

# Redisegni

Enable “import images as plane” add-on

Select texture mode

Select shading GLSL

Render → shading → Alpha = transparent

Import image as plane

- select “use alpha”
- select “Z Transparency”

Material → shadow > uncheck “Cast”

7 → SPACE → Align camera to view

Motion:

- select object (image, lamp, )
- grab keyframe I → LocRotScale
- ... move, scale, ...
- go latest frame SHIFT R
- grab keyframe I → LocRotScale

From:

<https://wiki.csgalileo.org/> - **Galileo Labs**

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<https://wiki.csgalileo.org/tips/blender/redisegni>

Last update: **2015/04/15 23:02**

