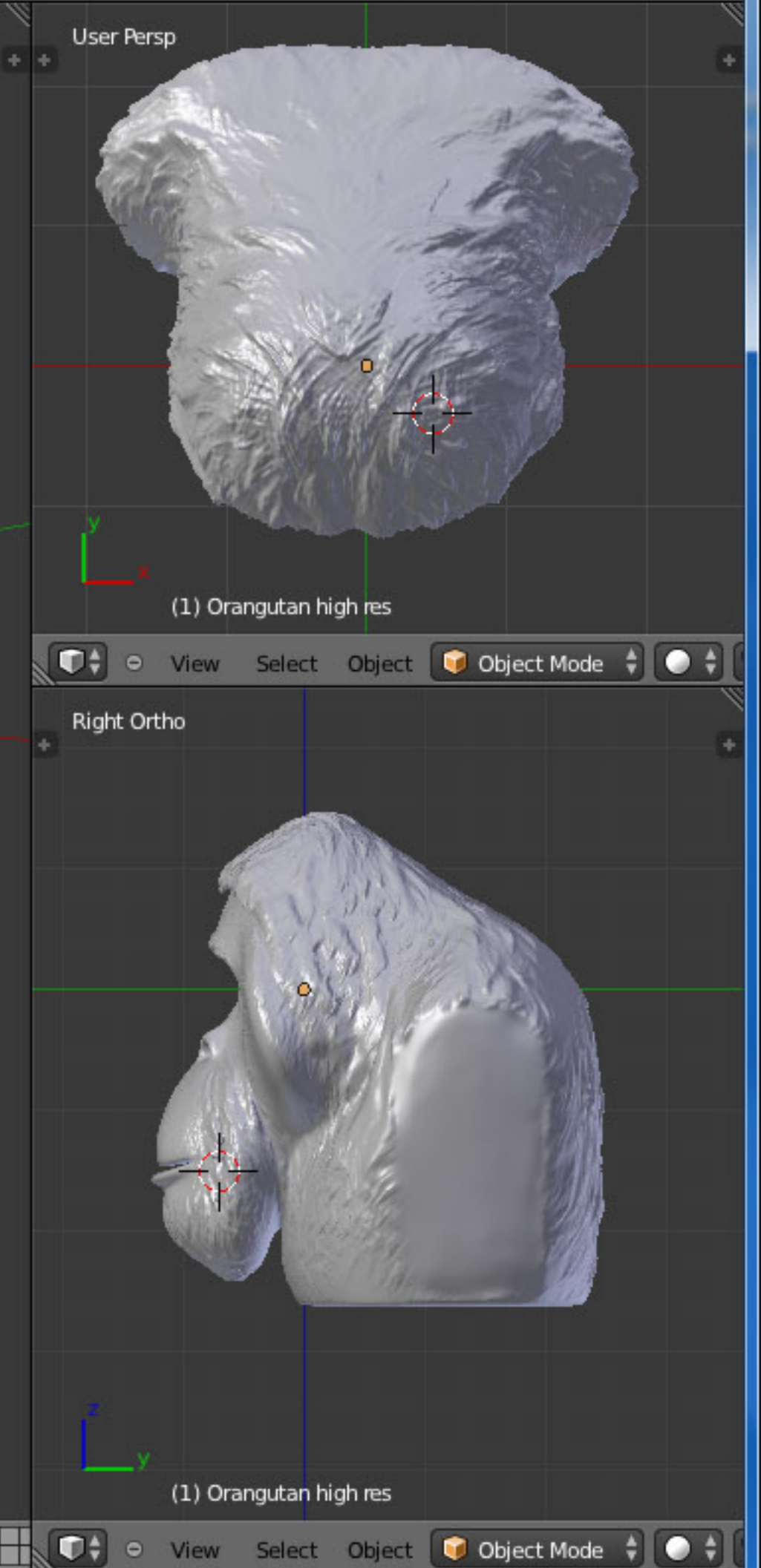
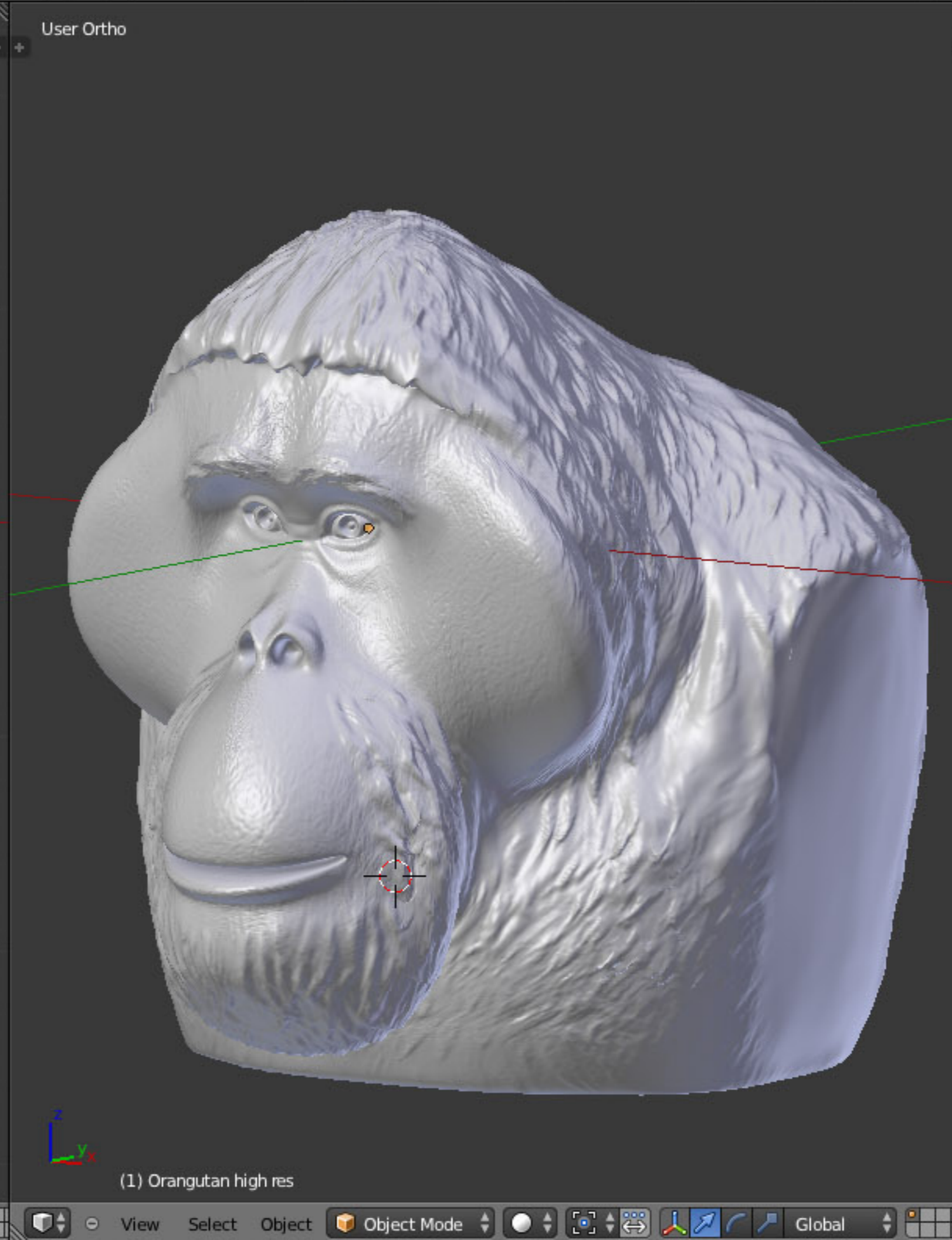
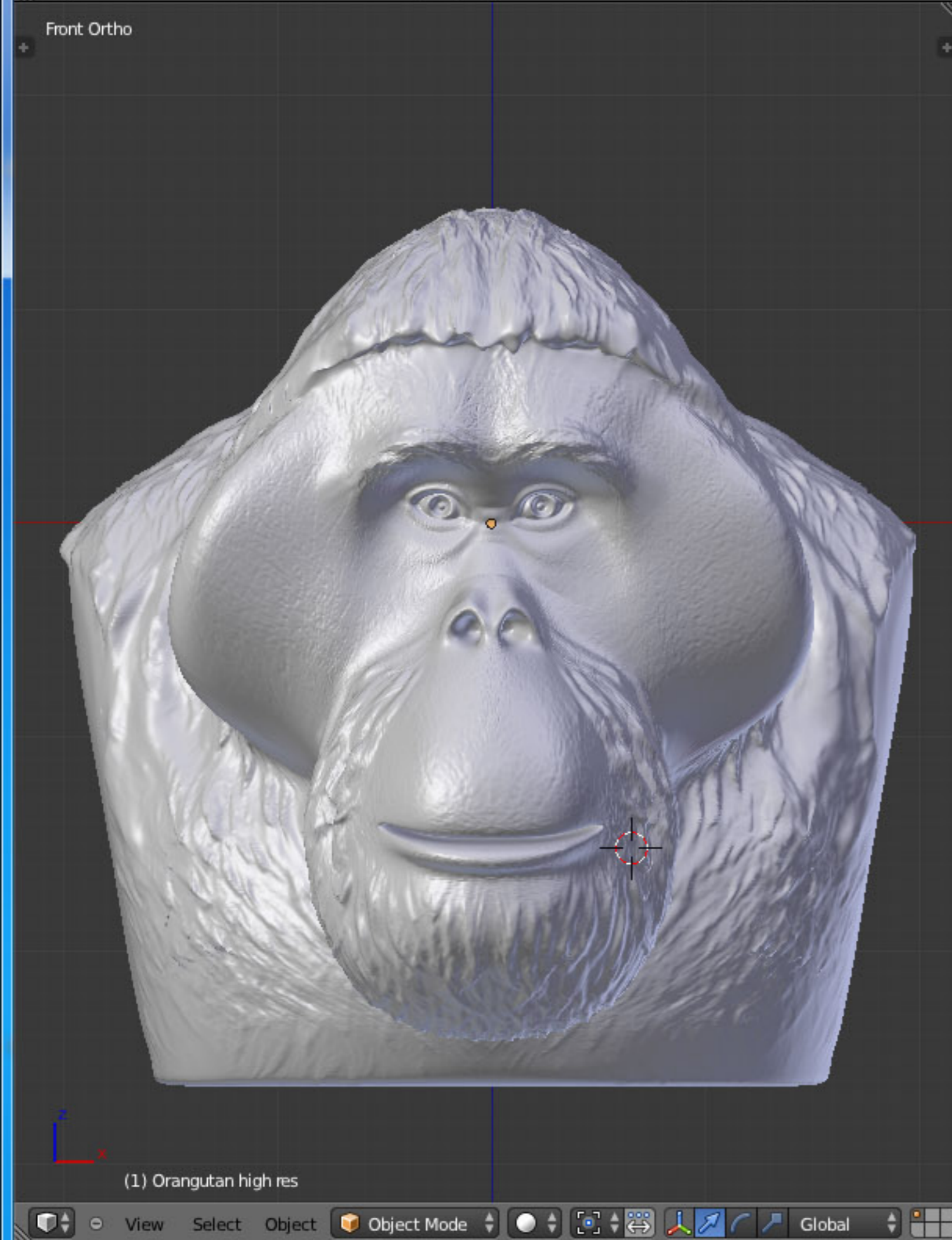
skin\_texture\_108750 copy.jpg

Image: size 900 x 675, RGB byte

Input Color Space: sRGB

(1) Cube

Start: 1 End: 250 1 No Sync



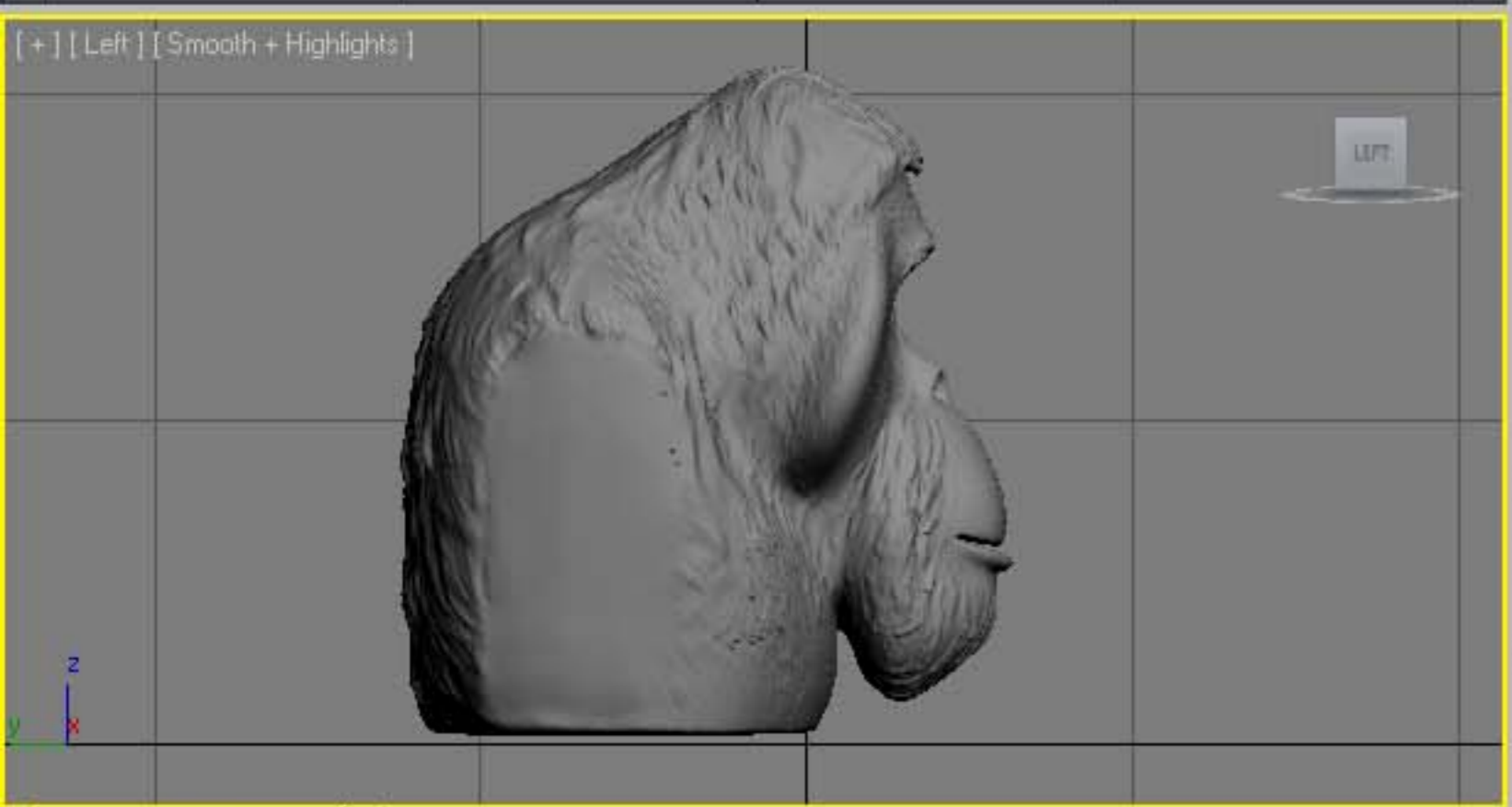
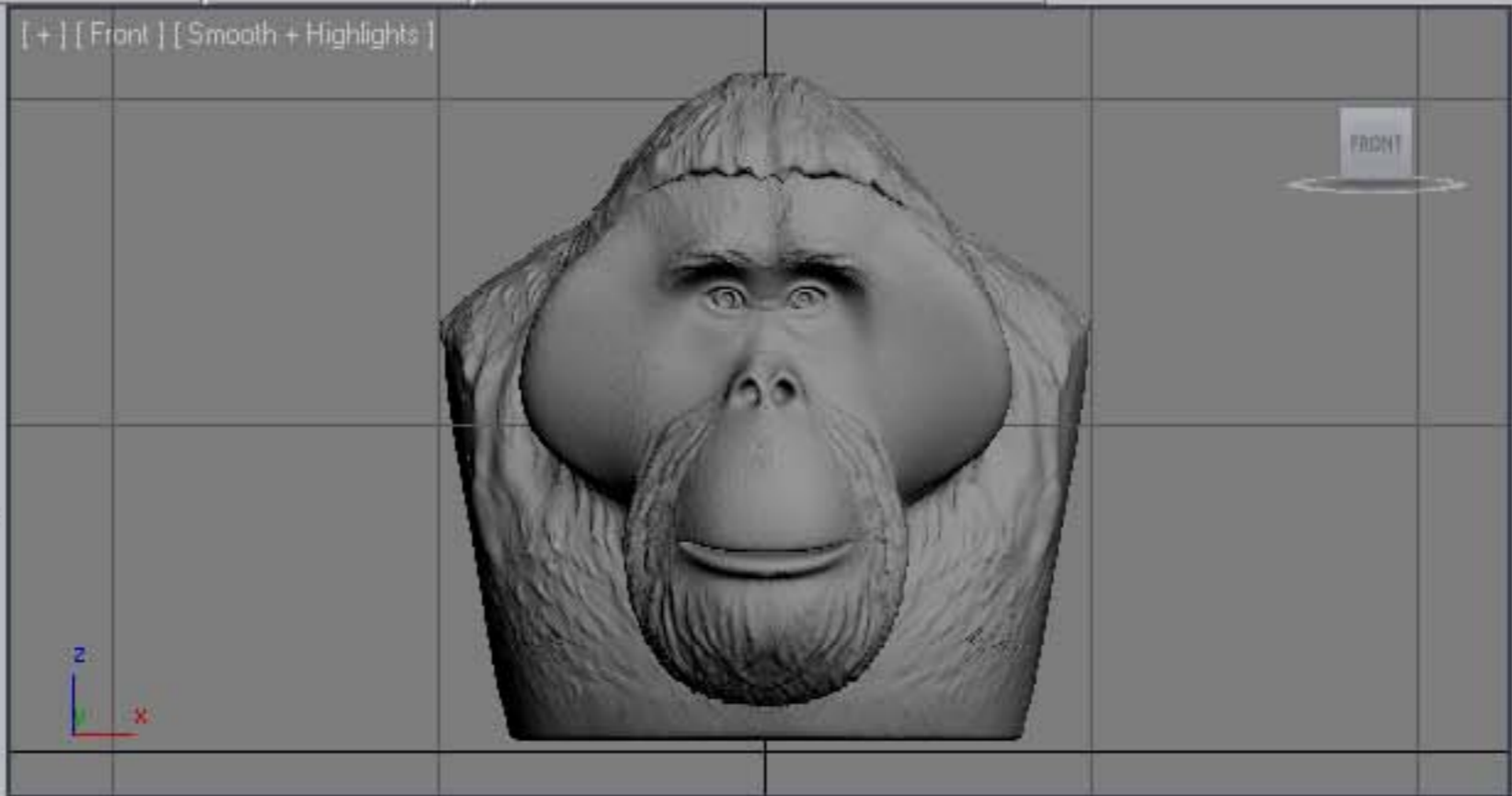
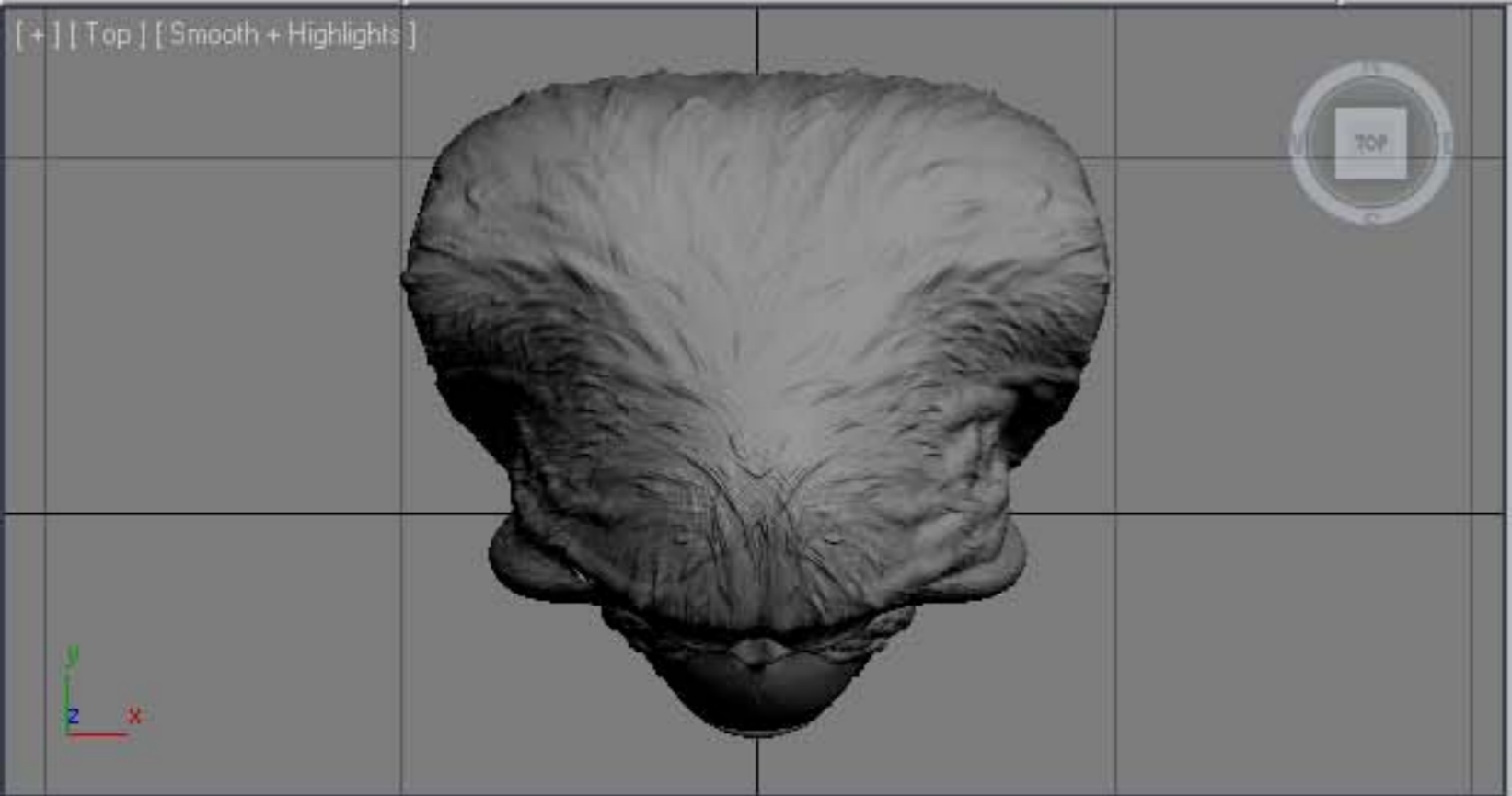




View: All, 0 (default)

3, %, XY, #, +, -, <, >, <->

ABC, Create Selection Set, +, -, 0 (default), +, -, <, >, <->



Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane

Name and Color

[ ] [ ]

0 / 100

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

None Selected

Welcome to M

Click and drag to select and move objects

X: Y: Z: Grid = 10.0

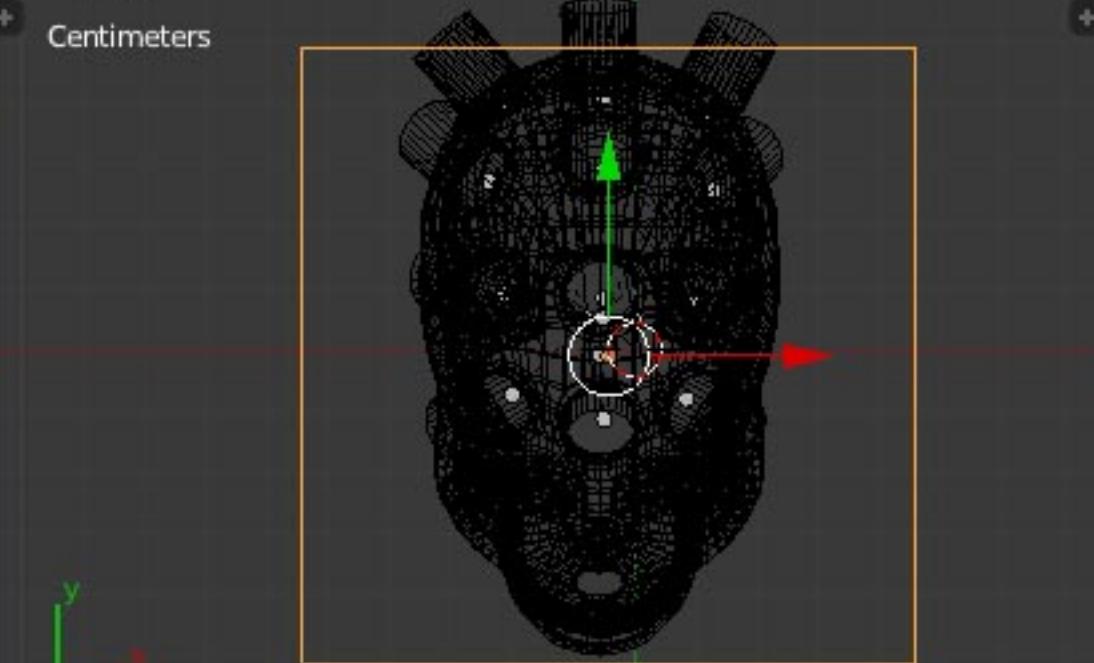
Add Time Tag

Auto Key Selected

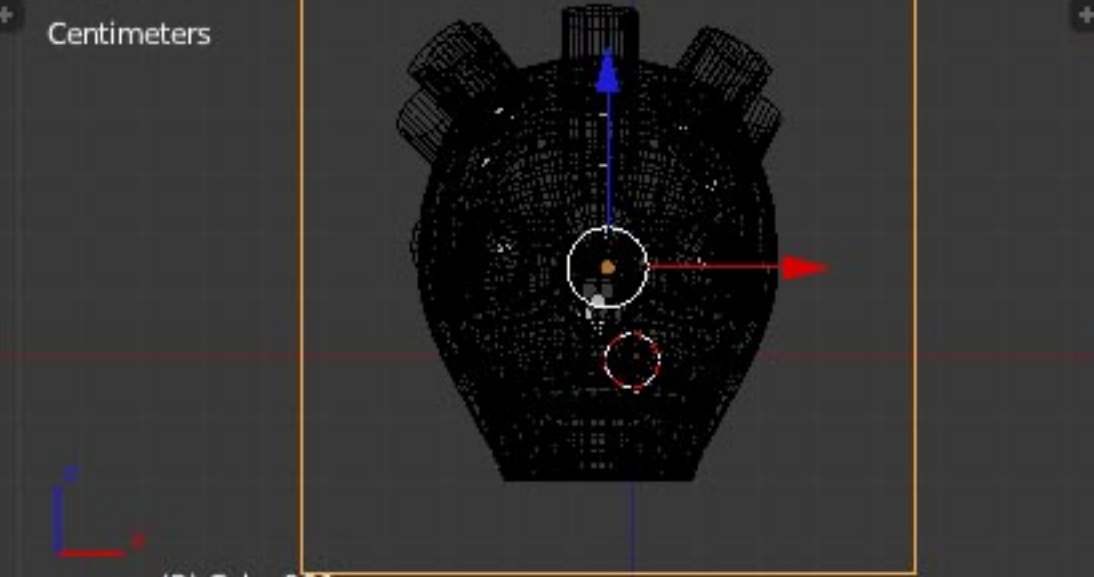
Set Key Key Filters...

0

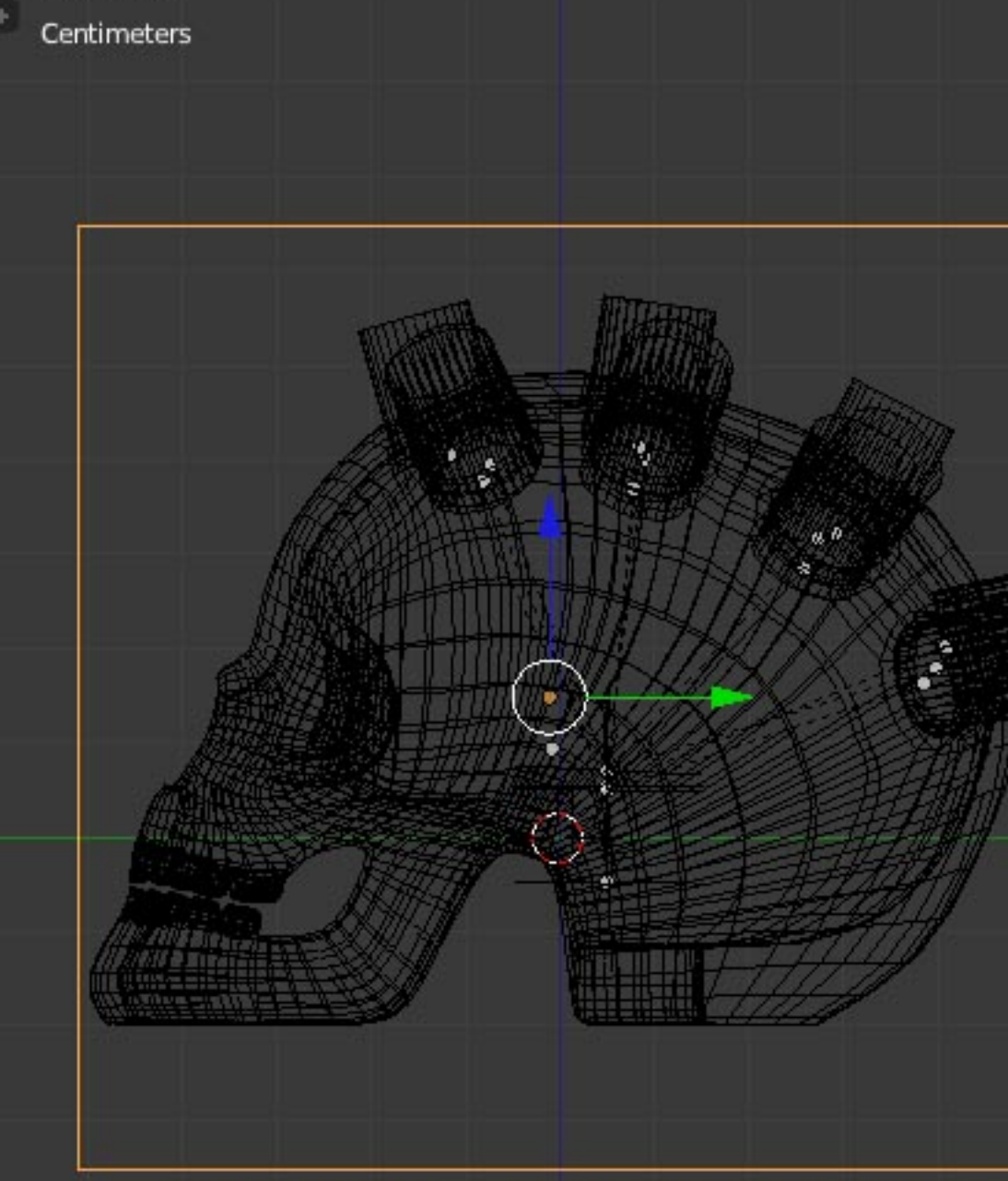




(3) Cube.001



(3) Cube.001



please check the cube dimation, contains the skullz

(3) Cube.001

X: -4.124mm  
Y: -1.009mm  
Z: 1.493cm

Rotation:  
X: 0°  
Y: 0°  
Z: 0°

XYZ Euler  
Scale:  
X: 5.000  
Y: 5.000  
Z: 5.000

Dimensions:  
X: 10cm  
Y: 10cm  
Z: 10cm

Grease Pencil  
View  
Lens: 35.000  
Lock to Object:  
Lock to Cursor  
Lock Camera to View

Clip:  
Start: 1mm  
End: 10m

- Scene
- RenderLayer
- World
- Camera
- Cube
- Cube.001
- Empty



Cube.001

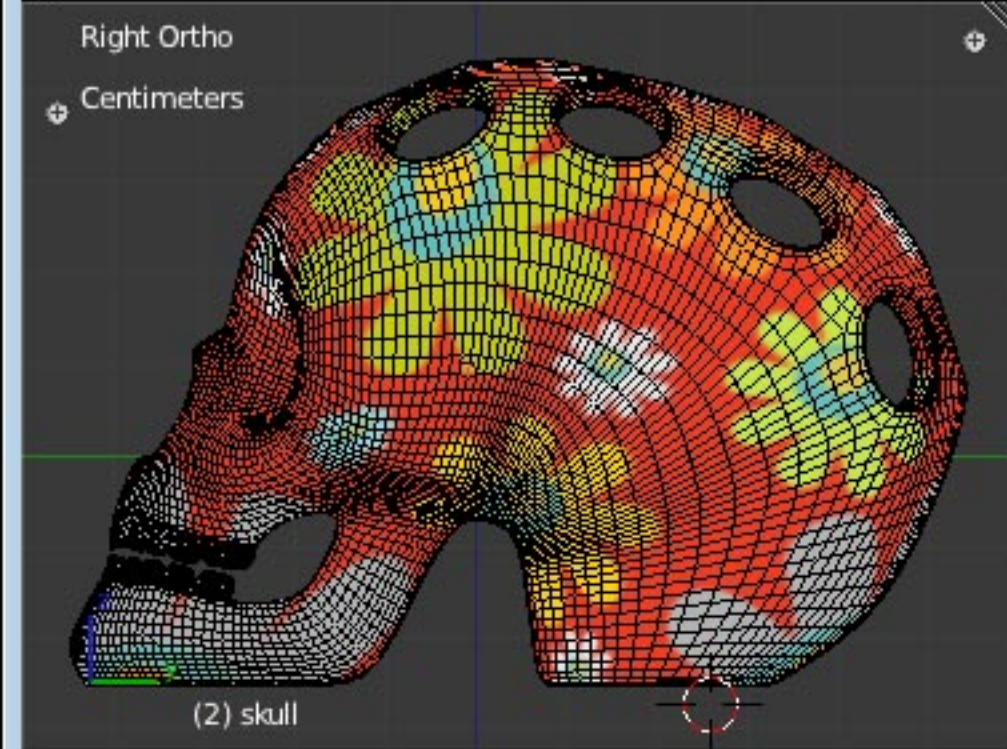
Modifiers

Add Modifier

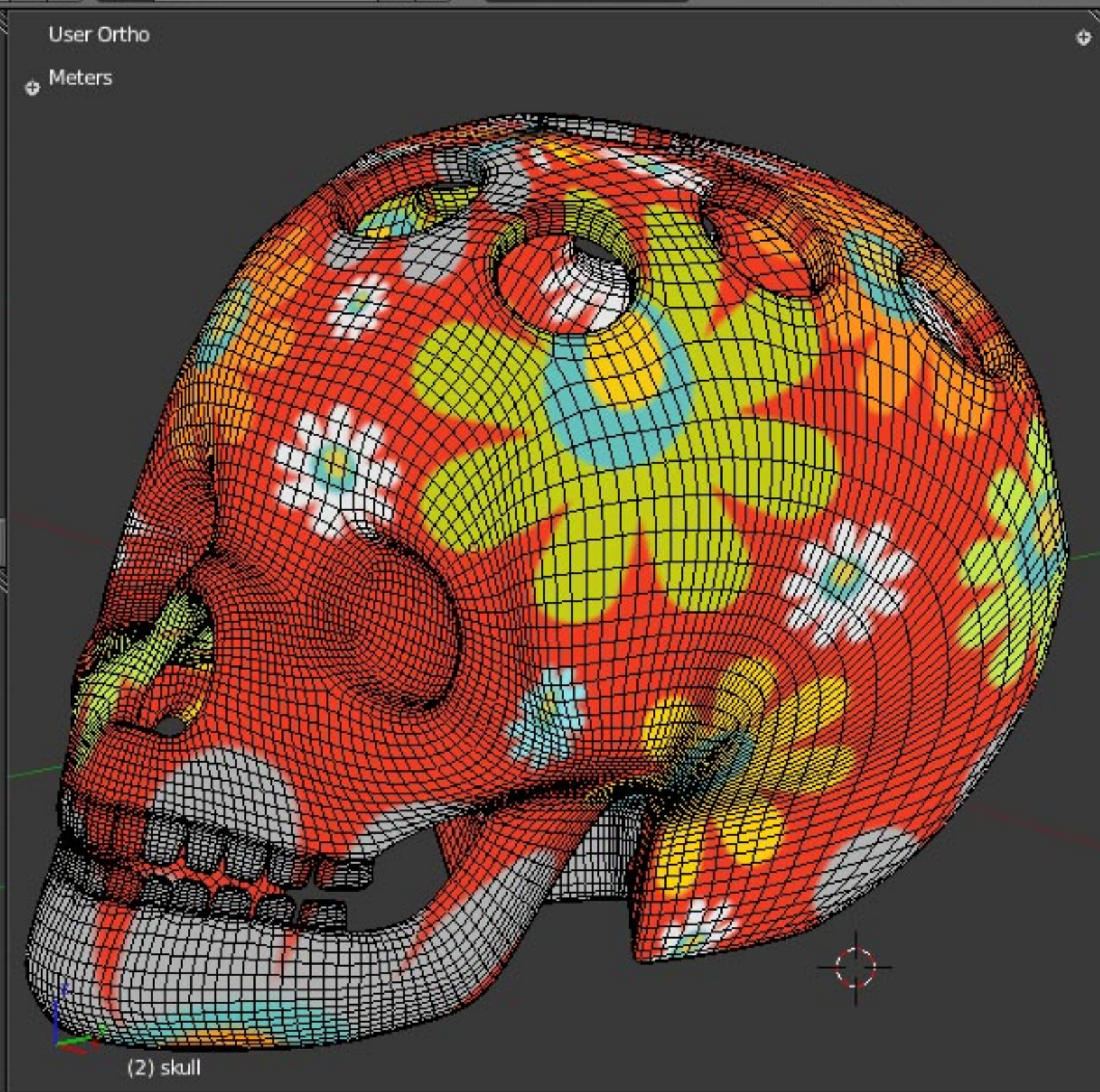




View Select Mesh Edit Mode



View Select Mesh Edit Mode



View Select Mesh Edit Mode Global

View Search All Scenes

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50% Step: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: Ol: 100 Ne: 100

Border  Crop

Anti-Aliasing

5 8 11 16 Mitchell-Netravali

Full Sample Size: 1.000

Sampled Motion Blur

Shading

Performance

Post Processing

Stamp

Output

Bake

Bake Mode: Textures

Clear  Selected to Active

Margin: 2 Distance: 0.000

Split: Automatic Bias: 0.000

-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260

View Frame Playback Start: 1 End: 250 2 No Sync

