

CURVES

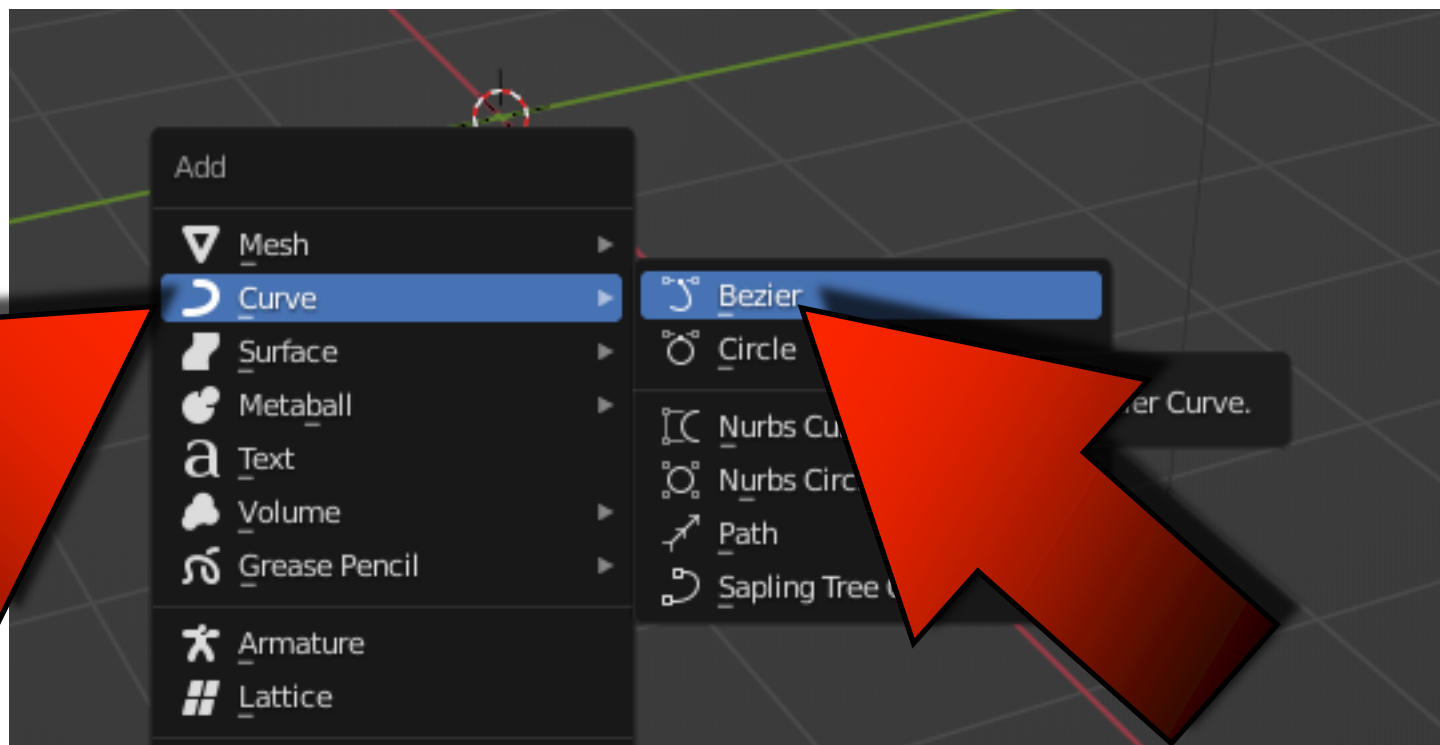


**Co-funded by
the European Union**



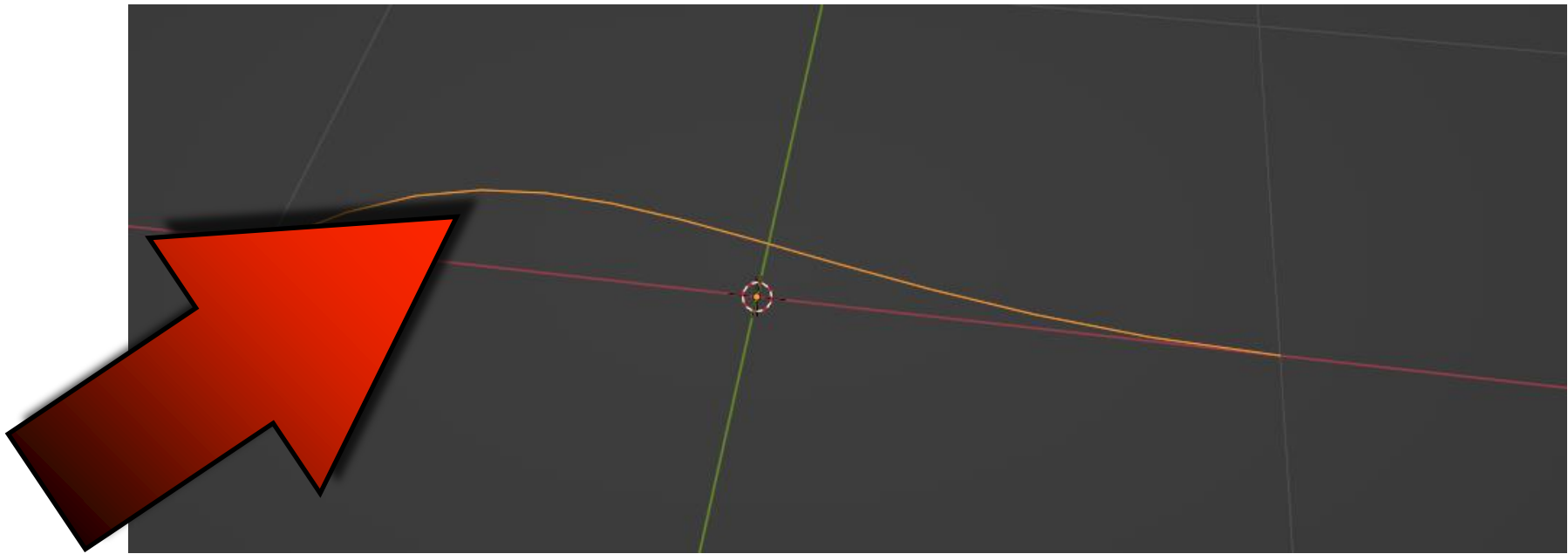
2024-1-PL01-KA220-VET-000243150

PRESS SHIFT + A
AND CHOOSE
CURVE / BEZIER



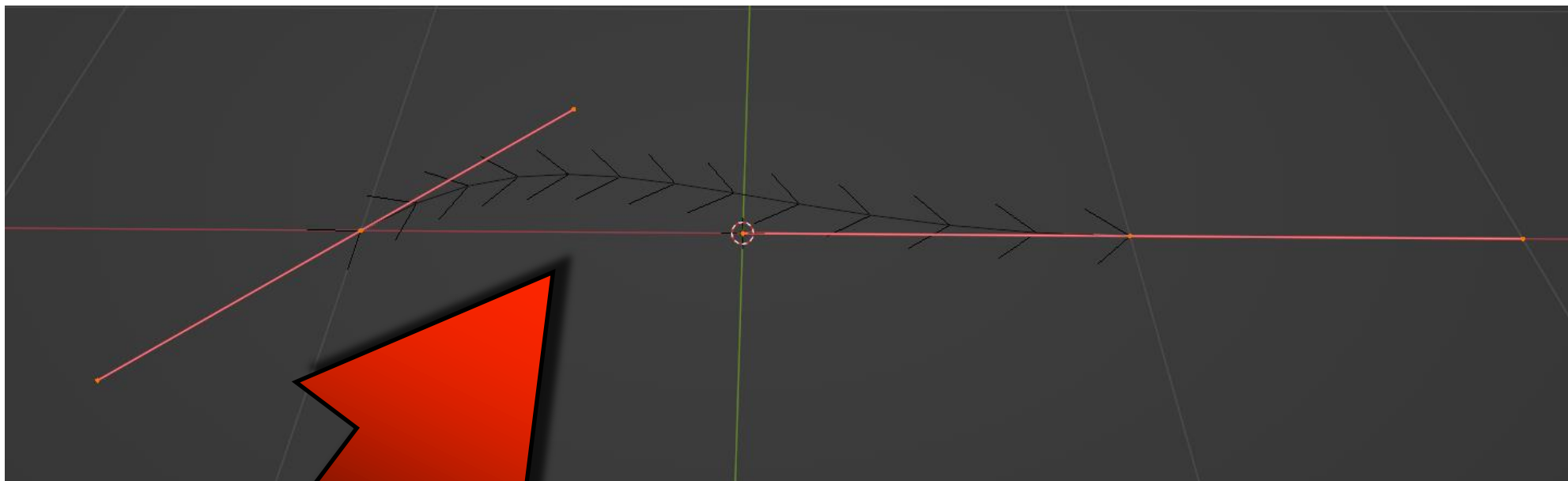
CURVES

THIS IS WHAT **THE CURVE LOOKS
LIKE IN THE OBJECT MODE**



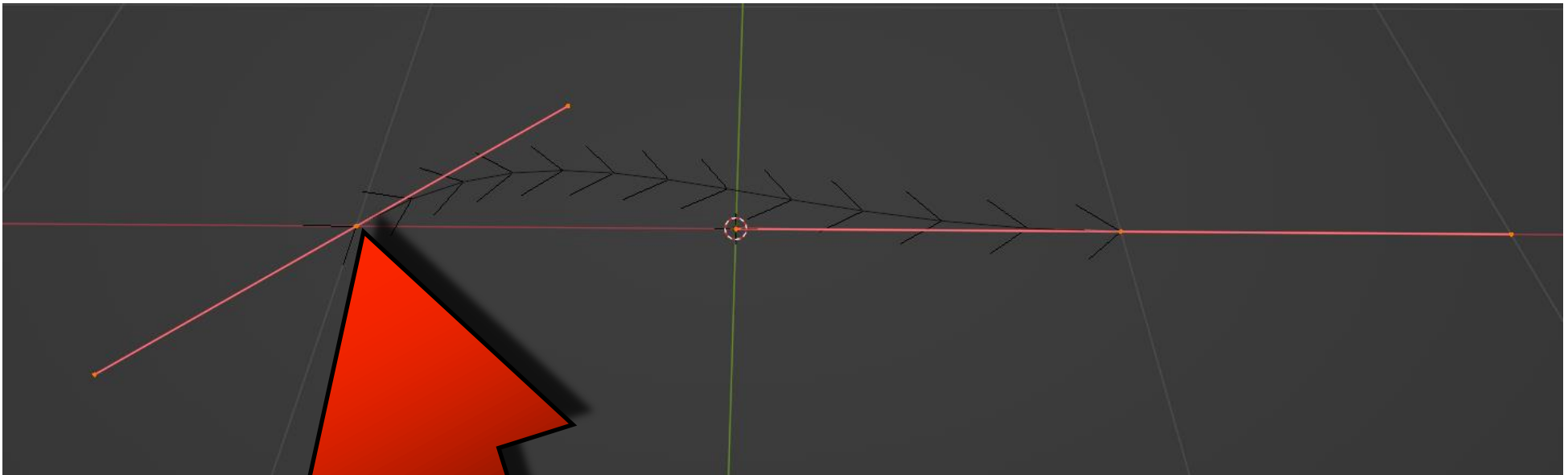
CURVES

**WHEN YOU ENTER
THE EDIT MODE, THE VIEW WILL
CHANGE A LITTLE**



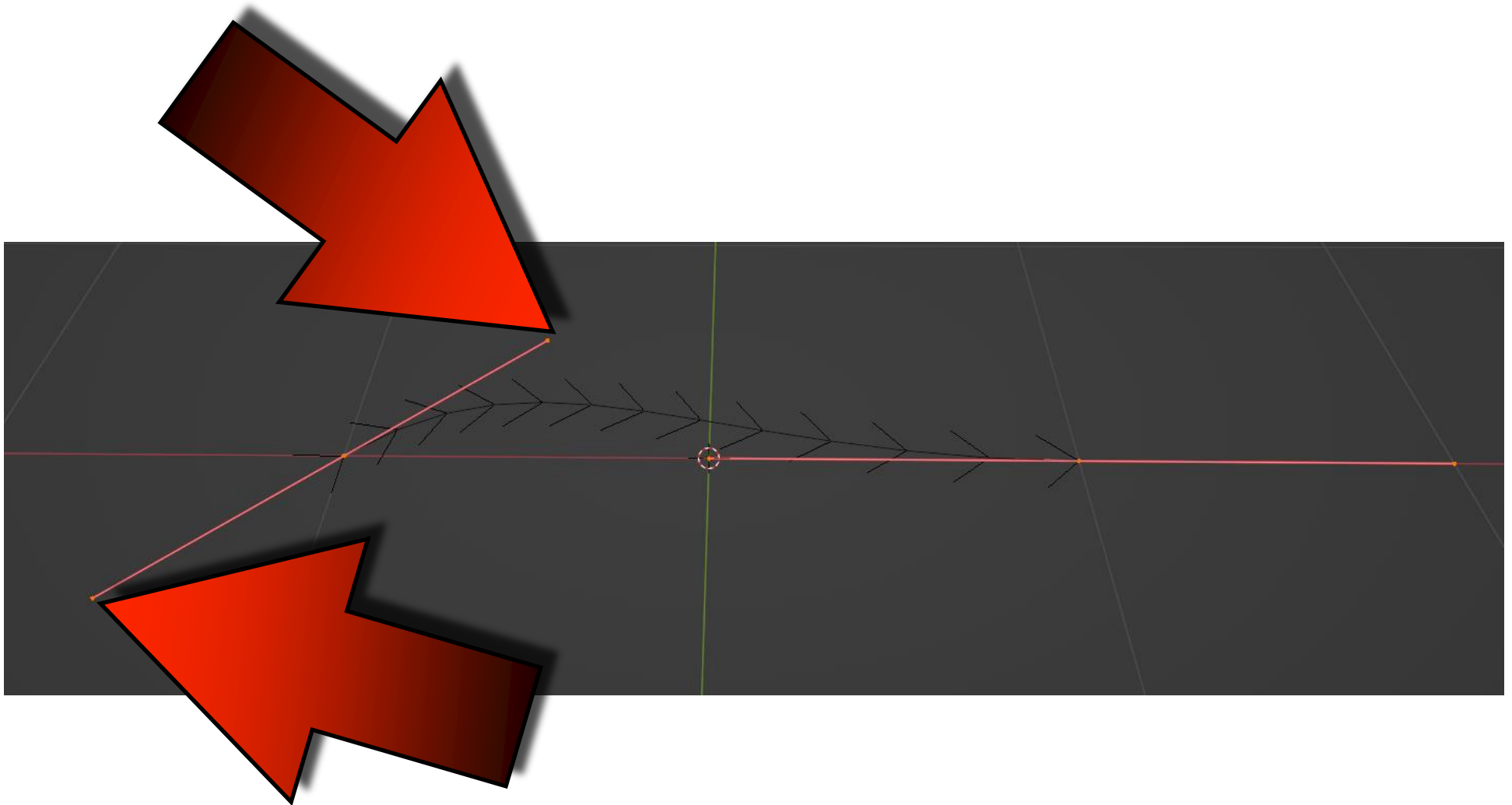
CURVES

THESE ARE **KNOTS**



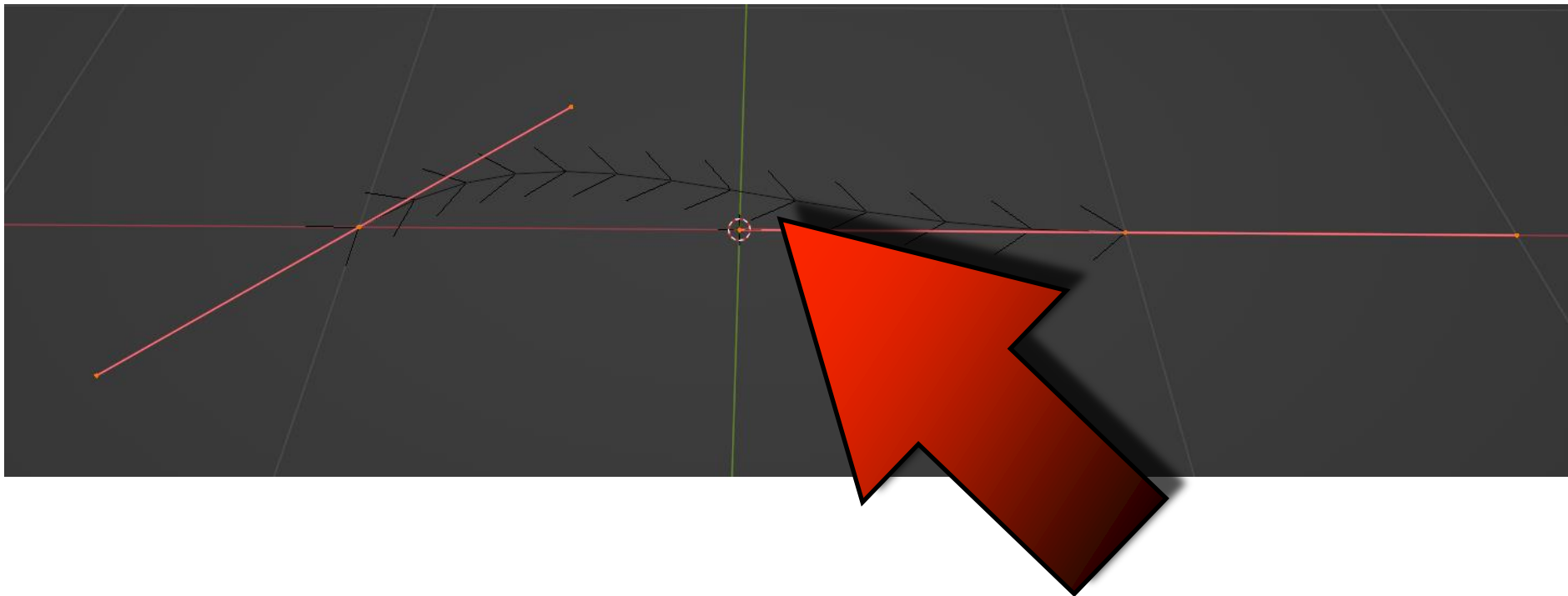
CURVES

THESE ARE HANDLES



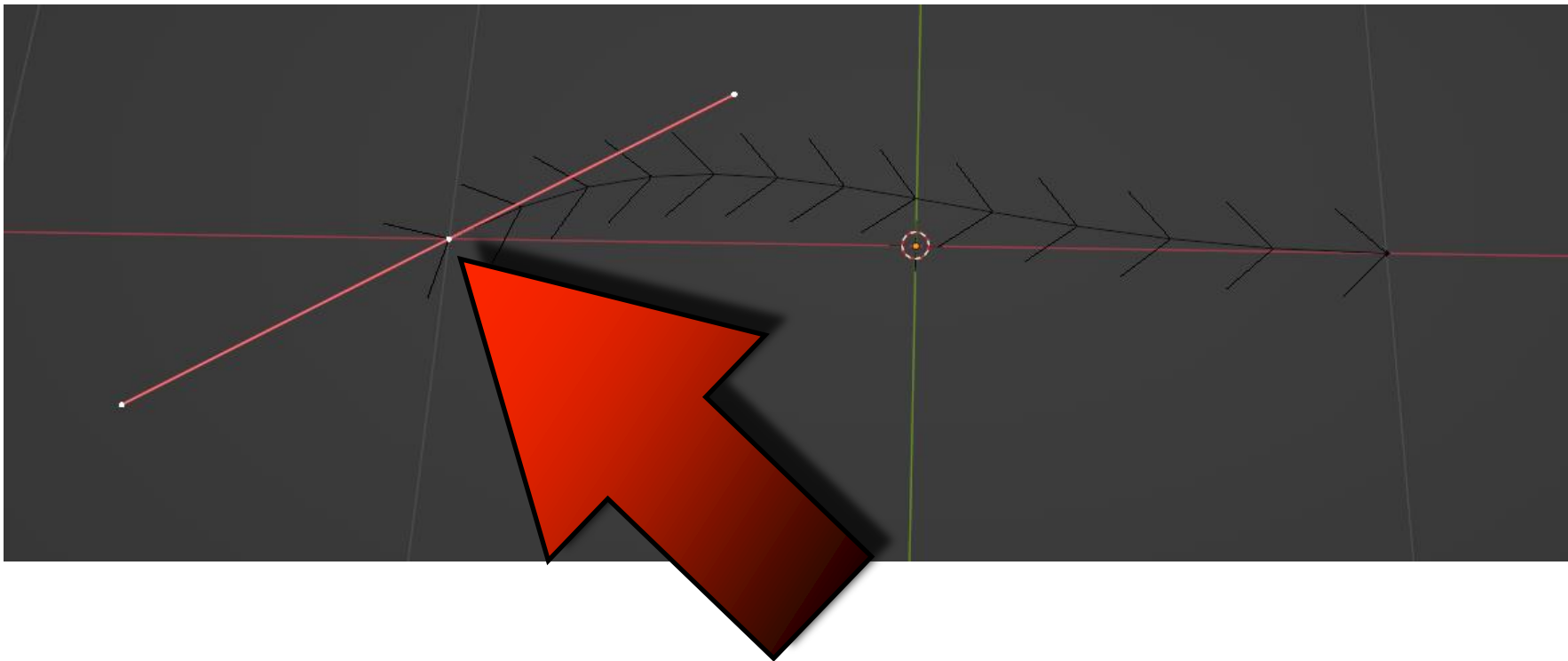
CURVES

THESE ARE **NORMALS**



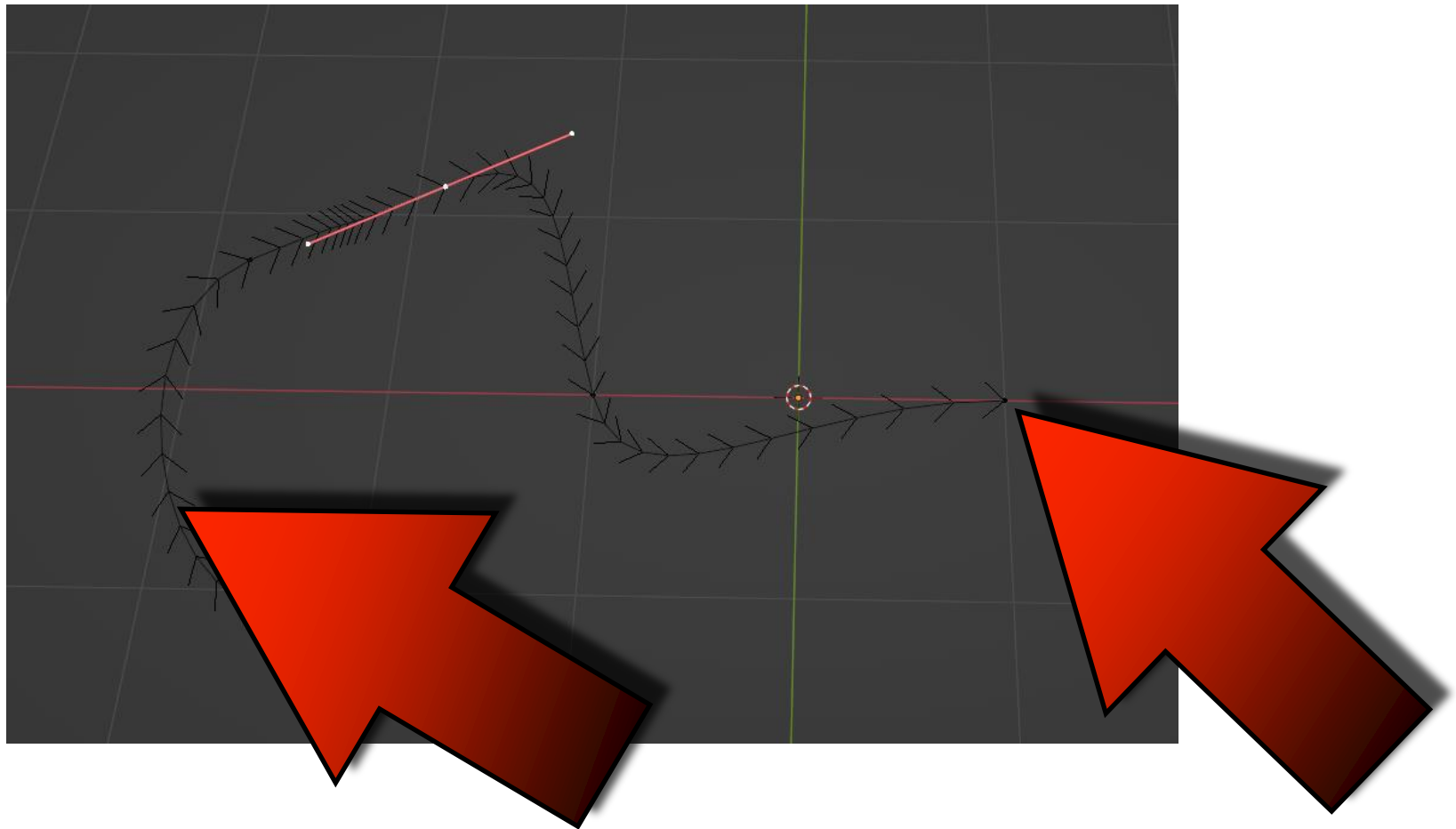
CURVES

MARK A KNOT AND USE THE G, R, S KEY TO CHANGE ITS PARAMETERS

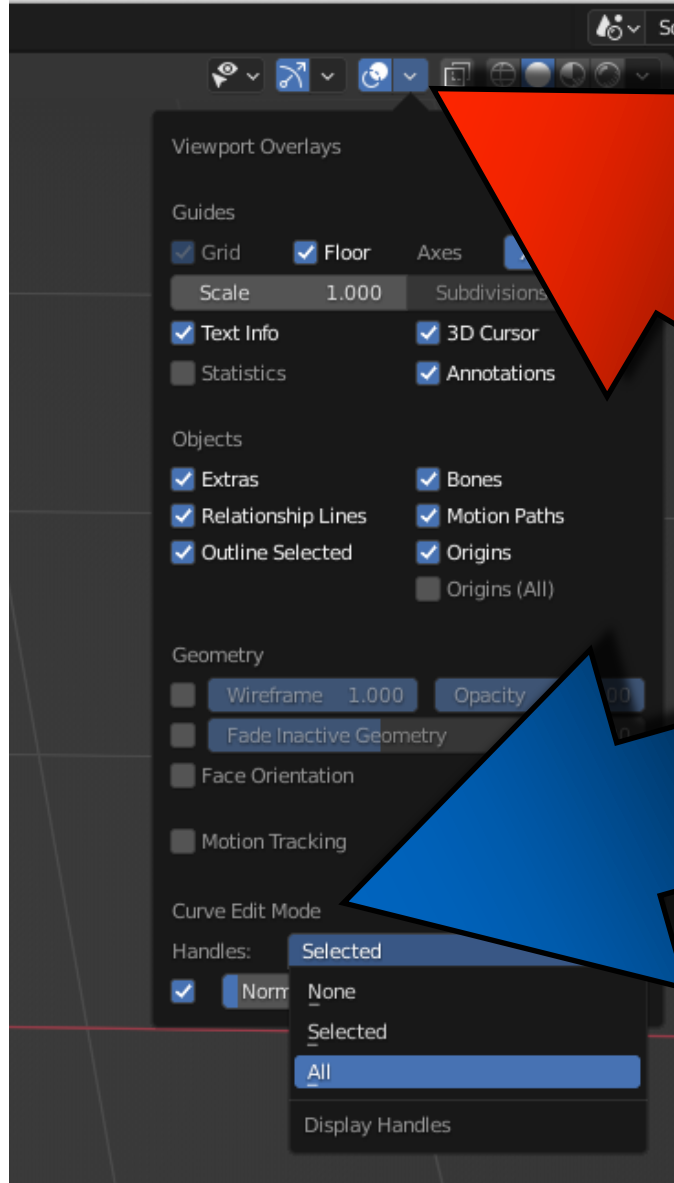


CURVES

**WITH THE E KEY YOU CAN
INCREASE THE CURVE**

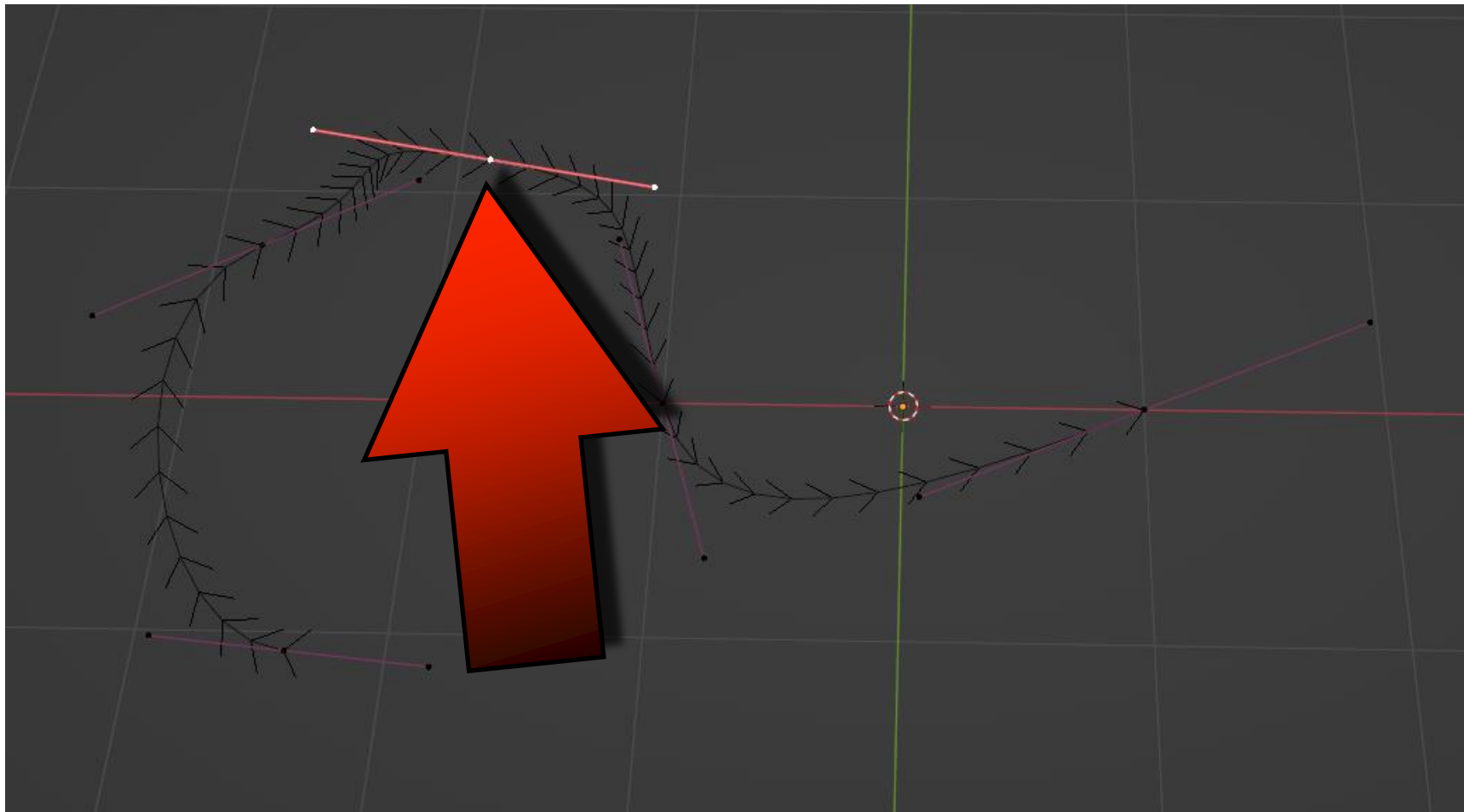


CURVES



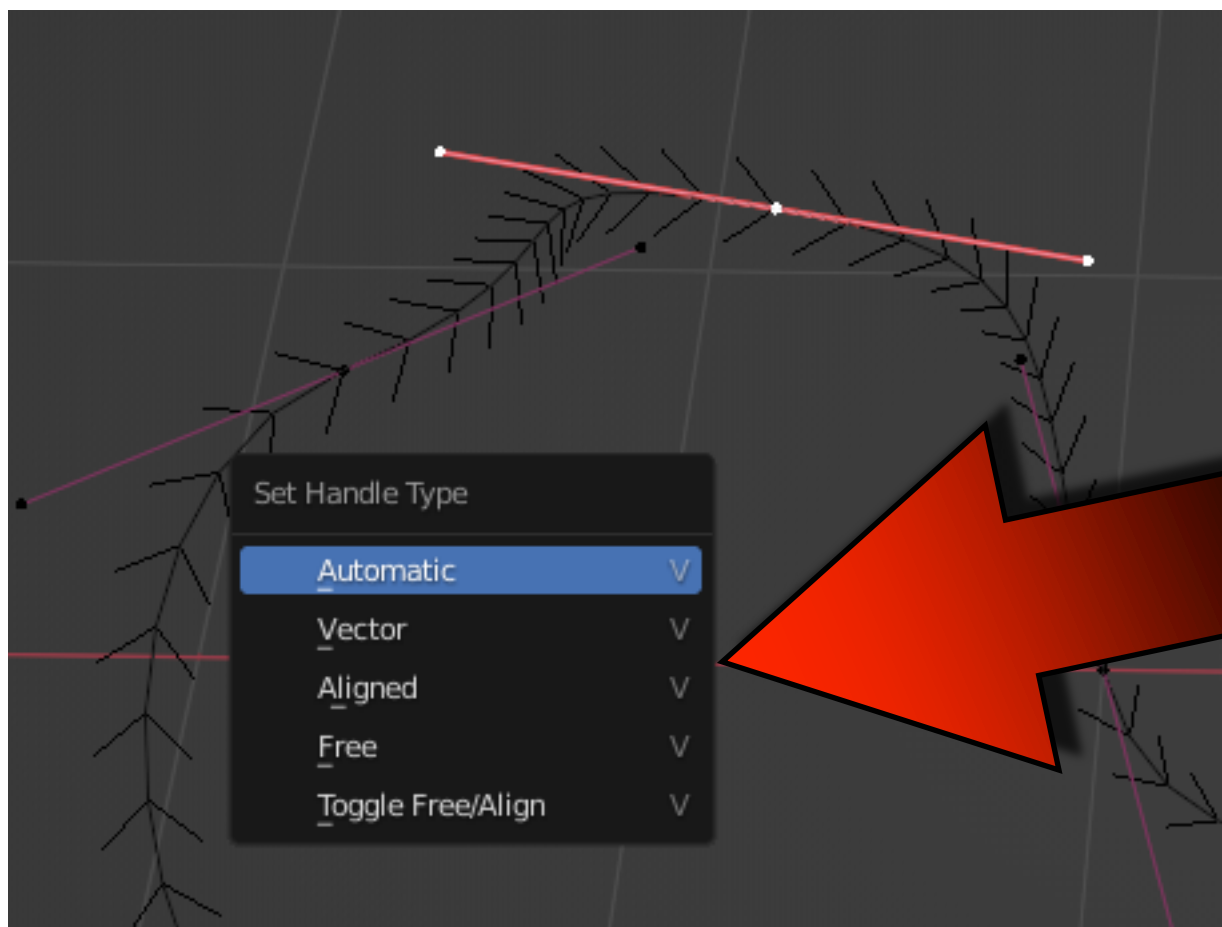
**IN THE VIEWPORT
OVERLAYS TAB,
YOU CAN CHANGE
THE VIEW
OF THE CURVE**

MARK THE **MIDDLE** KNOT

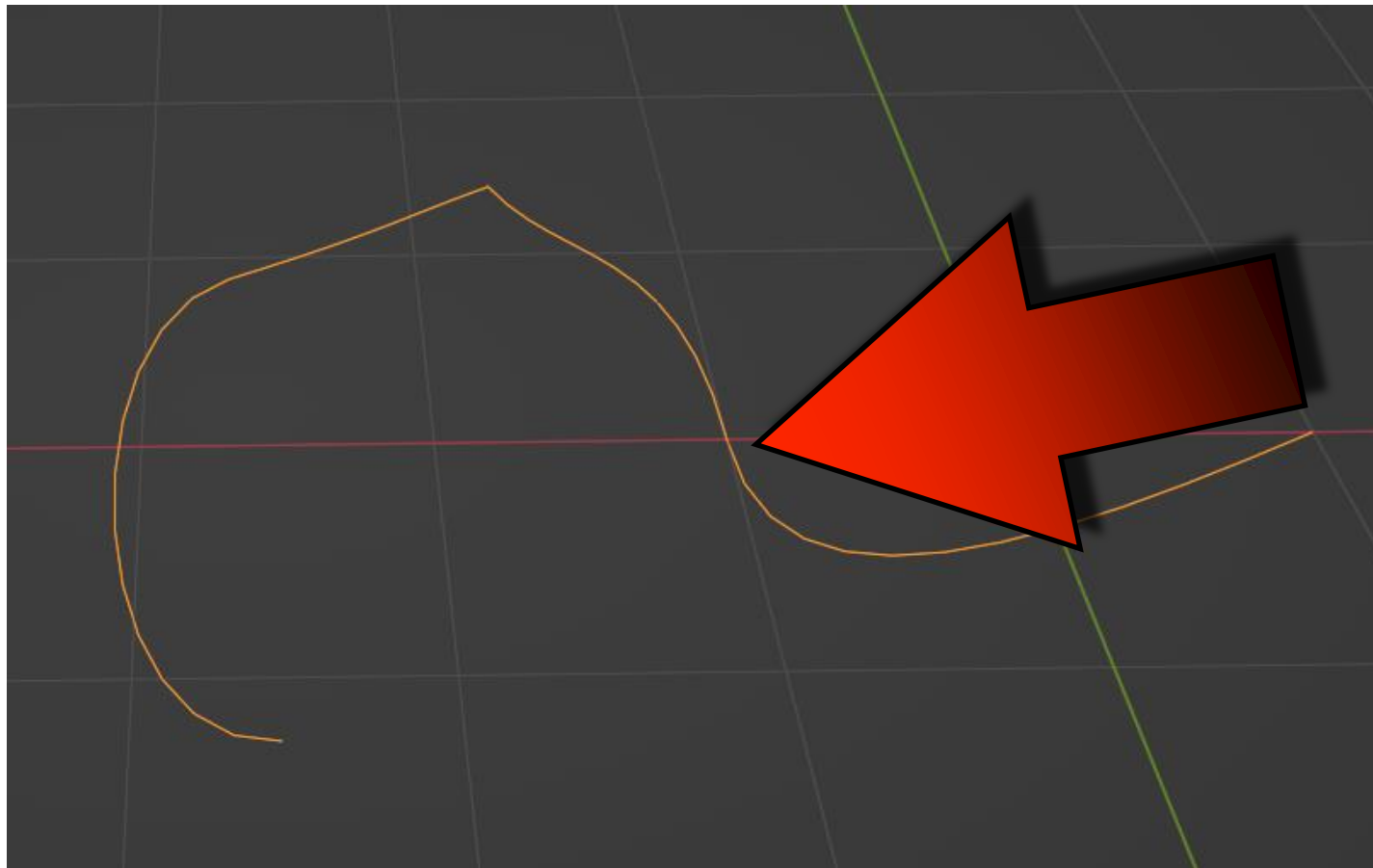


CURVES

BY PRESSING **THE V KEY** YOU **CAN CHANGE THE HANDLE TYPE**

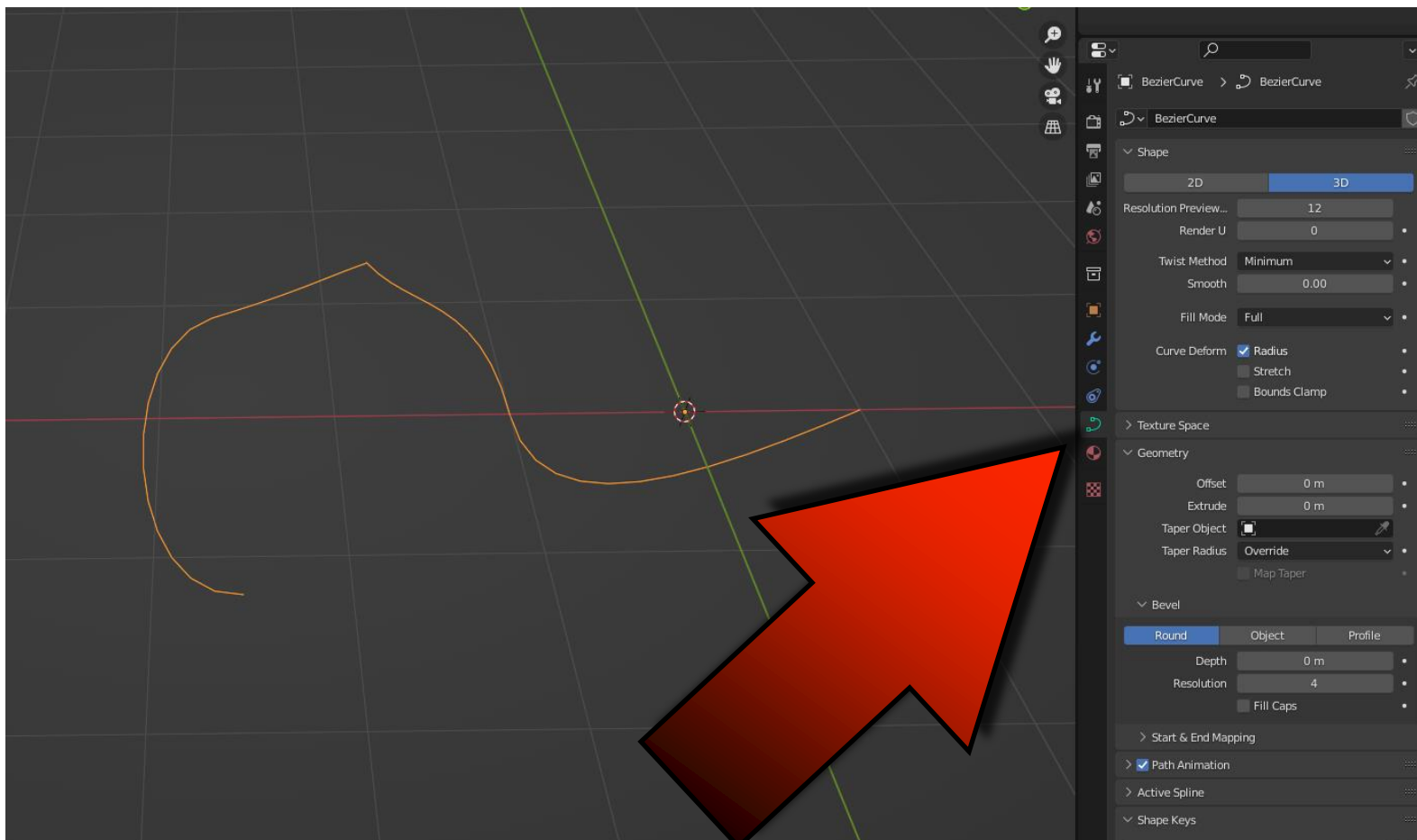


GO TO **OBJECT MODE**



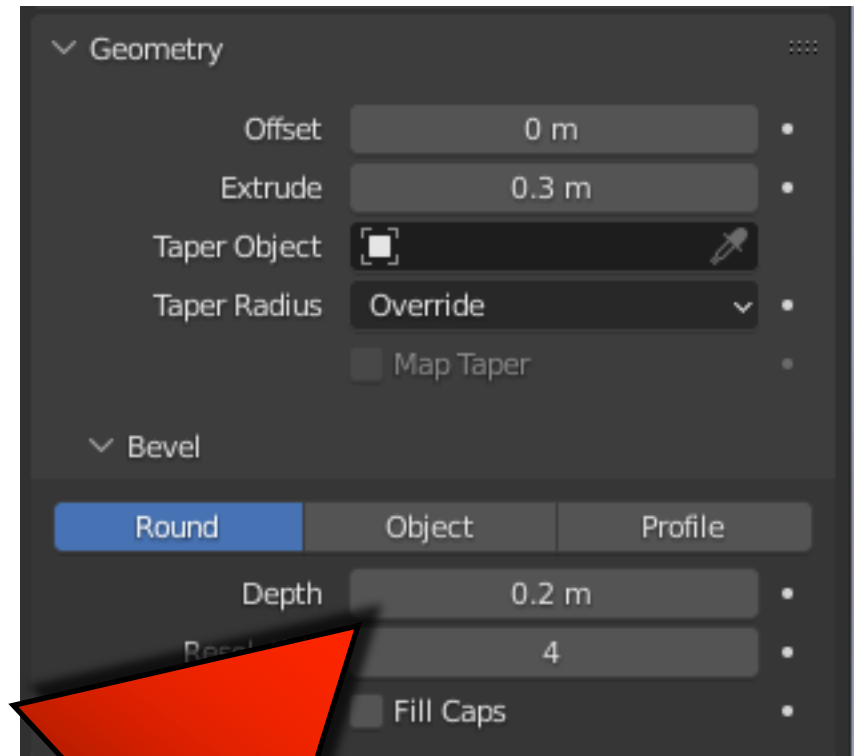
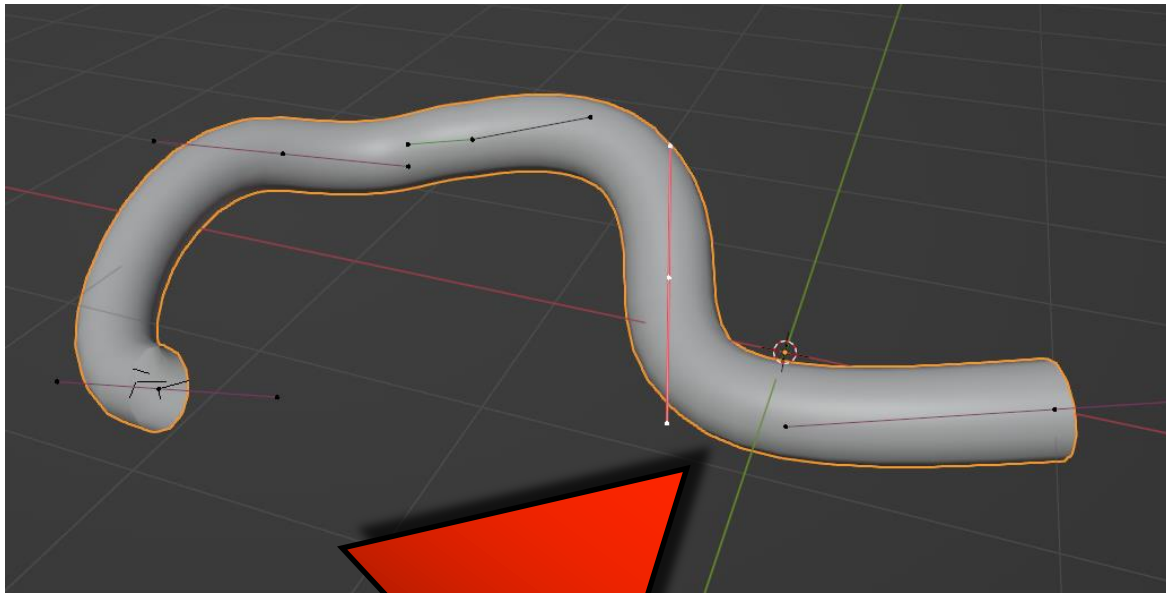
CURVES

HERE YOU CAN CHANGE THE PROPERTIES OF THE CURVE



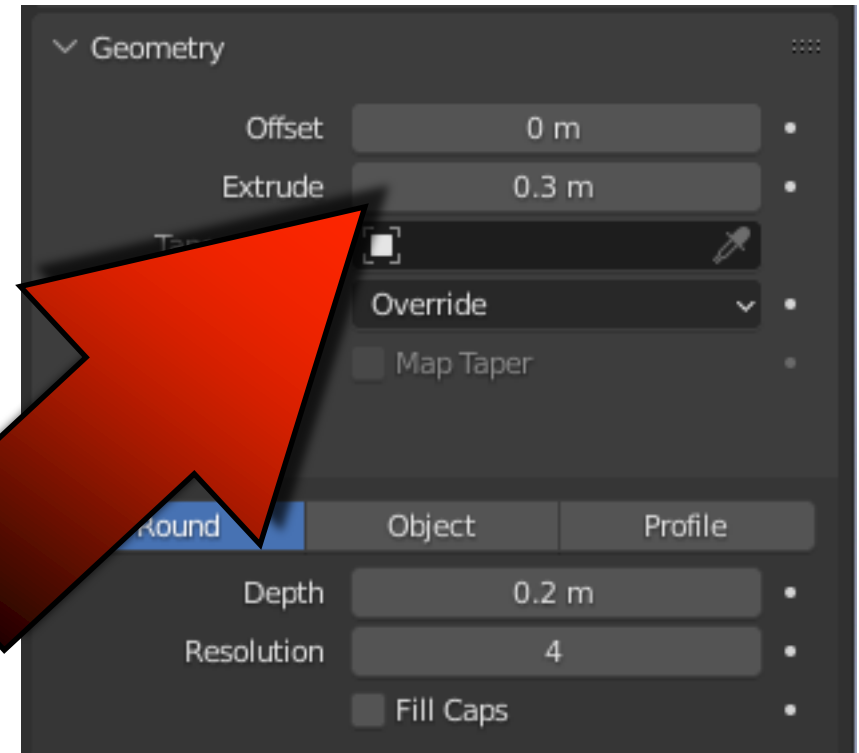
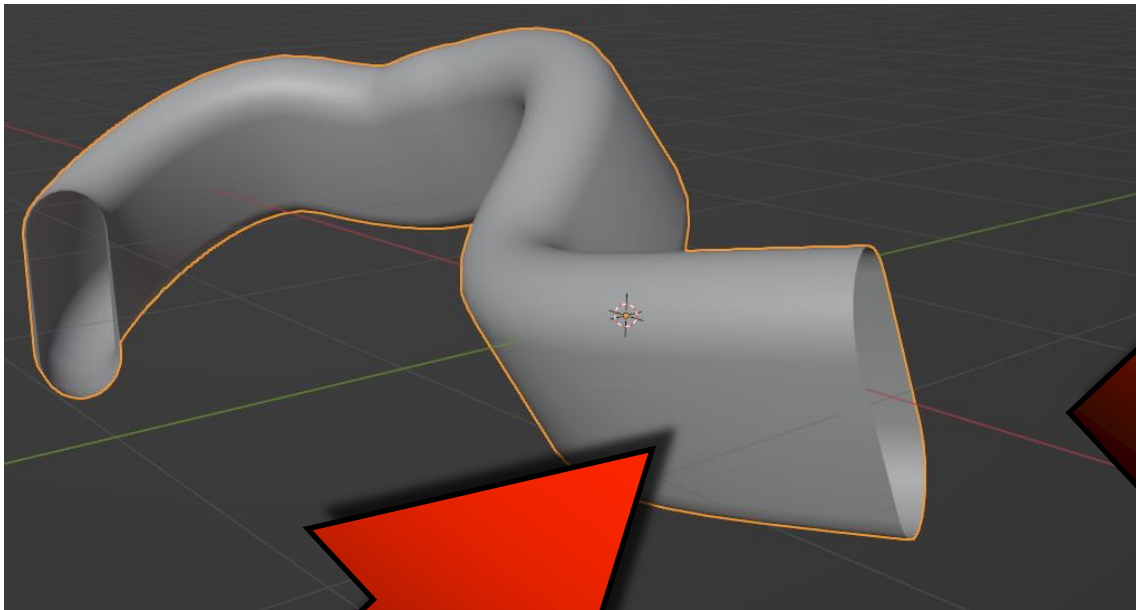
CURVES

SET DEPTH TO 0.2

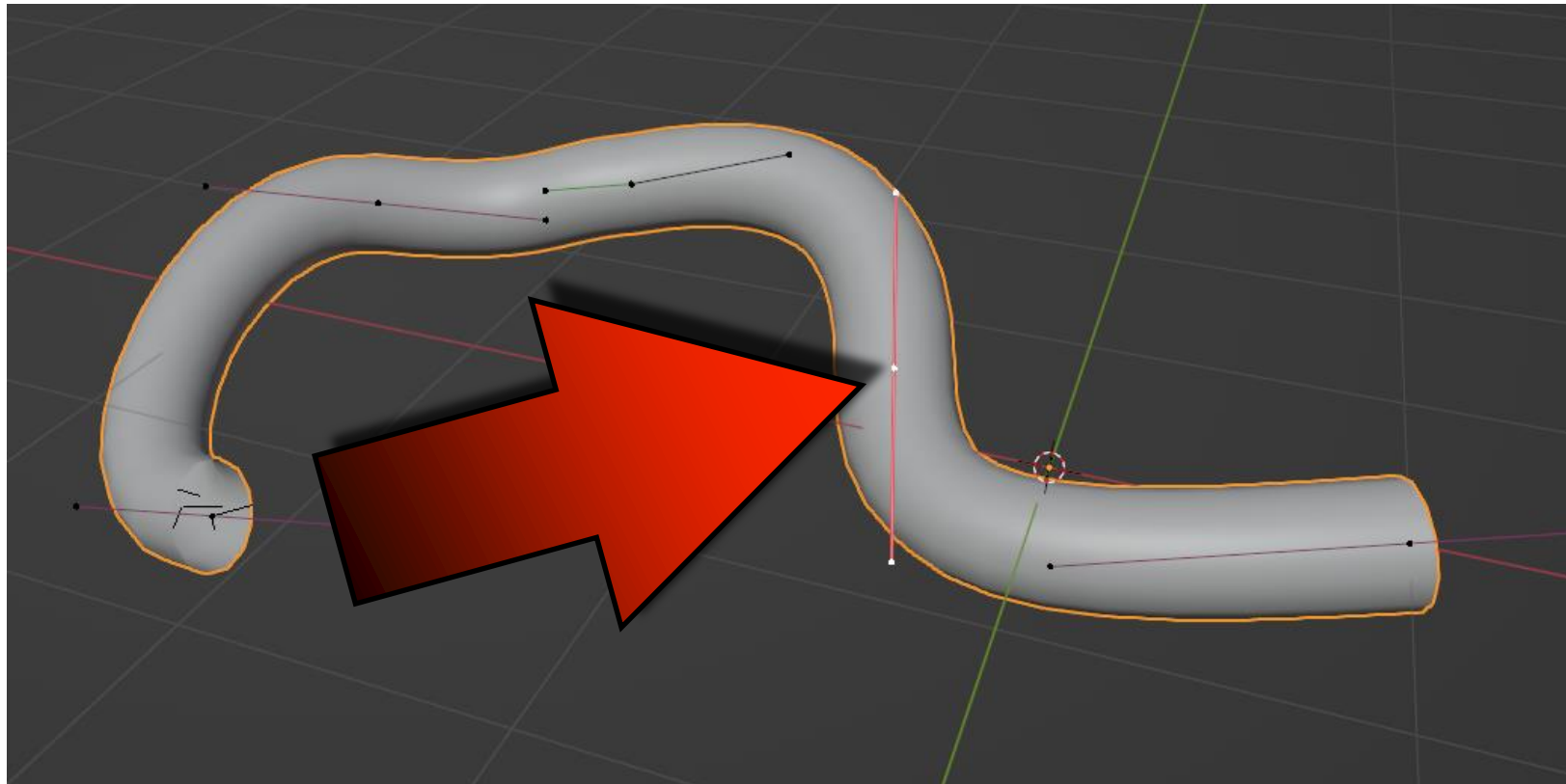


CURVES

SET EXTRUDE TO 0.3



POWER OF AR AND VR IN EDITING MODE YOU CAN CHANGE THE APPEARANCE OF THE MODEL ALL THE TIME



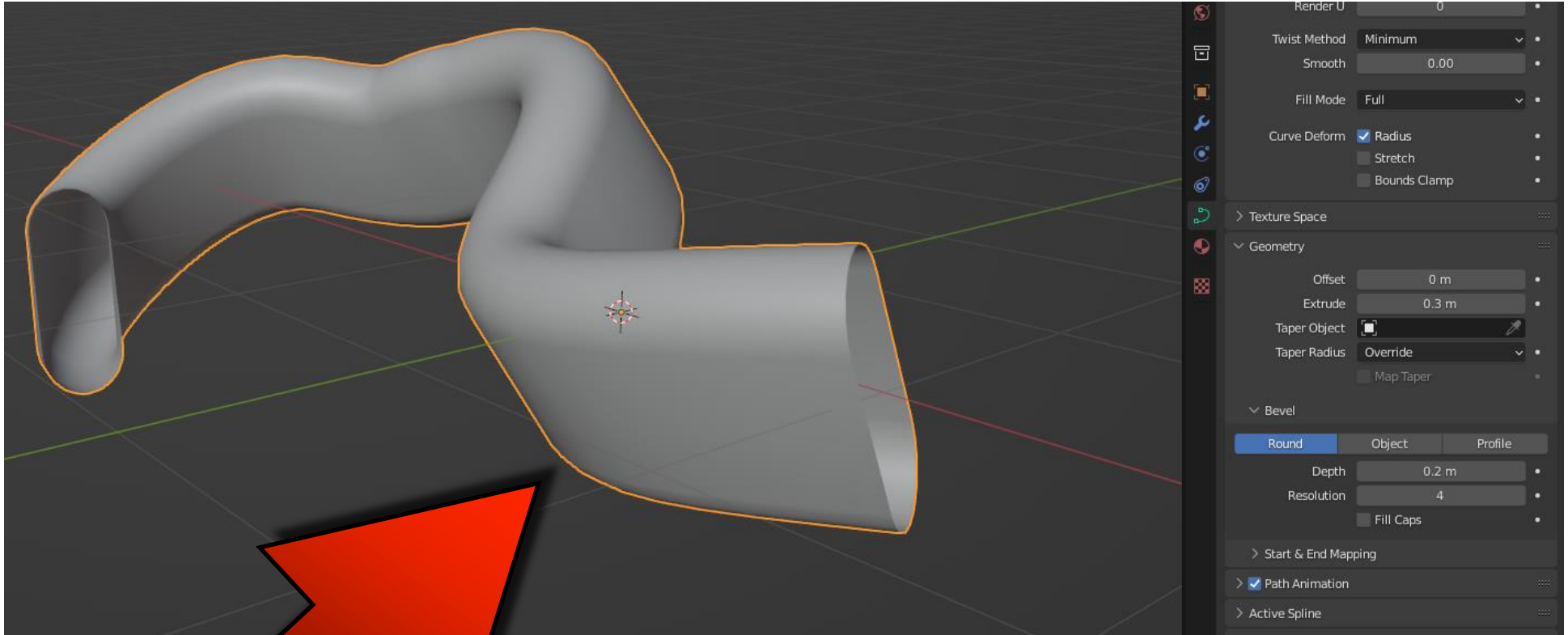
CURVES



POWER OF AR AND VR

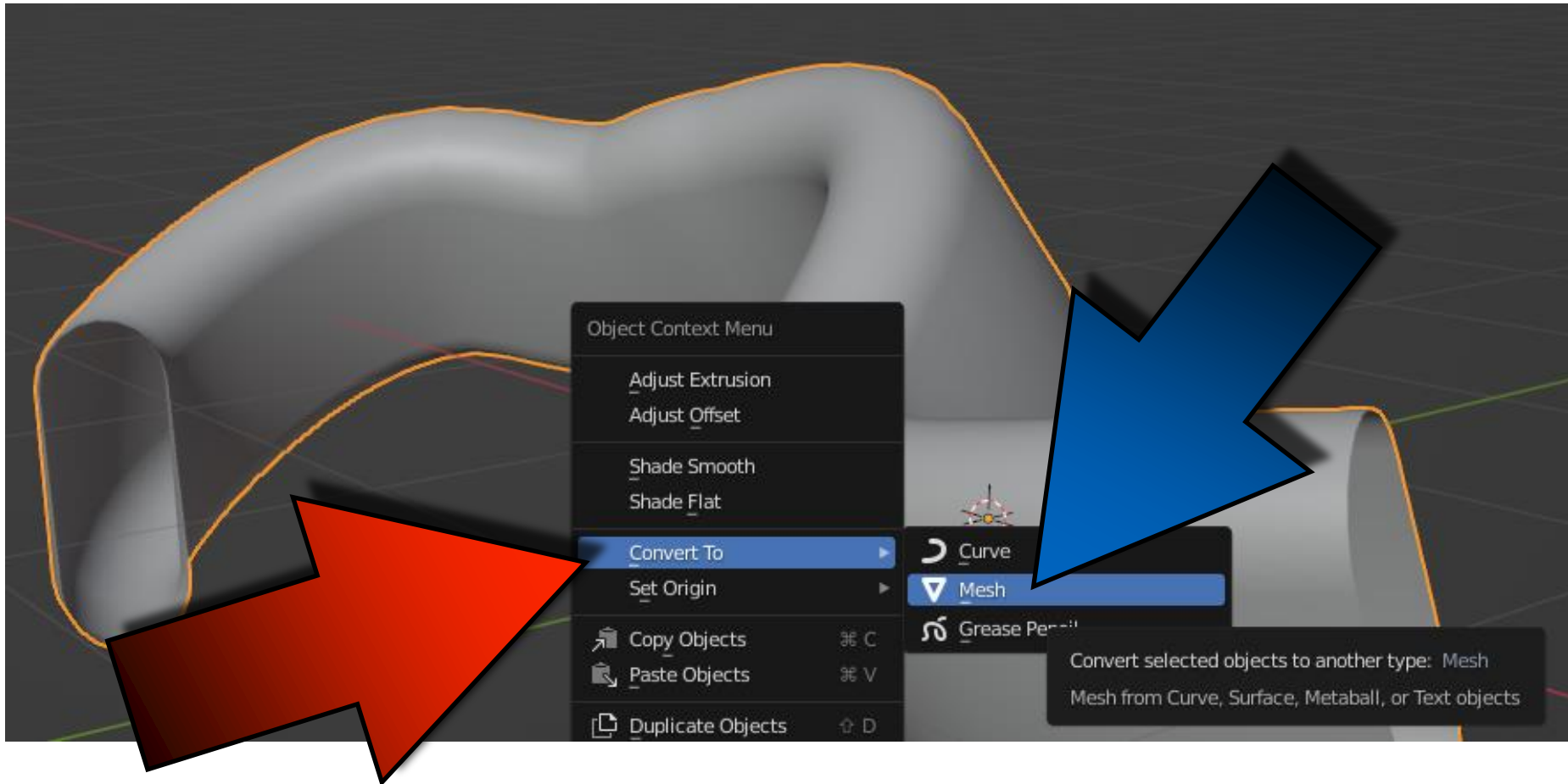


GO TO OBJECT MODE



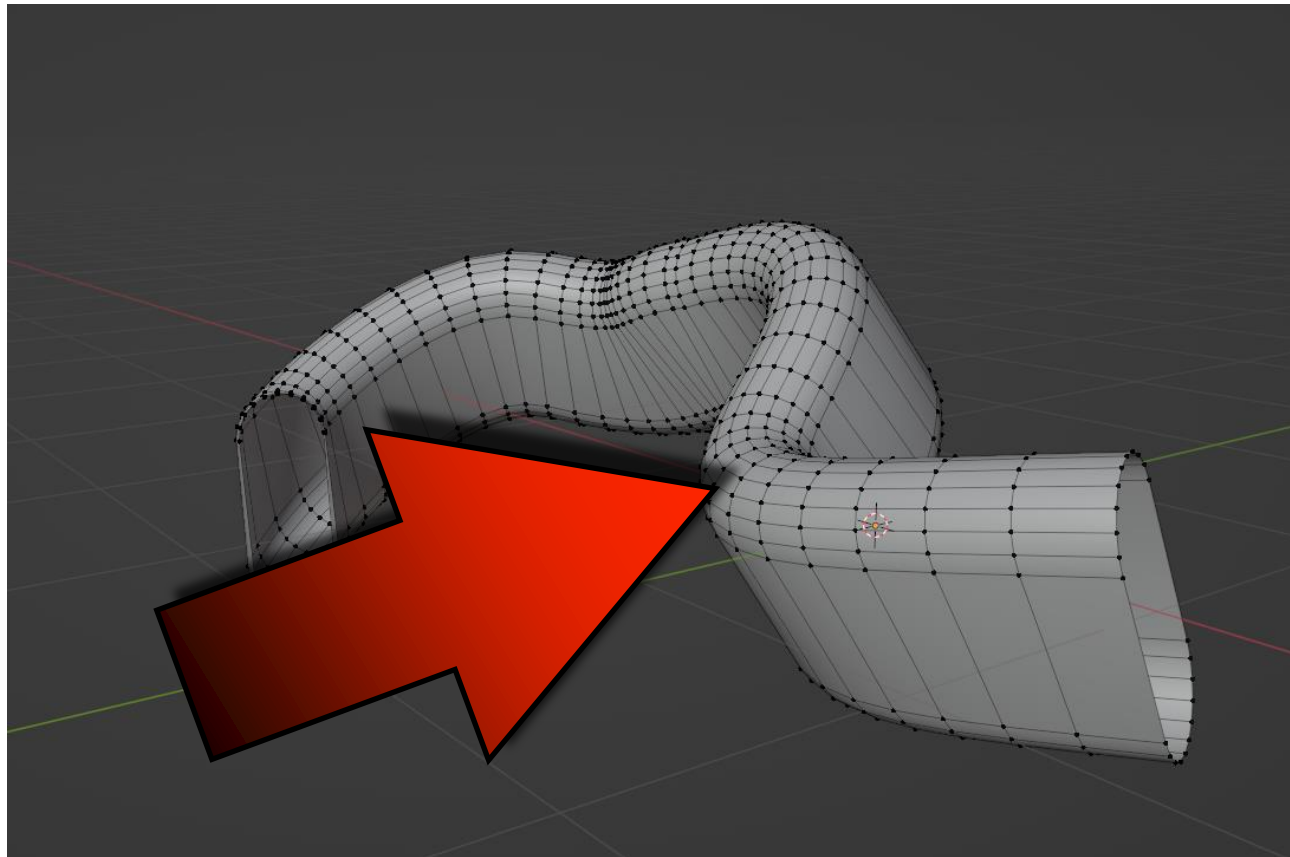
CURVES

CHOOSE **CONVERT TO** / **MESH** WITH **THE RIGHT MOUSE KEY**



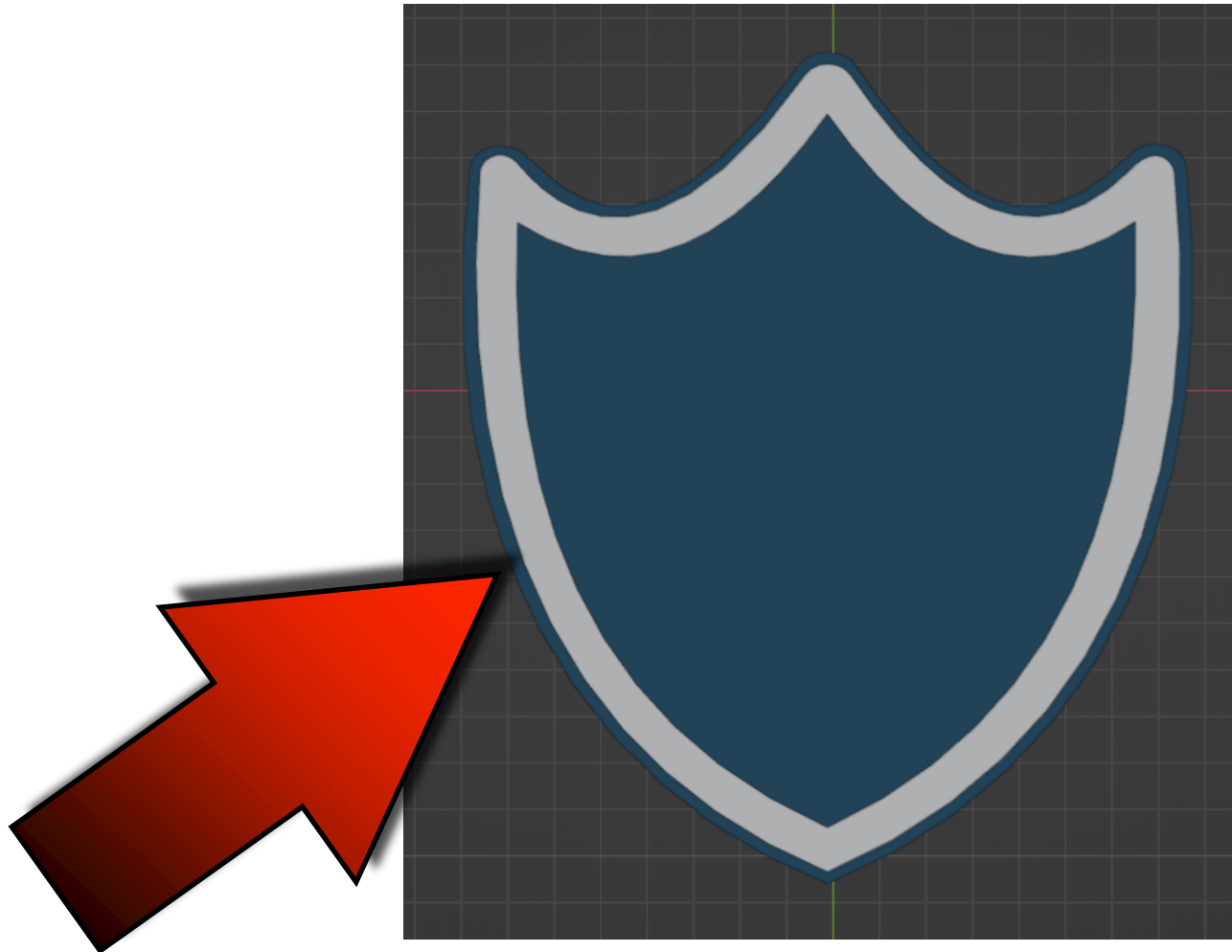
CURVES

WHEN YOU ENTER **THE EDIT
MODE, YOU WILL SEE
THE MESH IS MADE**



CURVES

WE WILL TRY TO DRAW A SCHOOL SHIELD



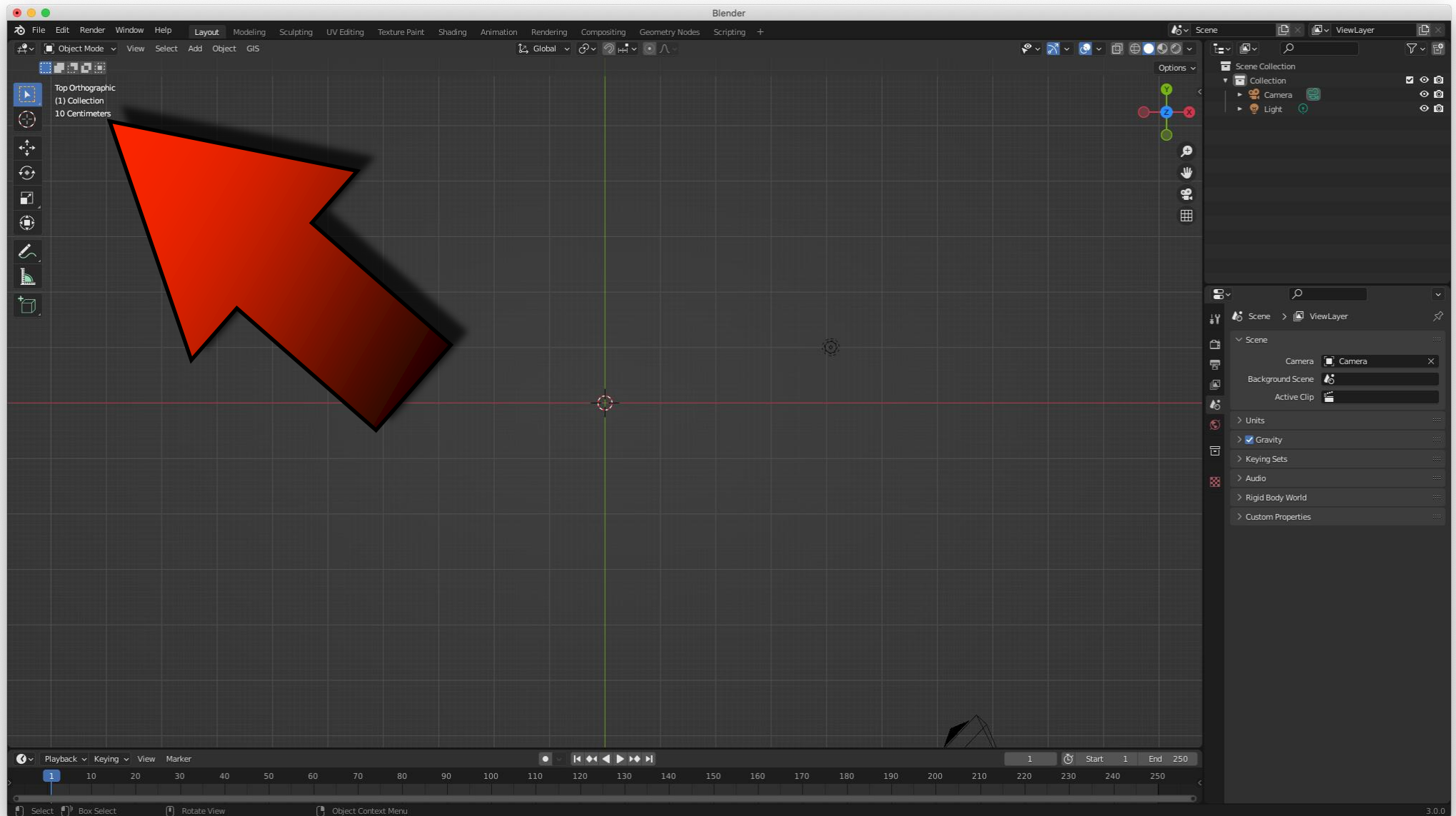
CURVES



POWER OF AR AND VR

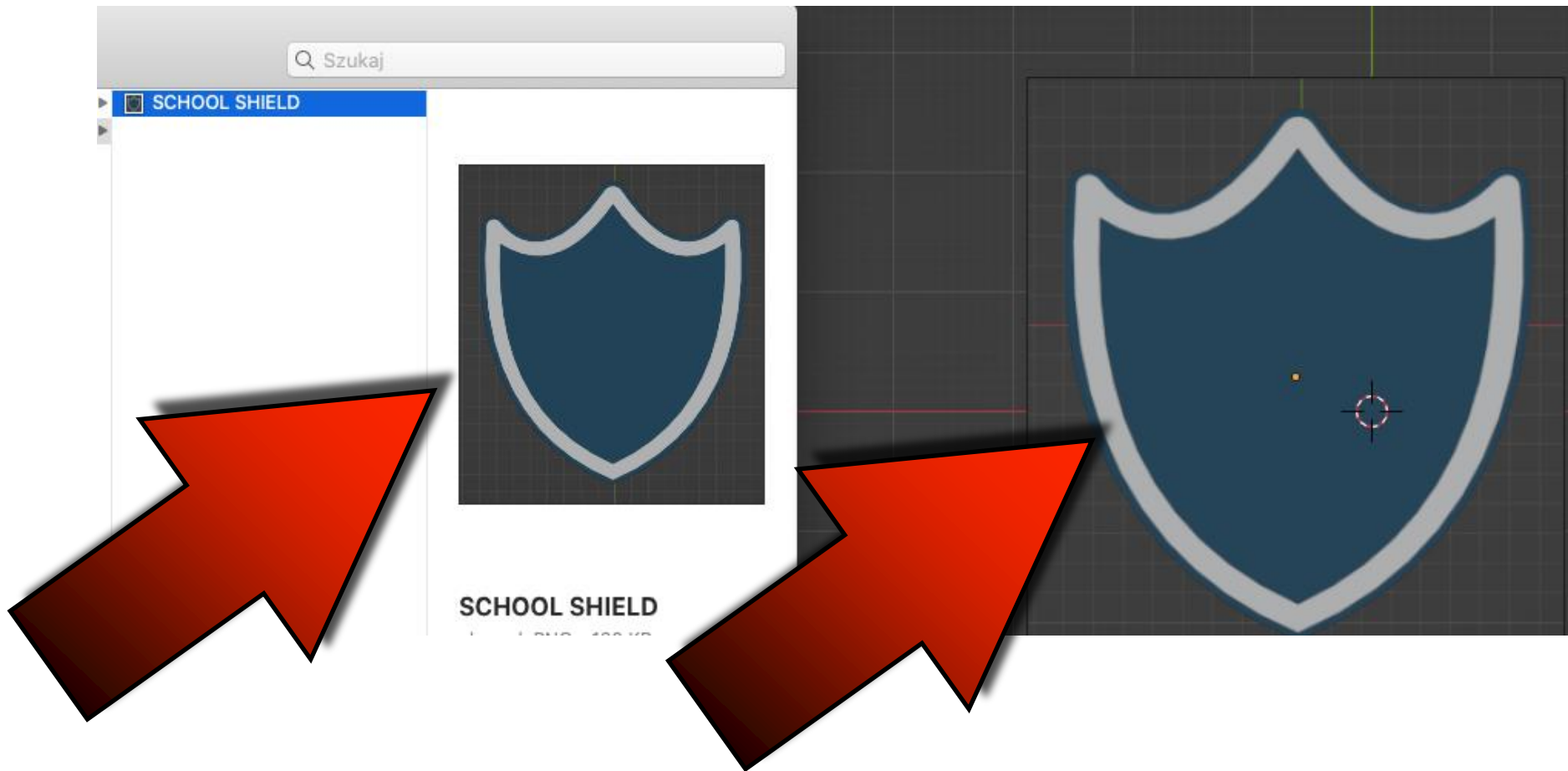


SET TOP ORTHOGRAPHIC VIEW

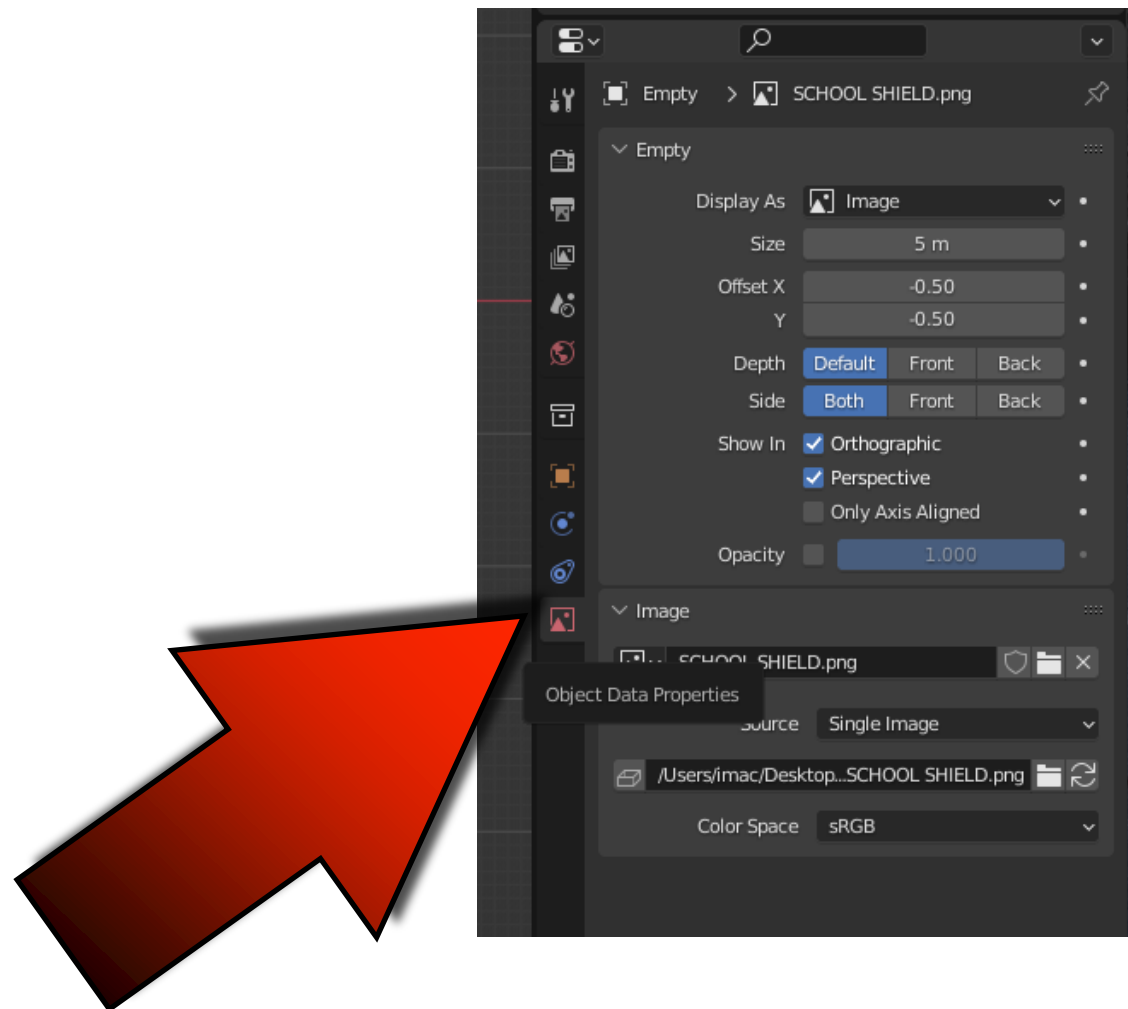


CURVES

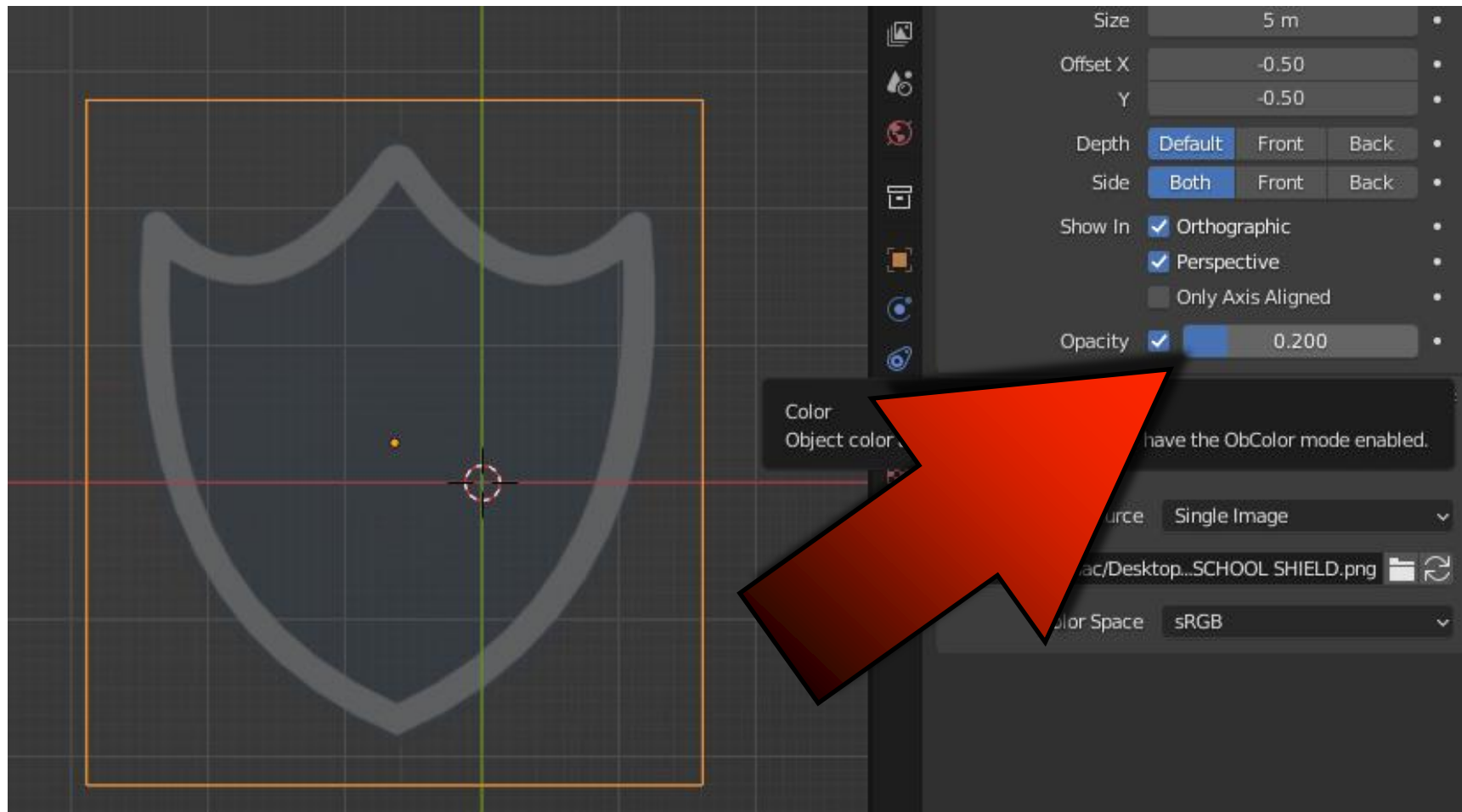
DRAG THE SCHOOL SHIELD FILE TO THE BLENDER



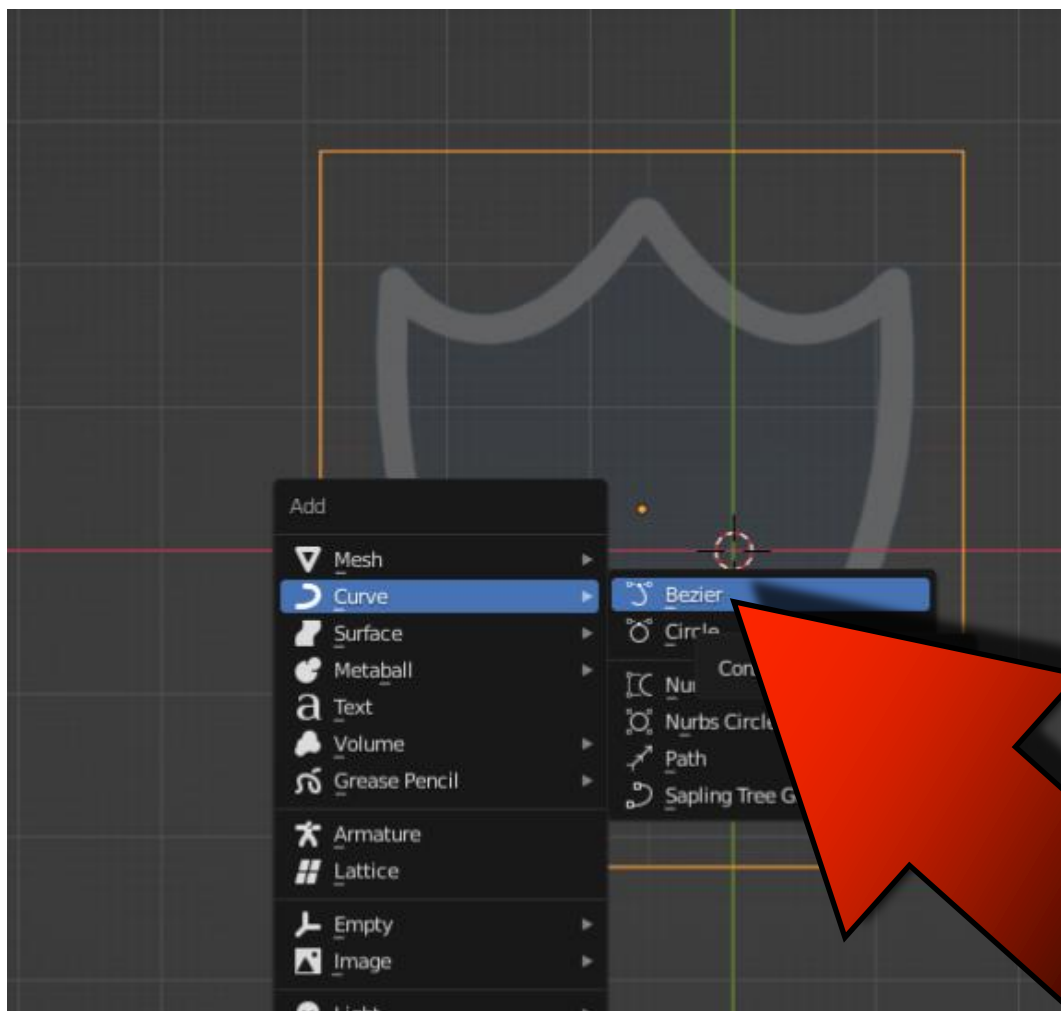
GO TO THE OBJECT DATA PROPERTIES TAB



CHANGE **OPACITY** TO **0.2**

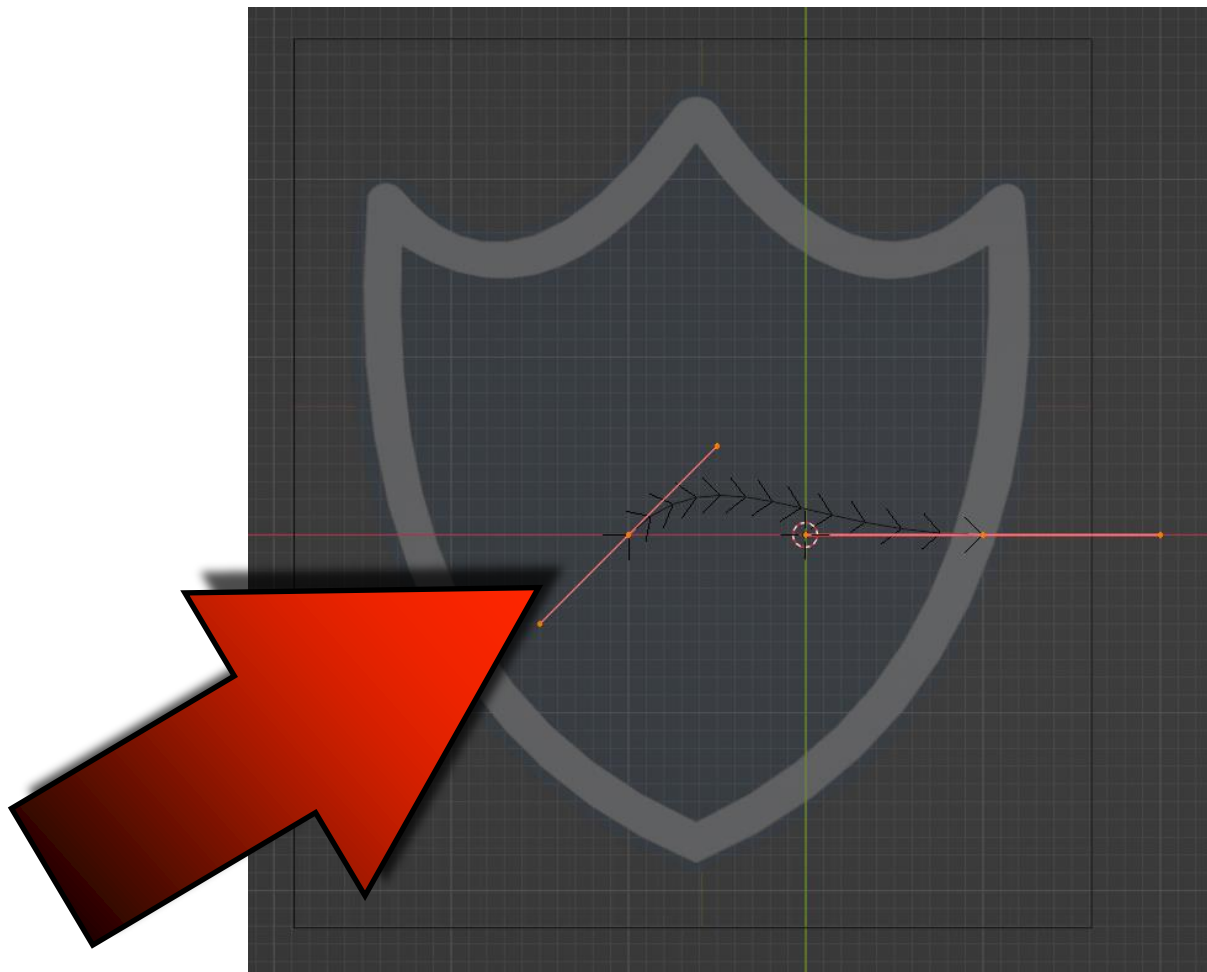


INSERT WITH **THE BEZIER CURVE**



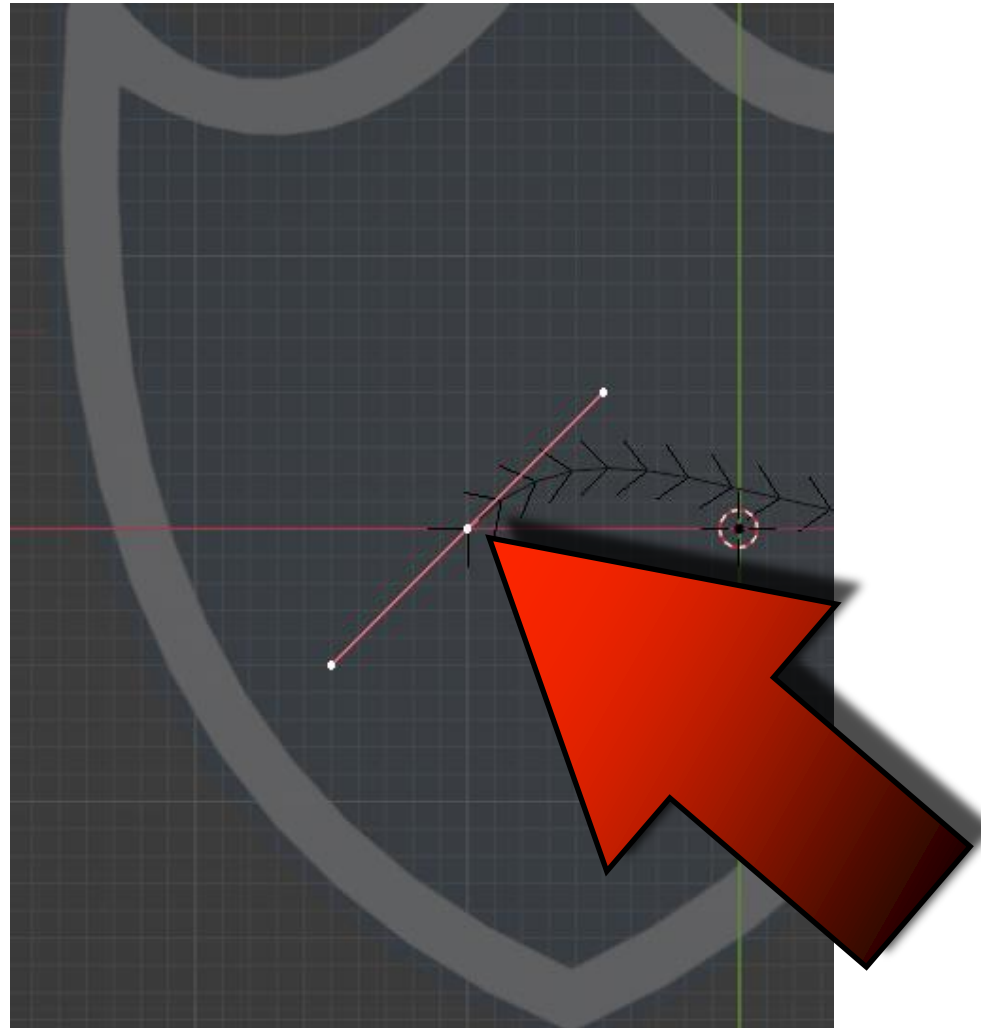
CURVES

GO TO **EDIT MODE**



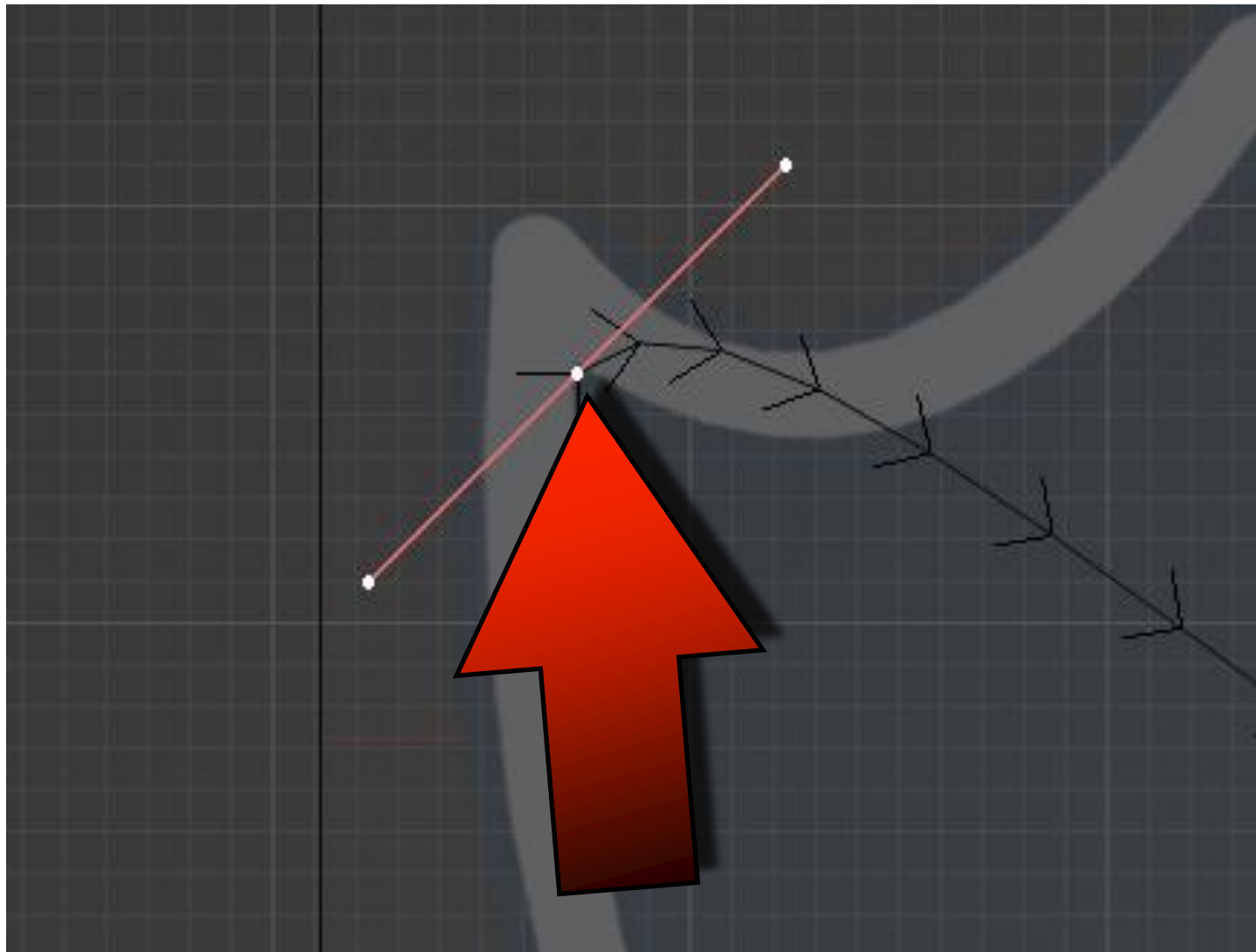
CURVES

SELECT FIRST KNOT



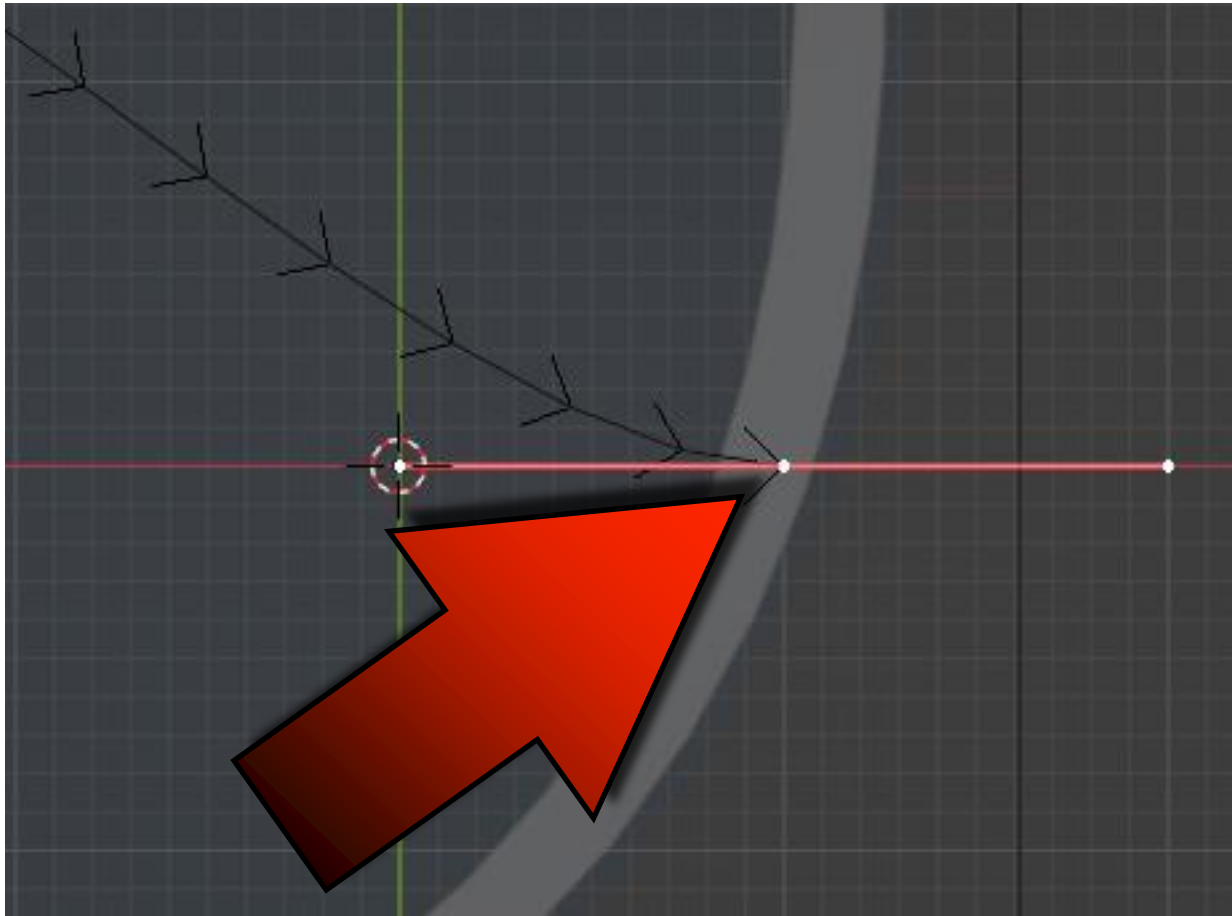
CURVES

MOVE THIS PLACE



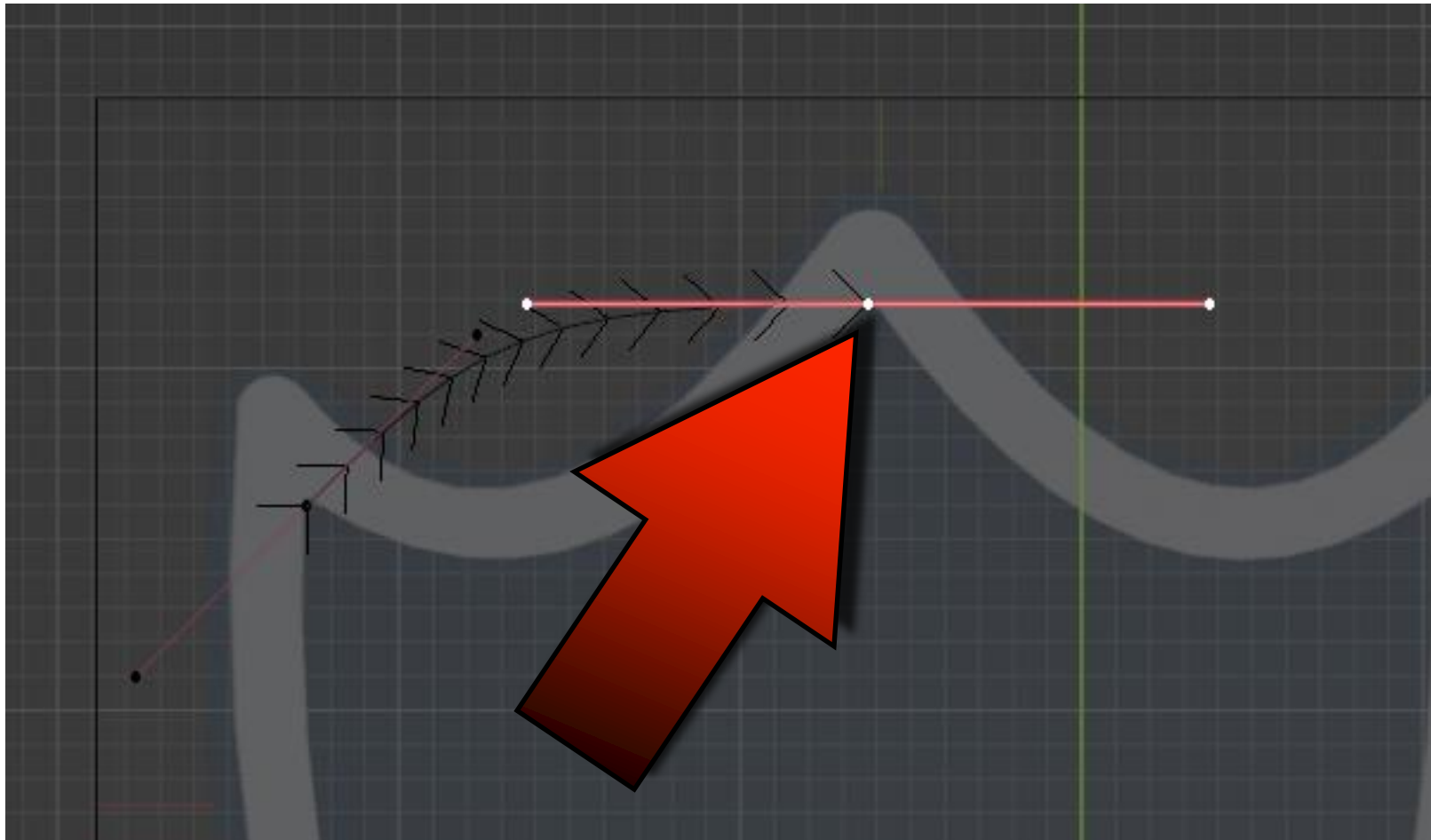
CURVES

SELECT SECOND **KNOT**



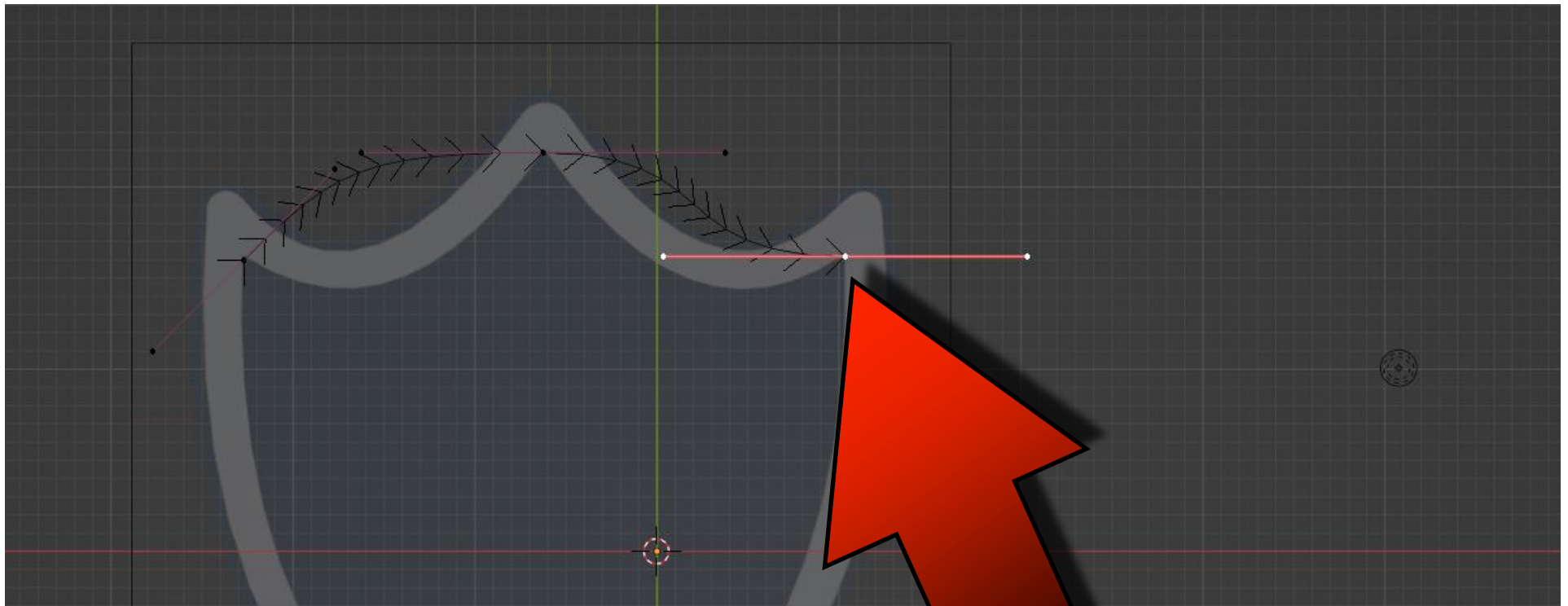
CURVES

MOVE THIS PLACE



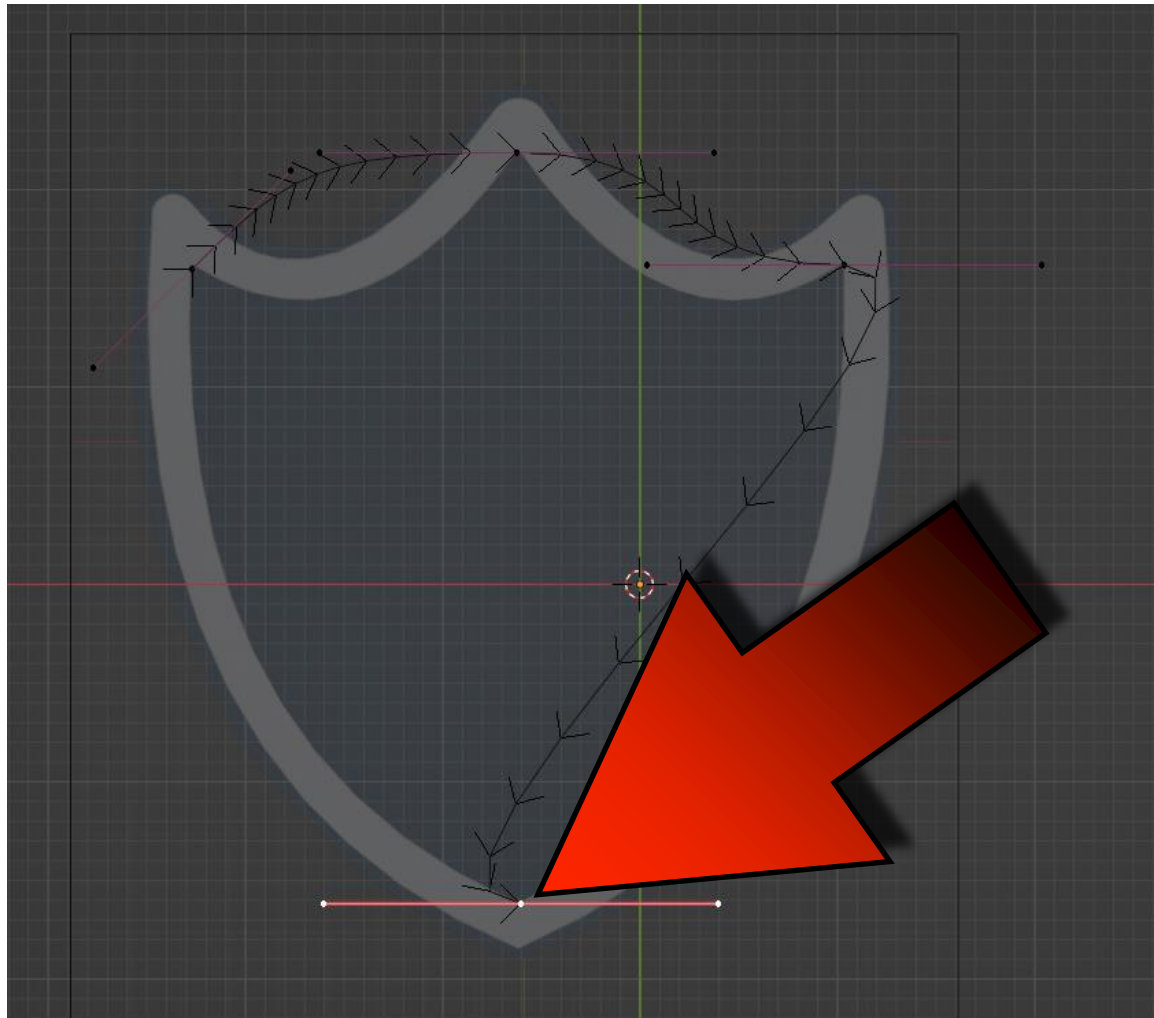
CURVES

EXTRUDE TO **THIRD PLACE** WITH **THE E KEY**



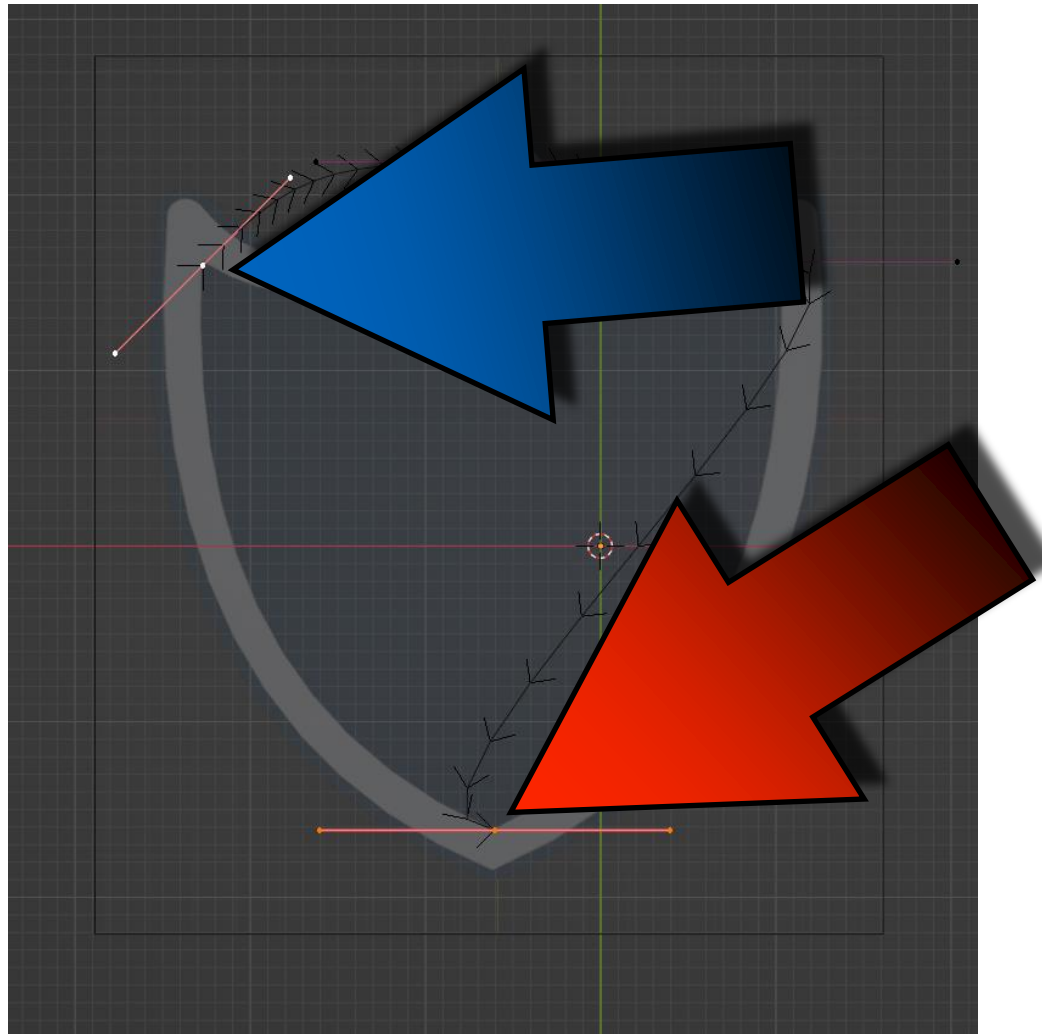
CURVES

EXTRUDE TO **FOURTH PLACE** WITH **THE E KEY**



CURVES

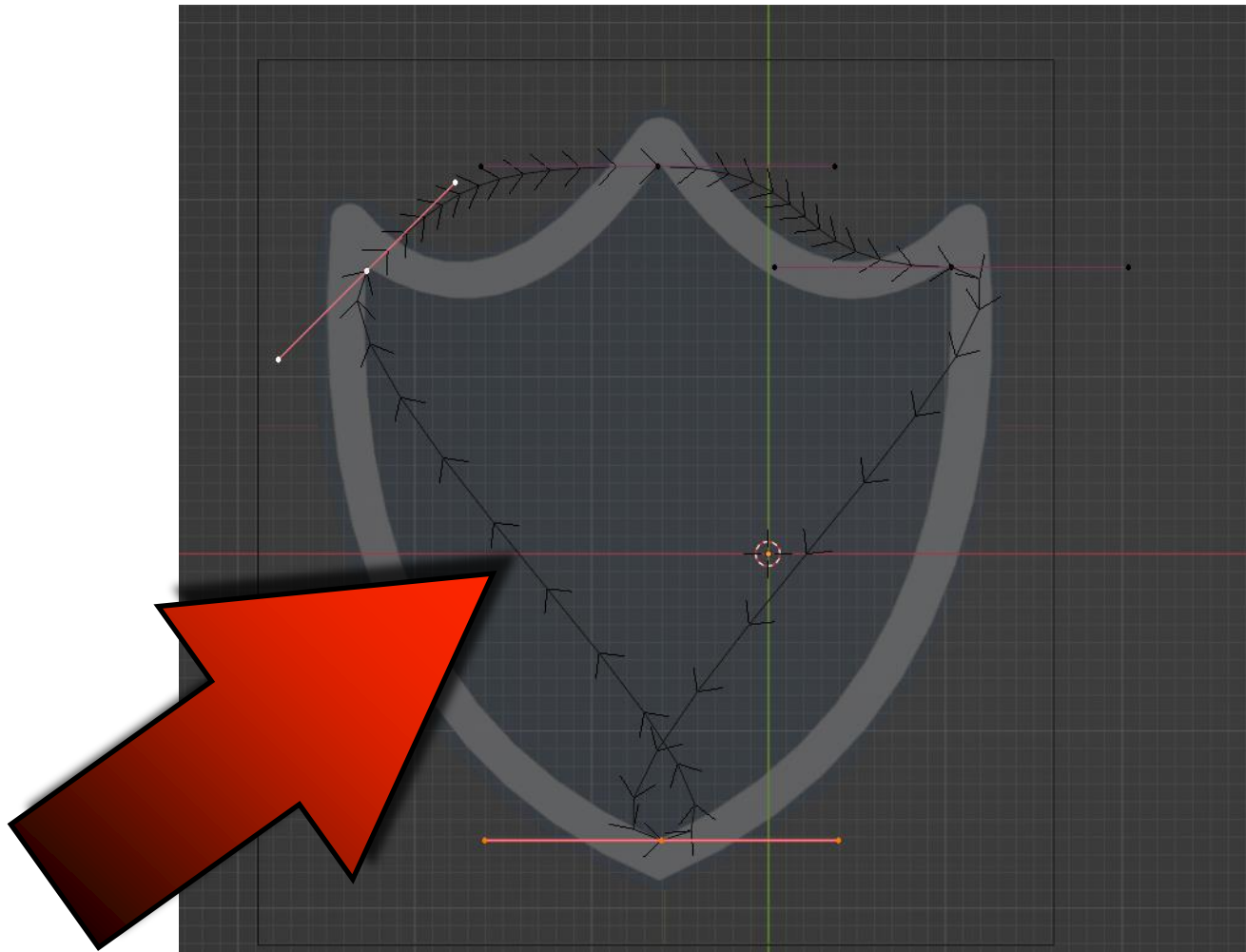
SELECT **FIRST** AND **LAST** KNOT



CURVES

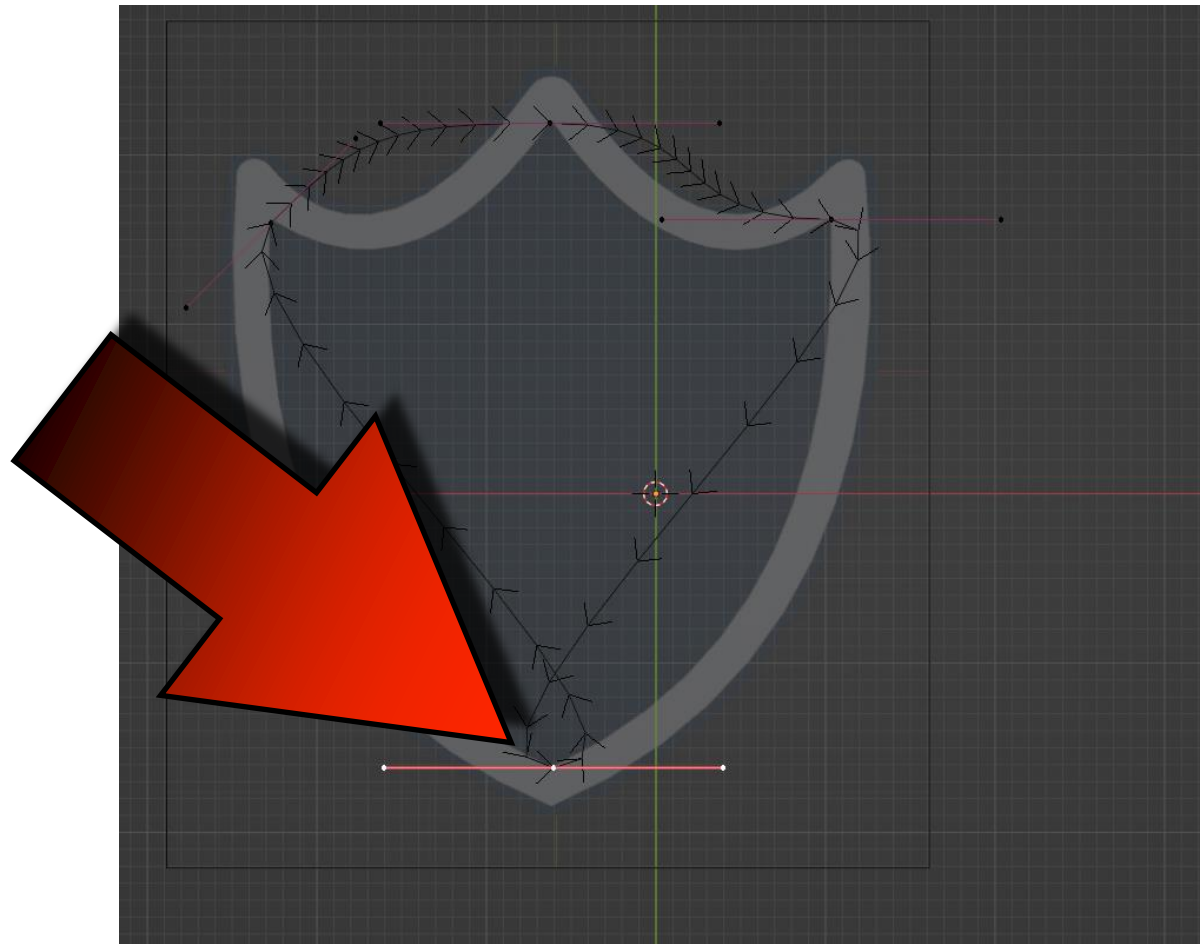
POWER OF AR AND VR

**PRESS THE F KEY
TO CONNECT THEM**



CURVES

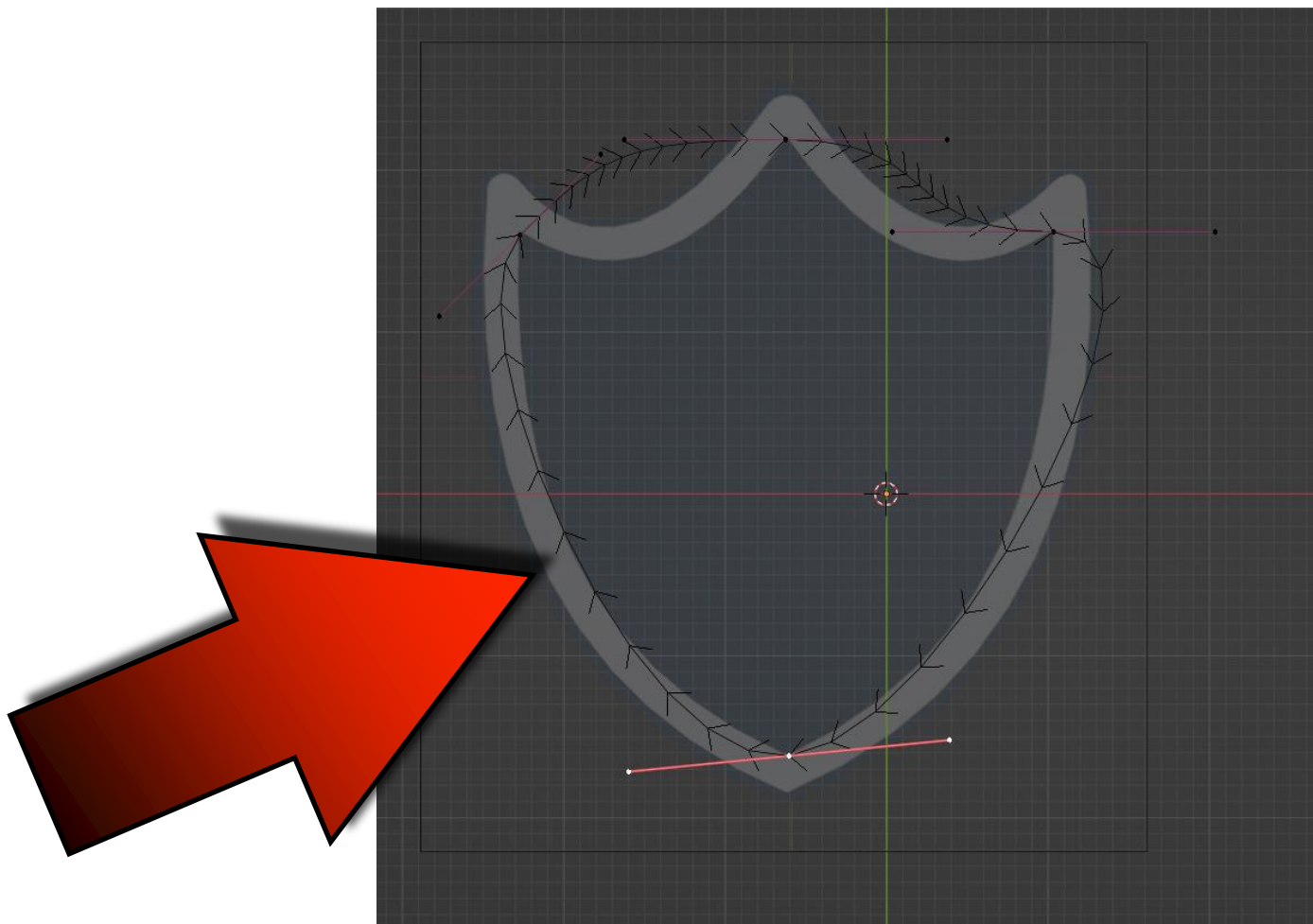
SELECT **BOTTOM** KNOT



CURVES

POWER OF AR AND VR

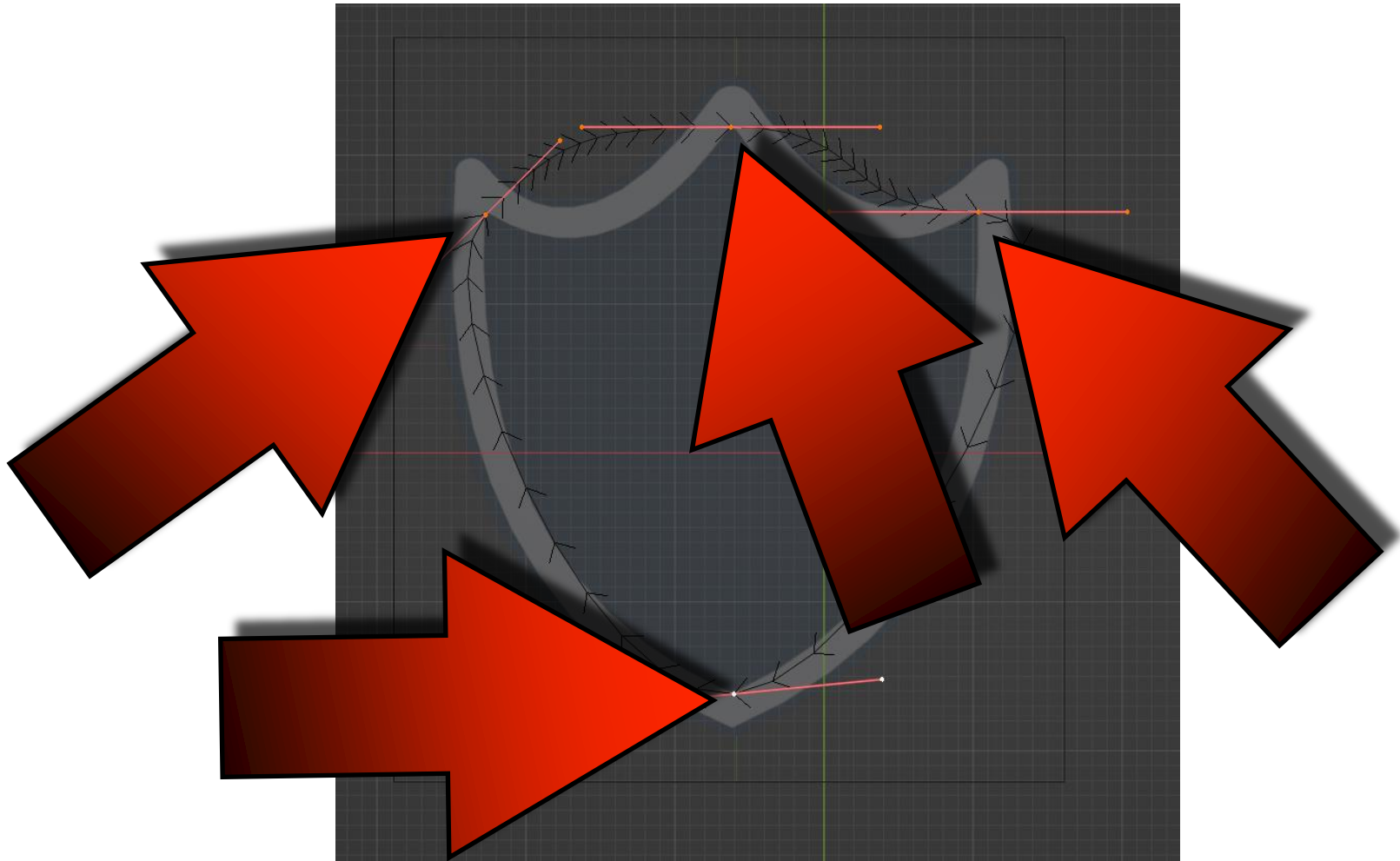
WITH R KEY TO TURN THE CURVE



CURVES

POWER OF AR AND VR

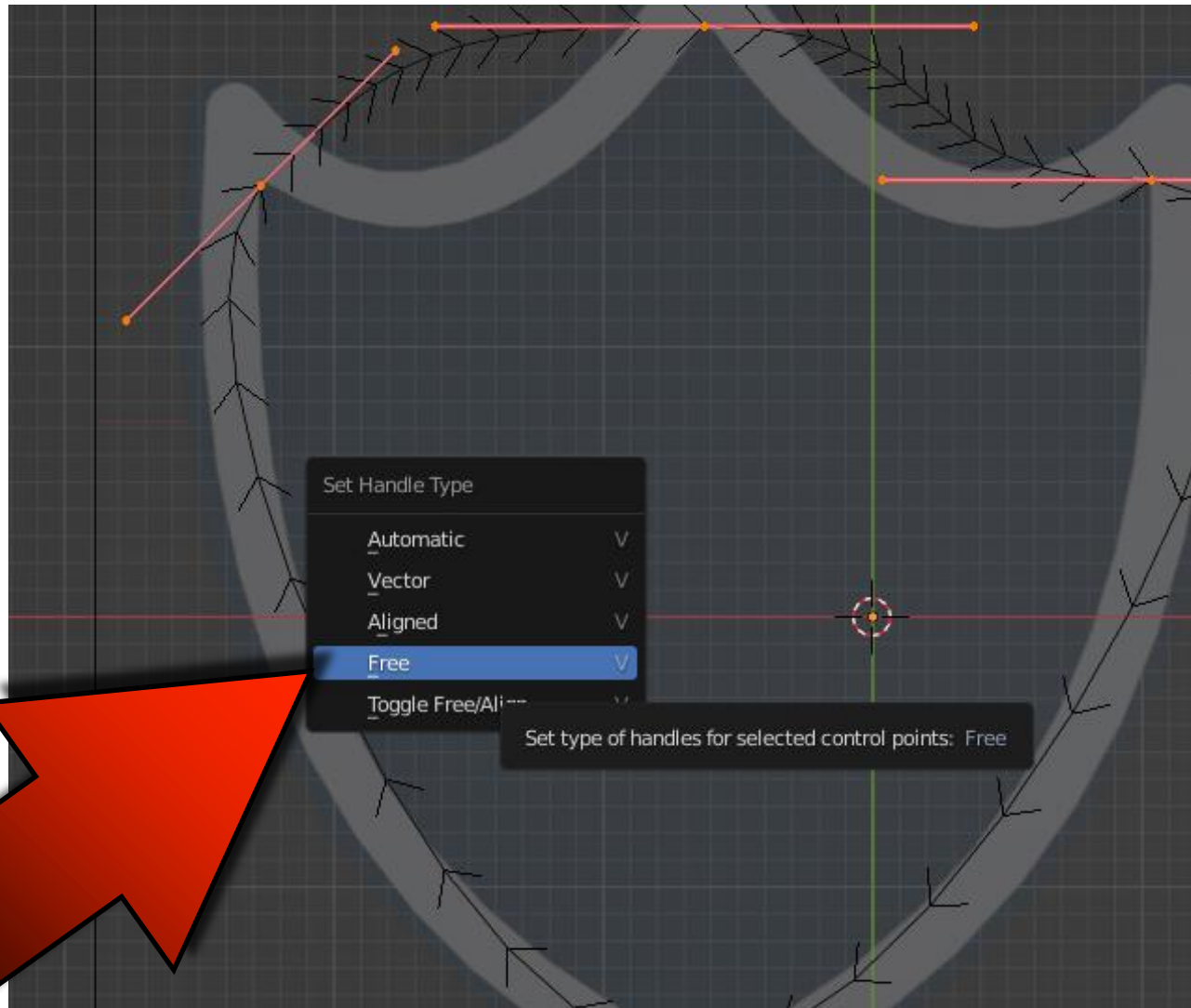
**WITH THE A KEY,
SELECT ALL KNOTS**



CURVES

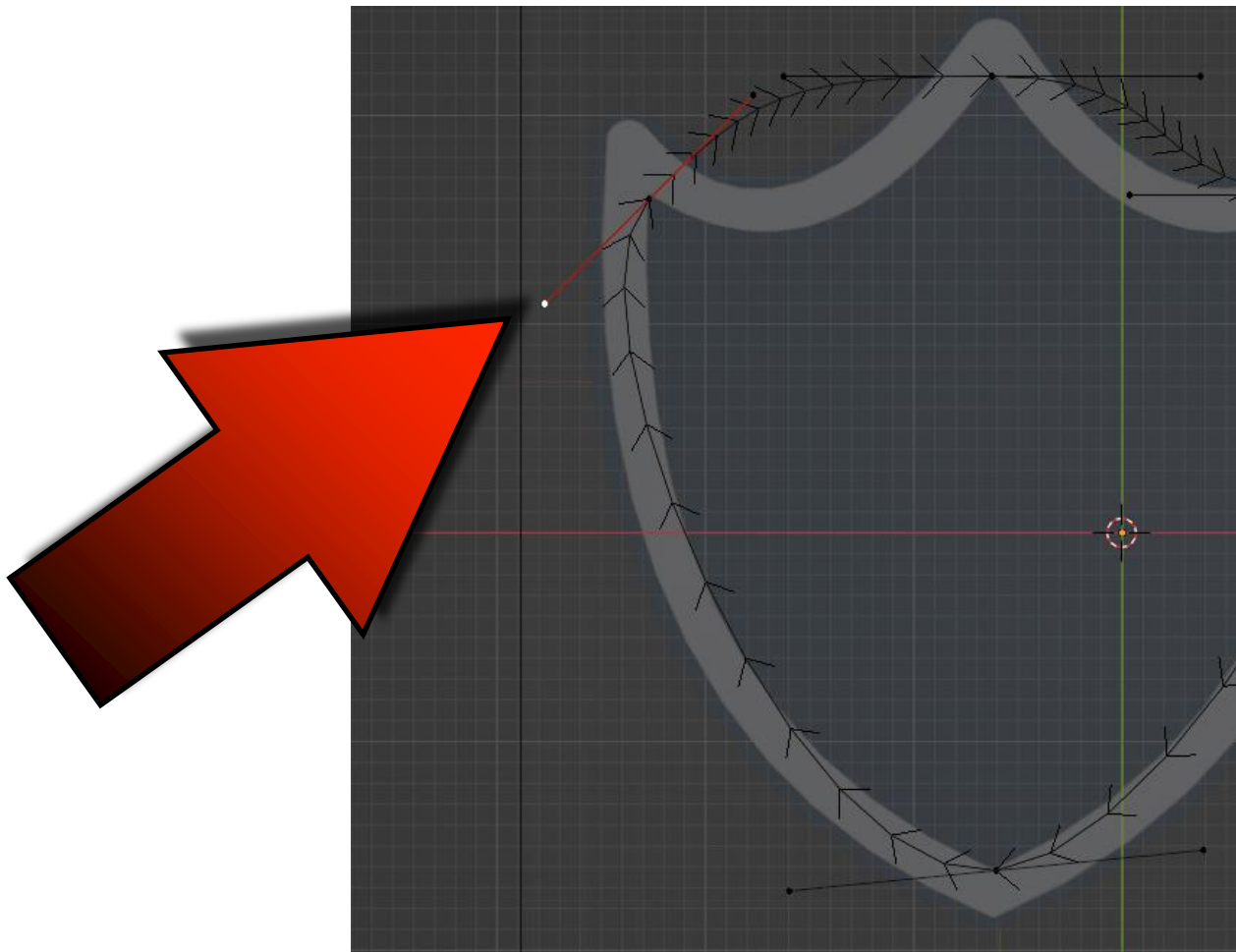
POWER OF AR AND VR

SELECT **FREE** WITH **THE V KEY**



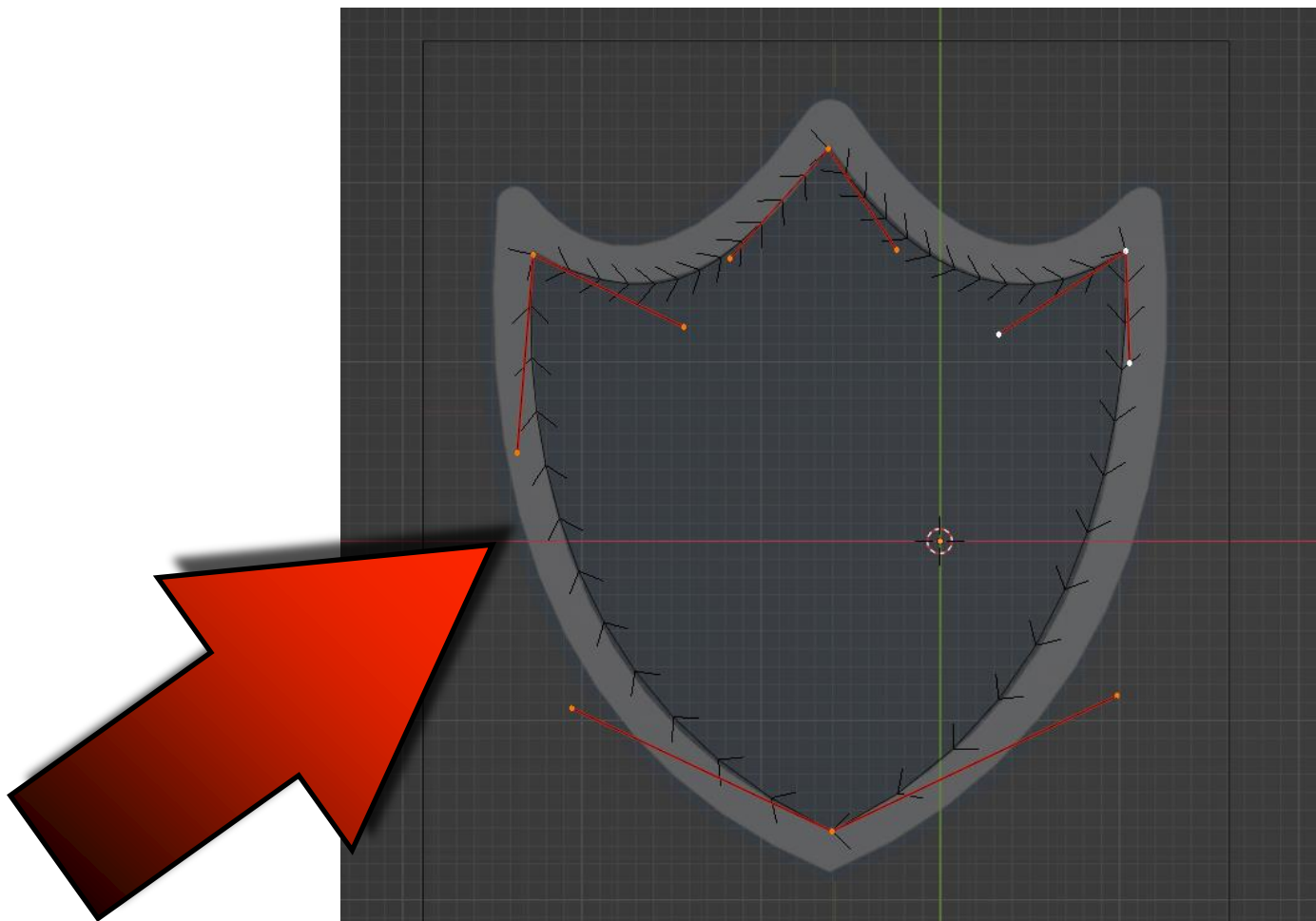
CURVES

CHANGE THE POSITION OF THE CURVES WITH **THE HANDLES**



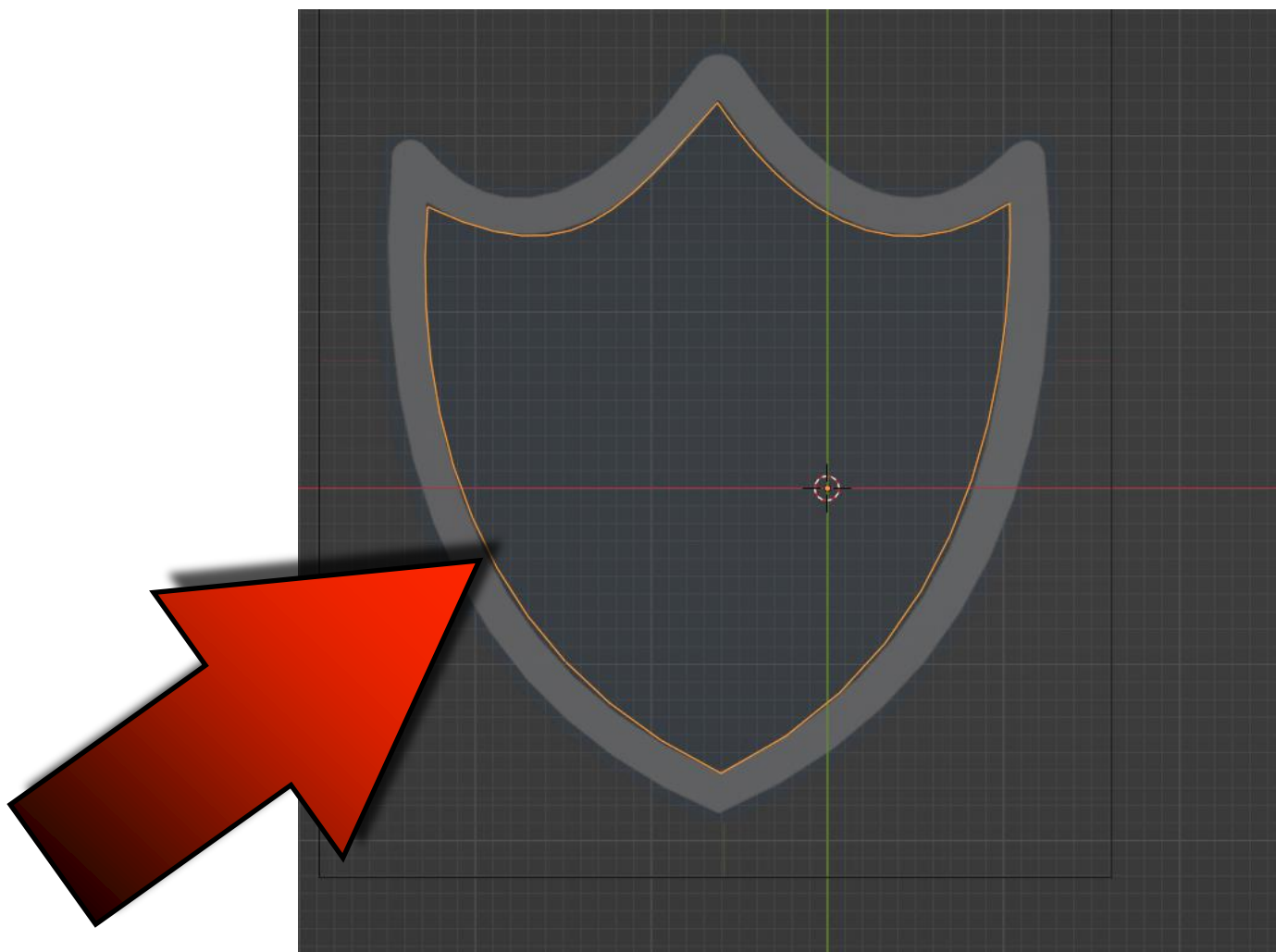
CURVES

SET THEM LIKE THIS



CURVES

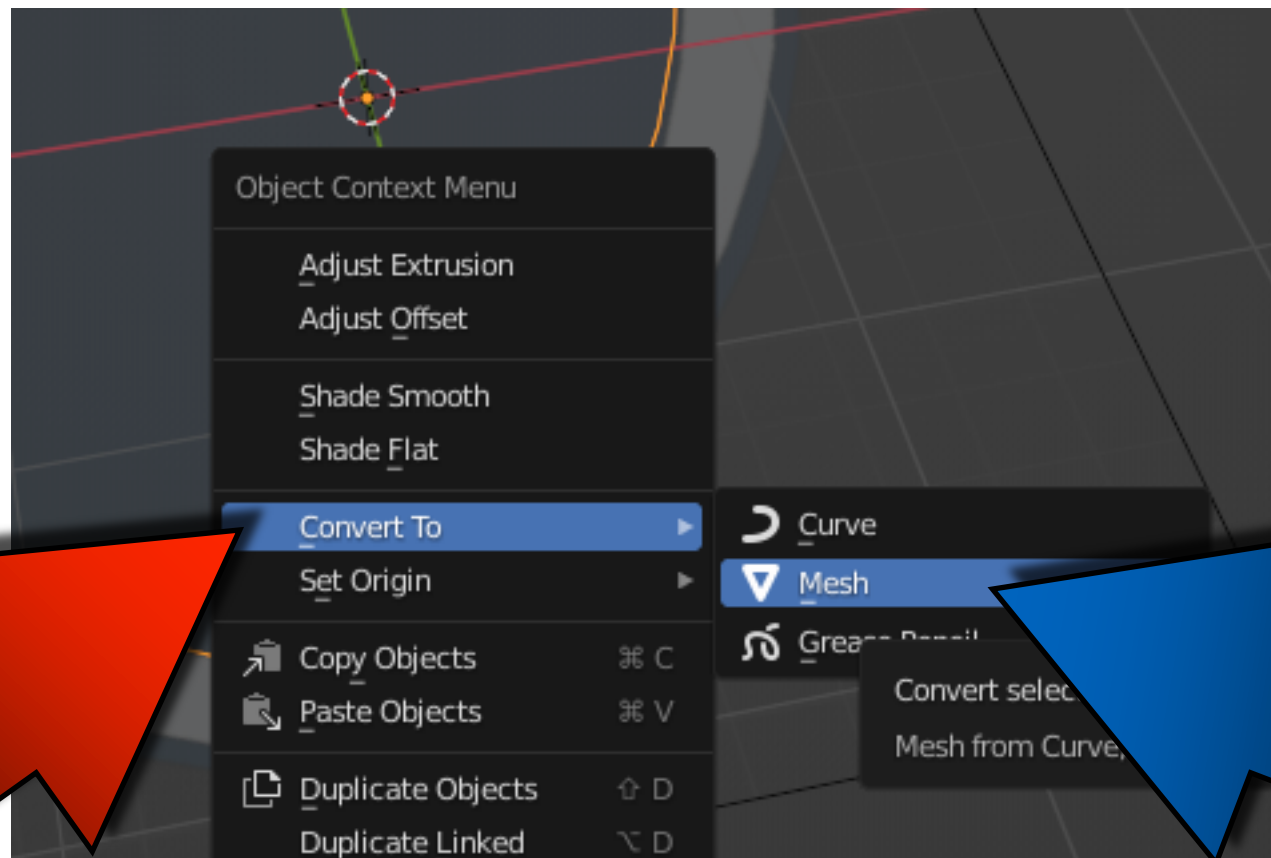
GO TO **OBJECT MODE**



CURVES

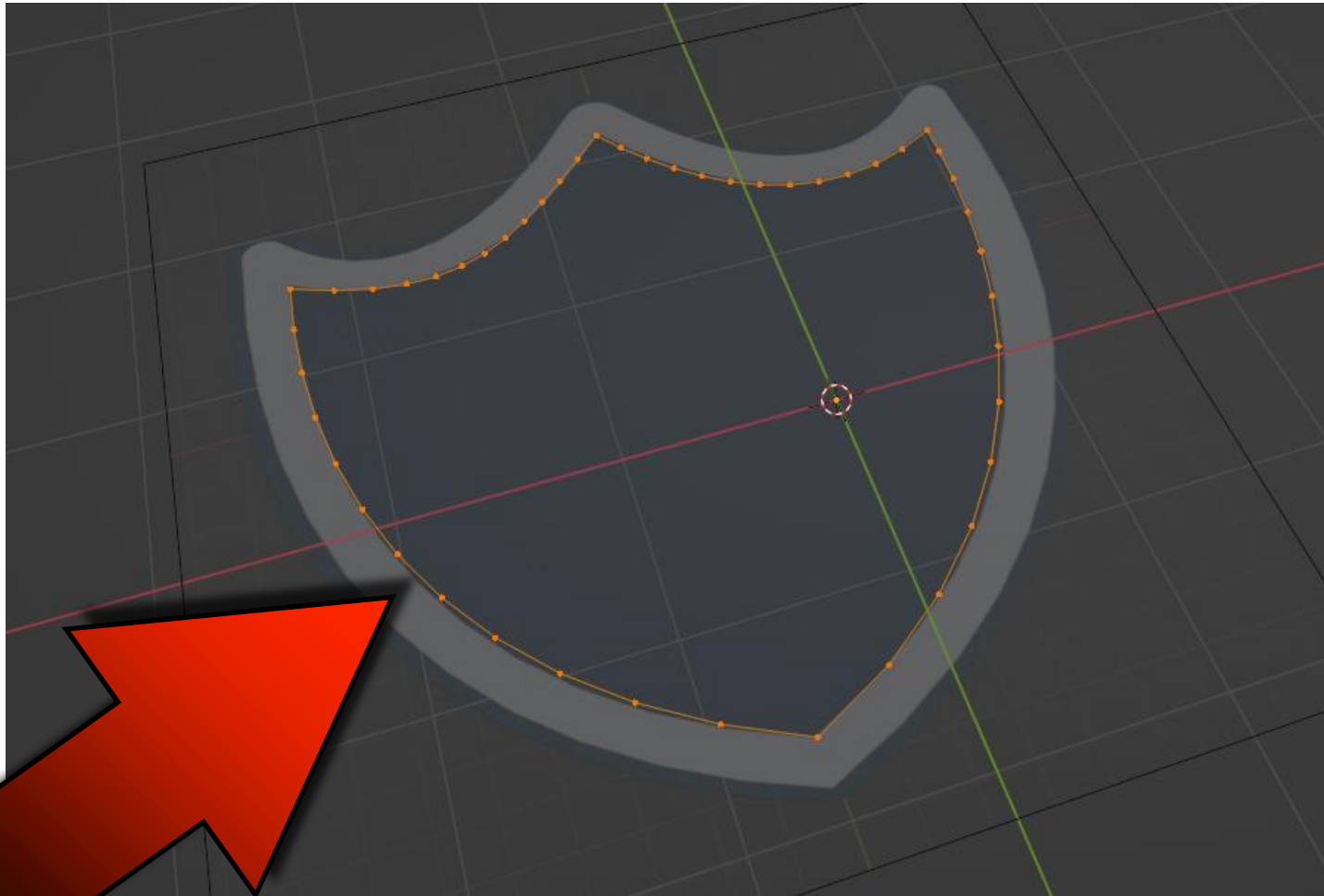
POWER OF AR AND VR

**SELECT CONVERT TO/MESH
UNDER THE RIGHT MOUSE KEY**



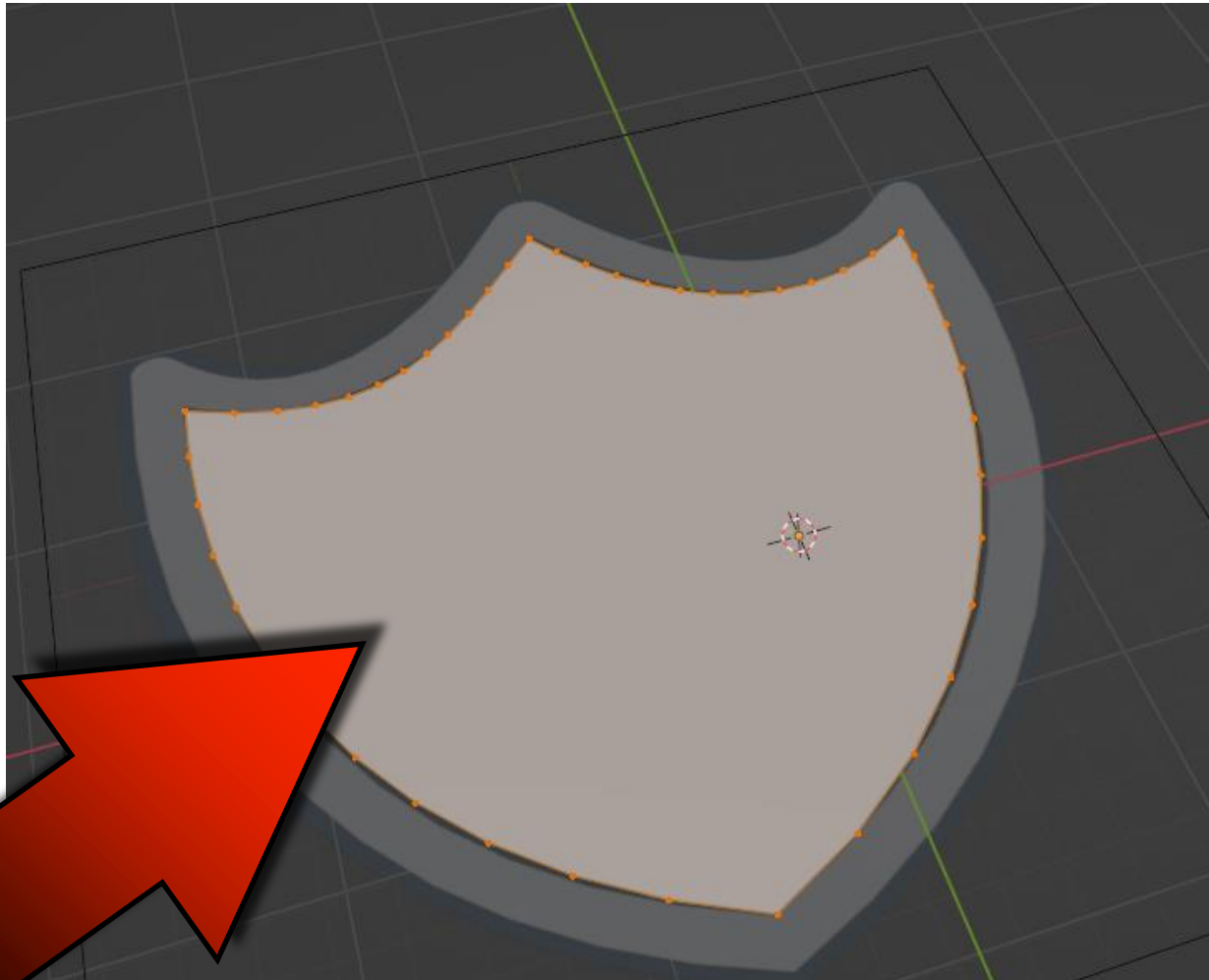
CURVES

GO TO EDIT MODE
AND SELECT EVERYTHING



CURVES

**PRESS THE F KEY
TO CLOSE THE WALL**

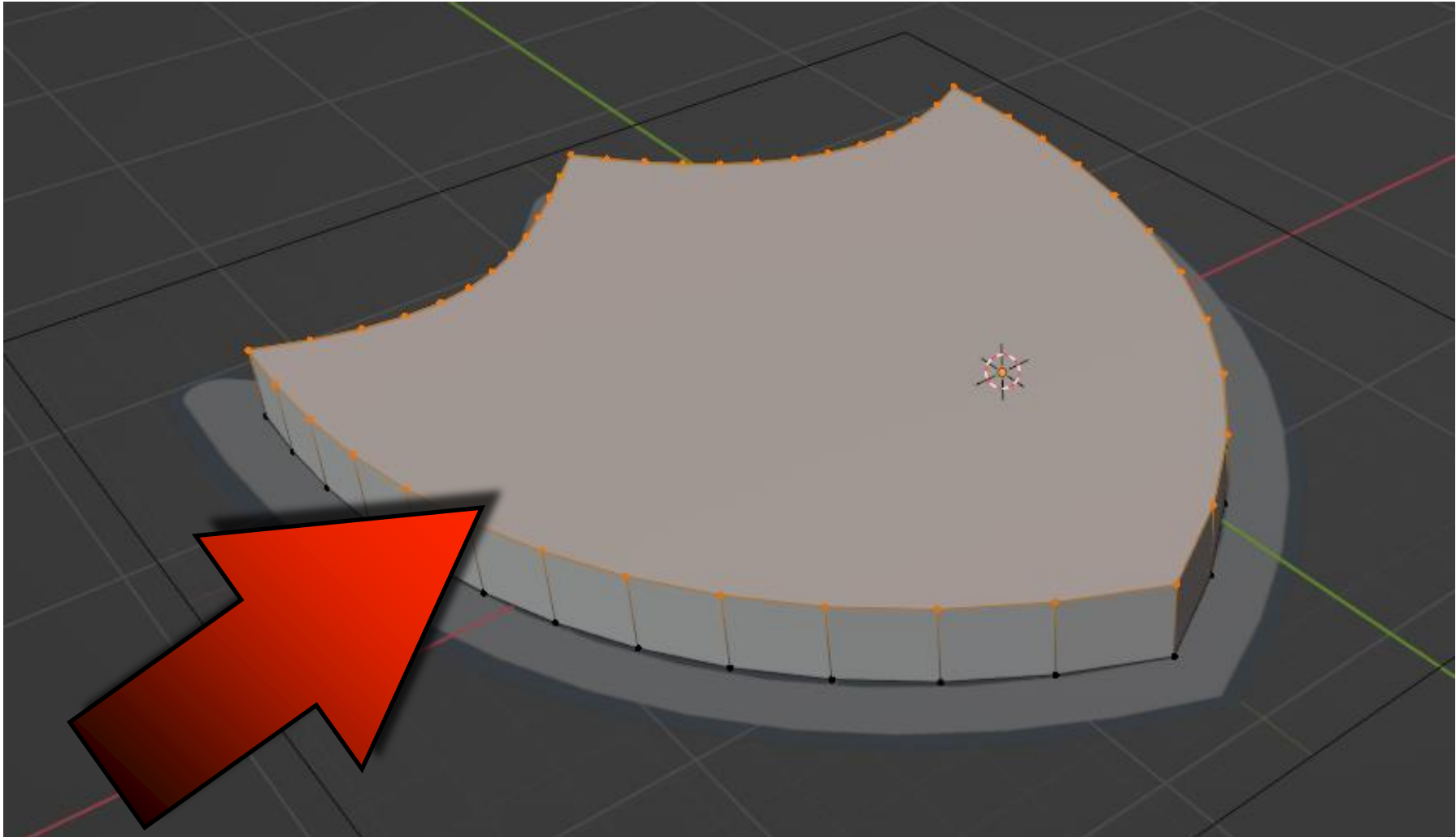


CURVES

POWER OF AR AND VR

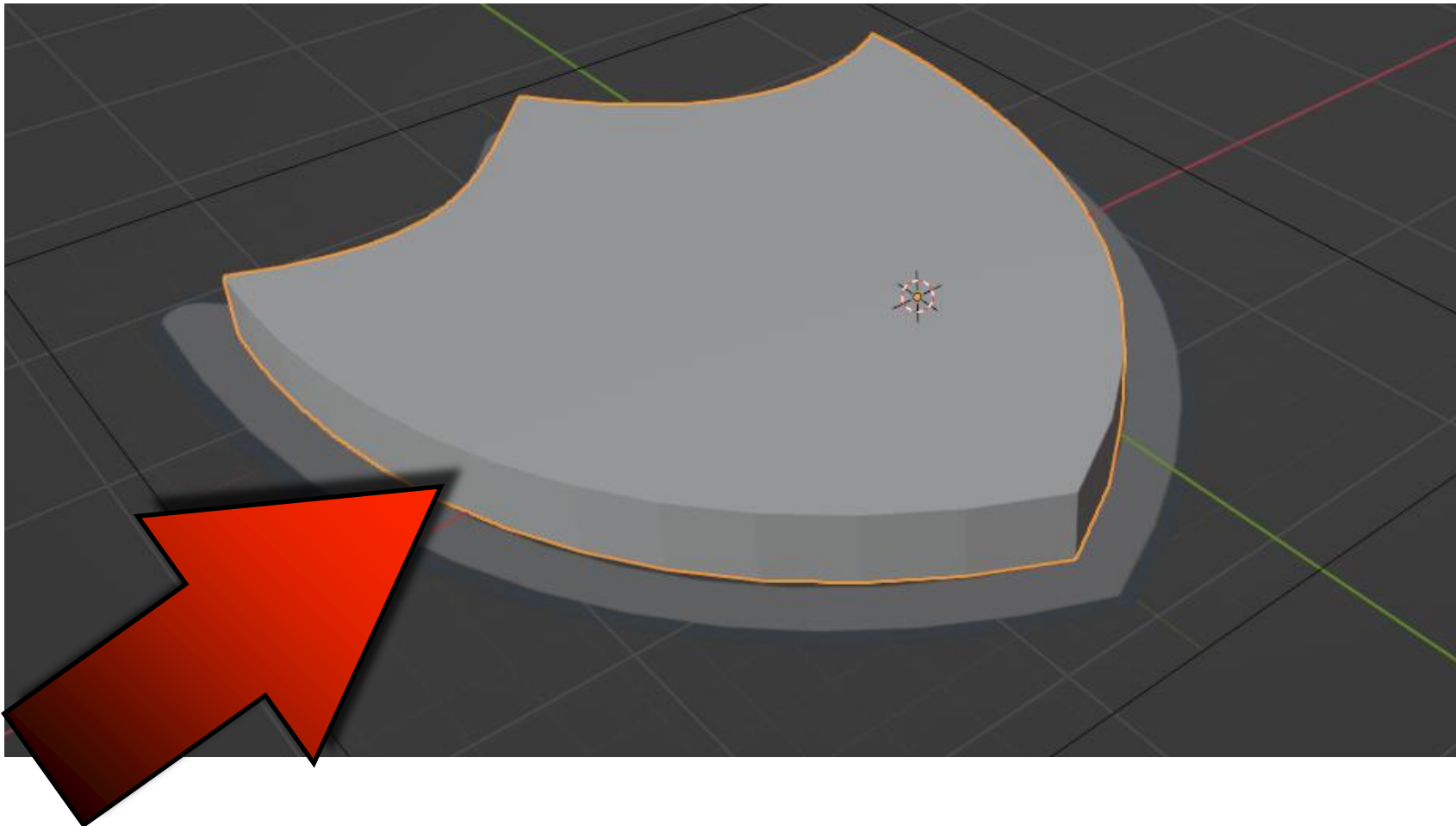
WITH THE E KEY

EXTRUDE IN THE Z-AXIS



CURVES

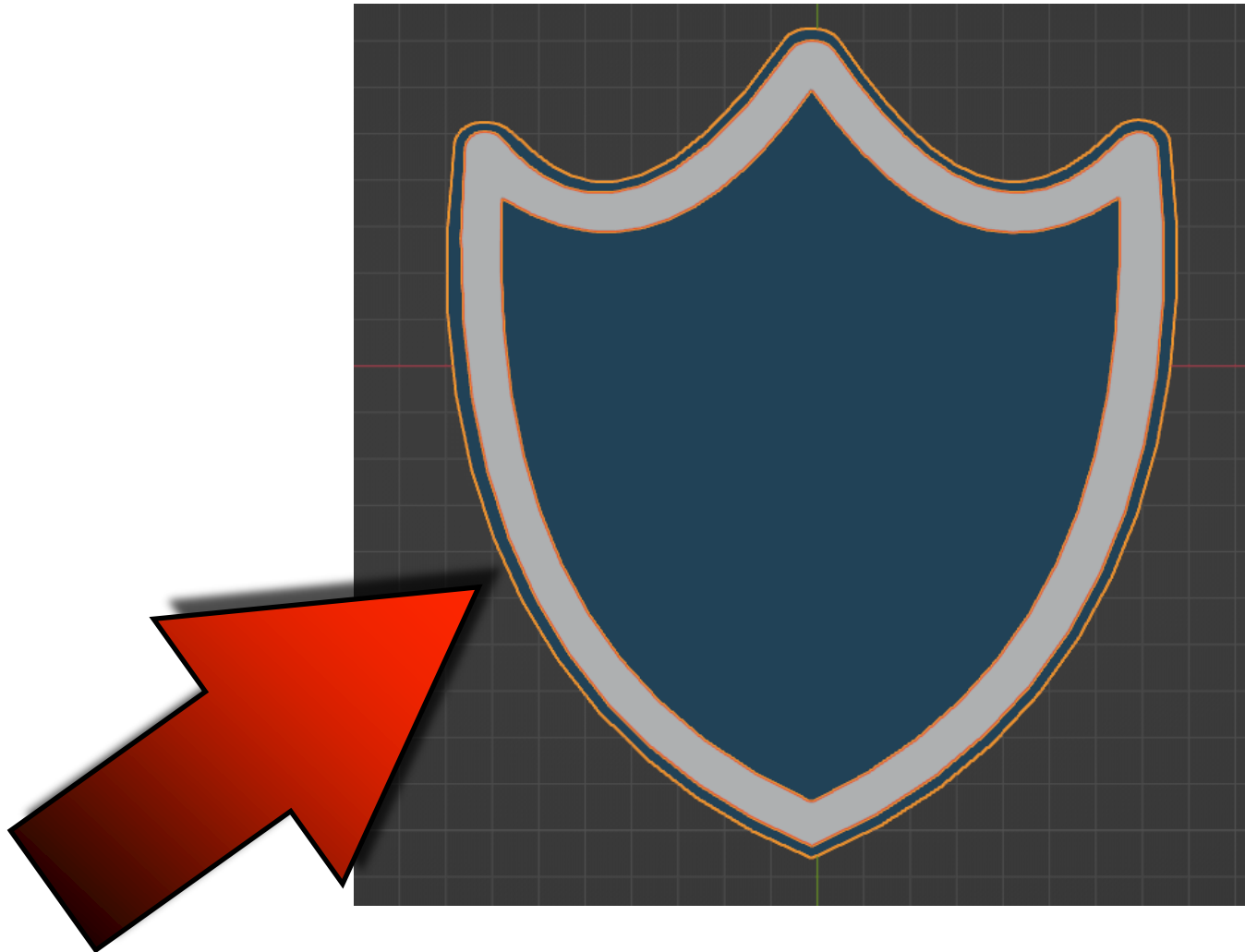
GO TO **OBJECT MODE**



CURVES

POWER OF AR AND VR

MAKE THE OTHER SHIELD ELEMENTS YOURSELF



CURVES

TRY TO DRAW YOUR INSTITUTION'S LOGO YOURSELF



CURVES

WITH CURVES YOU CAN DRAW ANY OBJECT THAT CAN BE LATER PRINTED ON A 3D PRINTER



POWER OF AR AND VR

**THANK YOU FOR
YOUR ATTENTION**



**Co-funded by
the European Union**



JACEK KAWAŁEK