

The Complete Guide to Blender Graphics

Supplement-11

Grease Pencil Screen Arrangement

If you intend doing serious work with the Grease Pencil, especially 2D Animation, the following will show how to set up a Blender file dedicated to working with the Grease Pencil.

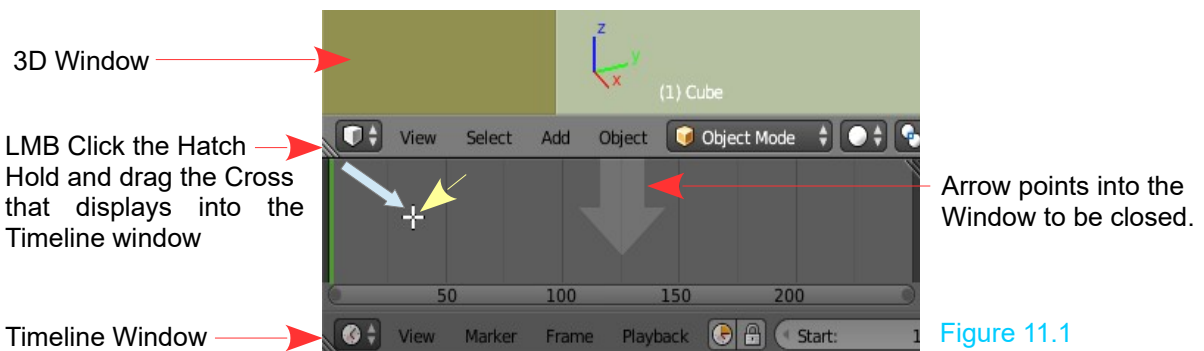
Open a new Blender file displaying the default Screen arrangement. Save the file. Give it a name, something like **GP_Animation.blend**

Remove Superfluous Windows: If you want to remove the Outliner window and the Properties window to gain Screen space use the following procedure:

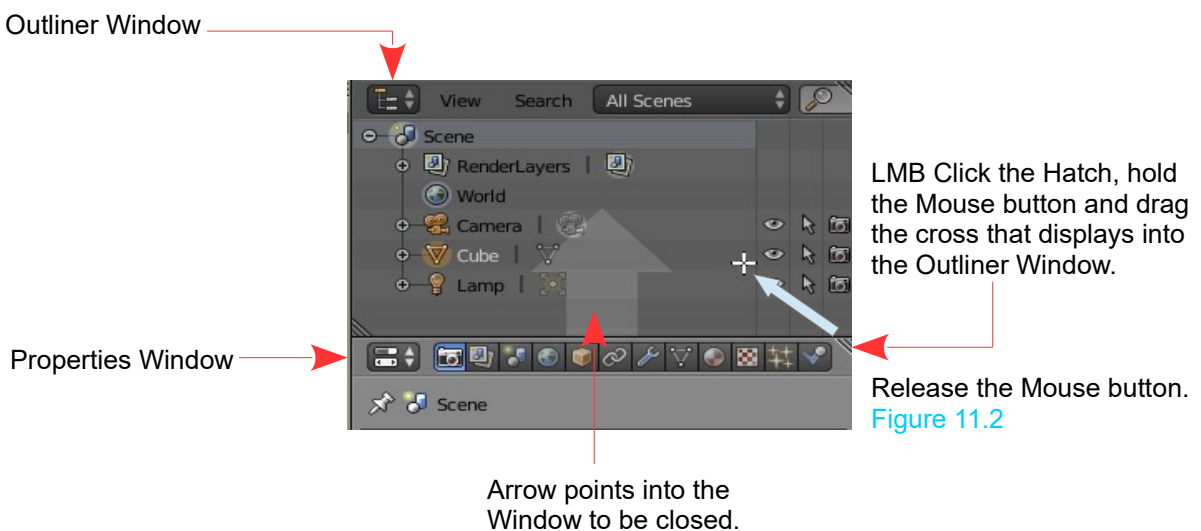
Bear in mind that you will require the Properties window when animating using Armatures. An alternative to removing windows is to simply grab the edge of the window and park it to the side.

The sequence for removing the **Outliner window** and the **Properties window** is as follows:

1 Close the Timeline Window (Figure 11.1)



2 Close the Outliner Window (Figure 11.2)



Close the Properties Window (Figure 11.3)

Properties Window

LMB Click the Hatch, hold the Mouse button and drag the cross that displays into the Outliner Window.

Release the Mouse button.

3D Window

Arrow points into the Window to be closed.

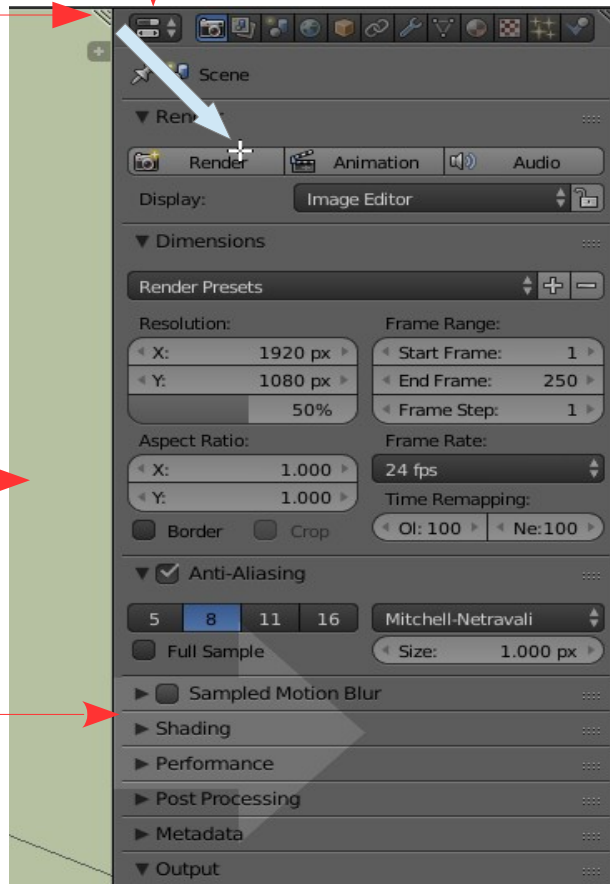
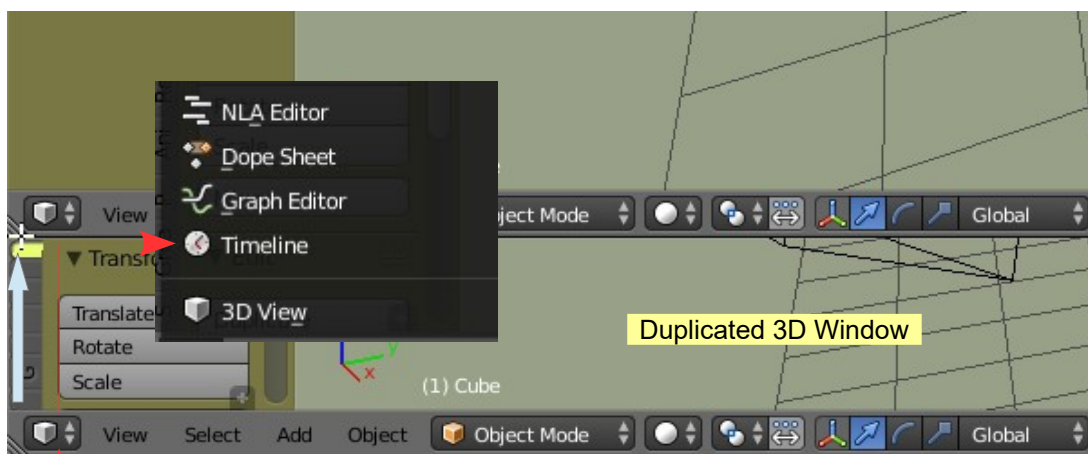


Figure 11.3

4 Reinststate the Timeline Window (Figure 11.4)

Click LMB on the Hatch in the lower LH corner of the 3Dwindow. Hold the Mouse button and drag the cross that displays up opening a duplicate of the 3D window. Click on the lower 3D window icon and select Timeline from the menu.



Click on the Hatch and drag the cross up.

Click the lower 3D Window Icon
Select Timeline

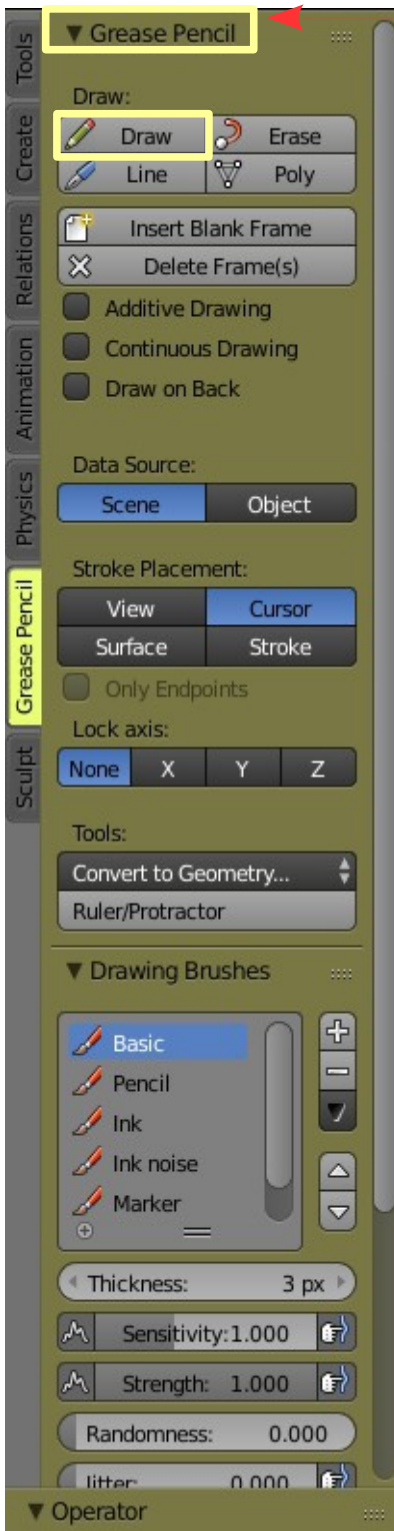
Figure 11.4

5 Rearrange Panels

Tool Panel

Figure 11.5

Properties Panel



In the Tools Panel at the LH side of the Screen open the Grease Pencil tab. Grease Pencil is by default at the top of the stack.

With the Mouse cursor in the 3D window, press the N key to display the Object Properties Panel at the RH side of the 3D window. You will see the Grease Pencil Layers tab about half way down the panel.

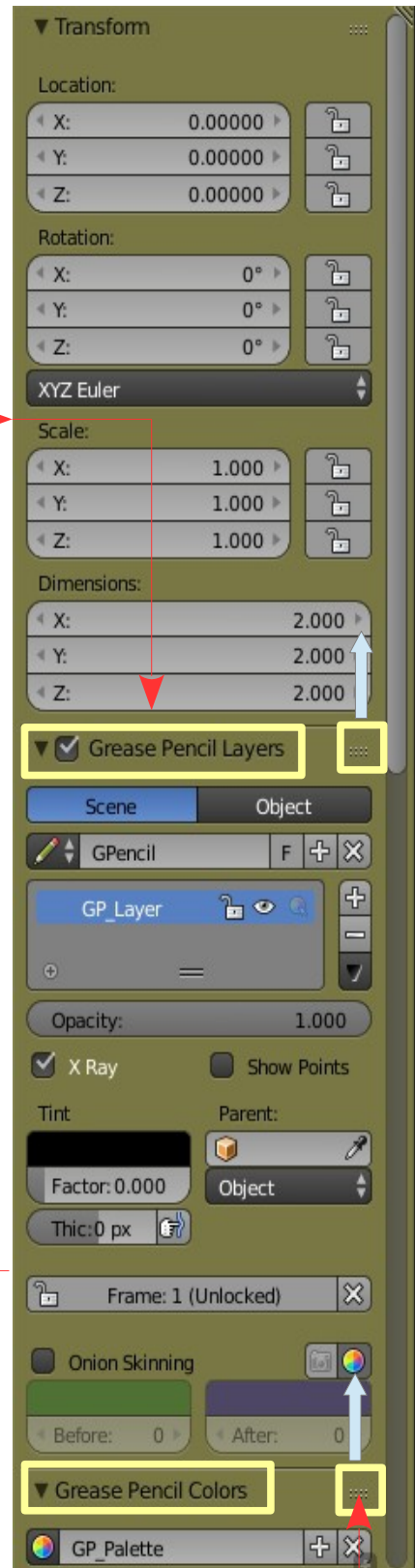
In the Tool Panel, Grease Pencil tab at the LH side of the window click on the Draw button.

Clicking Draw expands the Grease Pencil tab in the Tools Panel and the Grease Pencil Layers tab in the Properties Panel. At the same time the Grease Pencil Colors tab opens in the Properties Panel towards the bottom. Exactly where it opens depends on your Screen size.

In the Properties Panel move the Grease Pencil Layers and the Grease Pencil Colors tabs to the top of the stack by clicking on and holding the dimpled icon in the panel and dragging up

Relocate the Properties Panel to the LH side of the 3D window.

Item 5 below.



Click Dimples – Drag Up

6 Relocate the Properties Panel

Move the Properties Panel to the LH side of the 3D window. Hover the Mouse cursor over the Properties Panel and press F5.

7 Delete Unwanted Objects

Delete the default Cube and the Lamp.

8 Arrange Camera View for Rendering

Since your final product will probably be a rendered image or animation you should arrange and make **Camera View** your working area. Consider Camera View to be the drawing board.

It is probably easier to visualize this arrangement with an object in the view-port, therefore with the Mouse cursor at the center of the Scene (3D World) add an Object (Cube). This will be purely for reference and will be deleted.

Select the default Camera. You will see Location and rotation values for the Camera in Transform tab in the Properties Panel. Make X Location and Z Location: 0.000. Leave Y Location as -6.50764. Set Rotation X:90, Y: 0.00 and Z: 0.00. This sets the Camera pointing squarely at the Cube on the mid plane grid.

Change the 3D window to Camera View. You will see the Cube sitting dead center in the aperture. In the 3D window zoom in to maximise the space on your Screen. Delete the Cube.

You will see that in Camera View there is a horizontal black line across the center of the window. This is the mid plane grid. To remove this, with the Camera selected, change the Z Location value in the Properties Panel to 3.75. Camera View will now be absolutely clean. You see the mid plane grid at the bottom of the window.

Click on the intersection point of the furthest grid line and the Y axis (green line) to approximately position the 3D window cursor. Press Shift + S key and select Cursor to Grid. This places the cursor just outside the aperture exactly on center.

9 Final Screen Arrangement

The final Screen arrangement is shown in Figure 11.6. The 3D window is in Camera view.

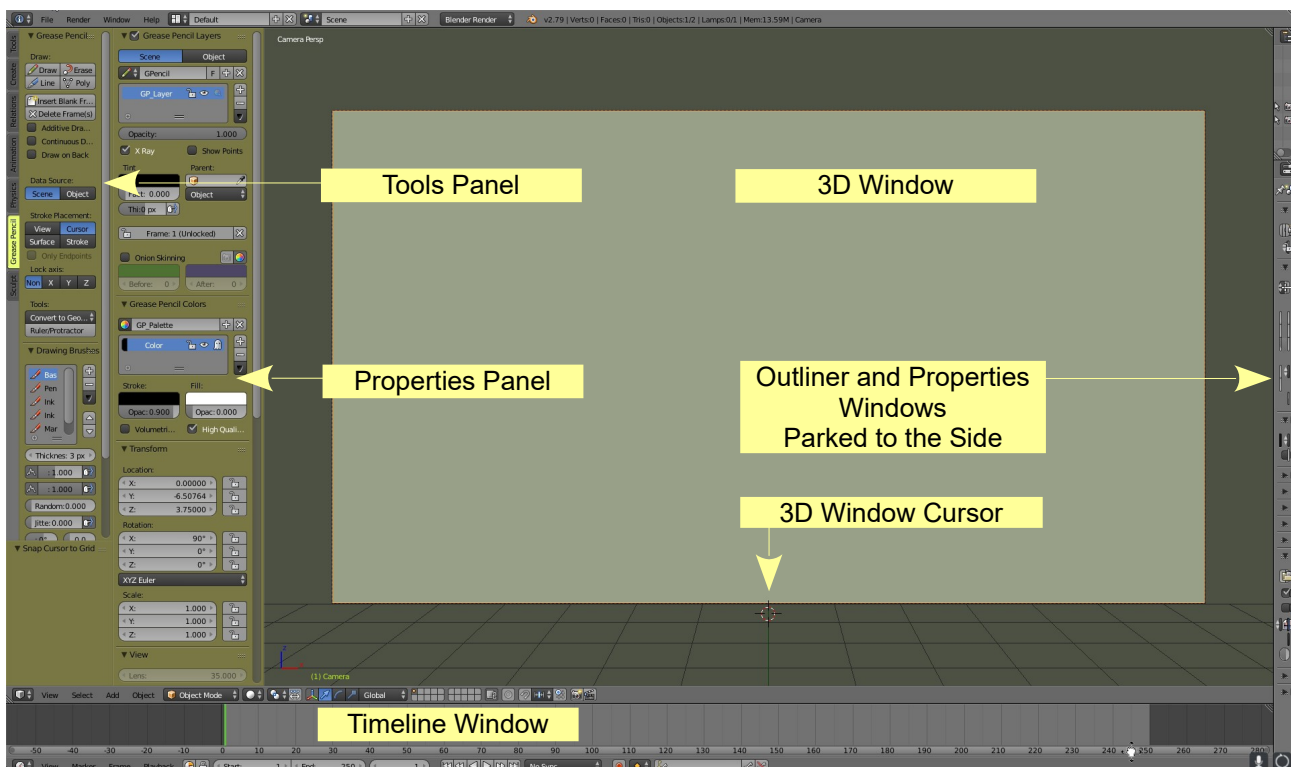


Figure 11.6

Finally, in the Info window header click **File - Save Startup File**.

The next time you open Blender you will be presented with the Grease Pencil Screen arrangement.

Note: You may download the **Grease Pencil Blender Interface** as modified above, as a ZIP file from the Supplements page or directly via your browser and install it to your computer from:
www.silverjb.limewebs.com/Grease_Pencil.rar