

## Introduction to Blender, Part Two

Refer to the **lecture notes** and **example games** from September 27 and October 2 (posted on web page).

You can also refer to the **User Manual**:

<http://wiki.blender.org/index.php/Doc:2.6/Manual/>

### Jenga game

1. Download the Jenga game from the class web page (Sep 27).
2. Note the instructions in the **Text Editor** window portion of the game.
3. Play the game, by yourself or with a friend.

### Rube Goldberg machine

1. Download the Rube Goldberg machine from the class web page (Sep 27).
2. Watch the machine execute when you start the game engine (select "Game - Start Game Engine" from the top menu).
3. Add more bricks and play again.
4. Add other objects, and play again.
5. Refer to the lecture notes (Sep 27) for more instructions and things to try.

### Moving Cube

1. Download the Moving Cube from the class web page (Oct 2).
2. Look at the *Logic Editor* window portion of the game. Try changing the keys used to control the movement of the cube.
3. Try adding more keys to rotate the cube.
4. Try adding a mouse sensor and attach it to some other type of actuator that effects the cube.

### Skyracer Game

1. Download the Skyracer Game from the class web page (Oct 2).
2. Explore the game—try playing it. Examine the objects and how they are defined. Examine the code that controls the objects using the Logic Editor.