

DICE



**Co-funded by
the European Union**



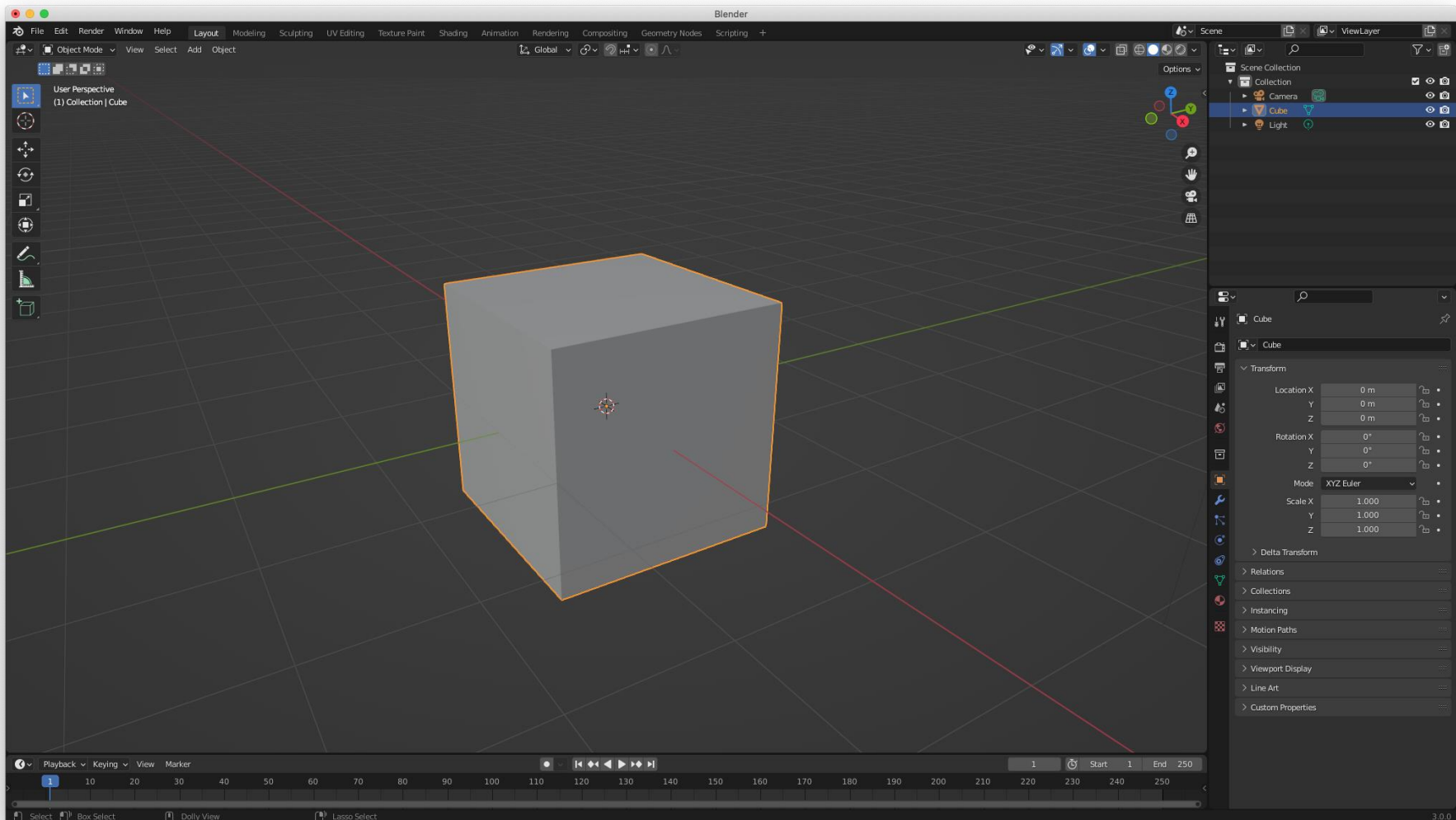
2024-1-PL01-KA220-VET-000243150



POWER OF AR AND VR

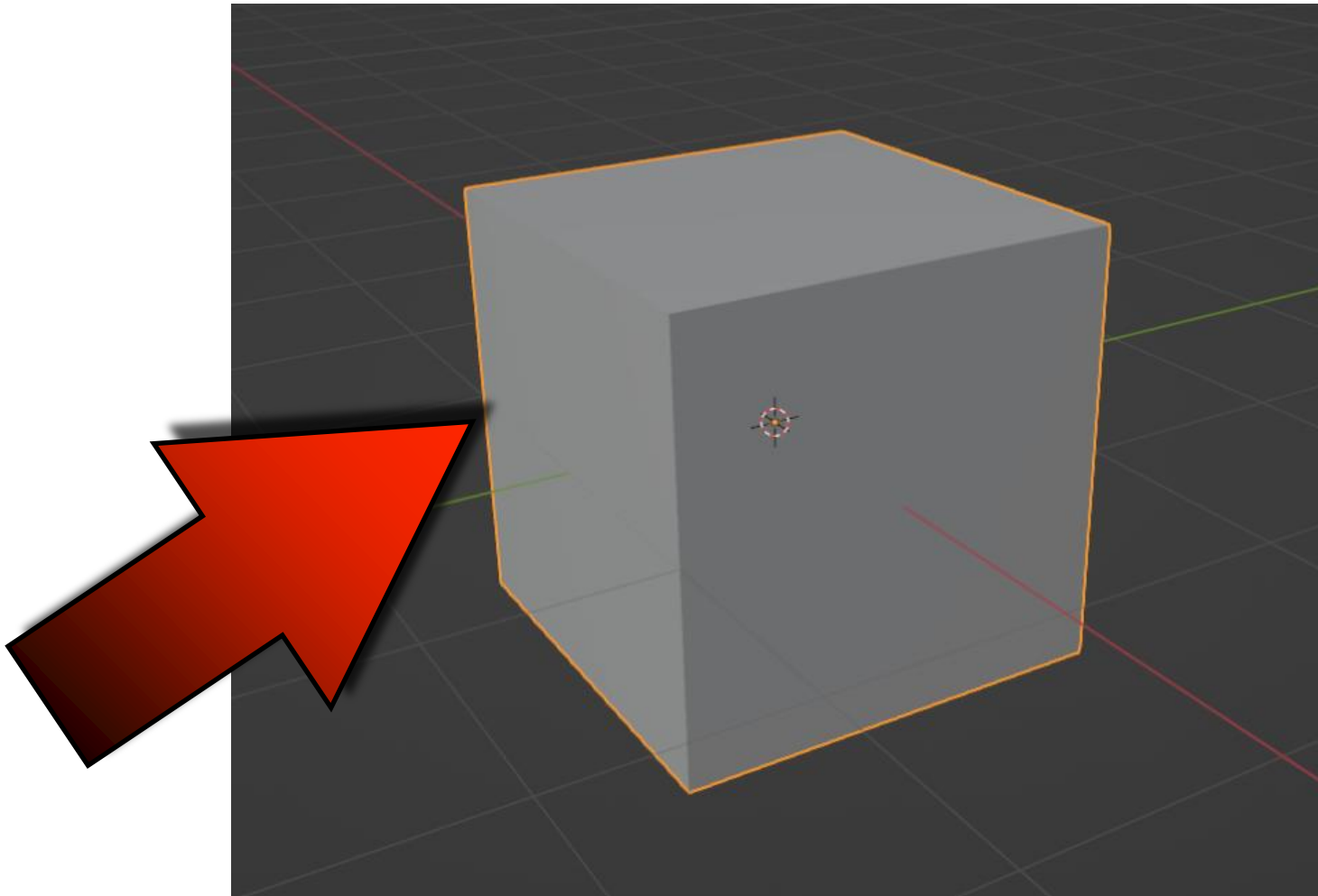


START THE BLENDER PROGRAM



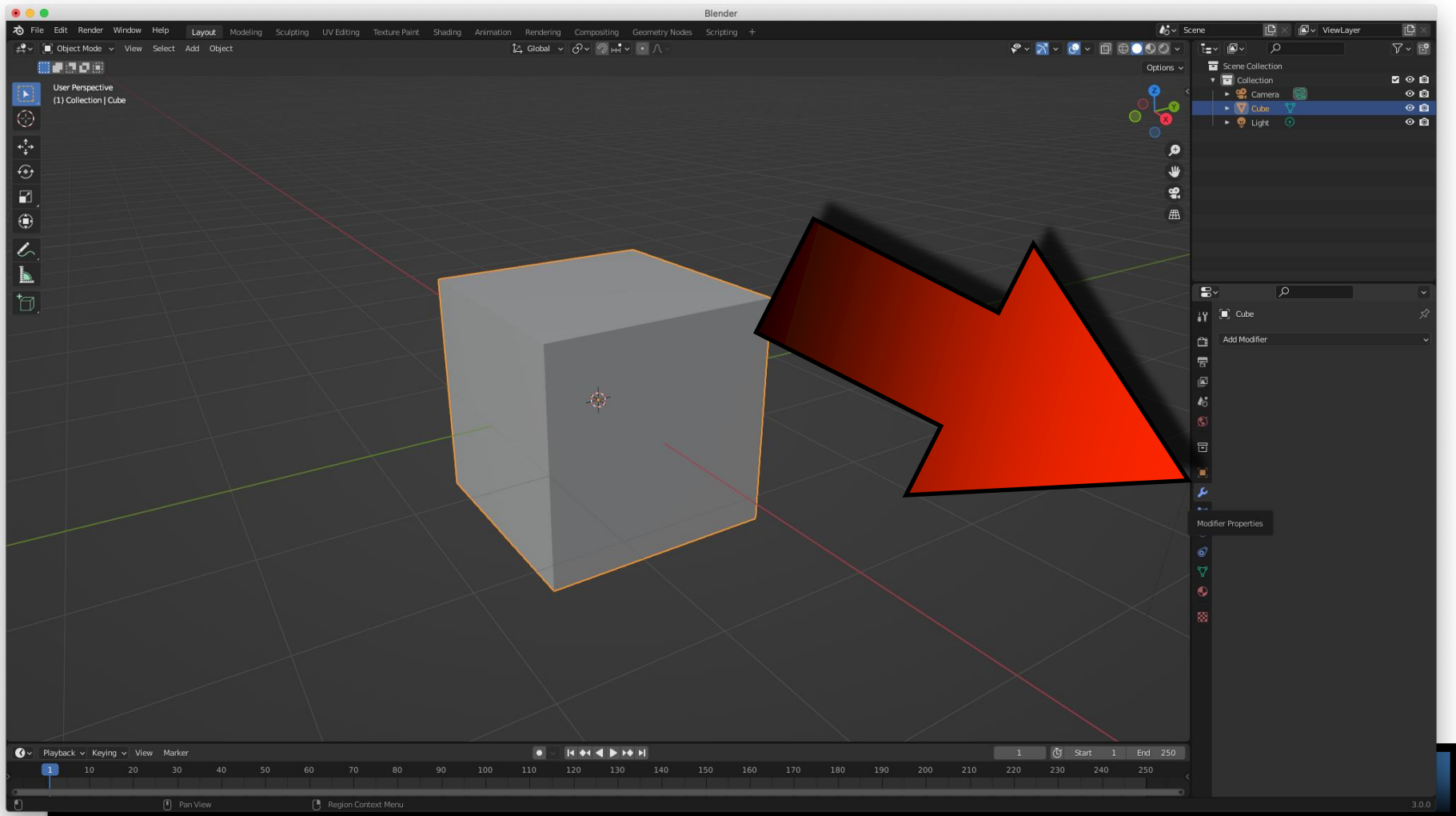
DICE

SELECT CUBE

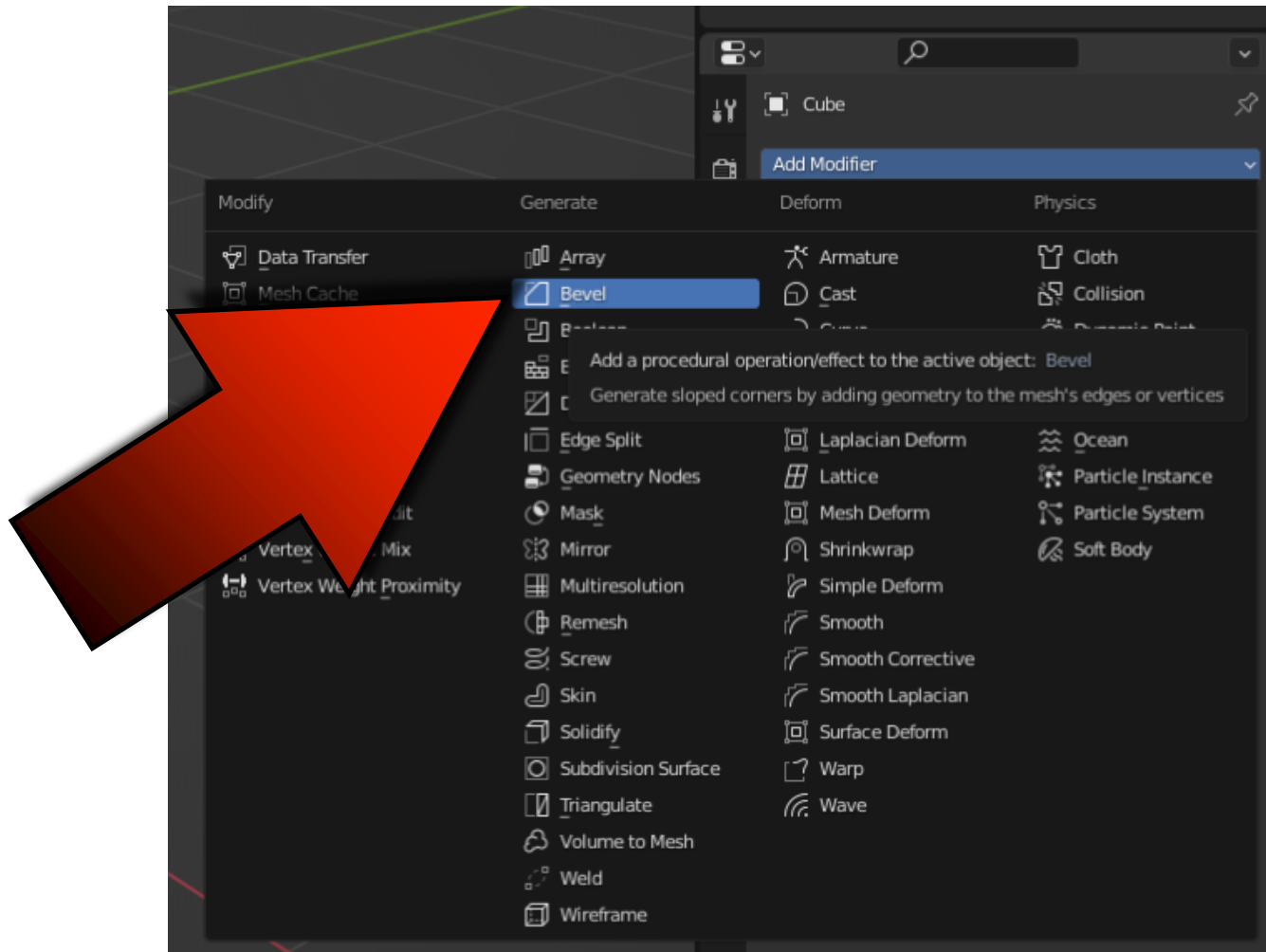


DICE

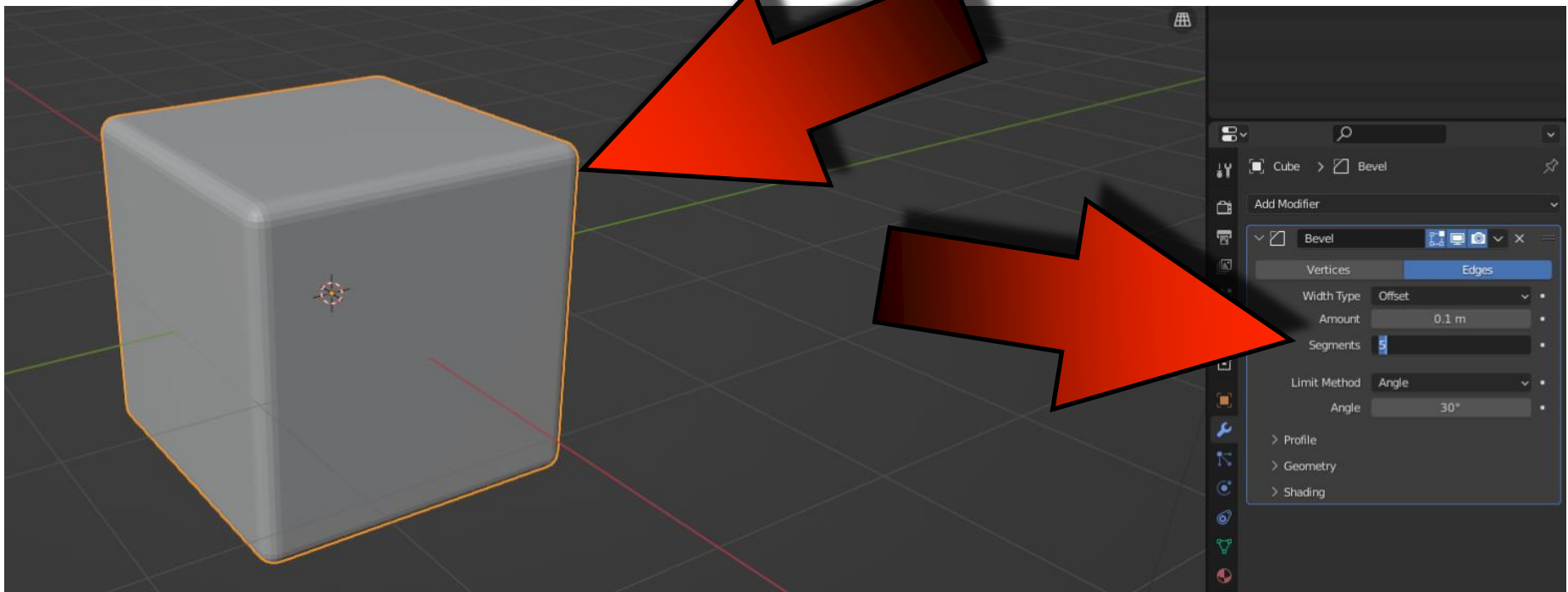
GO TO SECTION MODIFIERS



ADD **BEVEL** MODIFIER

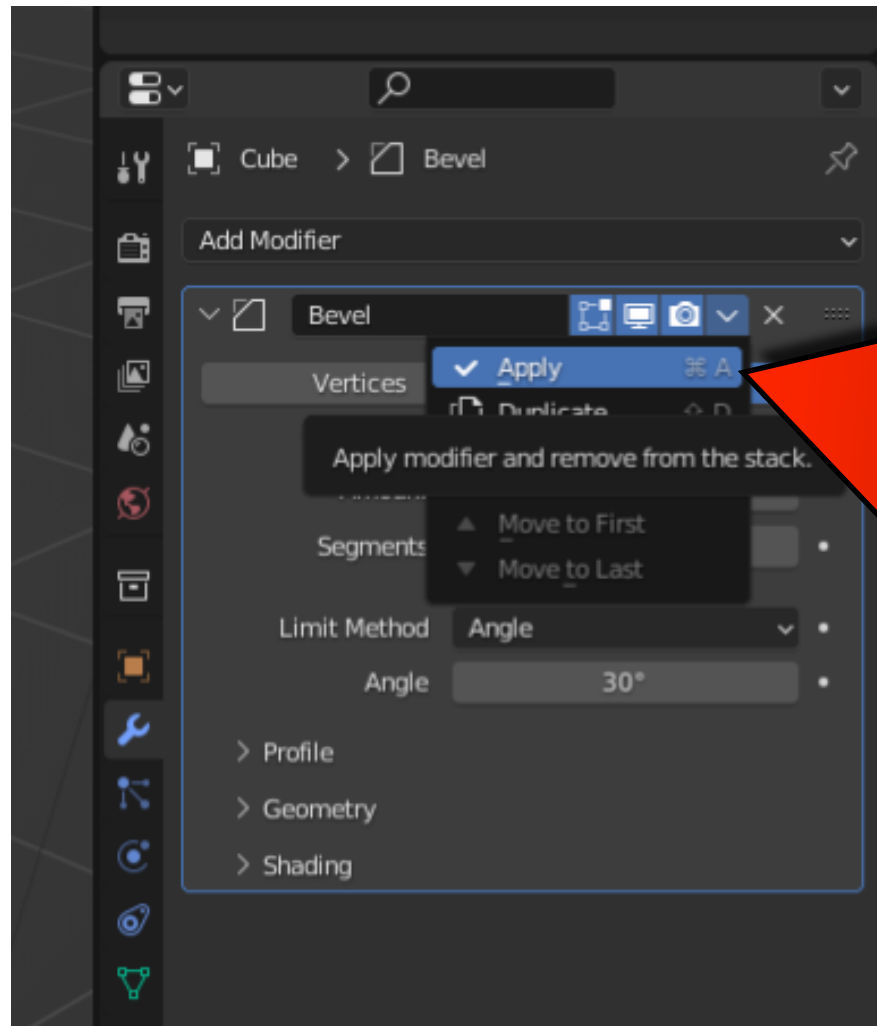


CHANGE SEGMENTS VALUE TO 5

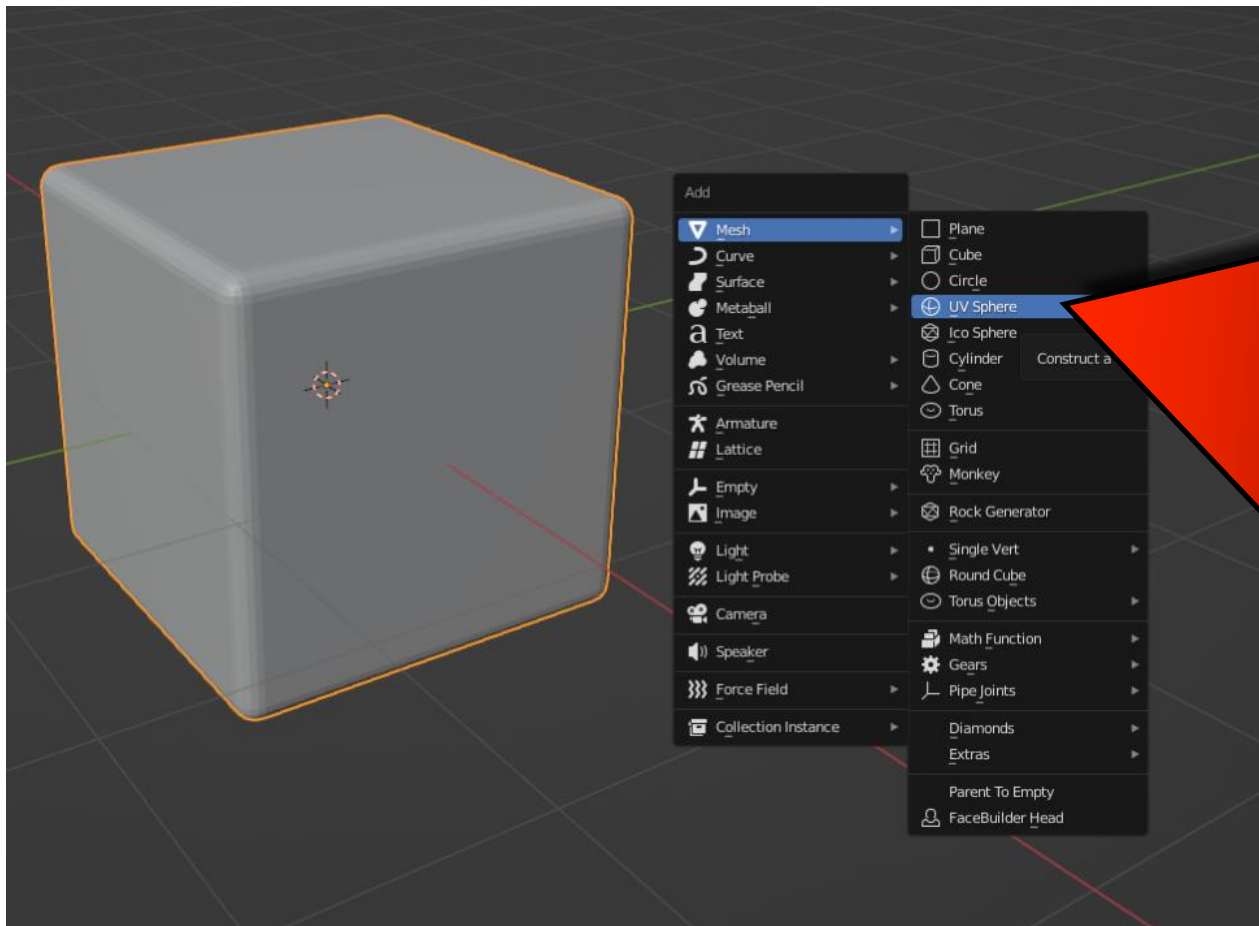


DICE

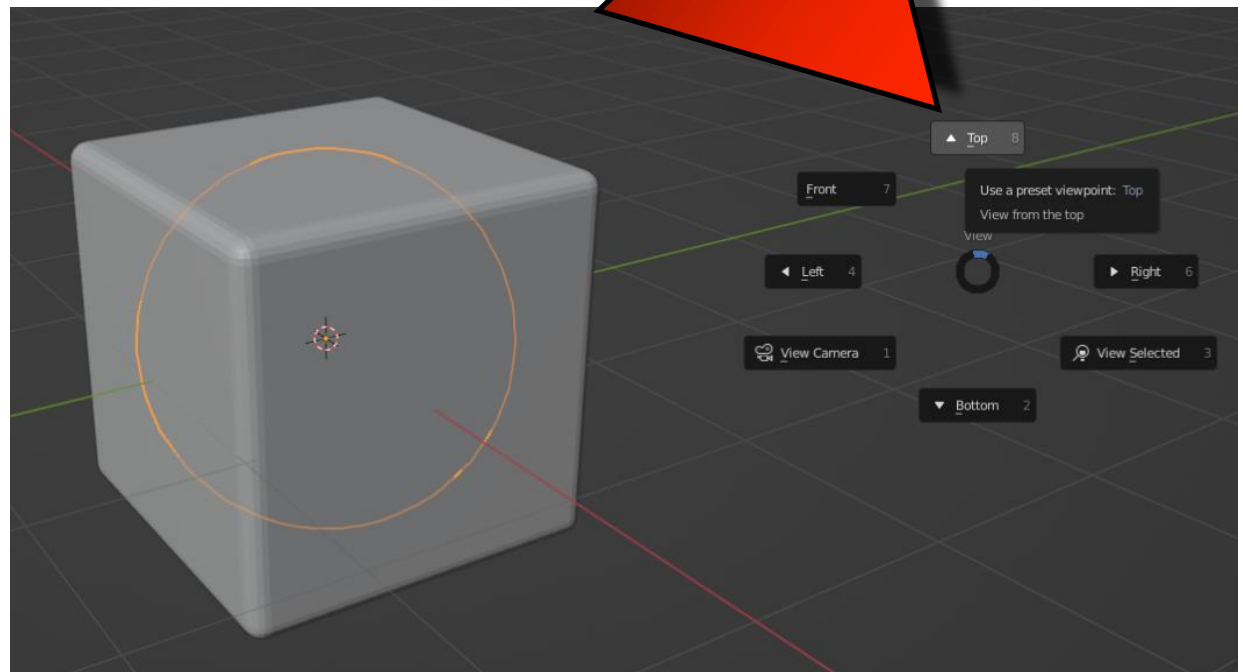
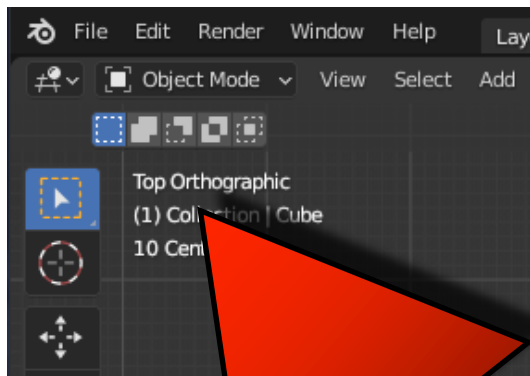
THEN CONFIRM THE MODIFIER SETTINGS BY CLICKING ON **APPLY**



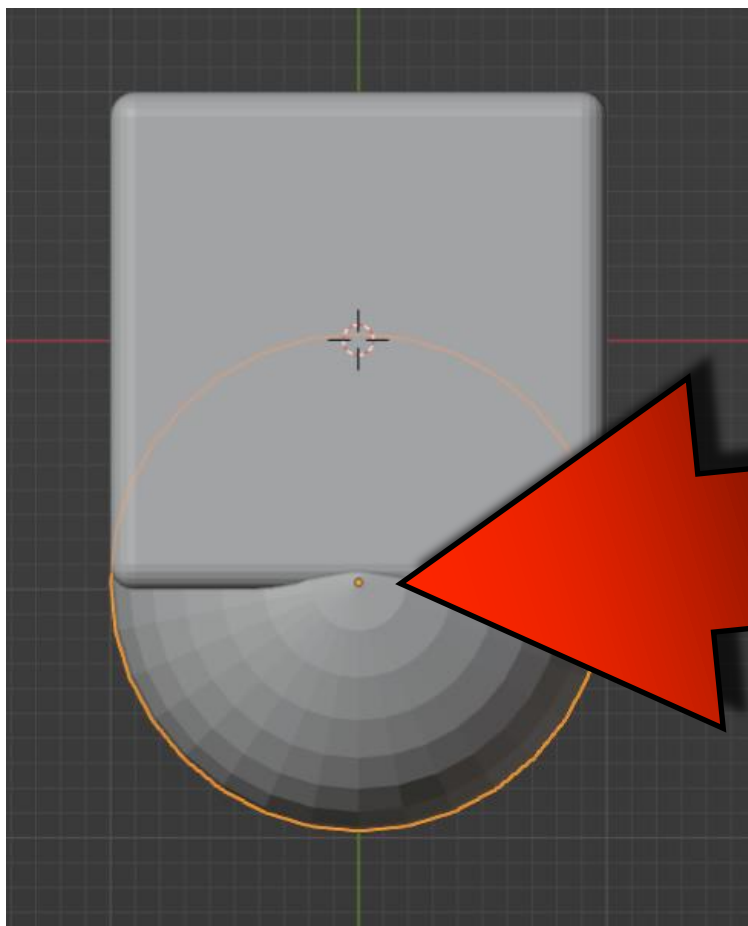
USE **SHIFT+A** ADD **UV SPHERE**



CHANGE THE VIEW TO A TOP ORTHOGRAPHIC

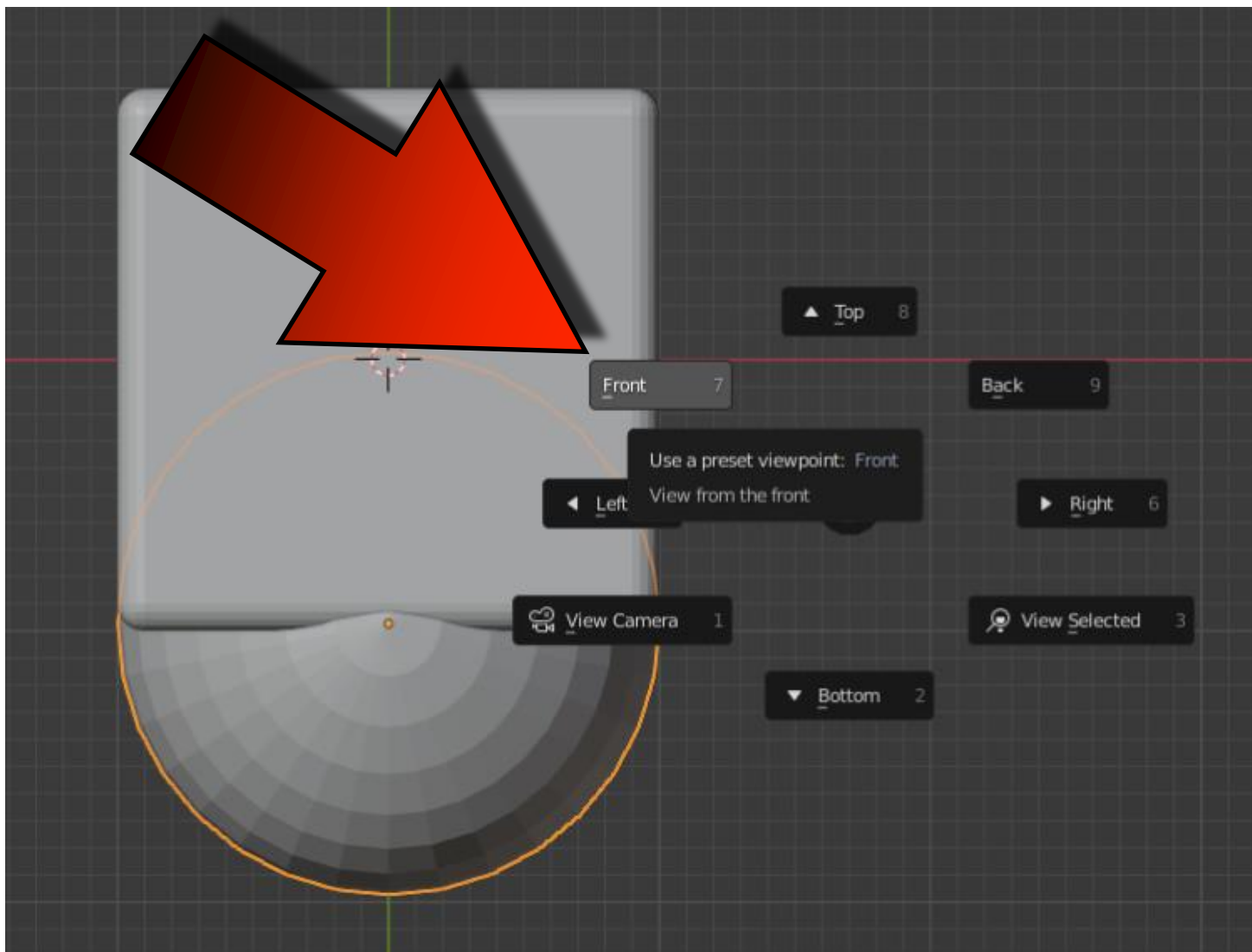


WITH **THE G AND Y KEYS** **MOVE UV SPHERE TO CUBE EDGE**

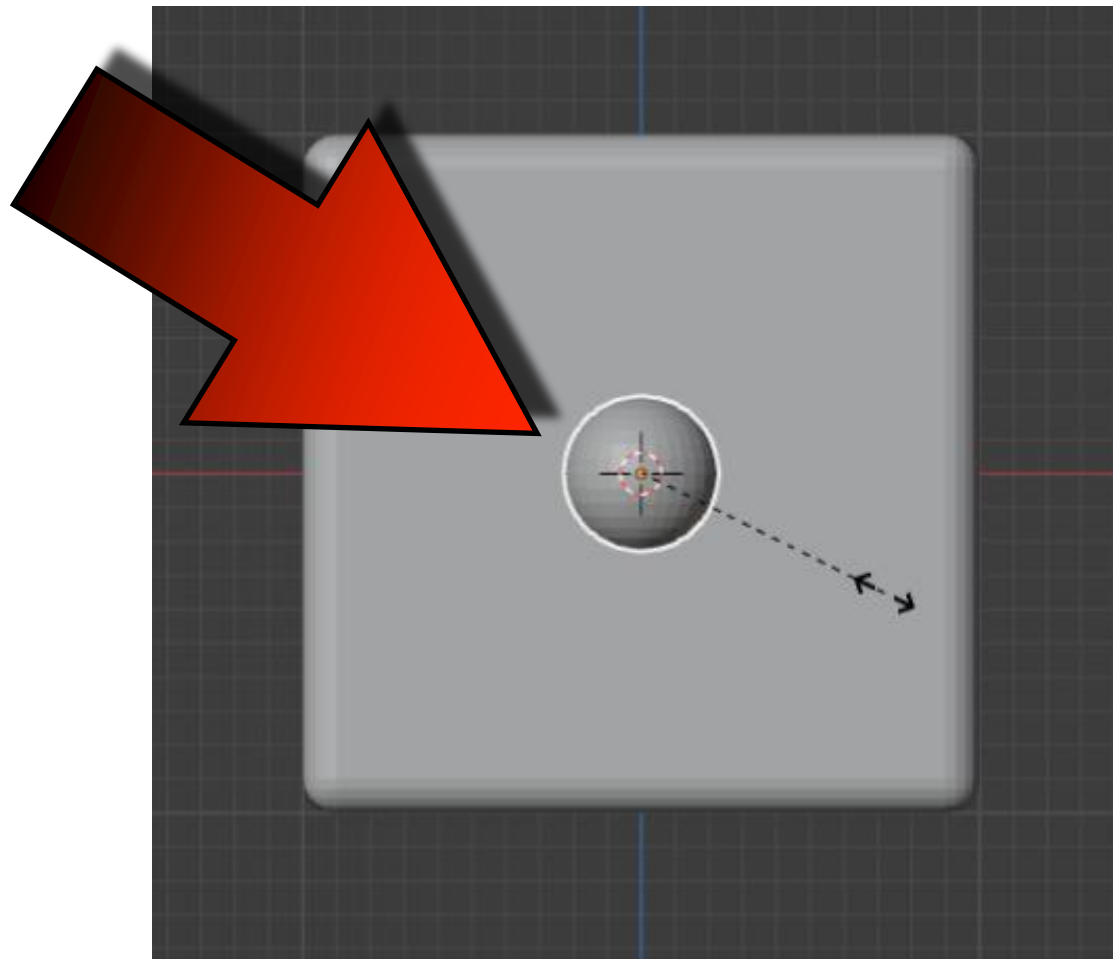


POWER OF AR AND VR

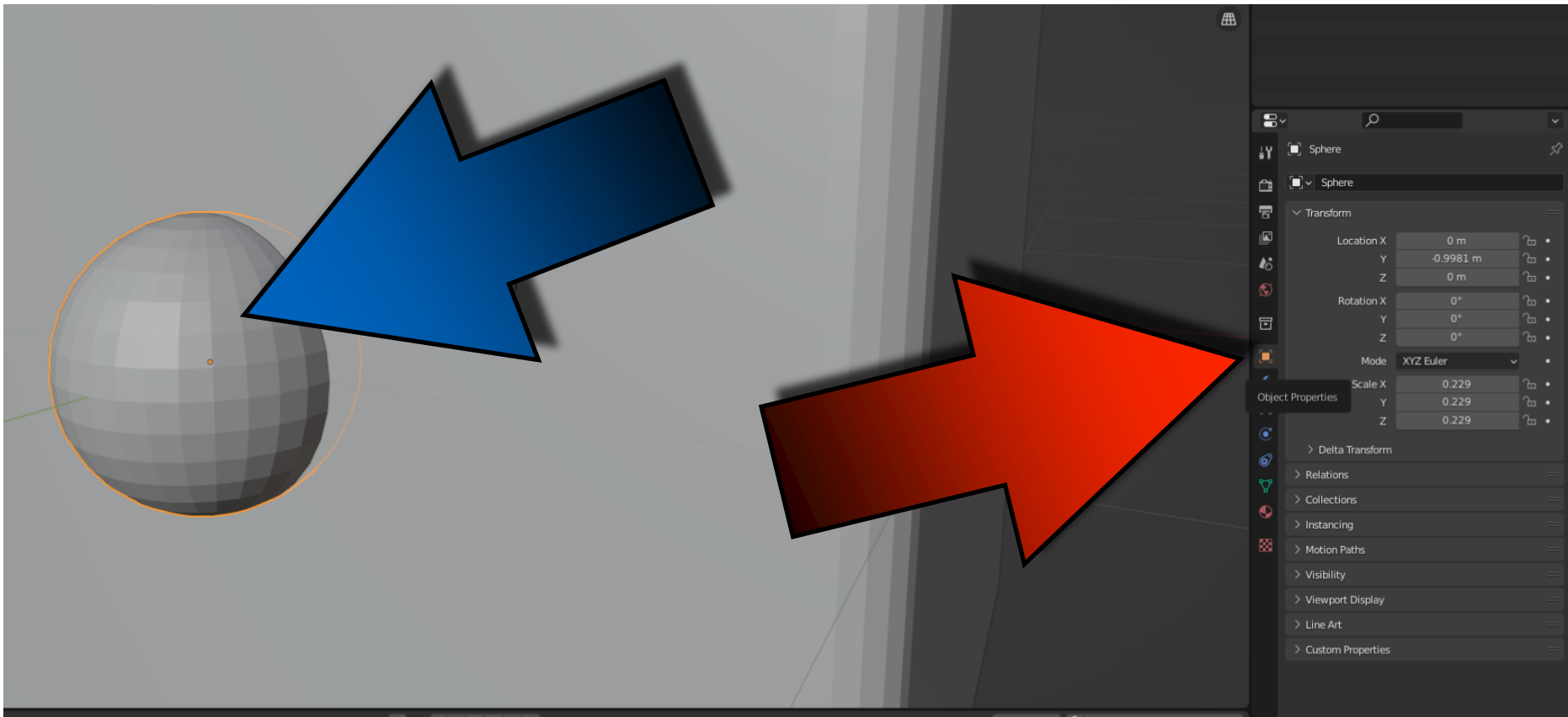
CHOOSE A **FRONT** VIEW



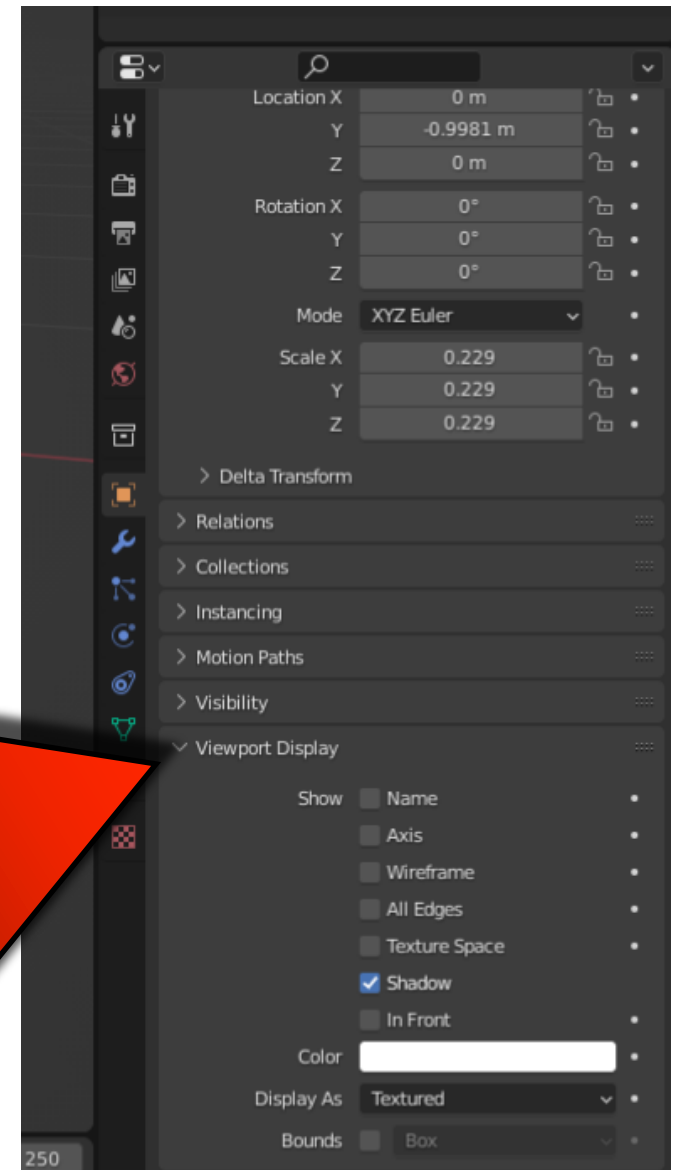
USE THE **S** KEY TO REDUCE UV SPHERE



GO TO **OBJECT PROPERTIES** FOR **UV SPHERE**



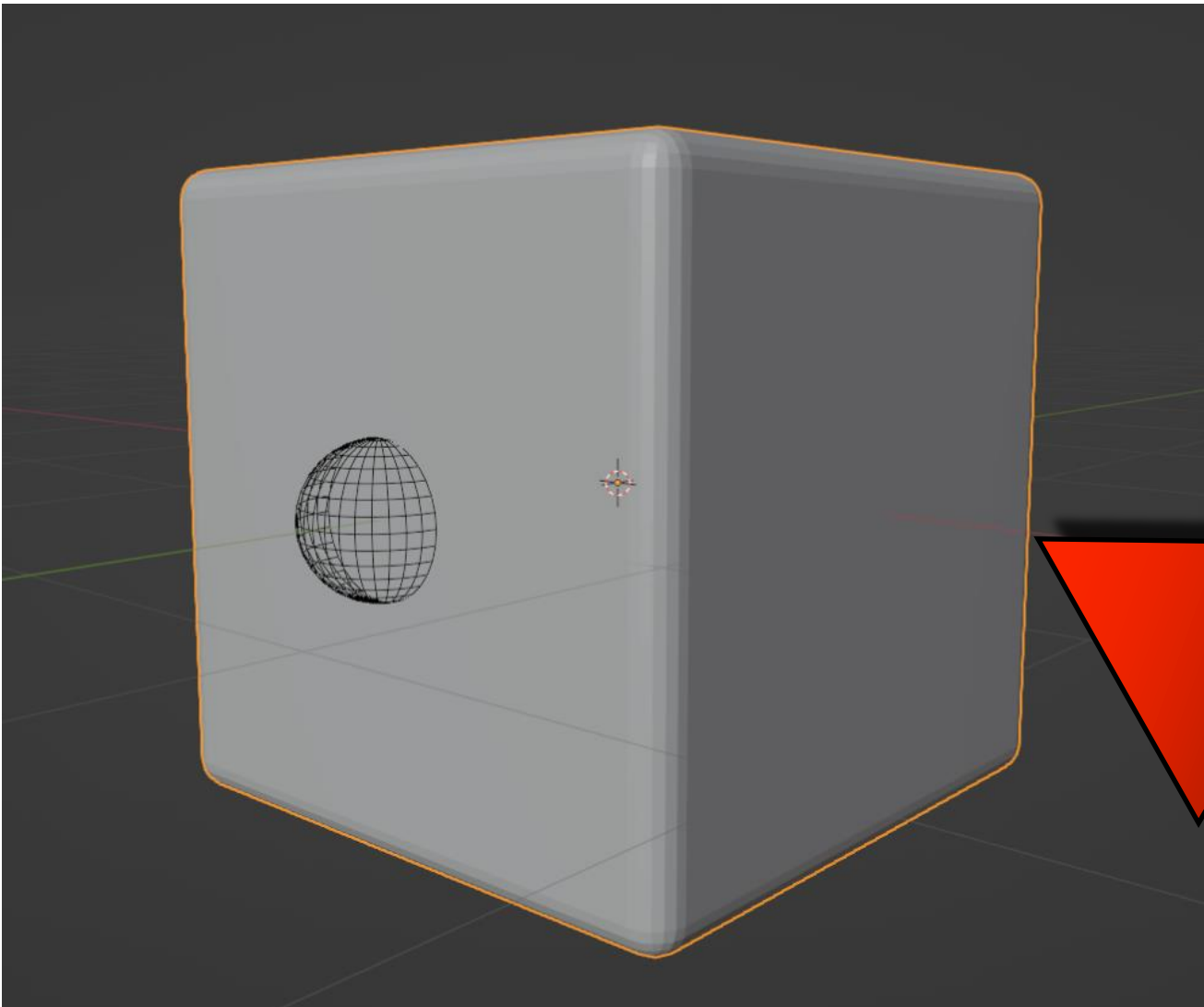
OPEN THE VIEWPORT DISPLAY



DISPLAY AS CHANGE TO WIRE



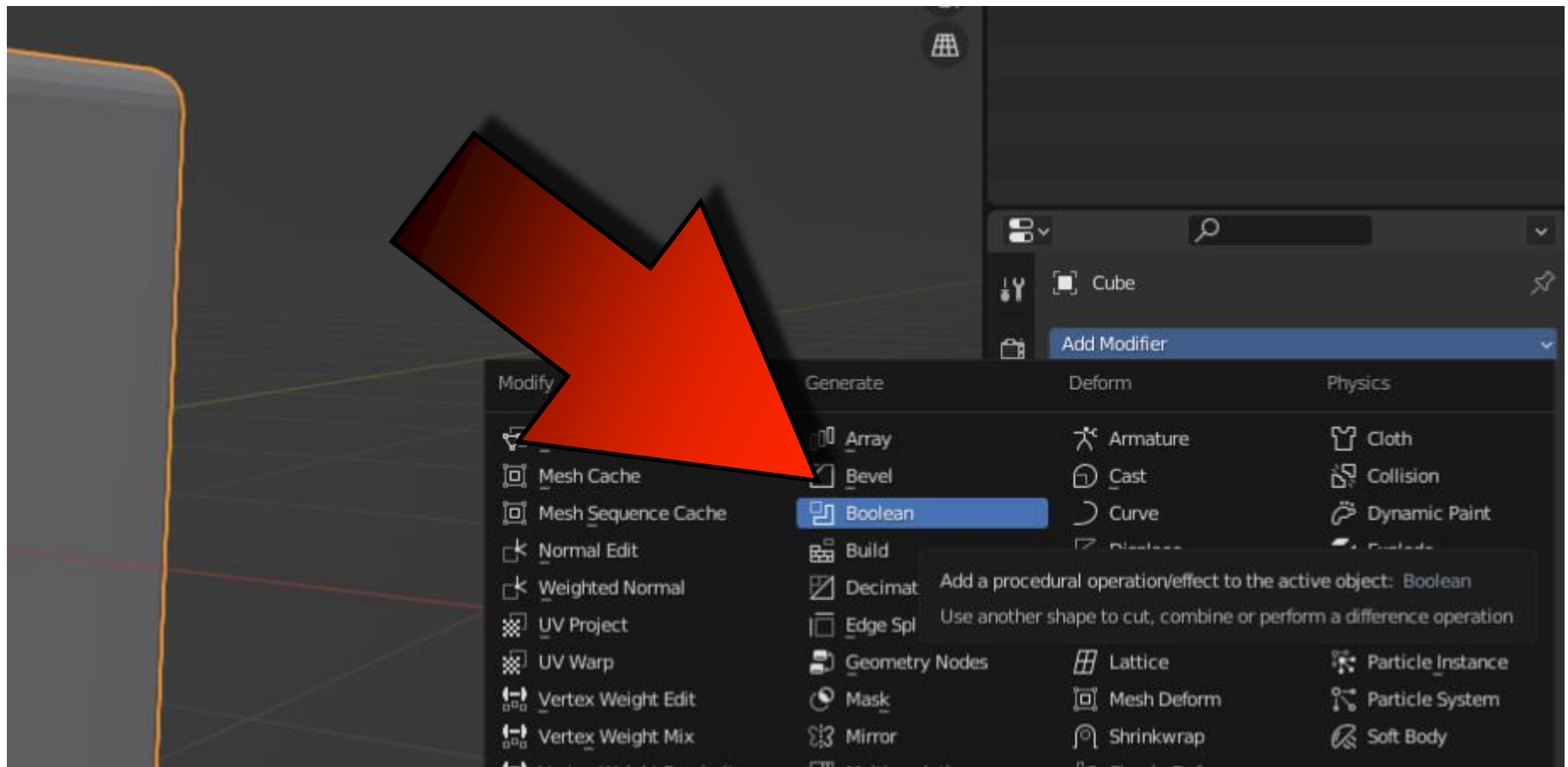
SELECT CUBE



DICE

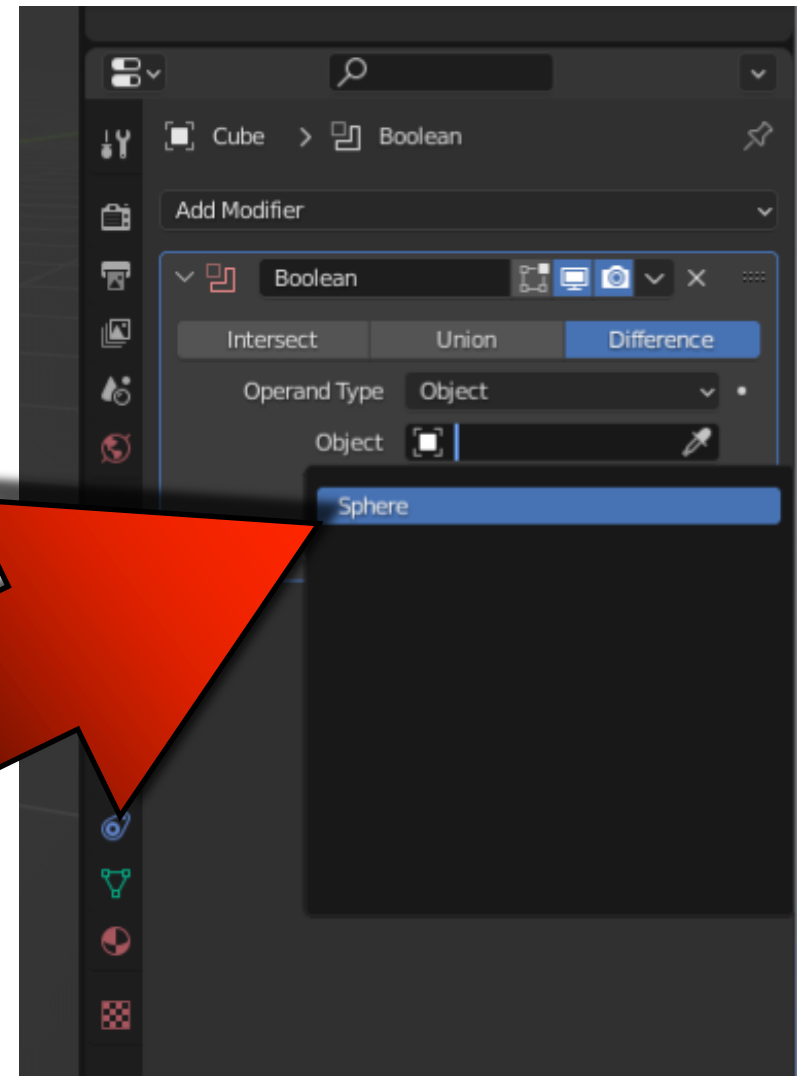
POWER OF AR AND VR

ADD MODIFIER BOOLEAN

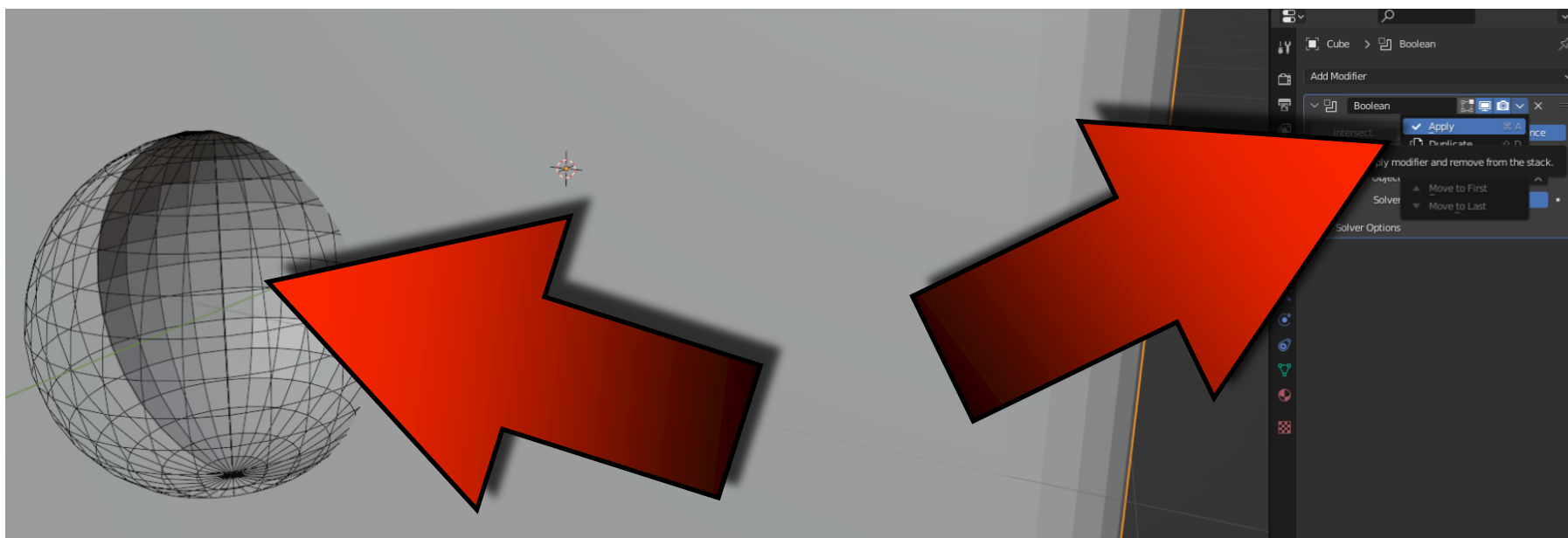


DICE

**CHOOSE
SPHERE IN
THE OBJECT BOX**

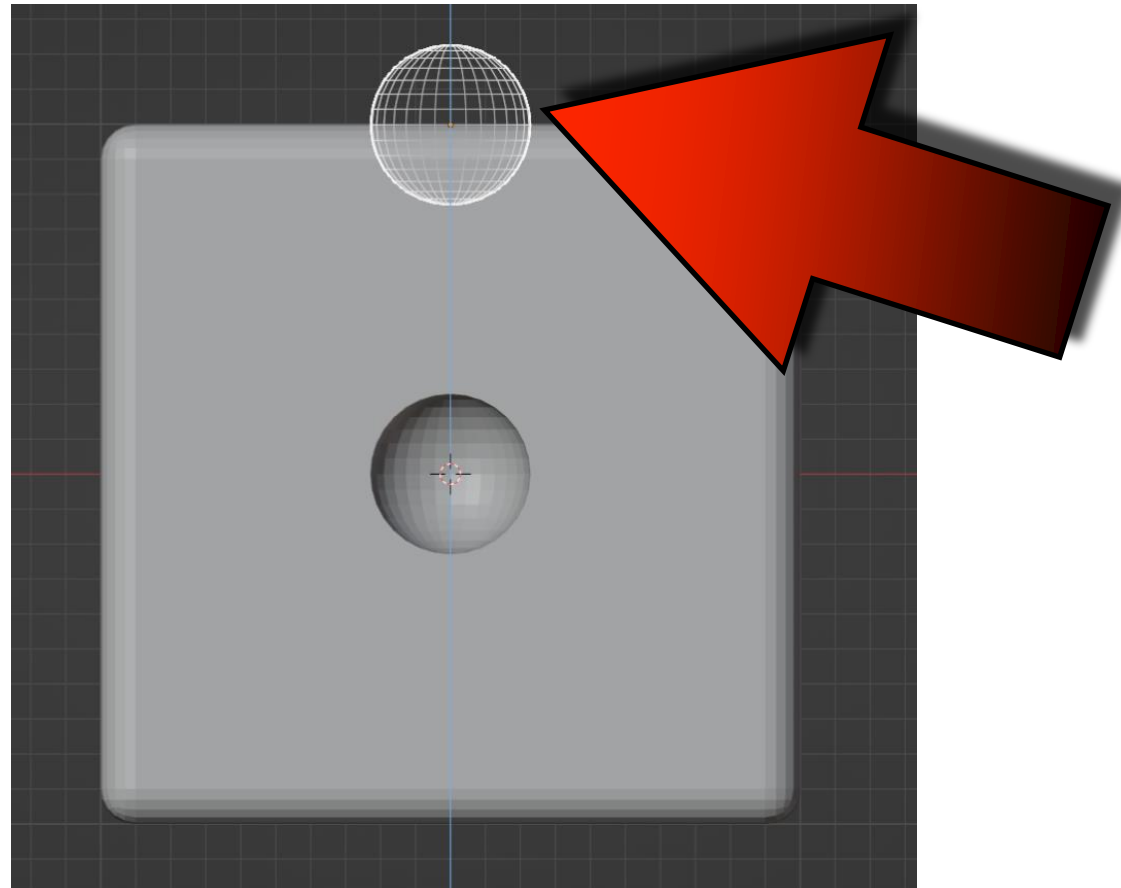


AND APPROVE THE MODIFIER



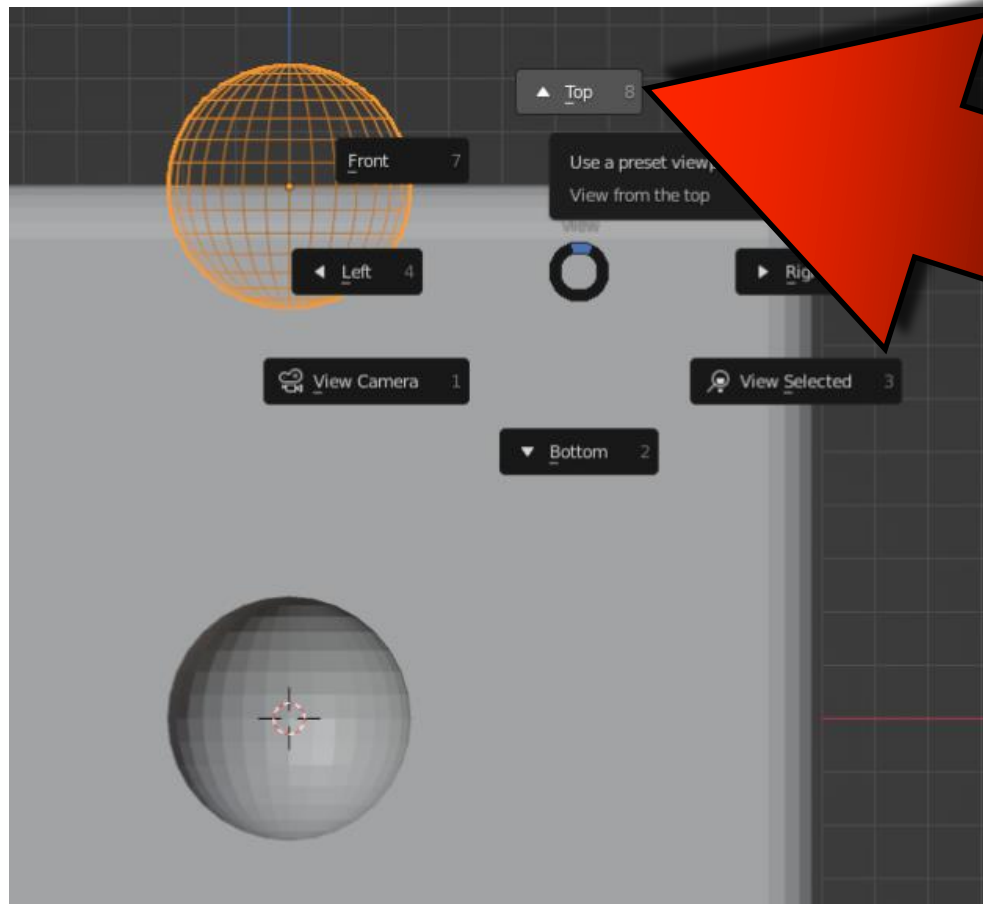
POWER OF AR AND VR

WITH THE Z KEY
MOVE UV SPHERE TO
THE TOP EDGE

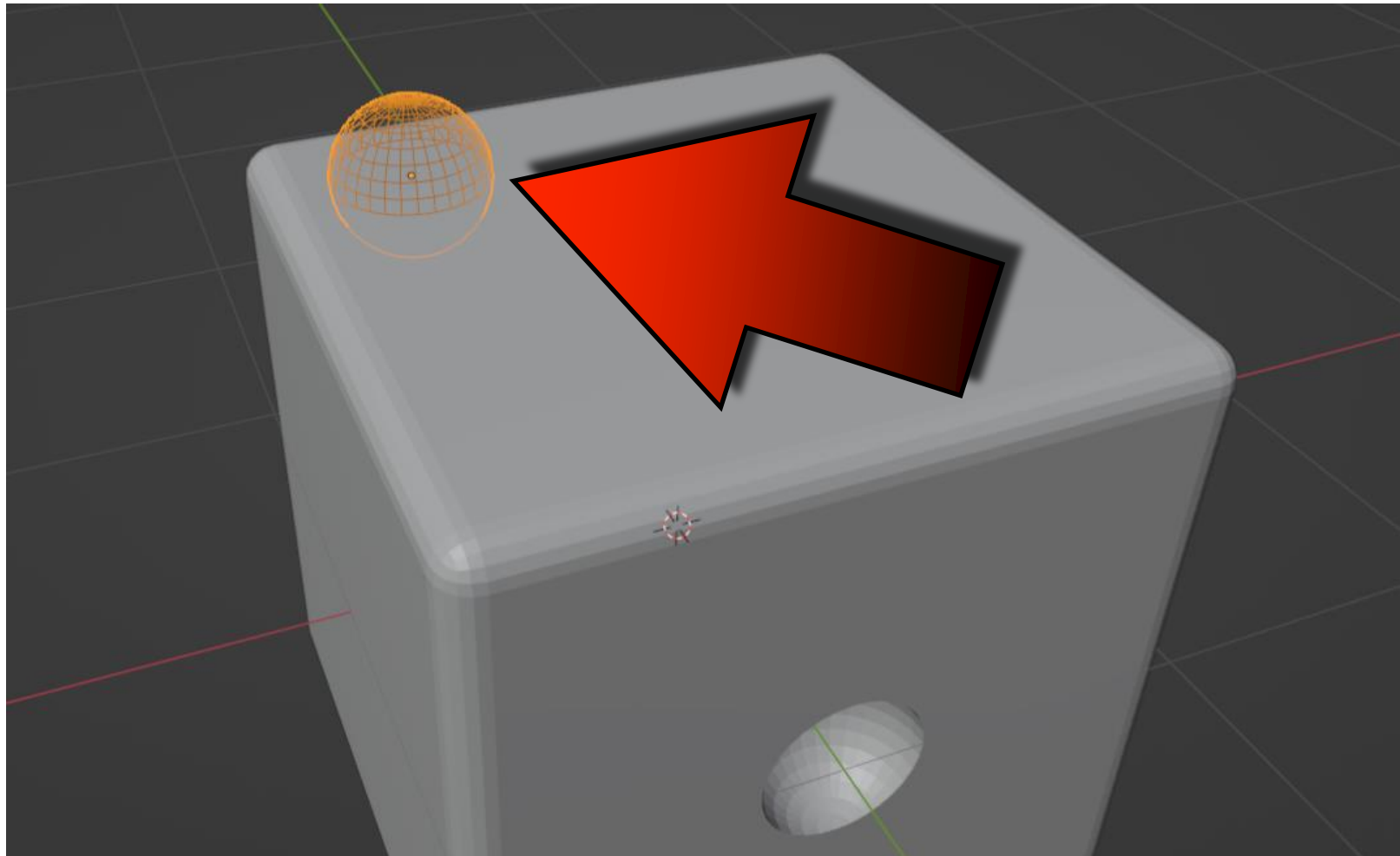


DICE

CHOOSE A VIEW FROM **THE TOP**

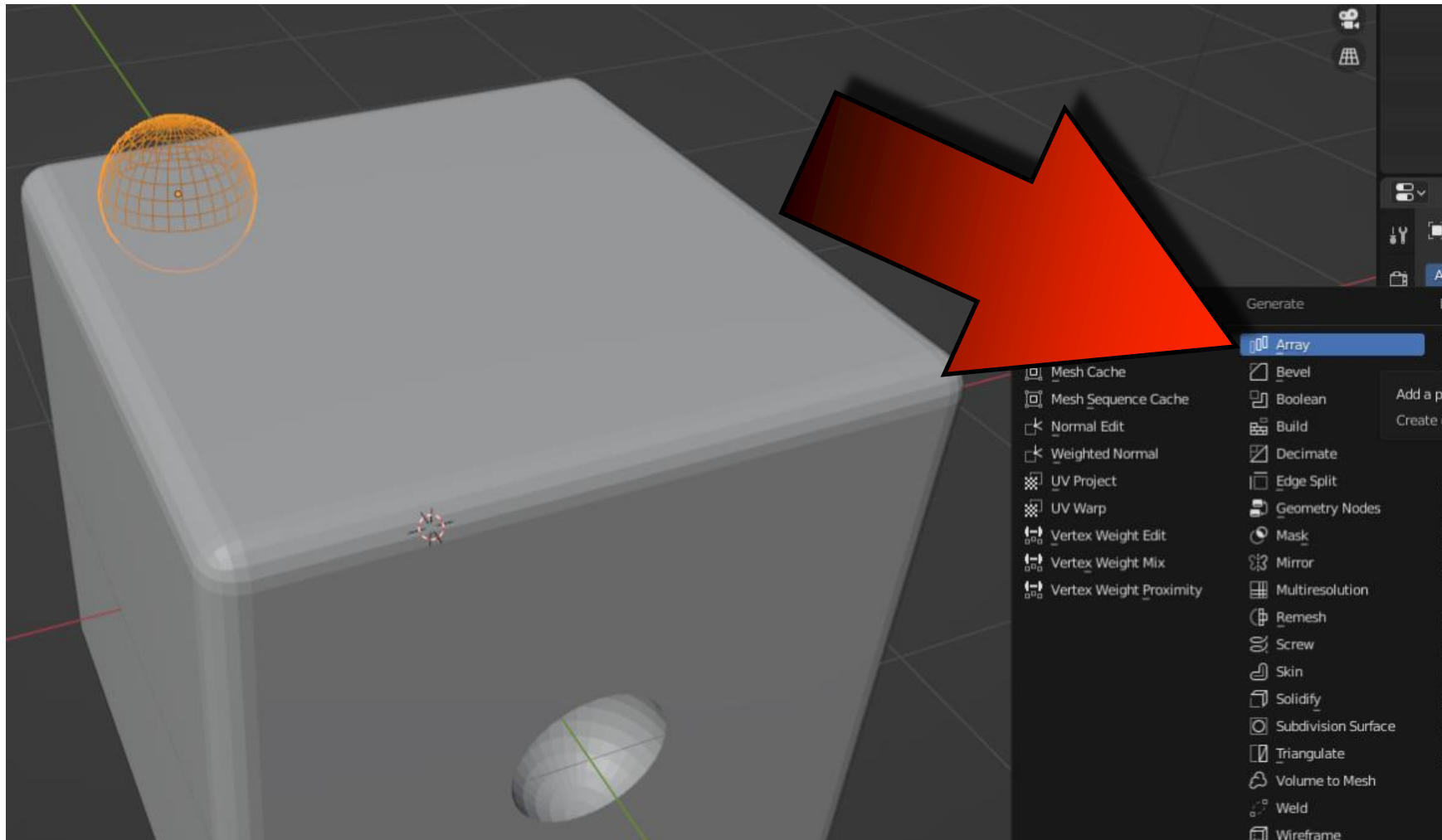


PUT UV SPHERE IN THE UPPER LEFT CORNER



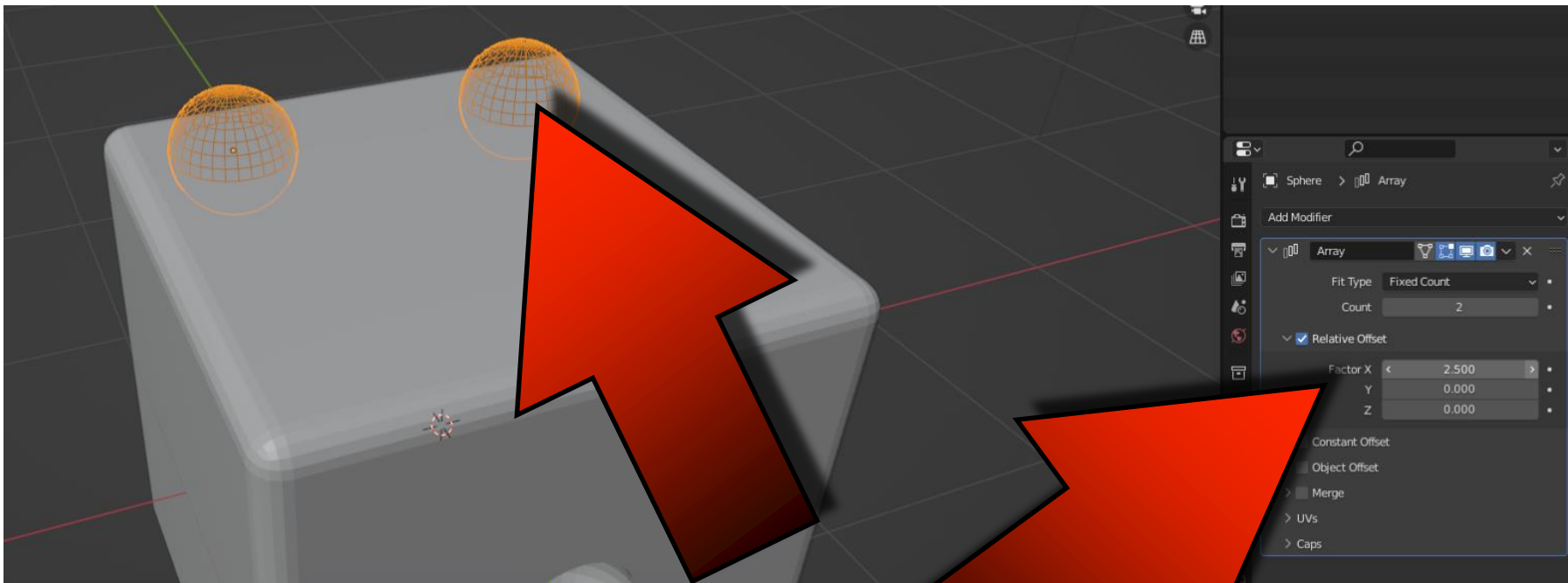
DICE

ADD **ARRAY** MODIFIER



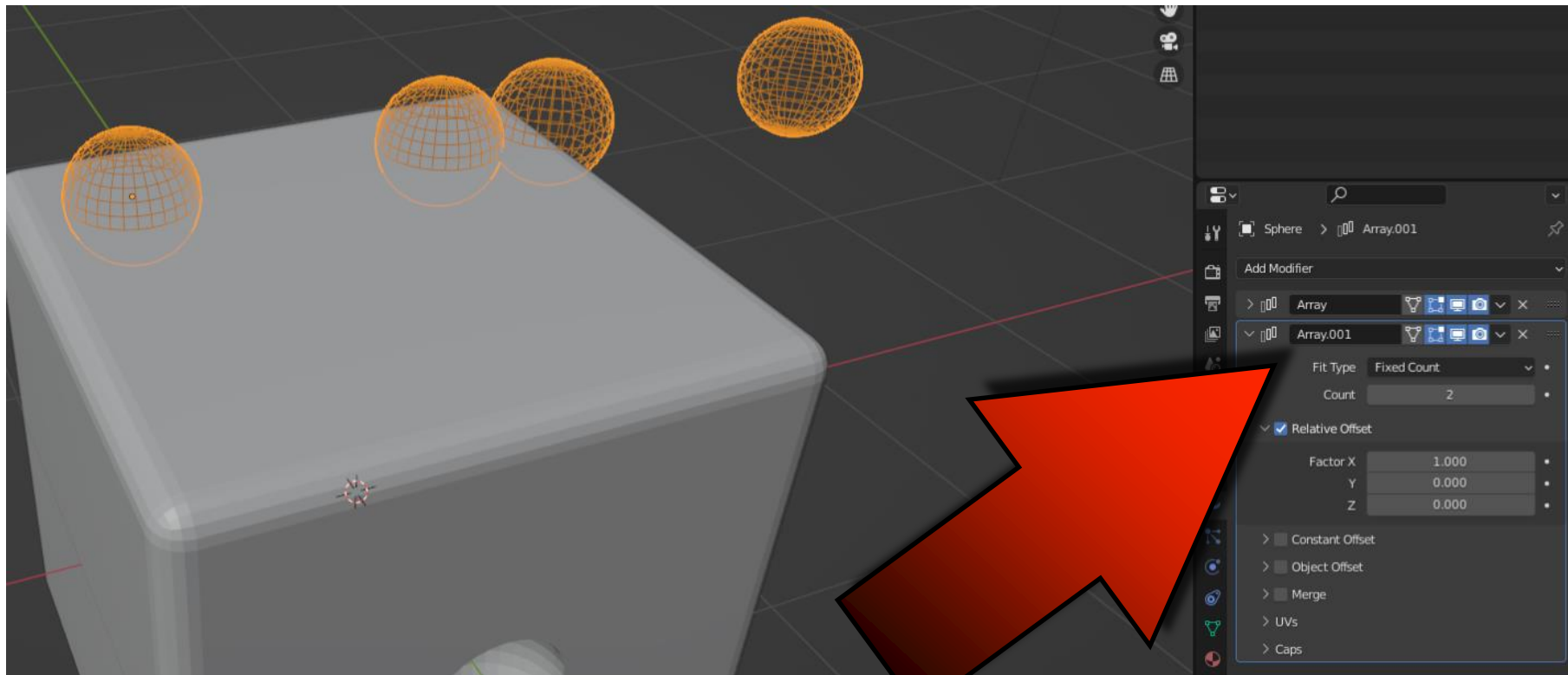
DICE

FACTOR X SET TO 2.5



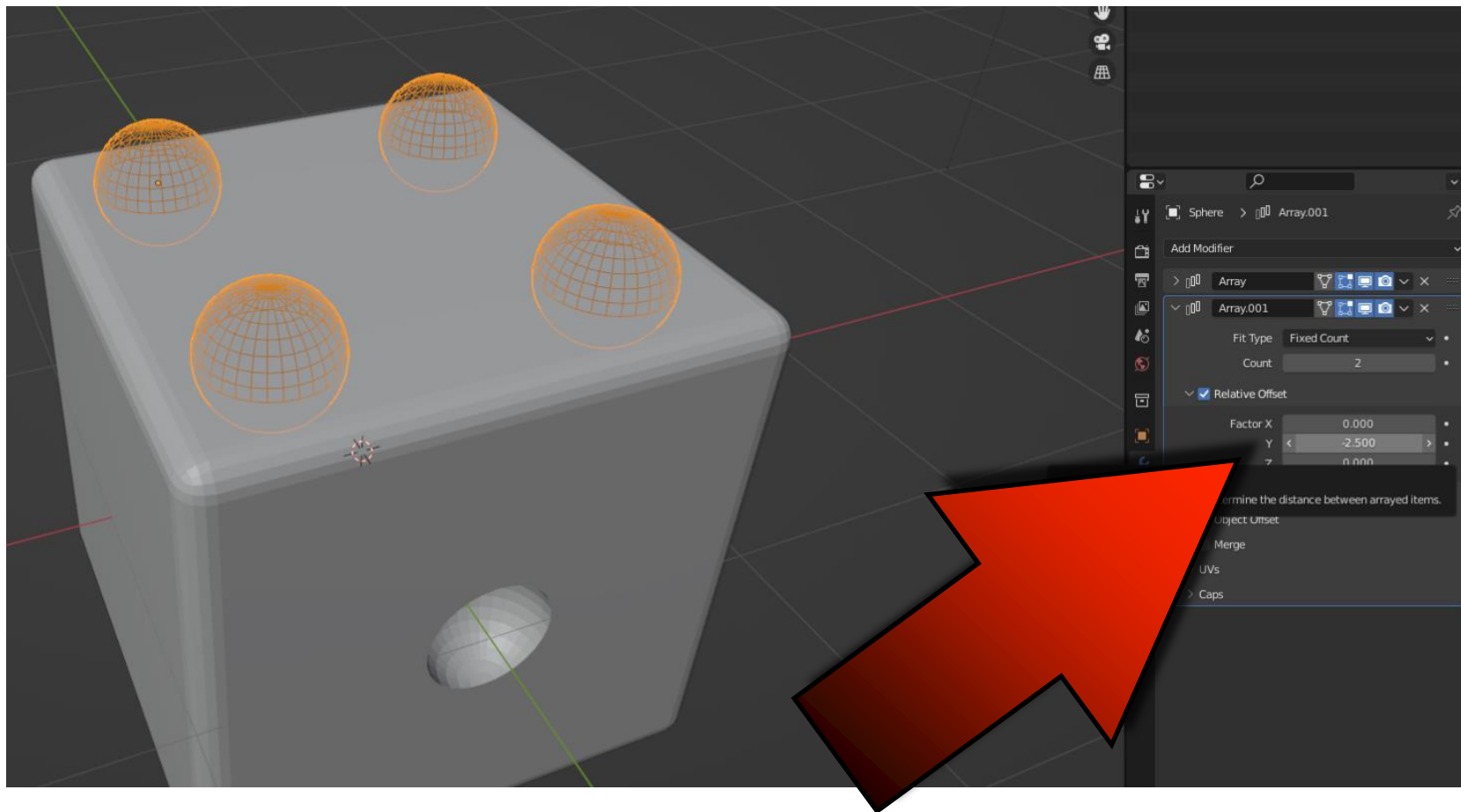
DICE

ADD A SECOND MODIFIER



DICE

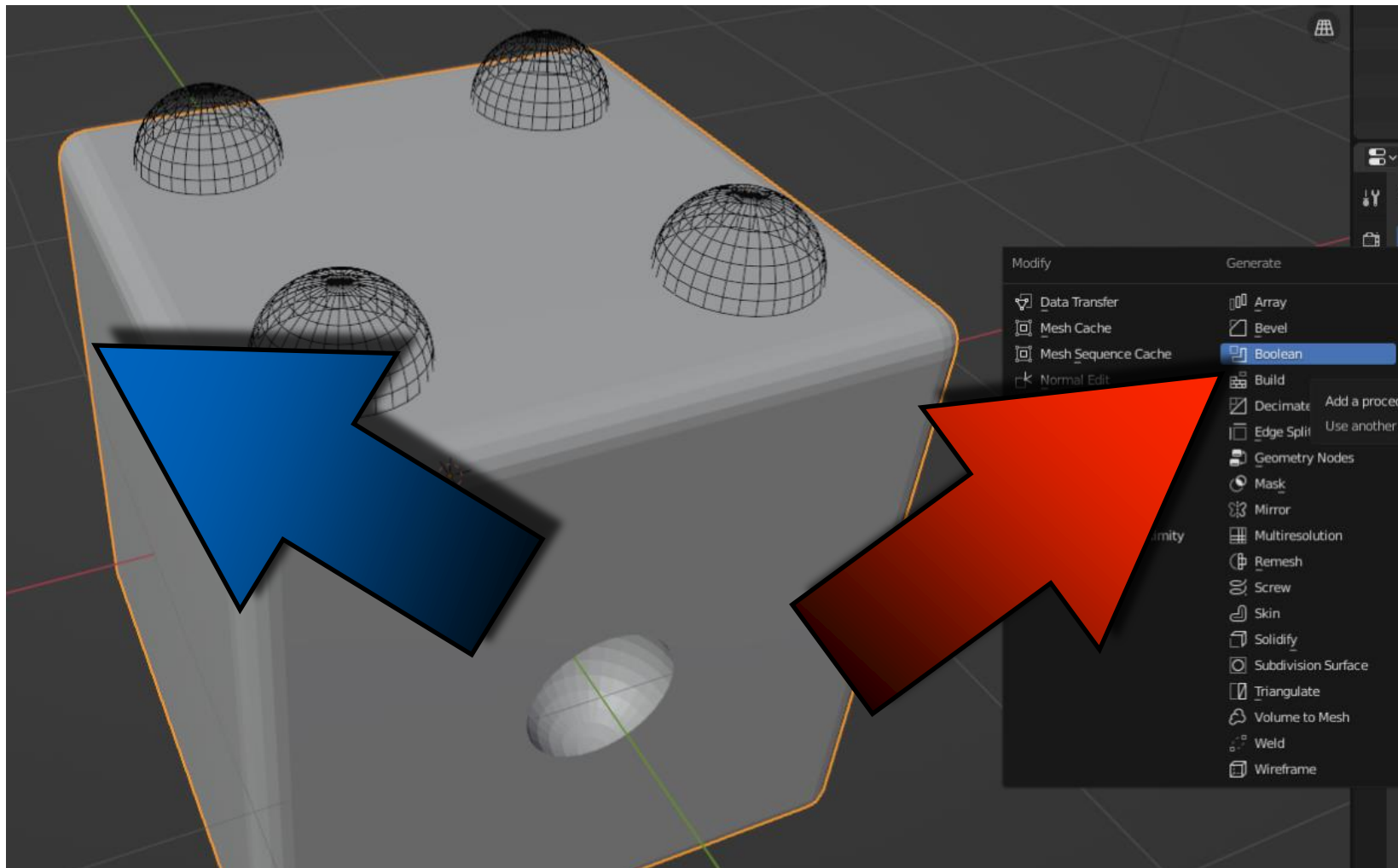
FACTOR Y SET TO -2.5



POWER OF AR AND VR

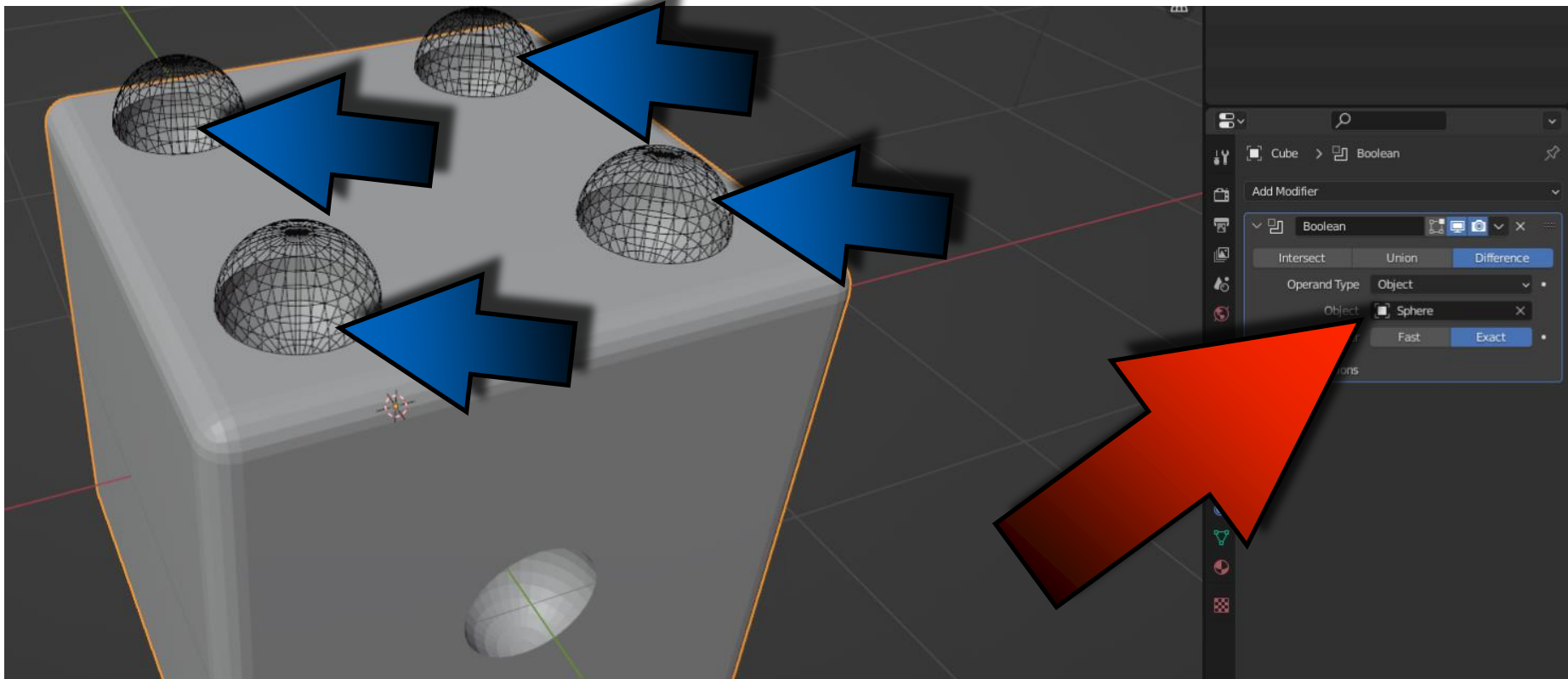
SELECT CUBE

AND ADD A **BOOLEAN** MODIFIER

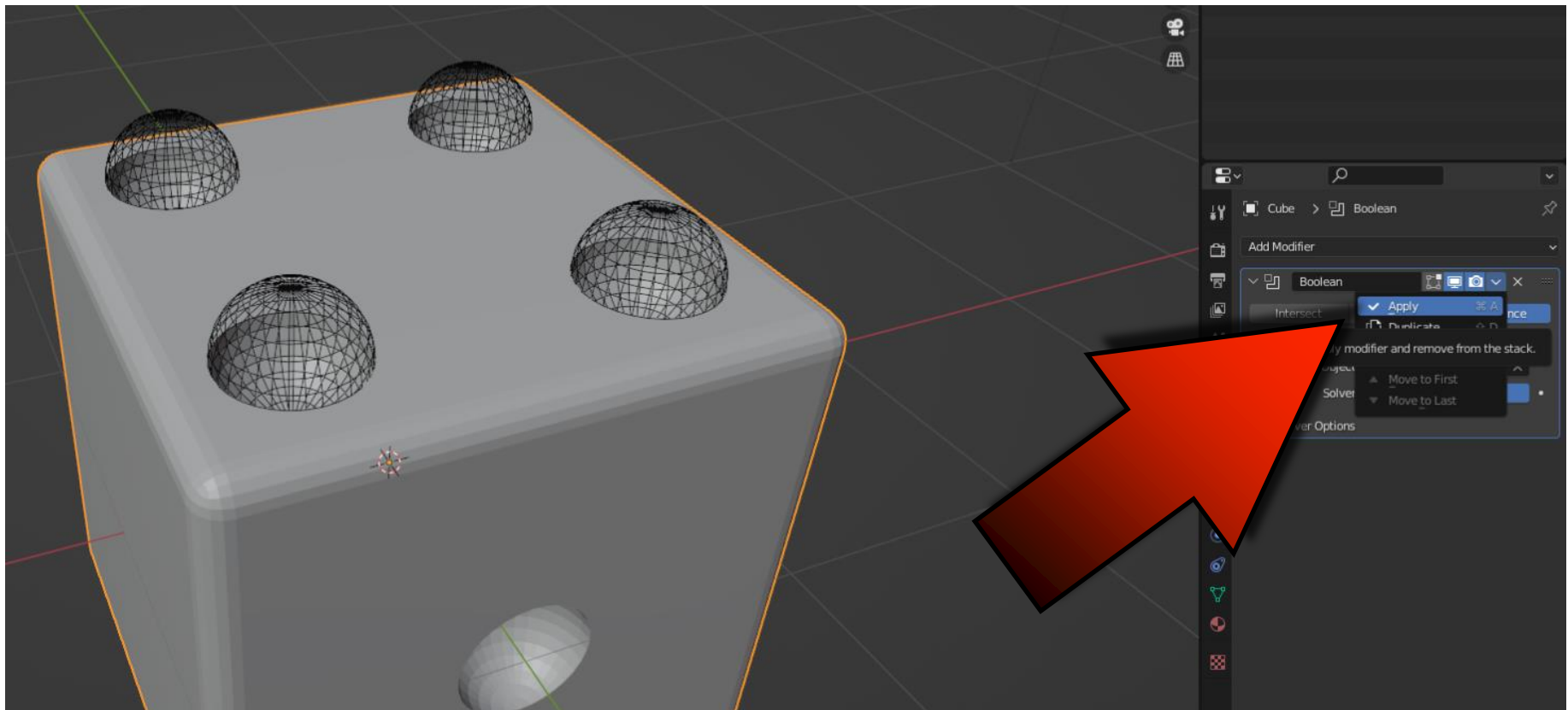


DICE

SELECT SPHERE IN THE OBJECT WINDOW



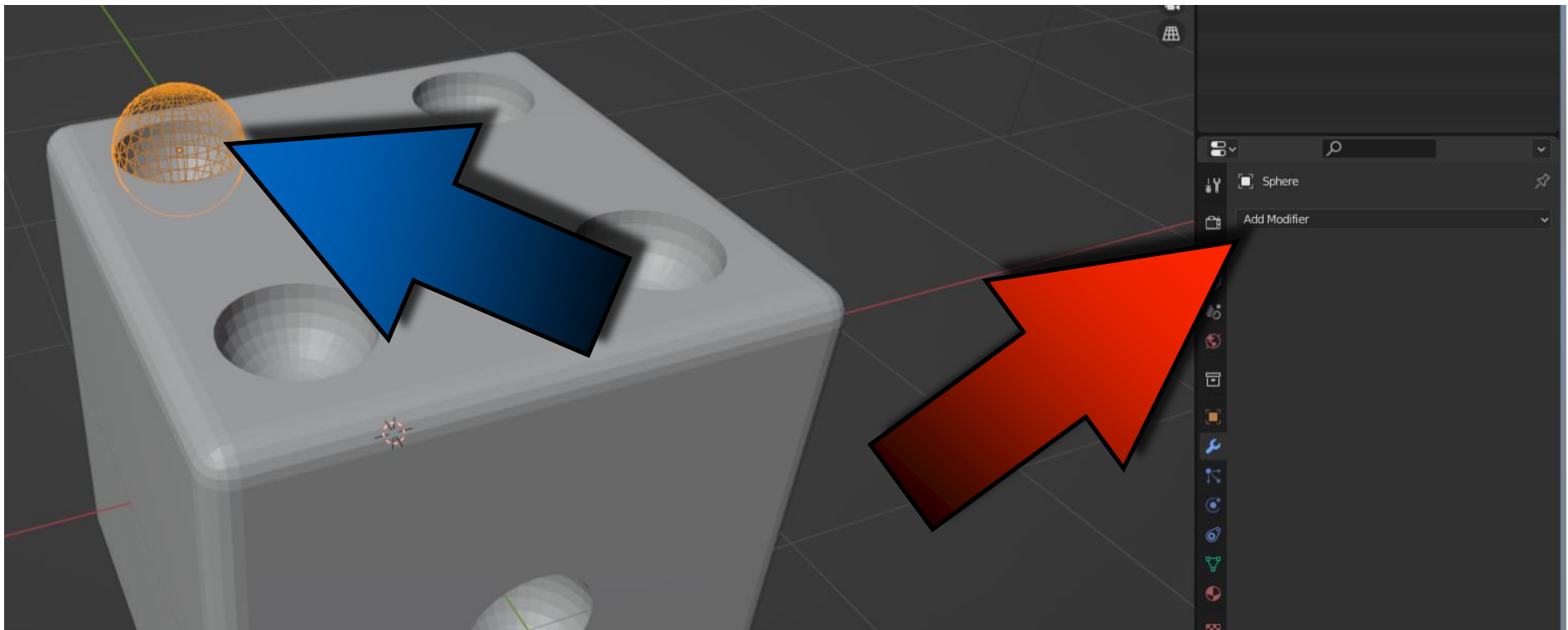
APPROVE BOOLEAN MODIFIER



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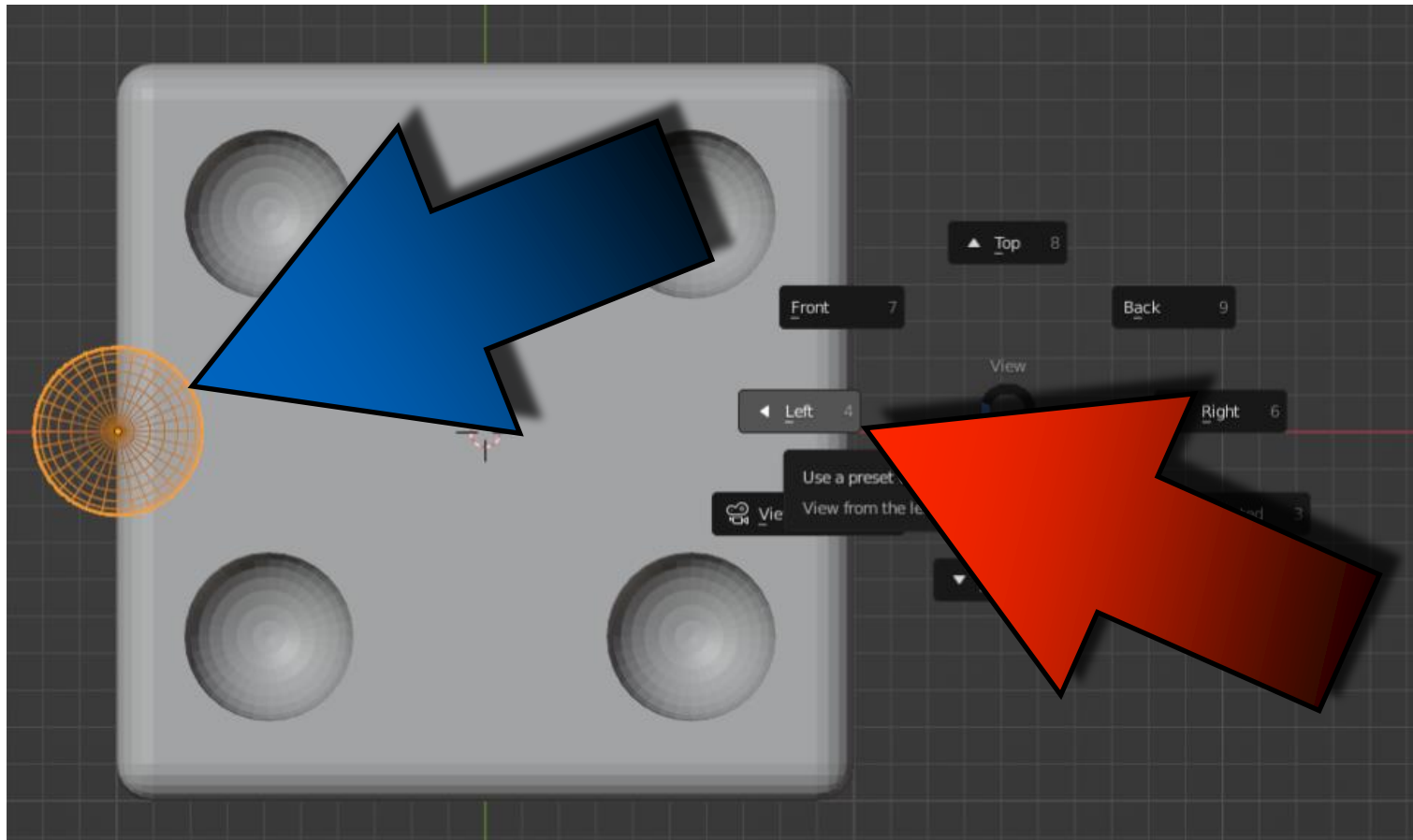
POWER OF AR AND VR

FOR UV SPHERE REMOVE BOTH MODIFIERS



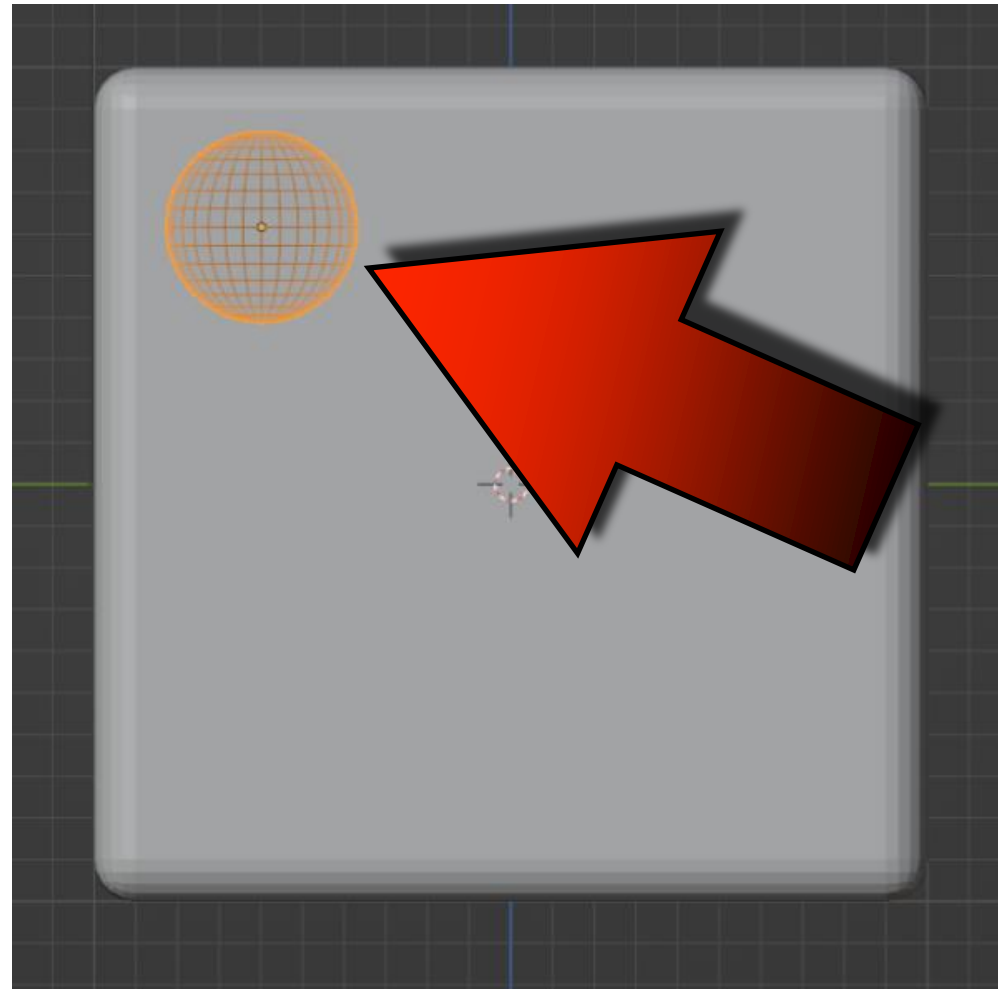
DICE

MOVE **UV SPHERE** TO **EDGE** AND GO TO **LEFT SIDE VIEW**



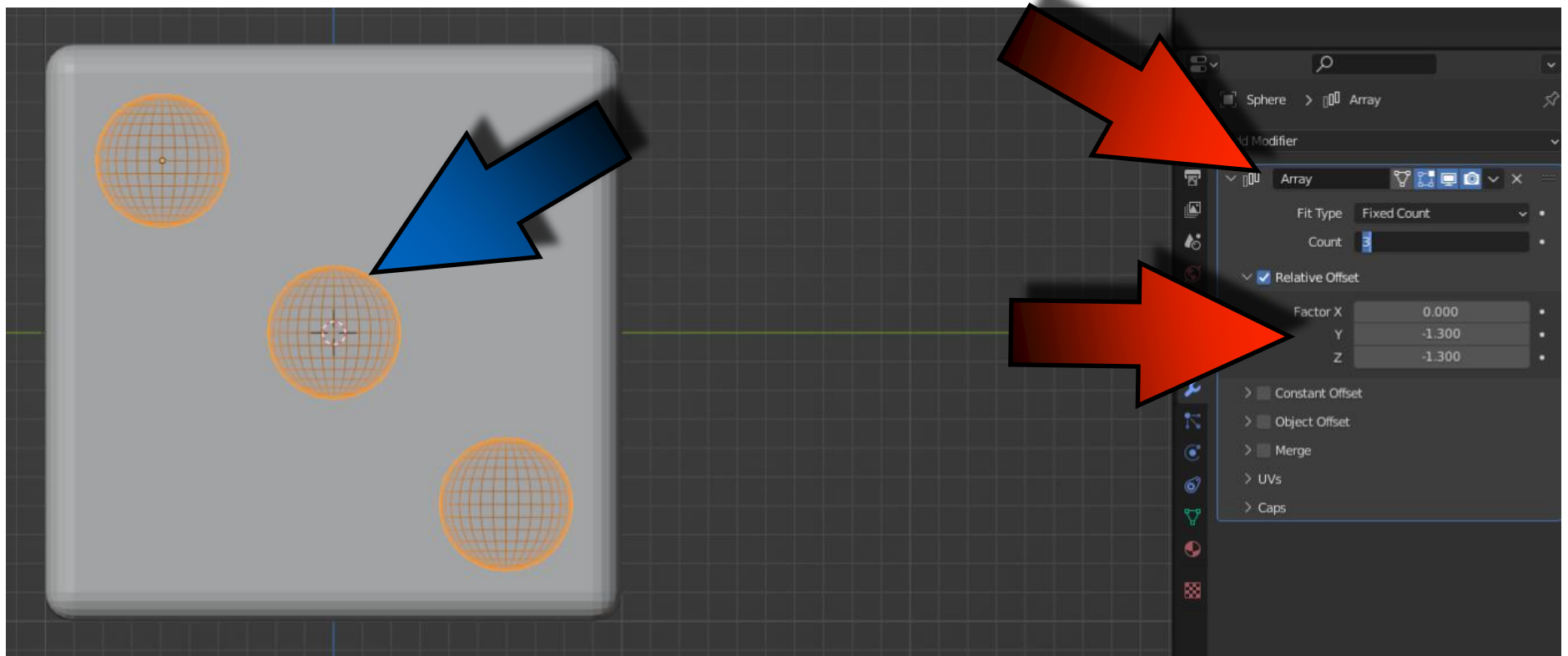
POWER OF AR AND VR

ADJUST UV SPHERE IN THE TOP LEFT CORNER



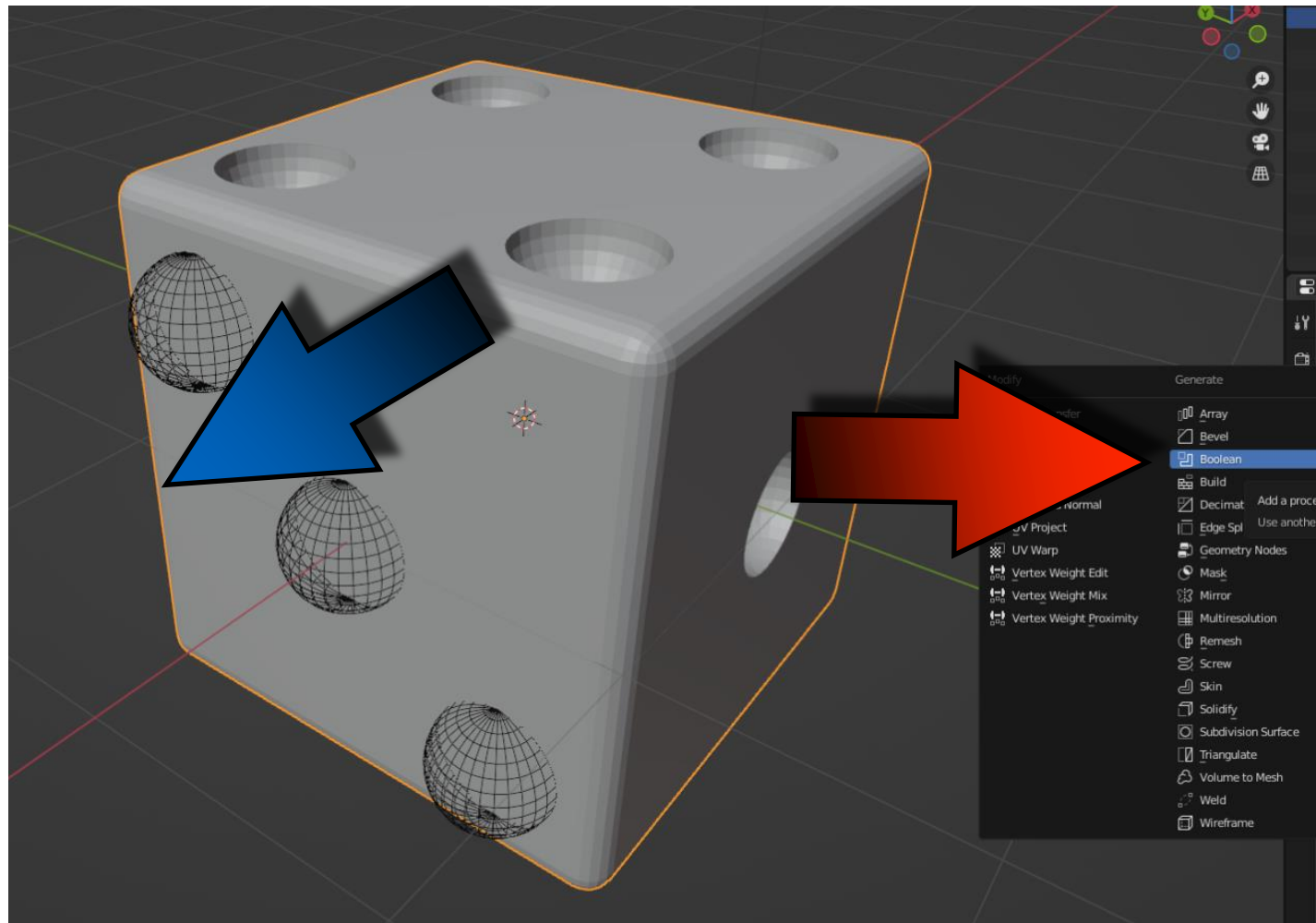
DICE

ADD THE ARRAY MODIFIER AND SET THE APPROPRIATE PARAMETERS



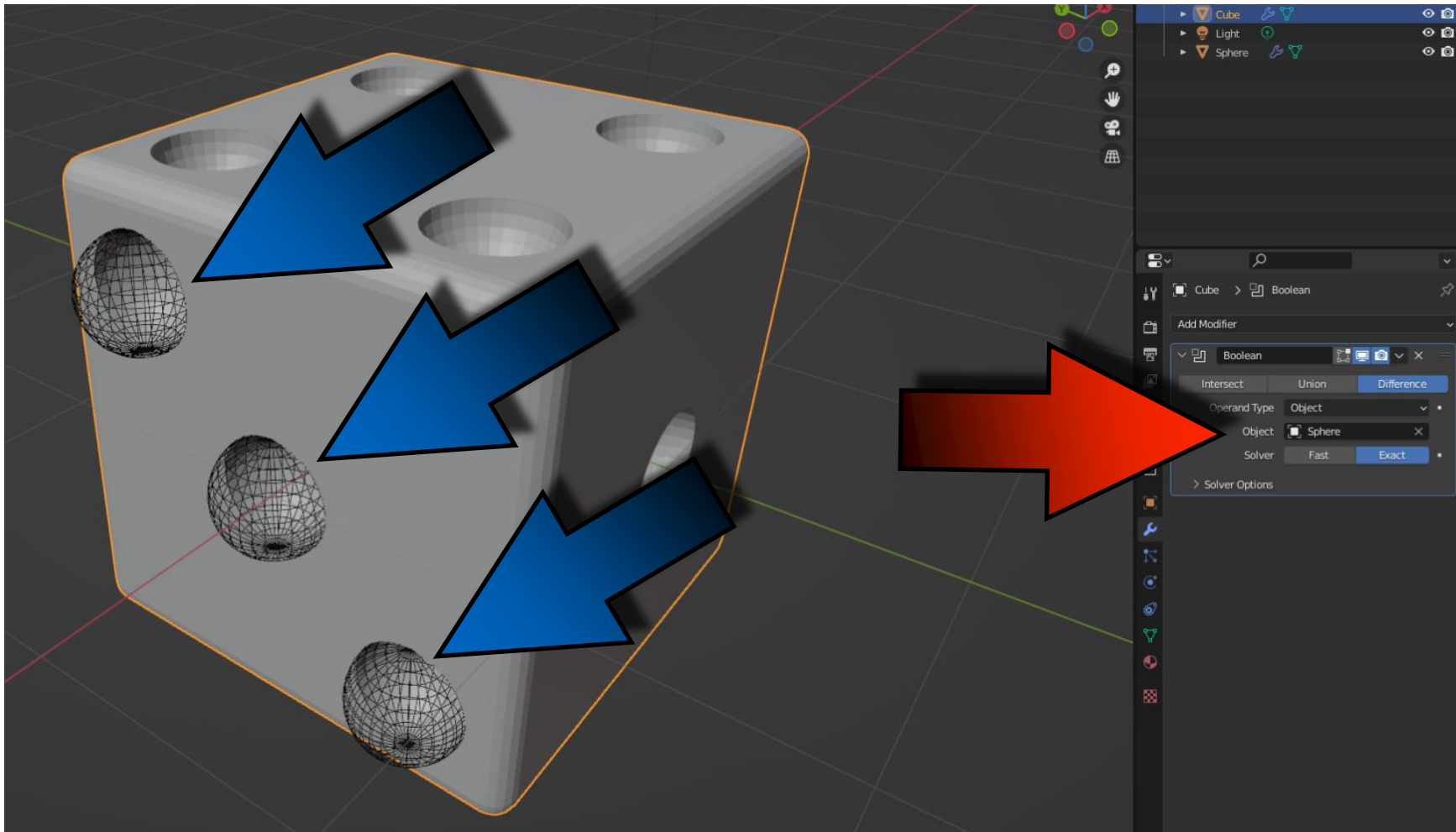
POWER OF AR AND VR

SELECT CUBE AND ADD A BOOLEAN MODIFIER



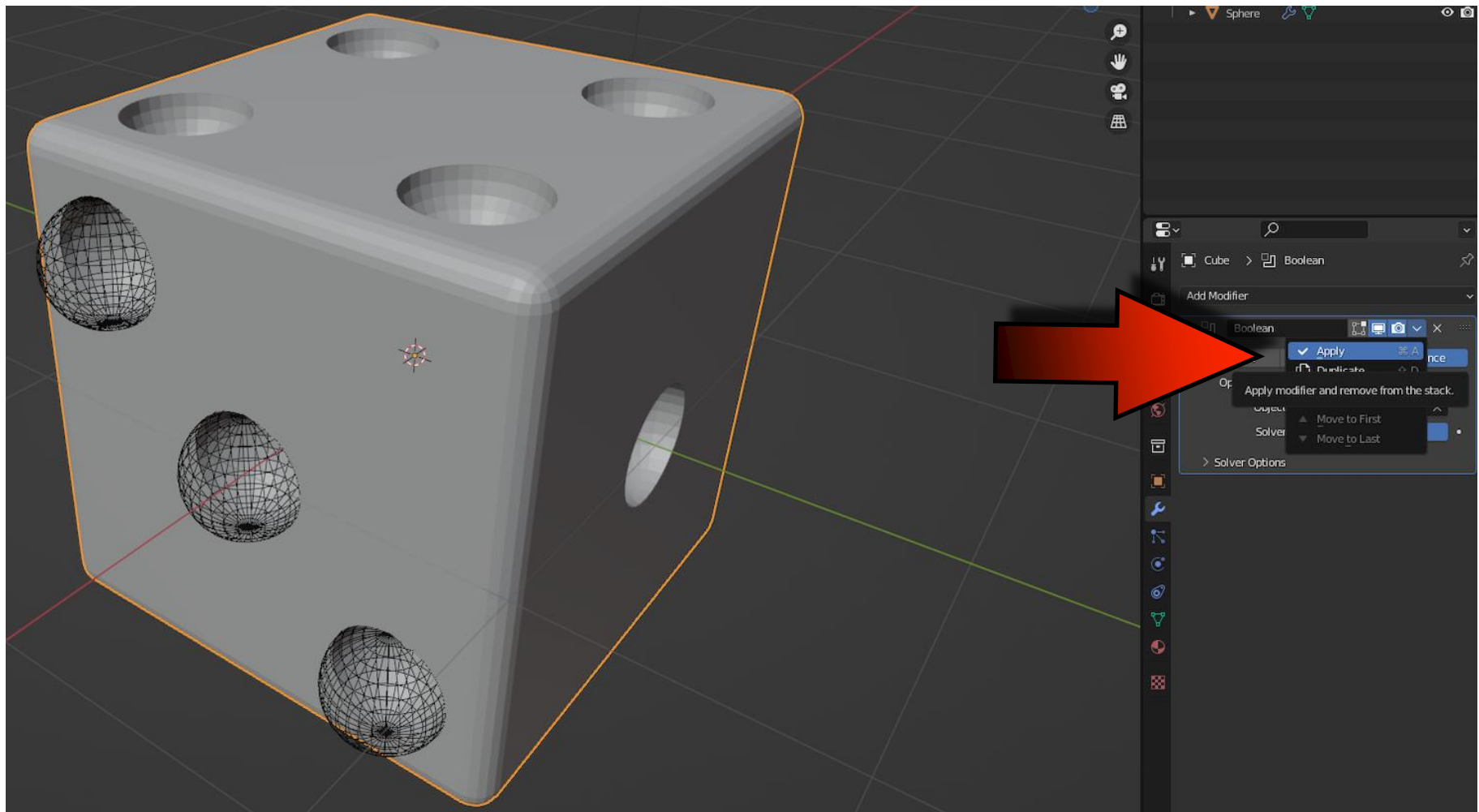
DICE

CHOOSE SPHERE IN THE OBJECT WINDOW



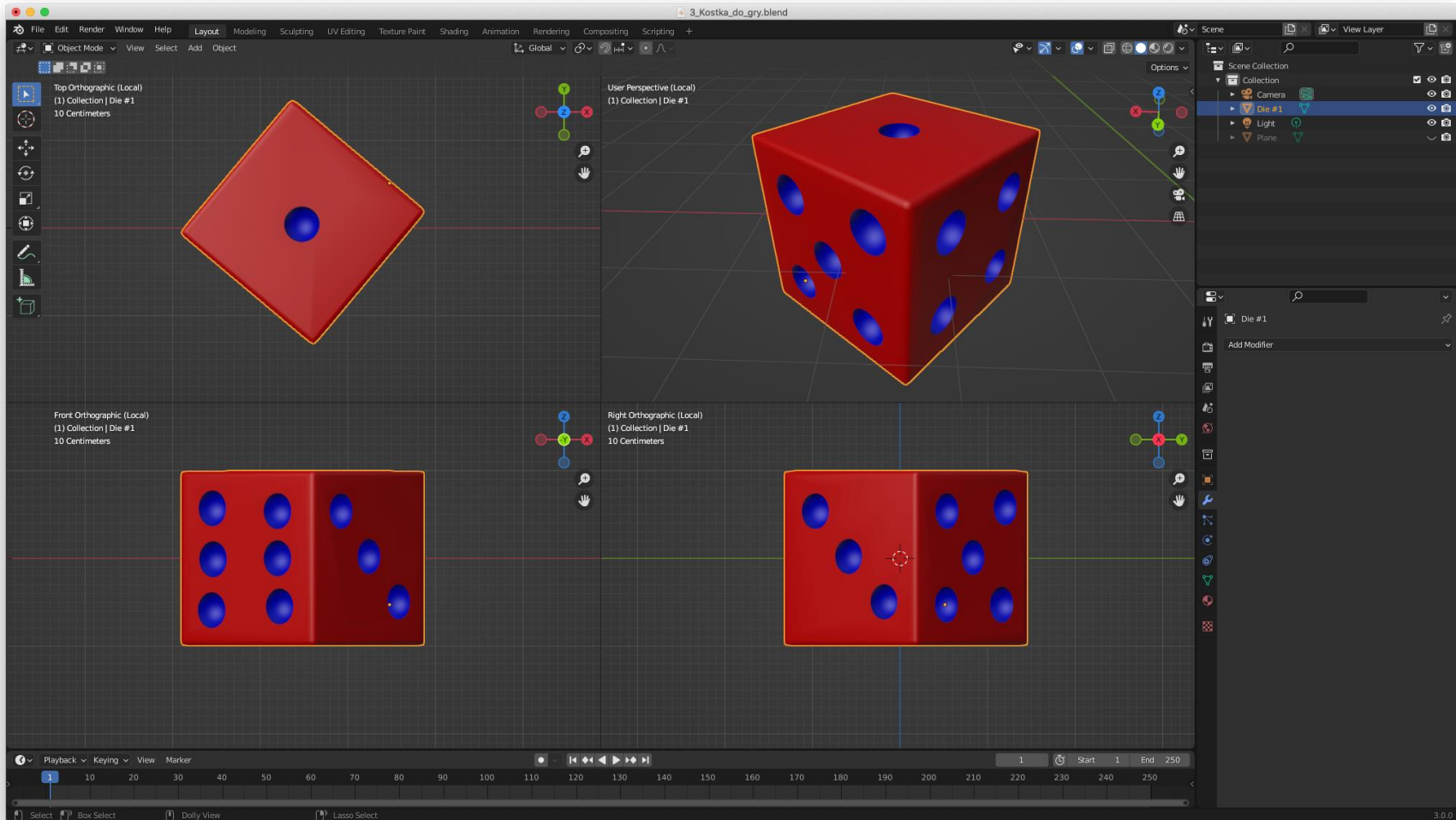
DICE

APPROVE MODIFIER



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DO THE REST YOURSELF



POWER OF AR AND VR

THANK YOU FOR YOUR ATTENTION



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JACEK KAWAŁEK