

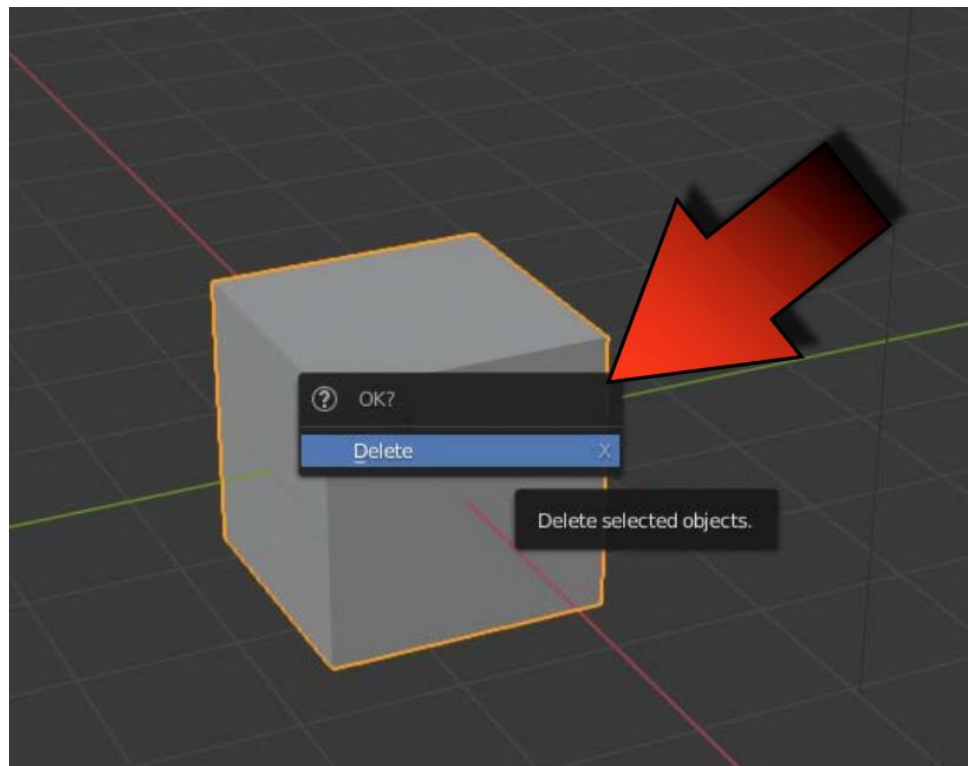
CHESS PAWN



**Co-funded by
the European Union**

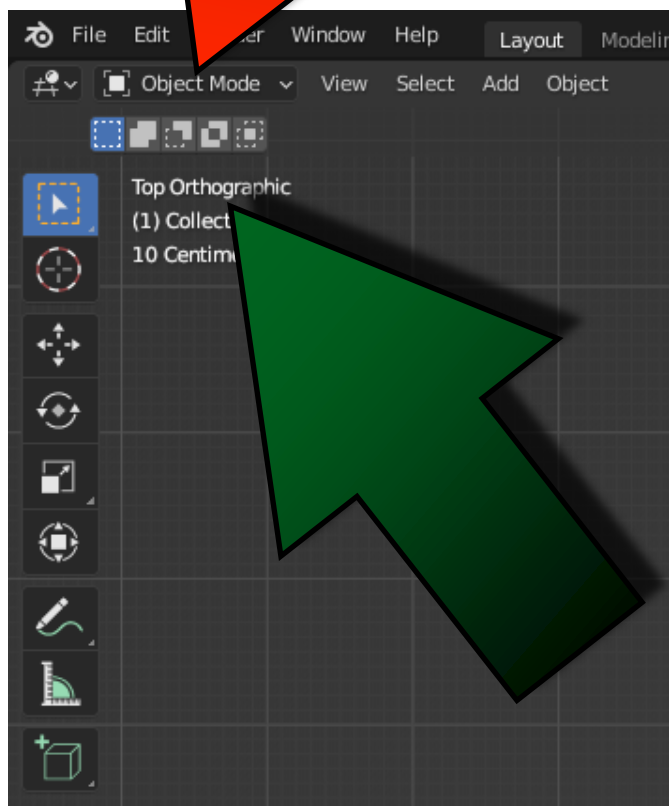


DELETE DEFAULT OBJECT WITH **X** OR **DEL** KEY



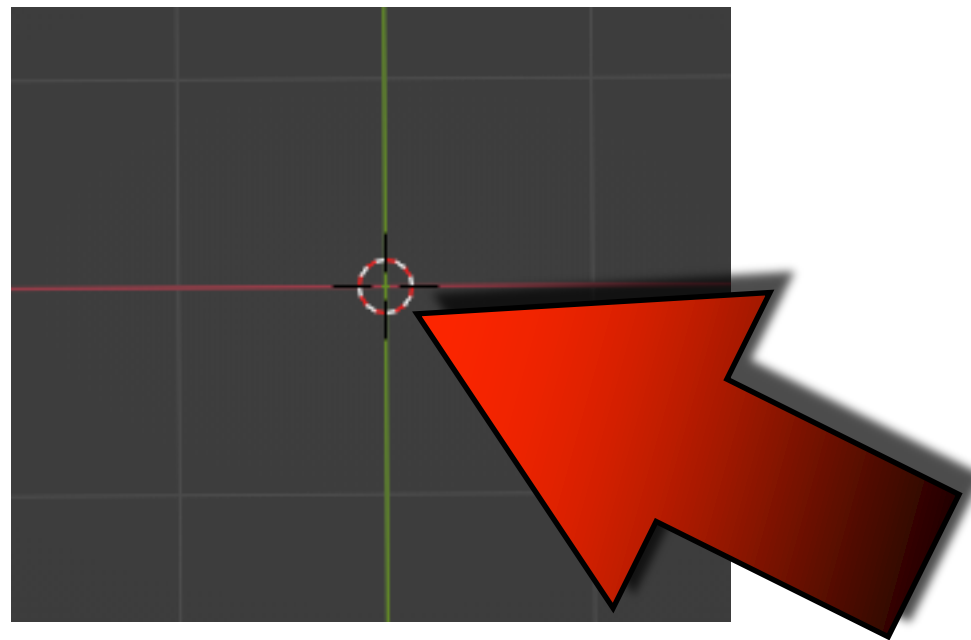
CHESS PAWN

IN OBJECT MODE
PRESS 7 KEY FROM
THE NUMERIC
KEYPAD
YOU WILL SEE THE
TOP ORTHOGRAPHIC
VIEW



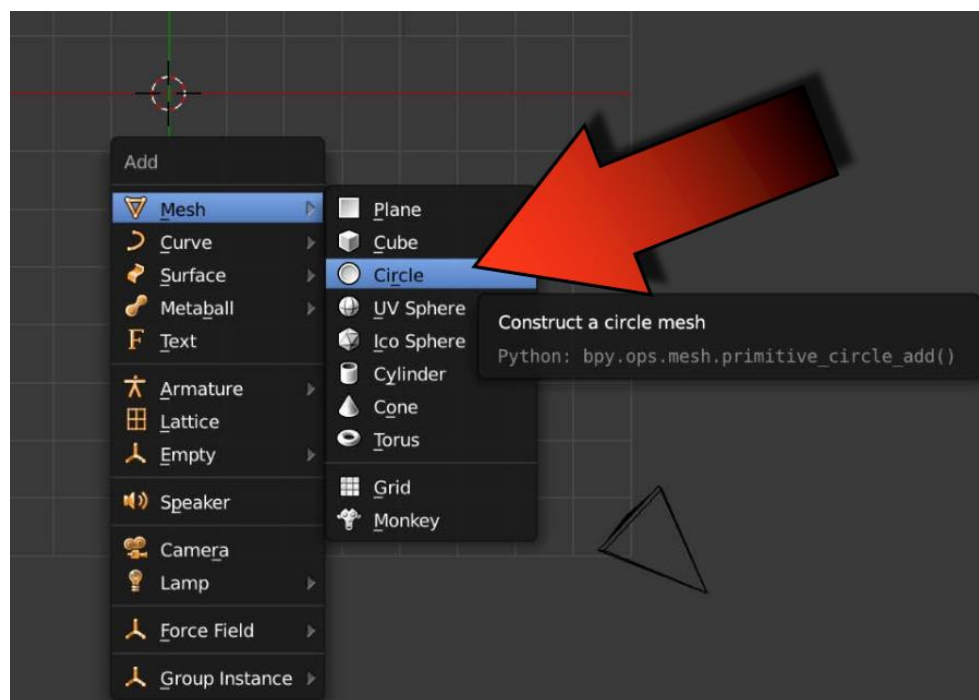
POWER OF AR AND VR

**PLACE THE 3D CURSOR
IN THE CENTER
OF THE COORDINATE
SYSTEM WITH
SHIFT + C**

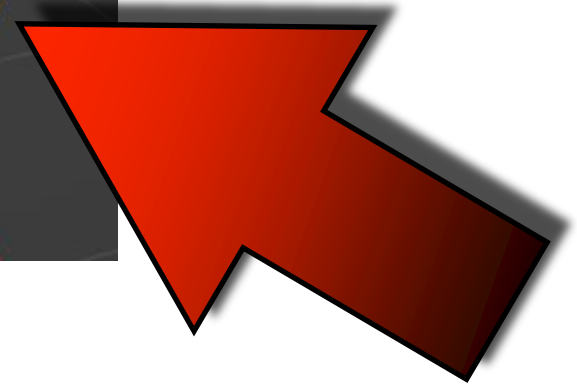
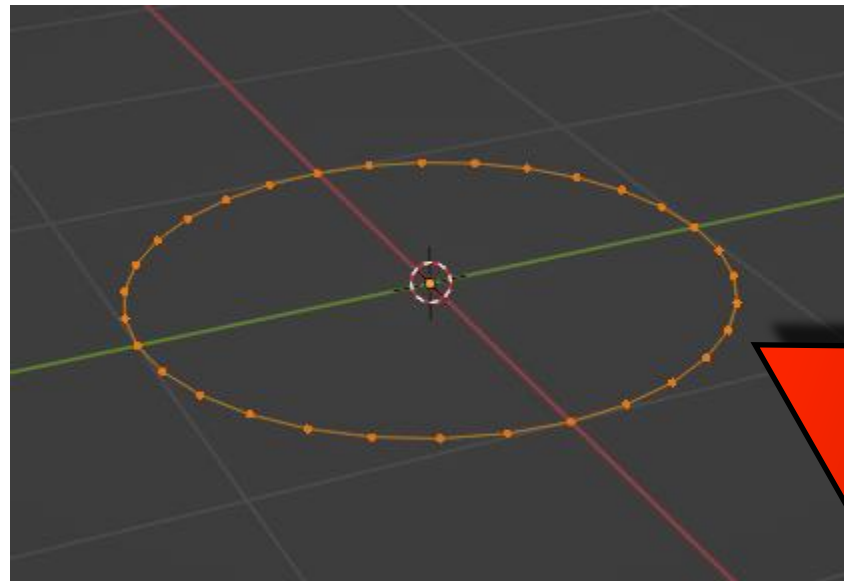


CHESS PAWN

ADD **CIRCLE** WITH **SHIFT + A** BY SELECTING **MESH / CIRCLE**



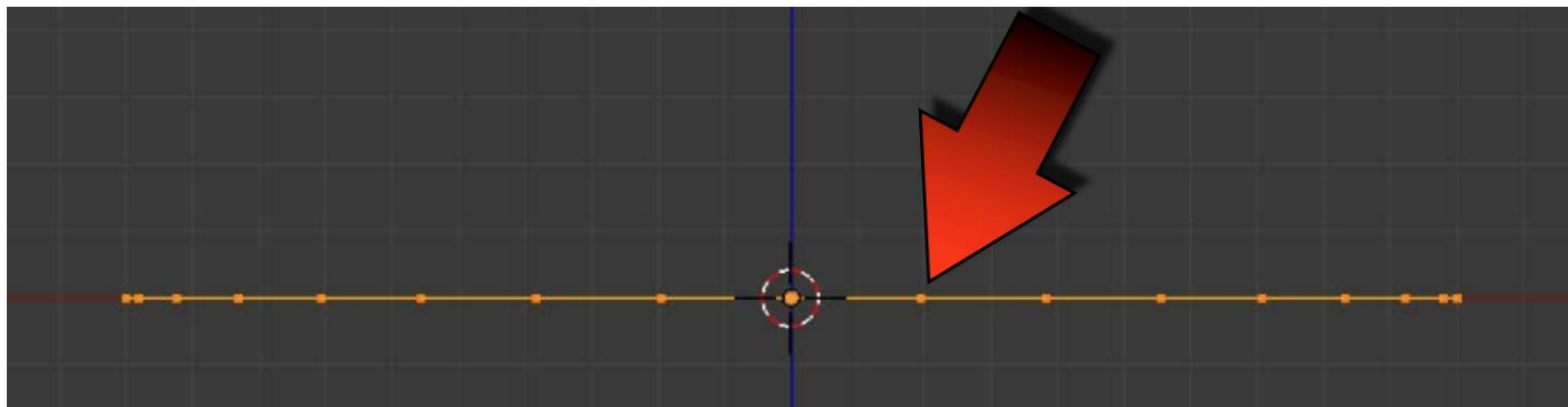
**ENTER EDIT MODE
BY PRESSING THE TAB KEY**



CHESS PAWN

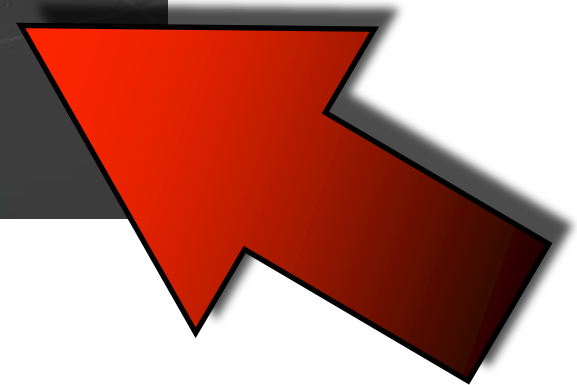
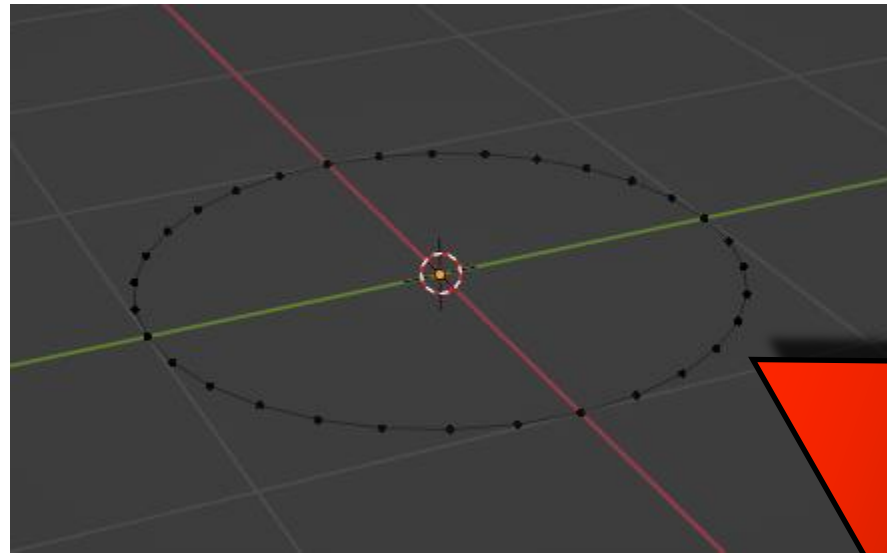
SELECT ALL VERTEX WITH THE A KEY

ORANGE COLOR MEANS THAT THEY ARE SELECTED



CHESS PAWN

WE REMOVE THE SELECTION BY USING **ALT + A**



CHESS PAWN

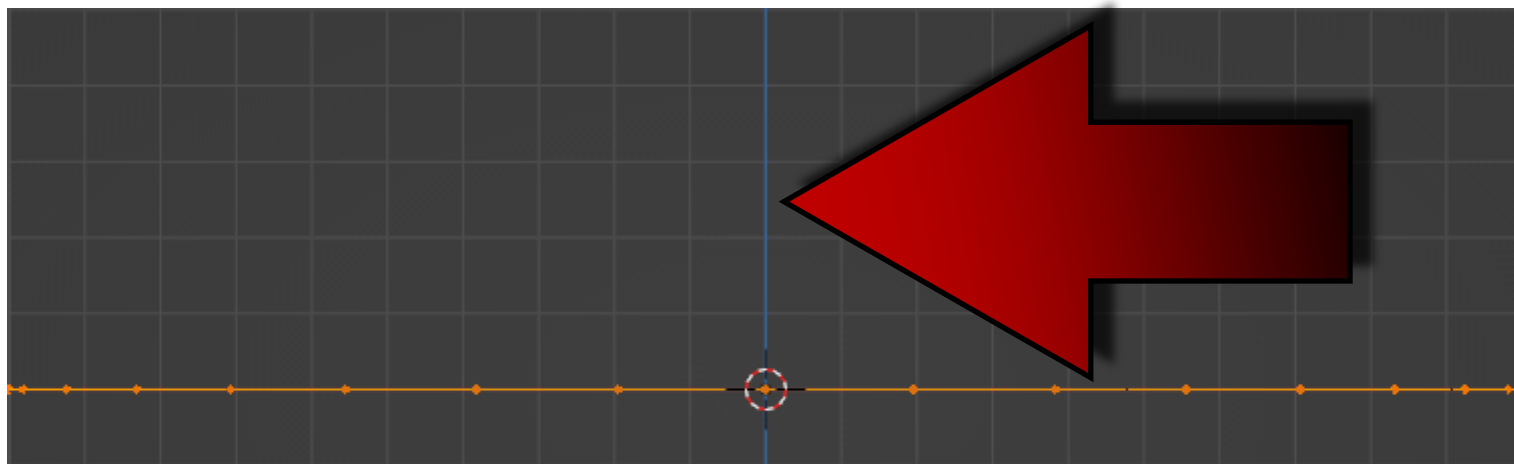
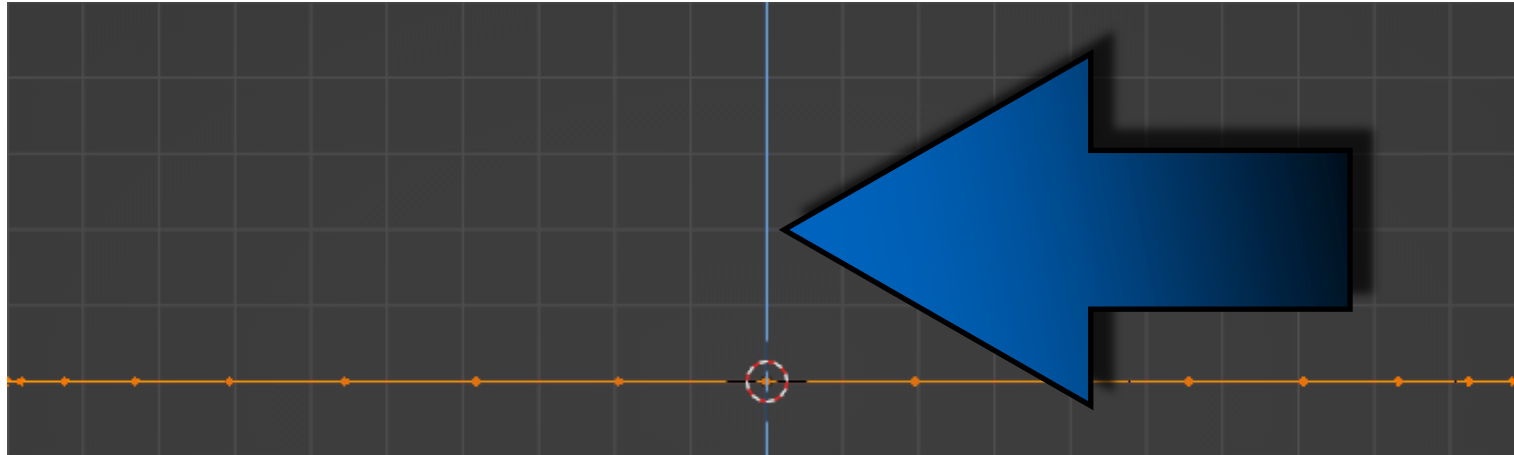
KEYS

CTRL + Z

UNDO THE OPERATION PERFORMED

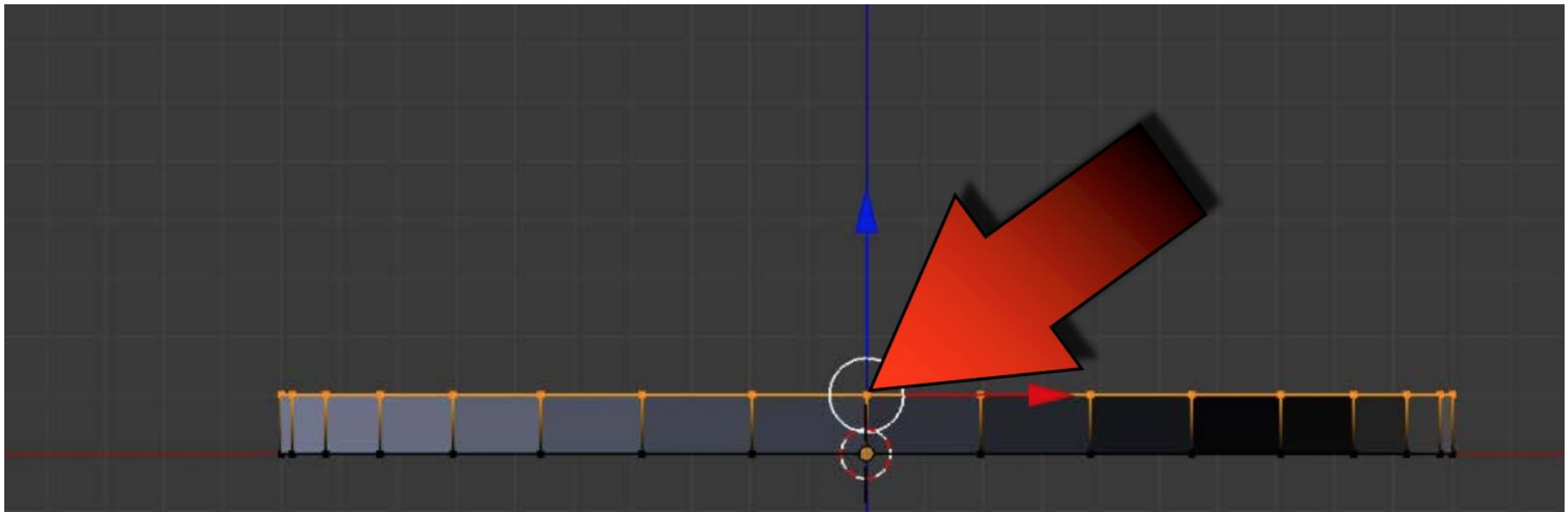
BY DEFAULT YOU CAN UNDO 32 OPERATIONS

**PRESS AND RELEASE THE E KEY
THEN PRESS AND RELEASE THE Z KEY
THE Z AXIS WILL GET LIGHTER**



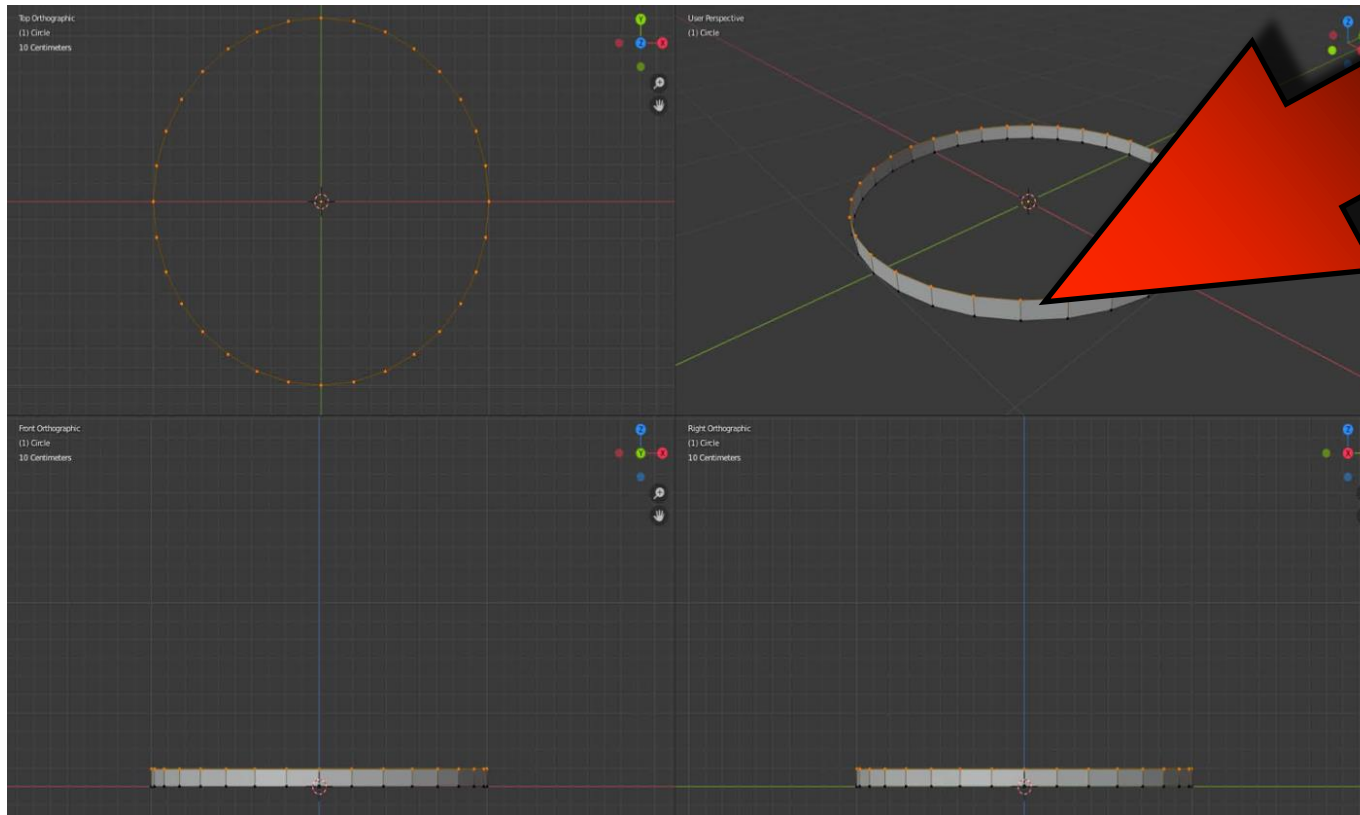
CHESS PAWN

NOW MOVE YOUR MOUSE ALONG THE Z AXIS



CHESS PAWN

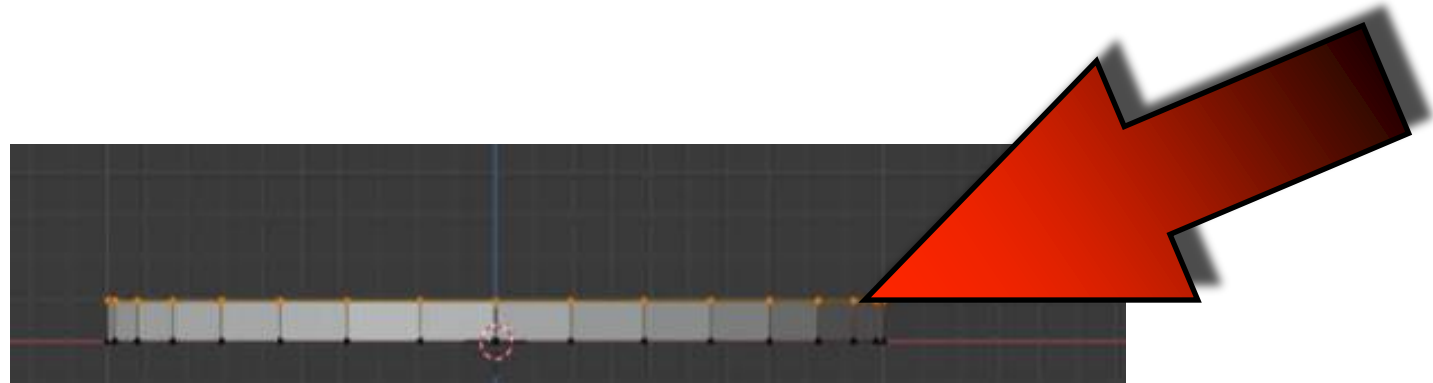
LEFT CLICK TO CONFIRM EXTRUDING



**WE WANT THE PAWN TO BE DRAWN EXACTLY
ACCORDING TO THE GRID**

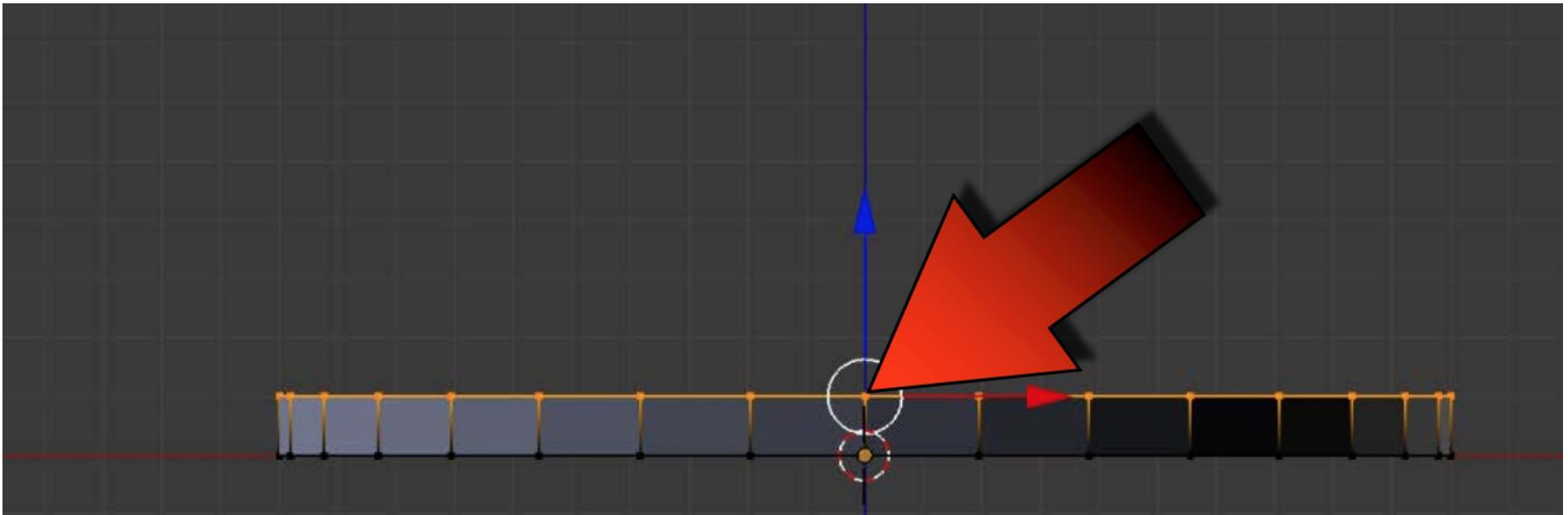
**WE MOVE BY THE SIZE OF THE GRID THAT WE
SEE IN THE BACKGROUND
IN THE **ORTHOGRAPHIC VIEW****

**WE DO THIS BY KEEPING
THE **CTRL KEY** PRESSED **ALL THE TIME****



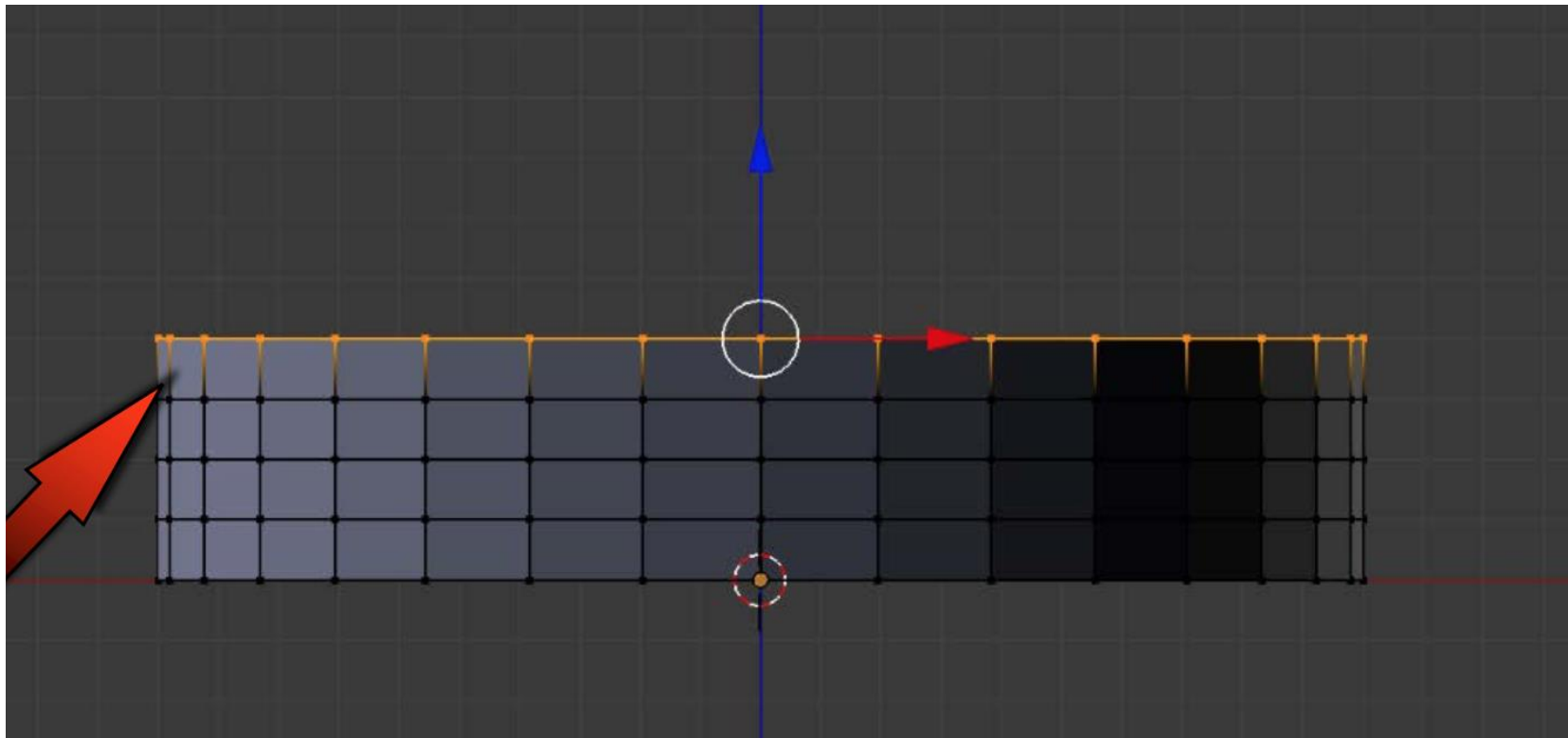
CHESS PAWN

FOR MORE PRECISION
WE USE THE SHIFT KEY



CHESS PAWN

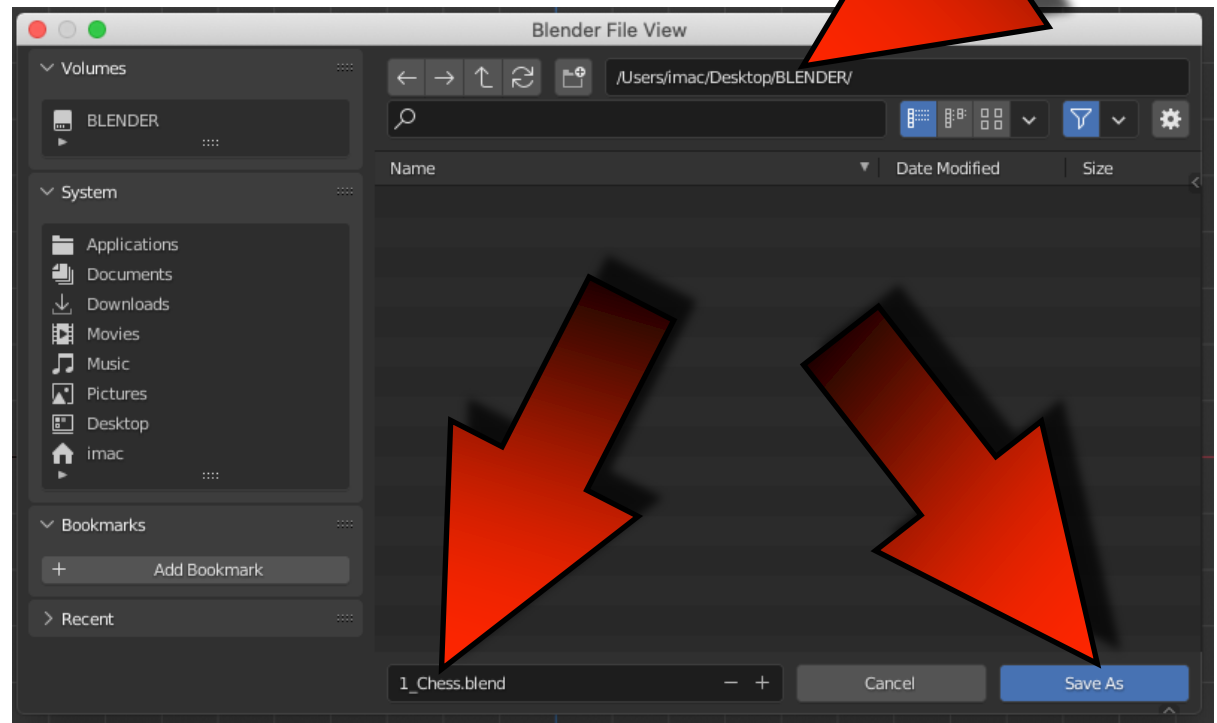
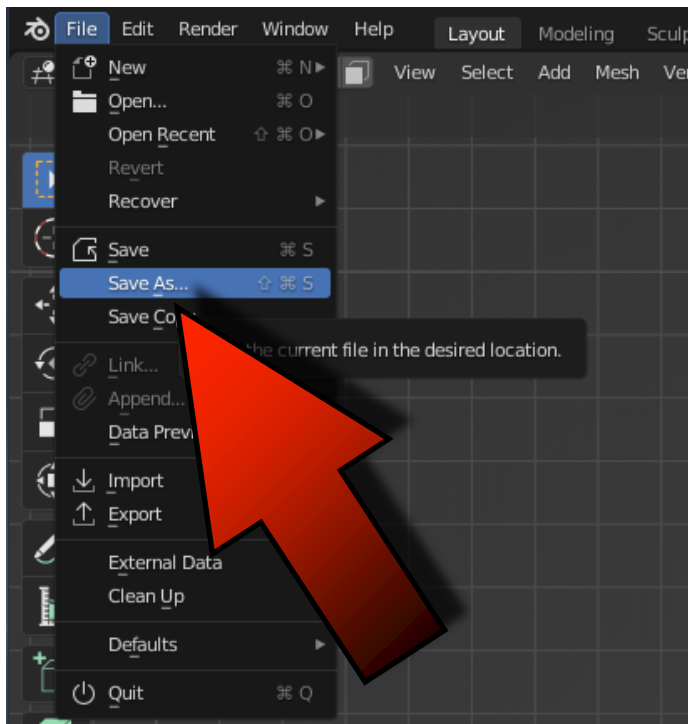
EXTRUDE 4 TIMES AS IN THE DRAWING



CHESS PAWN

SAVE FILE AS

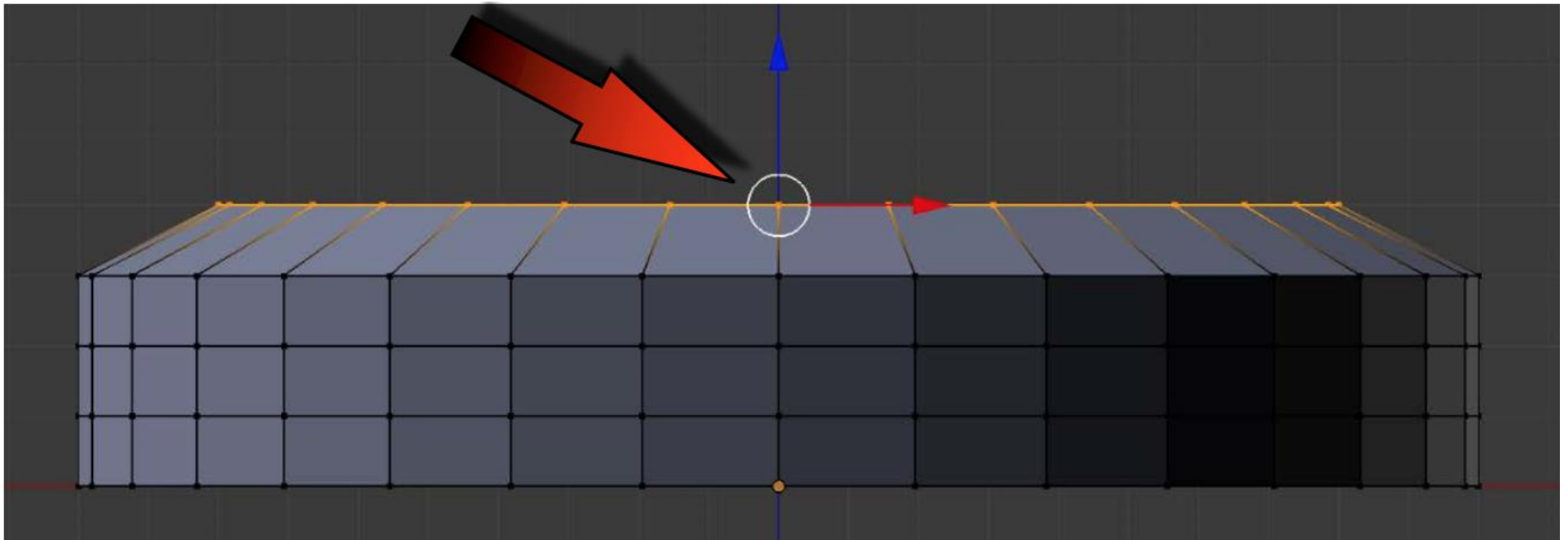
1_Chess.blend



CHESS PAWN

**WITH THE TOP CIRCLE SELECTED, PRESS
THE S KEY AND MOVE
THE MOUSE INTO THE CENTER**

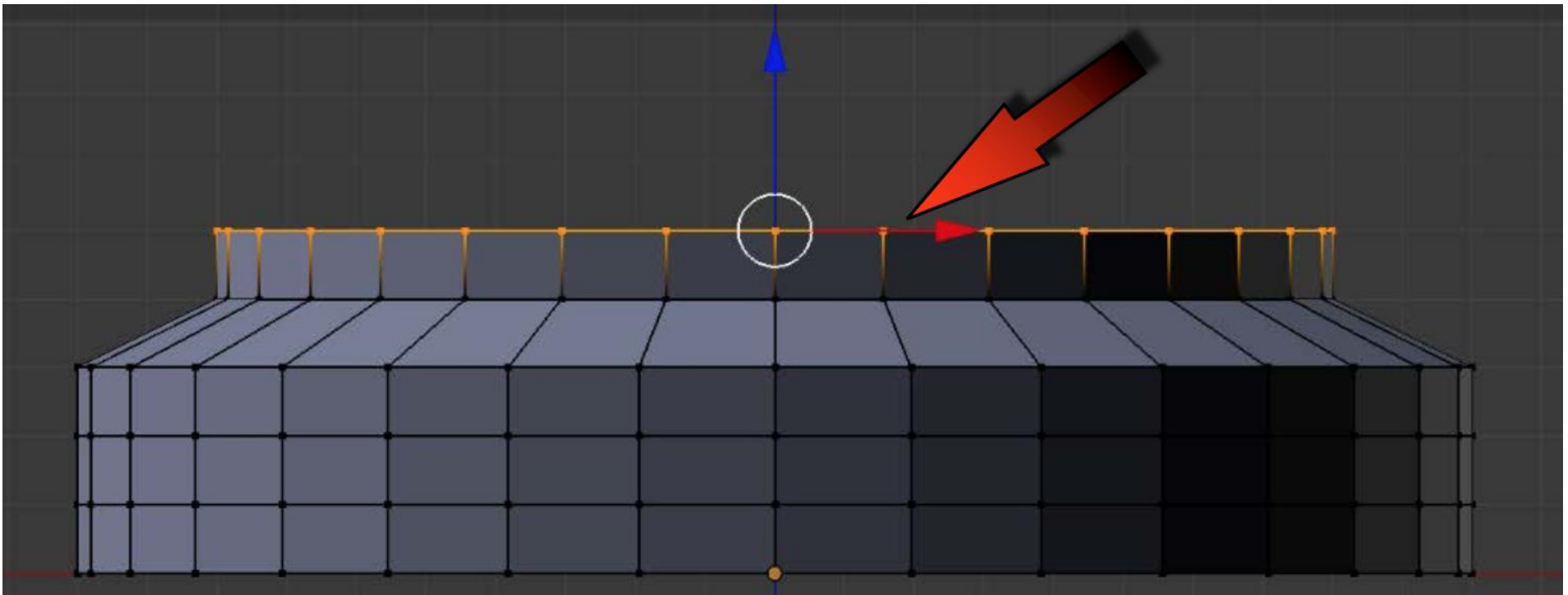
YOU CAN USE THE CTRL KEY



CHESS PAWN

**PRESS AND RELEASE THE E KEY
THEN PRESS AND RELEASE THE Z KEY**

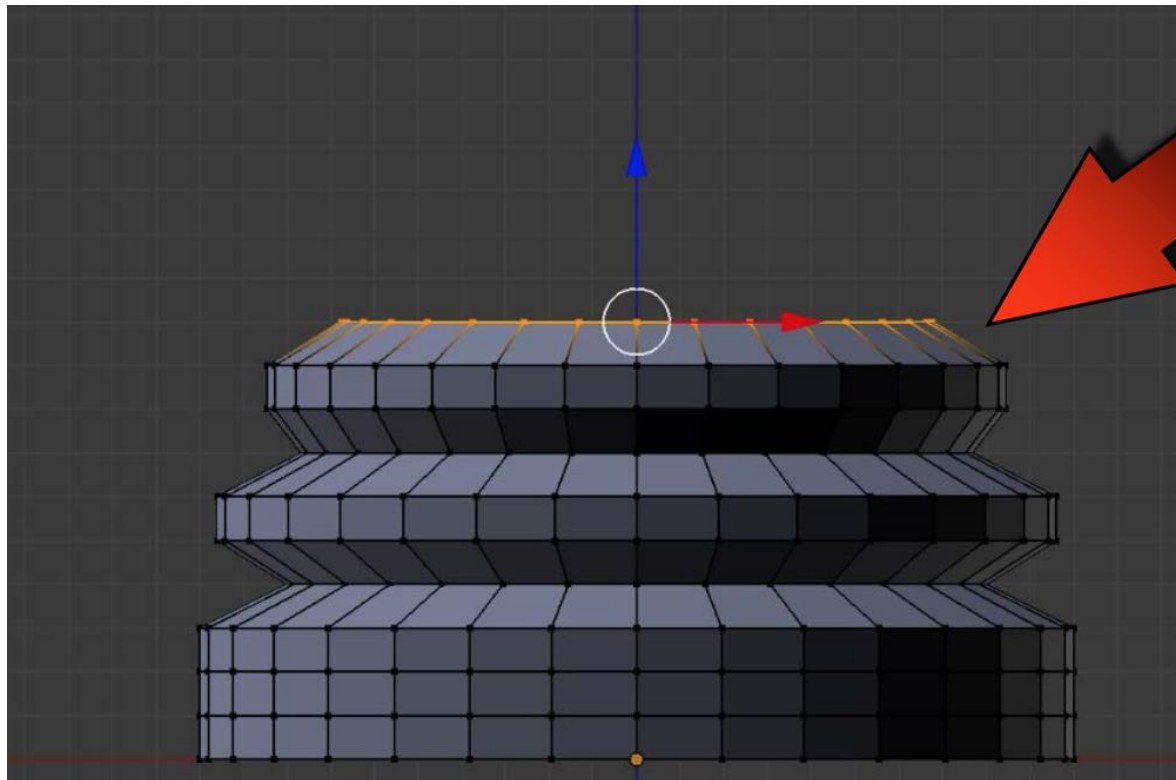
**HOLDING THE CTRL KEY MOVE THE MOUSE
ONE BOX UPAS SHOWN IN THE PICTURE**



CHESS PAWN

**PRESS AND RELEASE THE S KEY
AND MOVE THE MOUSE INWARDS**

**REPEAT THIS STEPS CREATING
THE OBJECT AS IN THE DRAWING**



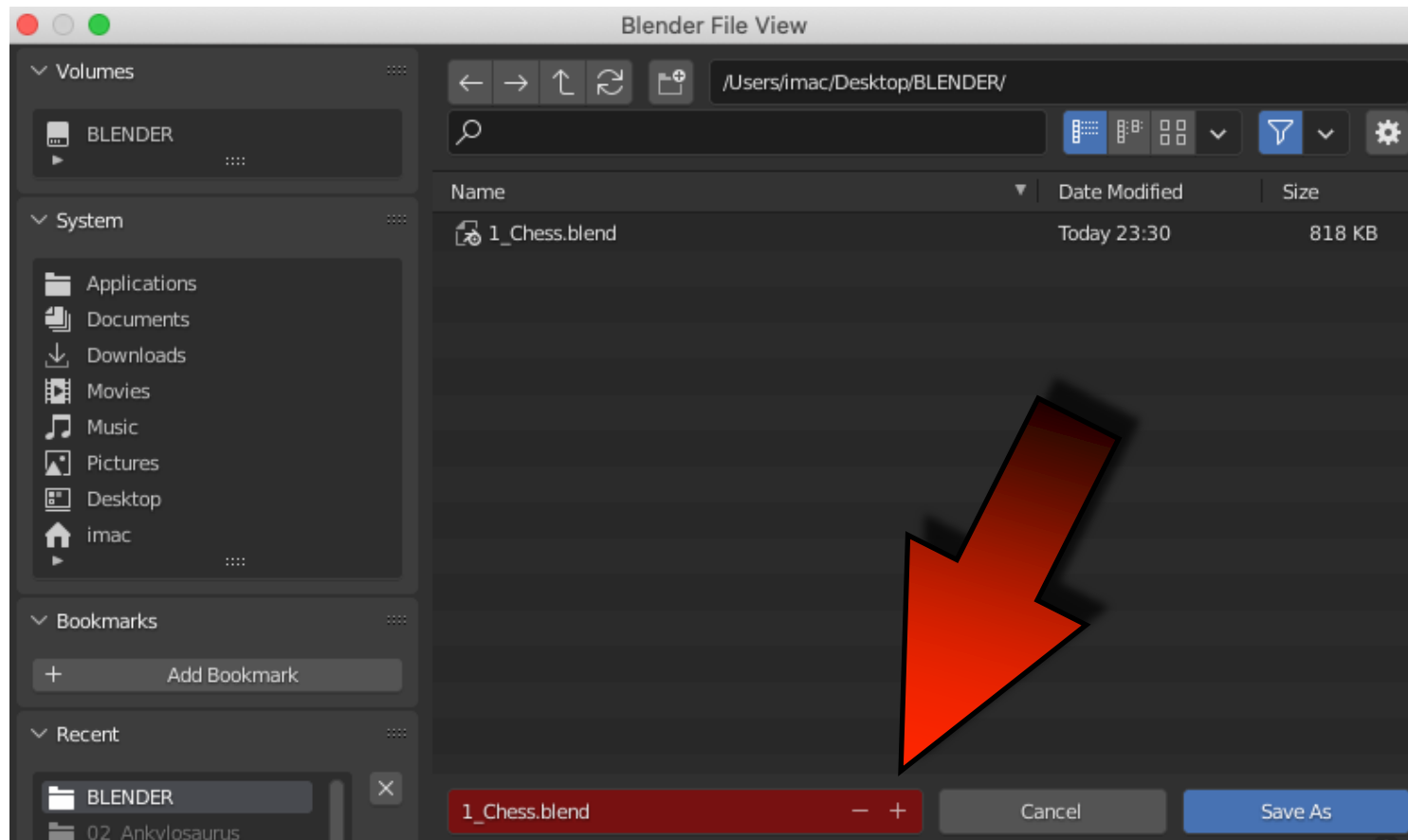
CHESS PAWN

POWER OF AR AND VR

SAVE FILE AS

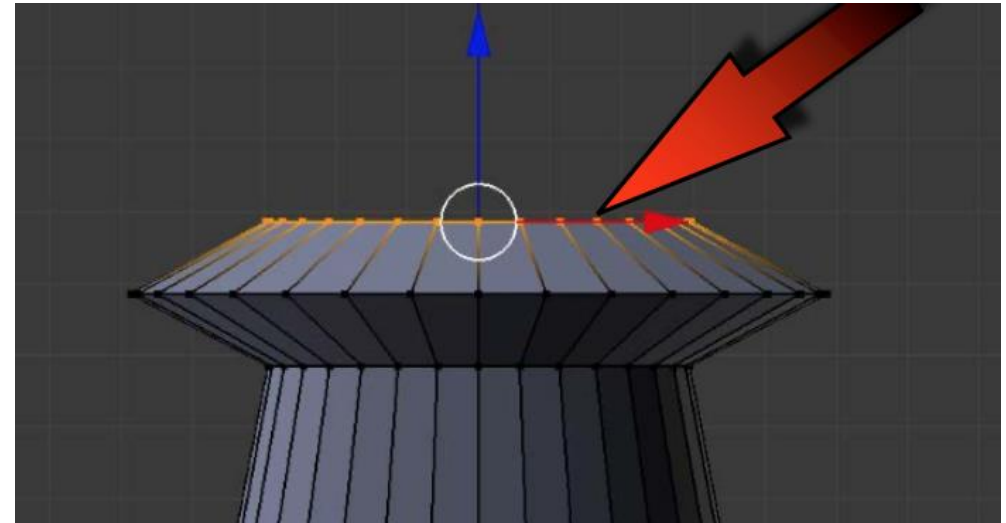
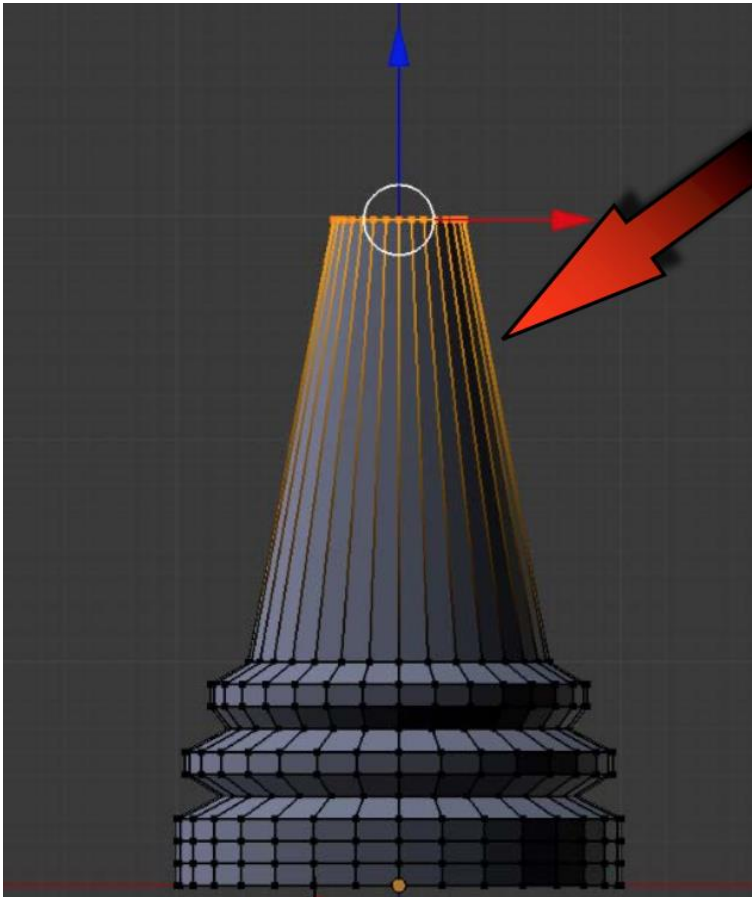
2_Chess.blend

USE + TO RENAME



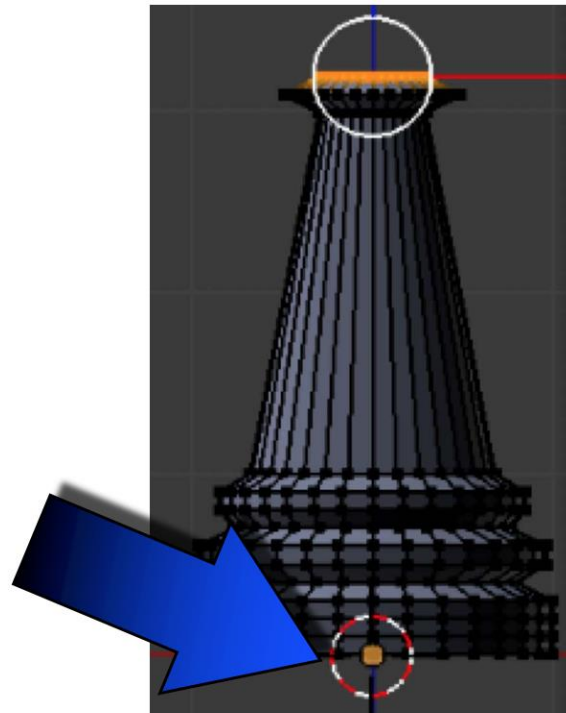
CHESS PAWN

CREATE A ROLLER AND A VERTICAL RING IN THE SAME WAY



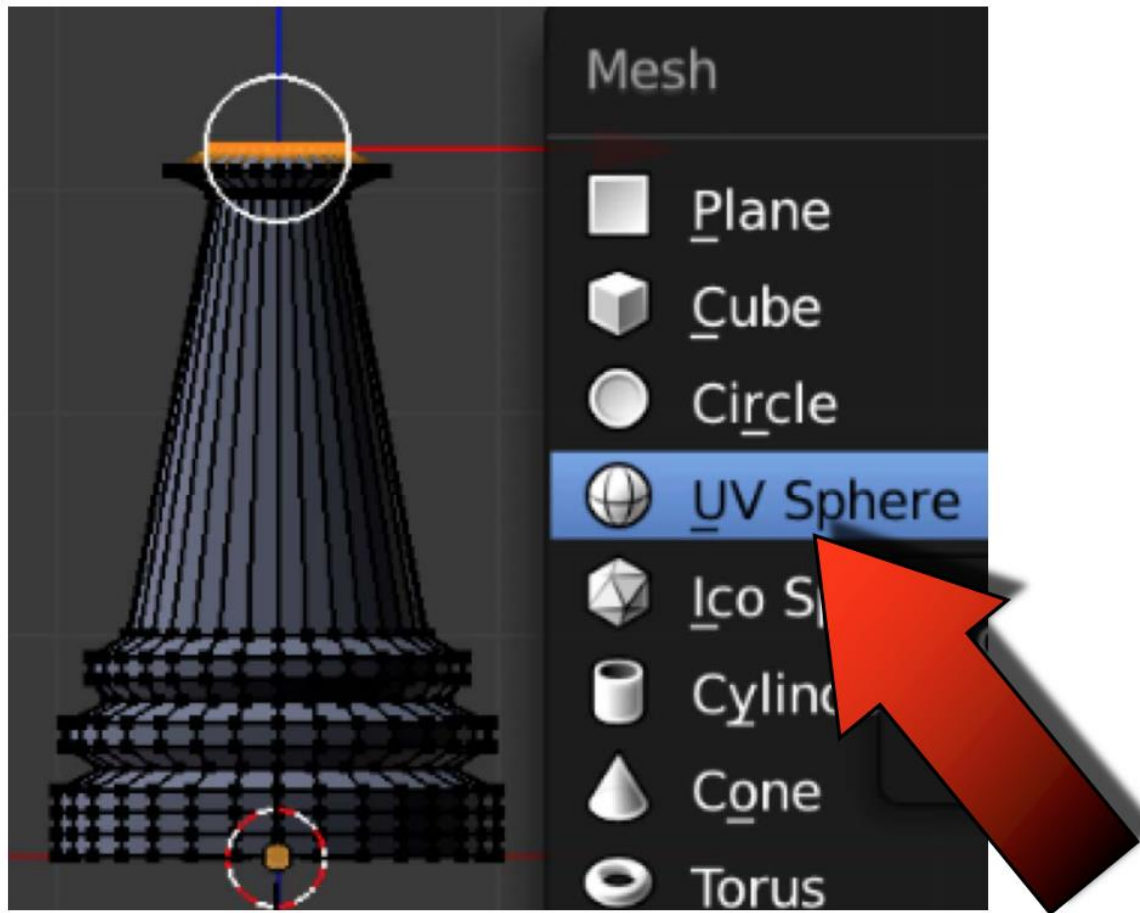
PRESS **SHIFT + C**

3D CURSOR JUMPS TO THE CENTER OF THE COORDINATE SYSTEM



CHESS PAWN

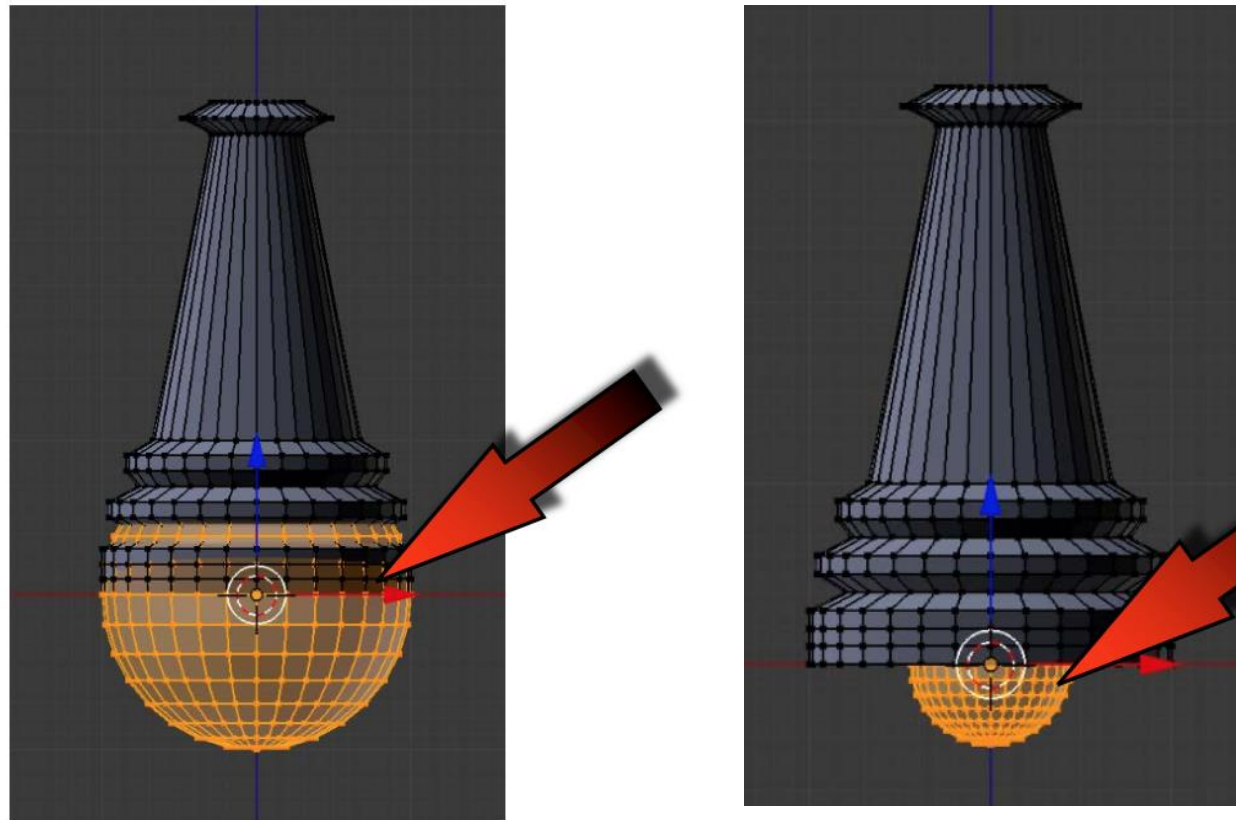
PRESS SHIFT + A
AND ADD UV SPHERE



CHESS PAWN

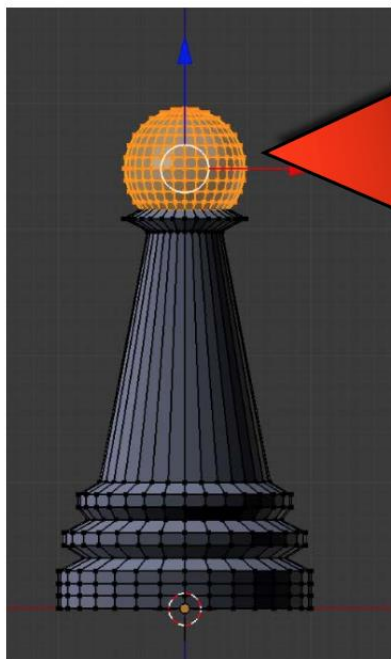
THE BALL IS TOO BIG

REDUCE IT WITH THE **S** KEY



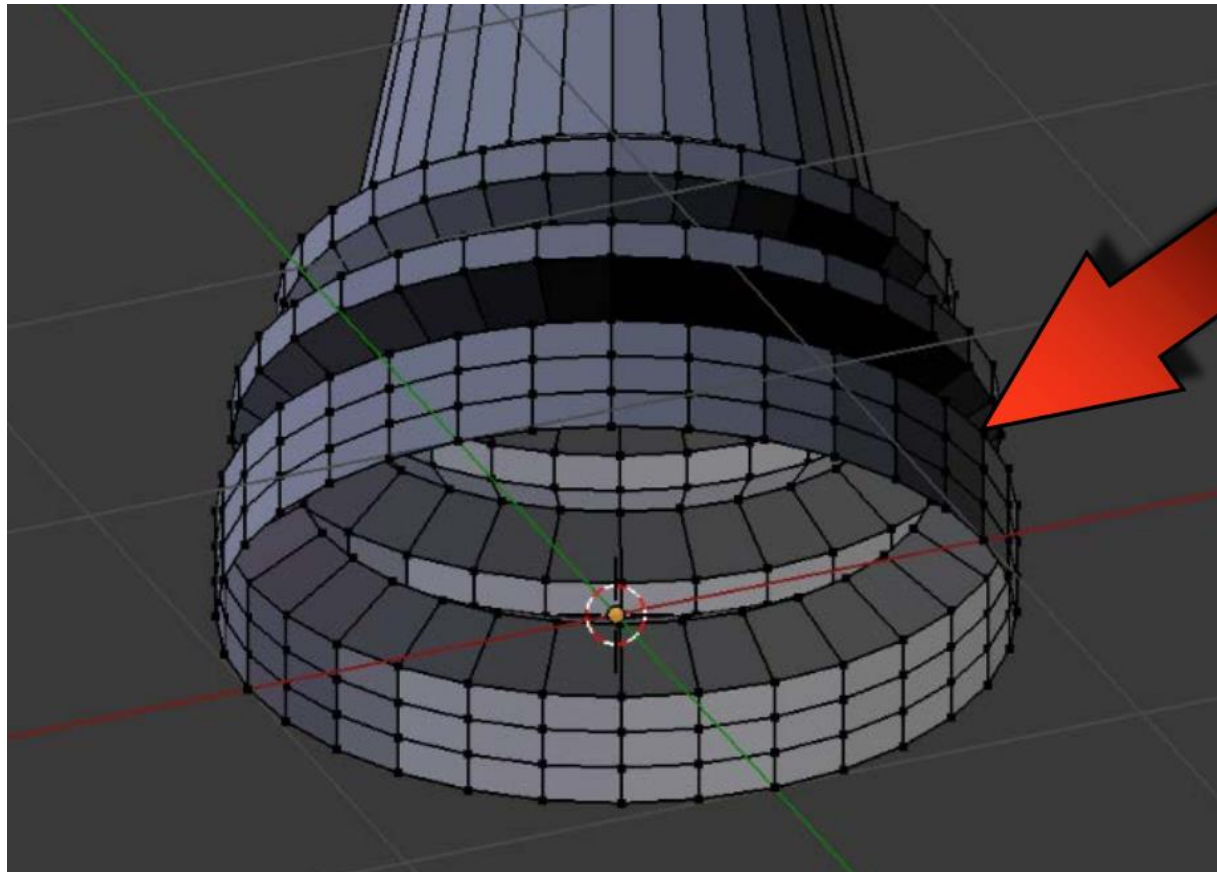
CHESS PAWN

USE THE **G KEY AND
MOVE THE **Z** AXIS TO SET
THE BALL TO THE **TOP****



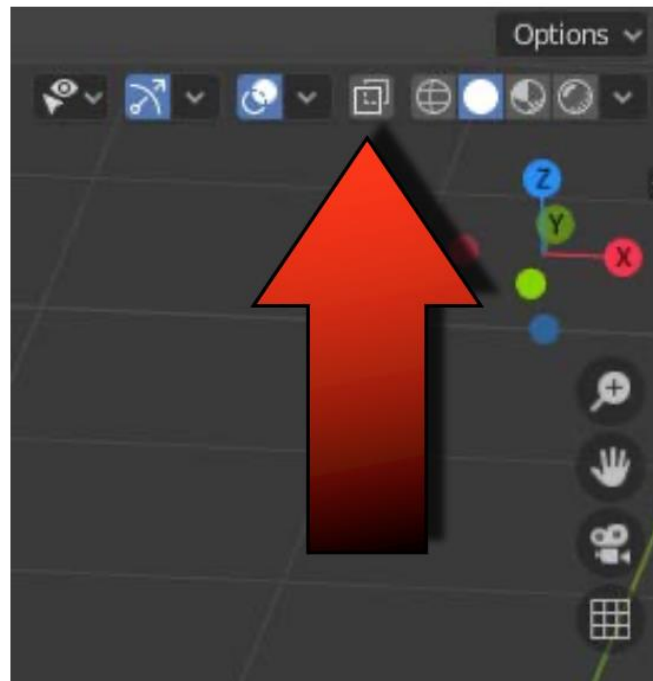
**SAVE FILE AS
3_Chess.blend**

PAWN BASE IS NOT CLOSED



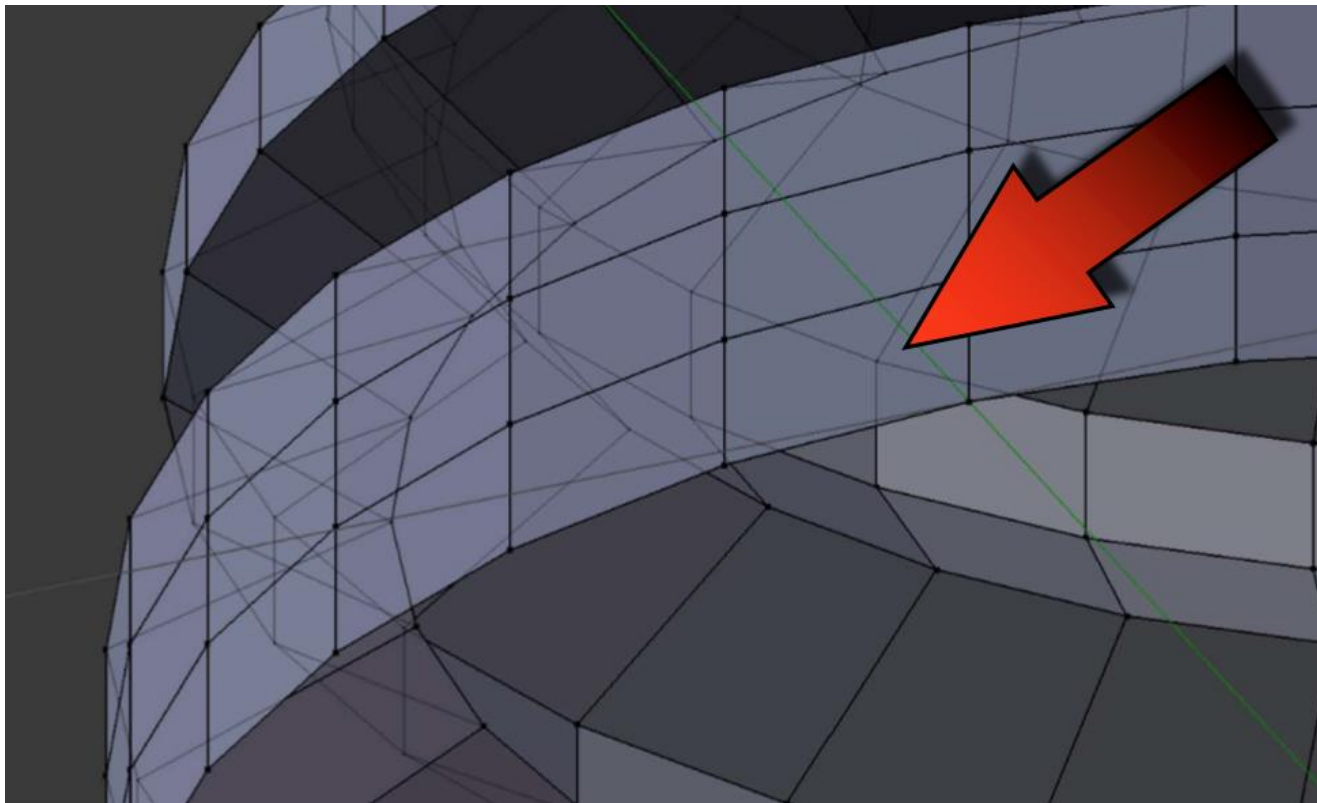
CHESS PAWN

SELECT **TOGGLE X-RAY VIEW TO
SEE THE MESH FROM ALL SIDES
OF THE OBJECT**



CHESS PAWN

**AFTER TURNING ON THIS
OPTION WE SEE THE MESH FROM
THE **FRONT AND BACK**
OF THE OBJECT**

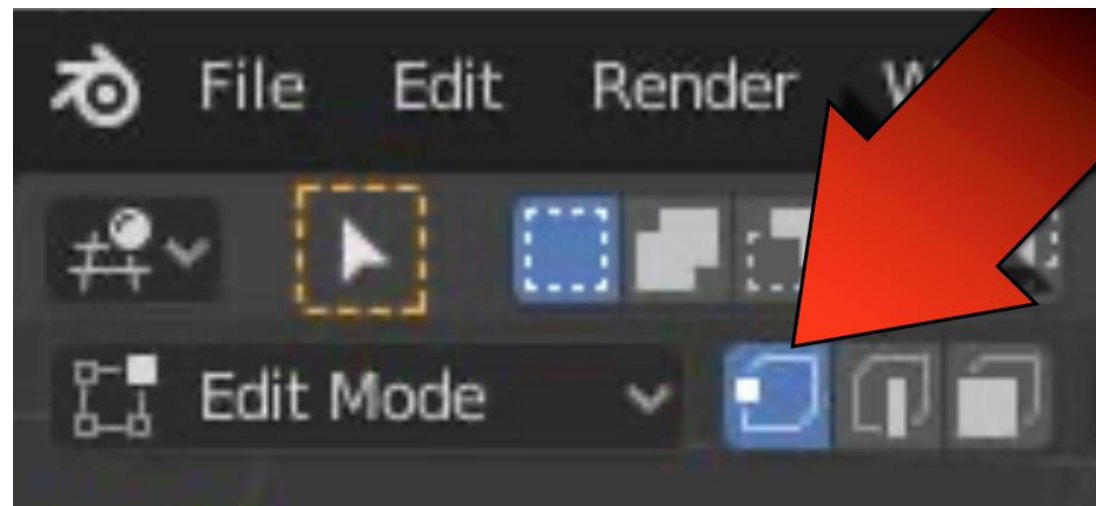


CHESS PAWN

**CLICK 1 ON THE NUMERIC KEYPAD
VIEW - FRONT ORTHOTIC**

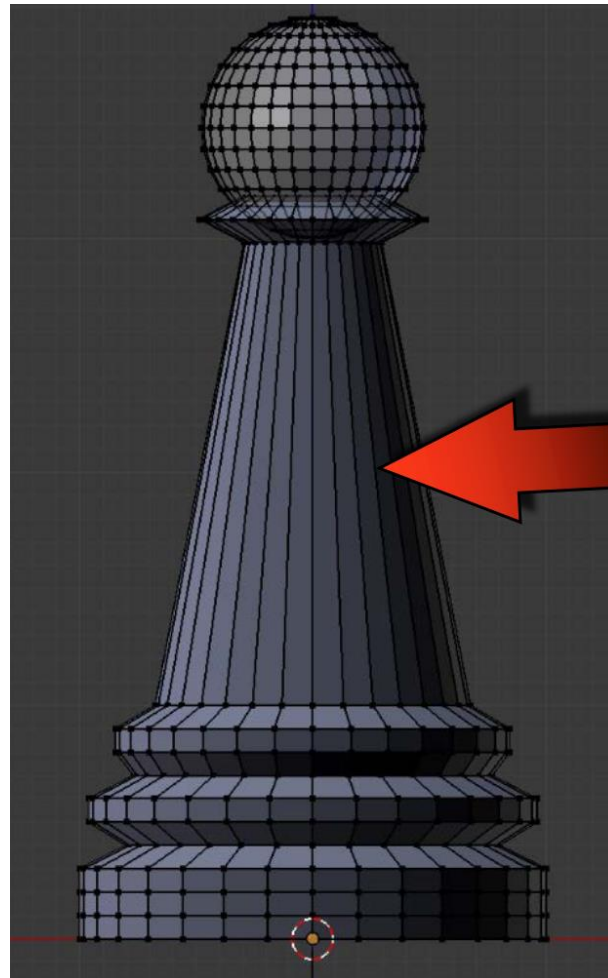
**THEN IN EDIT MODE ON
THE ALPHANUMERIC KEYBOARD CLICK ON 1**

THIS WILL ALLOW YOU TO SELECT THE VERICES



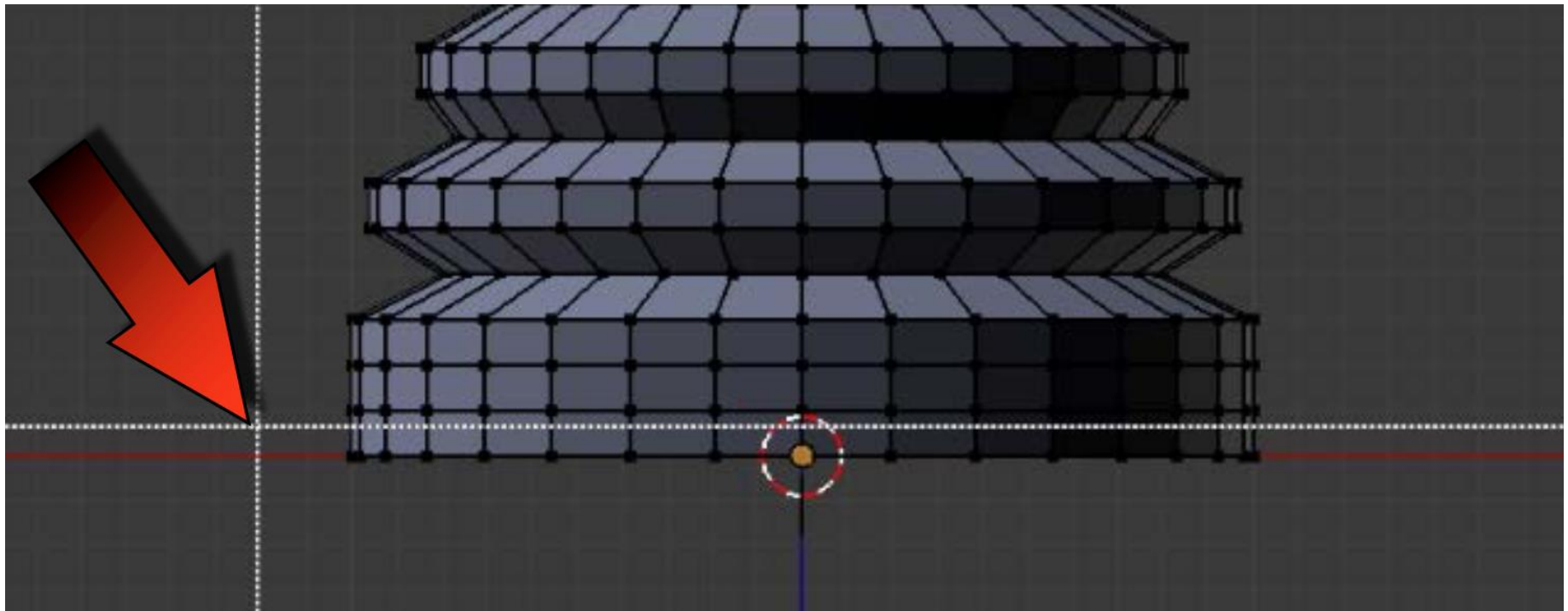
CHESS PAWN

**PRESS ALT + A TO TURN OFF
ALL SELECTIONS**



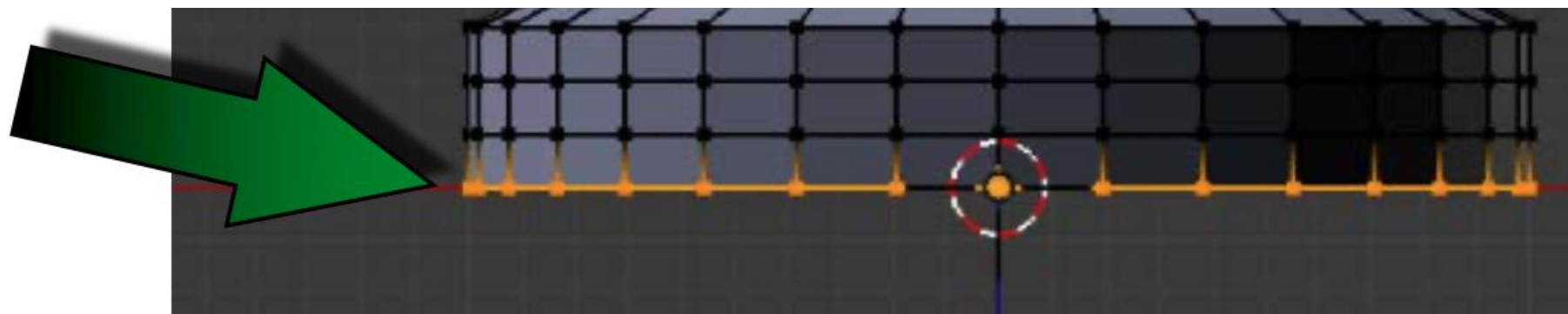
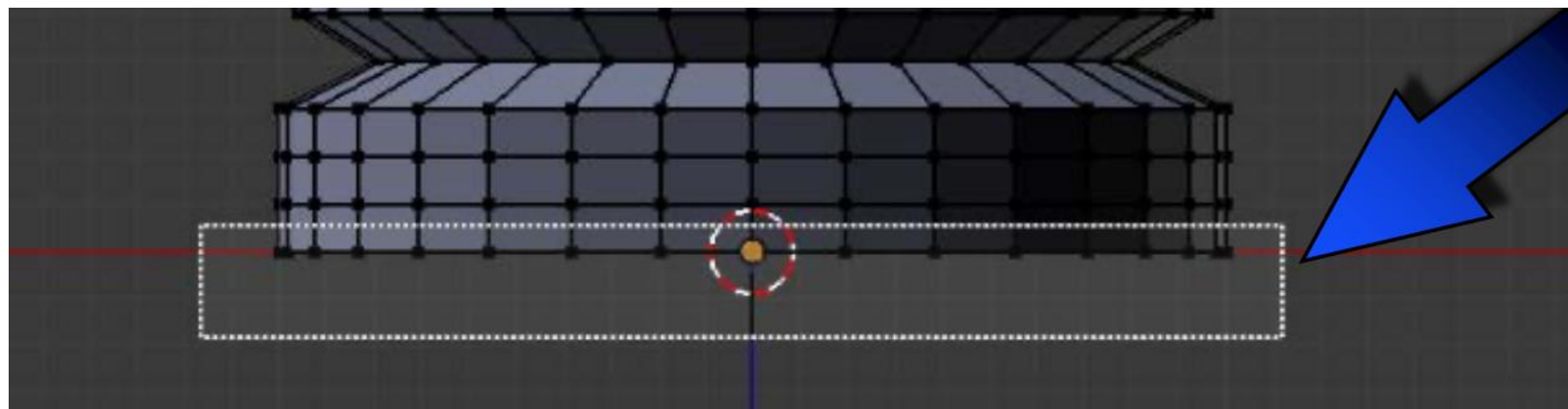
CHESS PAWN

PRESS AND RELEASE THE **B KEY** AND POSITION THE CURSOR AS IN THE DRAWING



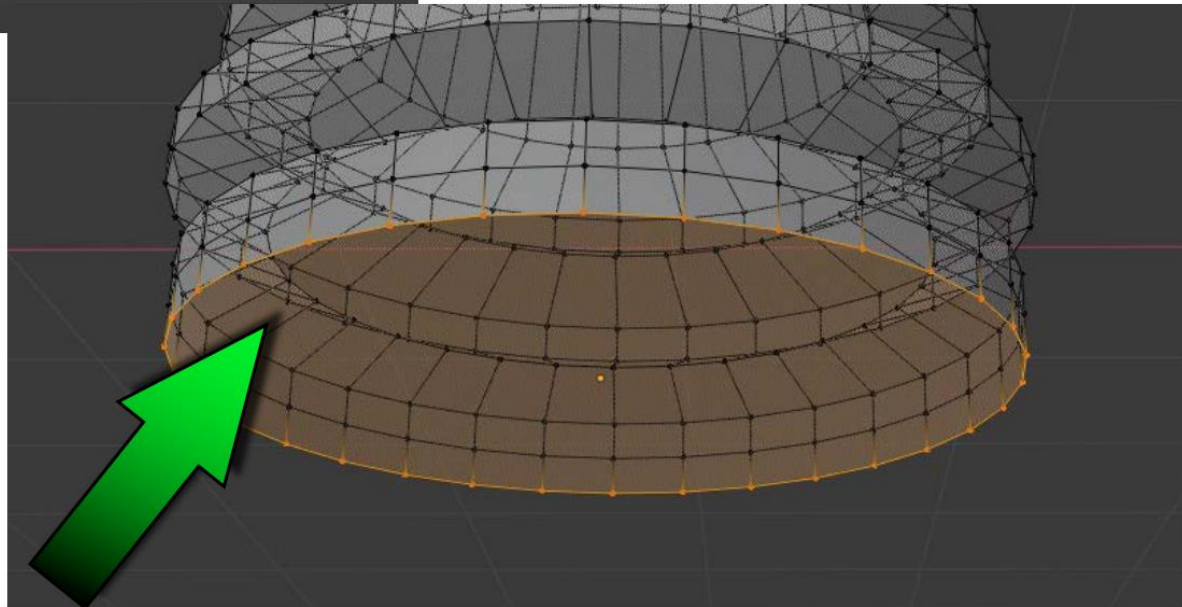
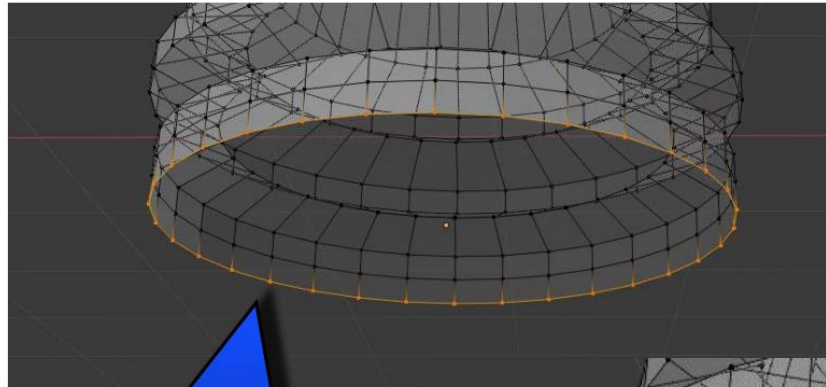
CHESS PAWN

**THEN SELECT ONLY
THE BOTTOM VERTEXES
WITH YOUR MOUSE**



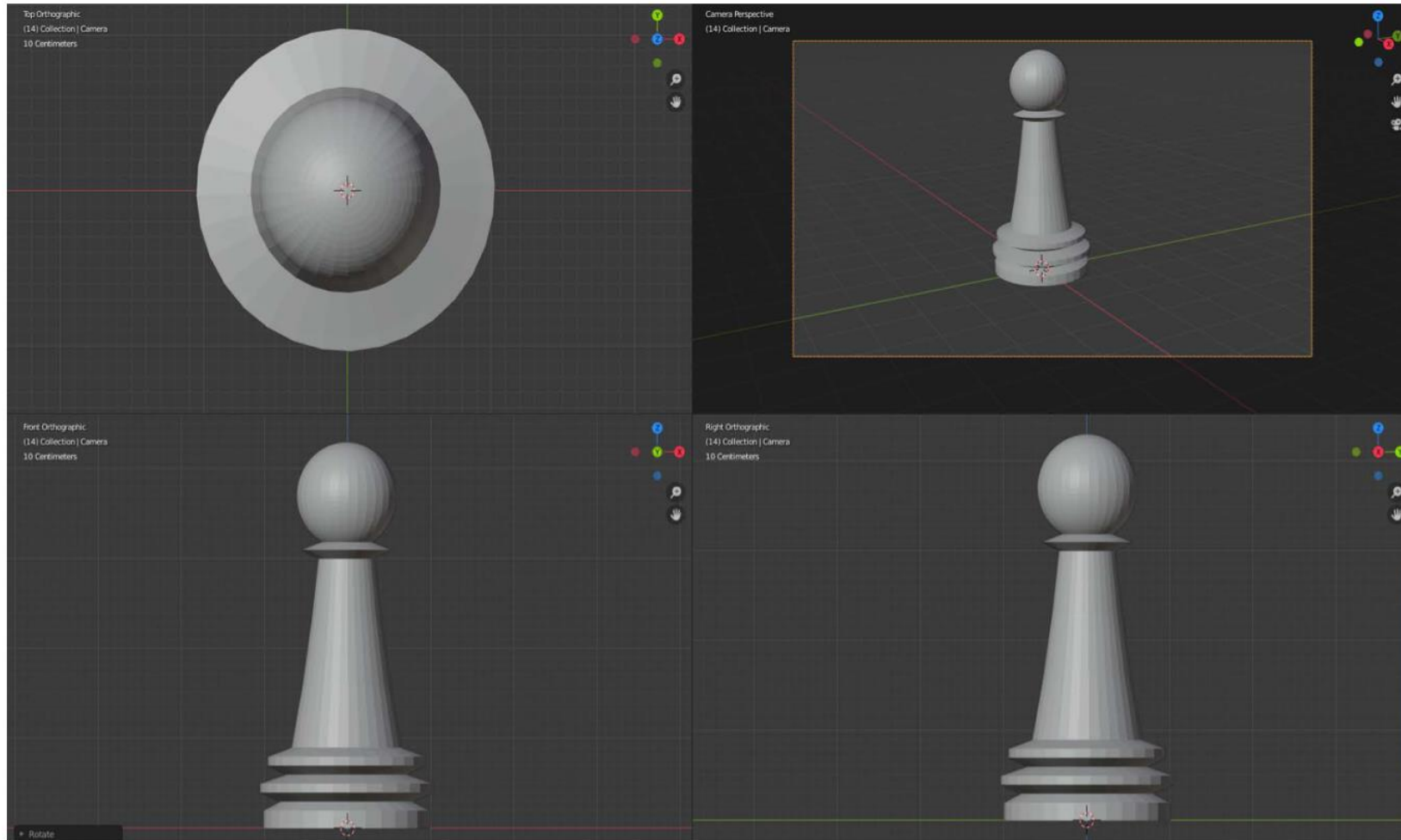
CHESS PAWN

**PRESS THE F KEY
TO CLOSE THE PAWN BASE**



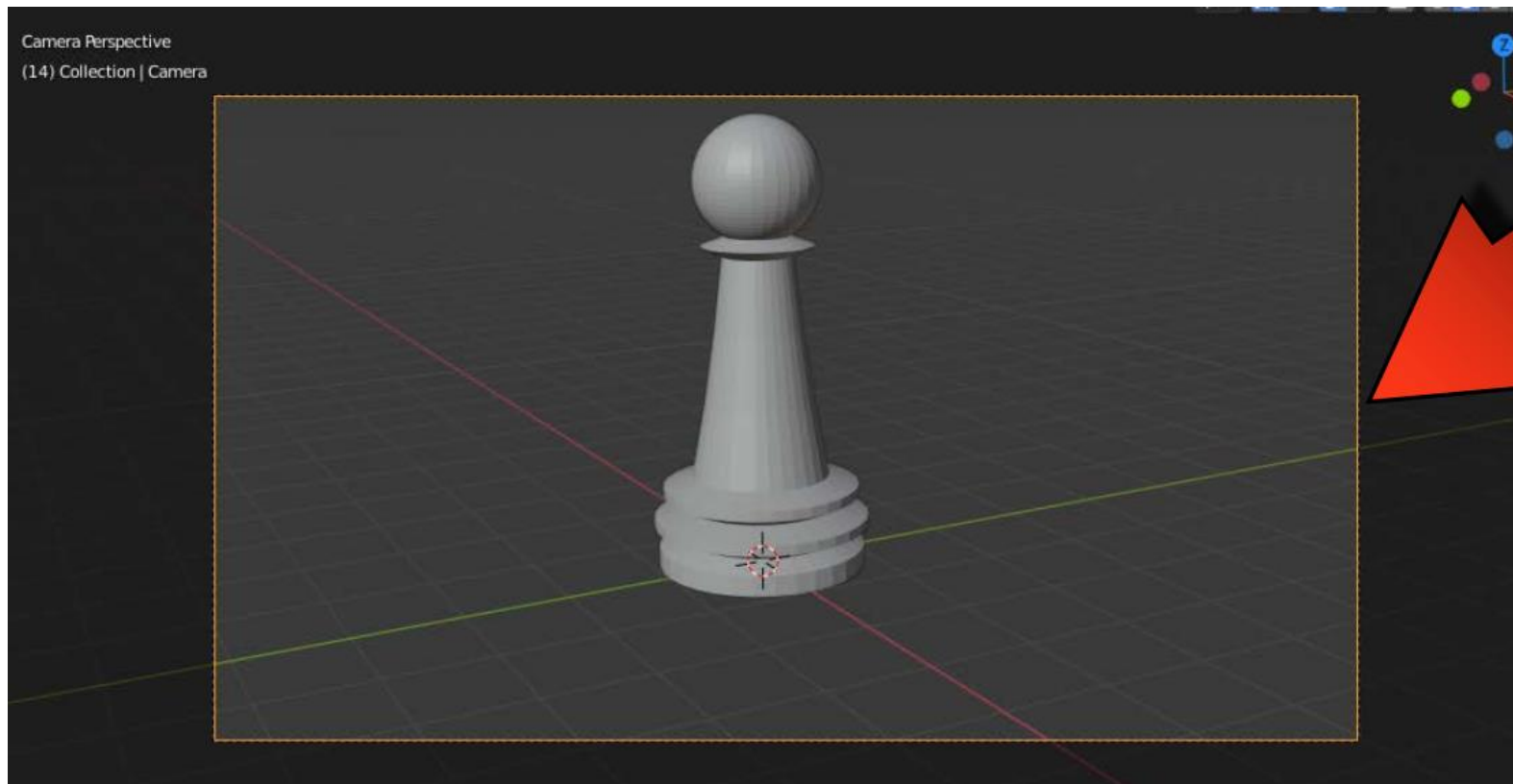
CHESS PAWN

PRESS THE **TAB KEY TO RETURN
TO **OBJECT MODE****



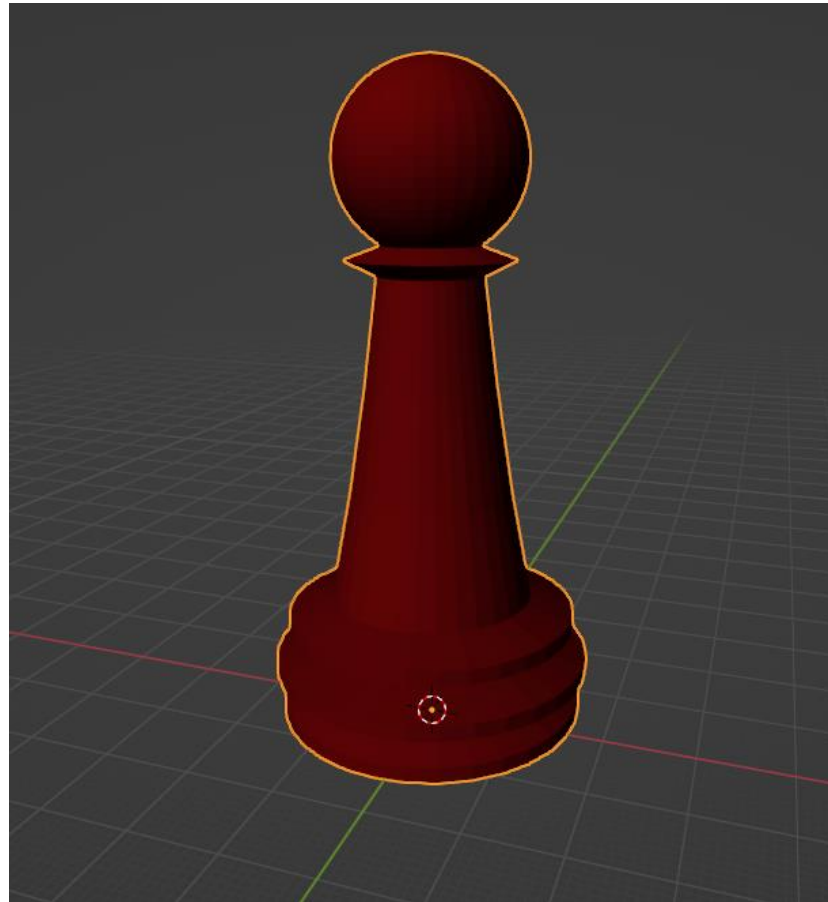
CHESS PAWN

**PRESS KEY 0 ON THE NUMERIC KEYPAD
TO SEE THE CAMERA VIEW**



CHESS PAWN

ADD COLOR TO THE CREATED OBJECT YOURSELF



CHESS PAWN

POWER OF AR AND VR

**THANK YOU FOR
YOUR ATTENTION**



**Co-funded by
the European Union**



JACEK KAWAŁEK