DICE



Co-funded by the European Union



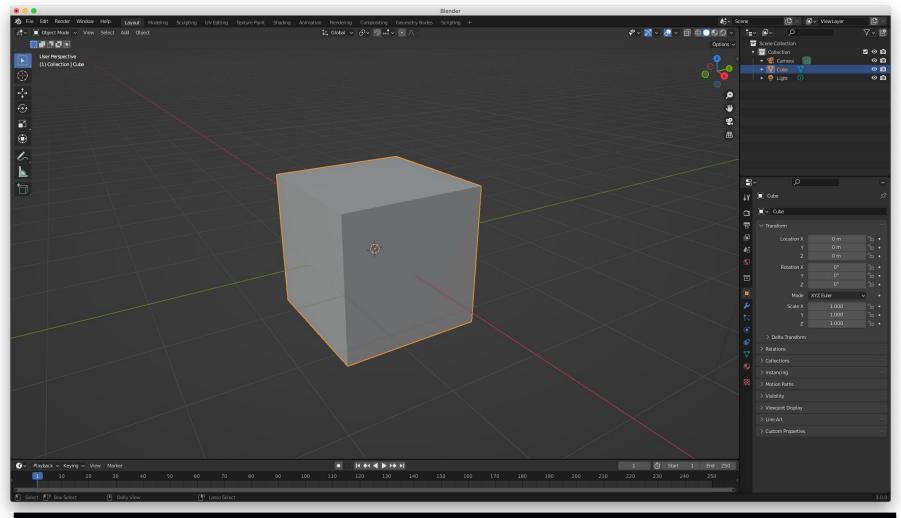
2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK





START THE BLENDER PROGRAM

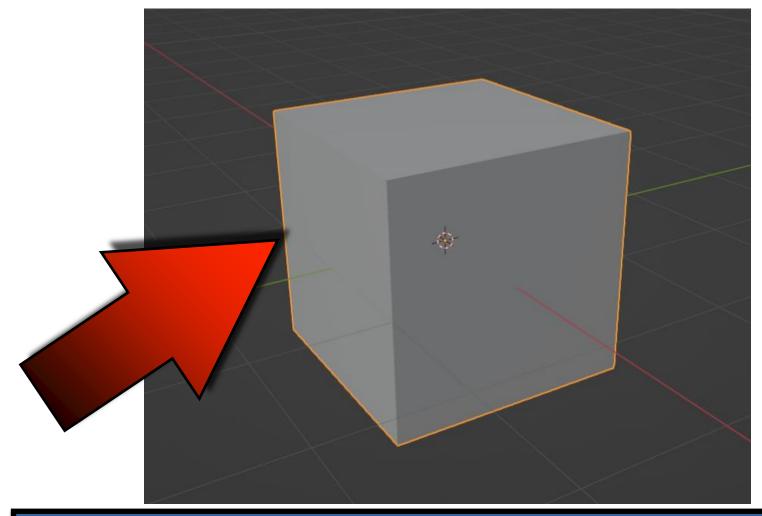








SELECT CUBE

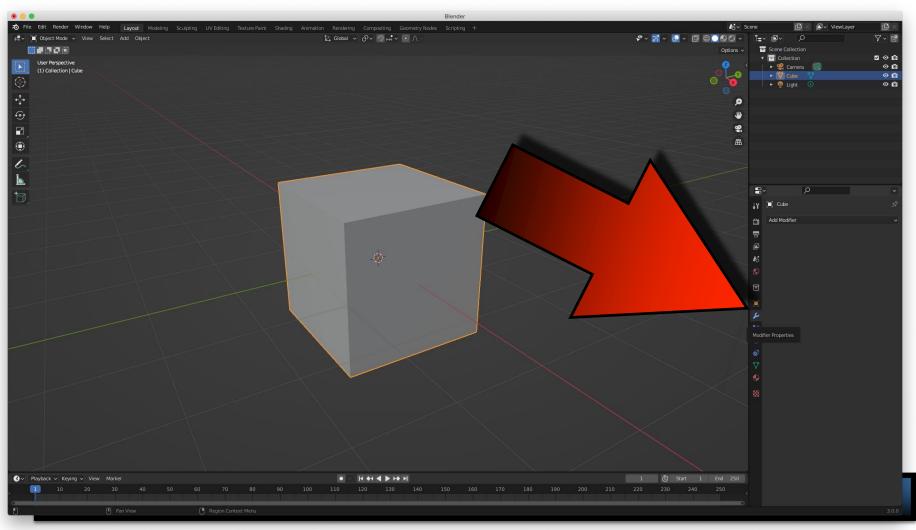








GO TO SECTION MODIFIERS







ADD BEVEL MODIFIER

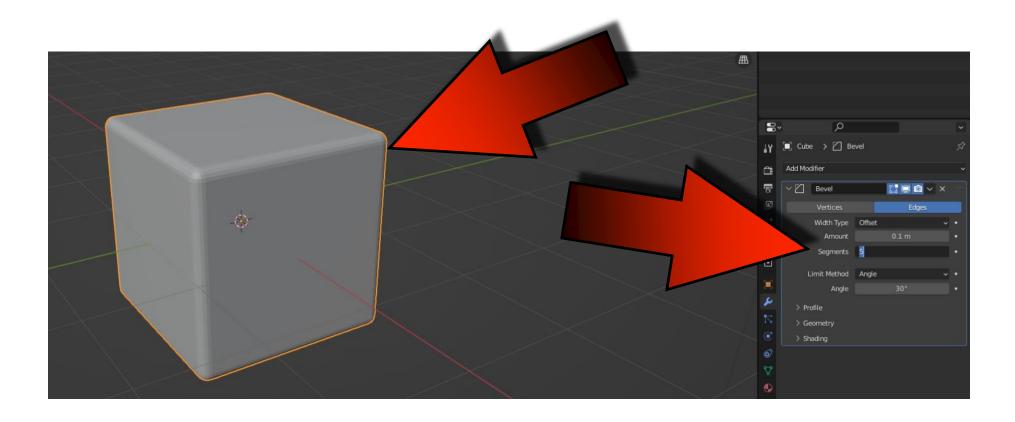
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		ŧΥ	🔲 Cube		Ś			
		<u>a</u>	Add Modifier		~			
Modify	Generate		Deform	Physics				
👽 Data Transfer	OQ Array		犬 ^c Armature	쑵 Cloth				
joj Mesh Cache	Bevel		🕤 Cast	្លំក្ទុ Collision				
	민 만'		<u> </u>	ä n				
Lit Vertex Mix	E Add a procedural operation/effect to the active object: Bevel							
	Generate sloped corners by adding geometry to the mesh's edges or vertices							
	_ Edge Split		『므』 Laplacian Deform	n 🔅 Ocean				
	🗐 Geometry Nodes		🖽 Lattice	🔭 Particle Instance	e			
	🕐 Mas <u>k</u>		៉្លាំ Mesh Deform	💦 Particle System				
	∑¦3 Mirror		∫্রি Shrinkwrap	🕼 Soft Body				
🔂 Vertex We tht Proximity	I Multiresolution		🖉 Simple Deform					
	(₿ Remesh		🕝 Smooth					
· ·	ප් Screw		🌈 Smooth Correctiv	/e				
	ළ Skin		🌈 Smooth Laplacia	n				
	🗍 Solidify		,미 Surface Deform					
	O Subdivision Surface		[? Warp					
	[] Triangulate		(c. Wave					
	🖒 Volume to Mesh							
	ੂੰ Weld							
	🗐 Wireframe							







CHANGE SEGMENTS VALUE TO 5

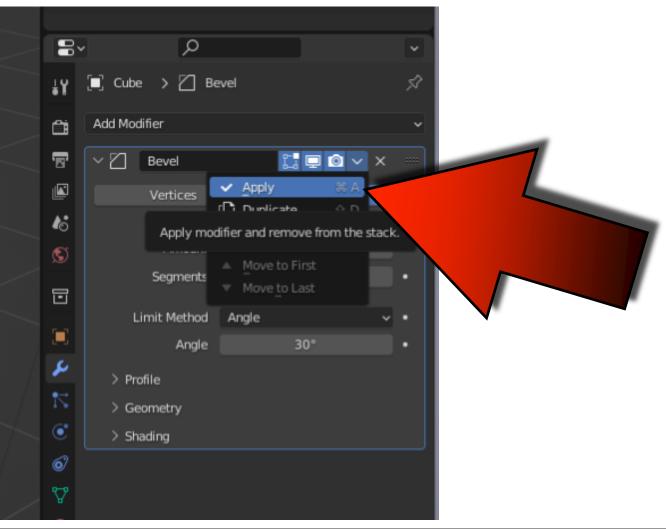








THEN CONFIRM THE MODIFIER SETTINGS BY CLICKING ON APPLY

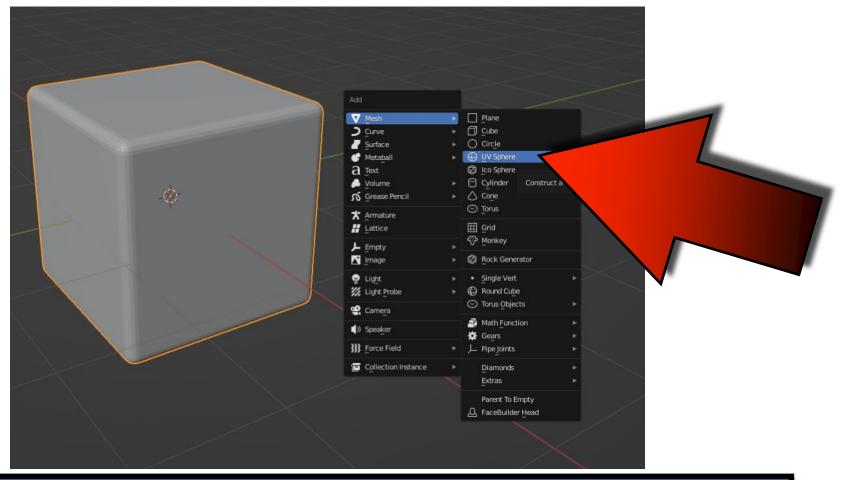








USE SHIFT+ A ADD UV SPHERE

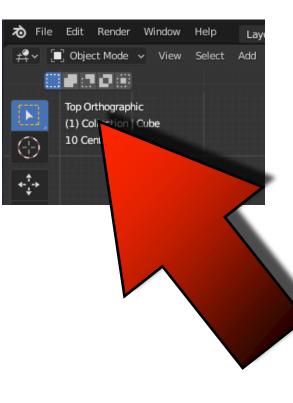


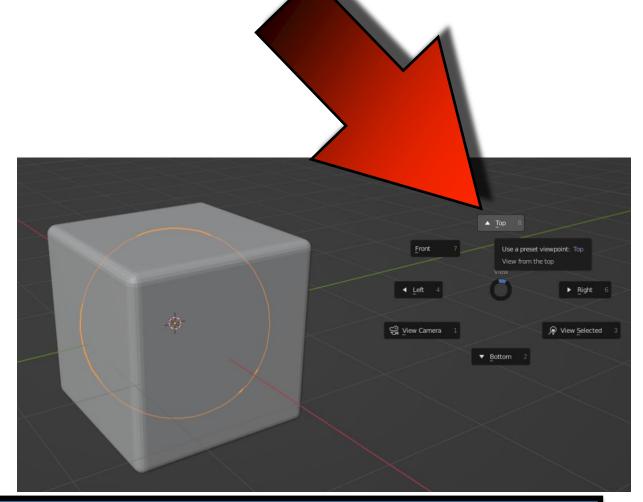






CHANGE THE VIEW TO A TOP ORTHOGRAPHIC



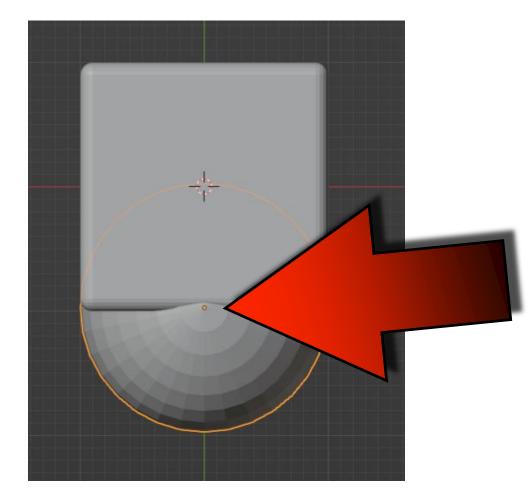








WITH THE G AND Y KEYS MOVE UV SPHERE TO CUBE EDGE

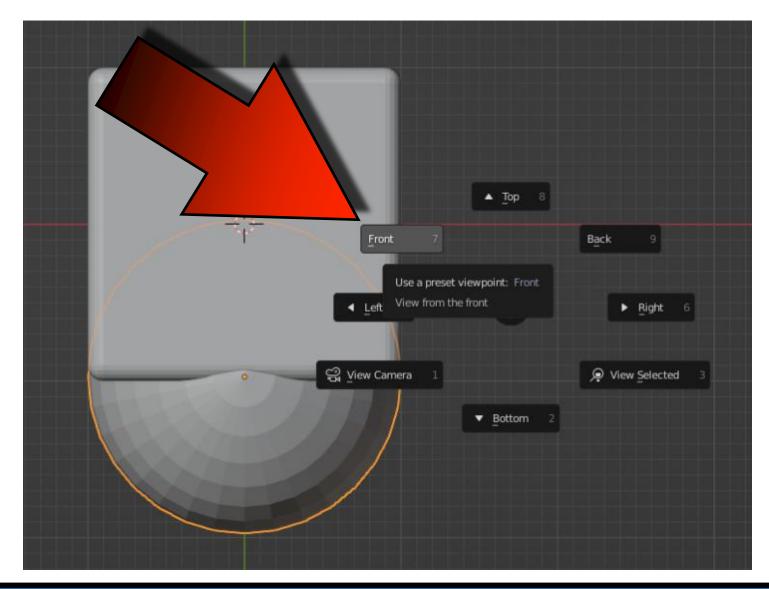








CHOOSE A FRONT VIEW

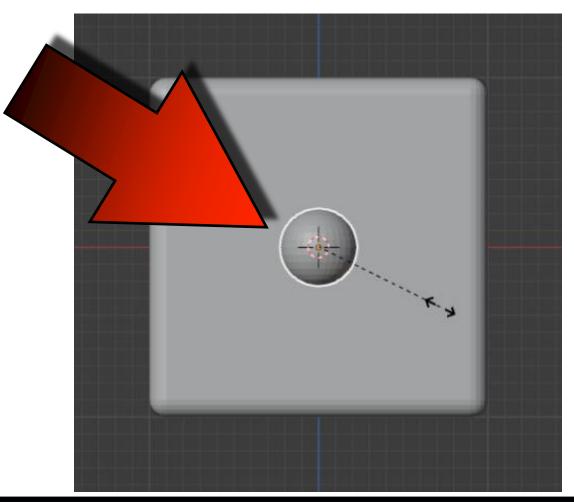








USE THE S KEY TO REDUCE UV SPHERE

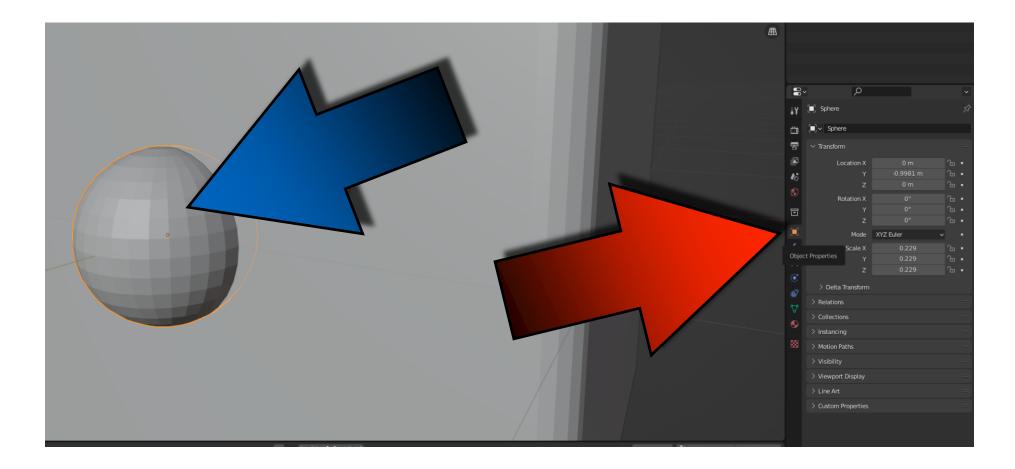








GO TO OBJECT PROPERTIES FOR UV SPHERE

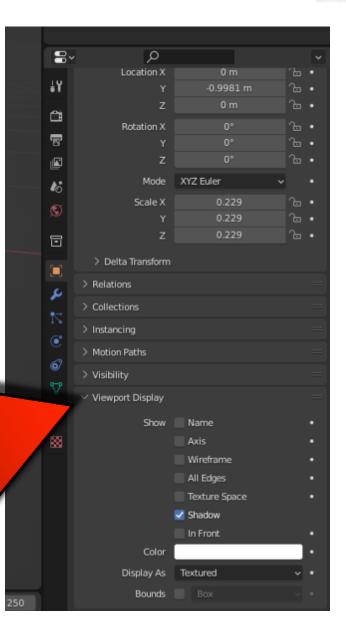








OPEN THE VIEWPORT DISPLAY

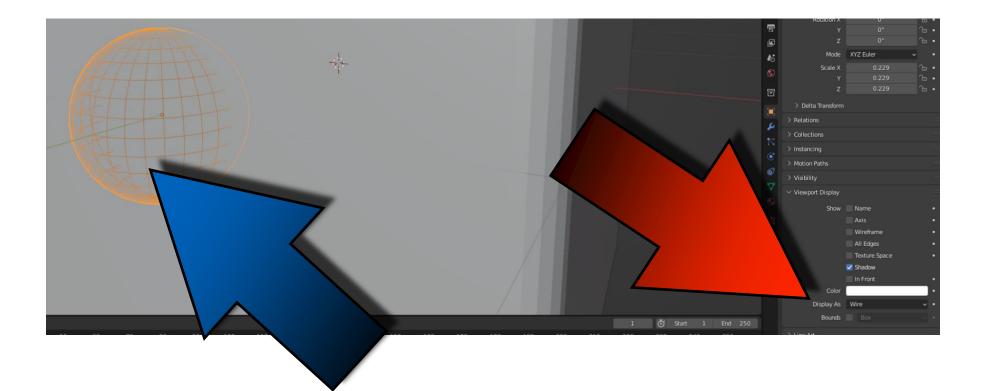








DISPLAY AS CHANGE TO WIRE

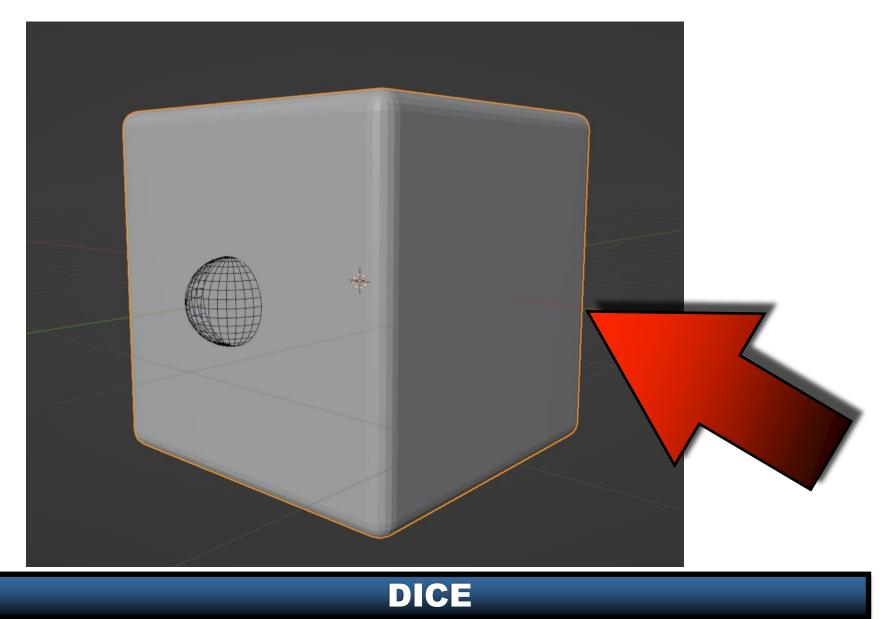








SELECT CUBE







ADD MODIFIER BOOLEAN

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		- ₽~ ₽	رم Cube		 ✓ ✓
Modify	Generate		dd Modifier Jeform	Physics	~
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្លែា្ល Mesh Cache ្លៃា្លំ Mesh Sequence Cache	Bevel		∋ Cast ⊃ Curve	ぷ Collision	
나 Normal Edit 나 Weighted Normal	Build ⊡ Decimat Add a		operation/effect to the	active object: Boolean	
W Project	[□] Edge Spl Use a ■] Geometry Nodes		pe to cut, combine or pe ∄ Lattice	erform a difference operatio	
Good Vertex Weight Edit	Mask Si3 Mirror	I	୍ରି Mesh Deform ି Shrinkwrap	Particle System	
			la circula Dafama	UX Soliday	







CHOOSE SPHERE IN THE OBJECT BOX

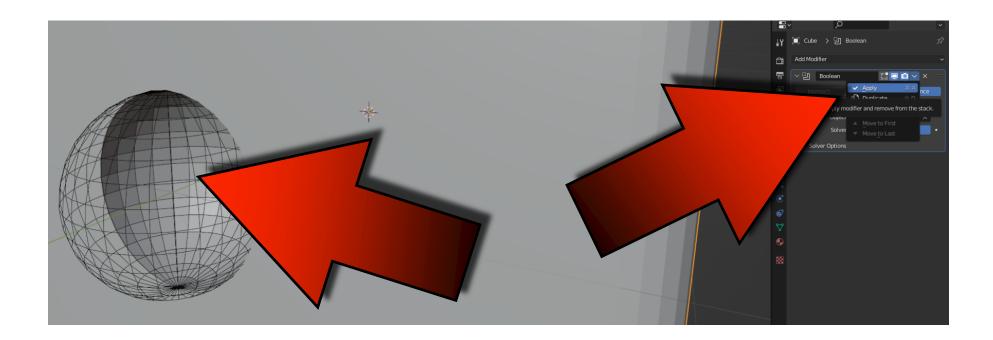








AND APPROVE THE MODIFIER



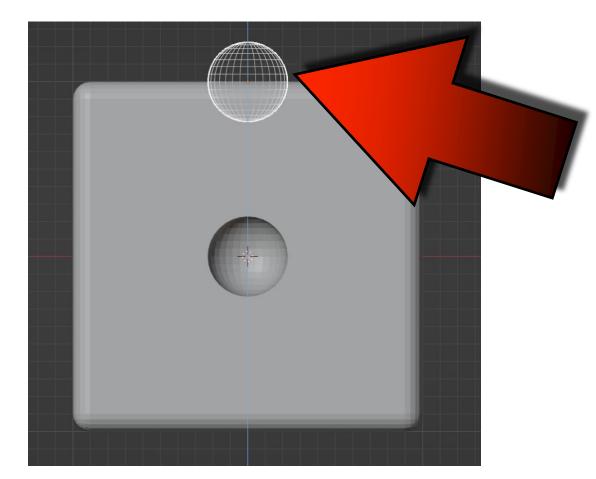








WITH THE Z KEY MOVE UV SPHERE TO THE TOP EDGE

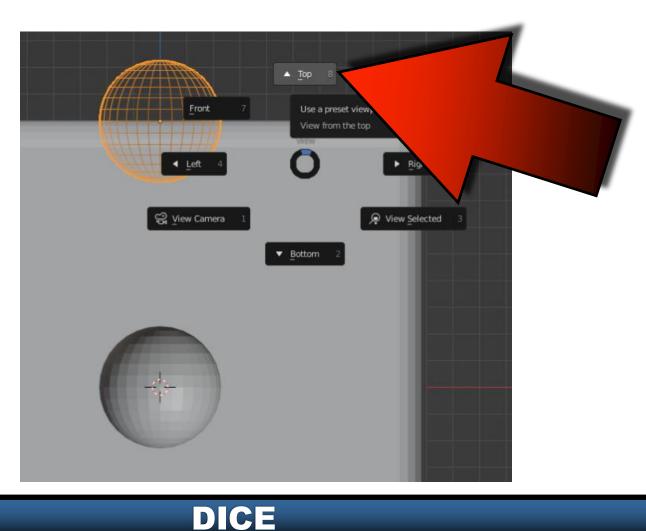








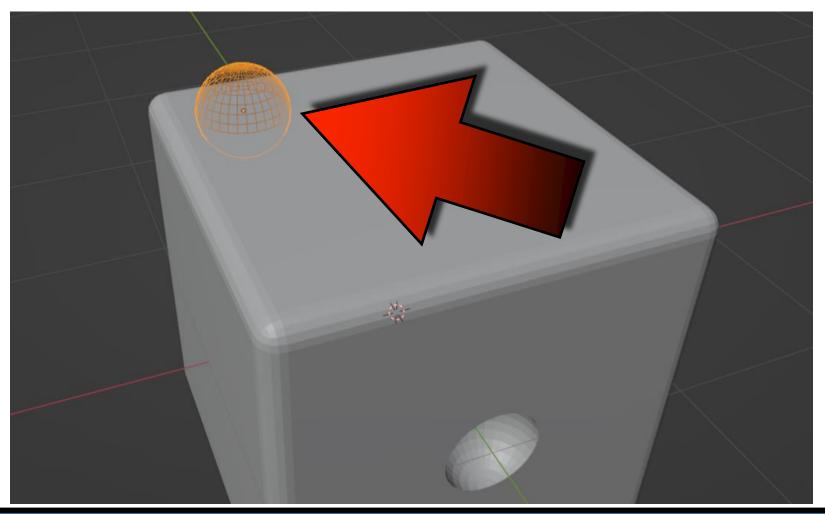
CHOOSE A VIEW FROM THE TOP







PUT UV SPHERE IN THE UPPER LEFT CORNER

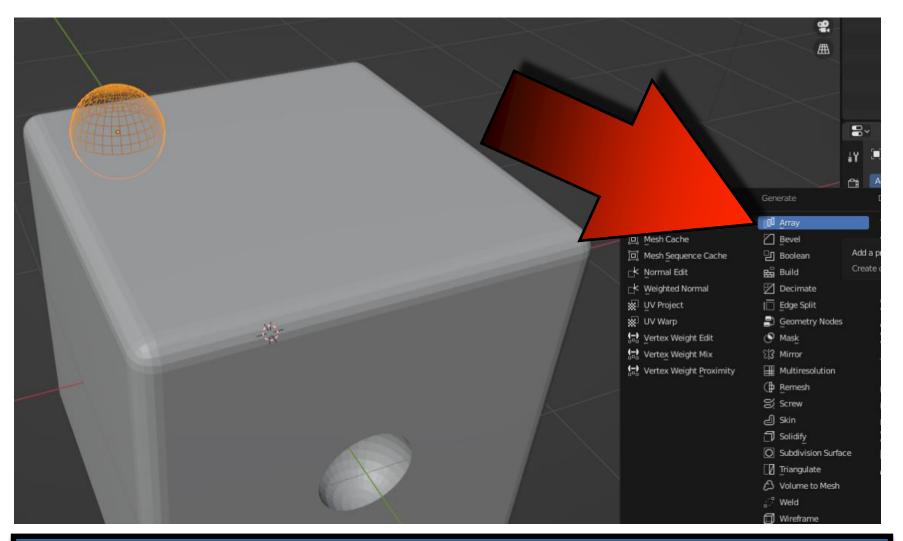








ADD ARRAY MODIFIER

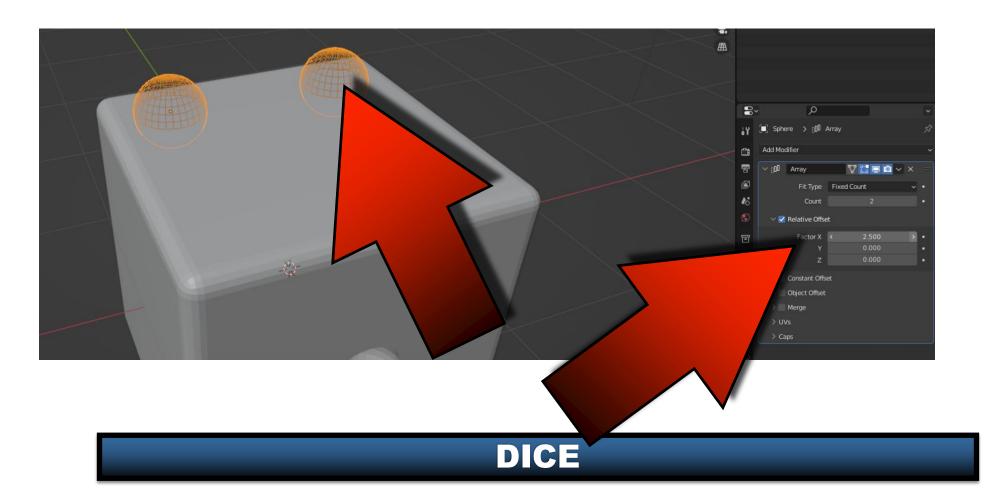








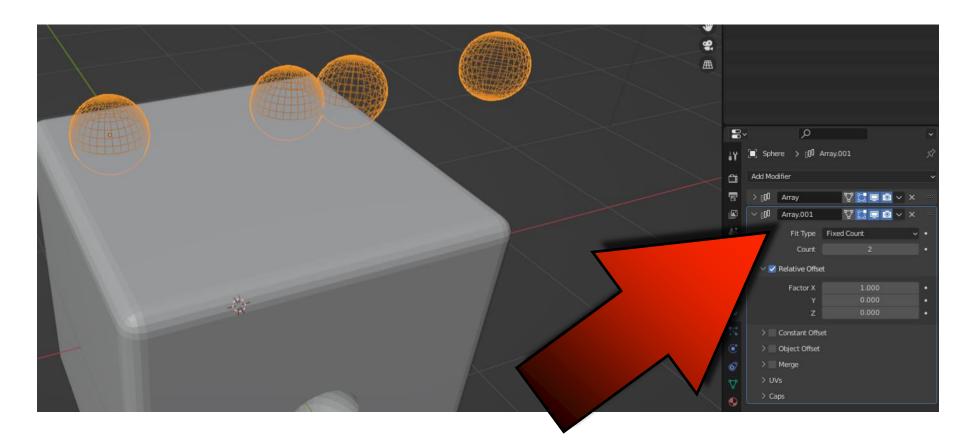
FACTOR X SET TO 2.5







ADD A SECOND MODIFIER

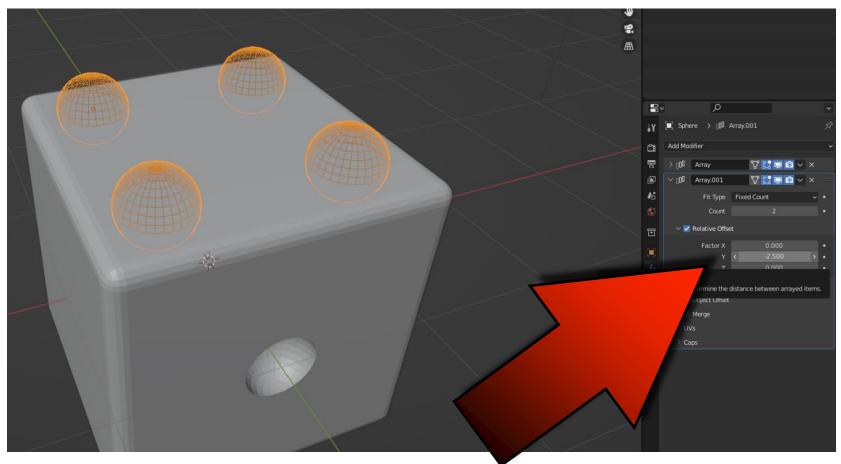








FACTOR Y SET TO -2.5



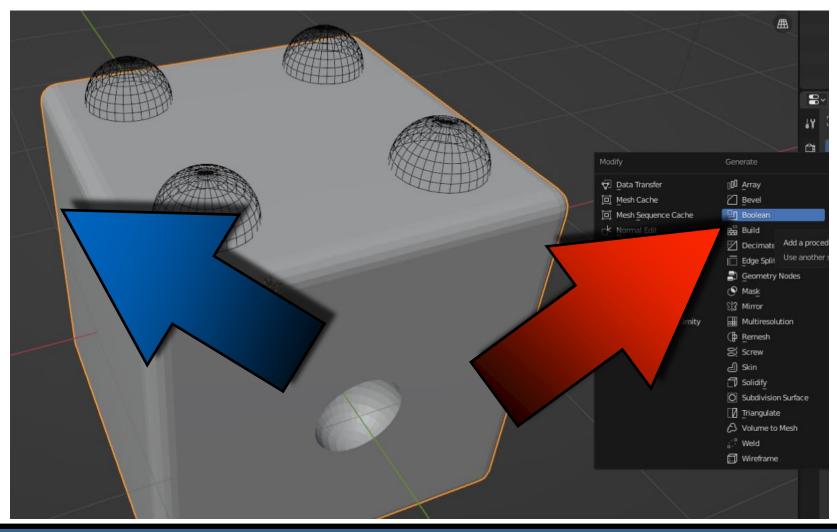








SELECT CUBE AND ADD A BOOLEAN MODIFIER

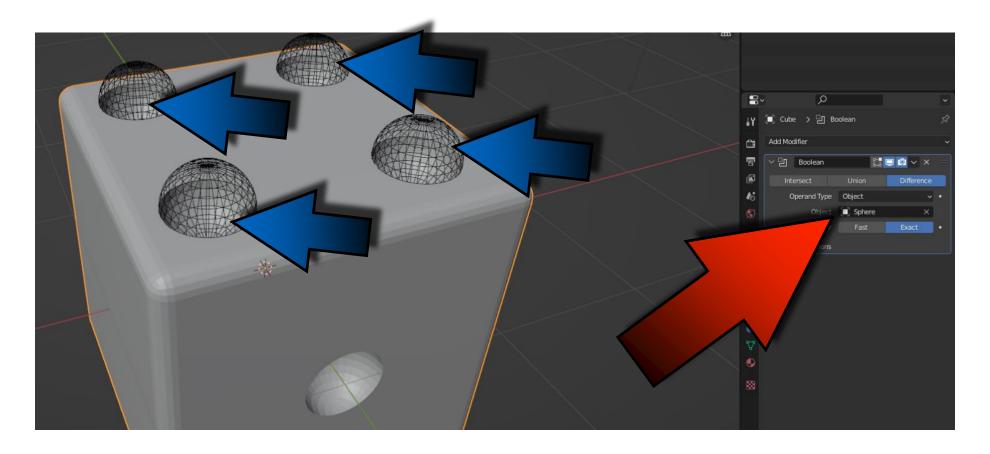








SELECT SPHERE IN THE OBJECT WINDOW

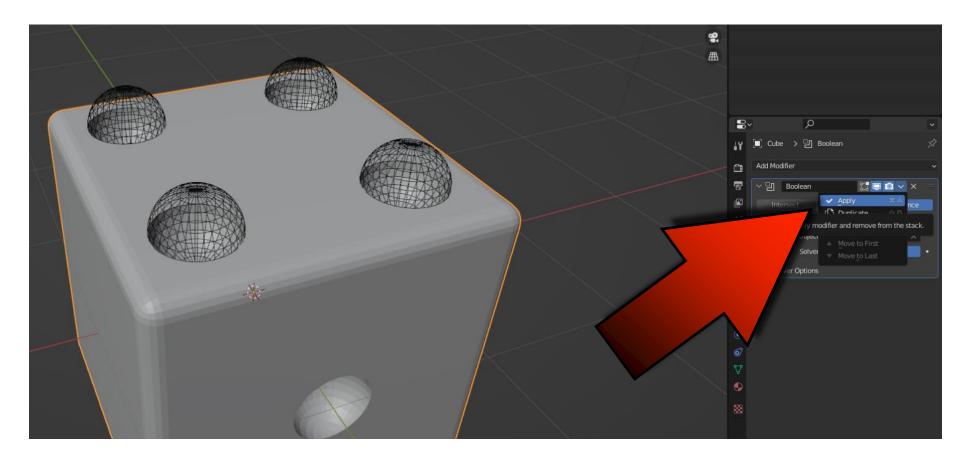








APPROVE BOOLEAN MODIFIER



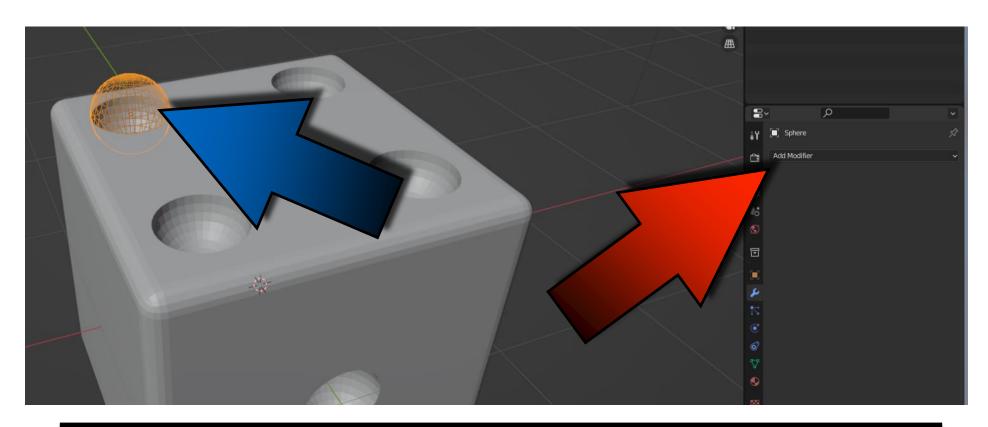








FOR UV SPHERE REMOVE BOTH MODIFIERS

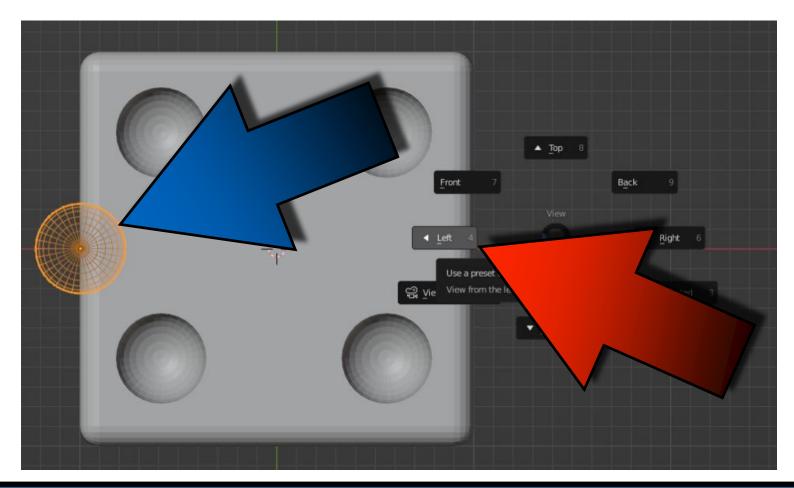








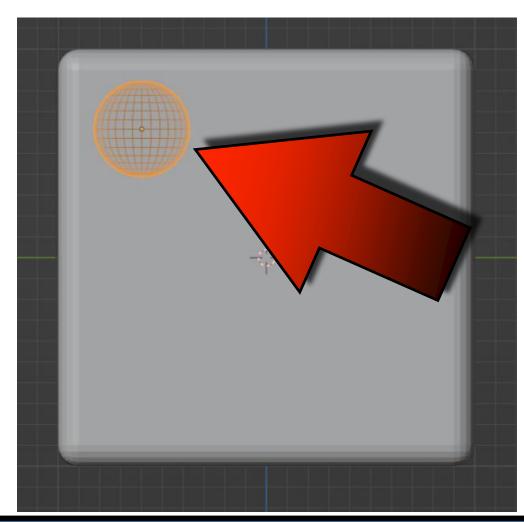
MOVE UV SPHERE TO EDGE AND GO TO LEFT SIDE VIEW









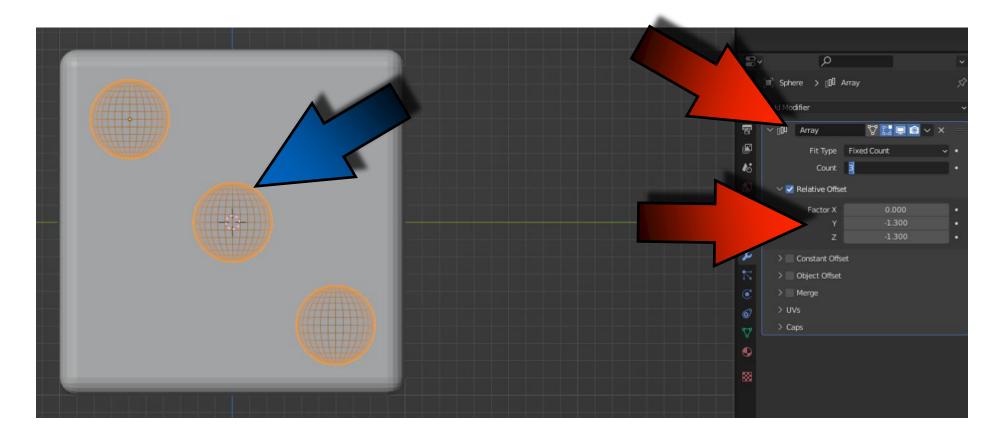








ADD THE ARRAY MODIFIER AND SET THE APPROPRIATE PARAMETERS

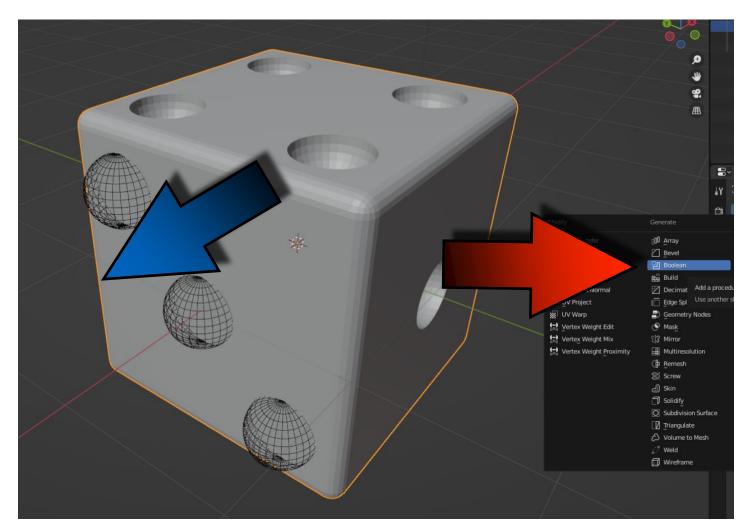








SELECT CUBE AND ADD A BOOLEAN MODIFIER

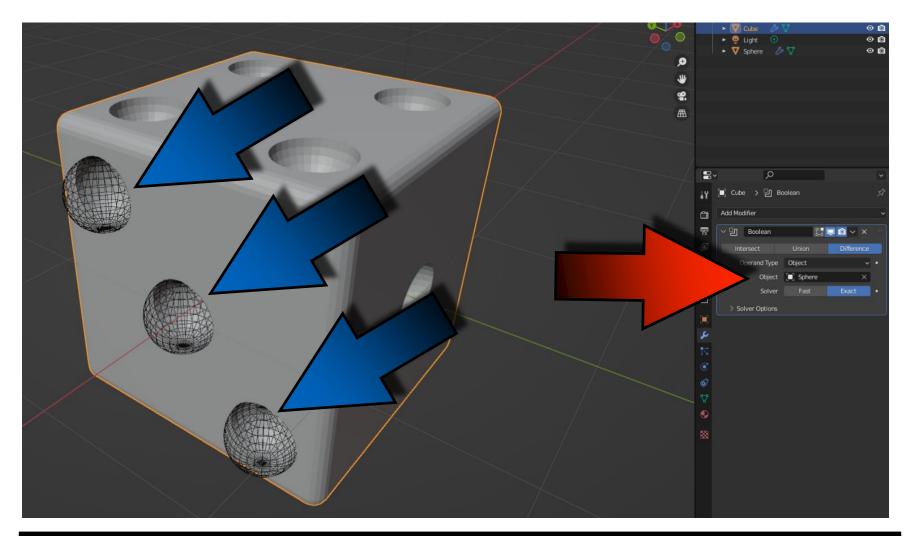








CHOOSE SPHERE IN THE OBJECT WINDOW

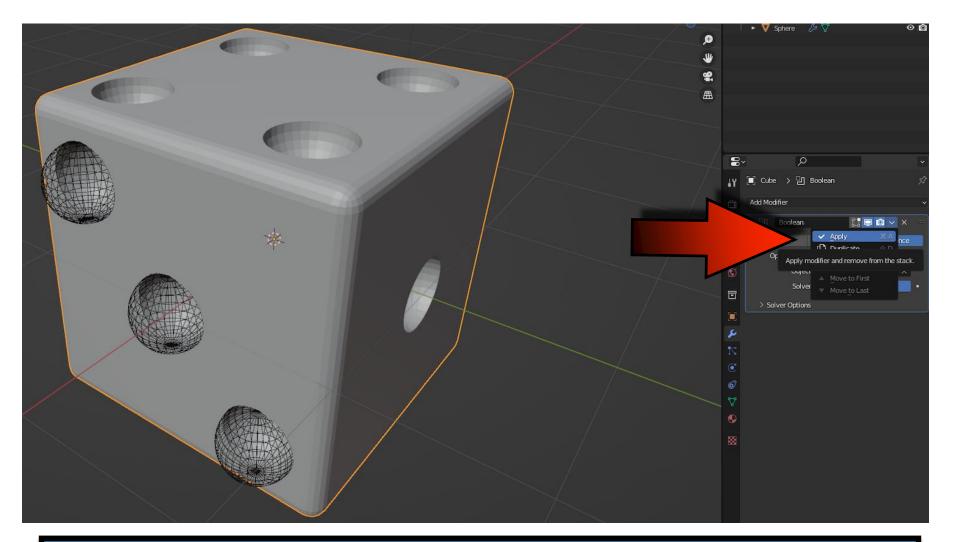








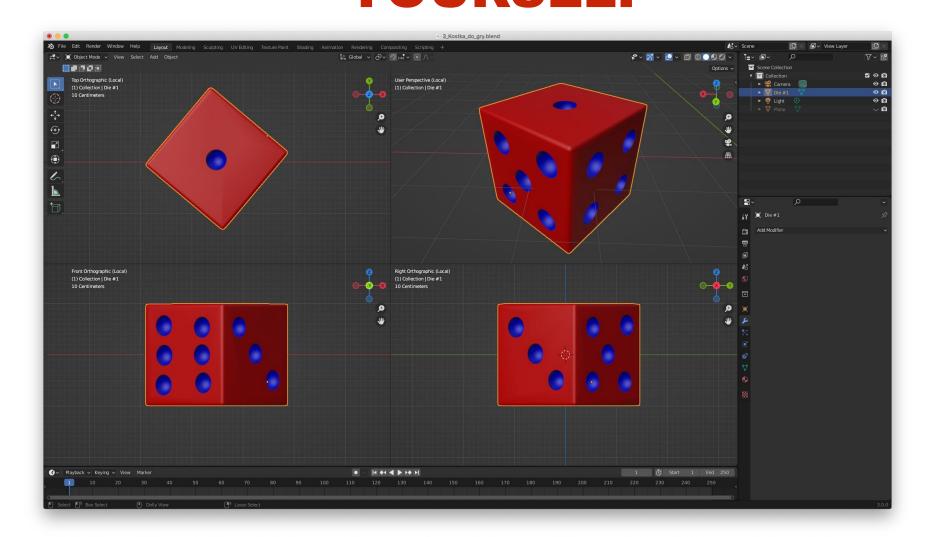
APPROVE MODIFIER







POWER OF AR AND VR DO THE REST YOURSELF







THANK YOU FOR YOUR ATTENTION



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JACEK KAWAŁEK