

POWER OF AR AND VR

GEOMETRICAL SOLIDS



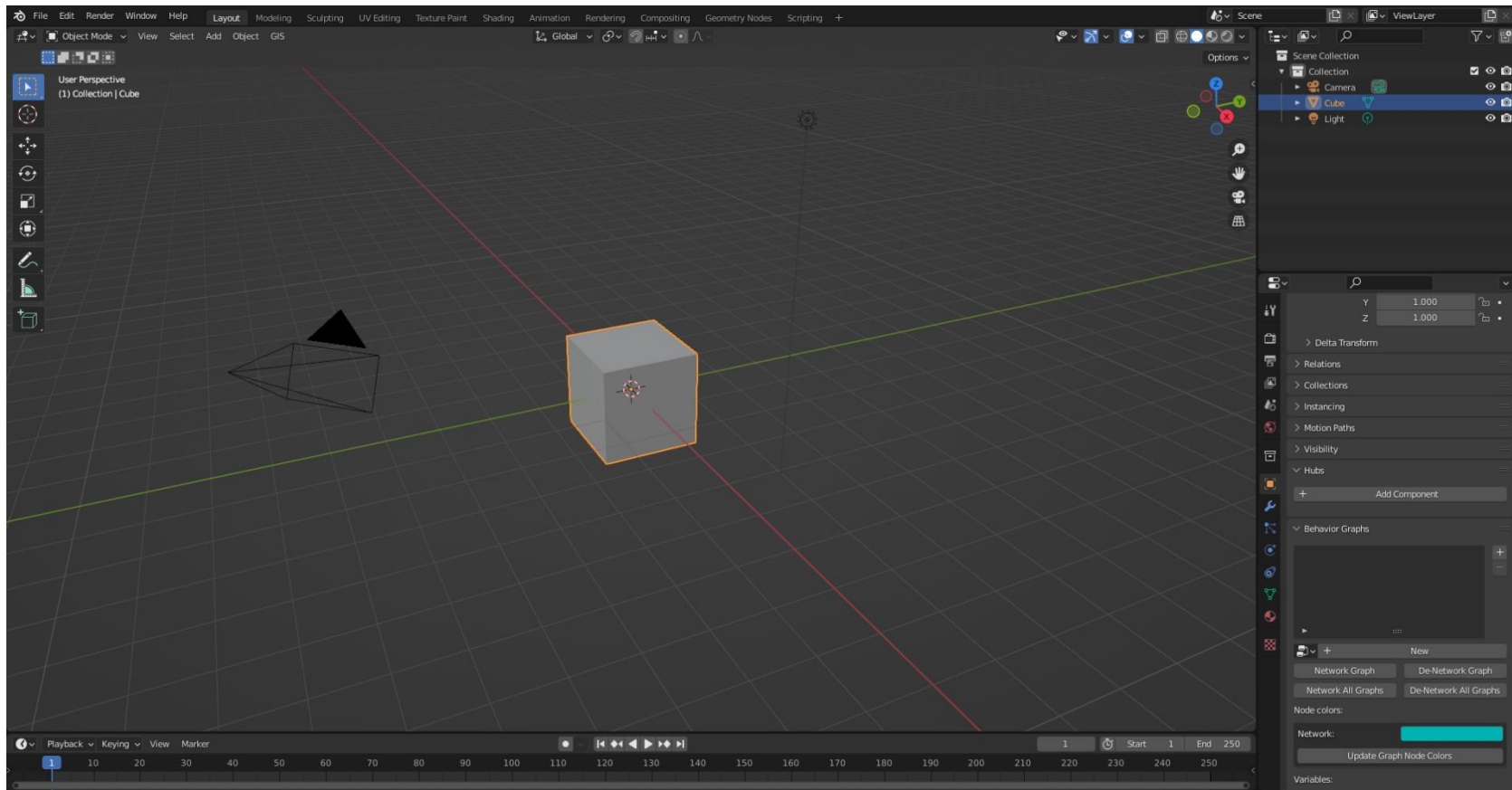
**Co-funded by
the European Union**



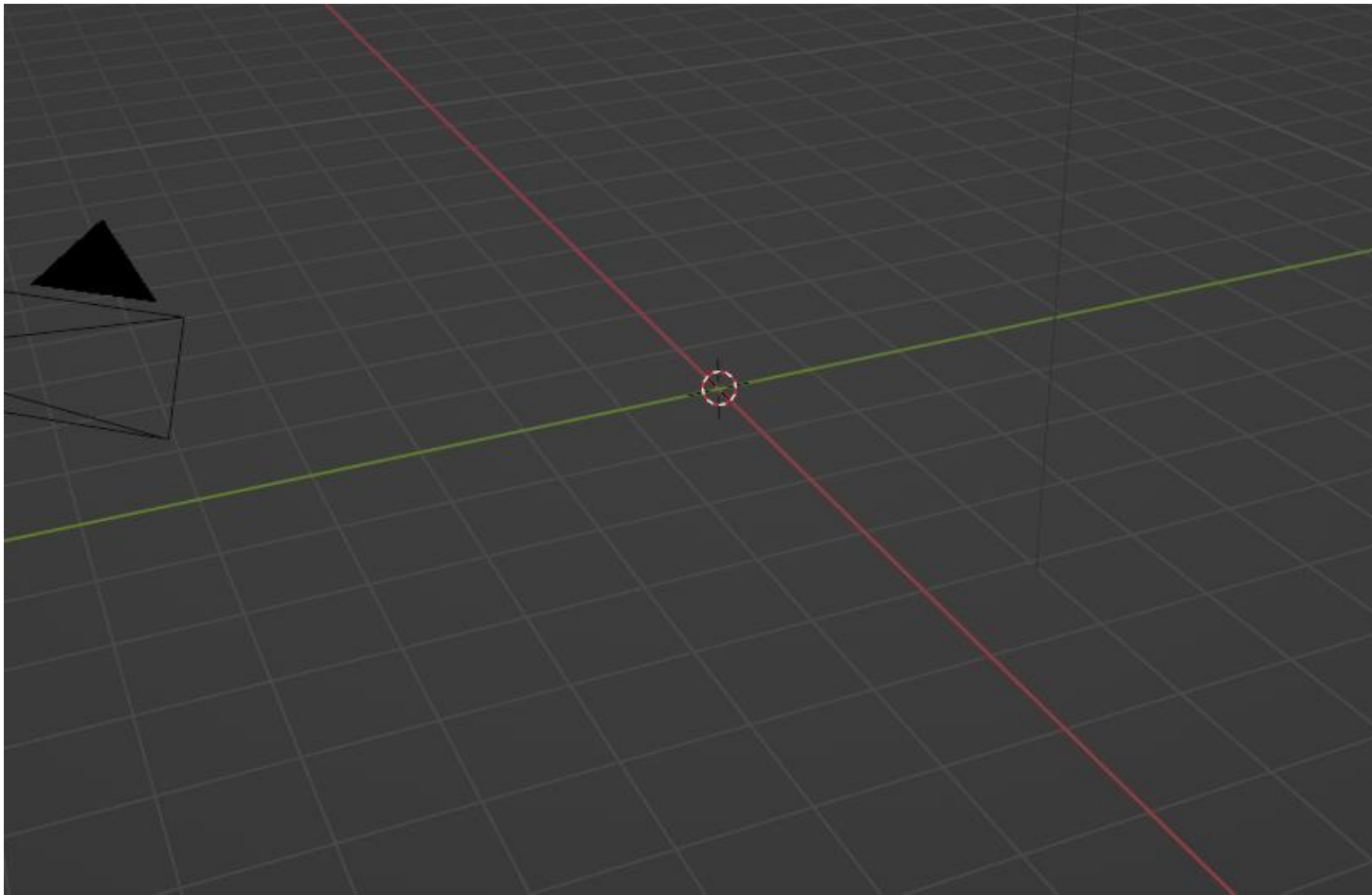
2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK

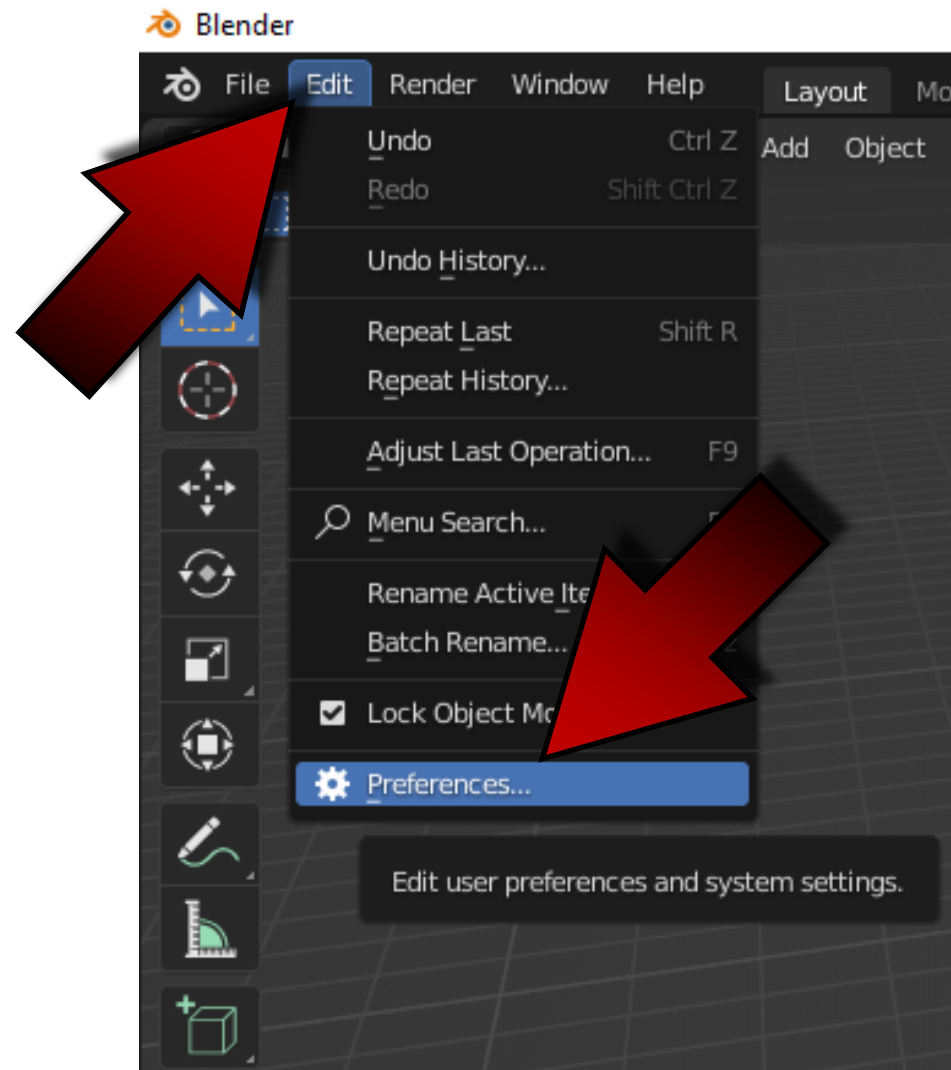
OPEN BLENDER



DELETE CUBE



GO TO **PREFERENCES**

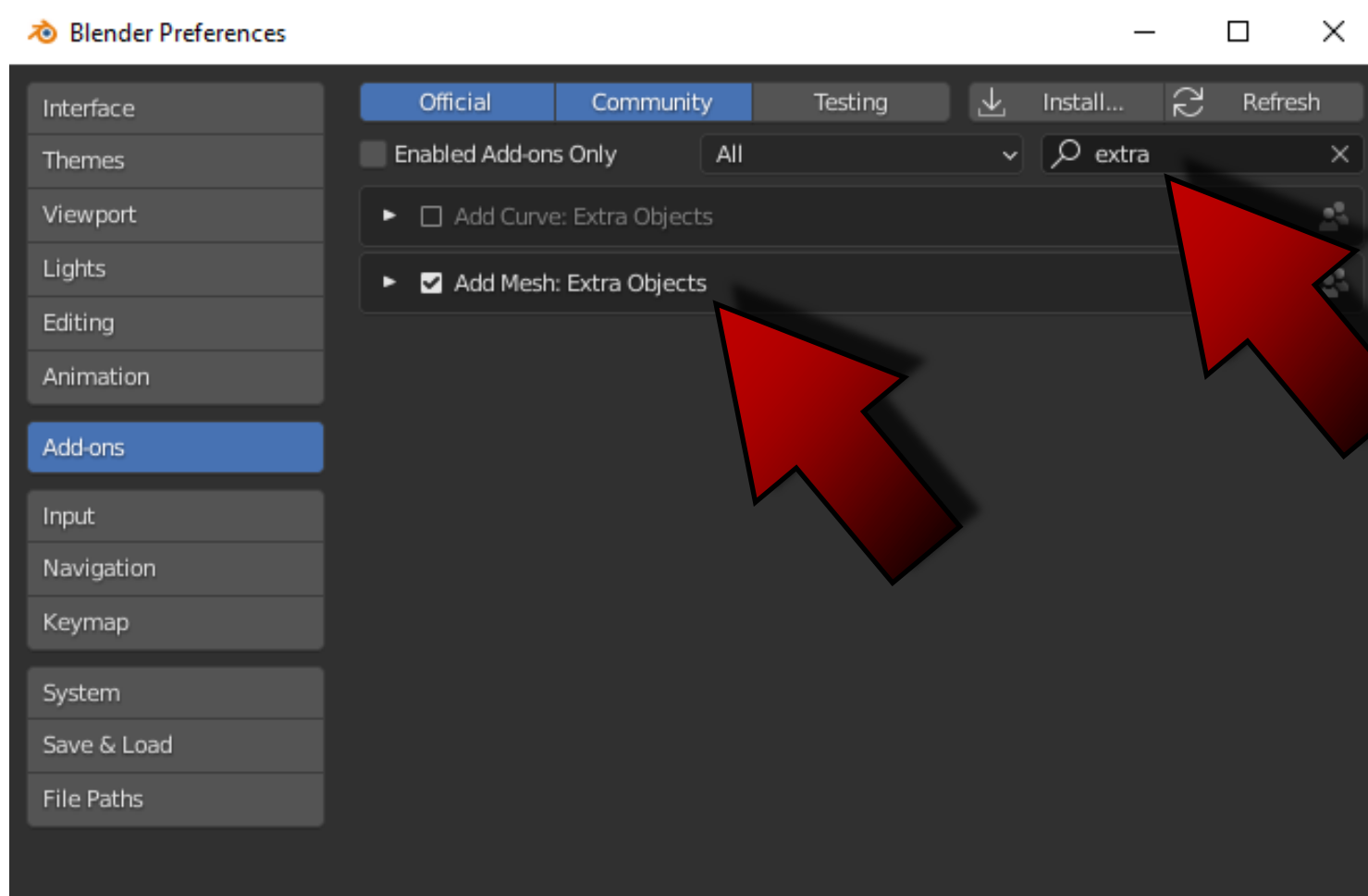




POWER OF AR AND VR



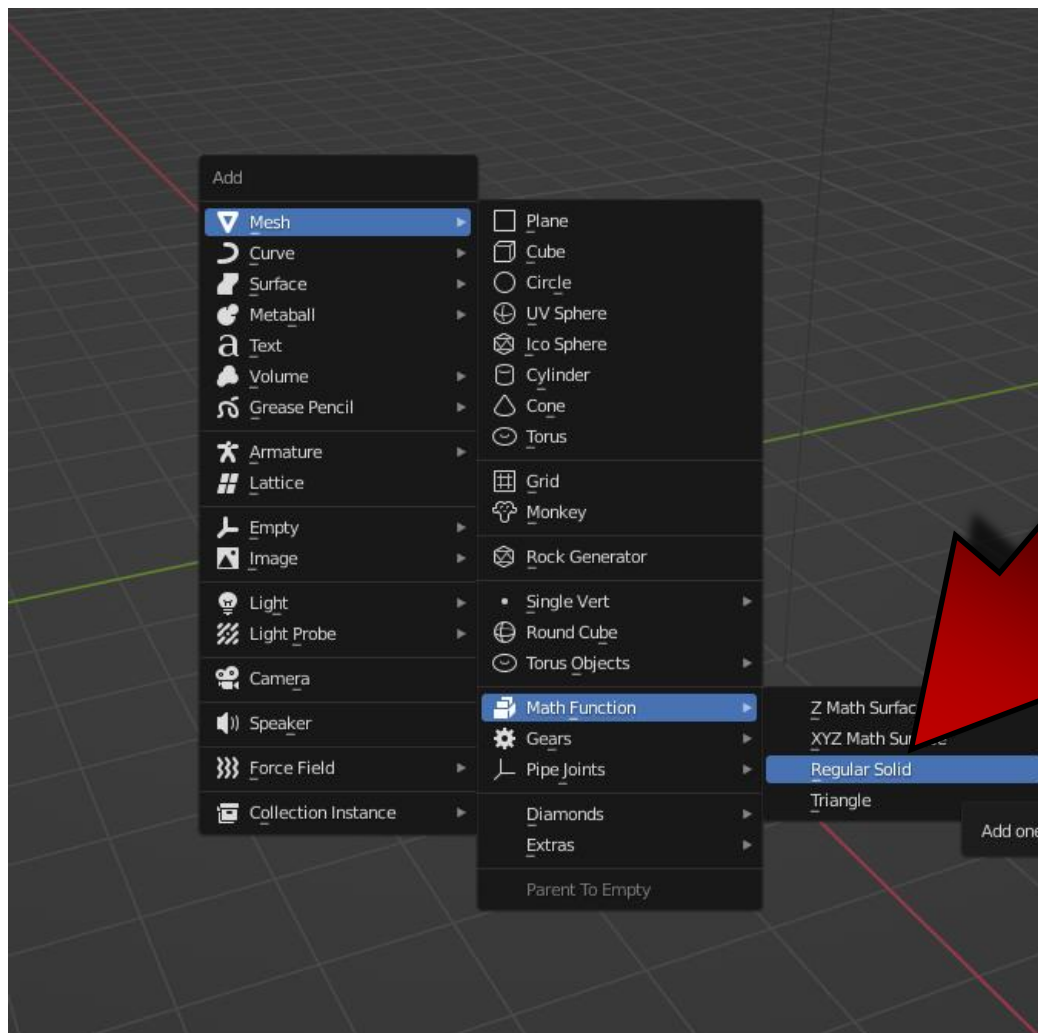
ADD EXTRA OBJECTS



GEOMETRICAL SOLIDS

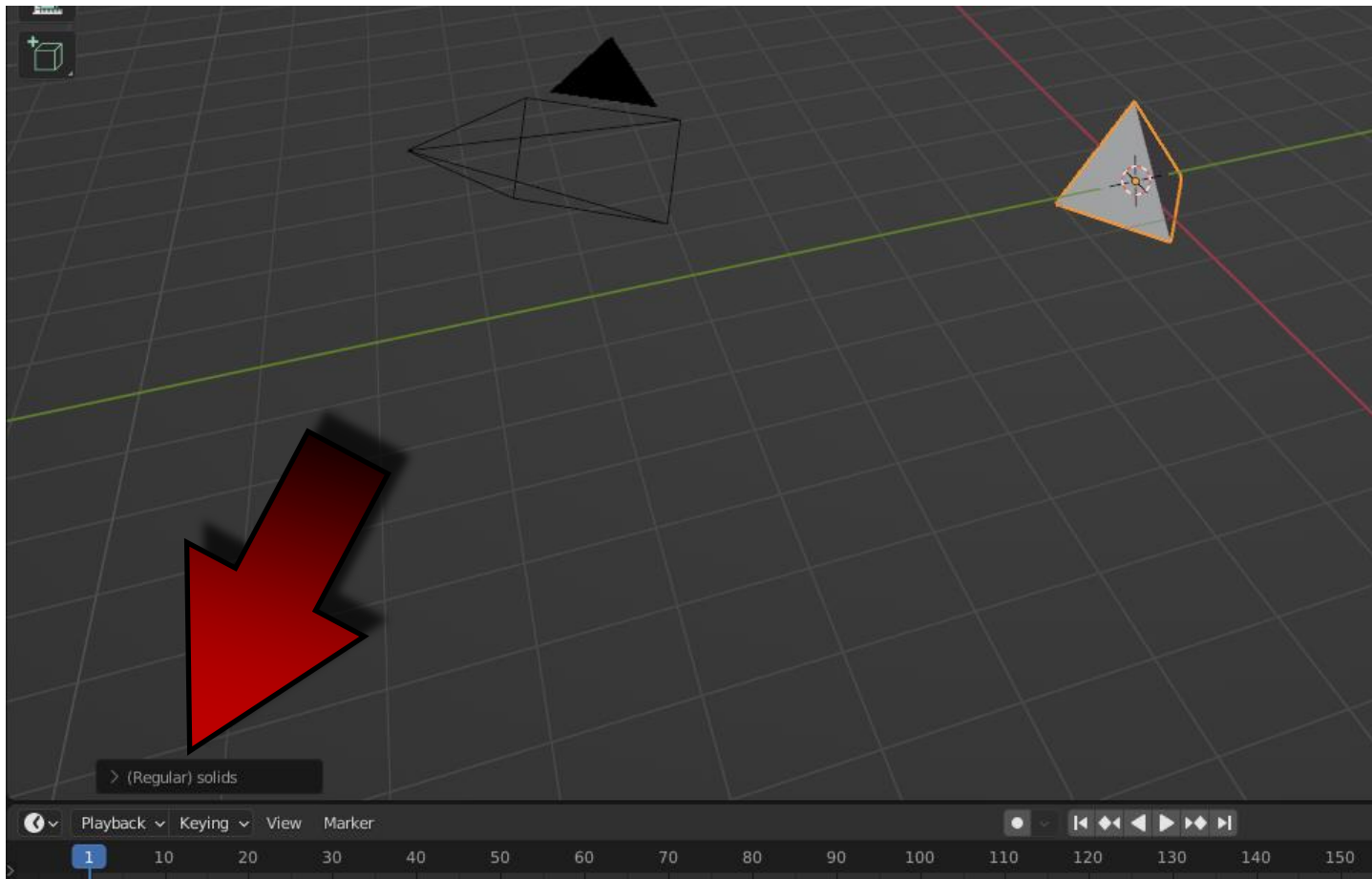
POWER OF AR AND VR

WITH **SHIFT+A** ENTER **REGULAR SOLID**

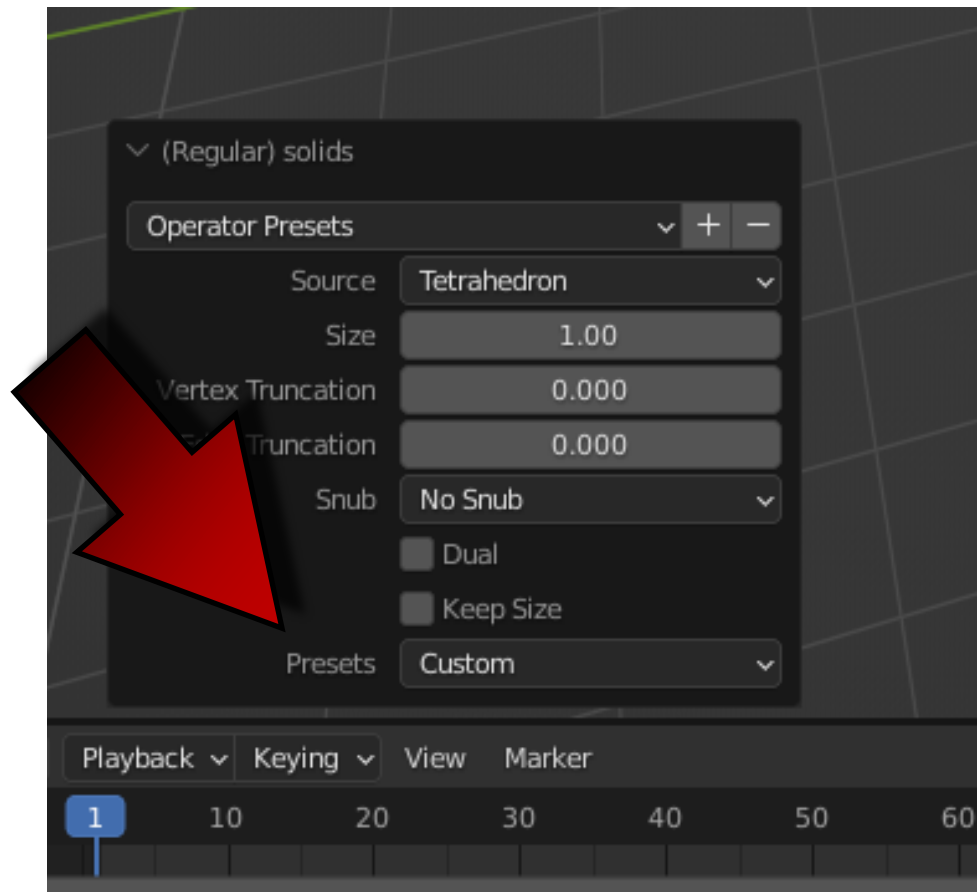


GEOMETRICAL SOLIDS

OPEN THE WINDOW IN THE BOTTOM LEFT CORNER

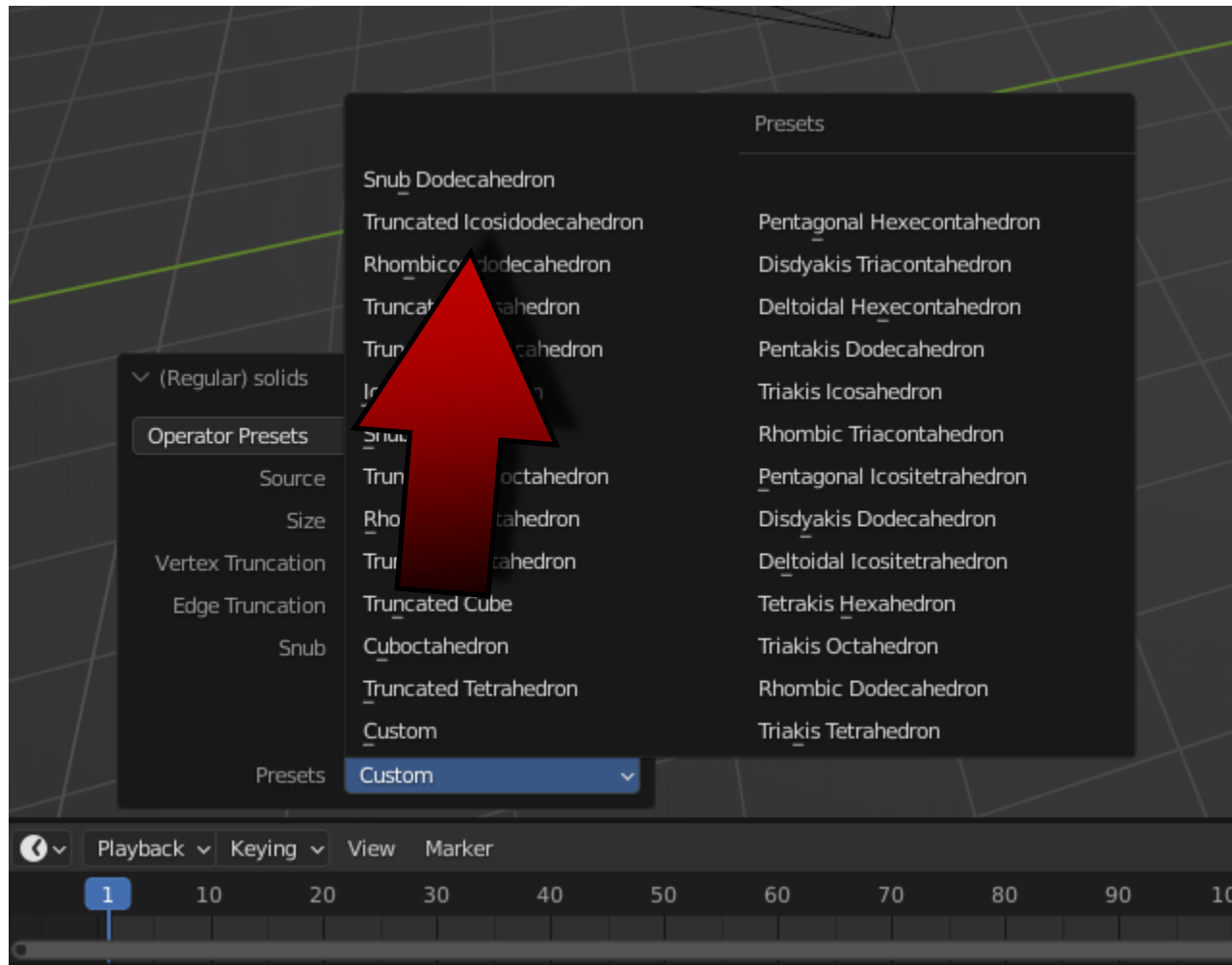


OPEN THE PRESETS TAB



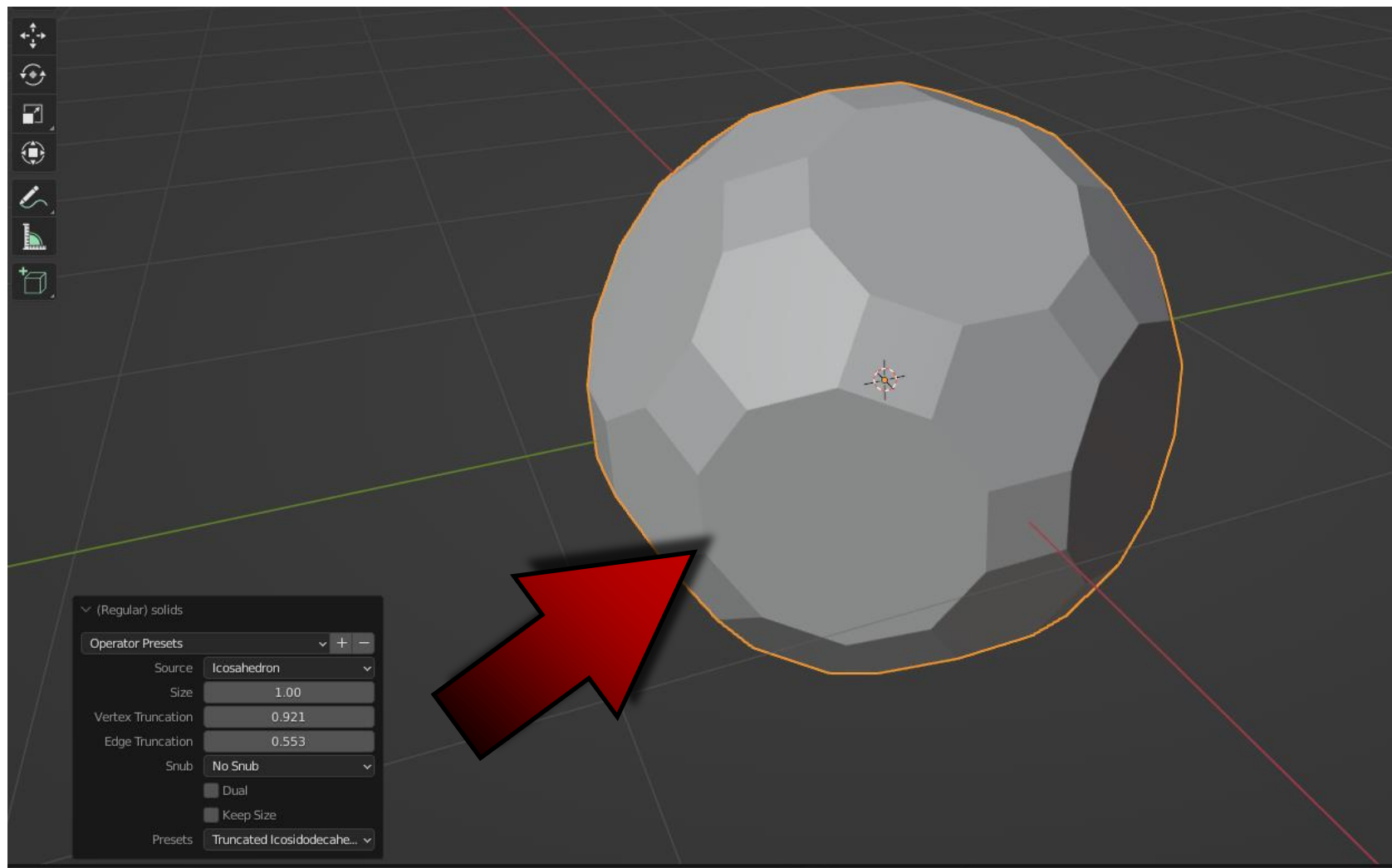
CHOOSE

TRUNCATED ICOSIDODECAHEDRON



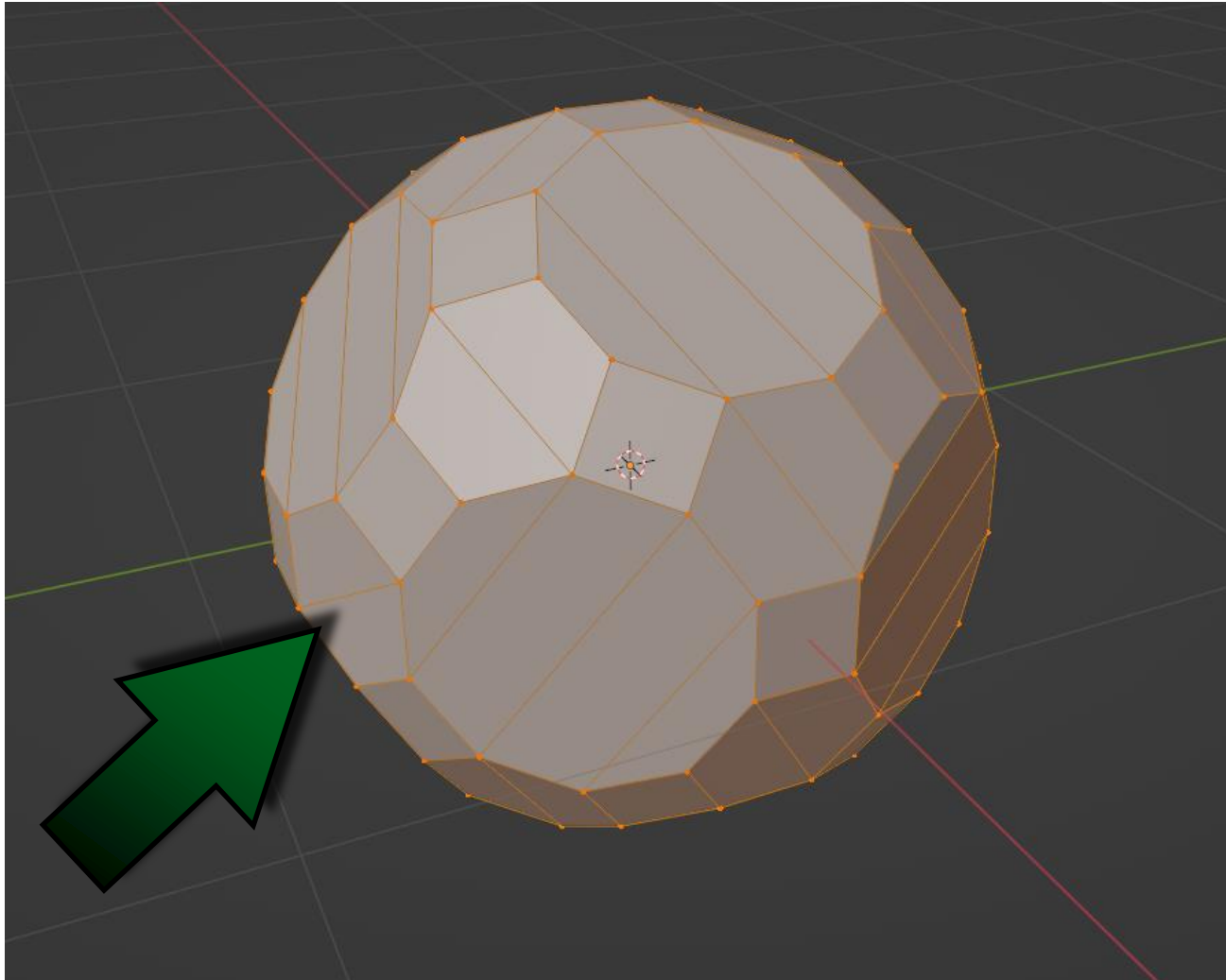
GEOMETRICAL SOLIDS

YOU WILL GET **THIS MODEL**



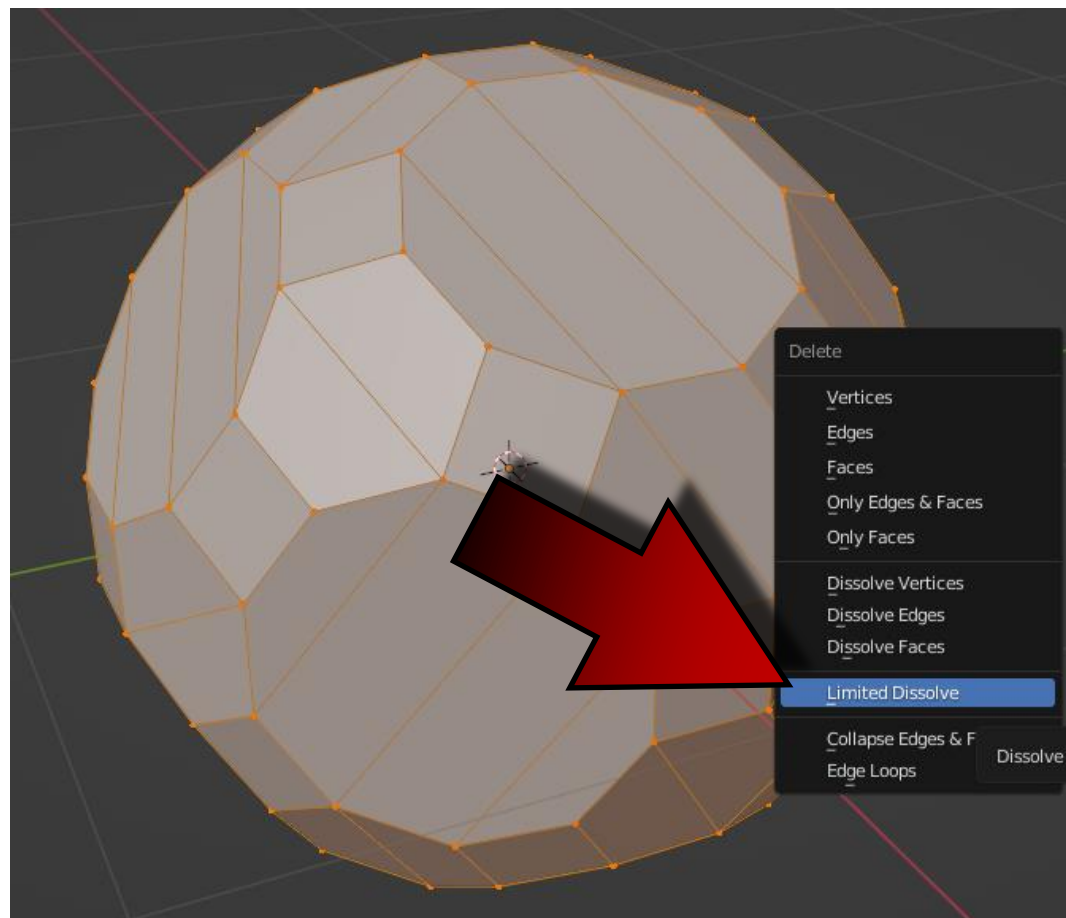
GEOMETRICAL SOLIDS

GO TO **EDIT MODE**

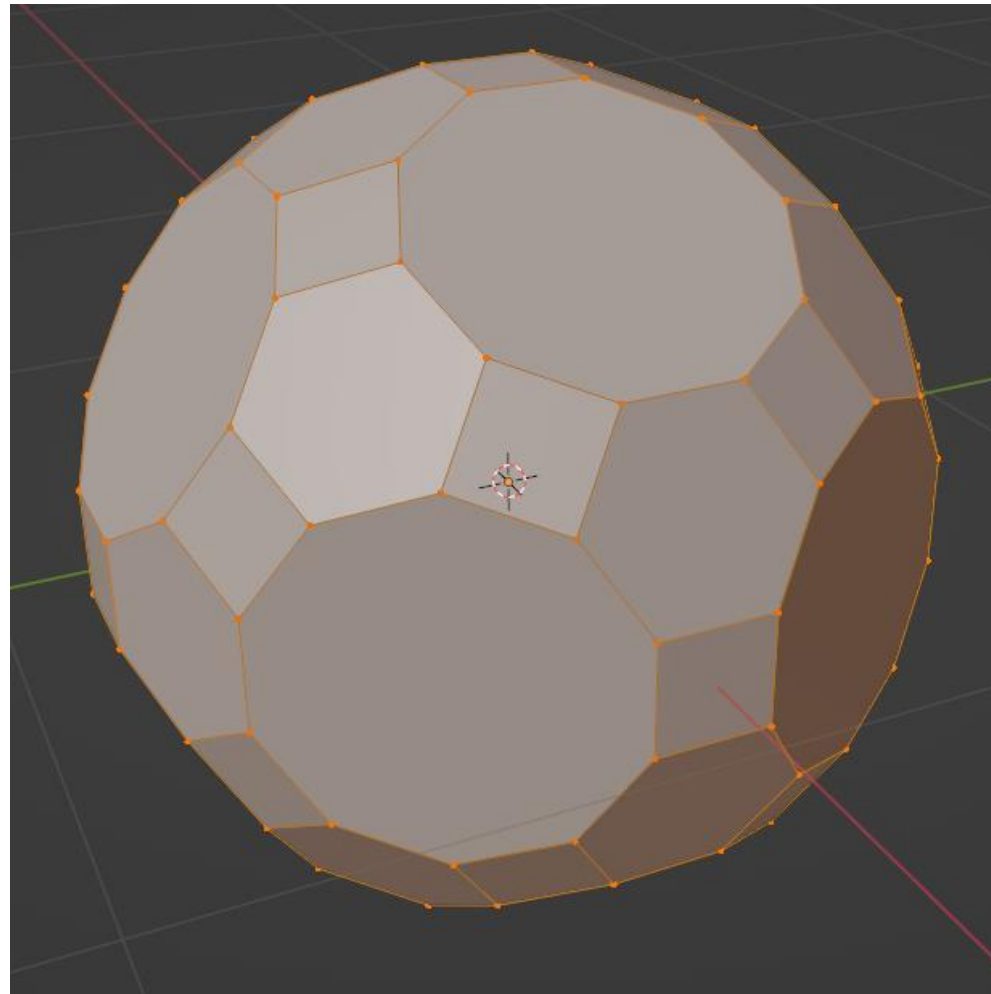


GEOMETRICAL SOLIDS

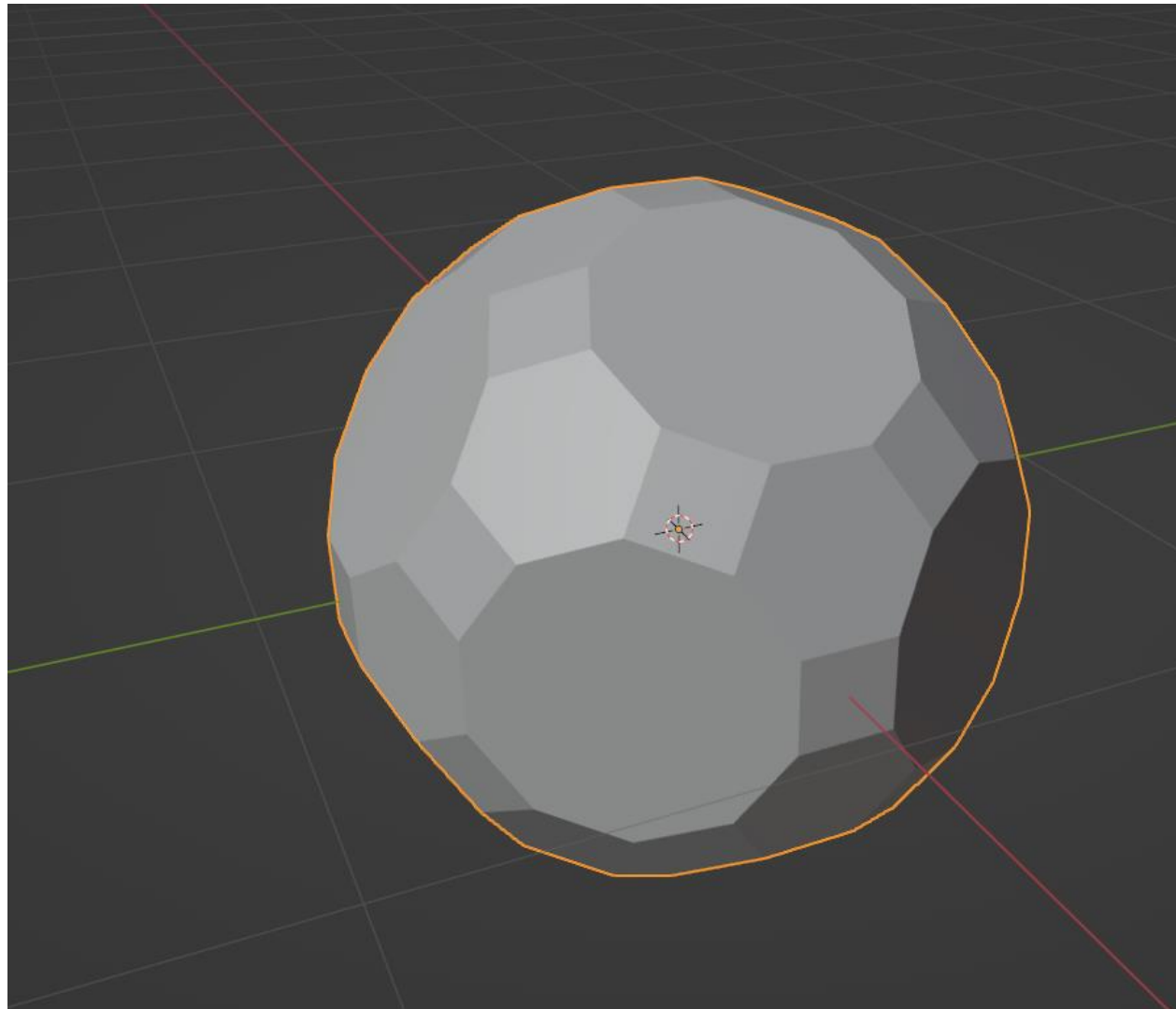
PRESS **KEY X** AND SELECT **LIMITED DISSOLVE**



EXCESS ITEMS WILL BE REMOVED



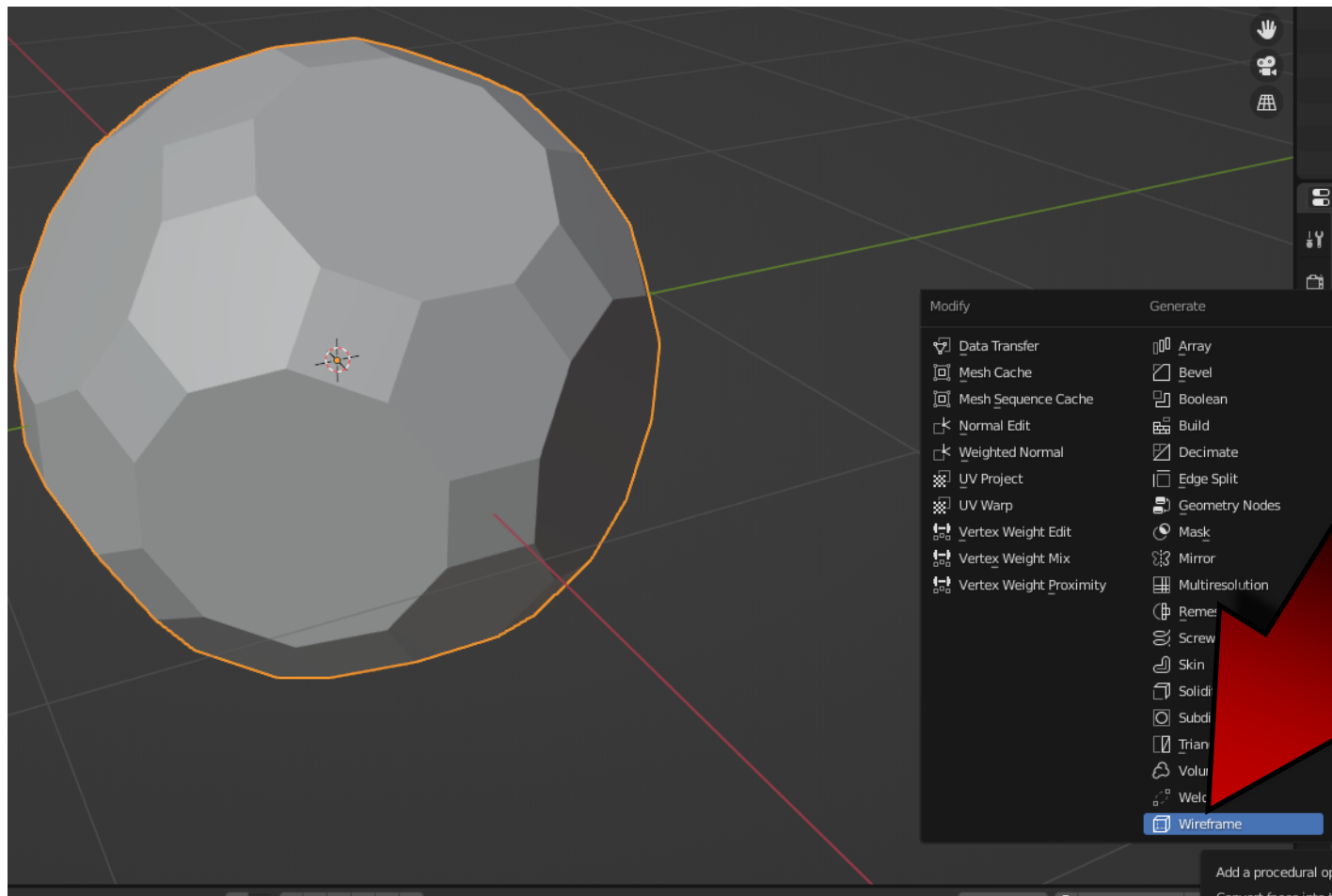
GO TO **OBJECT** MODE



GEOMETRICAL SOLIDS

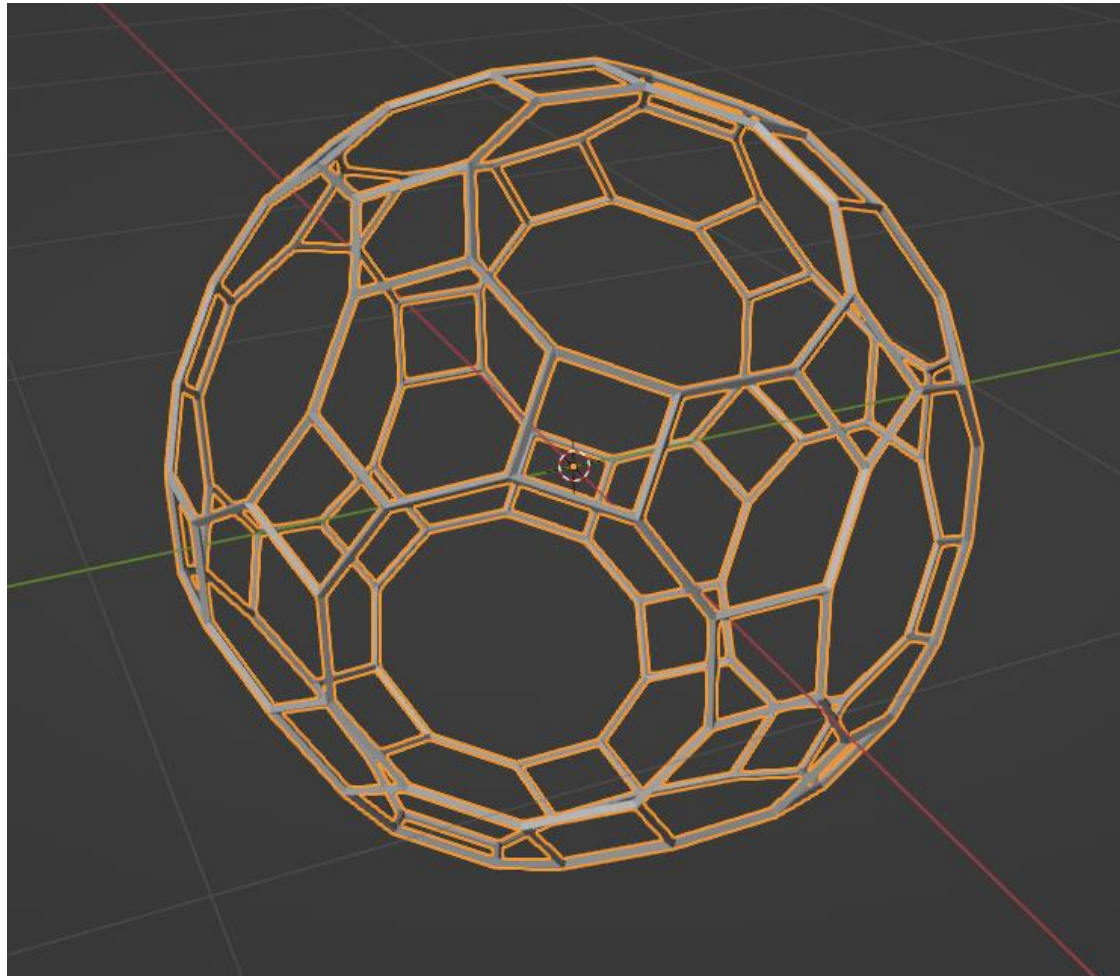
POWER OF AR AND VR

SELECT WIREFRAME MODIFIER



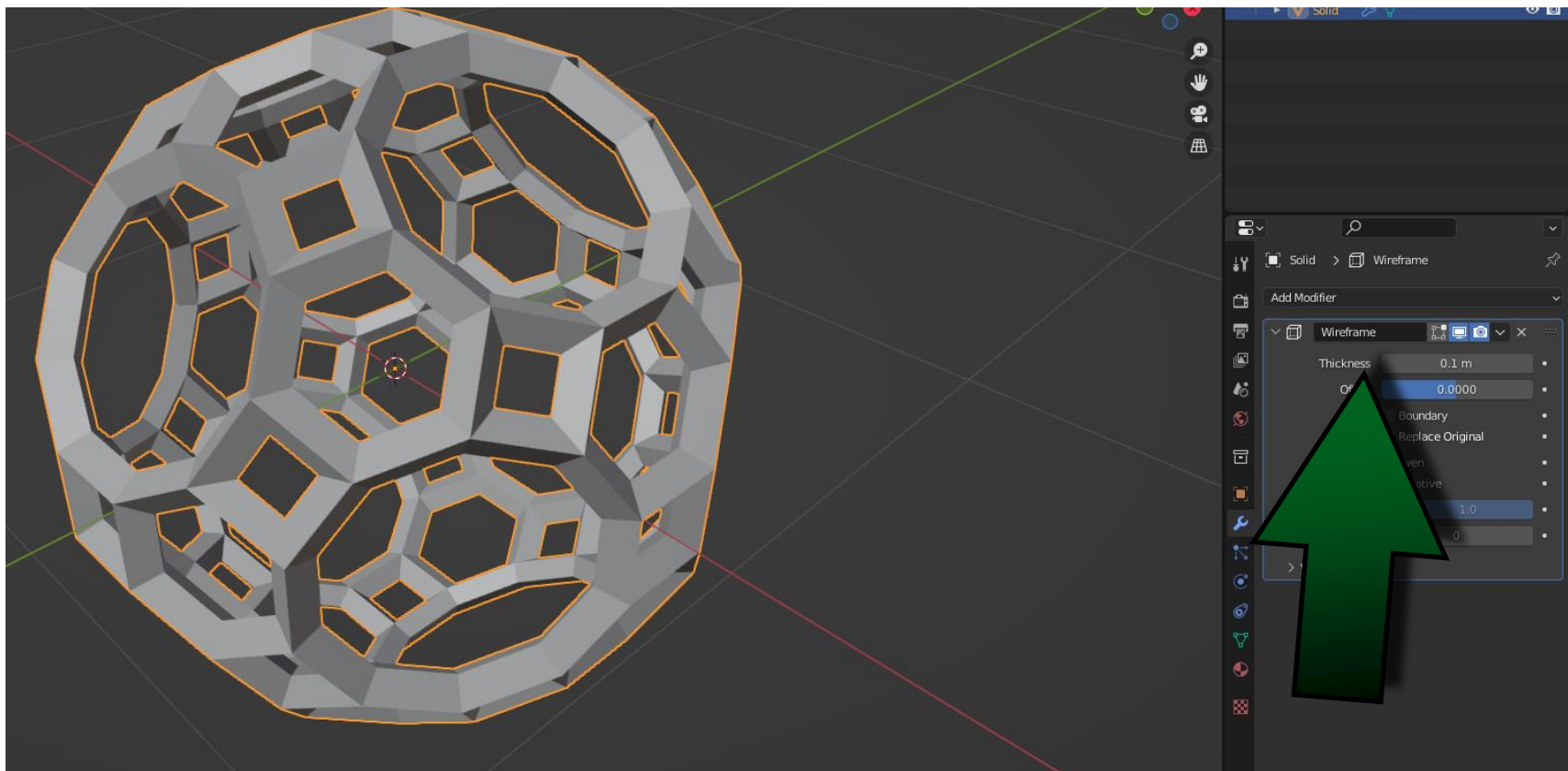
GEOMETRICAL SOLIDS

THIS IS HOW IT WORKS

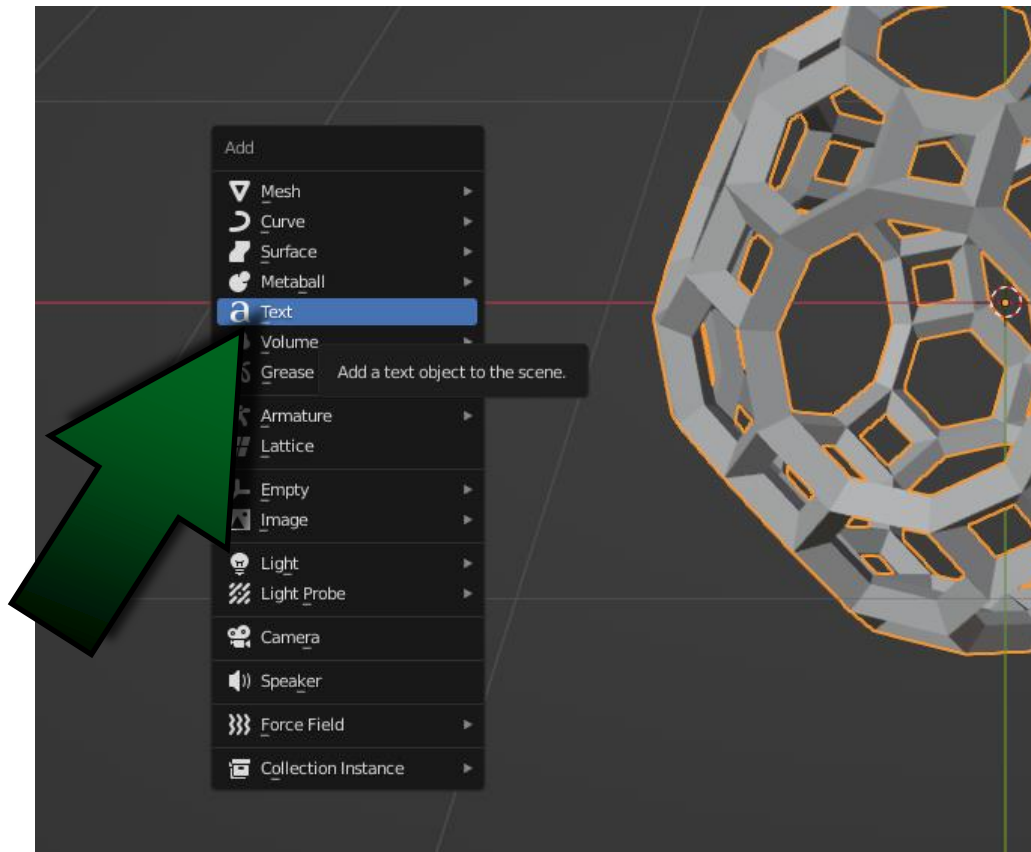


GEOMETRICAL SOLIDS

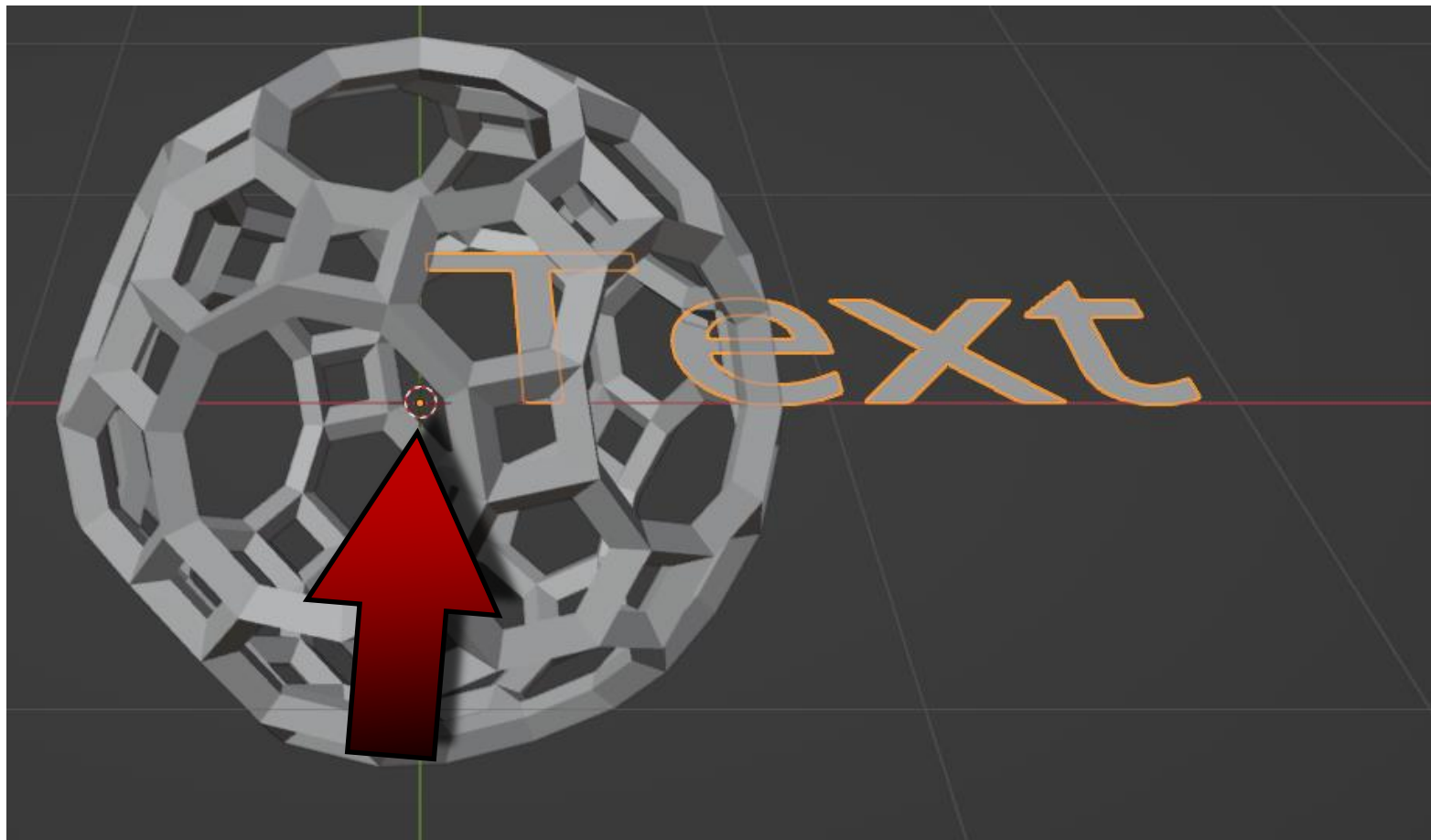
OVERRIDE THE SETTINGS IN THE THICKNESS WINDOW



ADD TEXT WITH SHIFT+A



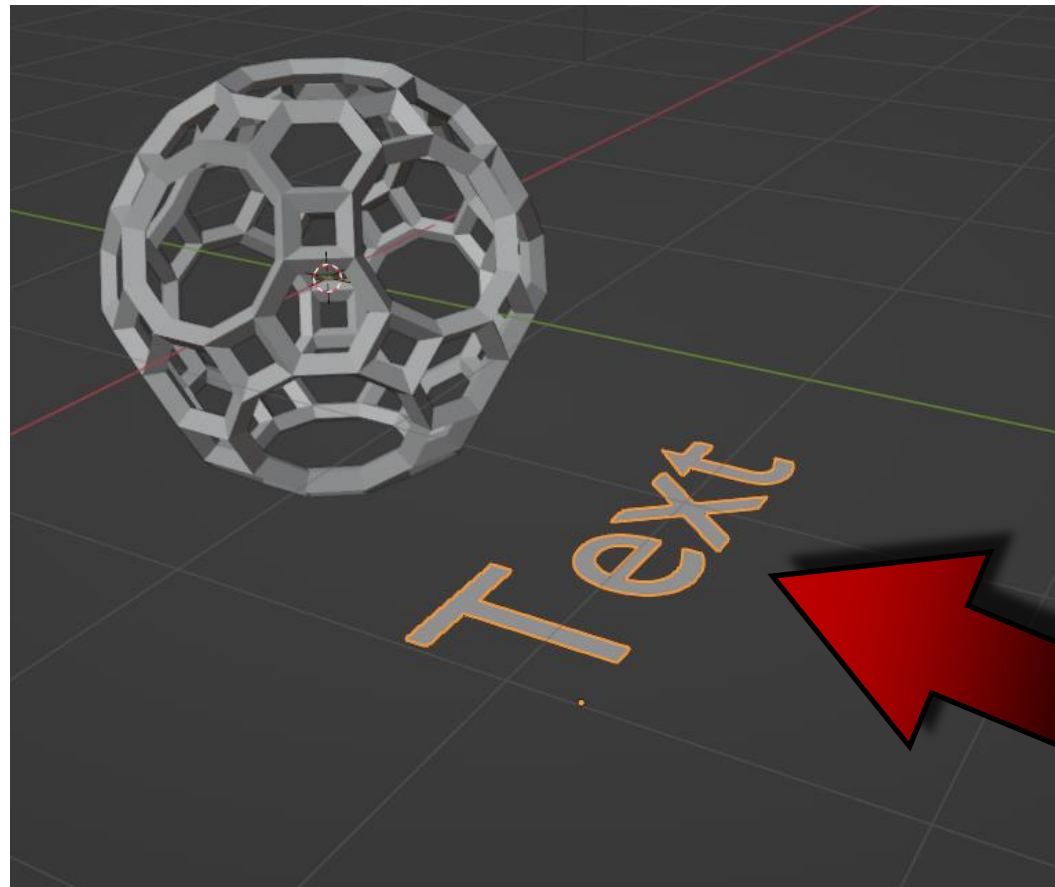
TEXT IS INSERT INTO THE 3D CURSOR



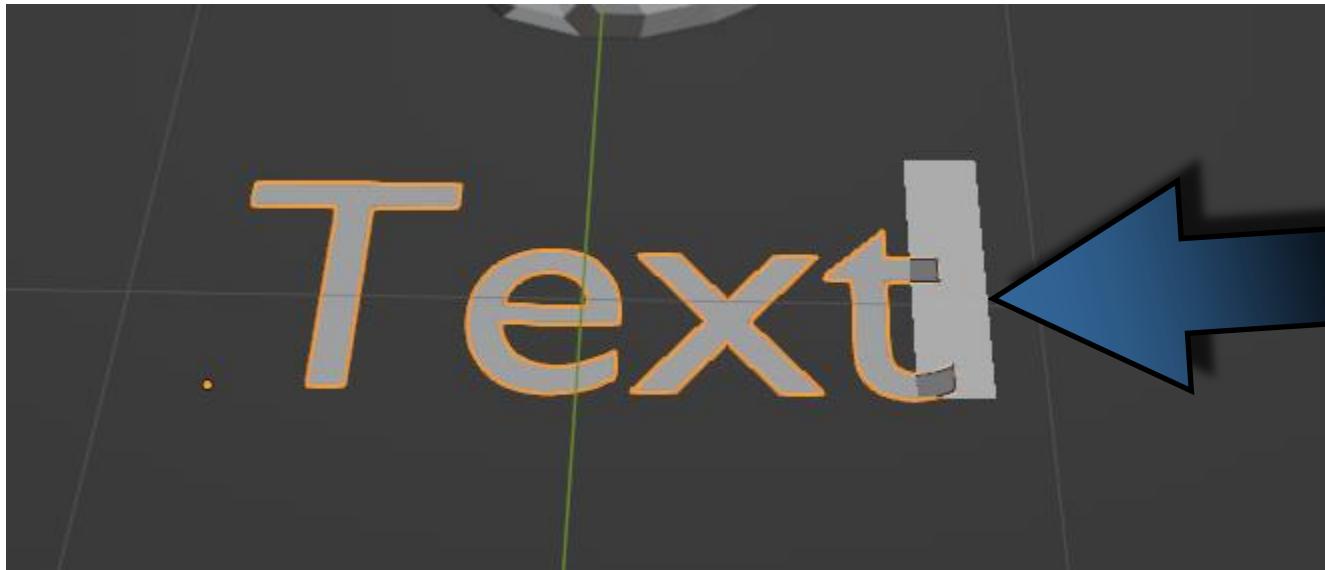
GEOMETRICAL SOLIDS

SET TEXT

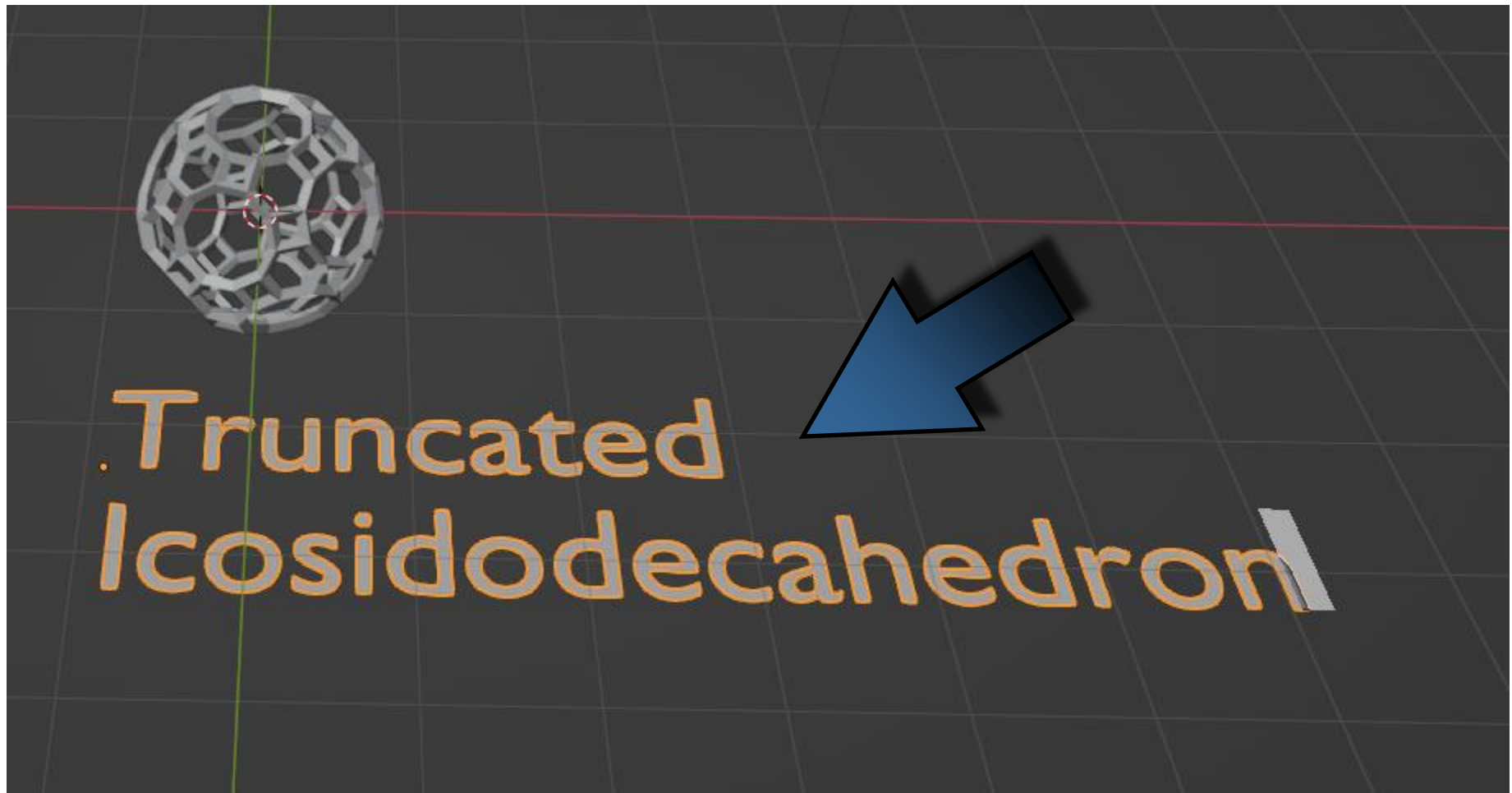
BEFORE MODEL



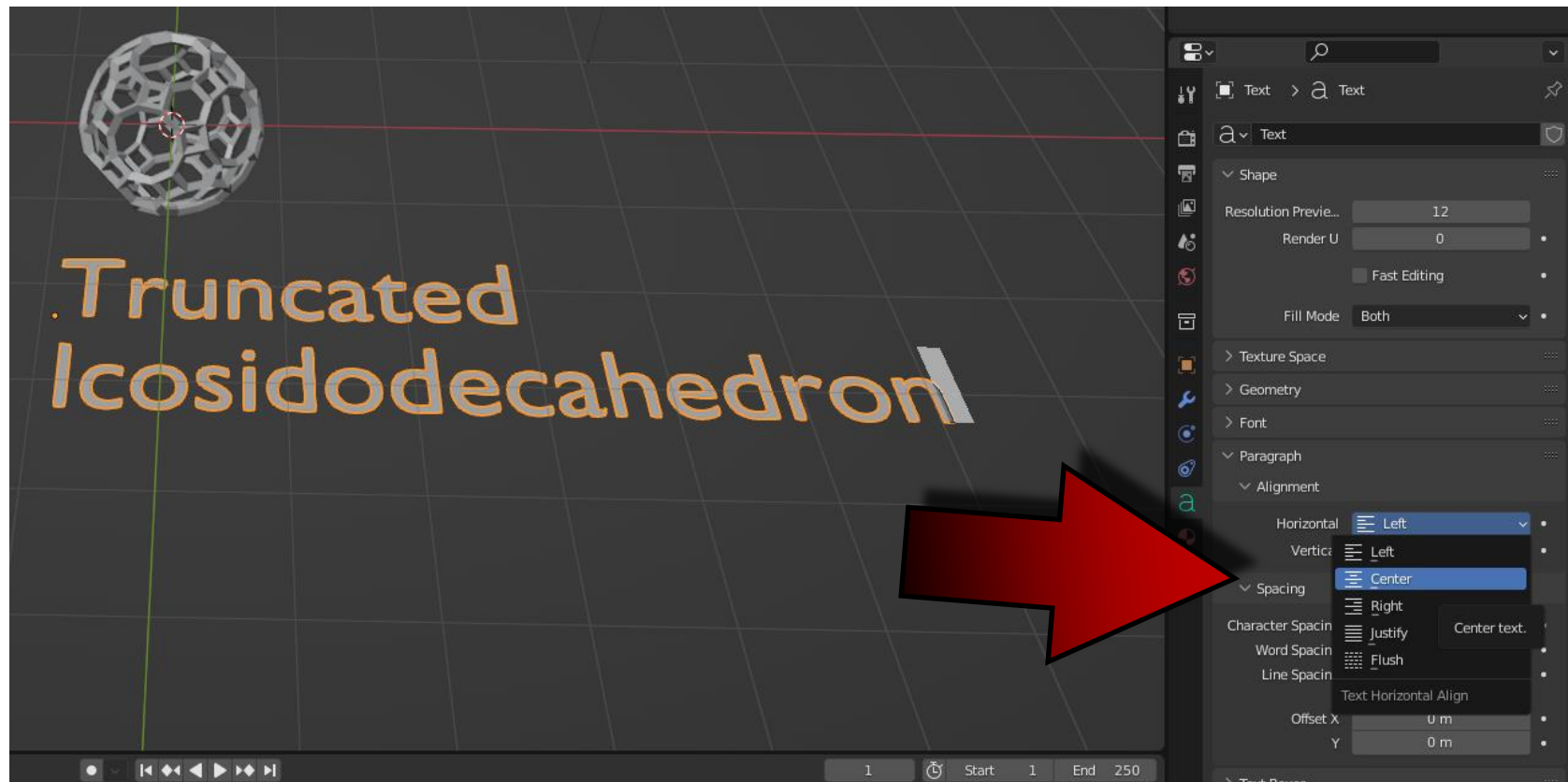
GO TO EDIT MODE FOR TEXT



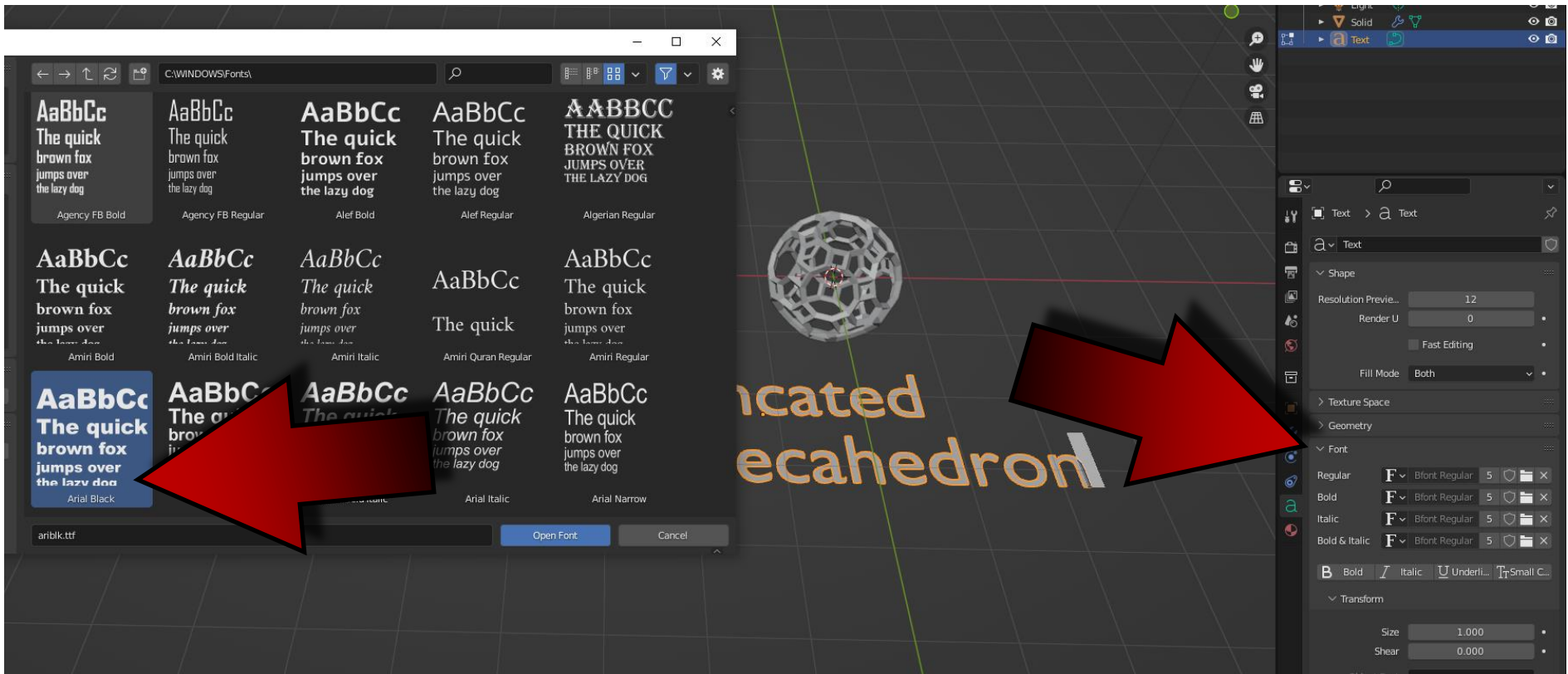
ENTER MODEL NAME



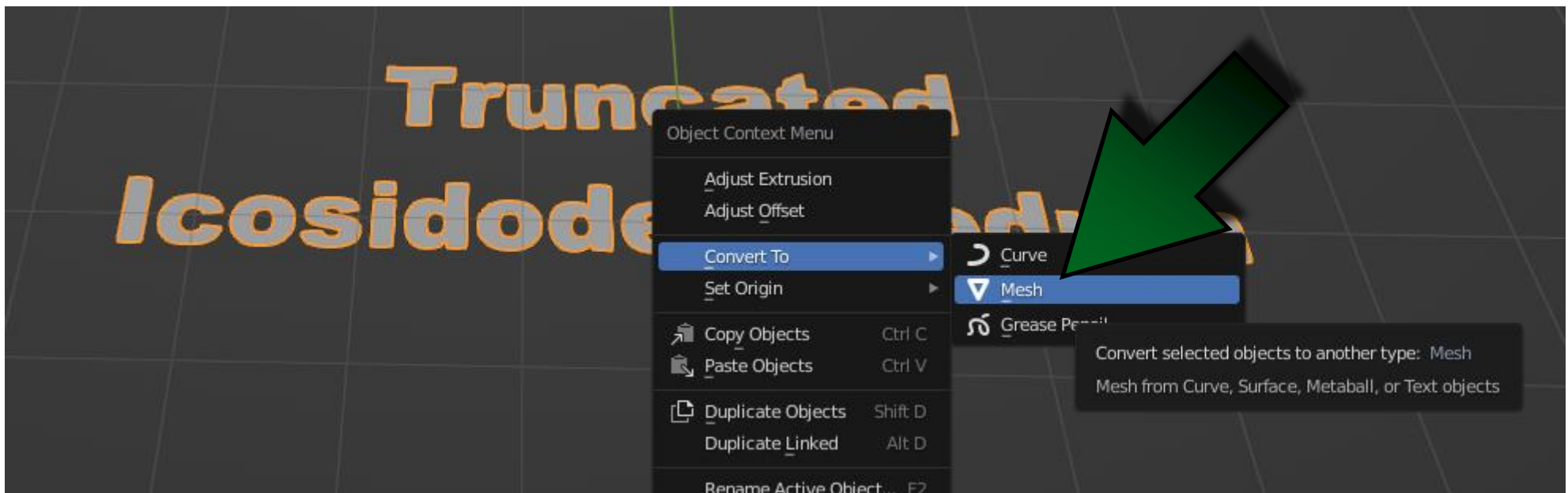
YOU CAN ALIGN THE FONT



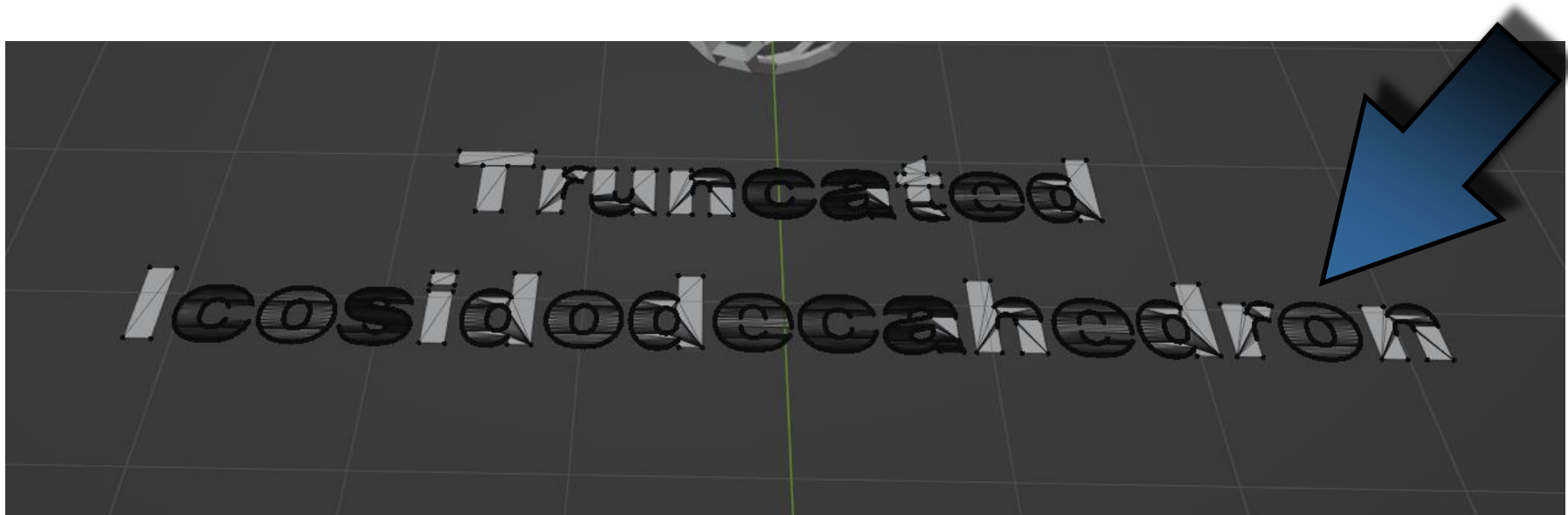
IF YOU ARE PLANNING TO PRINT 3D YOU CAN USE THE FONT ARIAL BLACK



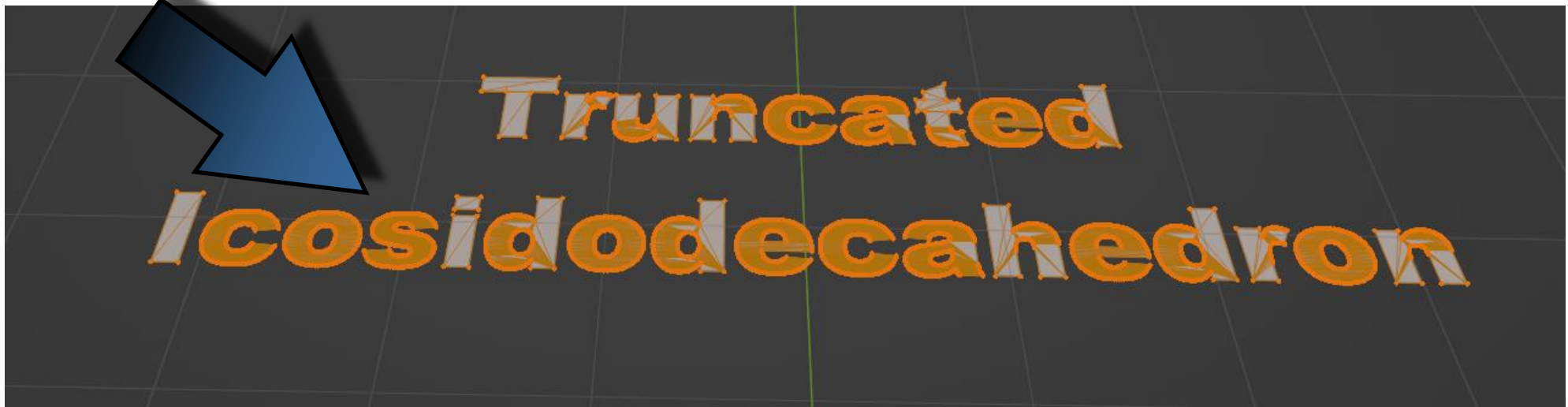
WITH THE RIGHT MOUSE KEY CONVERT TEXT TO MESH SELECT CONVERT TO / MESH



GO TO EDIT MODE

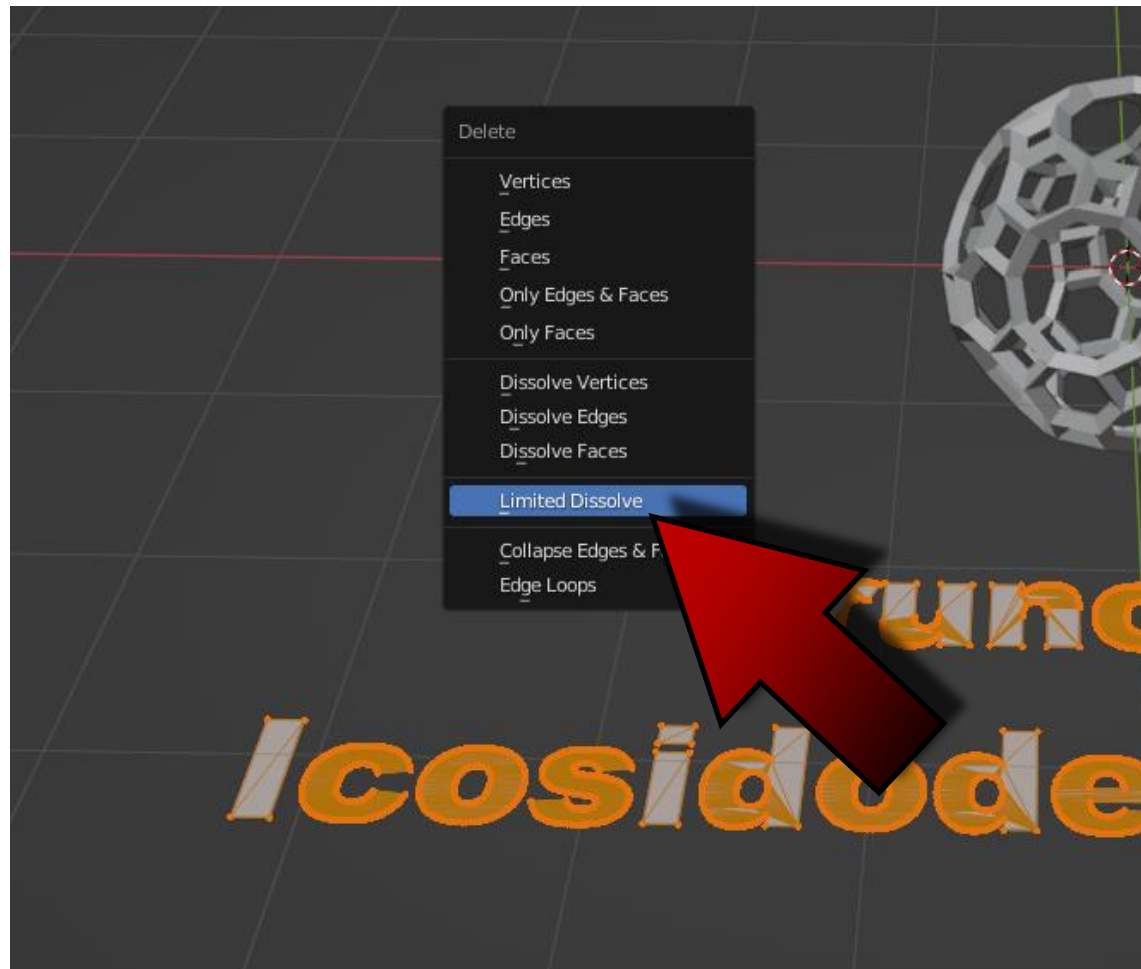


WITH THE A KEY
SELECT ALL



GEOMETRICAL SOLIDS

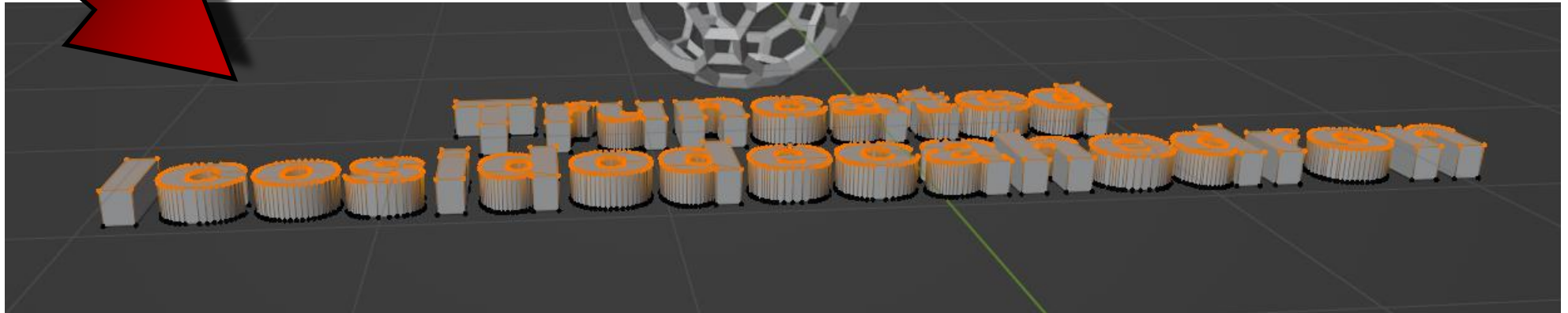
CLICK ON **X** AND SELECT **LIMITED DISSOLVE**



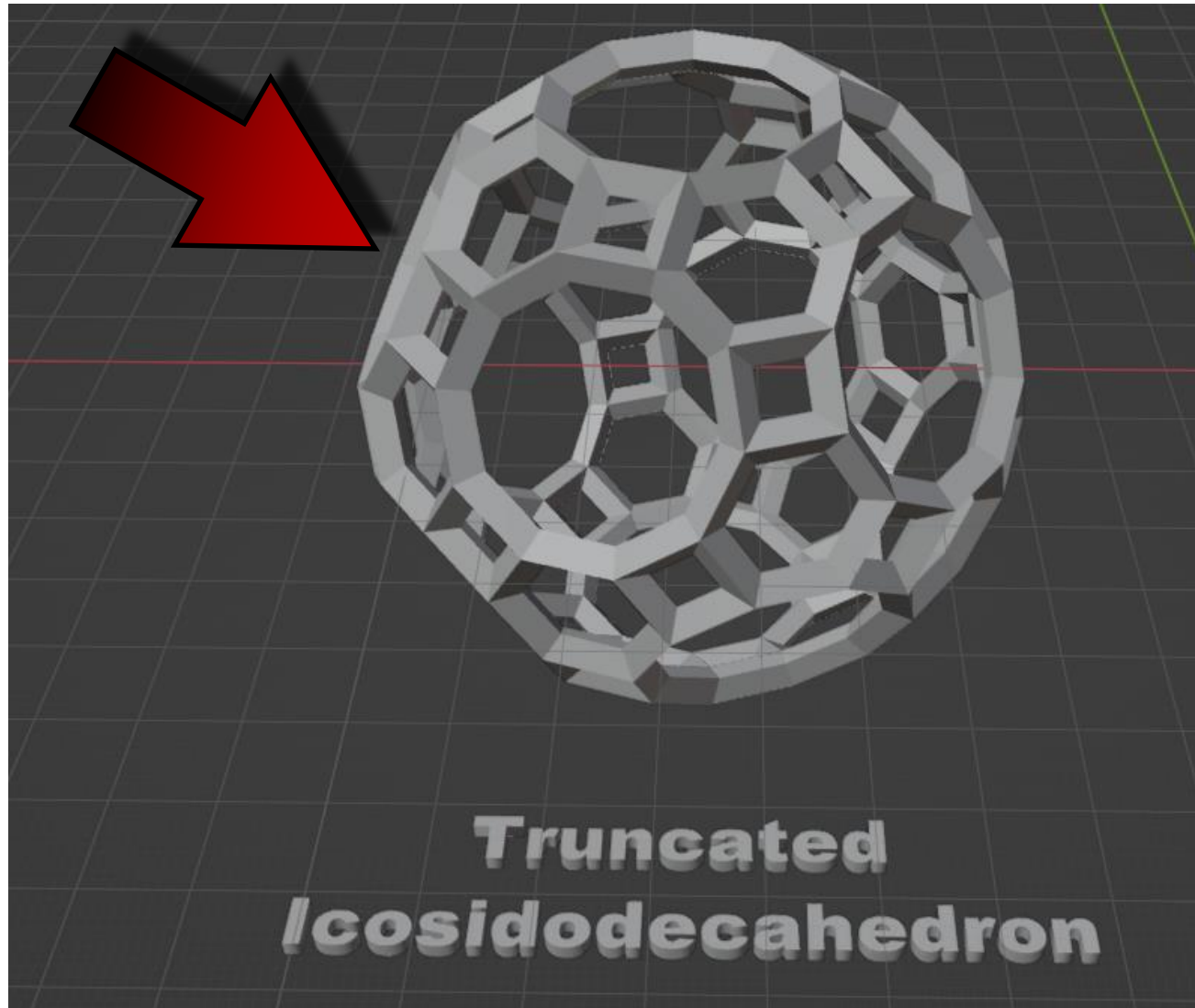
UNNECESSARY ELEMENTS WILL BE REMOVED



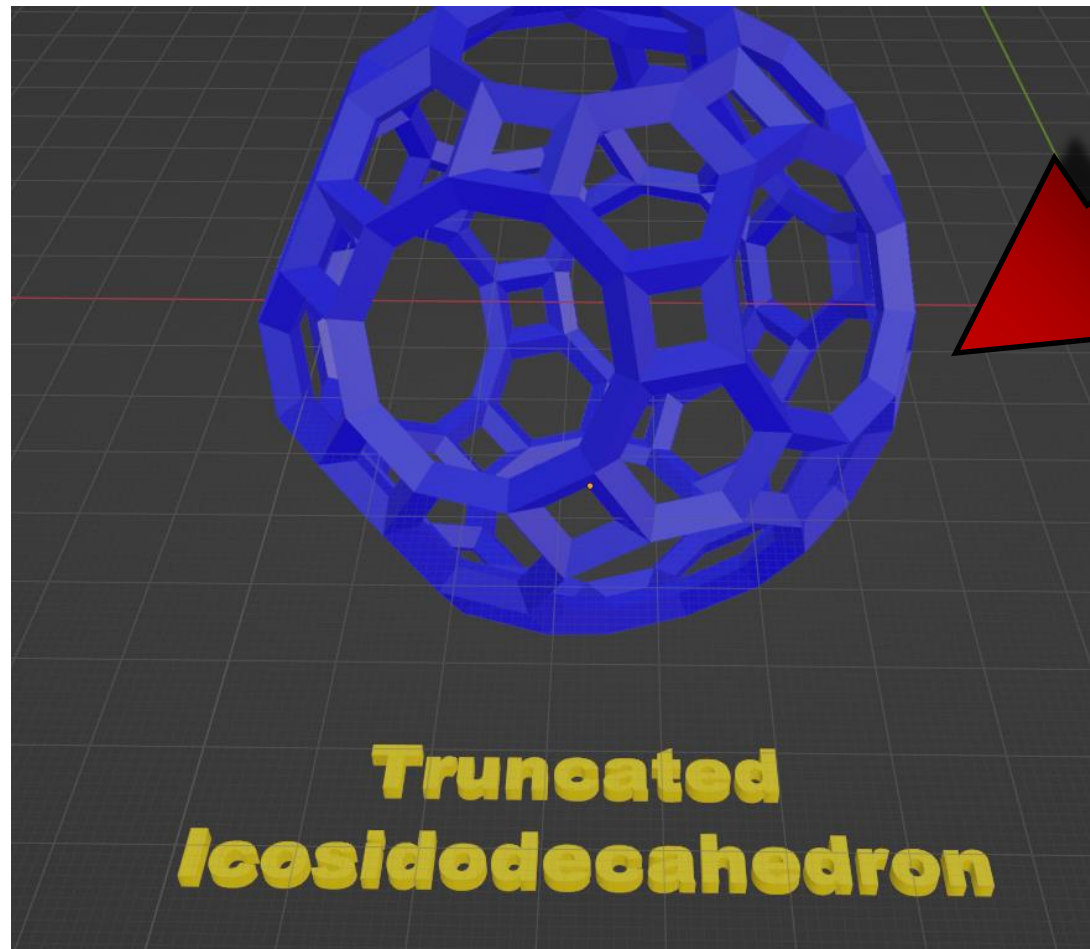
EXTRUDE TEXT



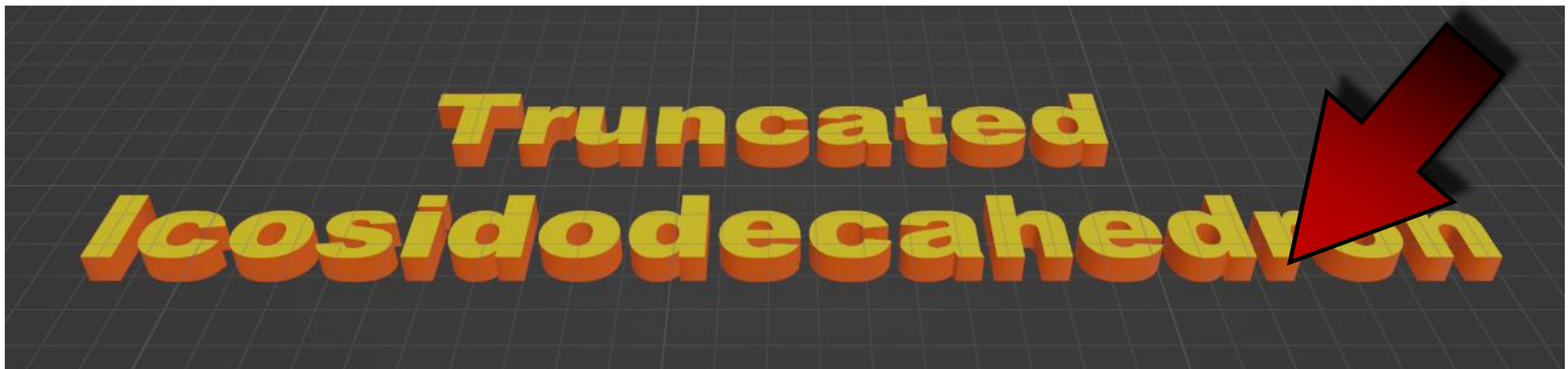
GO TO **OBJECT MODE**



ADD **COLORS**



**TO MAKE THE TEXT
BETTER VIEWED IN 3D GLASSES,
SLIGHTLY CHANGE THE COLOR
OF THE SIDE WALLS**

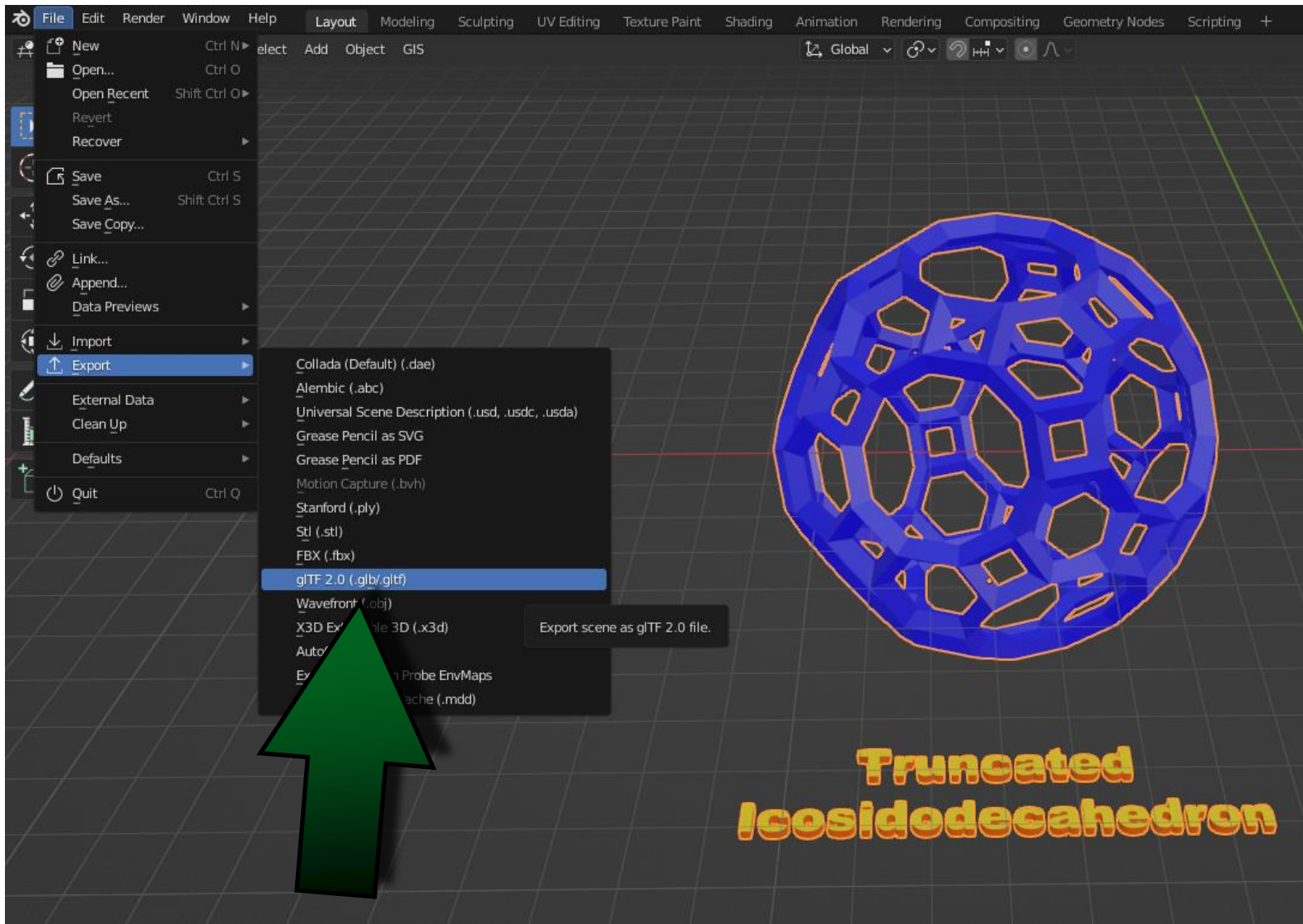




POWER OF AR AND VR



SELECT EXPORT TO GLB FORMAT



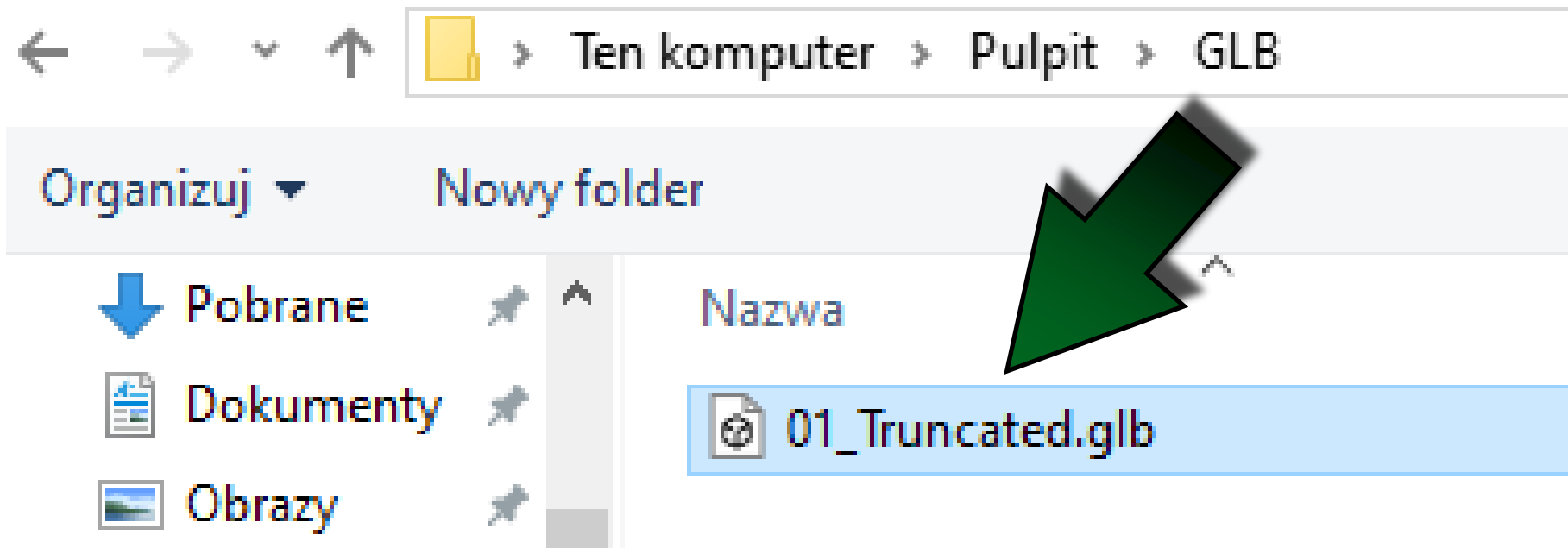
GEOMETRICAL SOLIDS

IN CLASS-VR SYSTEM CLICK ON **UPLOAD**



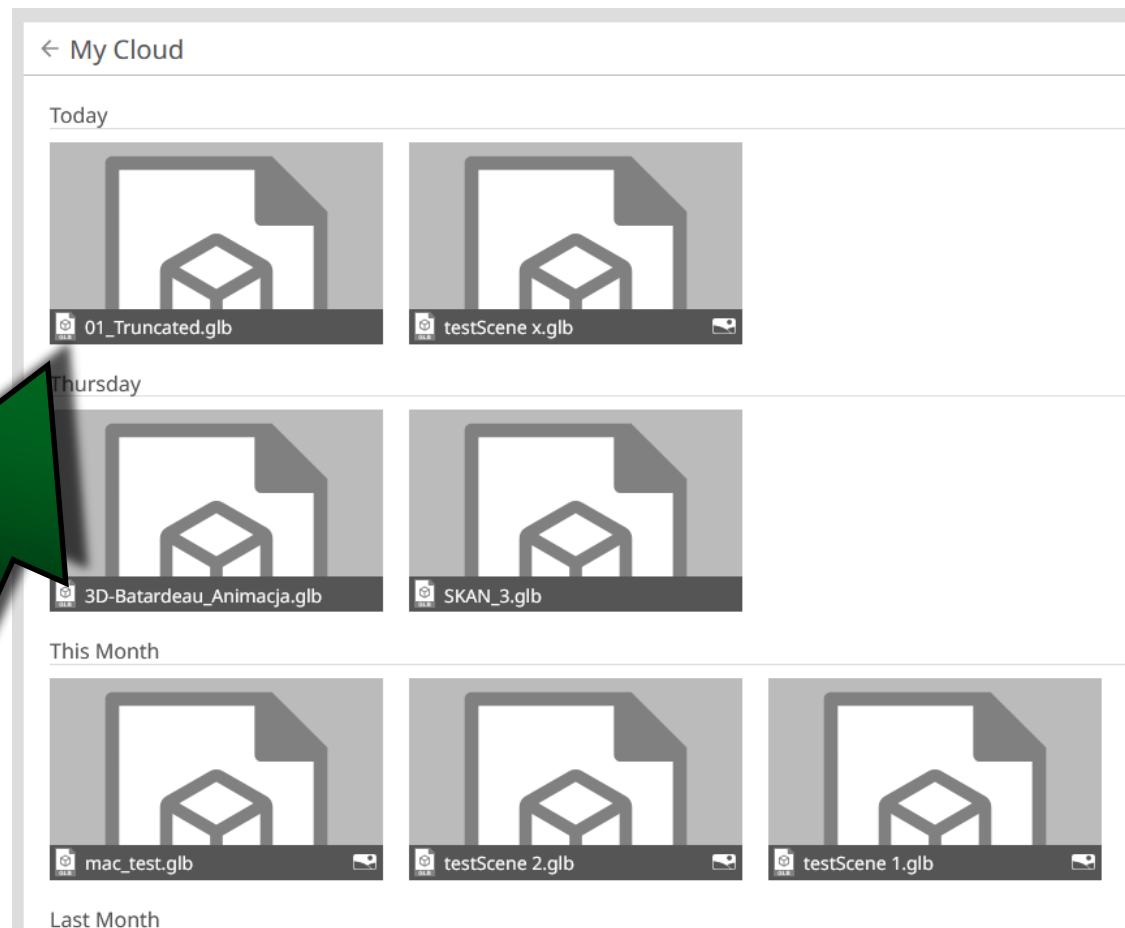
The screenshot shows the CLASSVR interface. At the top, there is a navigation bar with 'Plan' and 'Deliver' tabs, and a 'Help' button with a user profile icon. The main content area is titled 'My Cloud' and features an 'Upload' button, an 'Add Link' button, and a search bar. Below this, there are sections for 'Today', 'Thursday', and 'This Month', each displaying 3D model thumbnails. A large red arrow points to the 'Upload' button. On the left, there is a 'Playlist' sidebar with a 'Drag-and-drop resources here to make a new playlist' instruction. On the right, there is a 'Libraries' sidebar with categories like 'Personal', 'Shared', 'Global', and 'Subscriptions'.

SELECT FILE TO DOWNLOAD



POWER OF AR AND VR

IMPORTED AS A 3D MODEL

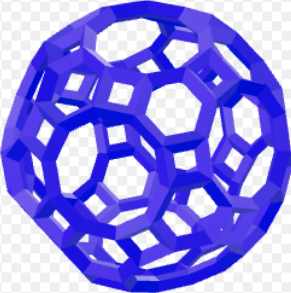


GEOMETRICAL SOLIDS

**BY CLICKING ON IT WE WILL SEE
THE PREVIEW AND
PARAMETERS OF THE FILE**

← 01_Truncated.glb

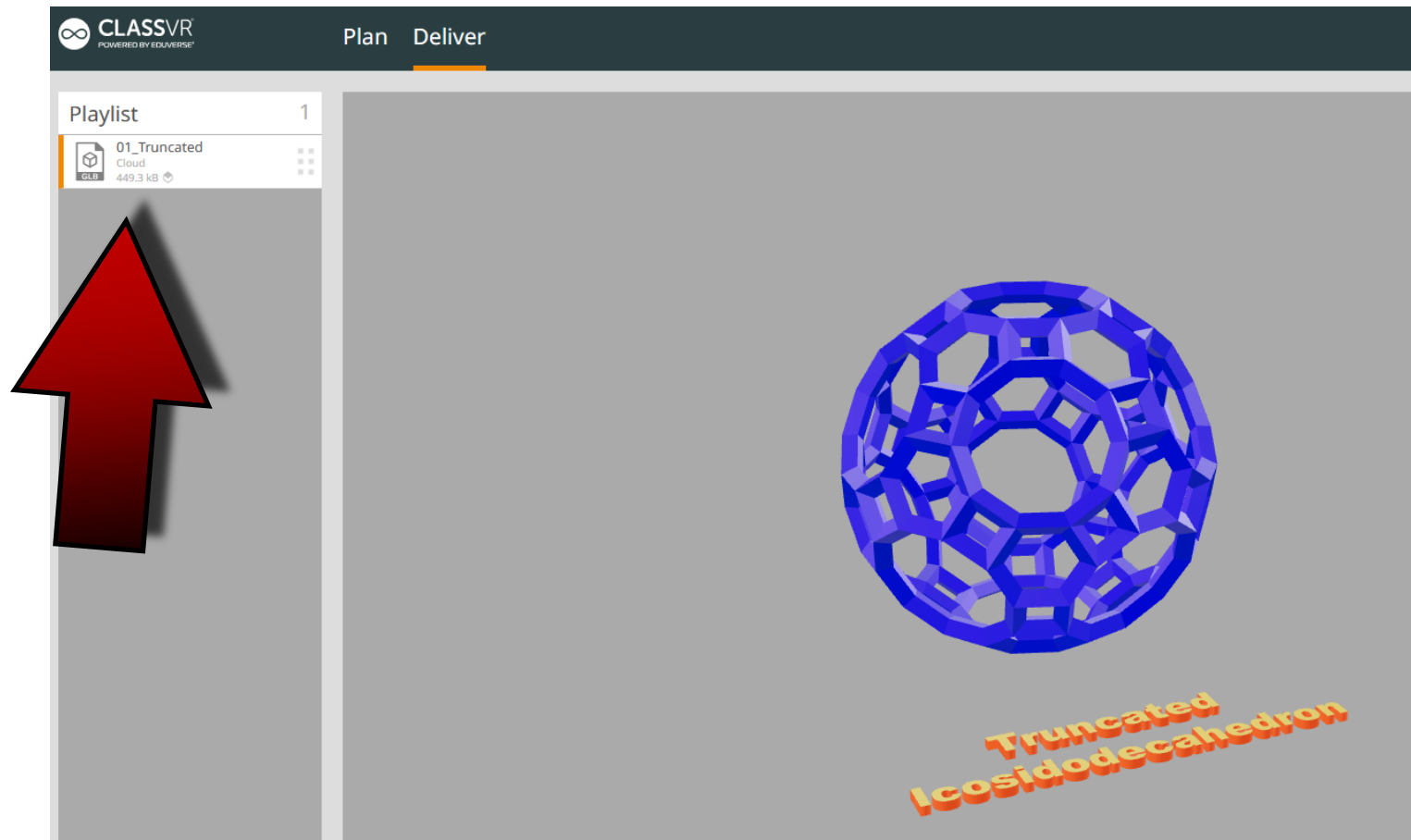
Filename	01_Truncated.glb
Type	model/gltf-binary
Size (bytes)	449 312
Timestamp	2024-11-18T17:29:29.000Z



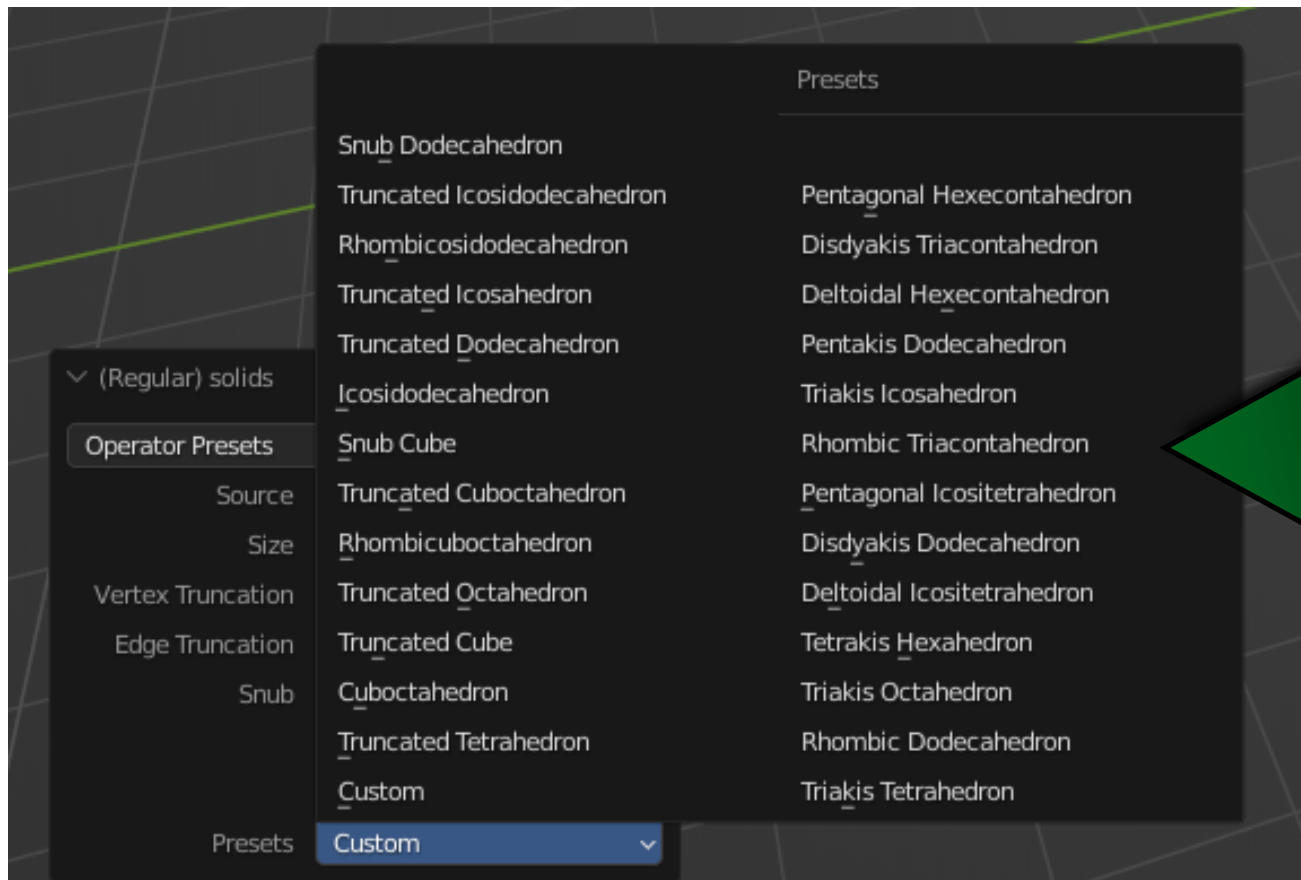
**Truncated
Icosidodecahedron**

The image shows a file preview interface for a 3D model. A red arrow points to the file information table, and a blue arrow points to the 3D model preview. The model is a blue wireframe structure of a truncated icosidodecahedron.

NOW WE CAN **TRANSFER** TO 3D GLASSES






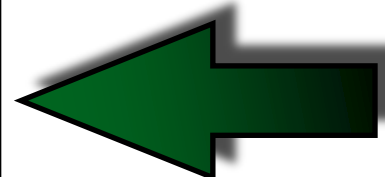
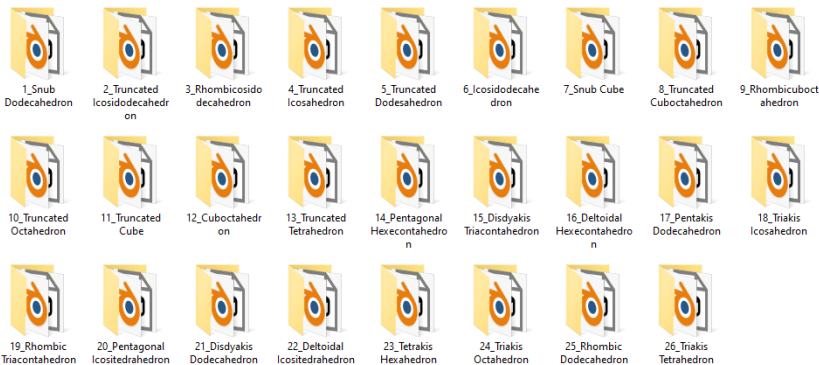
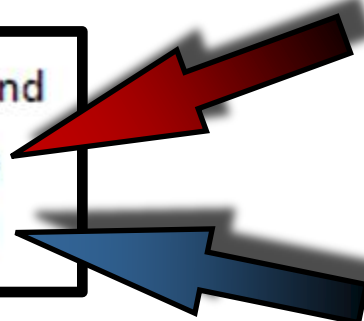
CREATE THE REST OF THE MODELS YOURSELF



POWER OF AR AND VR

EXPORT ALL TO GLB AND STL

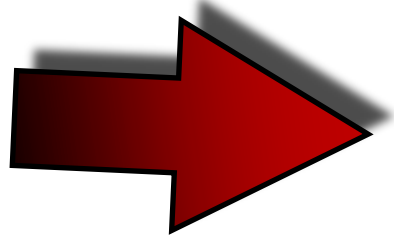
 2_Truncated Icosidodecahedron.blend
 2_Truncated Icosidodecahedron.glb
 2_Truncated Icosidodecahedron.stl



GEOMETRICAL SOLIDS

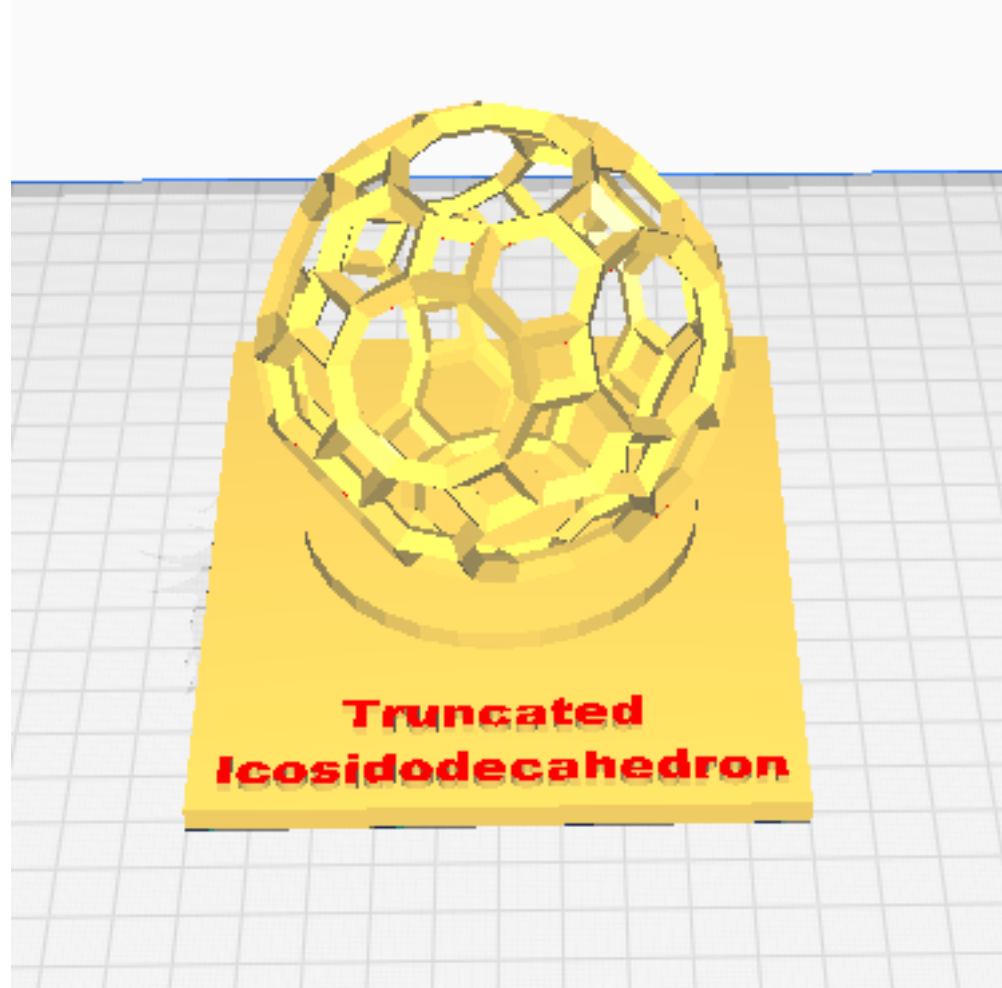
POWER OF AR AND VR

**YOU CAN ADD STANDS AND
PRINT ALL OF THEM ON A 3D PRINTER**



GEOMETRICAL SOLIDS

A MODEL MADE IN THIS WAY CAN BE PRINTED **WITHOUT SUPPORTS**



GEOMETRICAL SOLIDS

POWER OF AR AND VR

**THANK YOU FOR
YOUR ATTENTION**



**Co-funded by
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