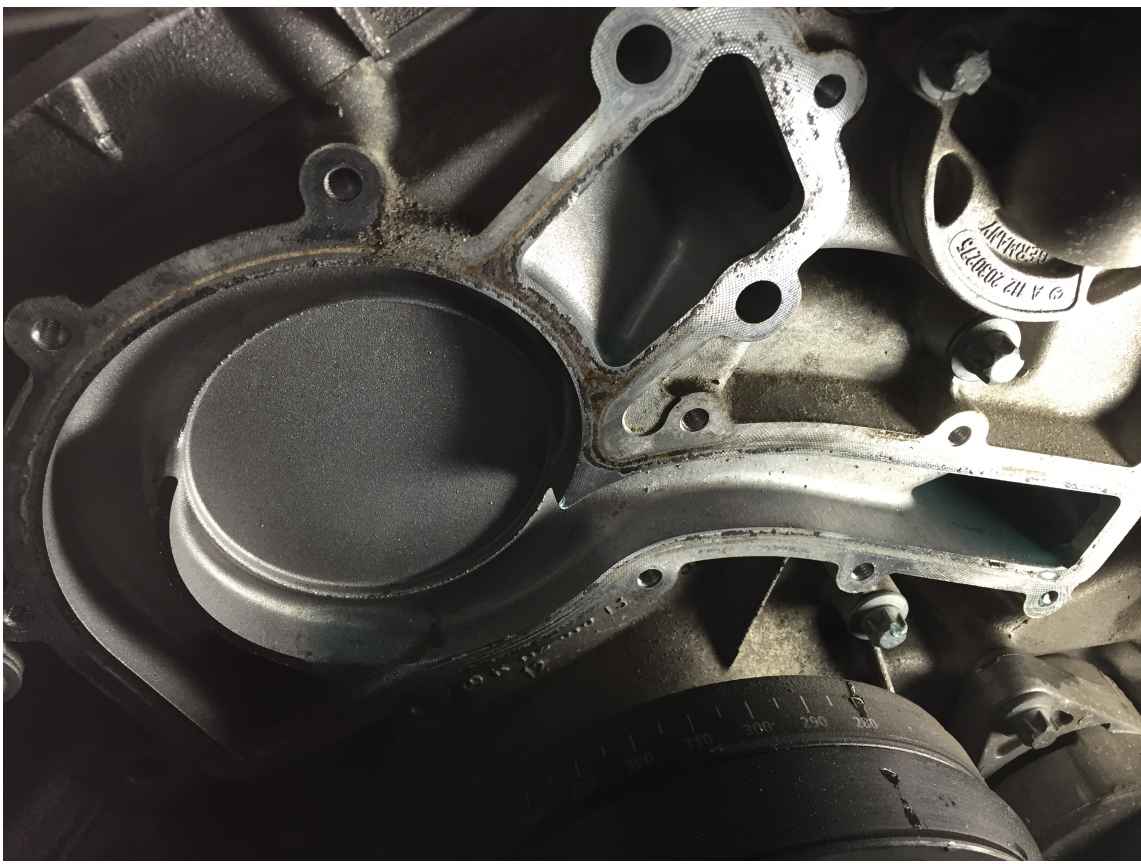


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This game was made with Blender 3.79 and the 4-play-elements render engine. Source: blenderart.info Rendered using the 4-play-elements engine. The old video tutorials are also included, they are not part of the main tutorial. Please be warned they do not have to be watched in order. Thanks! Old school tutorials without the overkill. Hope you like them and please share if you like them! The tutorial will be divided into: Animations: The Tutorials (The tutorials are available as videos, by pressing "P" on the keyboard, and as mp3 files) Animations are the exercises that you can use to play all the actions in the game. Controls: The controls will tell you exactly what you have to do. You will find the tutorials under the "Tutorials" section. Tutorial 1 – Animations. Tutorial 2 – Controls. Tutorial 3 – Spherical camera. Tutorial 4 – Desks, chairs, toys, plates, and trash. Tutorial 5 – Climbing. Tutorial 6 – Some last tips and tricks. Tutorial 1 – Animations Animate the camera 3:30 Grab the cube, rotate it, and place it on the sphere with the space key. The camera controls are the same for all the animations: Page Up/Down Zoom in/out. Forward/Backward You can make the camera go in the middle of the scene by pressing T (top) on the keyboard. Turn the camera around by pressing the R key on the keyboard. Press the F key on the keyboard to save the position. If you want to save the position of the camera, press the T key. Press the A key on the keyboard to record the action. Press the P key on the keyboard to play it. If you want to stop the animation, press the P key on the keyboard. If you want to go back to the previous frame, press the Z key on the keyboard. If you want to go forward, press the P key again. If you want to go back to the last frame, press the Y key on the keyboard. You can save the camera position in any of the six actions by pressing the F key on the keyboard, and then press the key you want. Move the camera around the sphere. Rotate the camera around the

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