NUMBERS



Co-funded by the European Union



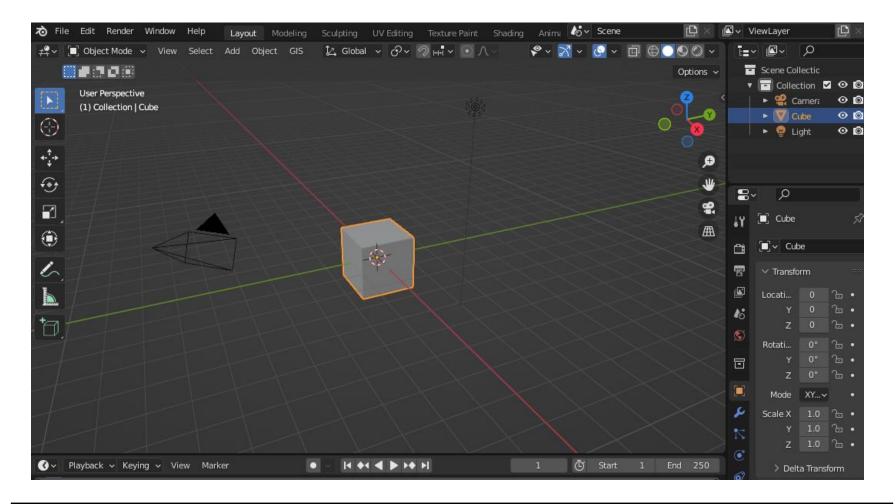
2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK





OPEN BLENDER



CYFRY





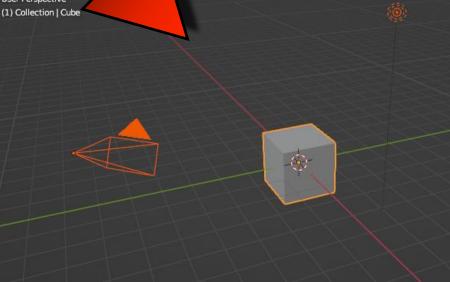
WITH KEY A SELECT ALL THEN WITH KEY X **DELETE ALL**

User Perspective

(1) Collection

CYFRY



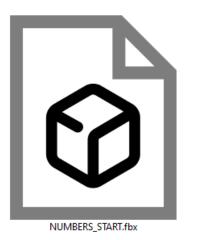






YOU HAVE FOUR SAME FILES PREPARED FOR IMPORT







NUMBERS_START.glb



NUMBERS_START.obj



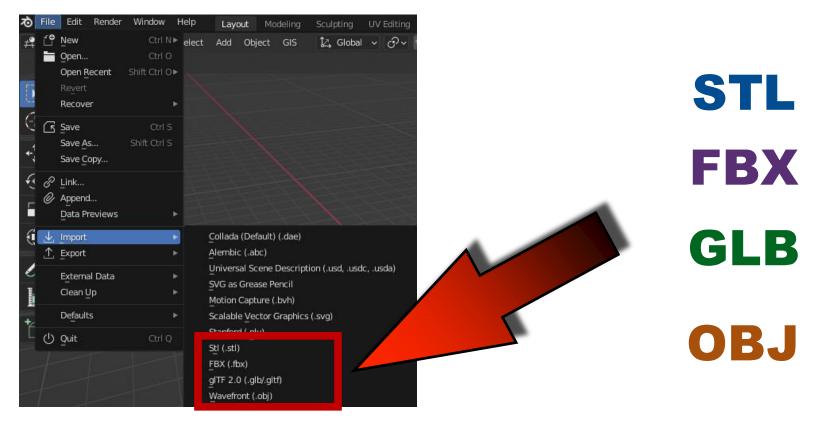
NUMBERS_START.stl







CHECK AFTER EACH HOW IMPORTING TO BLENDER WORKS

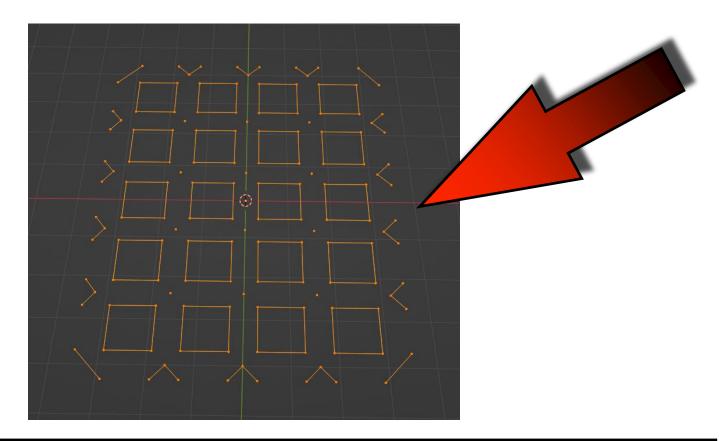


CYFRY





THIS IS WHAT THE FILE LOOKS LIKEIN BLENDER IN EDIT MODE

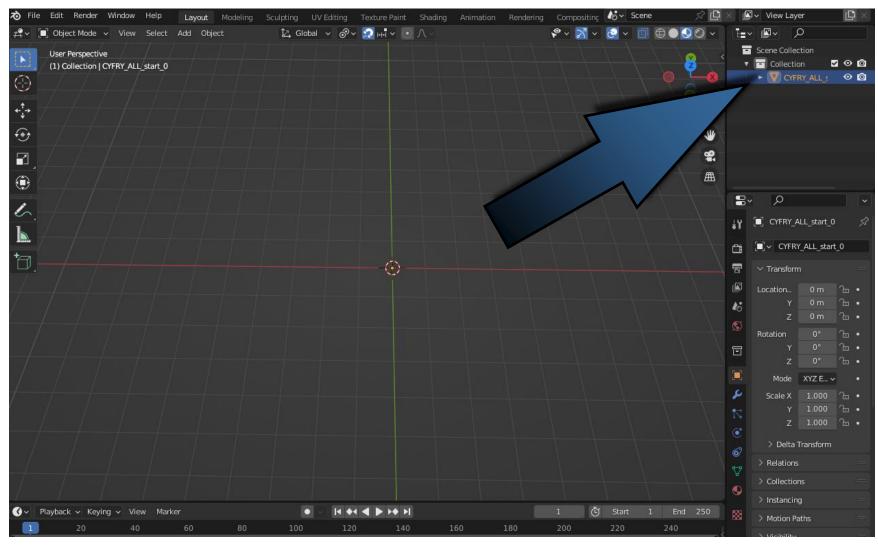








FILE IMPORT - STL

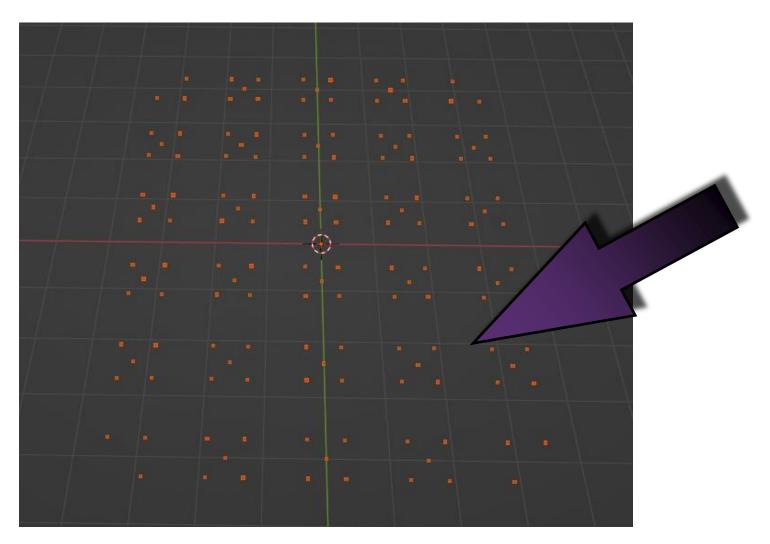








FILE IMPORT - FBX

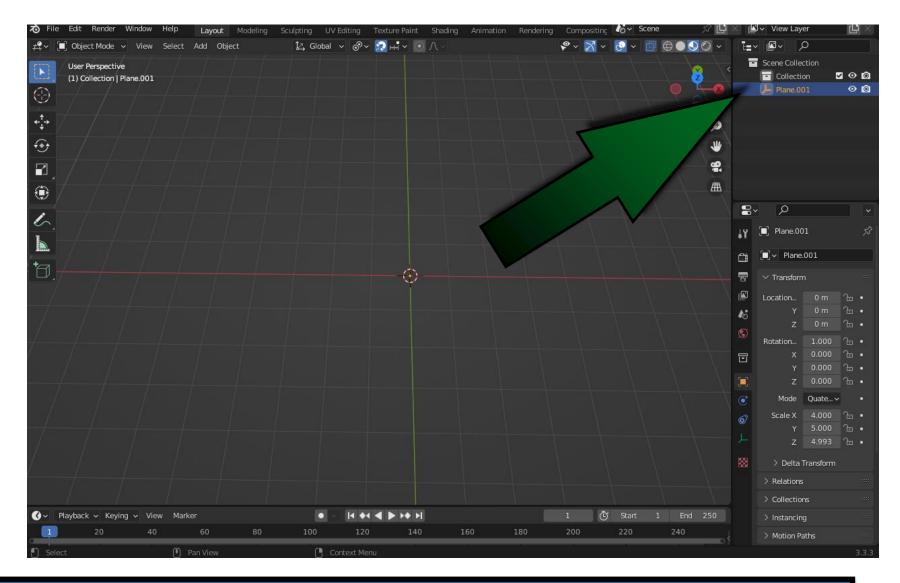








FILE IMPORT - GLB

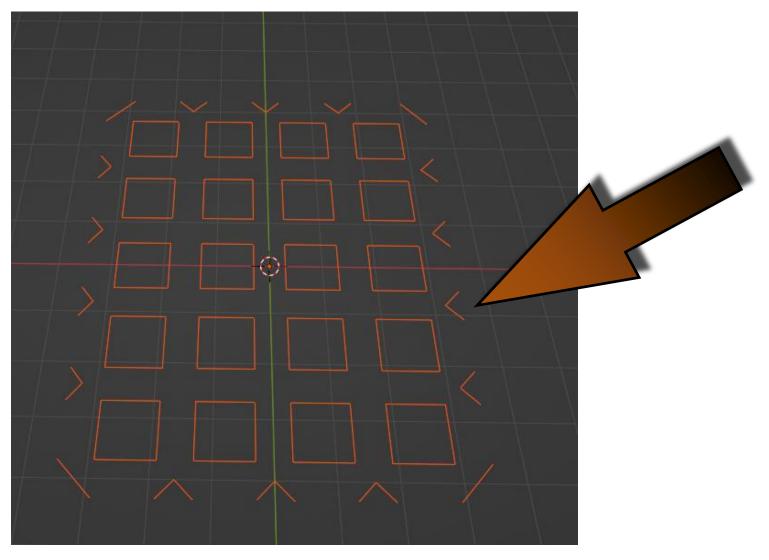








FILE IMPORT - OBJ

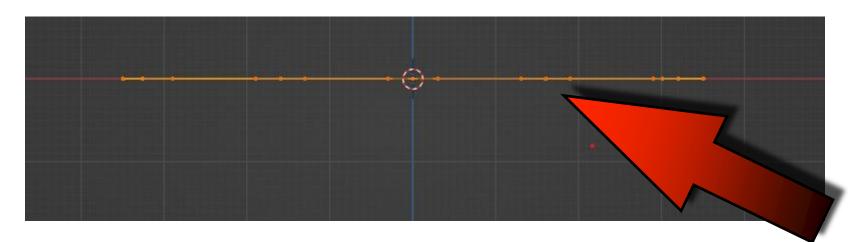








SOME FORMATS COULD NOT BE IMPORTED BECAUSE THE OBJECT WAS NOT A 3D MODEL

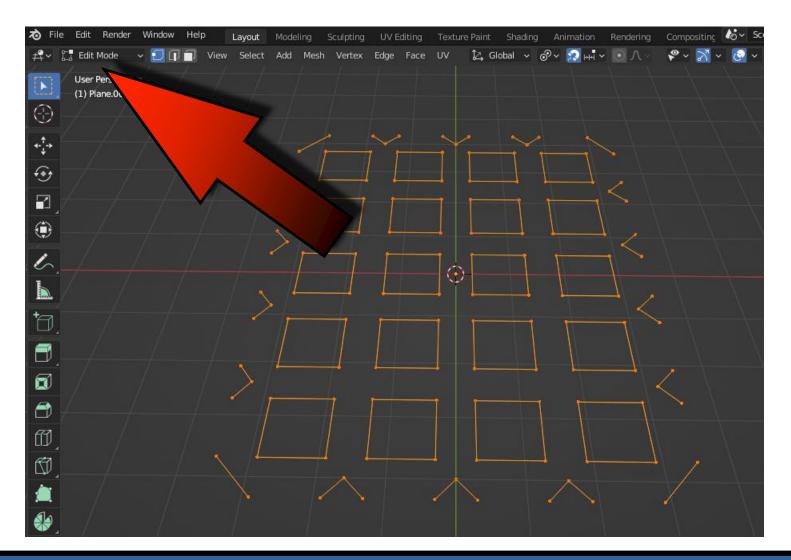








GO TO EDIT MODE

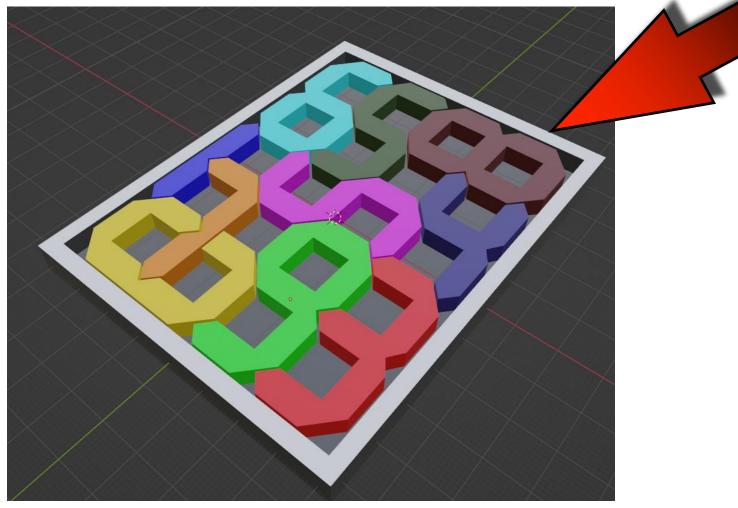








DO THIS EXERCISE YOURSELF









PREPARE A FILE THAT WILL BE USED FOR ANIMATION, 3D GLASSES AND 3D PRINTING





	Planowanie Dostarczanie		Pomoc
Lista odtwarzania	← CYFRY_Animacja		Biblioteki
			Osobiste
			Moje listy odtwarzania
	5 <u>5</u> 5		\Lambda Moja chmura
			Udostępnione Zespół Szkół Nr 1 im. Henryka Sienkiewicza Kołobrzeg
• 8 8 î ± >			Udostępnione listy odtwarzania
		~	~



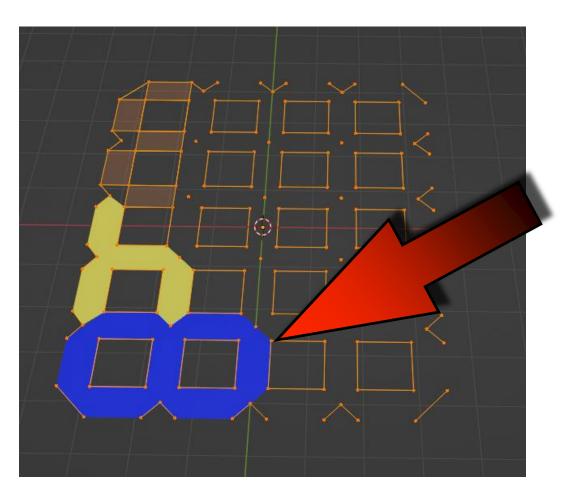








TO CONNECT VERTEXES USE F KEY

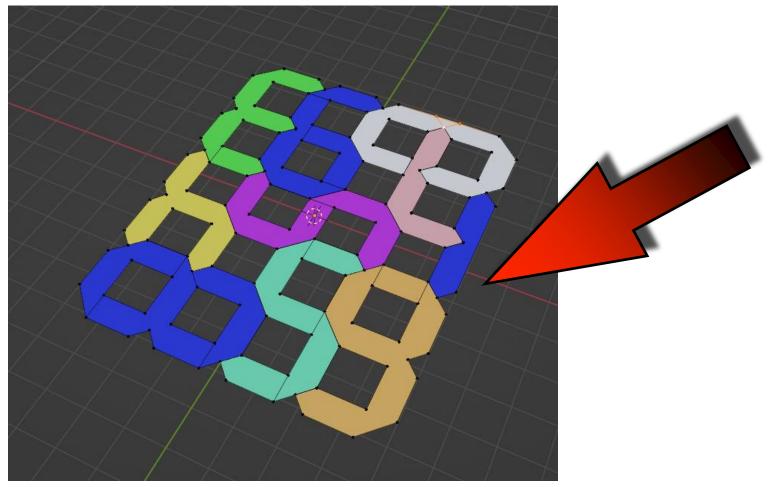








YOU CAN USE COLORS TO GET A BETTER VIEW









SPLIT ALL MODELS

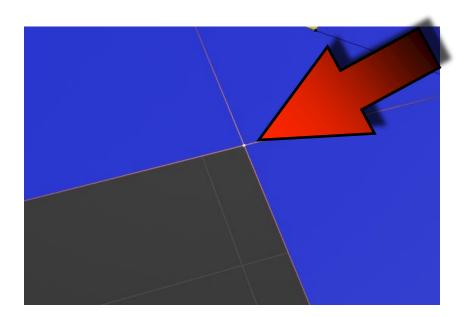
5		
v	Collection Collection Plane.000	© ⊙ ⊽ © ⊙
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	► ▼ Plane.003 ♥	00
	► 🔽 Plane.004 🖓	0 🙆
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	🕨 🔽 Plane.006	0 🖸
	• 🔽 Plane.007 🖓	© @
	► 💆 Plane.008 🦉	© © ○ ○
	 ▼ Plane:009 ♥ ▼ Plane:010 ♥ 	© © ⊙ ©
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8	Camera 🛄	4
	Background Scene	
16	Active Clip 🔛	
S	> Units	
W	🗦 🗹 Gravity	
	> Keying Sets	
-		
	> Audio	
s	> Rigid Body World	
	> Custom Properties	
۲		
2		

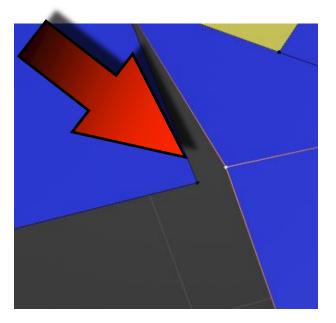






WITH THE V KEY YOU CAN SPLIT THE CONNECTED VERICES











AFTER EXTRUDINGTURN ON FACE ORIENTATION

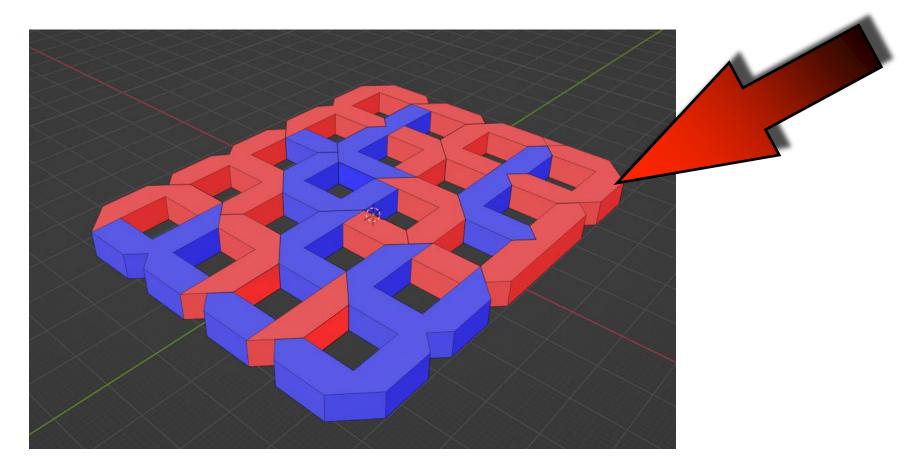
	₽ ~ <mark>N</mark> ~ <u>0</u>		~
5	Viewport Overlays		
	Guides		
	🗹 Grid 🛛 🗹 Floor	Axes	
	Scale 1.000	Subdivisions 10	
	🗹 Text Info	🗹 3D Cursor	
	Statistics	Annotations	
2			
	Objects		
1	🗹 Extras	🗹 Bones	
	🗹 Relationship Lines	🗹 Motion Paths	
	🗹 Outline Selected	🗹 Origins	
		Origins (All)	
	Geometry		
	Wirefram 1.000	Opacity 1.000	
	Fade Inactive Geo	metry 0.400	
	Face Orientation		







RED MEANS THAT THE WALLS ARE REVERSED

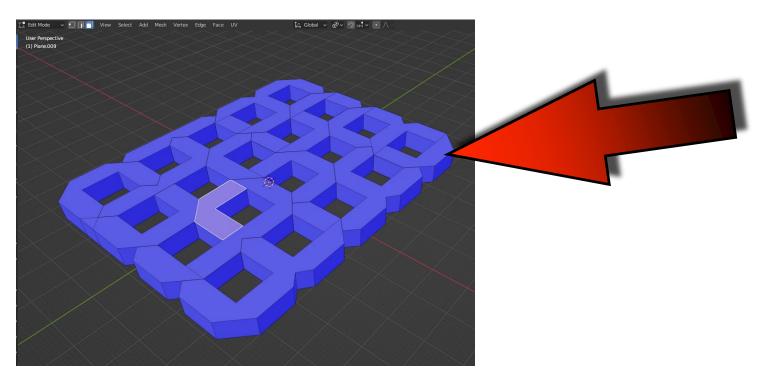








WITH SHIFT+N OR SHIFT+CTRL+N REVERSE ALL WALLS









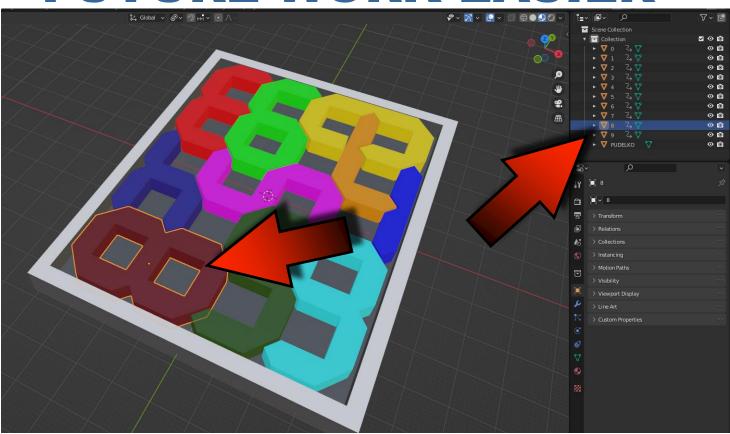
INCORRECTLY INVERTED WALLS **CAN CAUSE** ERRORS WHEN **IMPORTING FILES TO VR, AR AND 3D PRINTING**







POWER OF AR AND VR ENTER THE APPROPRIATE NAMES TO MAKE YOUR FUTURE WORK EASIER



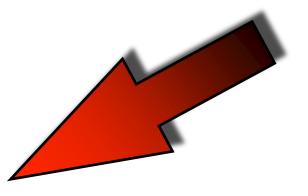






WHILE WORKING SYSTEMATICALLY SAVE YOUR NEXT STEPS IT MAY BE NECESSARY TO RETURN TO AN EARLIER VERSION

- CYFRY_ALL_start_1.blend
- CYFRY_ALL_start_2.blend
- CYFRY_ALL_start_3.blend
- CYFRY_ALL_start_4.blend
- CYFRY_ALL_start_5.blend
- CYFRY_ALL_start_6.blend
- \land CYFRY_ALL_start_7.blend



CYFRY

THANK YOU FOR YOUR ATTENTION



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