

MARKING



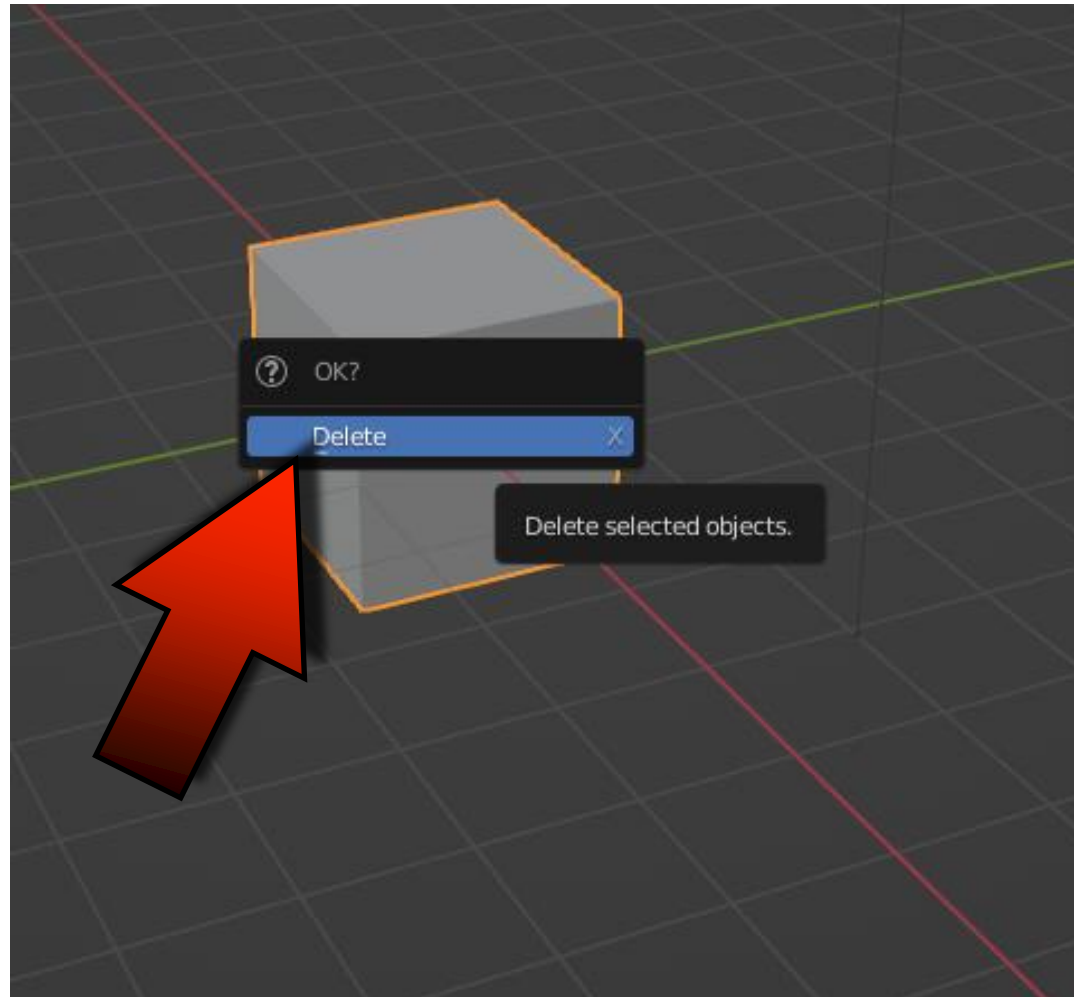
**Co-funded by
the European Union**



2024-1-PL01-KA220-VET-000243150

POWER OF AR AND VR

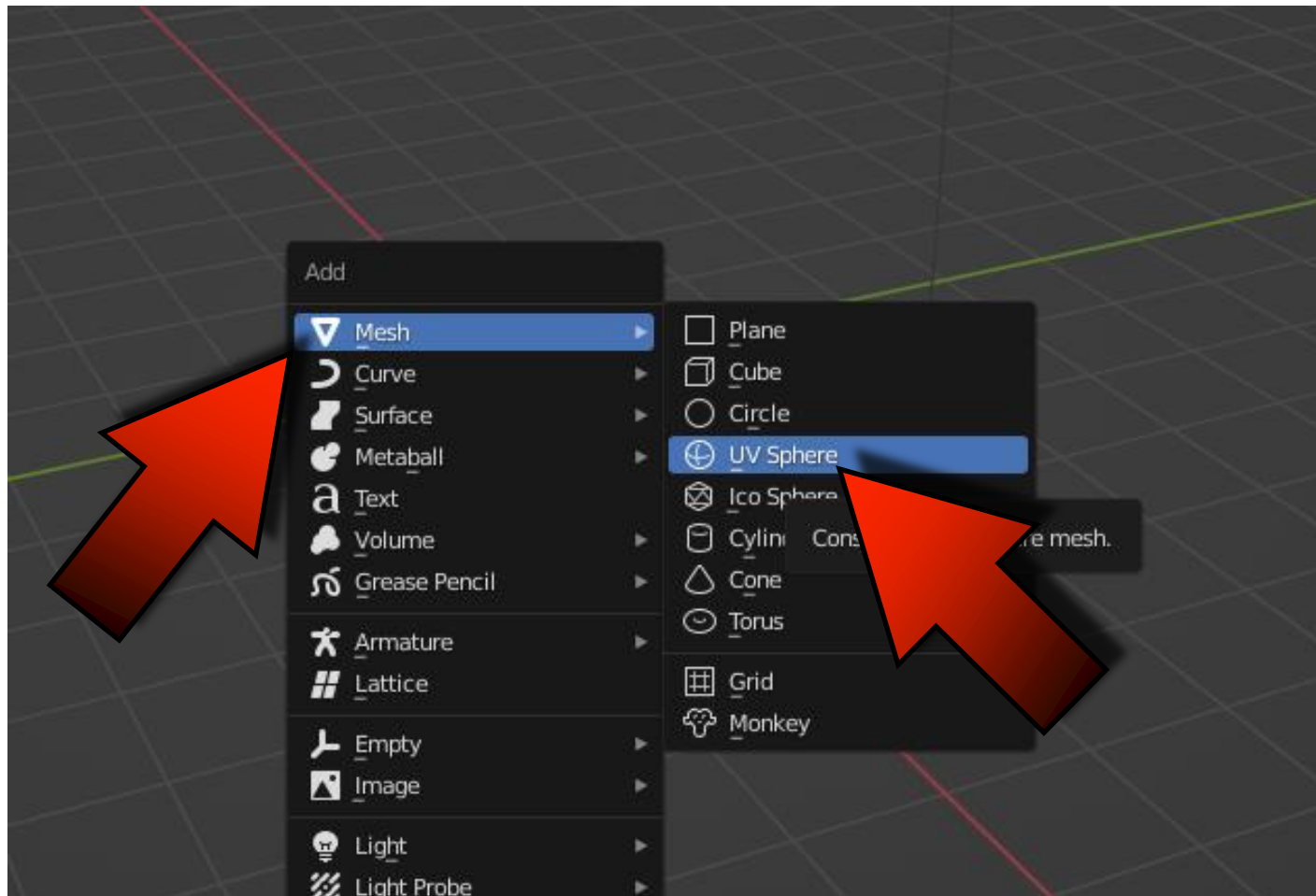
WE RUN THE **BLENDER** PROGRAM
NEXT WE **REMOVE** THE OBJECT USING
THE **X KEYS**



MARKING

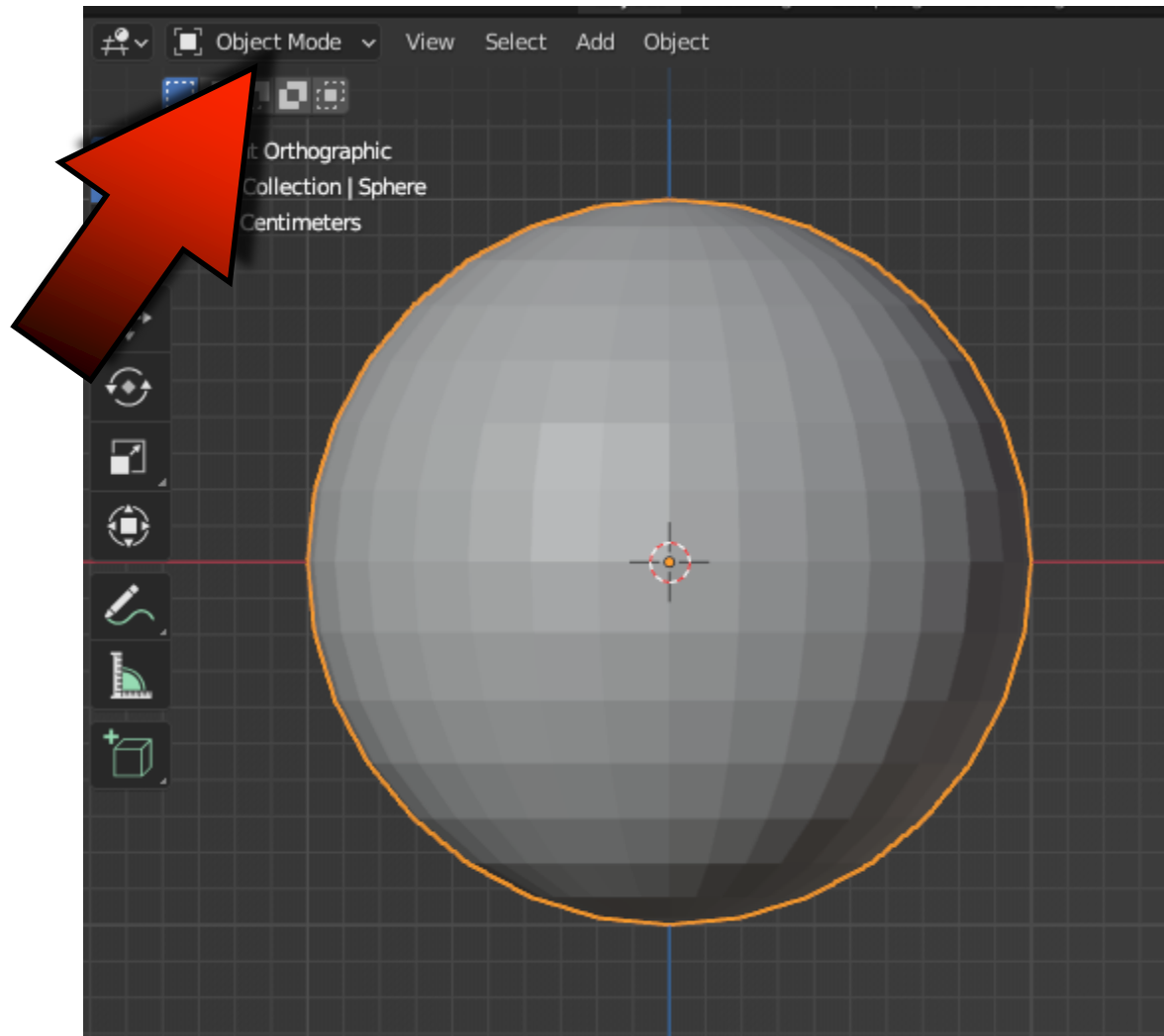
POWER OF AR AND VR

USING **SHIFT+A** WE ADD **UV SPHERE**



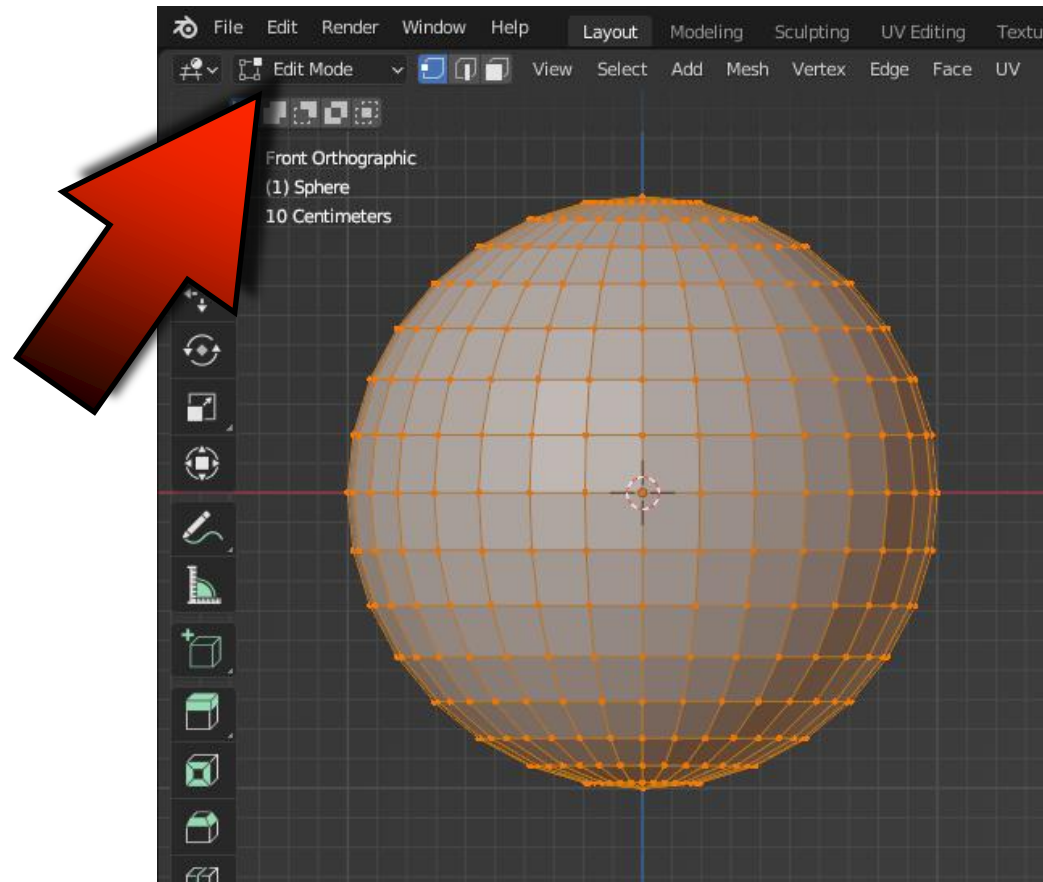
MARKING

AT THE BEGINNING WE ARE IN **OBJECT MODE**



MARKING

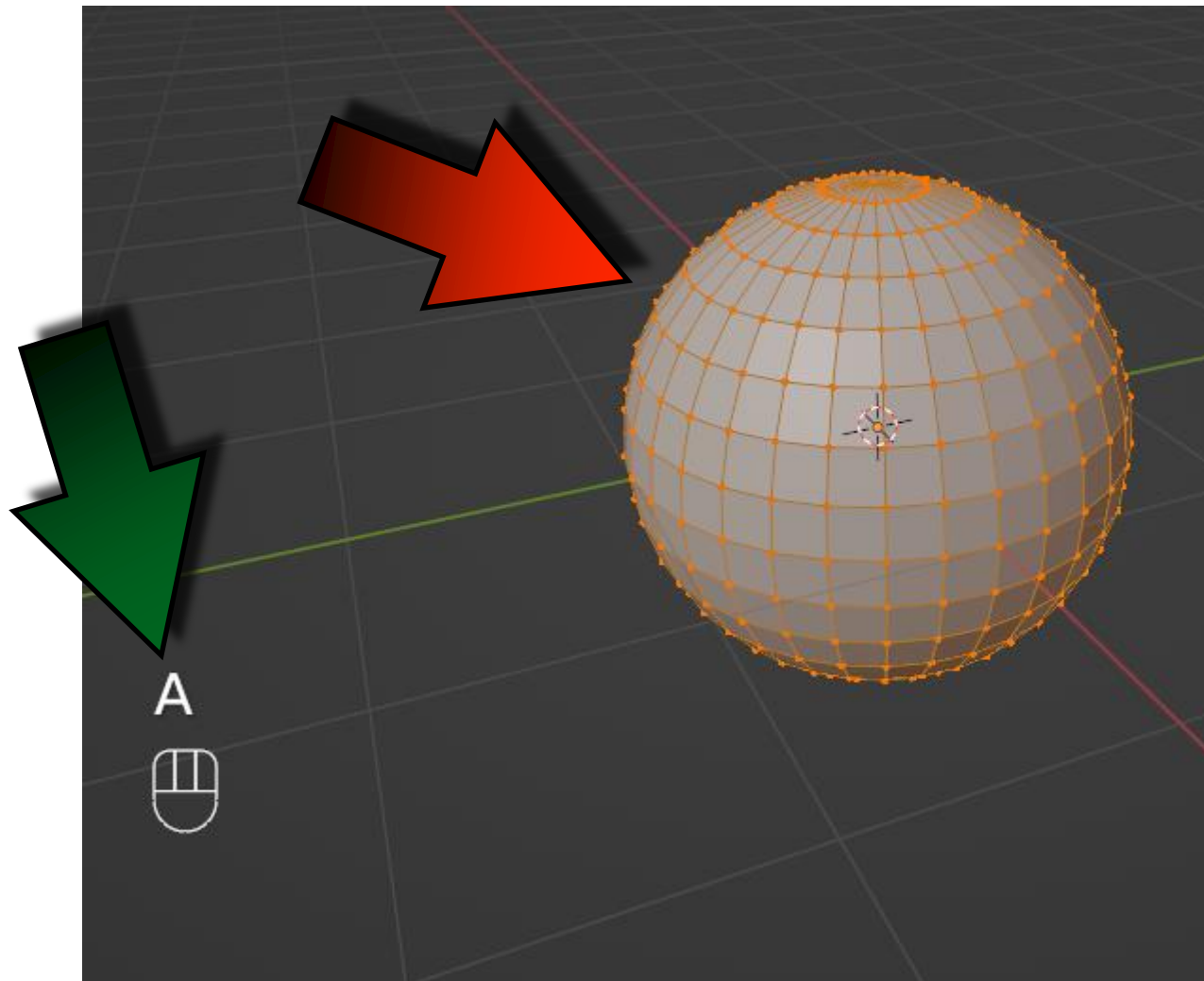
BY PRESSING THE **TAB KEY
WE GO TO **EDIT MODE****



MARKING

POWER OF AR AND VR

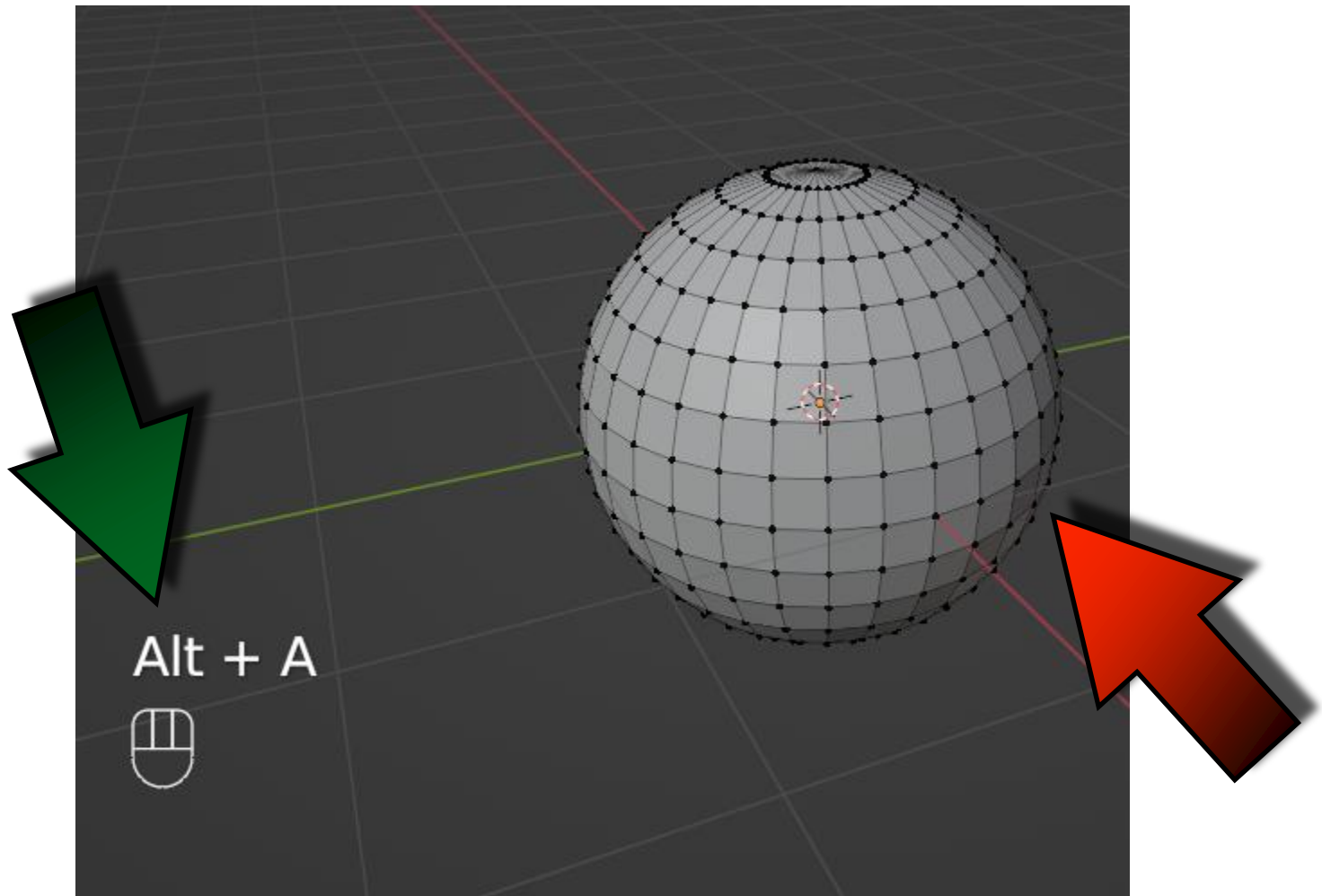
**KEY A MARKS ALL VERTEXES
WHICH ARE ILLUMINATED ARE ORANGE**



MARKING

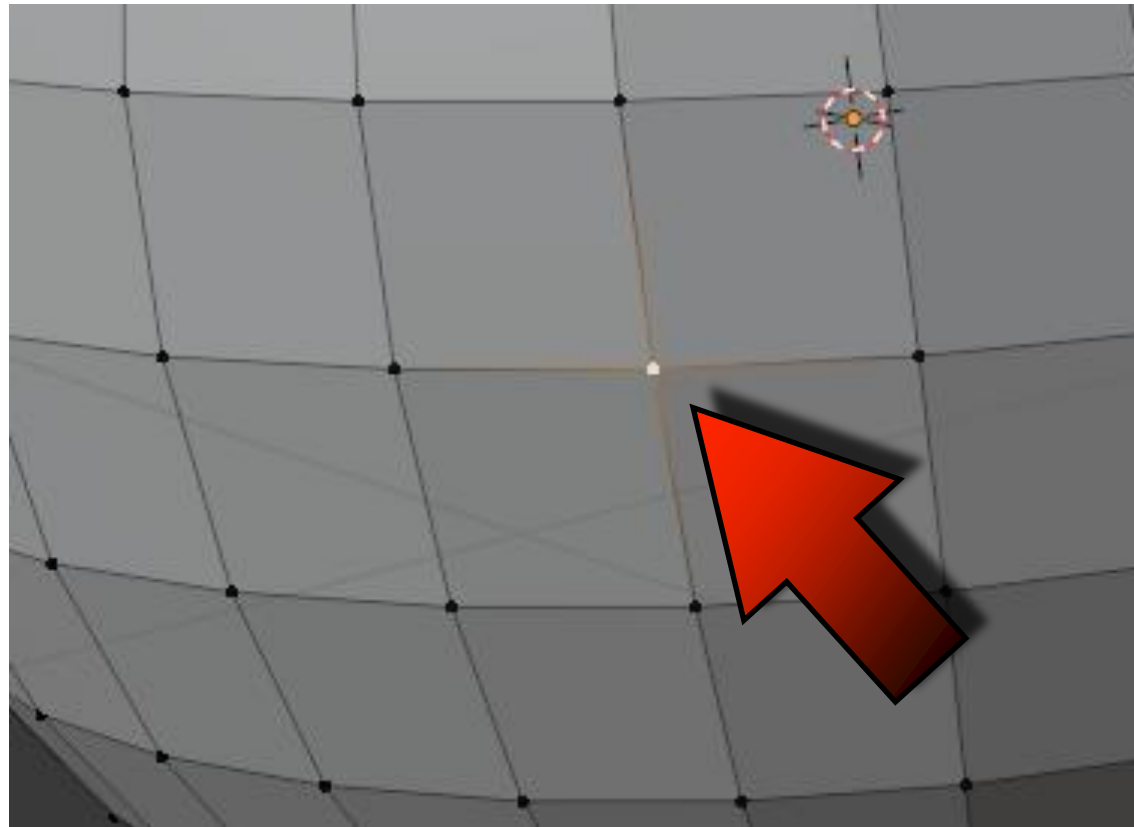
POWER OF AR AND VR

ALT+A KEYS REMOVE SELECTION



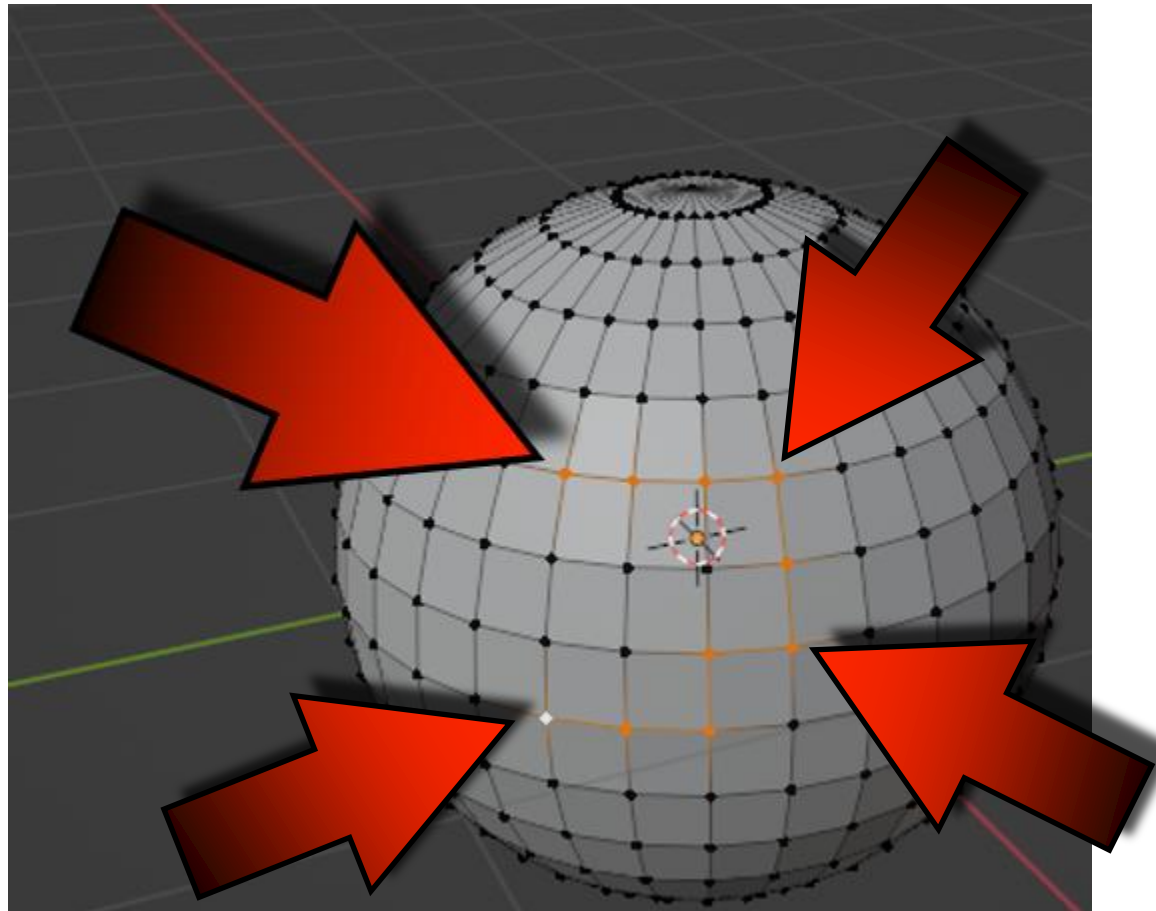
MARKING

BY CLICKING ON VERTEX
WE SELECT A SINGLE ELEMENT



MARKING

WITH THE **SHIFT** KEY WE CAN
SELECT **MORE ELEMENTS**

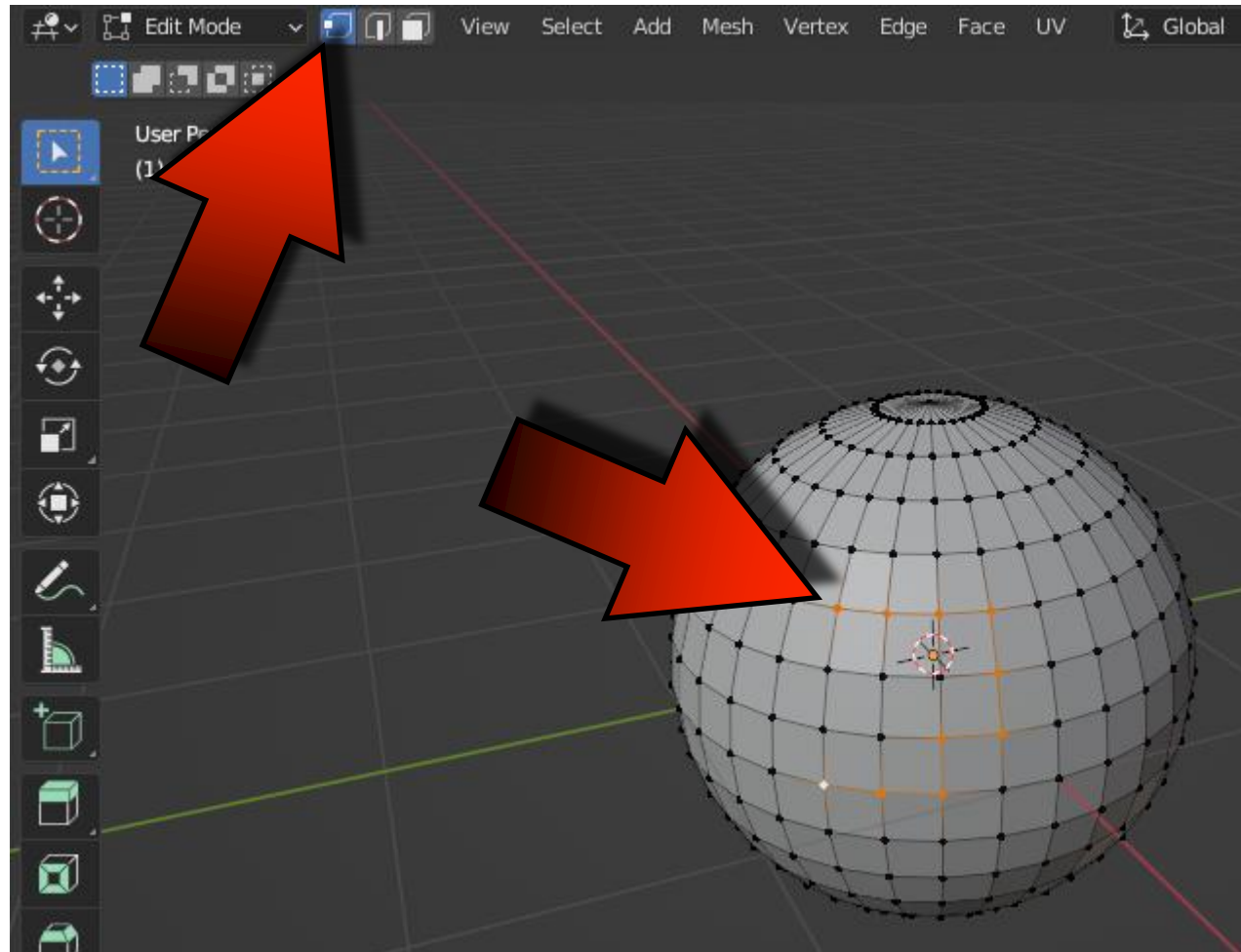


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POWER OF AR AND VR

SELECTION MODE

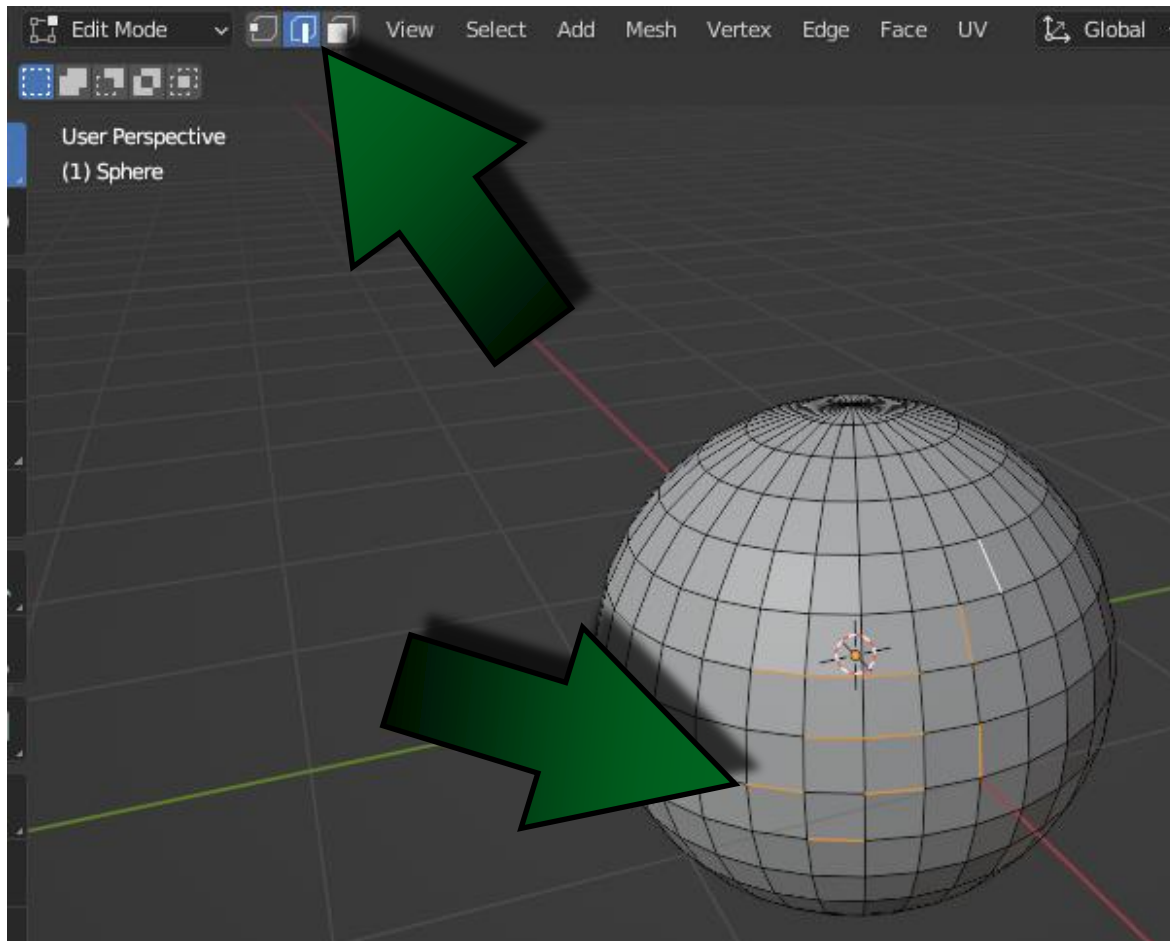
VERTEX



MARKING

POWER OF AR AND VR

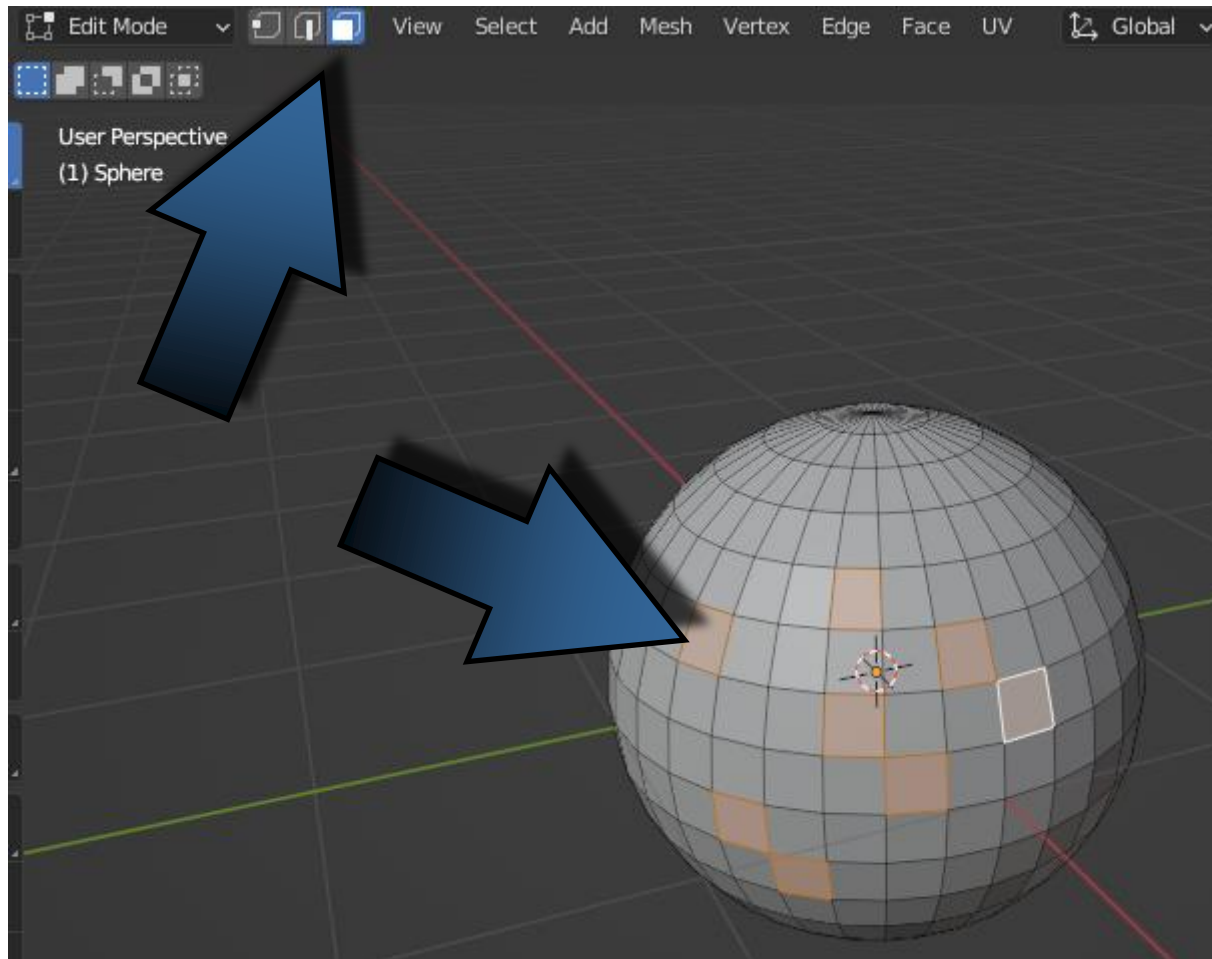
SELECTION MODE EDGE



MARKING

POWER OF AR AND VR

SELECTION MODE FACE



MARKING

FASTER SWITCHING BETWEEN INDIVIDUAL MODES CAN BE OBTAINED BY USING THE KEYS

1 – 2 – 3

FROM THE ALPHANUMERIC KEYBOARD

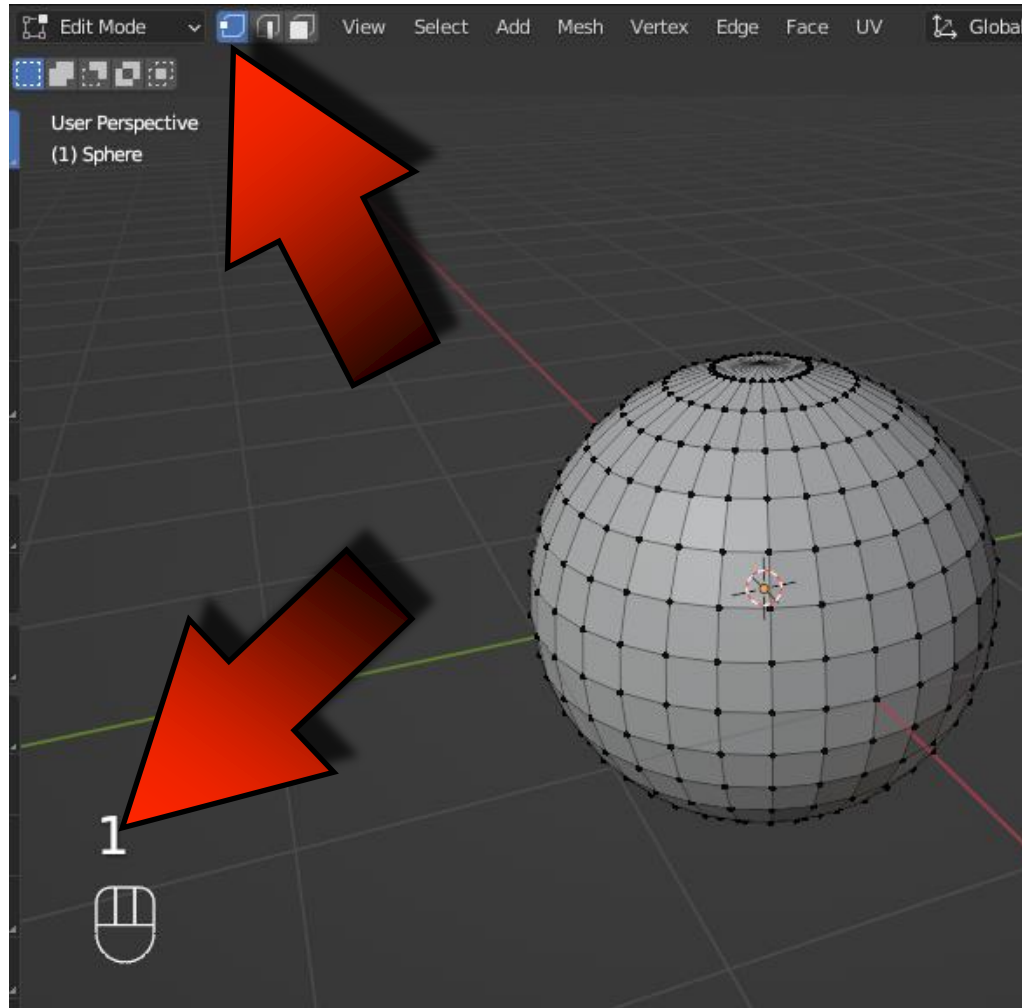


MARKING

POWER OF AR AND VR

SELECTION MODE

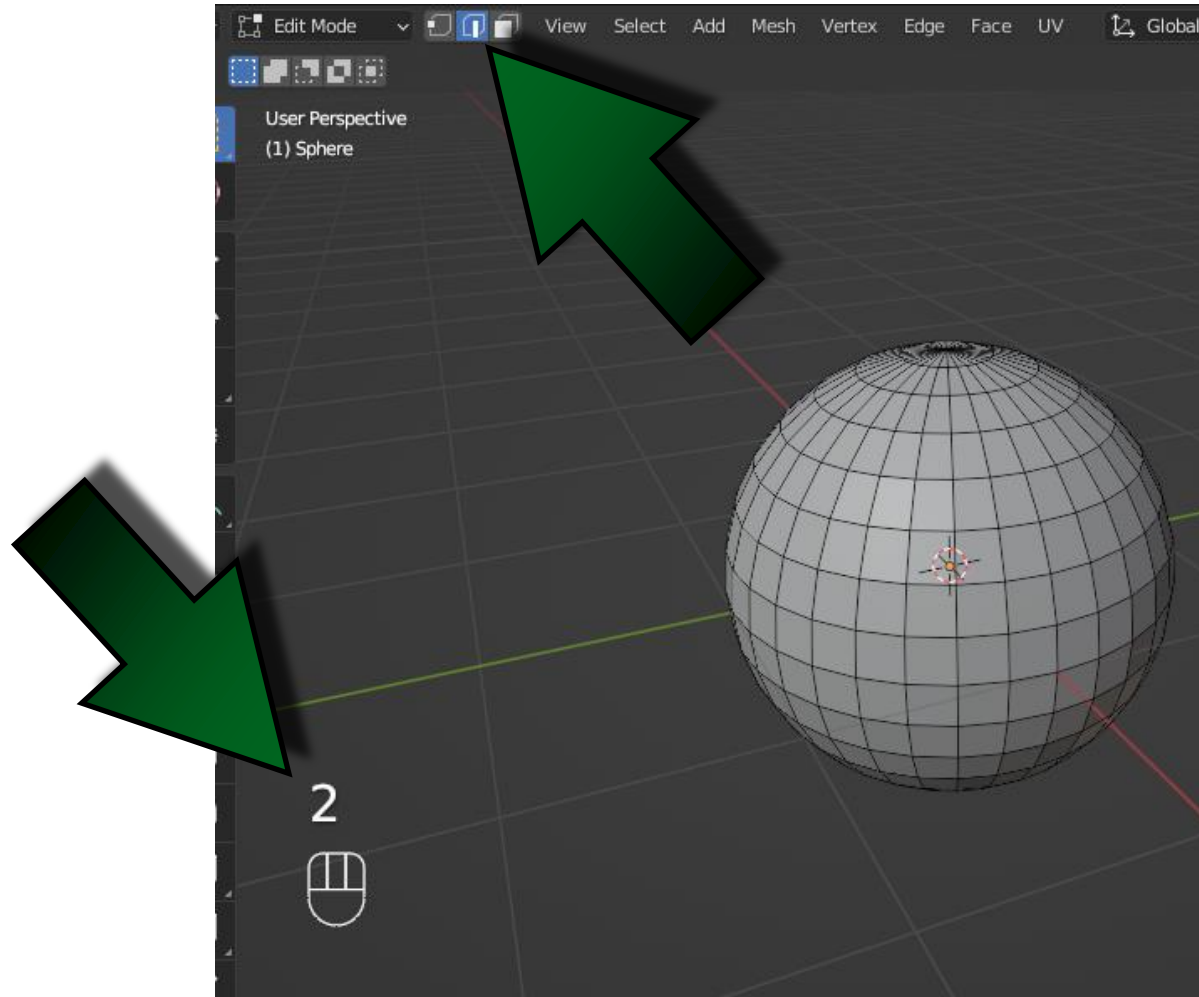
VERTEX



MARKING

POWER OF AR AND VR

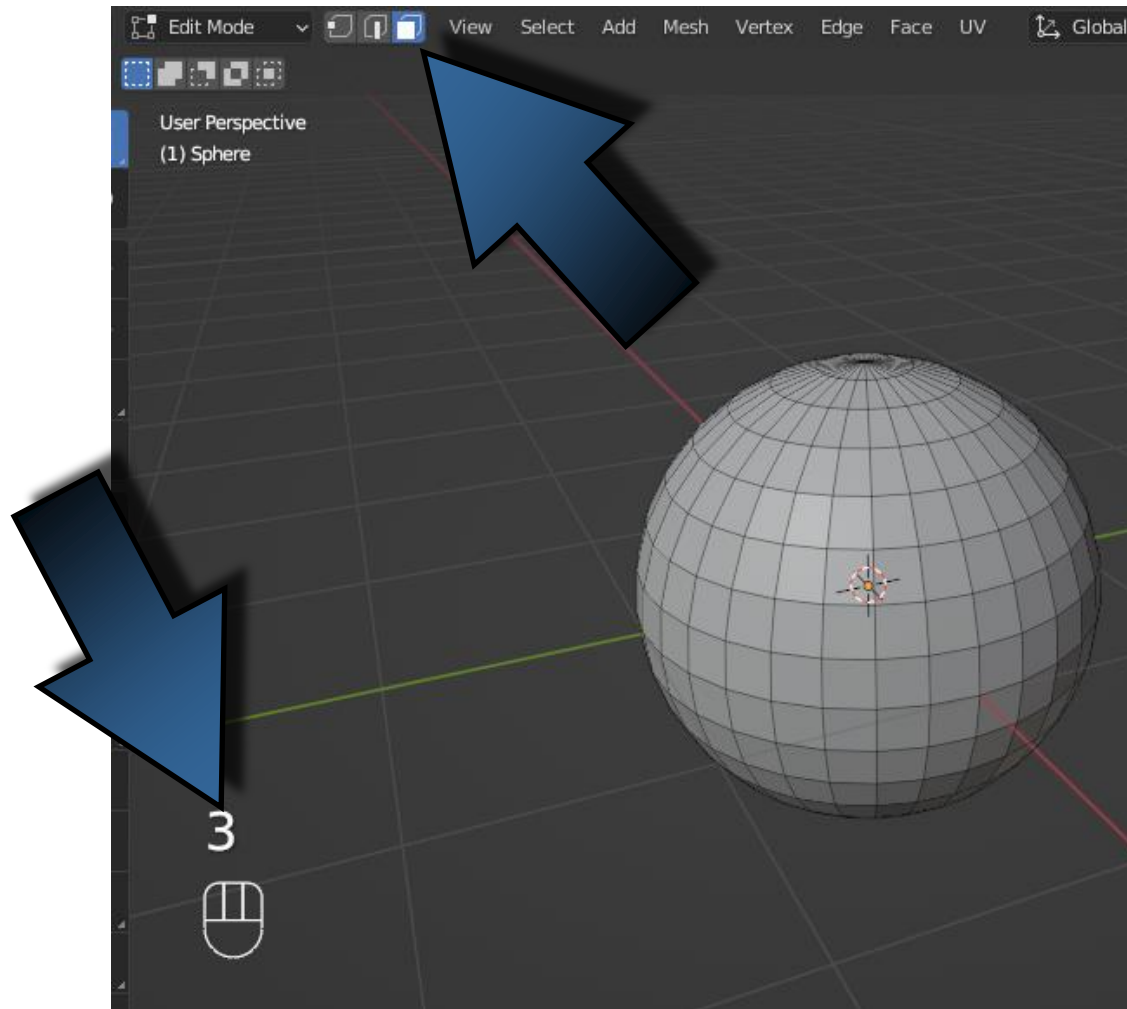
SELECTION MODE EDGE



MARKING

POWER OF AR AND VR

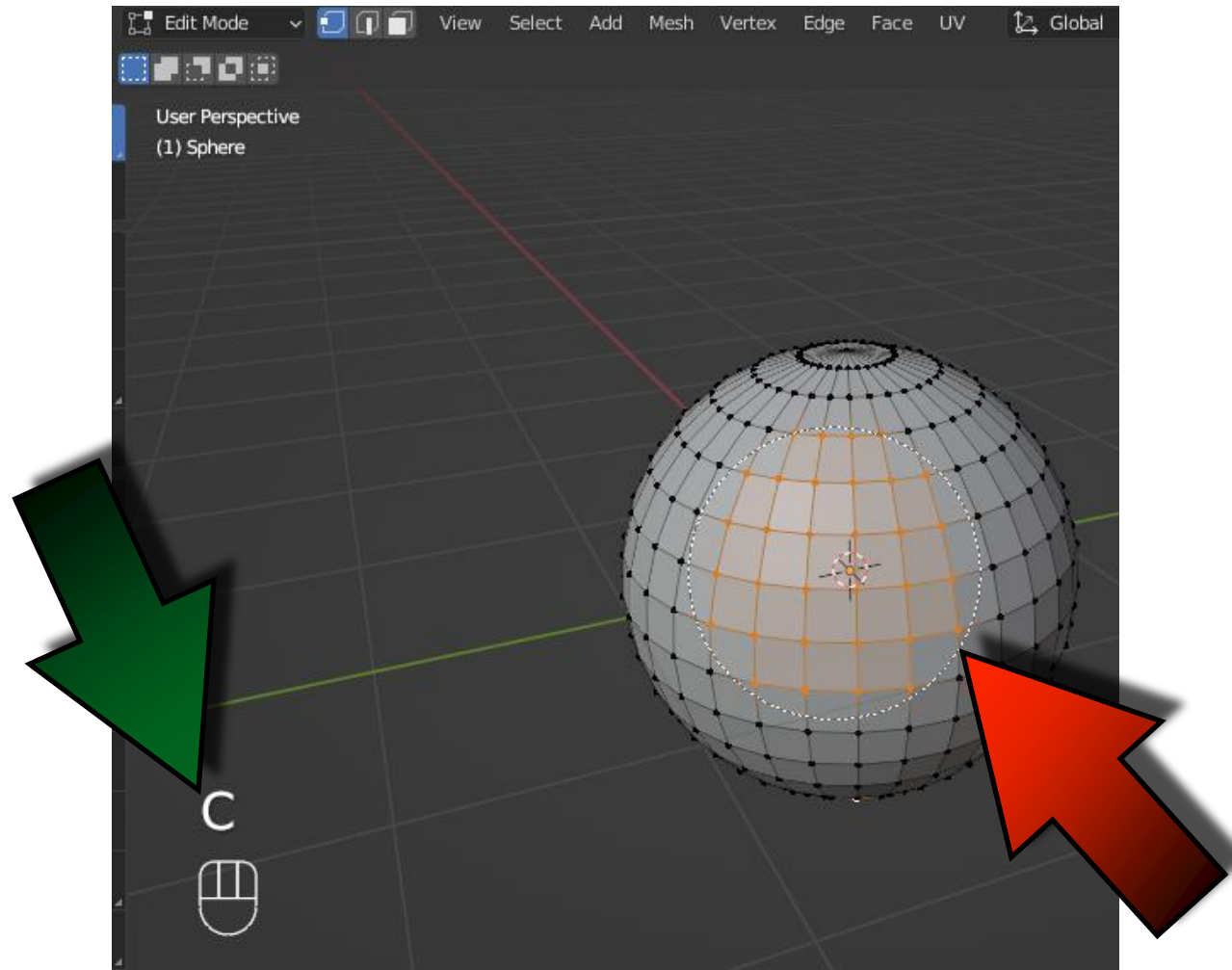
SELECTION MODE FACE



MARKING

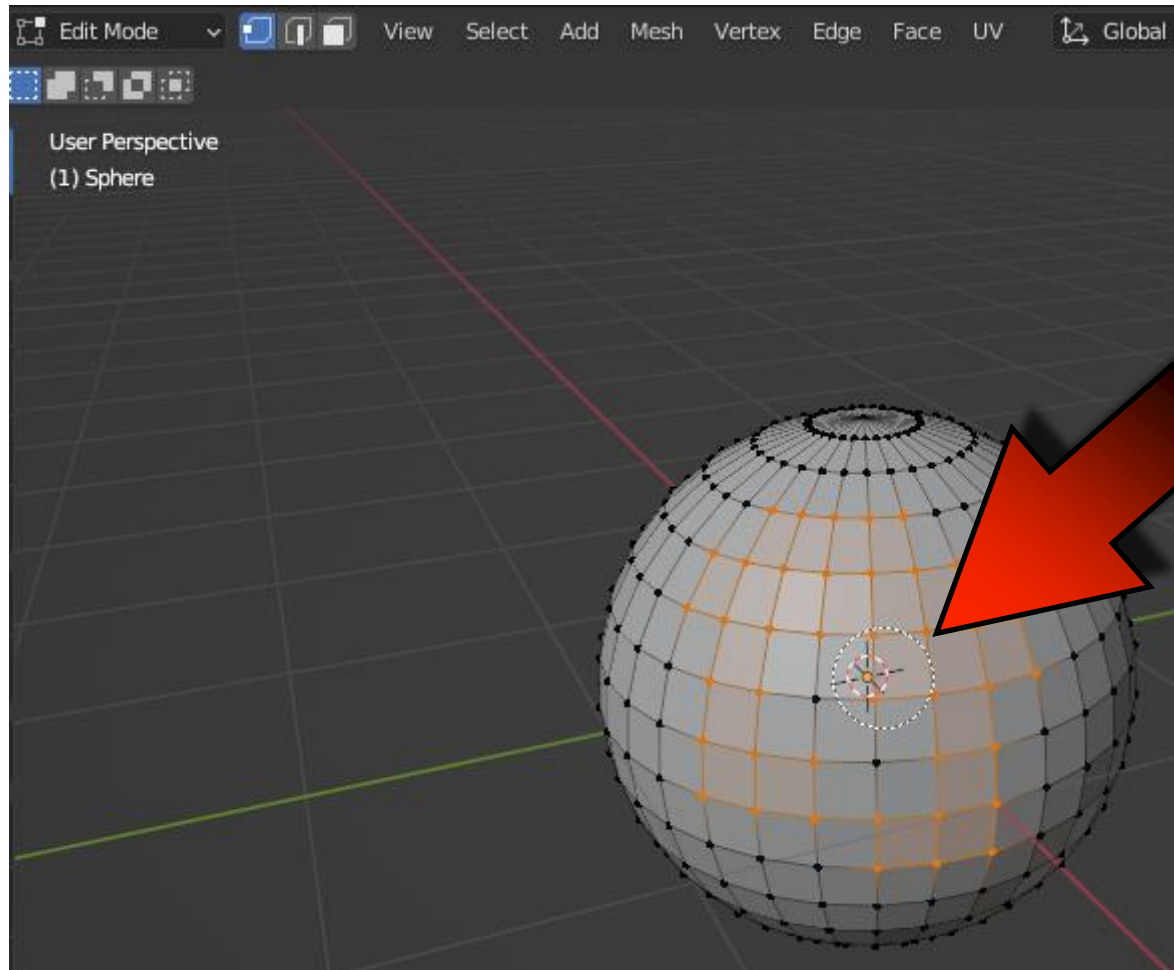
POWER OF AR AND VR

USING THE **C KEY** WE CAN SELECT
AS IF WE WERE **PAINTING WITH A BRUSH**



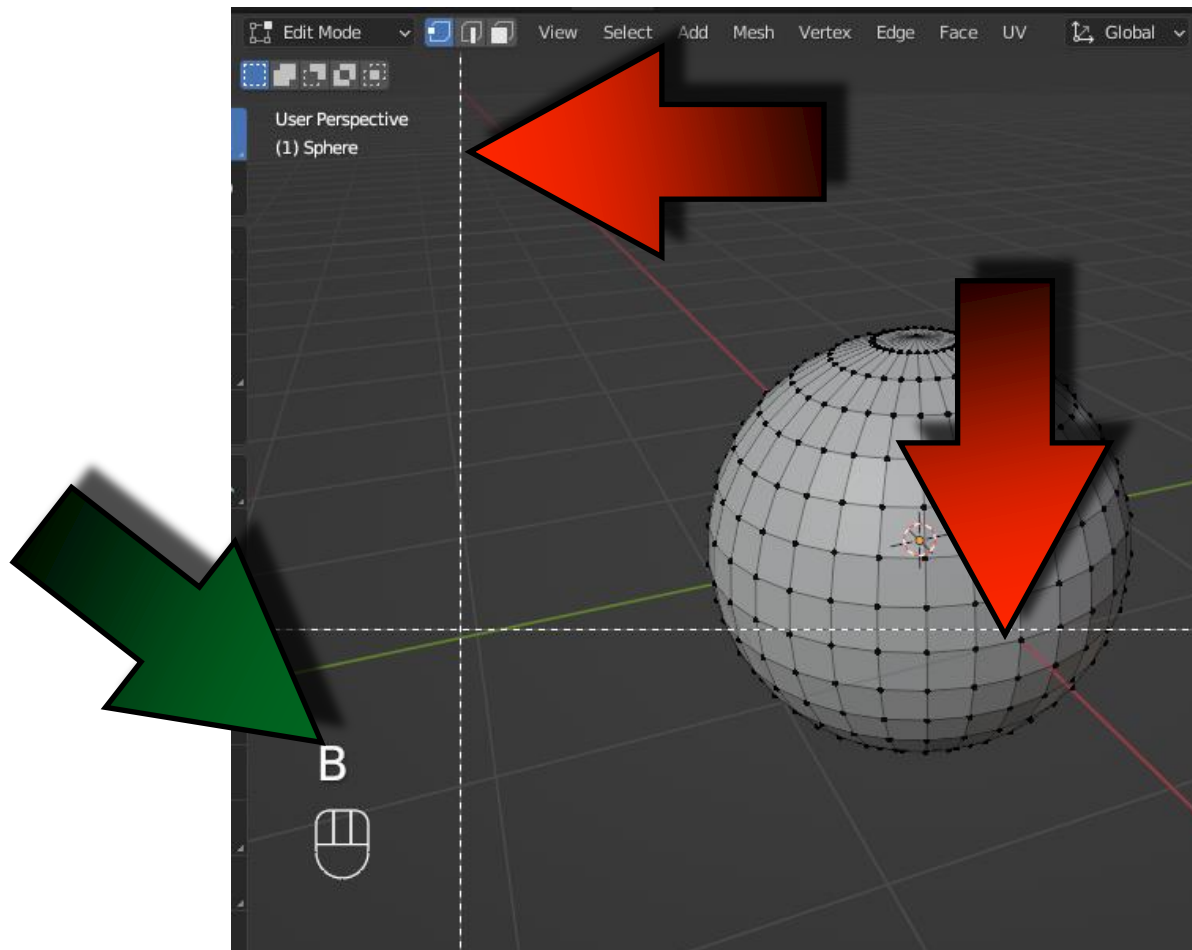
MARKING

WE CHANGE THE **BRUSH SIZE** USING THE **MOUSE ROLLER**



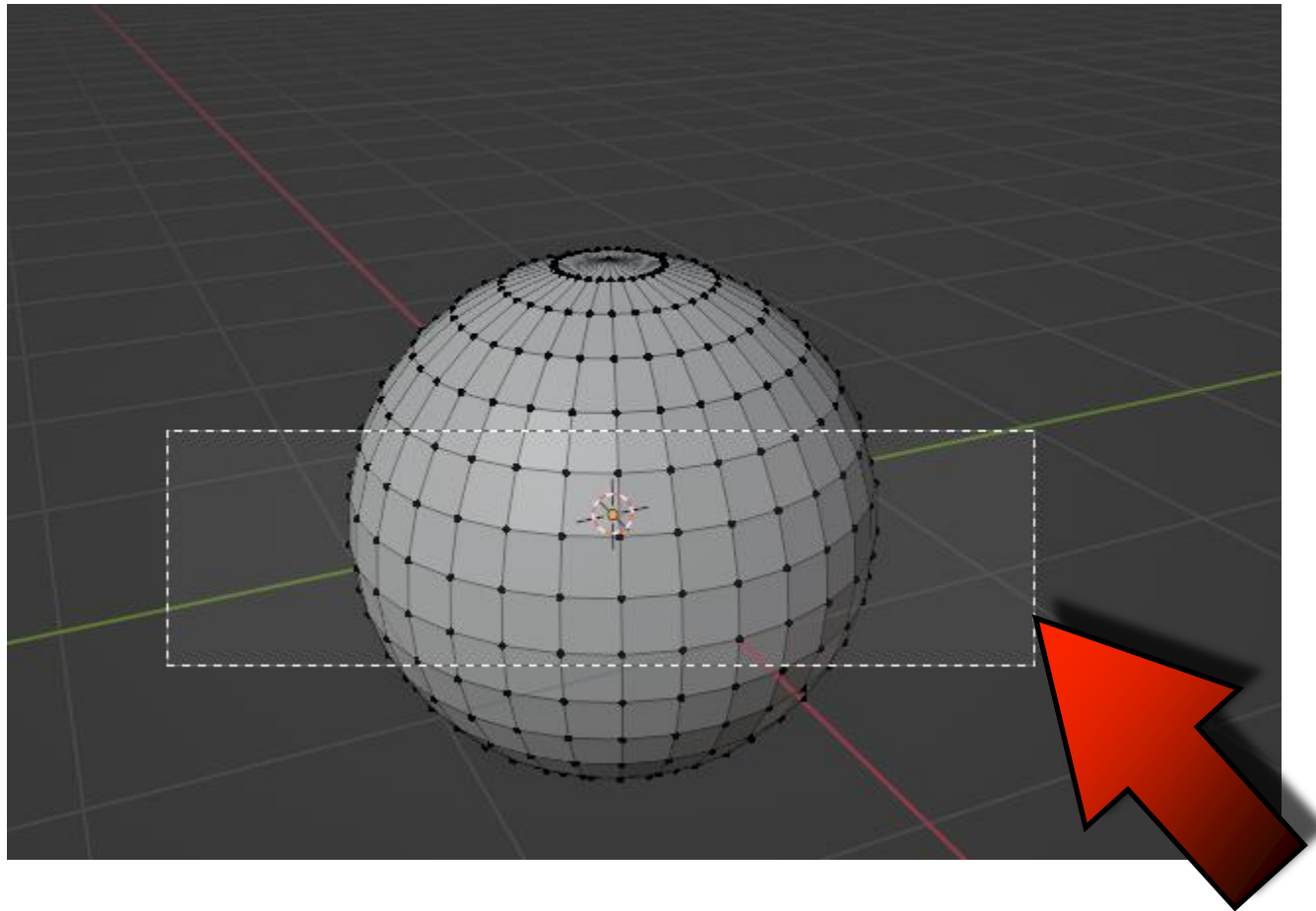
POWER OF AR AND VR

USING THE **B KEY** WE TURN ON
RECTANGULAR SELECTION



MARKING

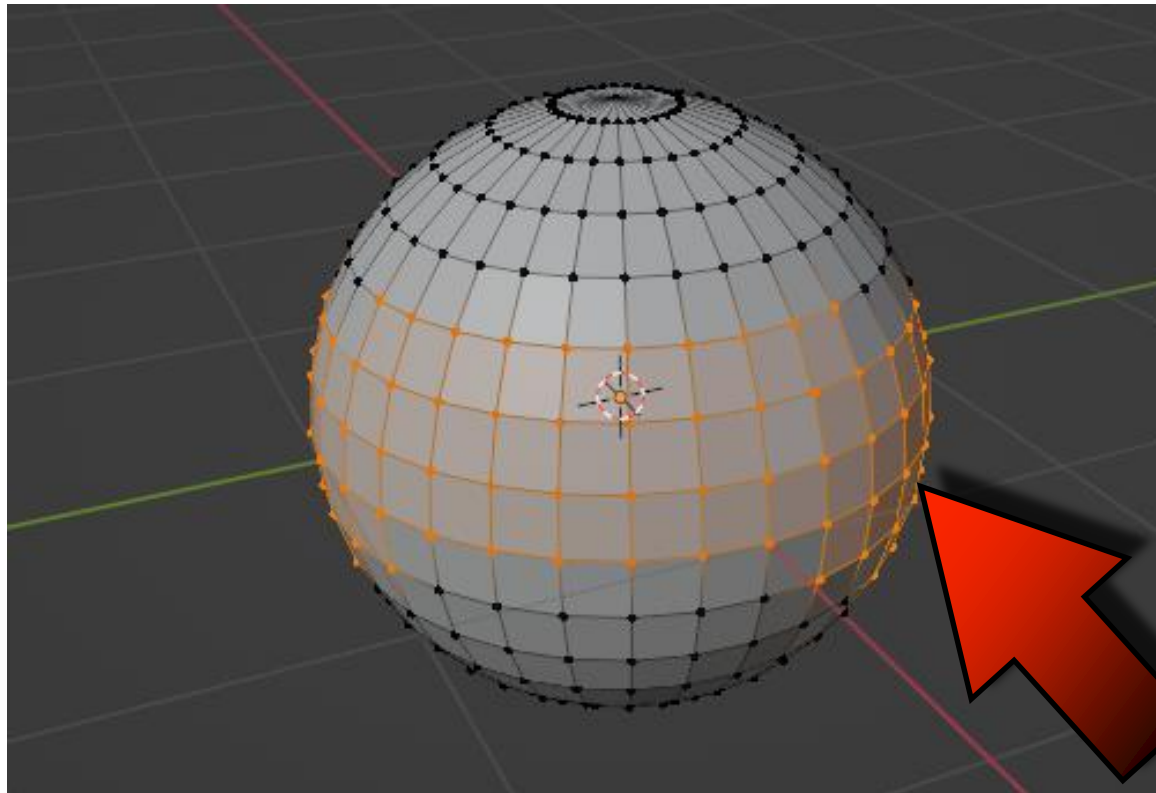
USING YOUR MOUSE DRAW A RECTANGLE



MARKING

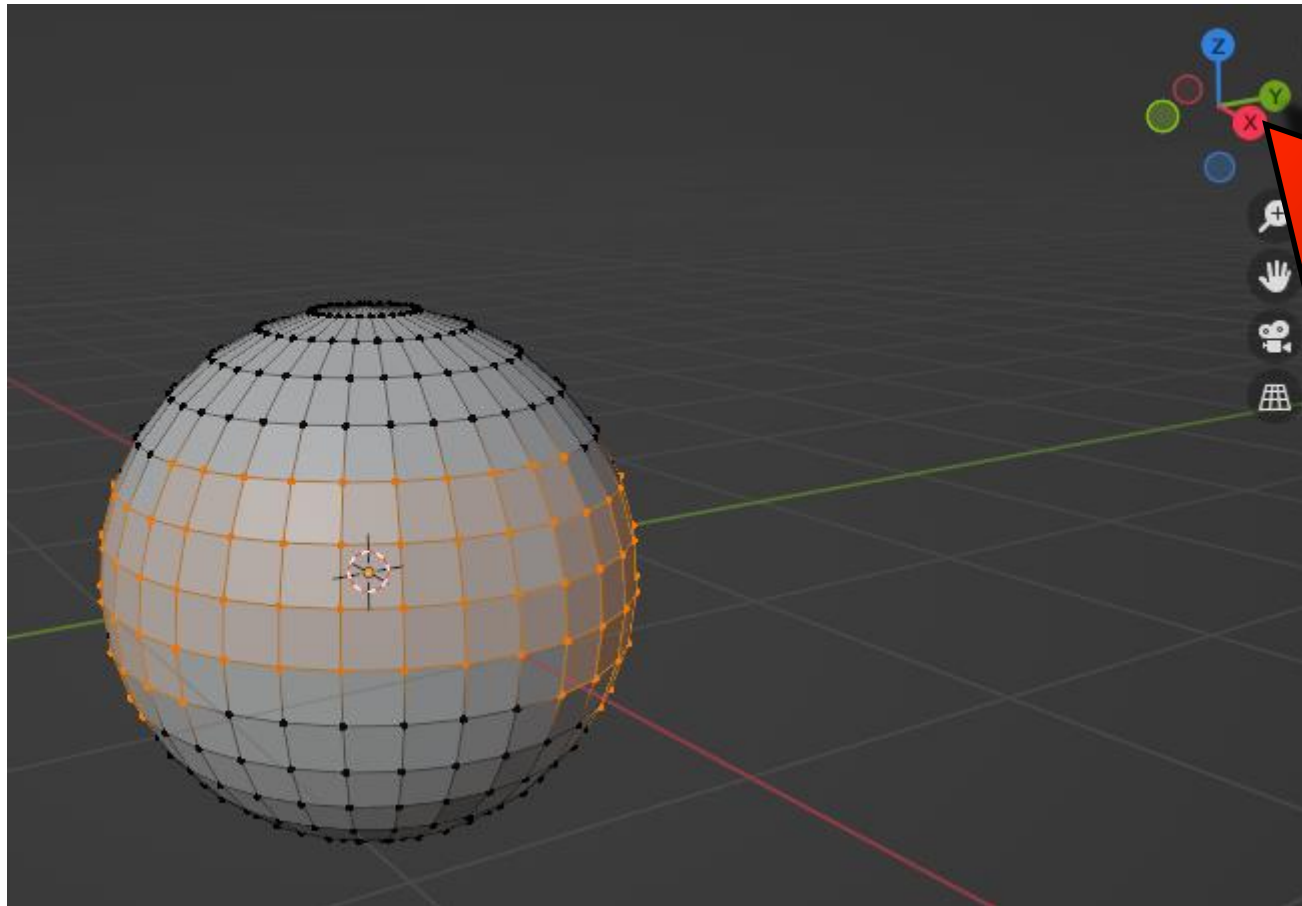
POWER OF AR AND VR

**WE WILL SEE THAT ALL
THE OUTLINED VERTEXES
HAVE BEEN MARKED**



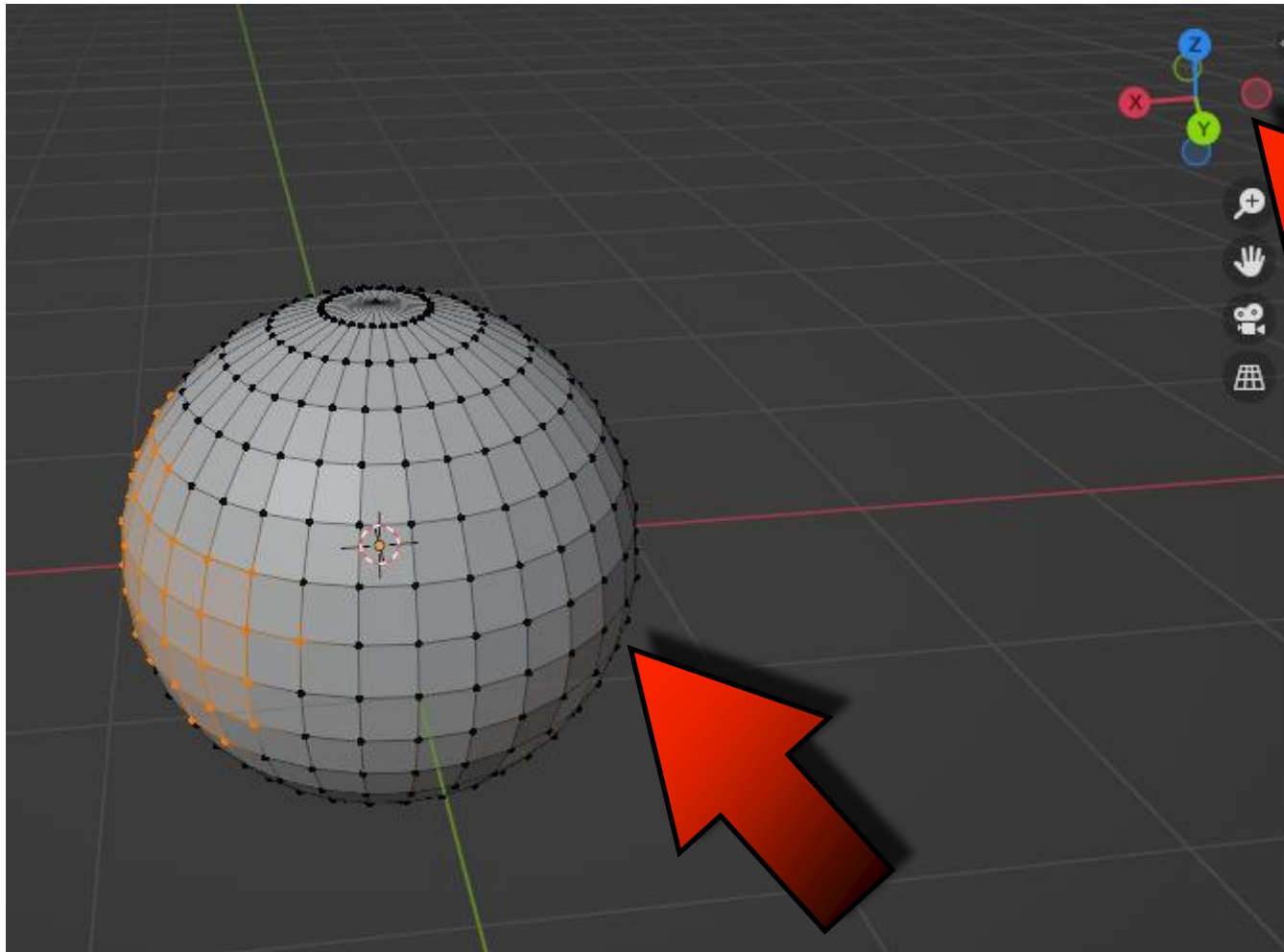
MARKING

LET US PAY ATTENTION TO THE **POSITION OF THE AXIS**



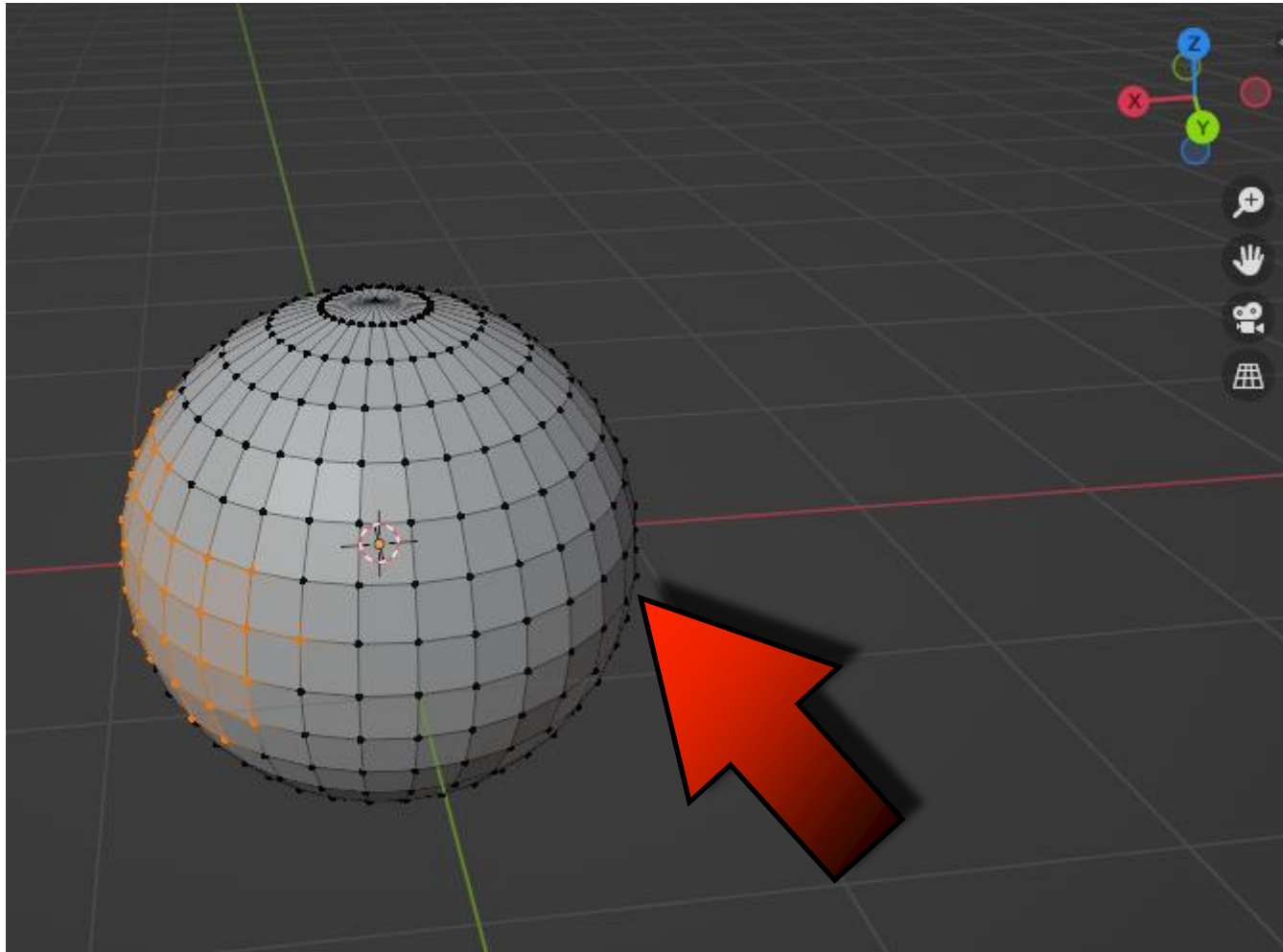
MARKING

BY HOLDING THE MOUSE WHEEL,
LET'S MOVE IT AND ROTATE THE 3D OBJECT



MARKING

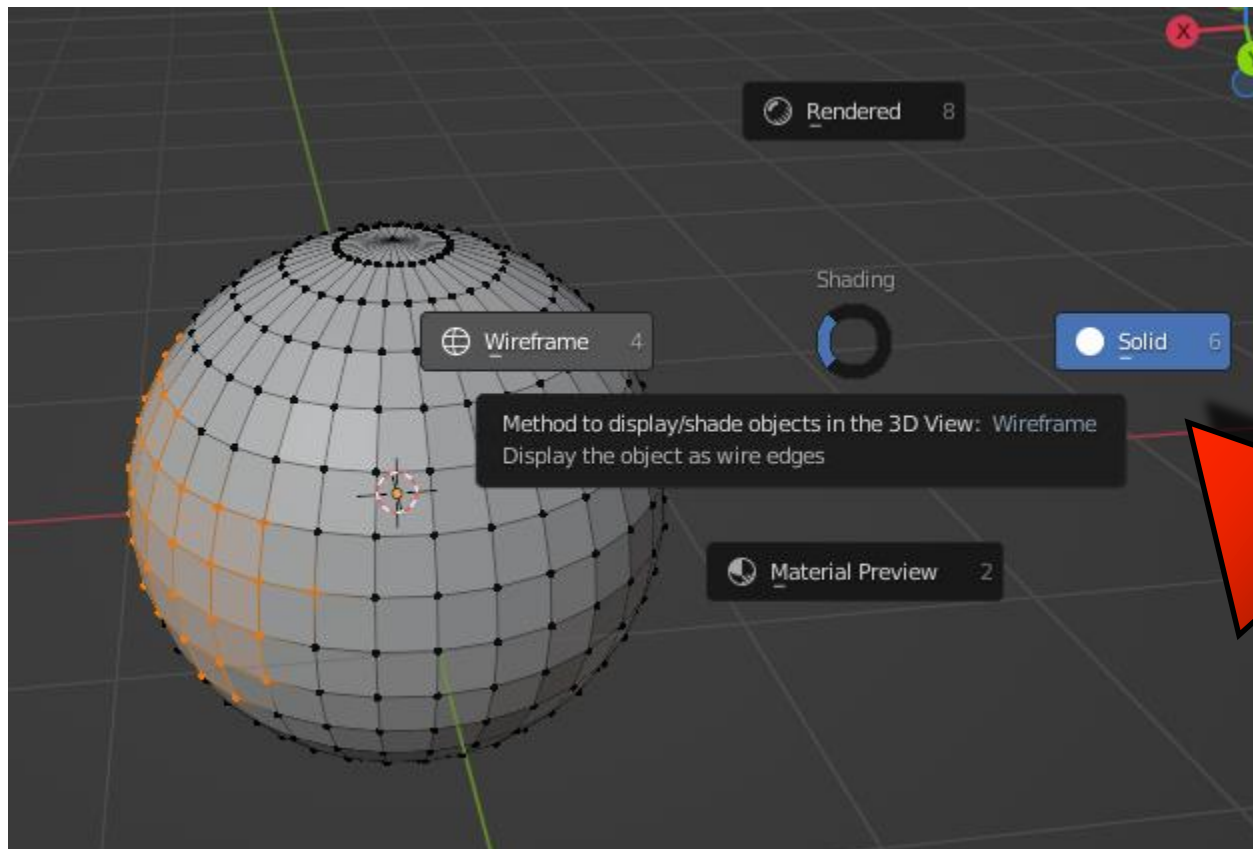
**WE WILL SEE THAT THE ELEMENTS
AT THE BACK **HAVEN'T BEEN MARKED****



MARKING

POWER OF AR AND VR

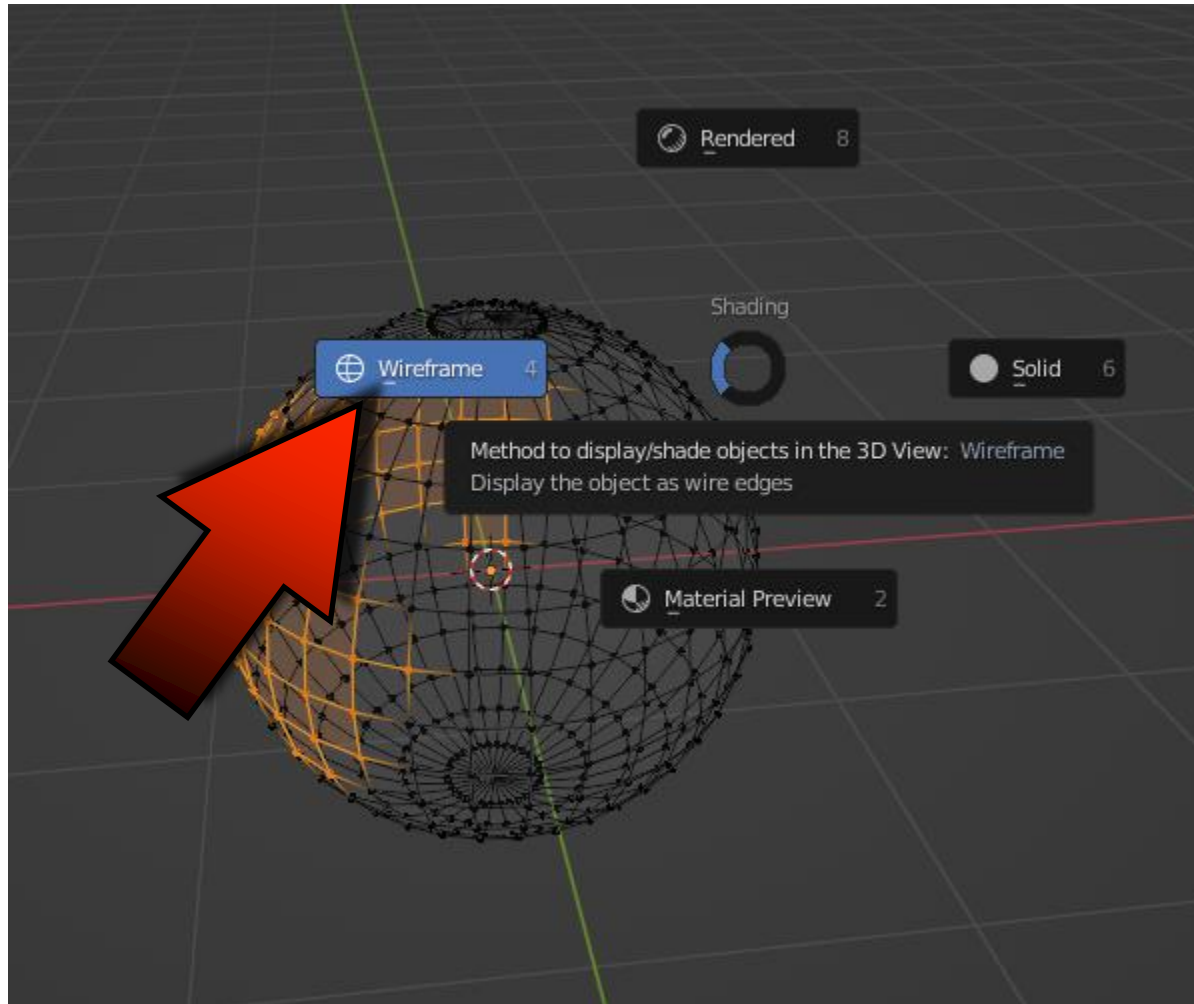
LET'S PRESS THE Z KEY



MARKING

POWER OF AR AND VR

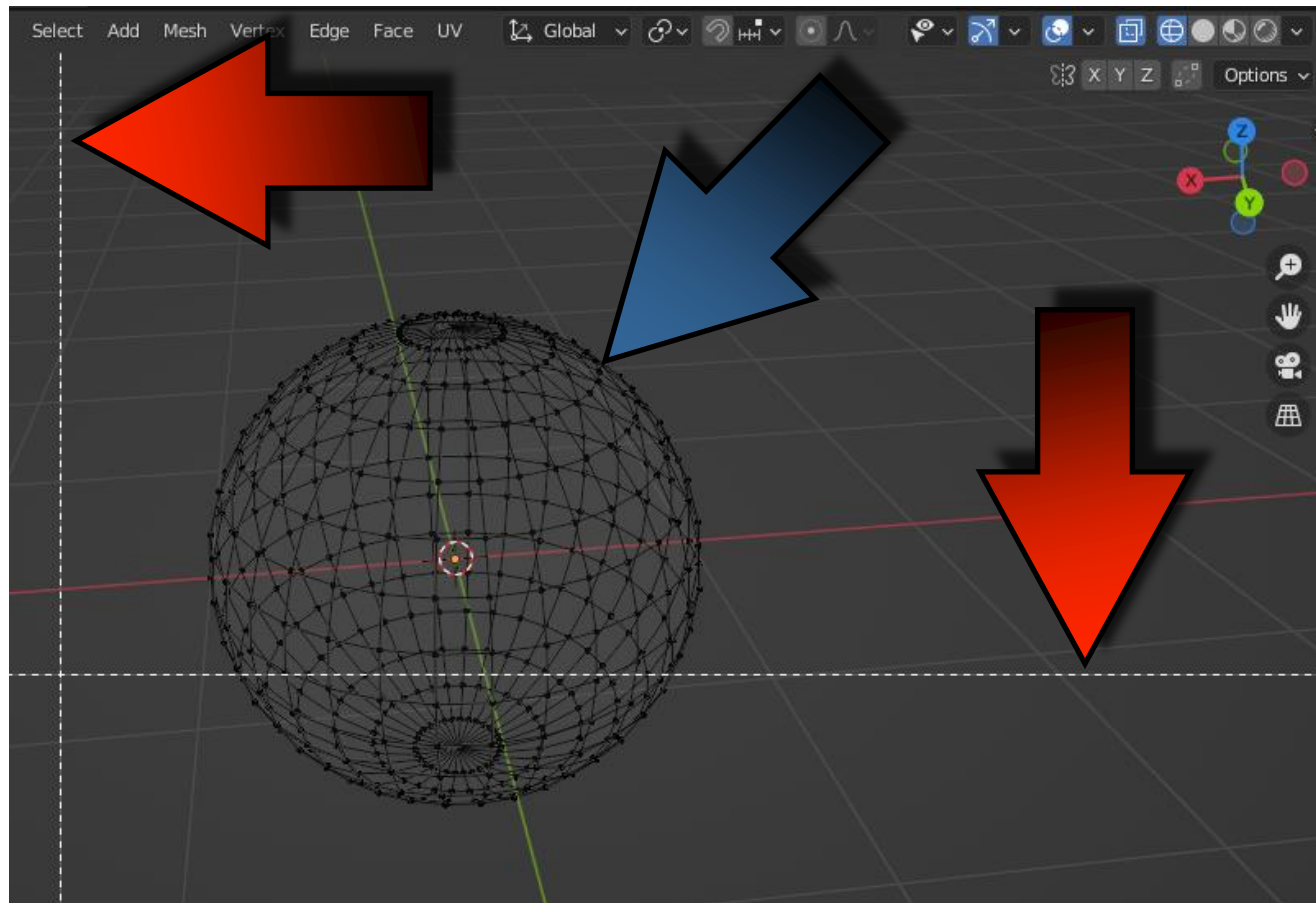
THEN LET'S SELECT **WIREFRAME**



MARKING

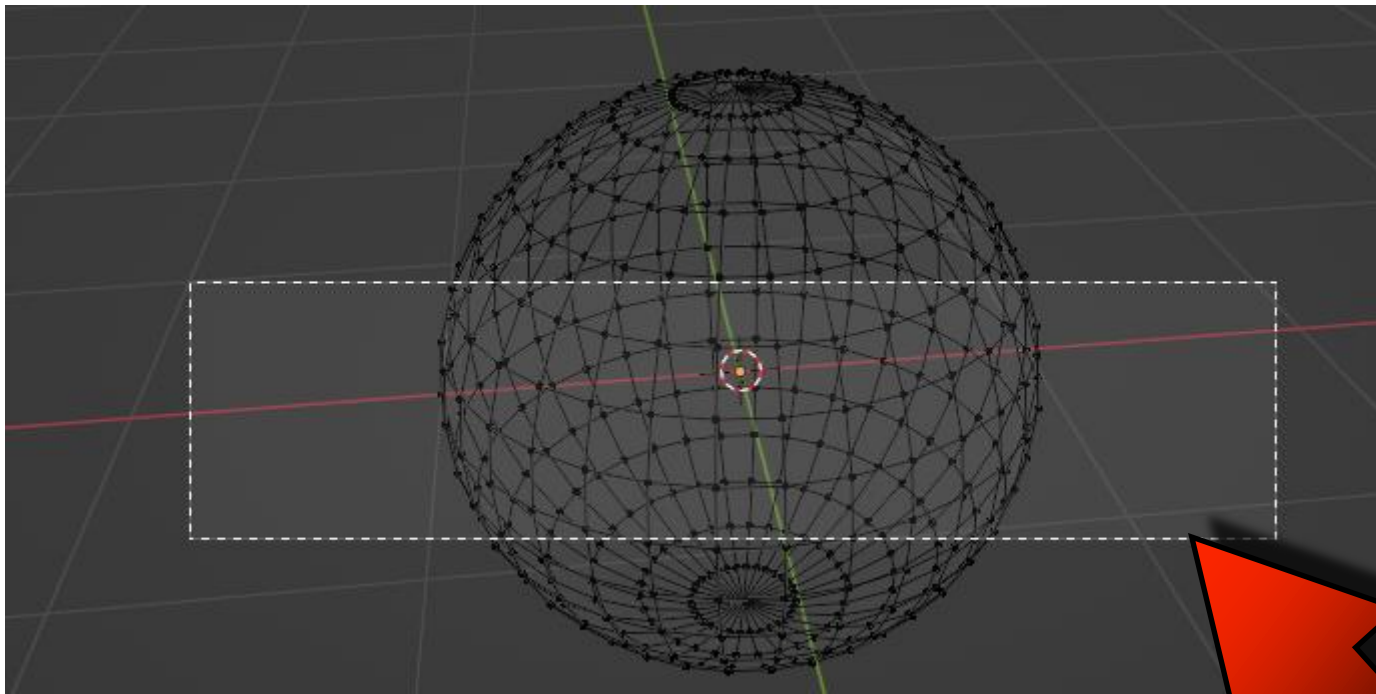
POWER OF AR AND VR

**KEYS A TO REMOVE SELECTION
AND WITH KEY B TO
TURN ON RECTANGULAR SELECTION**



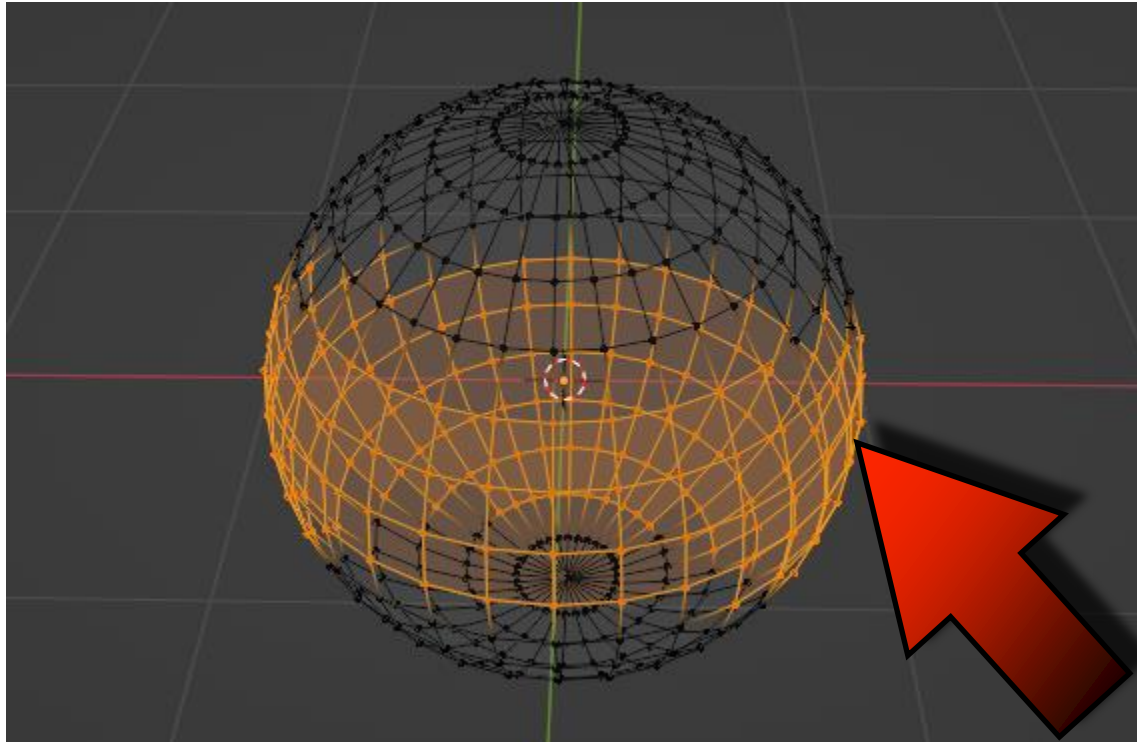
MARKING

USING THE **MOUSE** LET'S **DRAW A RECTANGLE**



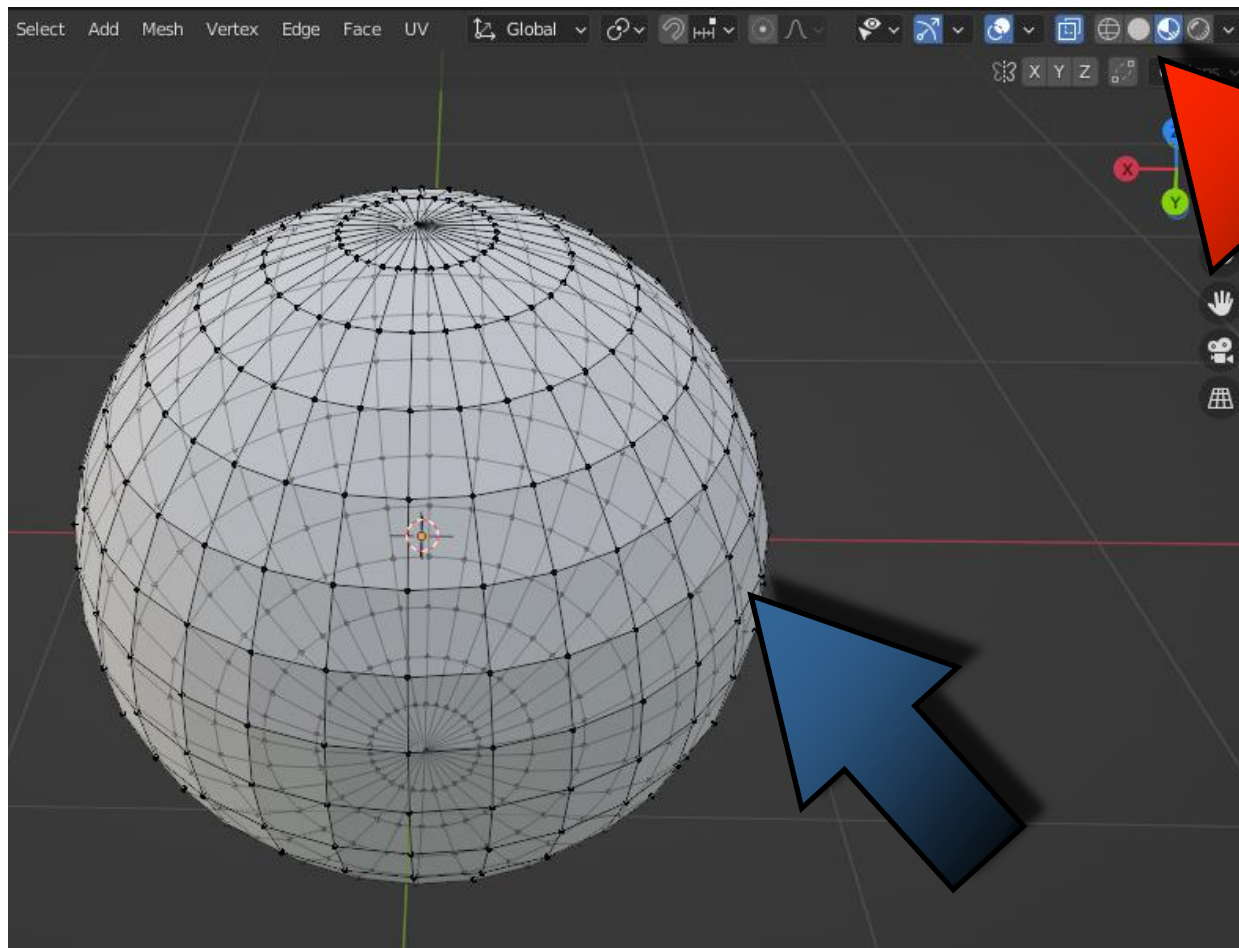
MARKING

**WHEN WE SEE ALL THE ELEMENTS THEN
THE PROGRAM WILL ALSO MARK THEM
EVEN THOSE ON THE OTHER SIDE**



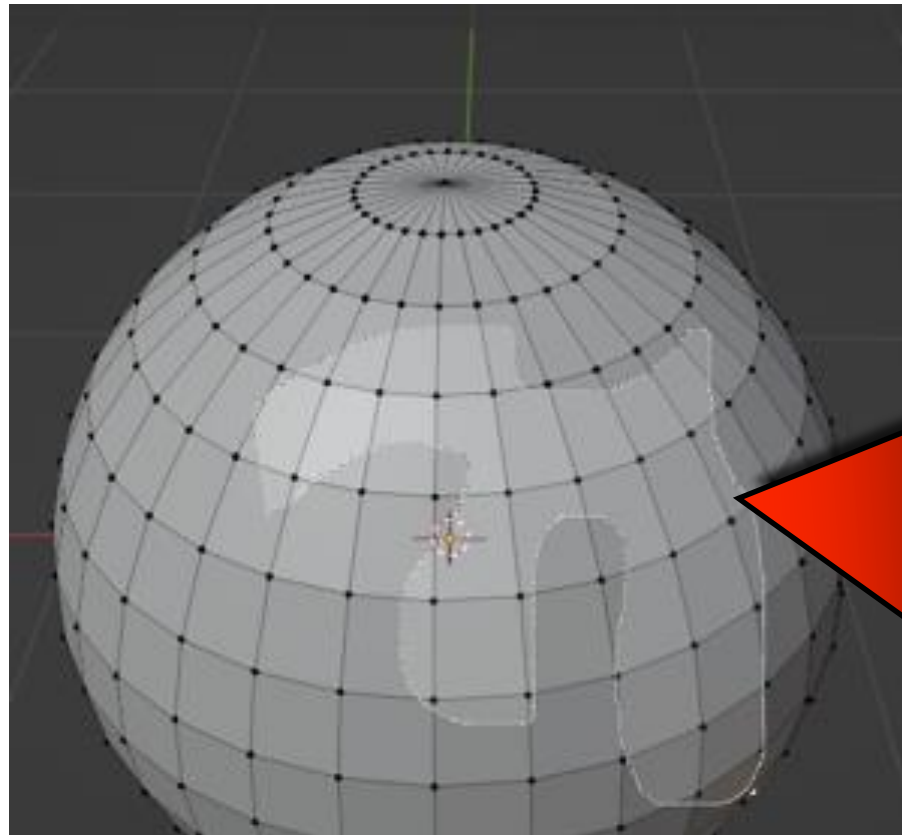
MARKING

USING THESE **BUTTONS** WE CAN TURN ON DIFFERENT VIEW COMBINATIONS



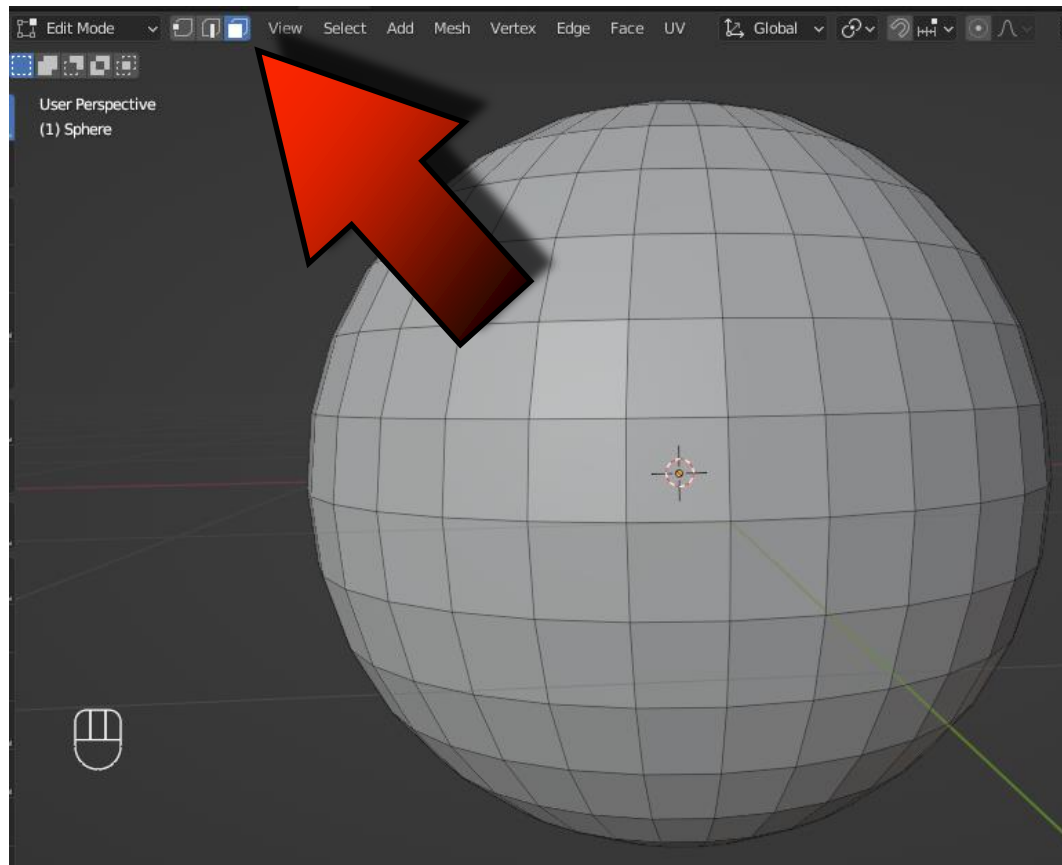
MARKING

**WITH THE CTRL KEY
AND THE RIGHT MOUSE KEY,
WE CAN OUTLINE AND SELECT ANY SHAPE**



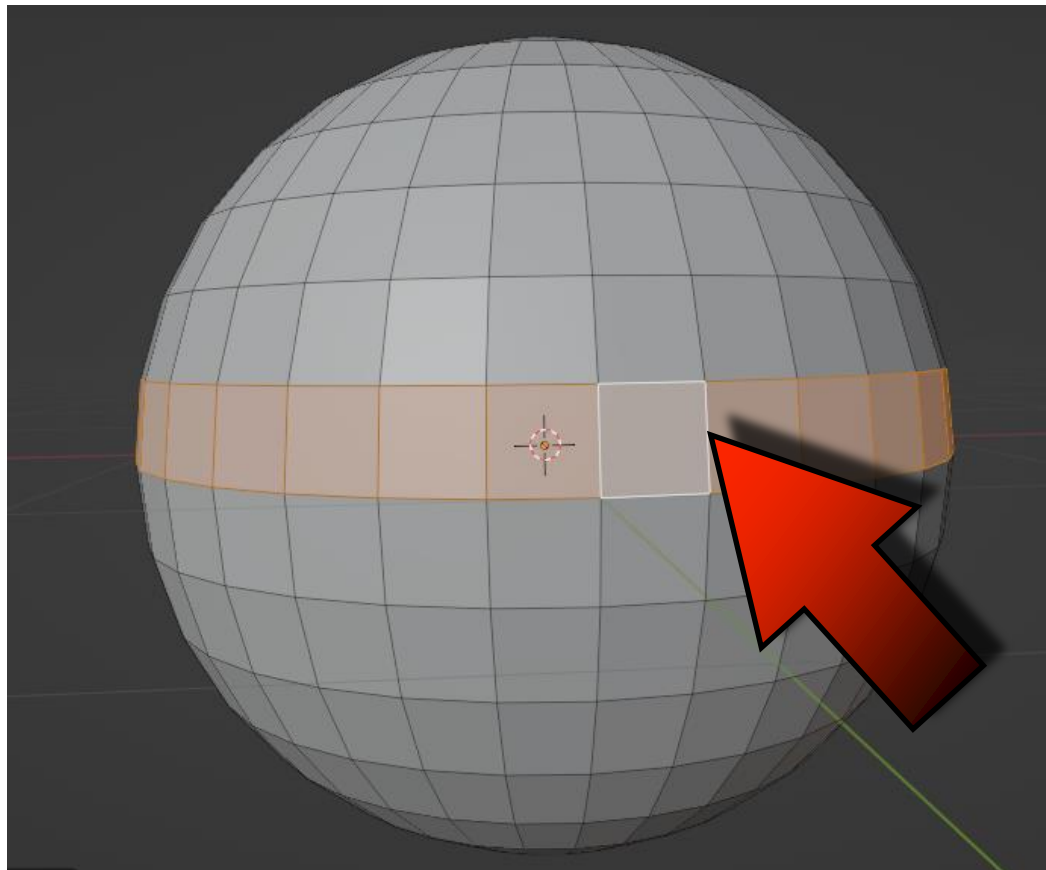
MARKING

LET'S GO TO SELECTION VIEW FACE



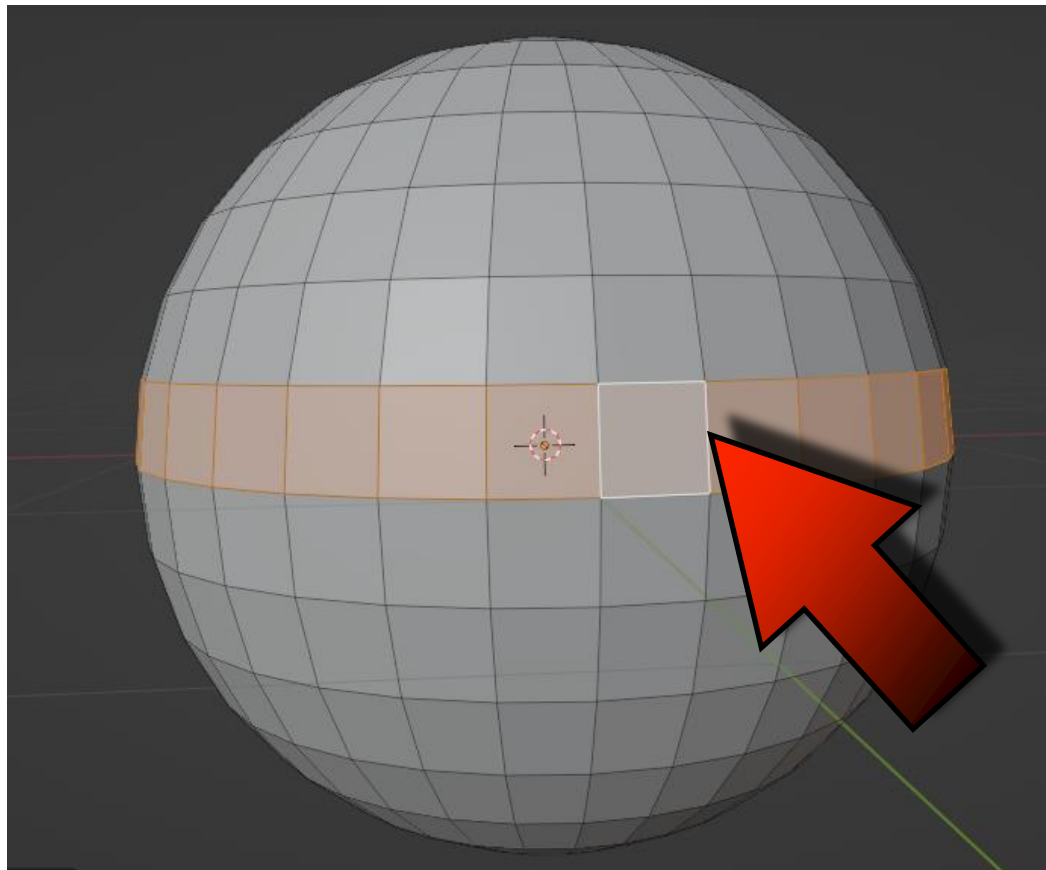
MARKING

HOLD THE **ALT KEY THEN POSITION THE MOUSE
CURSOR **CLOSE TO THE EDGE OF ONE OF THE
WALLS** AND CLICK THE **LEFT MOUSE KEY****



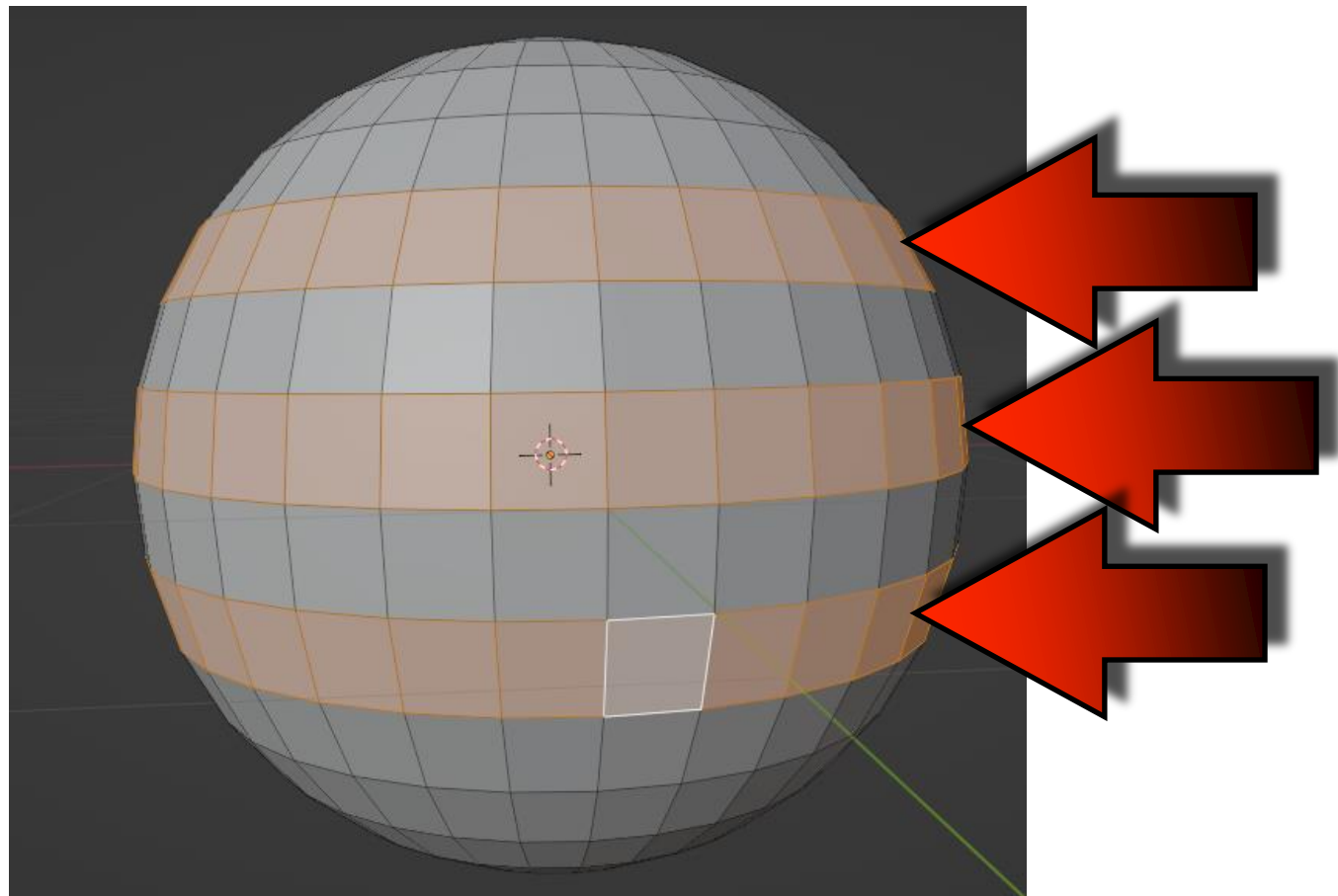
MARKING

A LOOP WILL BE MARKED AROUND OUR MODEL



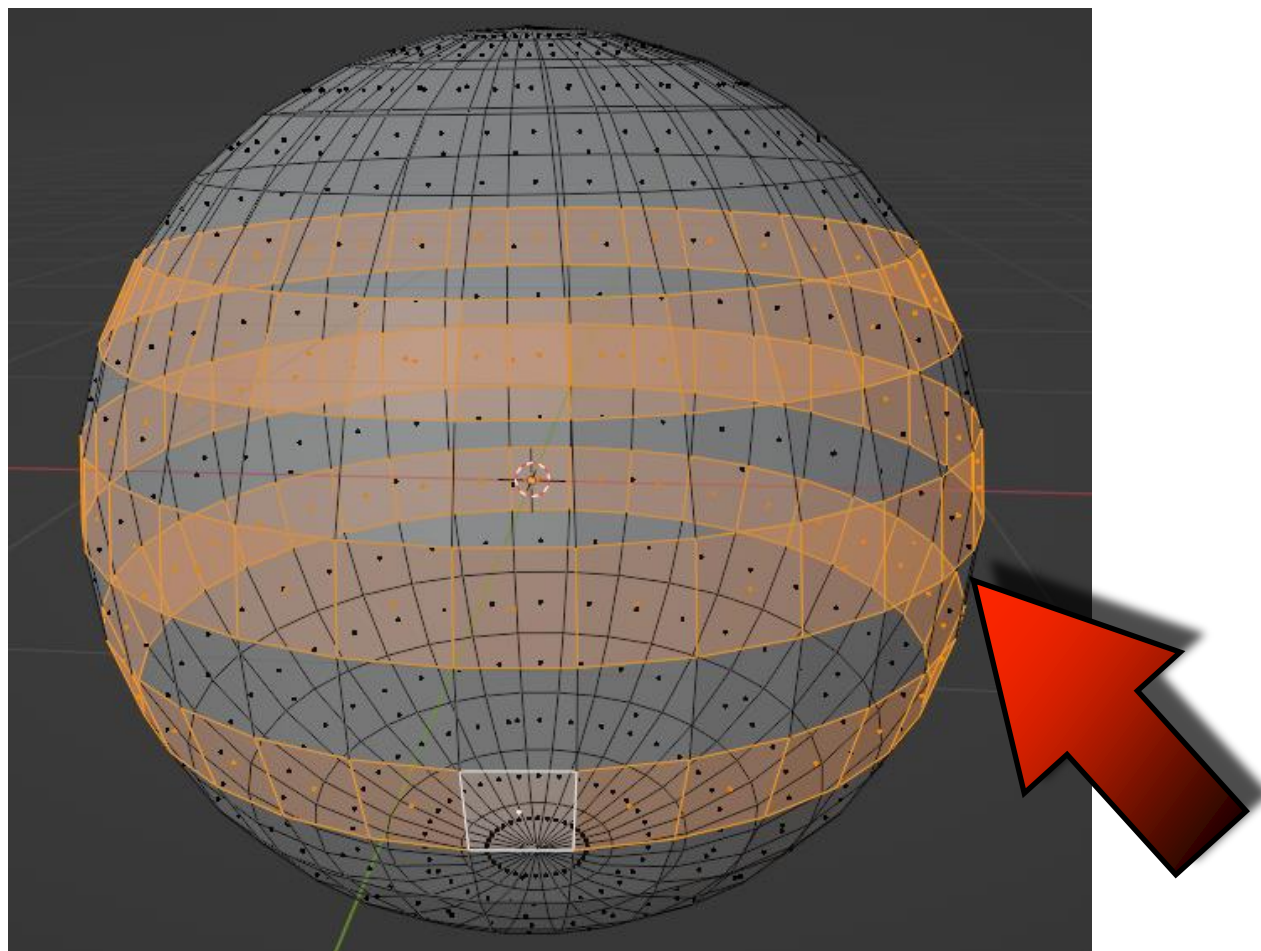
MARKING

BY ADDITIONALLY HOLDING THE **SHIFT KEY
WE CAN **ADD** OR **SUBTRACT** ADDITIONAL LOOPS
BOTH **VERTICALLY** AND **HORIZONTALLY****



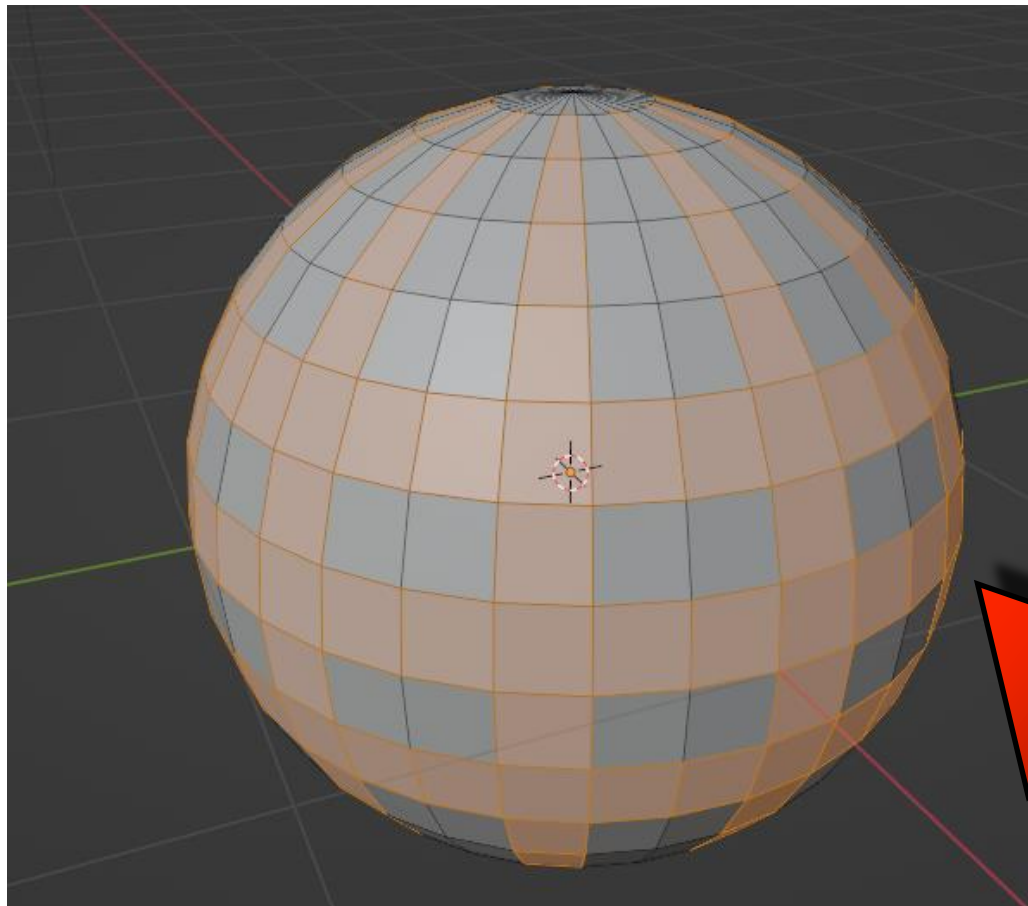
MARKING

WHEN WE CHANGE THE VIEW WE SEE OUR SELECTION



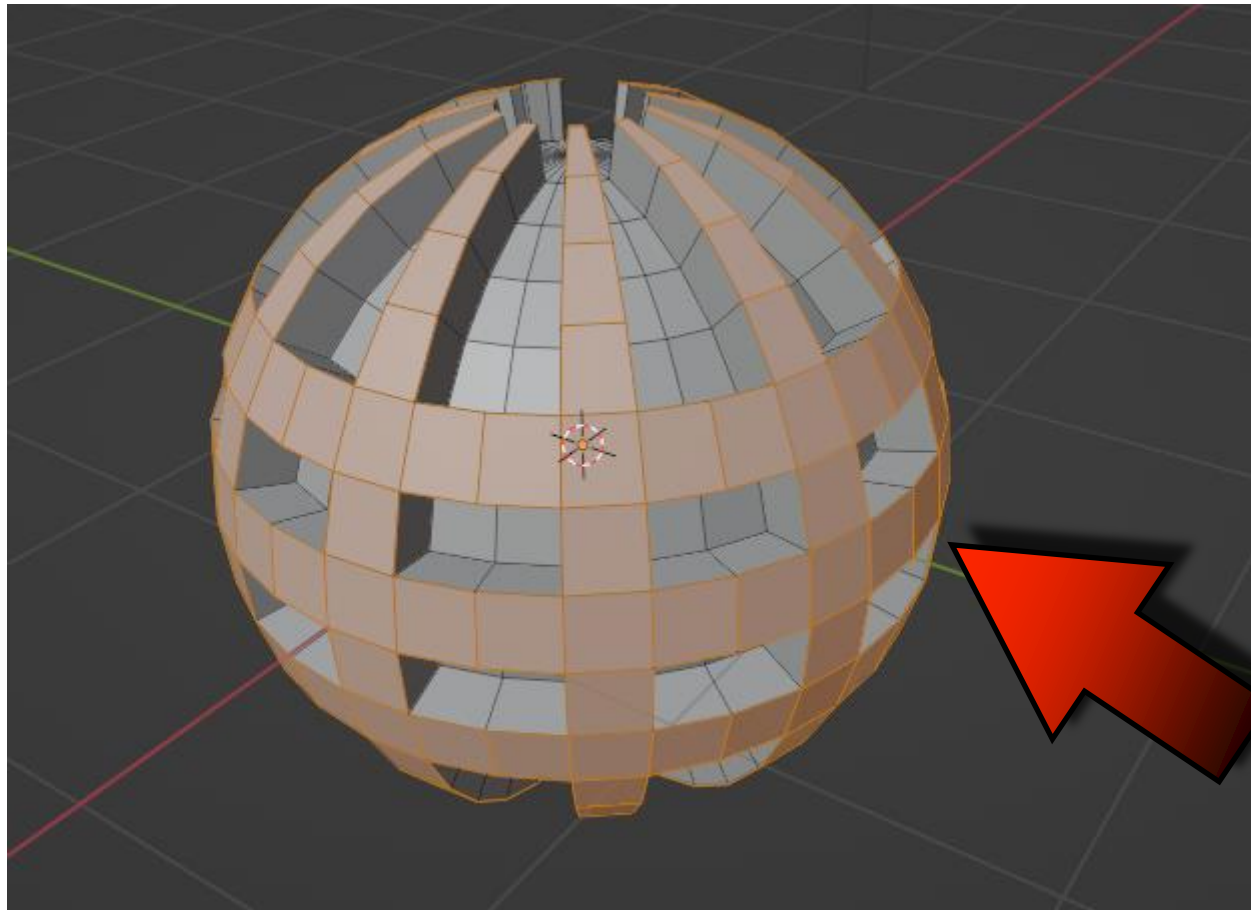
MARKING

**SELECT THE WALLS YOURSELF
AS IN THE DRAWING
WITH THE KEYS CTL+Z YOU CAN
UNDO YOUR PREVIOUS ACTIONS**



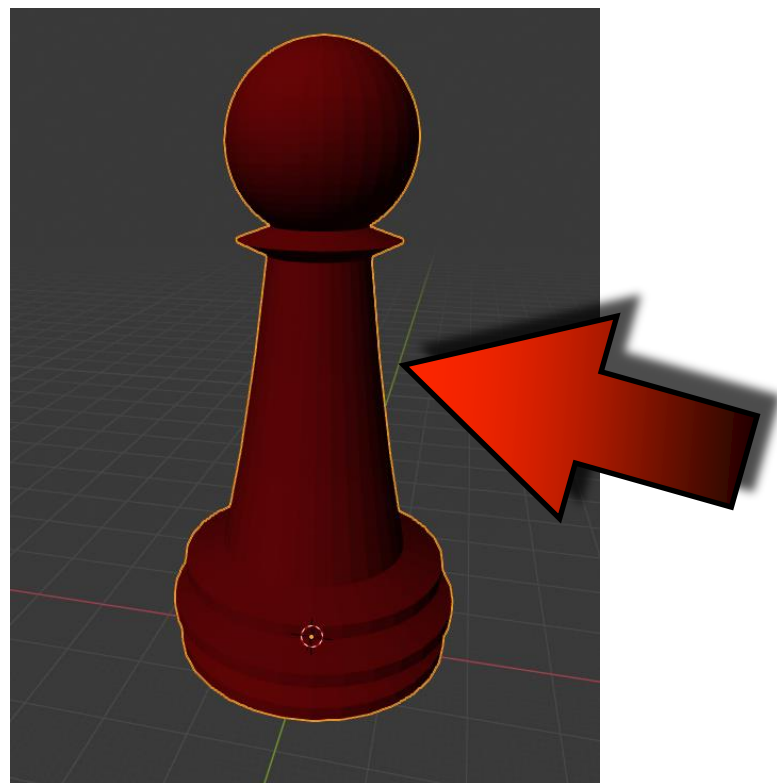
MARKING

PRESS THE **E KEY AND THEN THE **S** KEY
AND **MOVE THE MOUSE****



MARKING

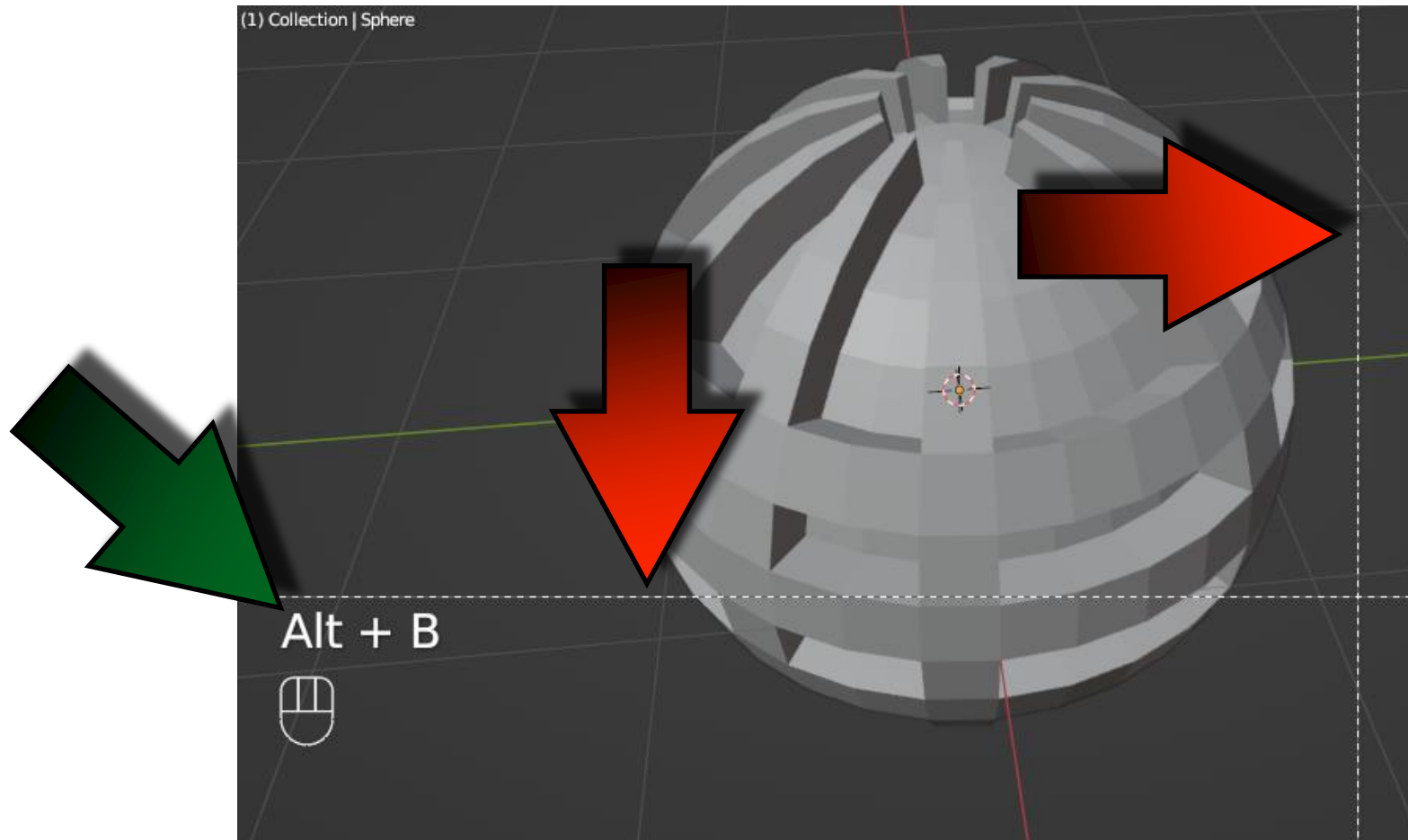
WE WILL LEARN MORE ABOUT SUCH **EXTRUDING
ACTIONS IN THE NEXT TRAINING
WHERE WE WILL MAKE A **CHESS PAWN**
FROM A SIMPLE CIRCLE.**



MARKING

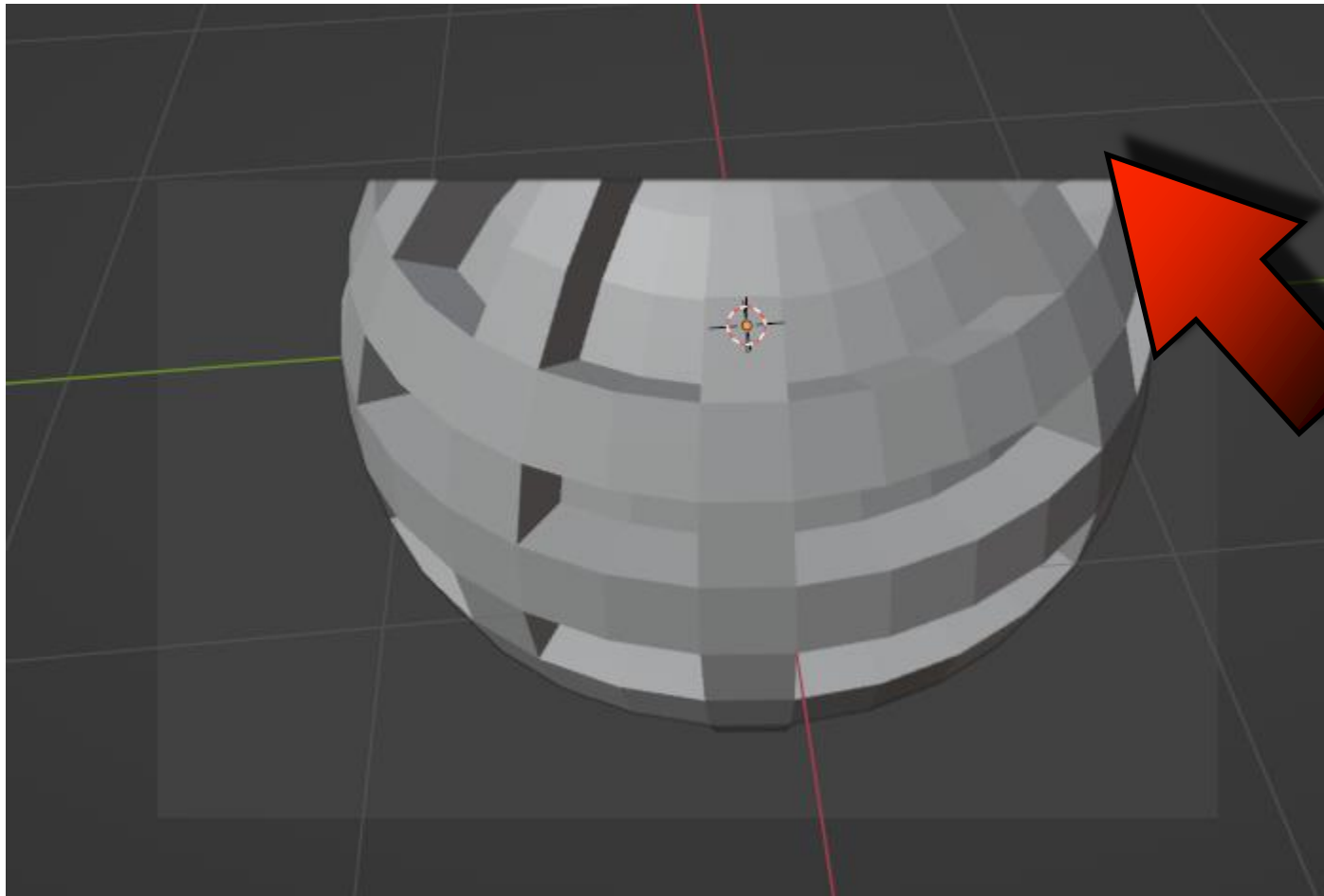
POWER OF AR AND VR

WITH **ALT+B** TURN ON **RECTANGULAR SELECTION**



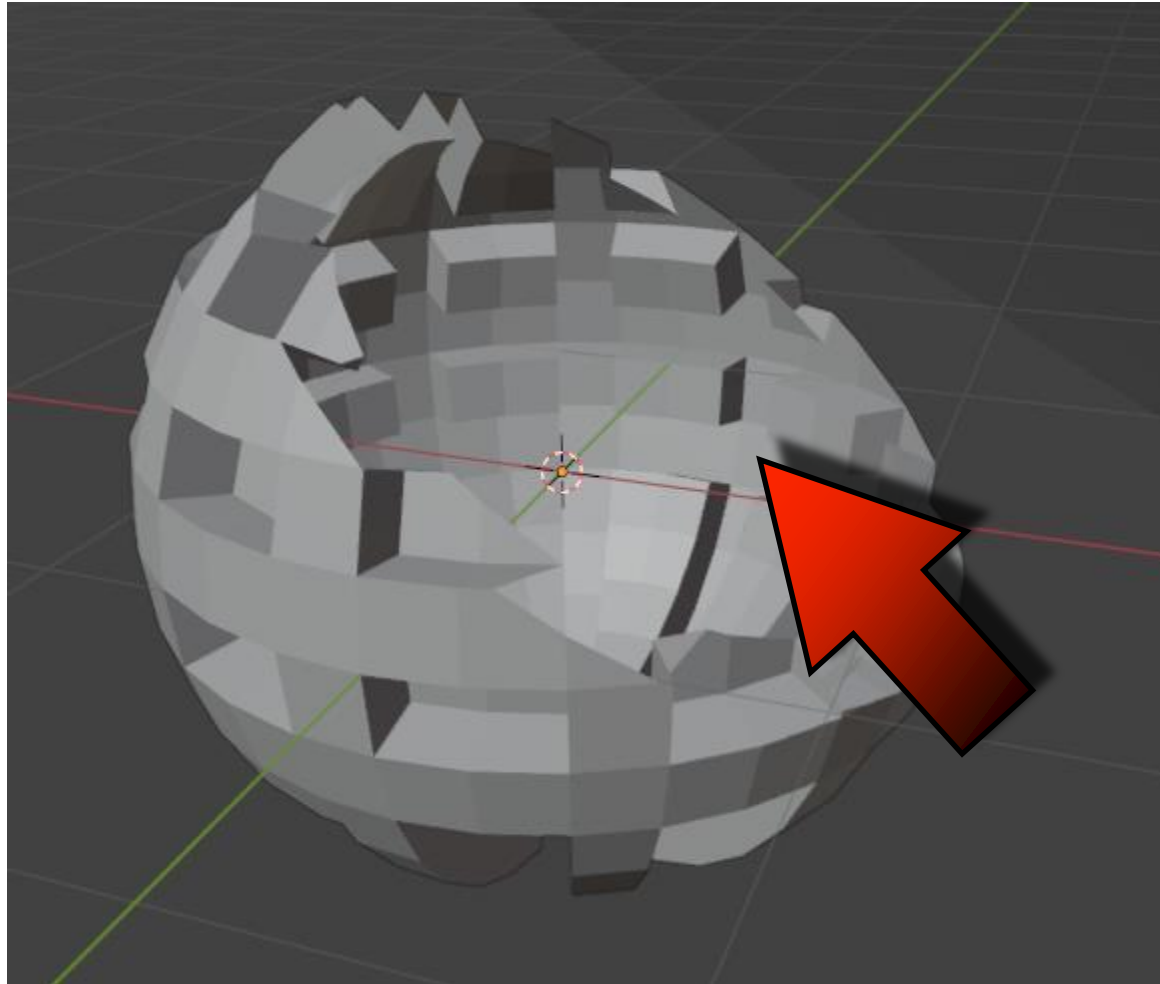
MARKING

WHEN YOU OUTLINE THE MODEL SOME PART WILL BE HIDDEN



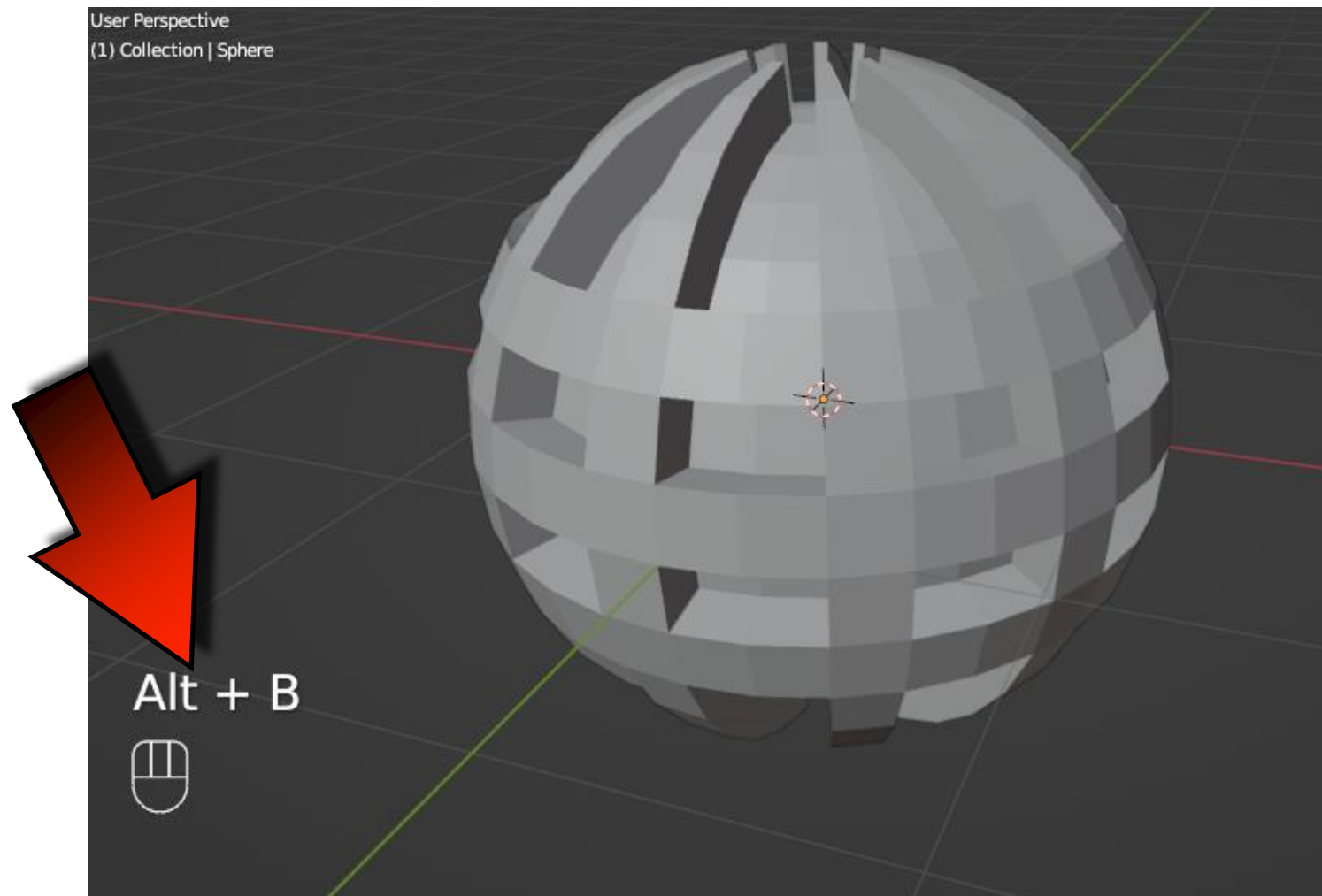
MARKING

**THIS IS A VERY USEFUL WAY
OF HIDING ELEMENTS
WHEN MODELING ADVANCED OBJECTS**



MARKING

TO RELEASE PARTIAL CONCEALMENT
PRESS ALT+B



MARKING

**THERE ARE MANY METHODS
THAT WILL MAKE
MODELING VERY EASIER
FOR US AND DURING THIS
TRAINING WE WILL
SYSTEMATICALLY LEARN
ABOUT THEM.**

POWER OF AR AND VR

**THANK YOU
FOR YOUR ATTENTION**



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JACEK KAWAŁEK