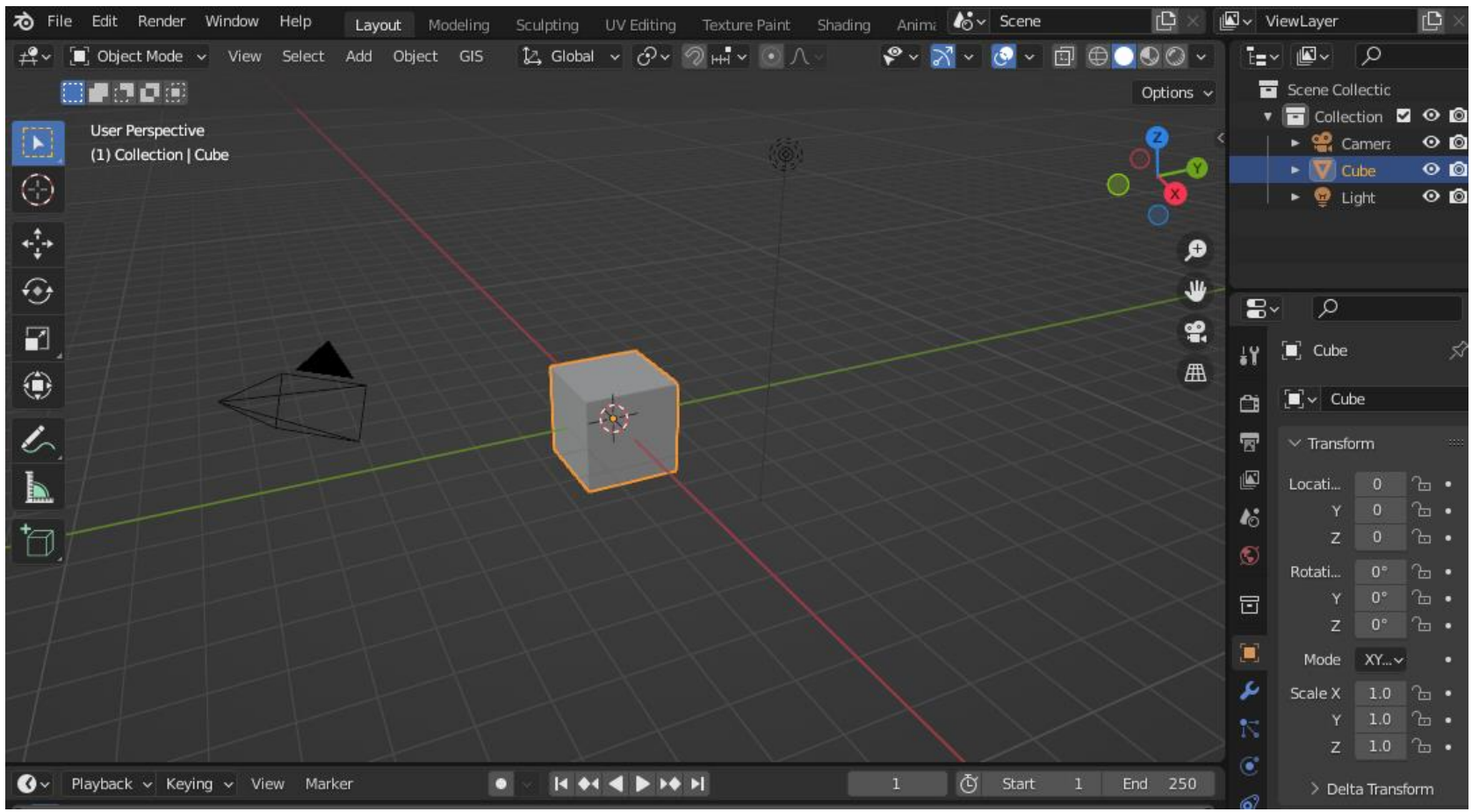
POWER OF AR AND VR

NUMBERS

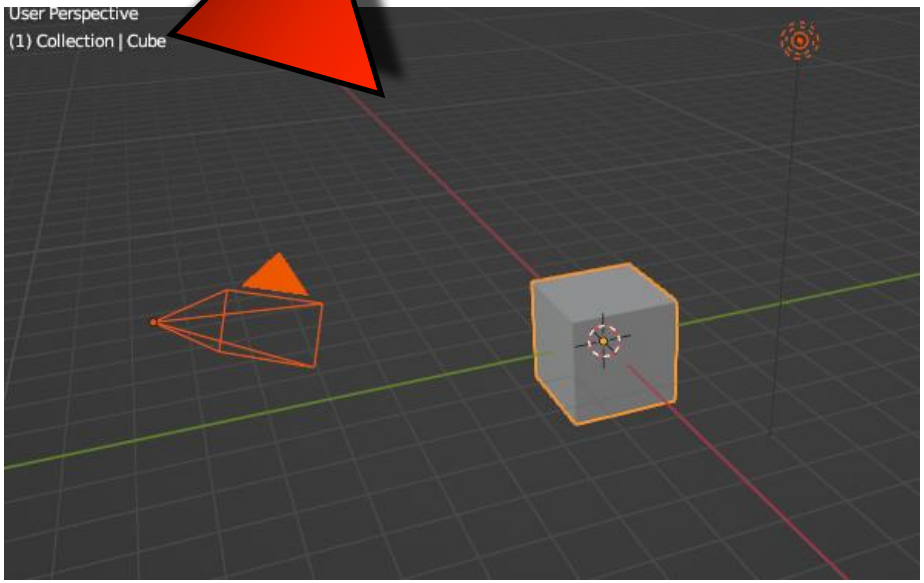
Co-funded by
the European Union

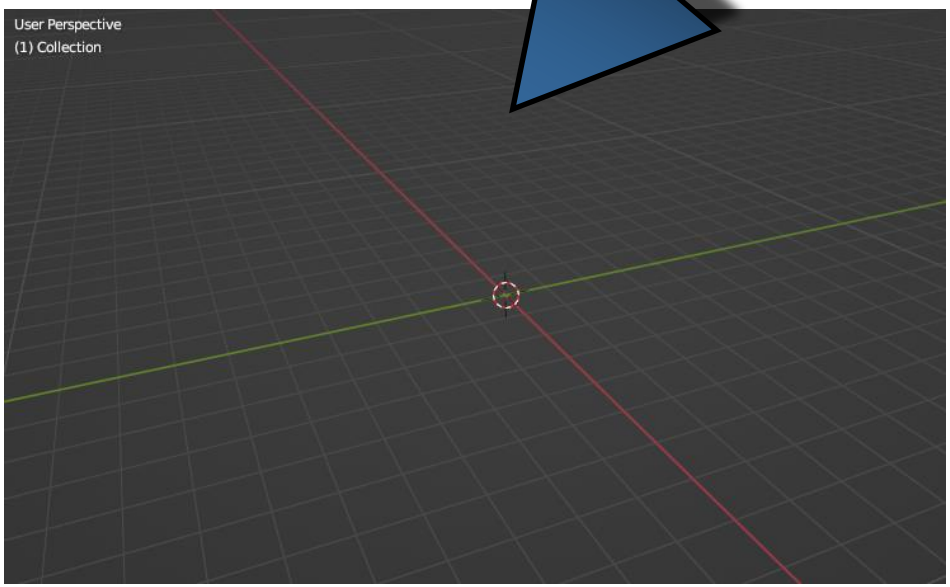
JACEK KAWAŁEK

OPEN BLENDER



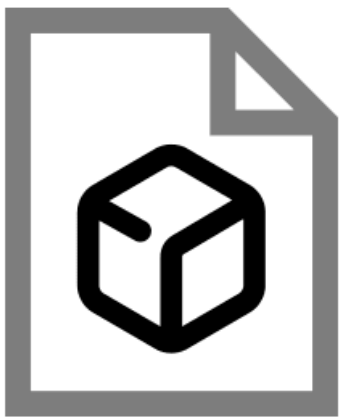
WITH KEY A SELECT ALL
THEN WITH KEY X
DELETE ALL





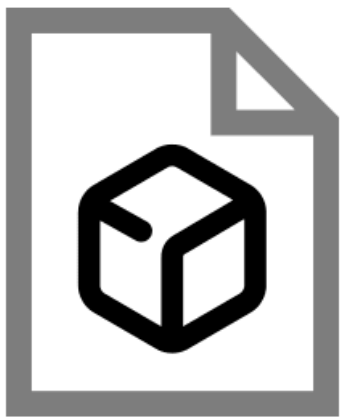
YOU HAVE
FOUR SAME FILES
PREPARED FOR IMPORT

FBX



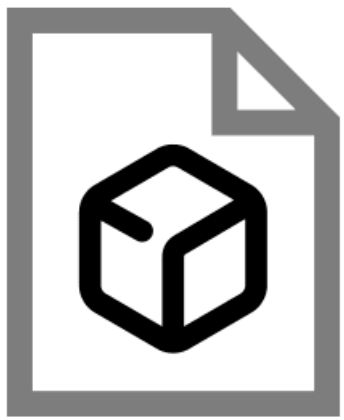
NUMBERS_START.fbx

GLB



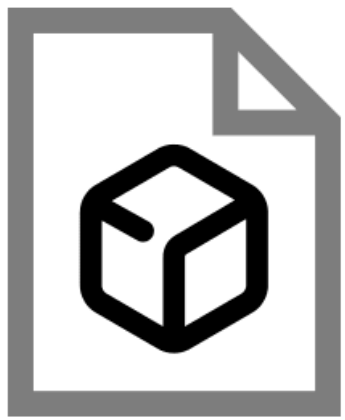
NUMBERS_START.glb

OBJ



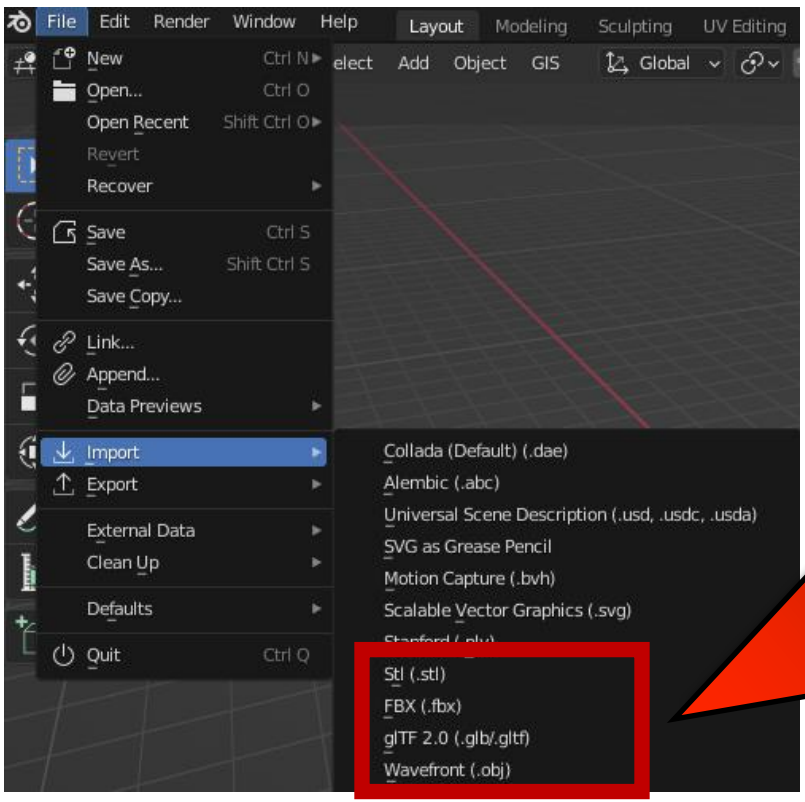
NUMBERS_START.obj

STL



NUMBERS_START.stl

CHECK AFTER EACH HOW IMPORTING TO BLENDER WORKS



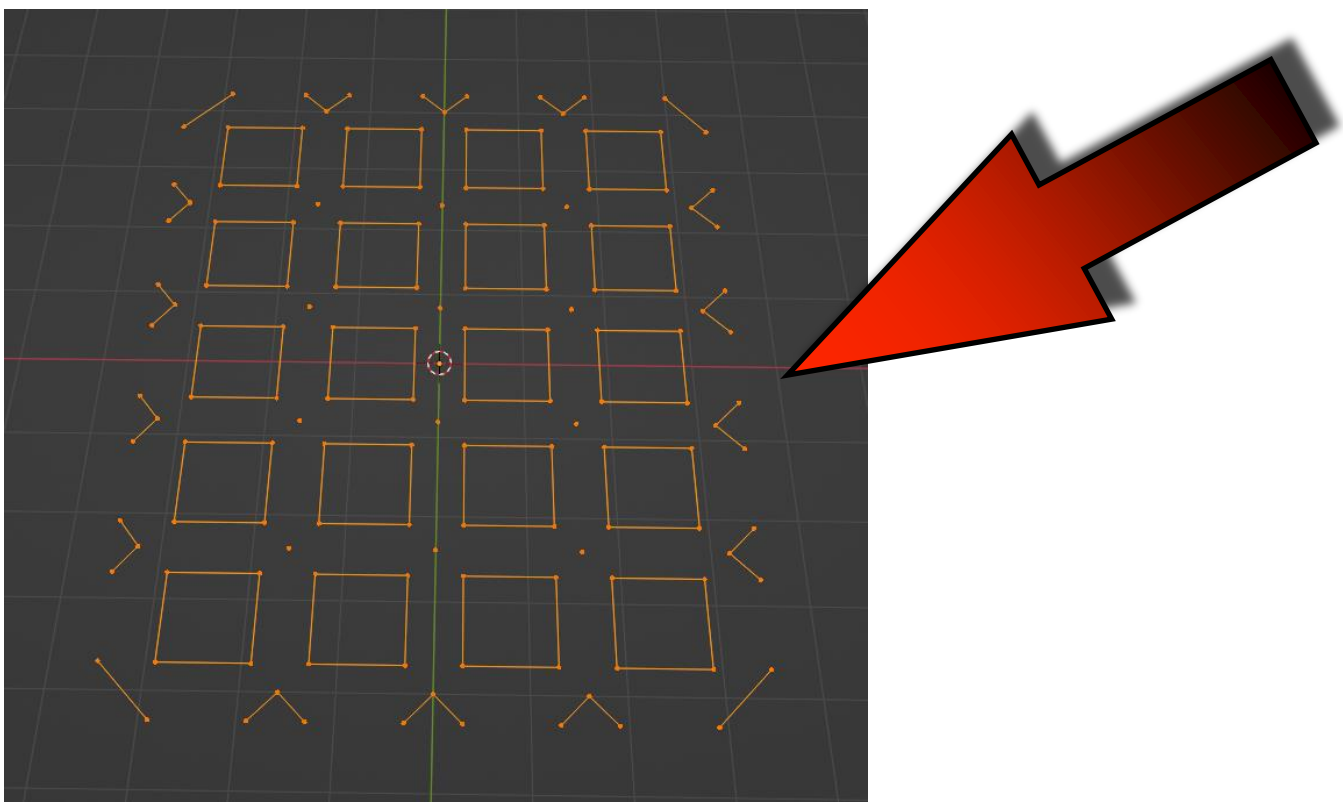
STL

FBX

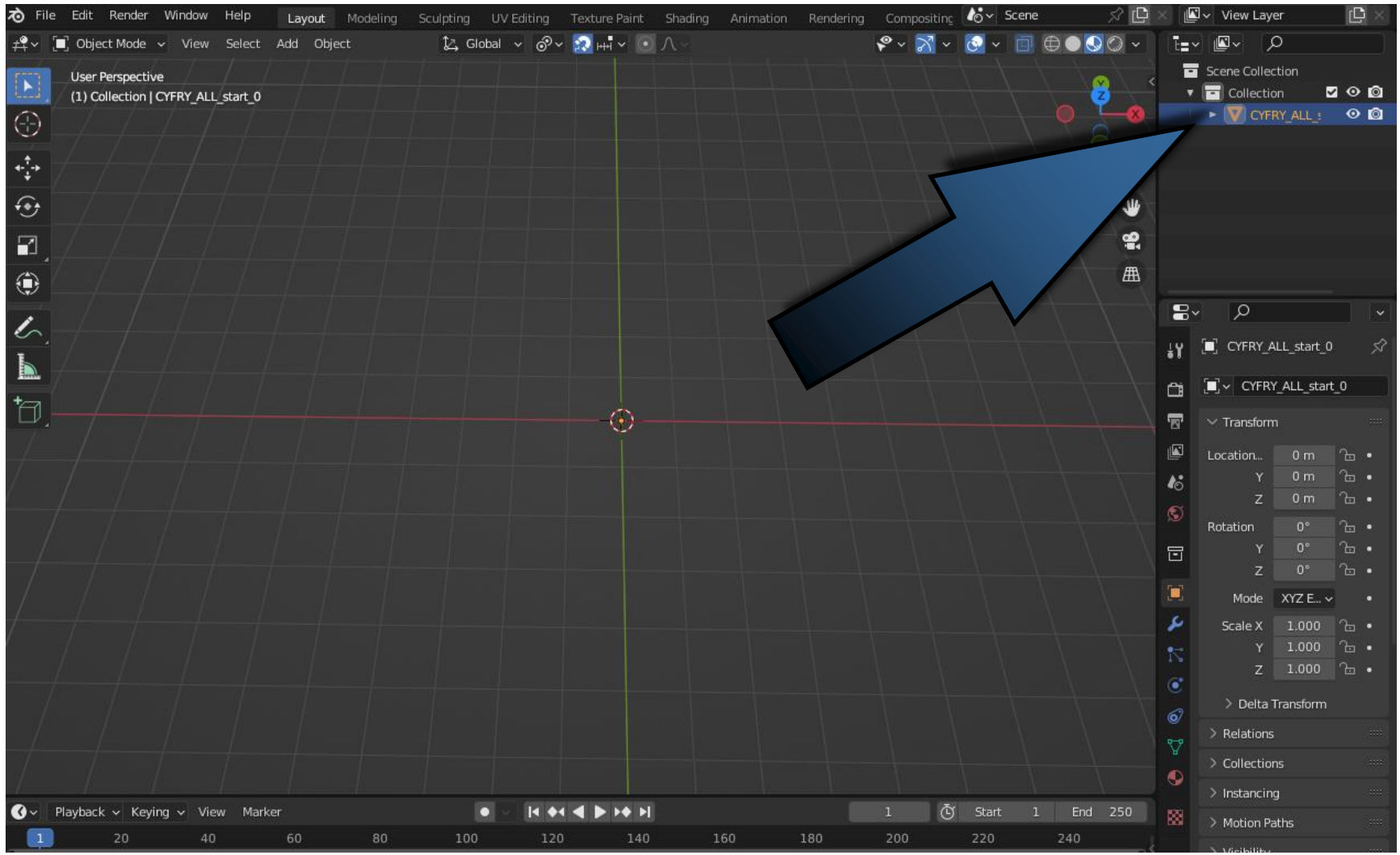
GLB

OBJ

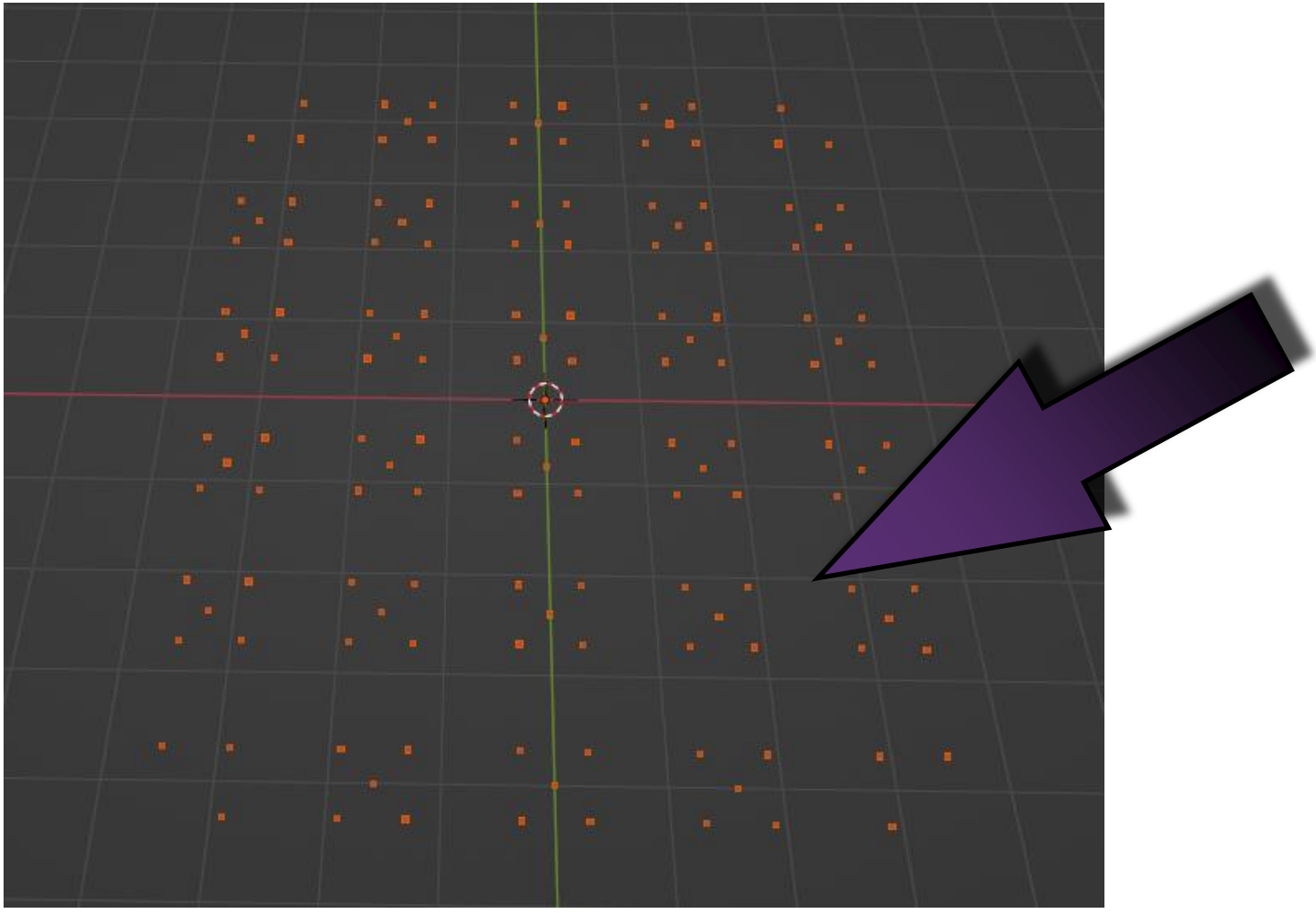
THIS IS WHAT THE FILE LOOKS LIKEIN BLENDER IN EDIT MODE



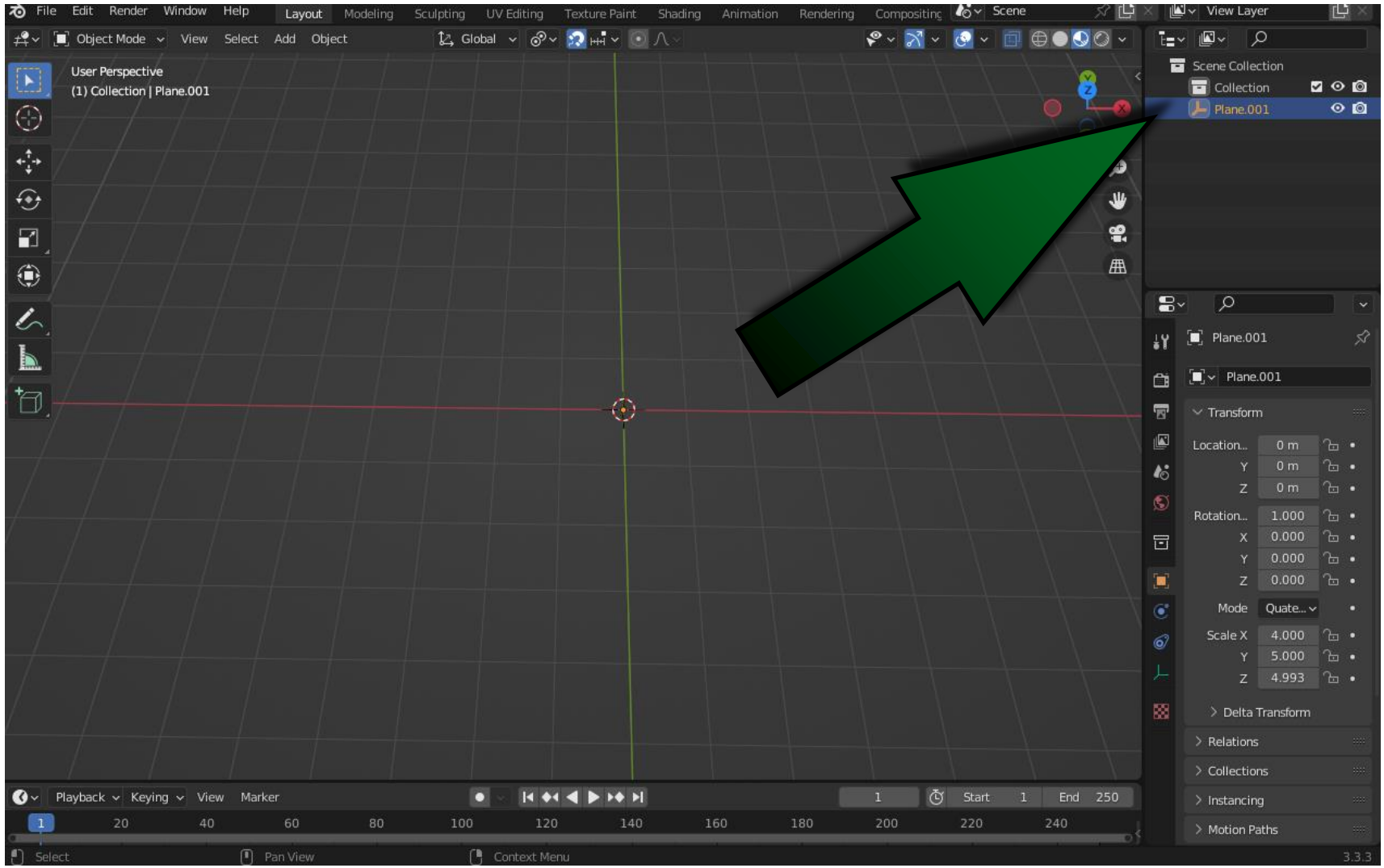
FILE IMPORT - STL



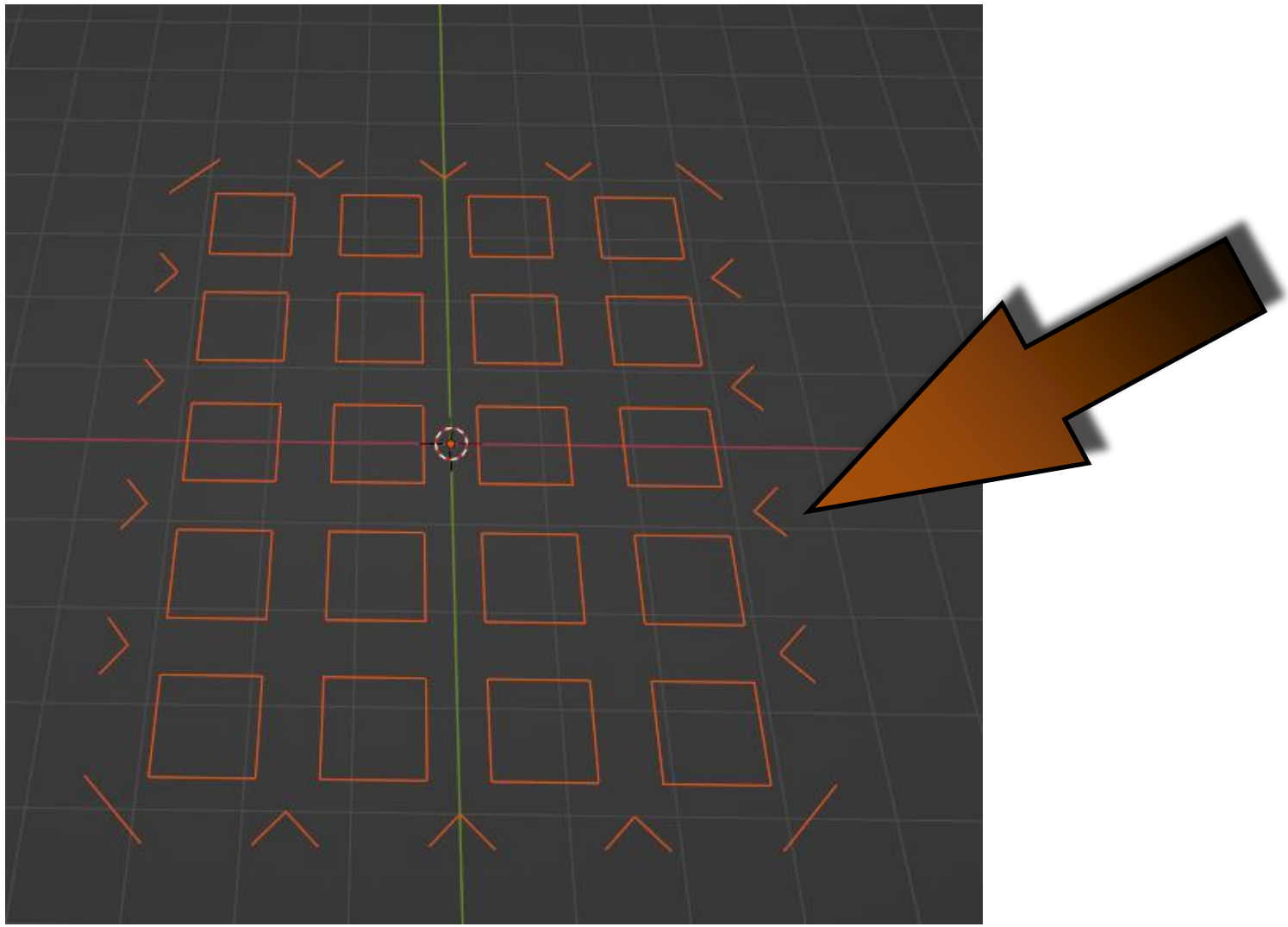
FILE IMPORT - FBX



FILE IMPORT - GLB

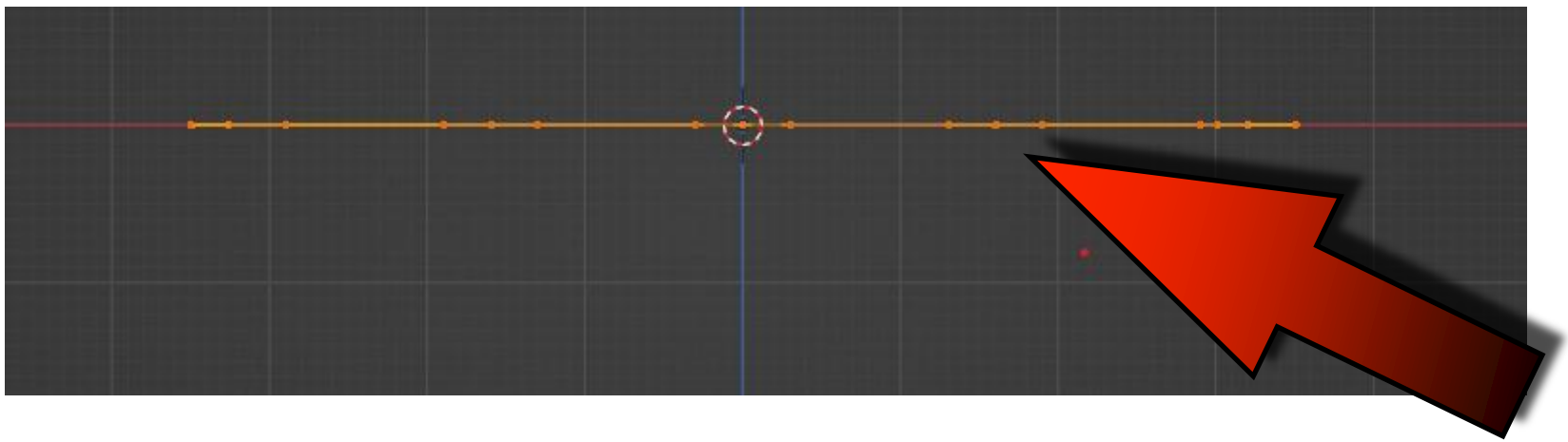


FILE IMPORT - OBJ

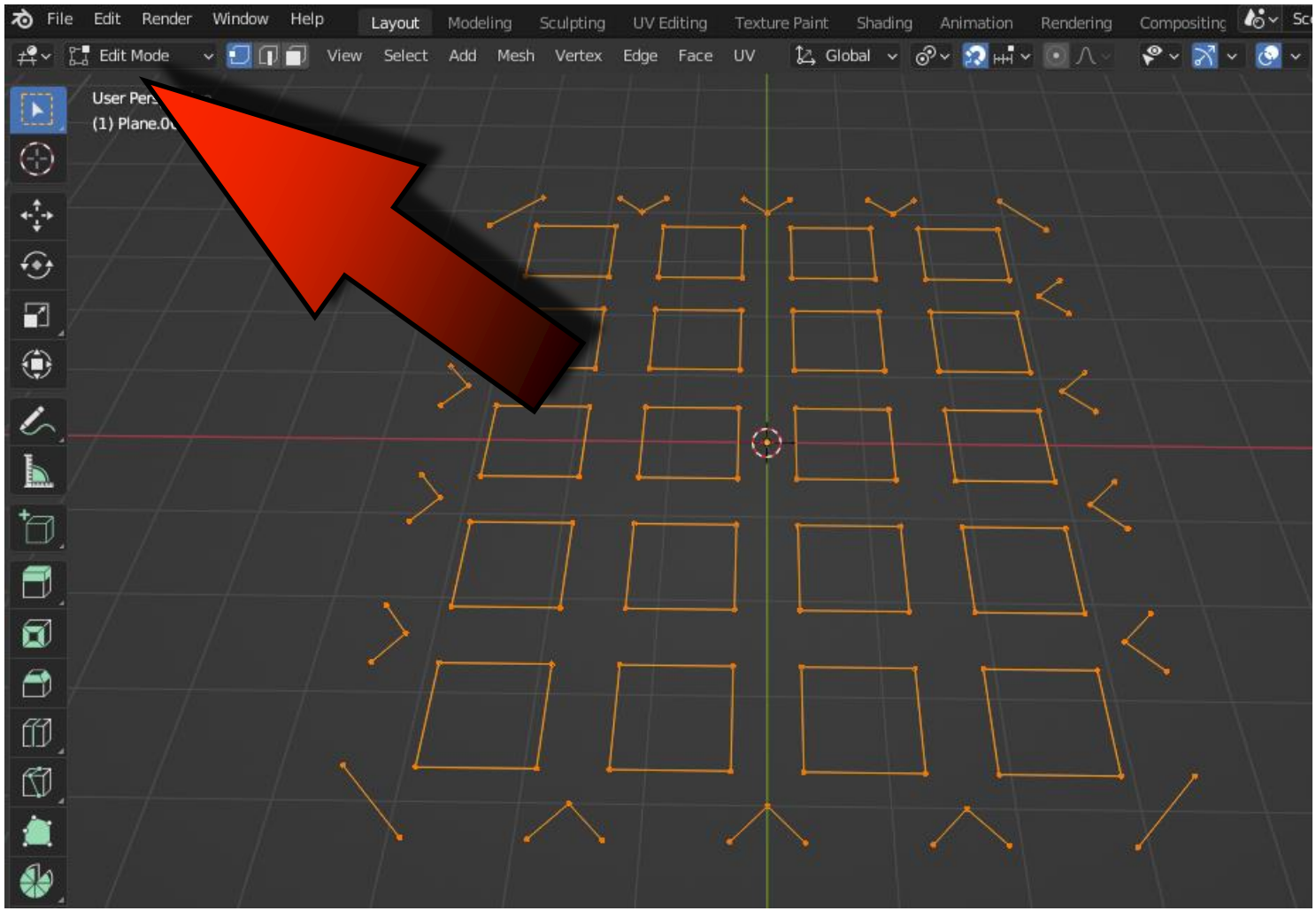


SOME FORMATS COULD NOT BE IMPORTED

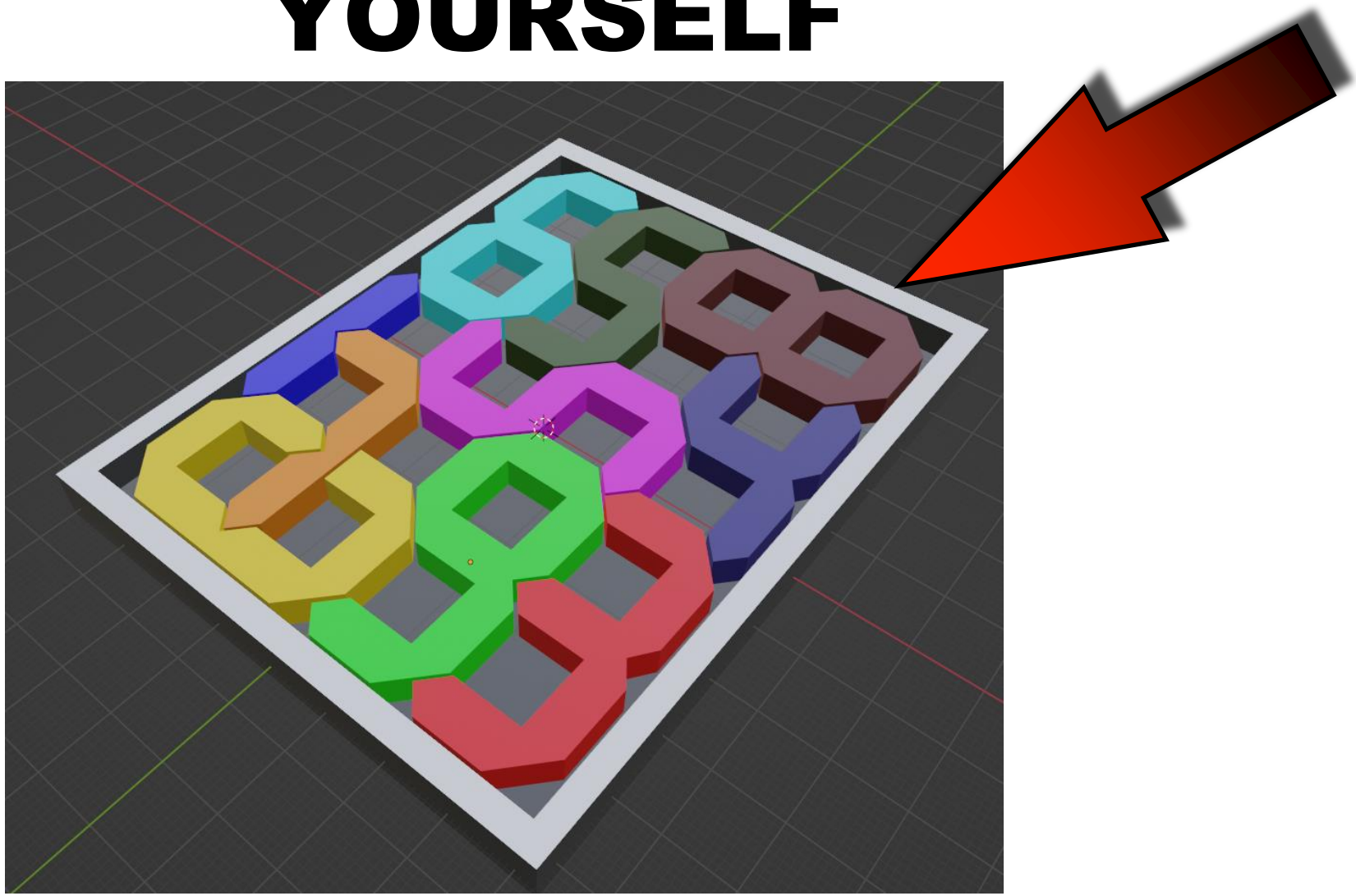
BECAUSE THE OBJECT WAS NOT A 3D MODEL



GO TO EDIT MODE



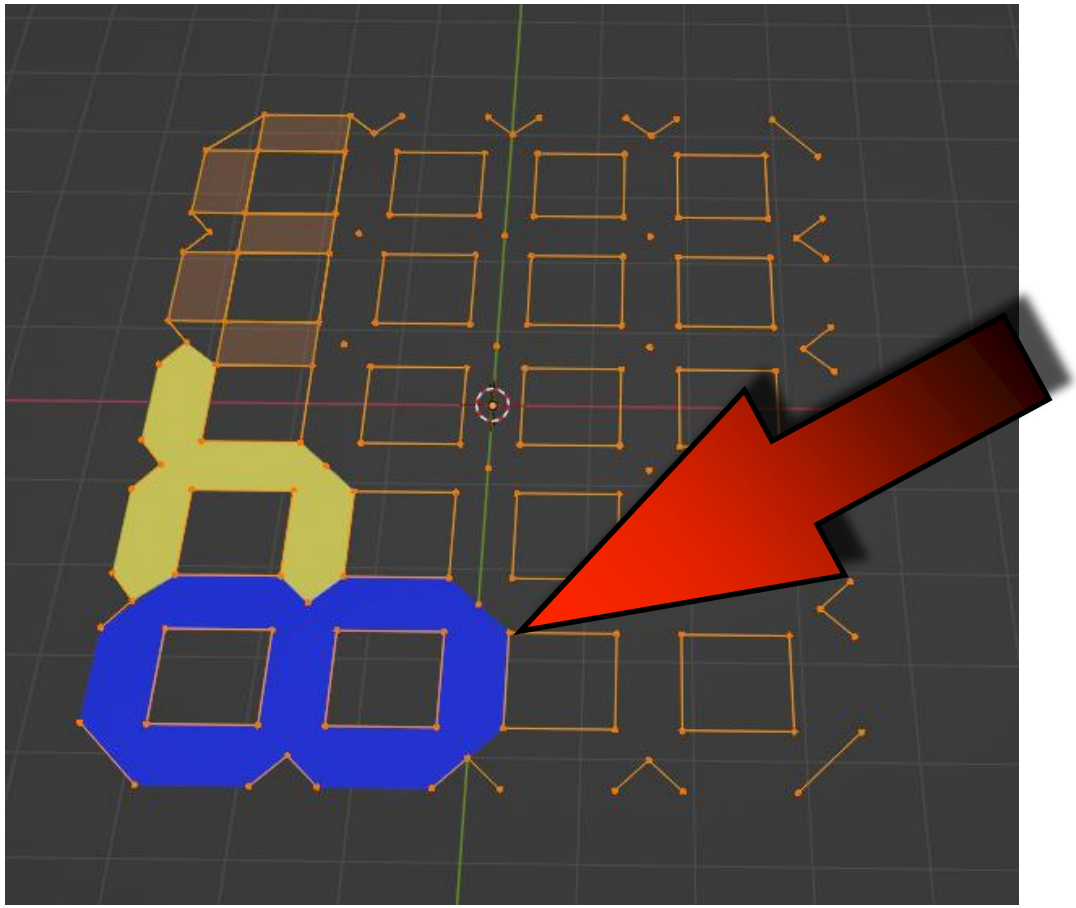
DO THIS EXERCISE YOURSELF



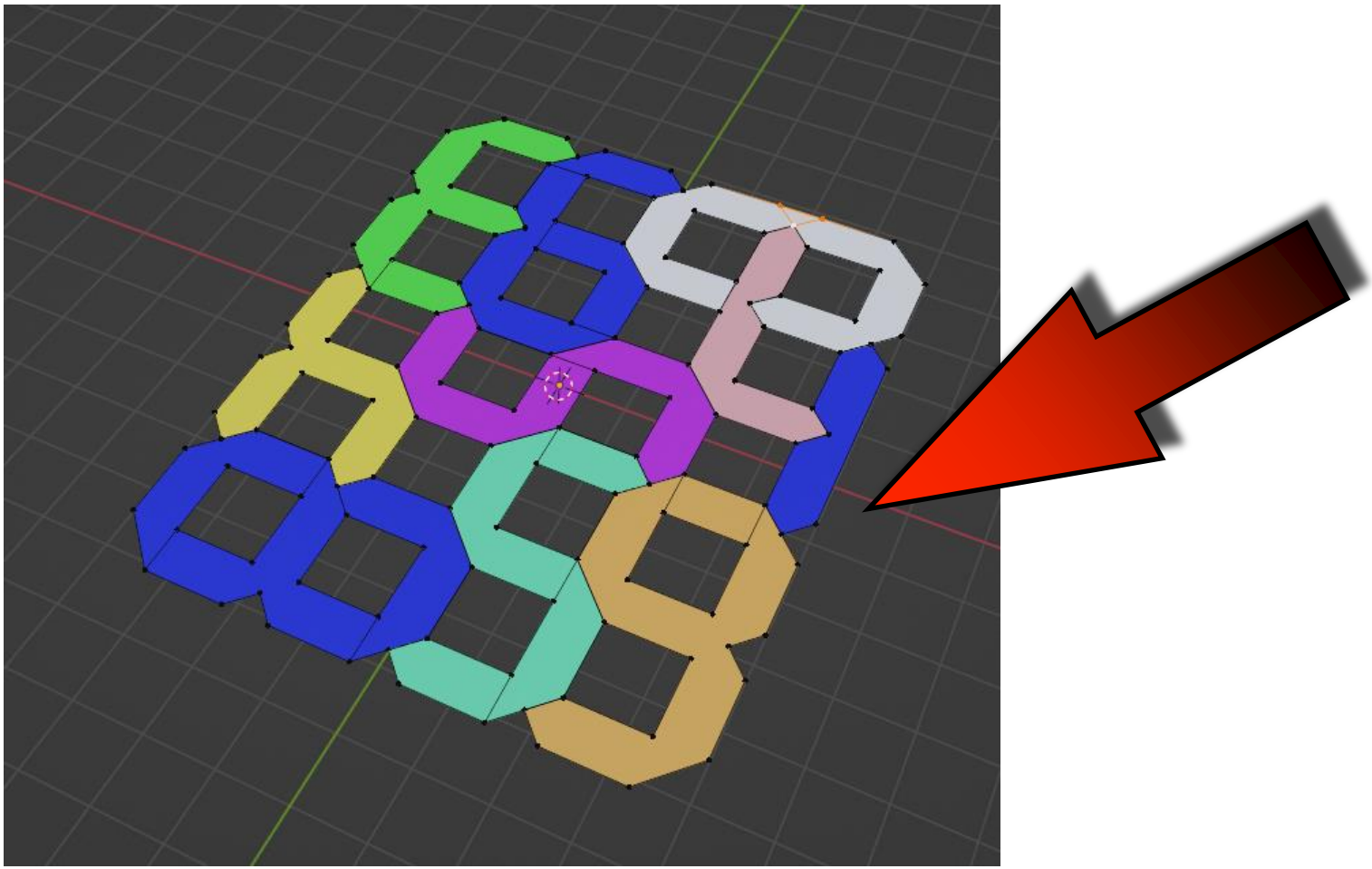
PREPARE A FILE THAT WILL BE USED FOR ANIMATION, 3D GLASSES AND 3D PRINTING

CYFRY

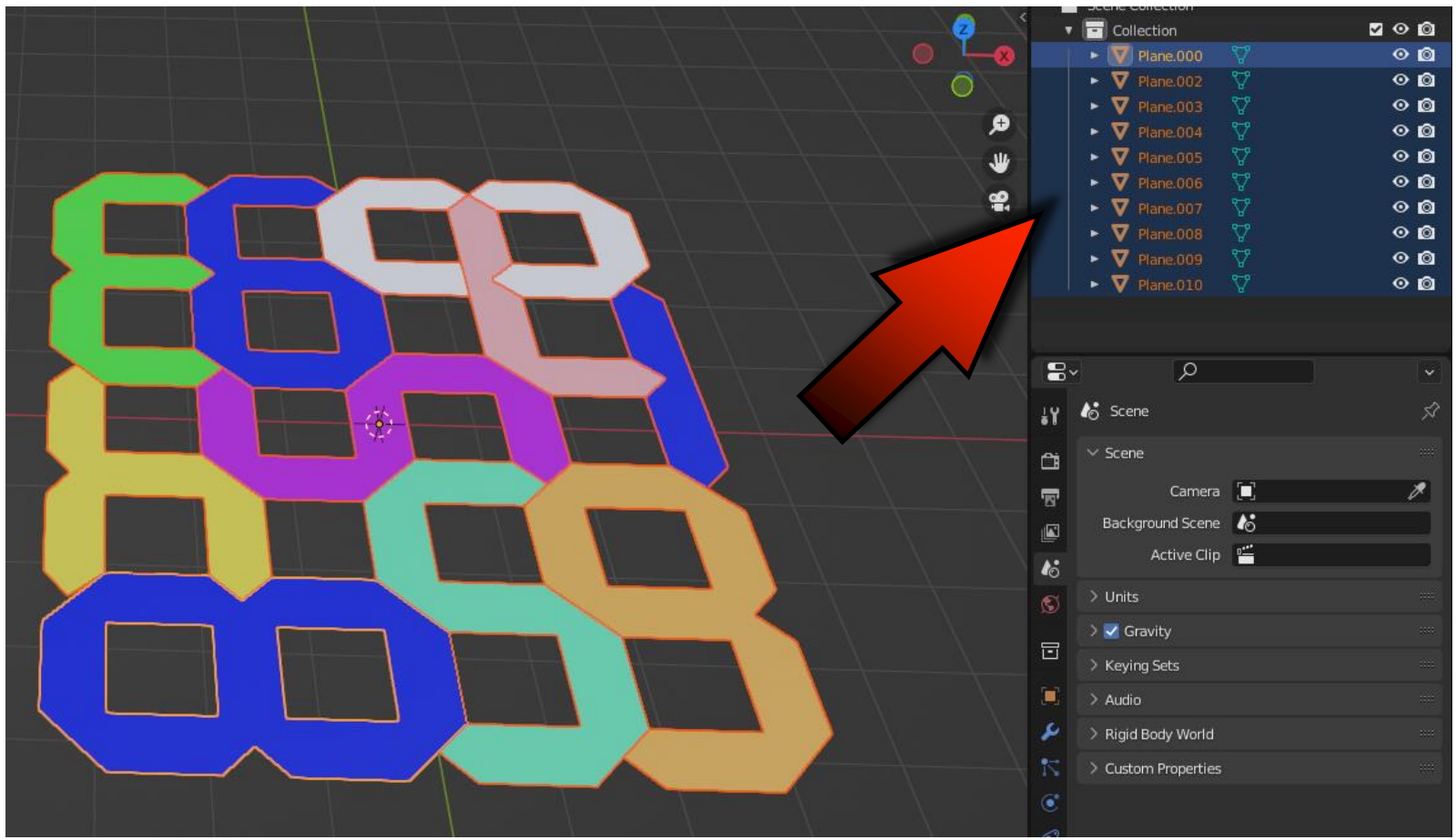
TO CONNECT VERTEXES USE F KEY



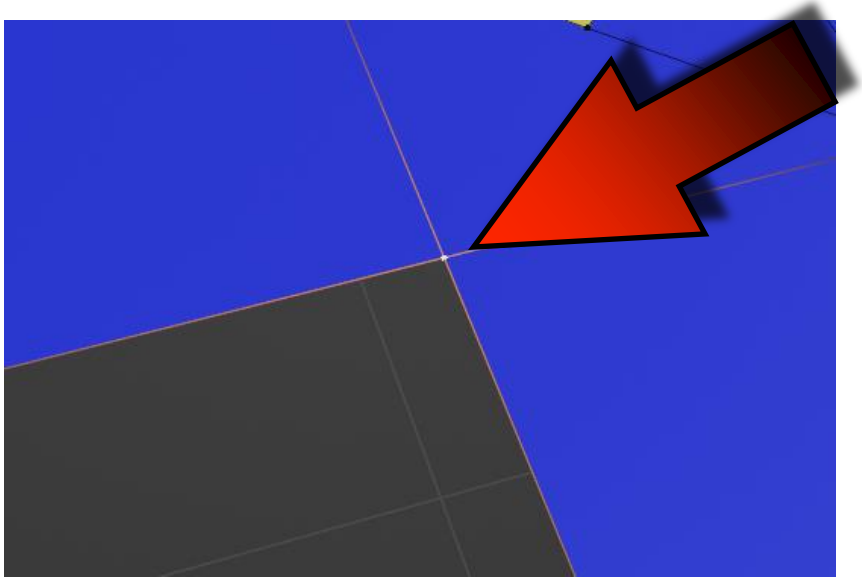
YOU CAN USE COLORS TO GET A BETTER VIEW

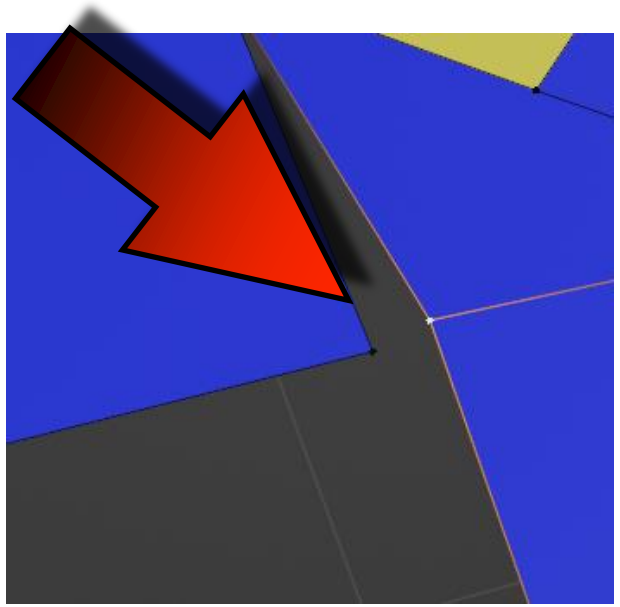


SPLIT
ALL MODELS

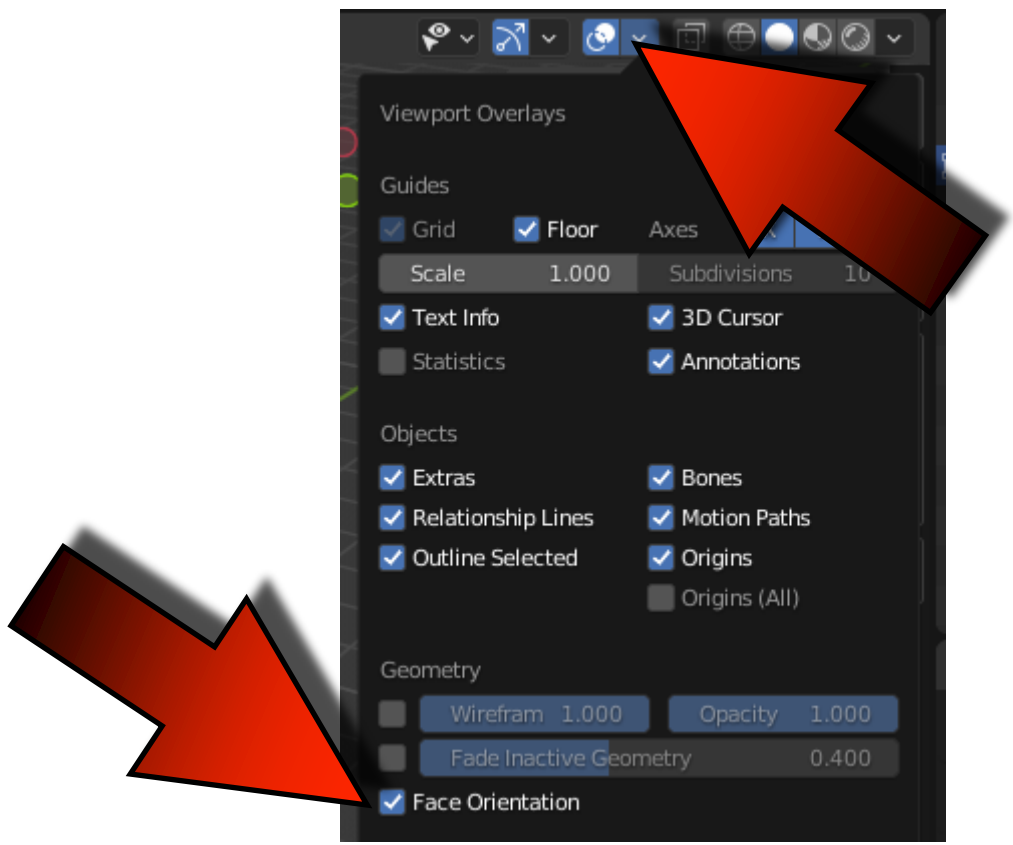


WITH THE V KEY YOU CAN SPLIT THE CONNECTED VERICES

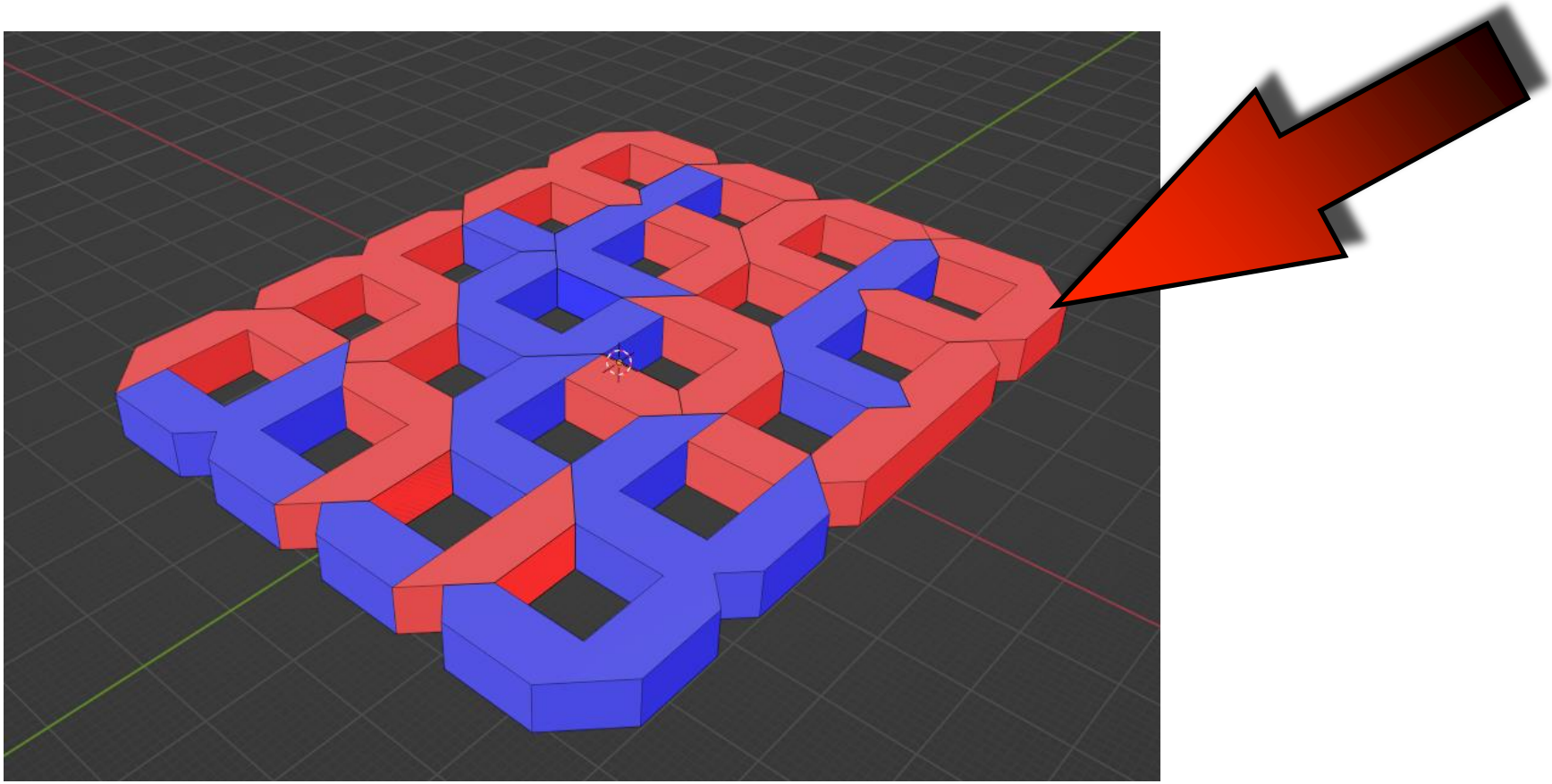




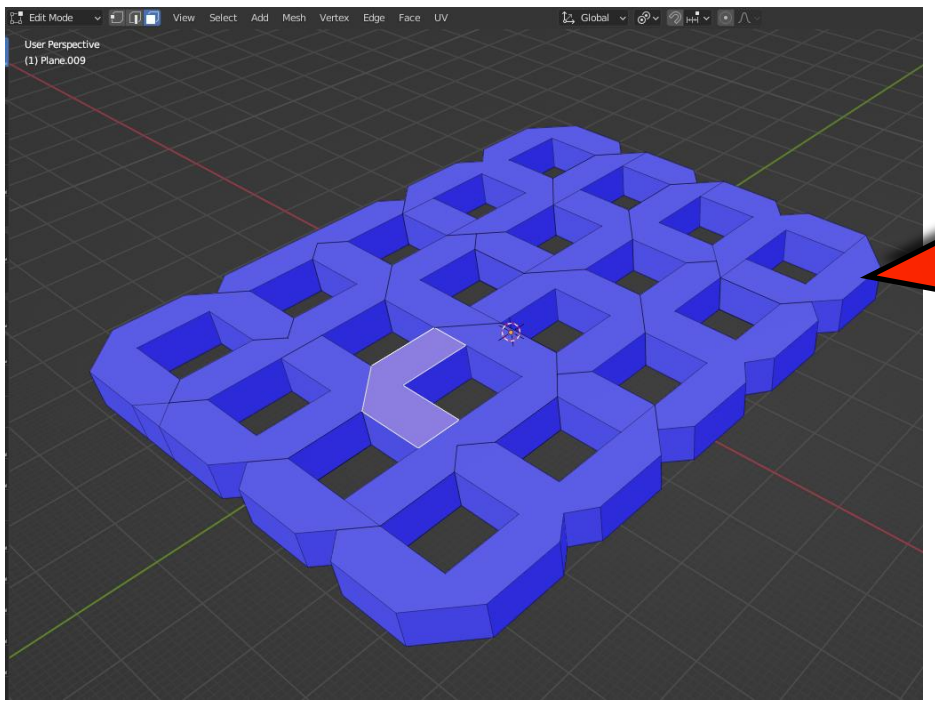
AFTER EXTRUDINGTURN ON FACE ORIENTATION



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

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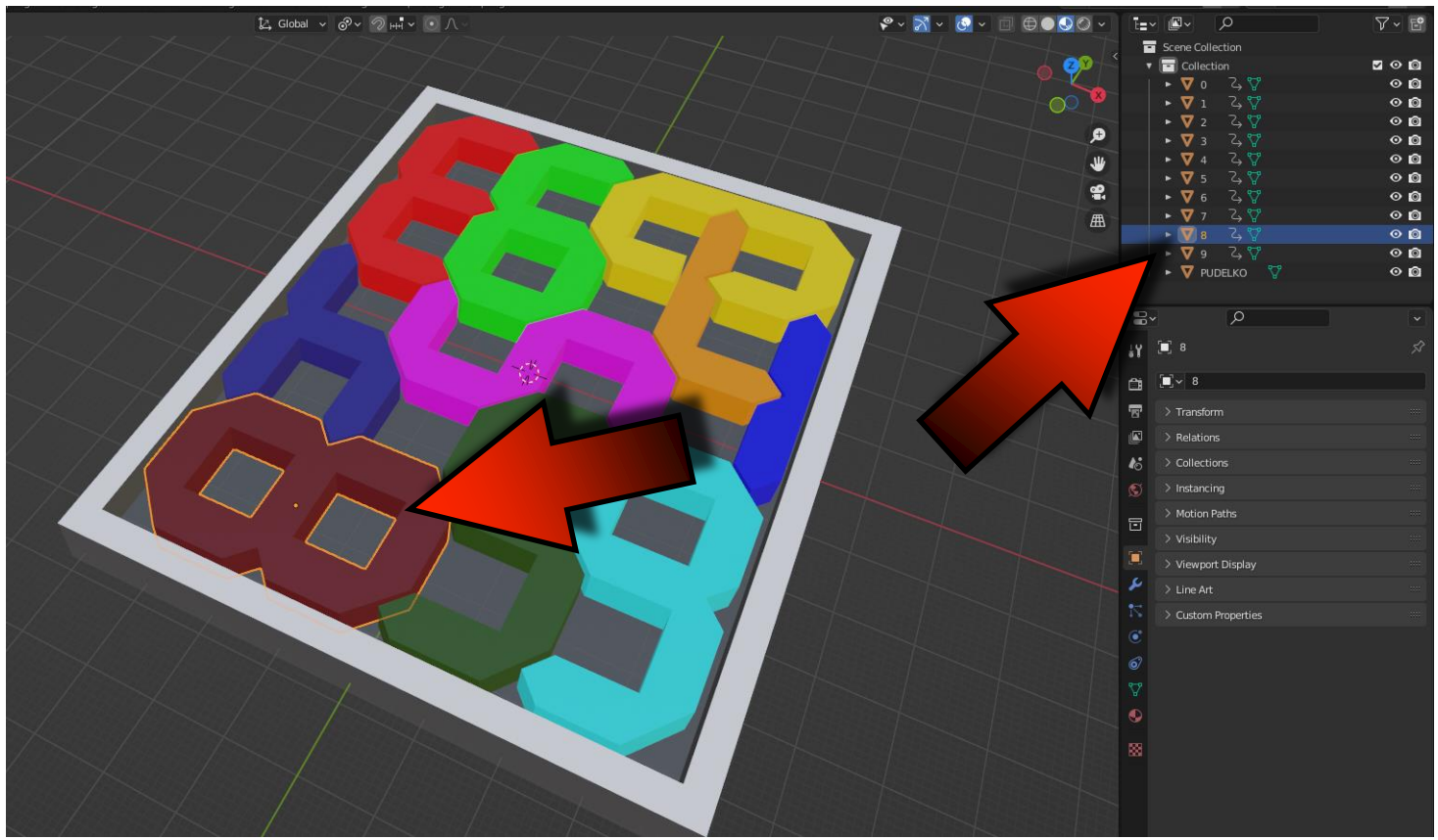
POWER OF AR AND VR

ENTER
THE APPROPRIATE NAMES
TO MAKE YOUR
FUTURE WORK EASIER



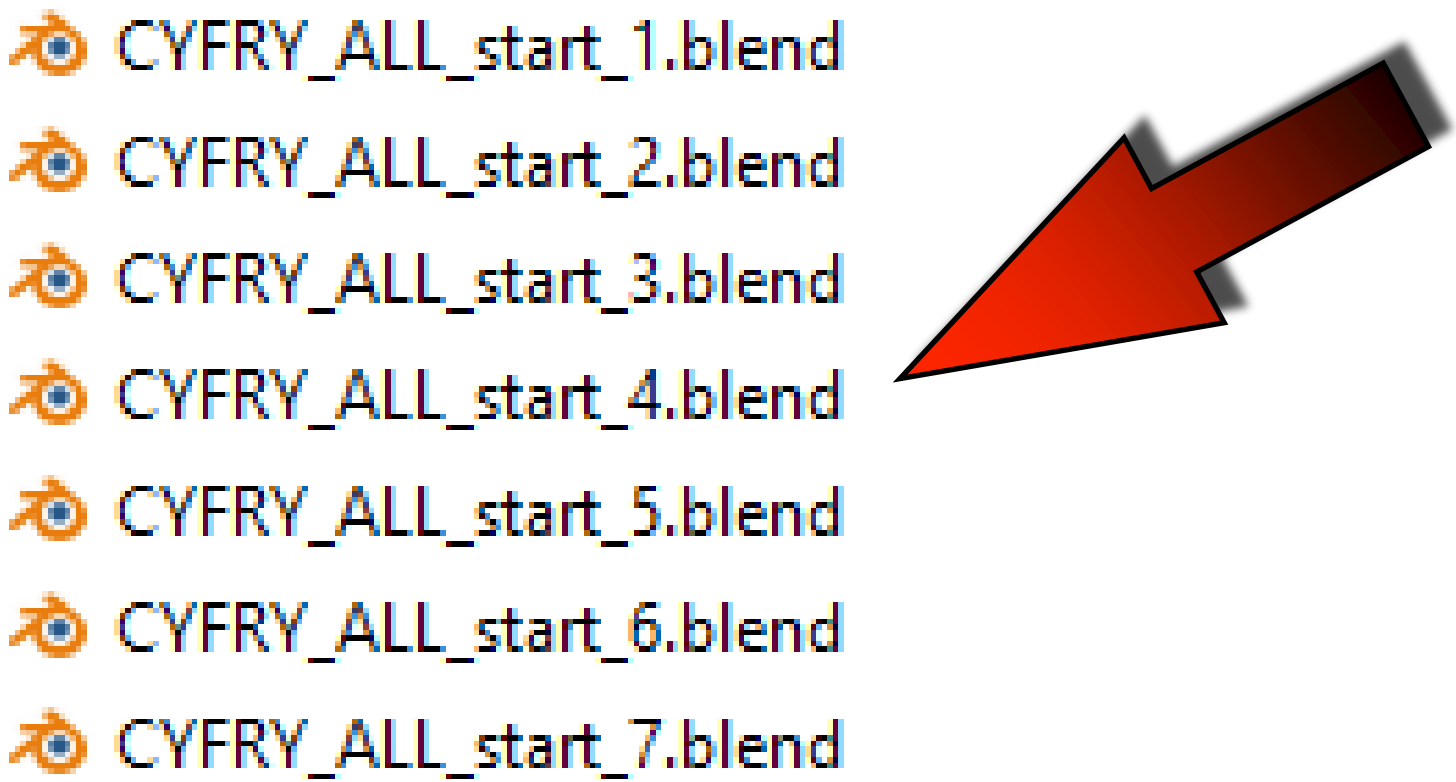
CYFRY

WHILE WORKING SYSTEMATICALLY

SAVE YOUR NEXT STEPS

IT MAY BE NECESSARY TO

RETURN TO AN EARLIER VERSION



THANK YOU FOR YOUR ATTENTION

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