

Blender Night I -- Chat Window

October 26, 2023

16:58:43 I'm using Blender 3.2.1

For what we are doing here, anything Blender 3.0 and above will be fine. The current version is 3.6.5, but I'm told that the release of Blender 4.0 is imminent. I recommend you update when that happens.

17:00:47 Should we be following along with our own blender then?

Up to you, but I think this material "sticks" better if you are trying it too.

17:15:24 Does the performance change when you have 2 windows?

If you are interacting with one window and the other window is idle, probably not. If both windows are active, such as playing an animation in both, probably yes.

17:25:17 Blender has a monkey head that's affectionately referred to as Suzanne, a reference to the ape in two of Kevin Smith's films: Jay and Silent Bob Strike Back and Mallrat.

Thanks for looking that up!

17:50:39 But if, say, you added a "thickness" to our sphere, would it then be 3-D printable?

Like a hollow sphere with an outer wall with a hole through the wall? Yes.

17:53:28 I don't recall talking about roughness.... what is it?

Think of it as being $\frac{1}{\text{shininess}}$

18:23:31 What if you have a shape you want to keep mirrored, but you've started making it before applying the modifier?

You can apply the mirror modifier at any time.

18:36:46 What about an animation where the balls bounced around inside the box? :)

Try it and see!

18:47:59 Can you run the animation and then grab the bunched up cloth as an object?

Yes! Select the cloth object then go to Modifiers. You will see that a cloth modifier has been magically created for you. Select the Apply option just like we did with previous modifiers.

18:53:48 Would these scenes use rasterization or ray tracing?

The reflrefr.blend example was using ray-tracing.