

**POWER OF AR AND VR**

# THE GINGERBREAD MAN



**Co-funded by  
the European Union**



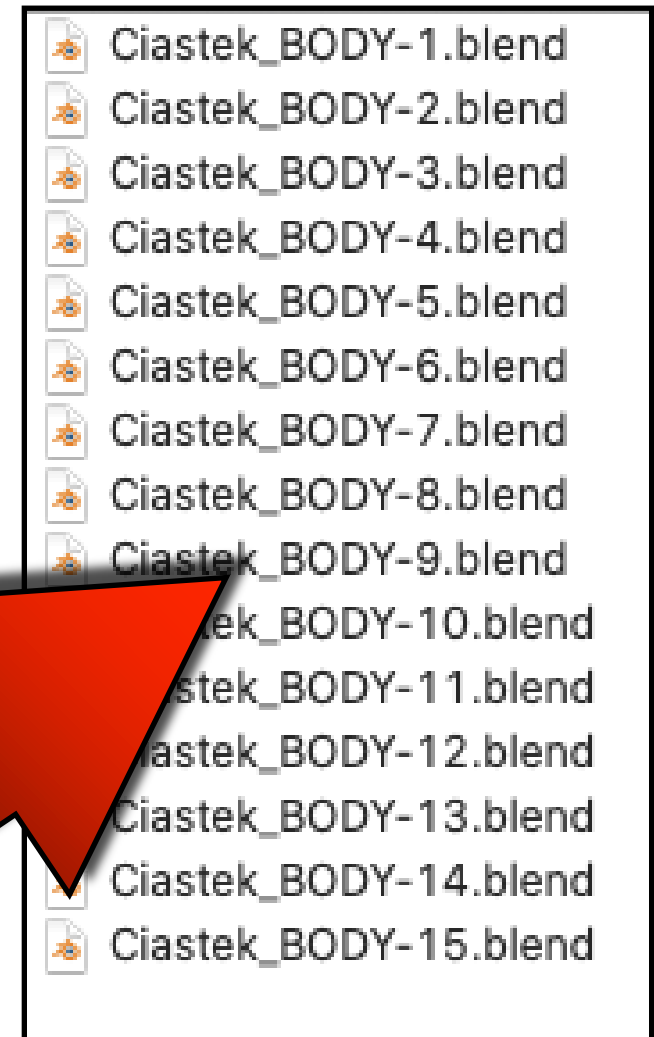
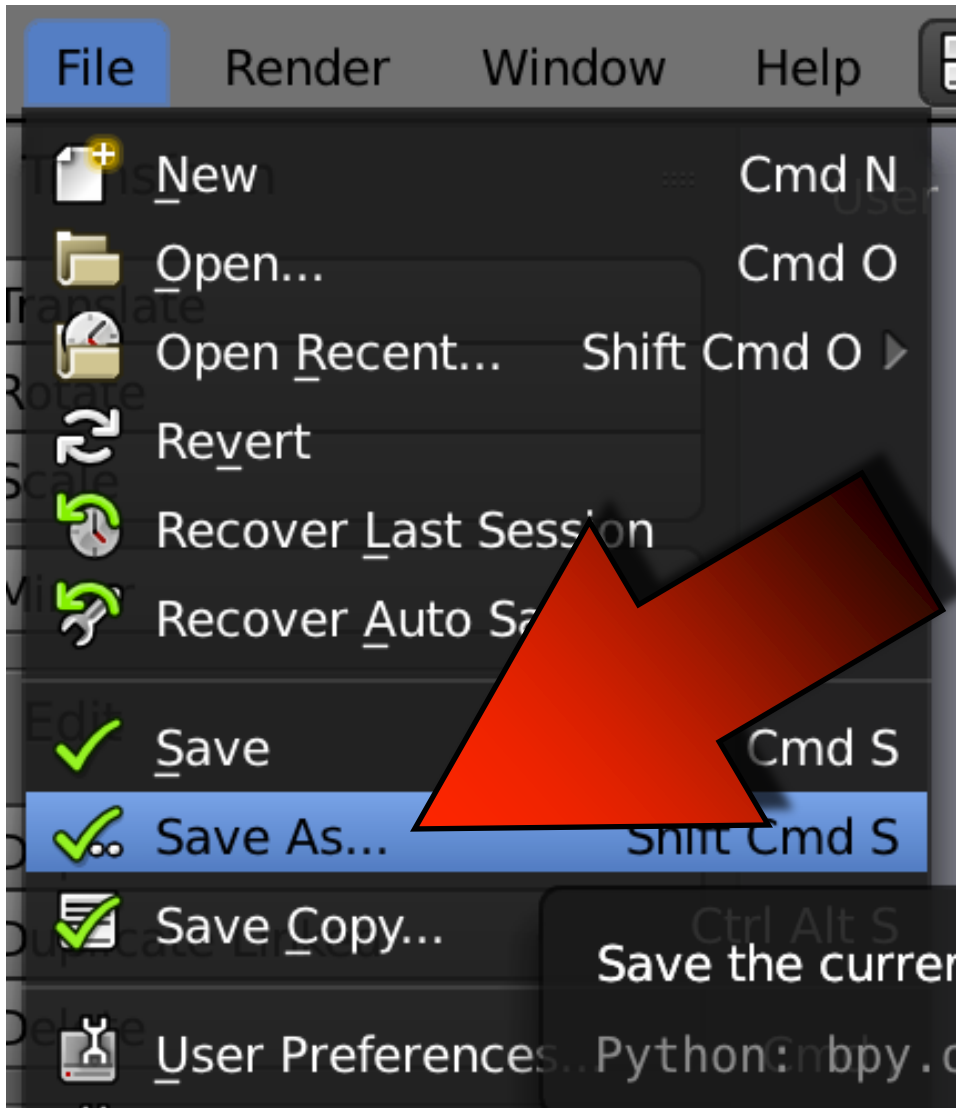
**JACEK KAWAŁEK**

**IN THIS TRAINING WE WILL DRAW THE CHARACTER  
OF THE GINGERBREAD MAN FROM THE MOVIE SHREK  
AND IN THE FUTURE WE WILL ADD AN ANIMATION**



## THE GINGERBREAD MAN

## REMEMBER EVERY TIME ABOUT SAVING YOUR WORK

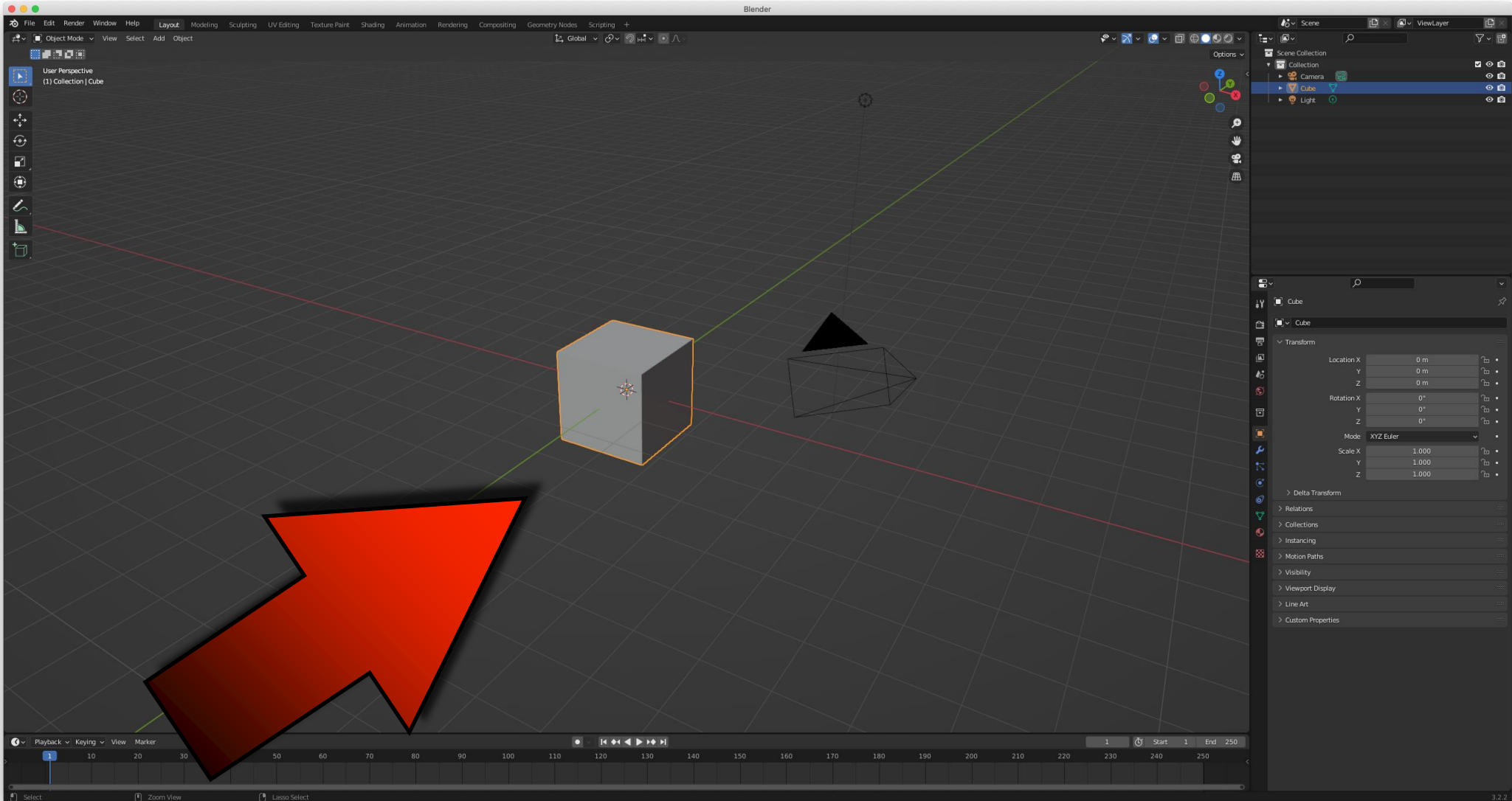




# POWER OF AR AND VR



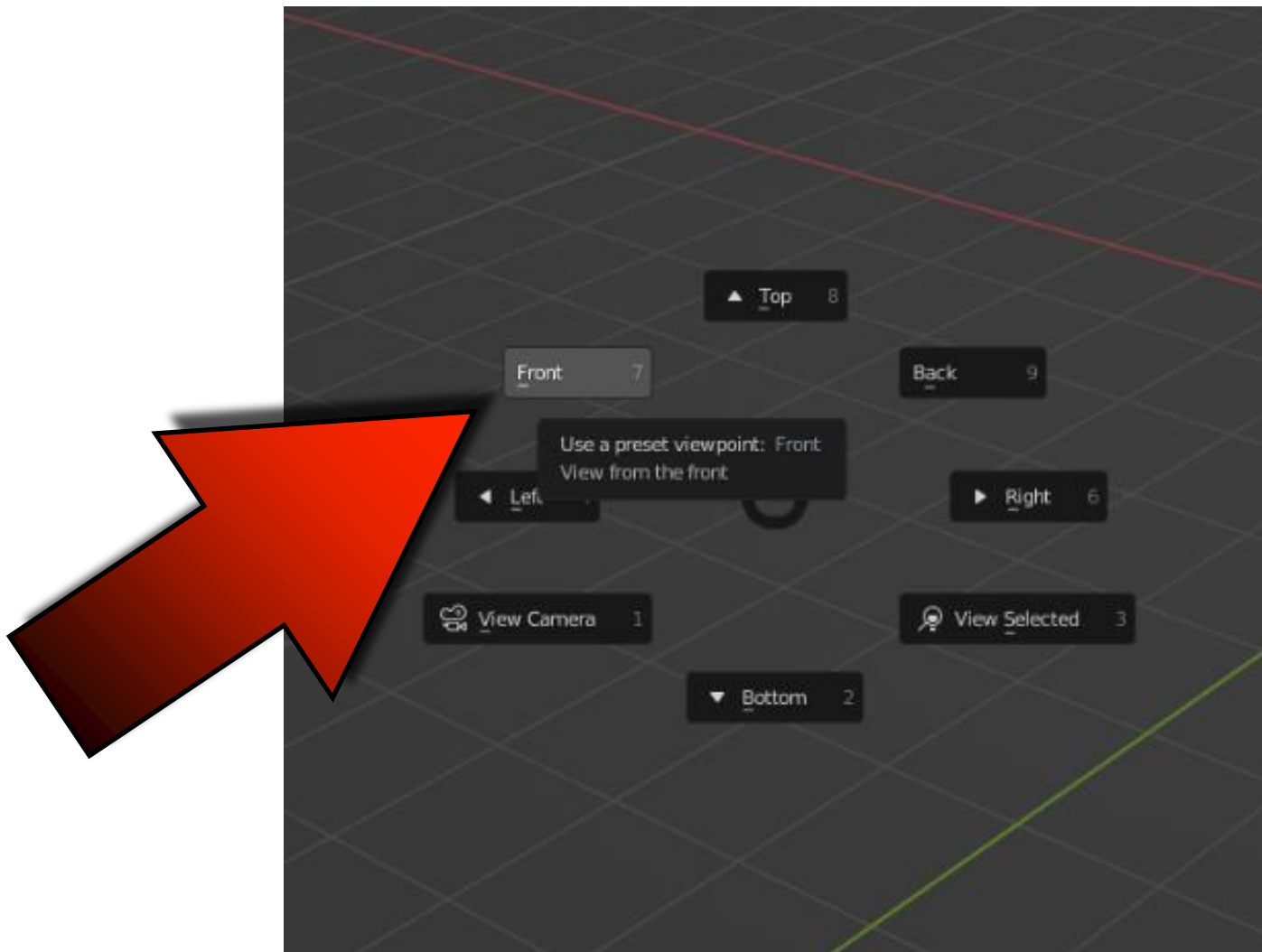
# START BLENDER



# THE GINGERBREAD MAN

# POWER OF AR AND VR

## GO TO FRONT VIEW



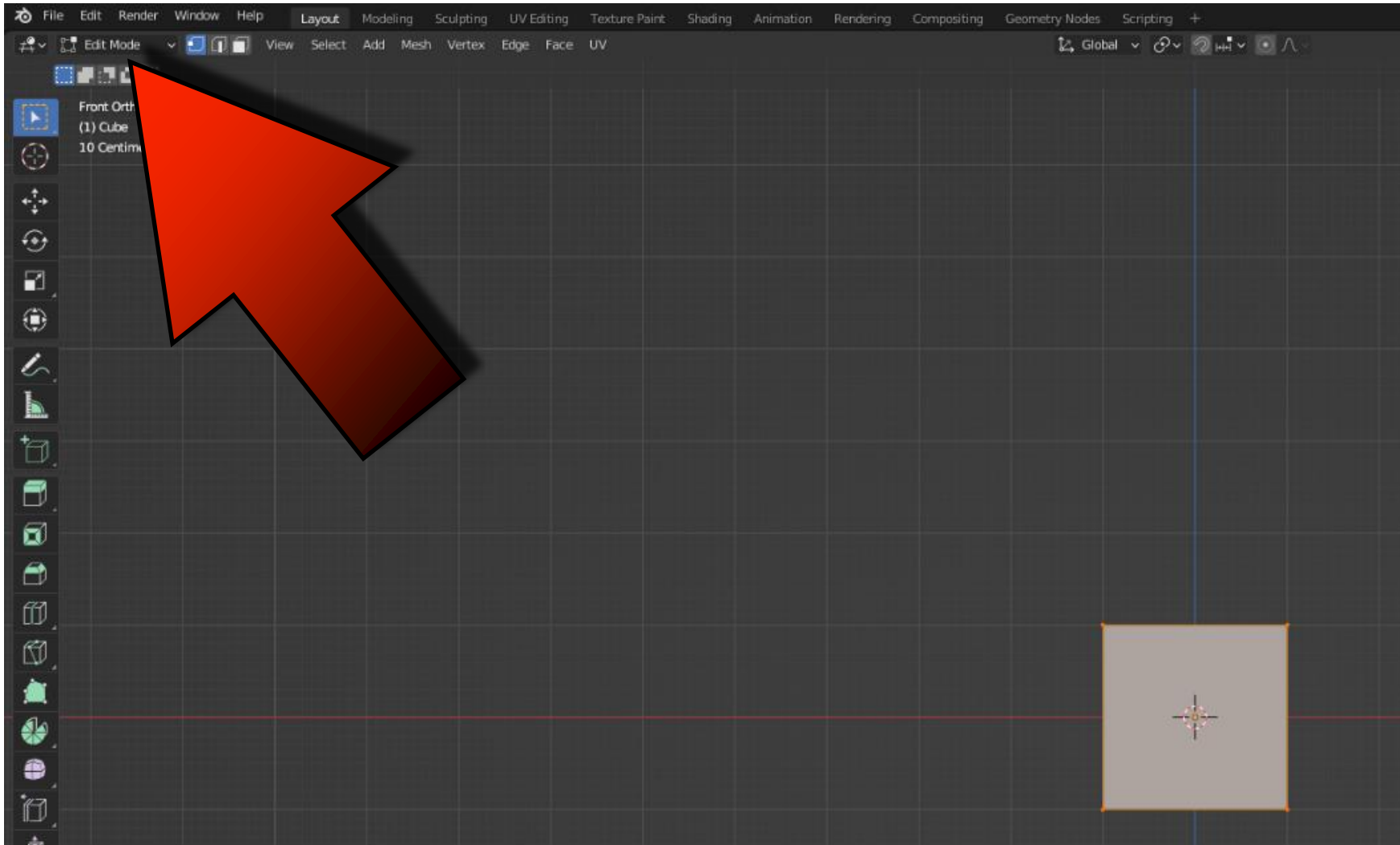
## THE GINGERBREAD MAN



# POWER OF AR AND VR

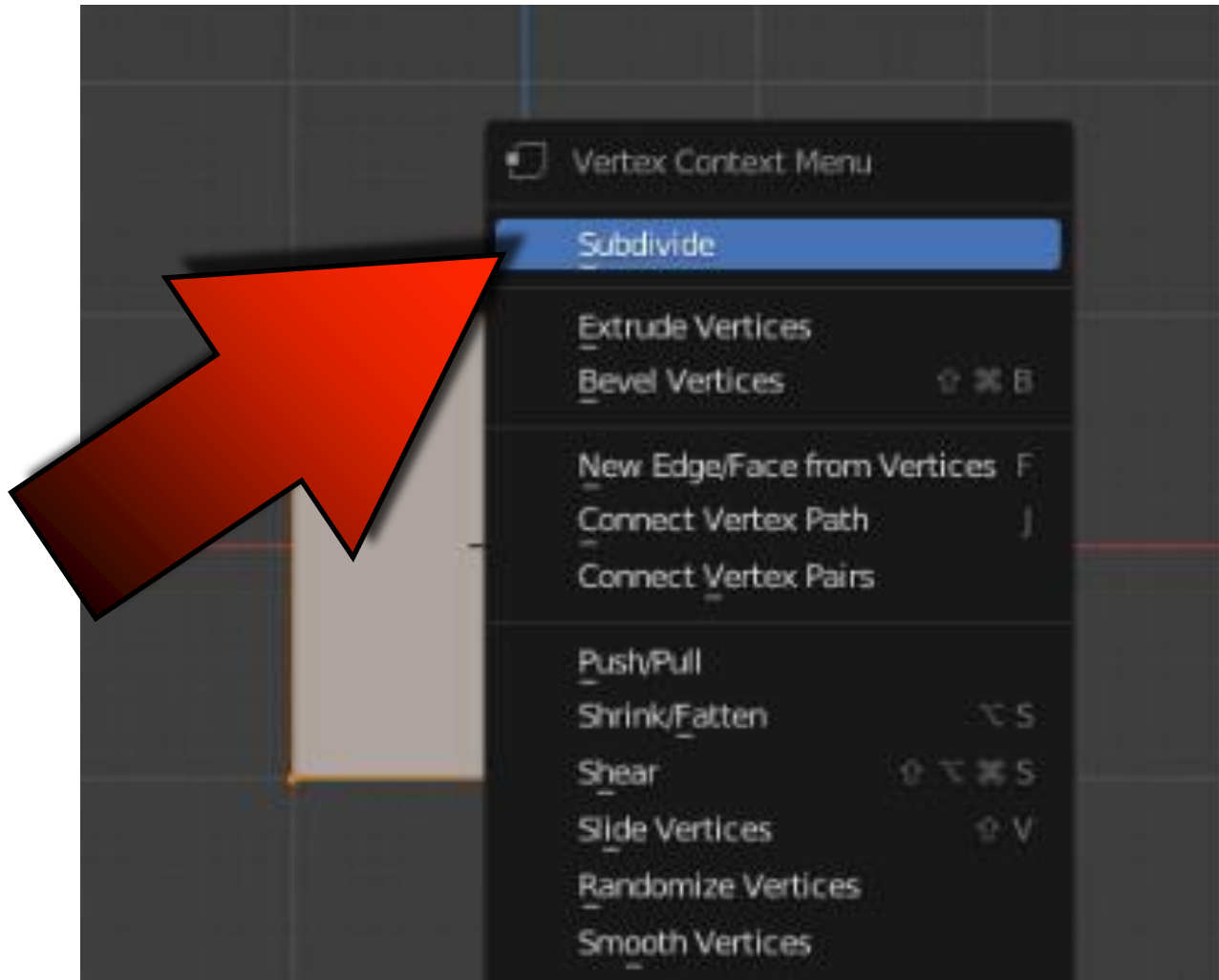


# GO TO **EDIT MODE**



# THE GINGERBREAD MAN

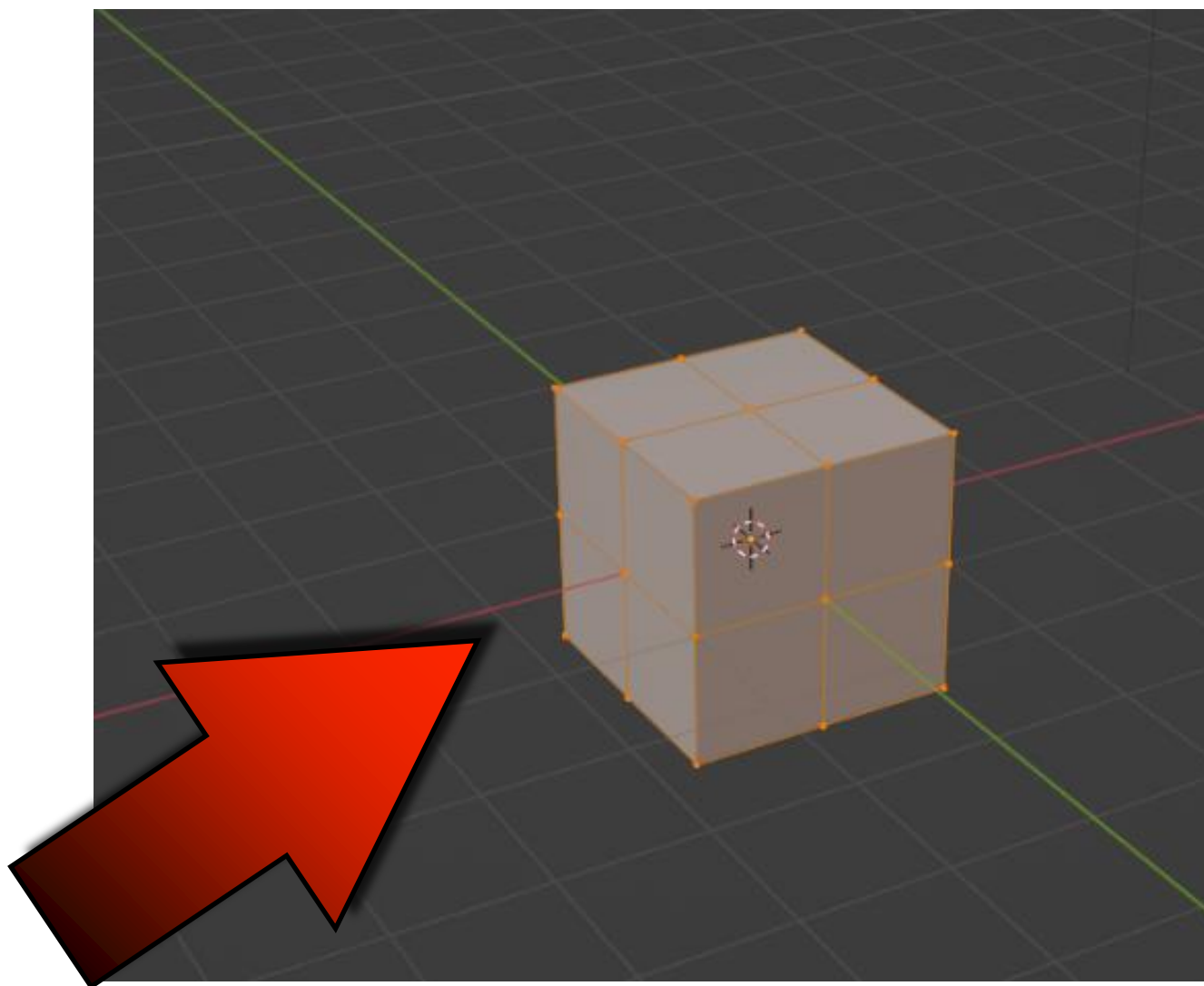
## CHOOSE **SUBDIVIDE**



## THE GINGERBREAD MAN

# POWER OF AR AND VR

## CUBE WILL BE DIVIDED

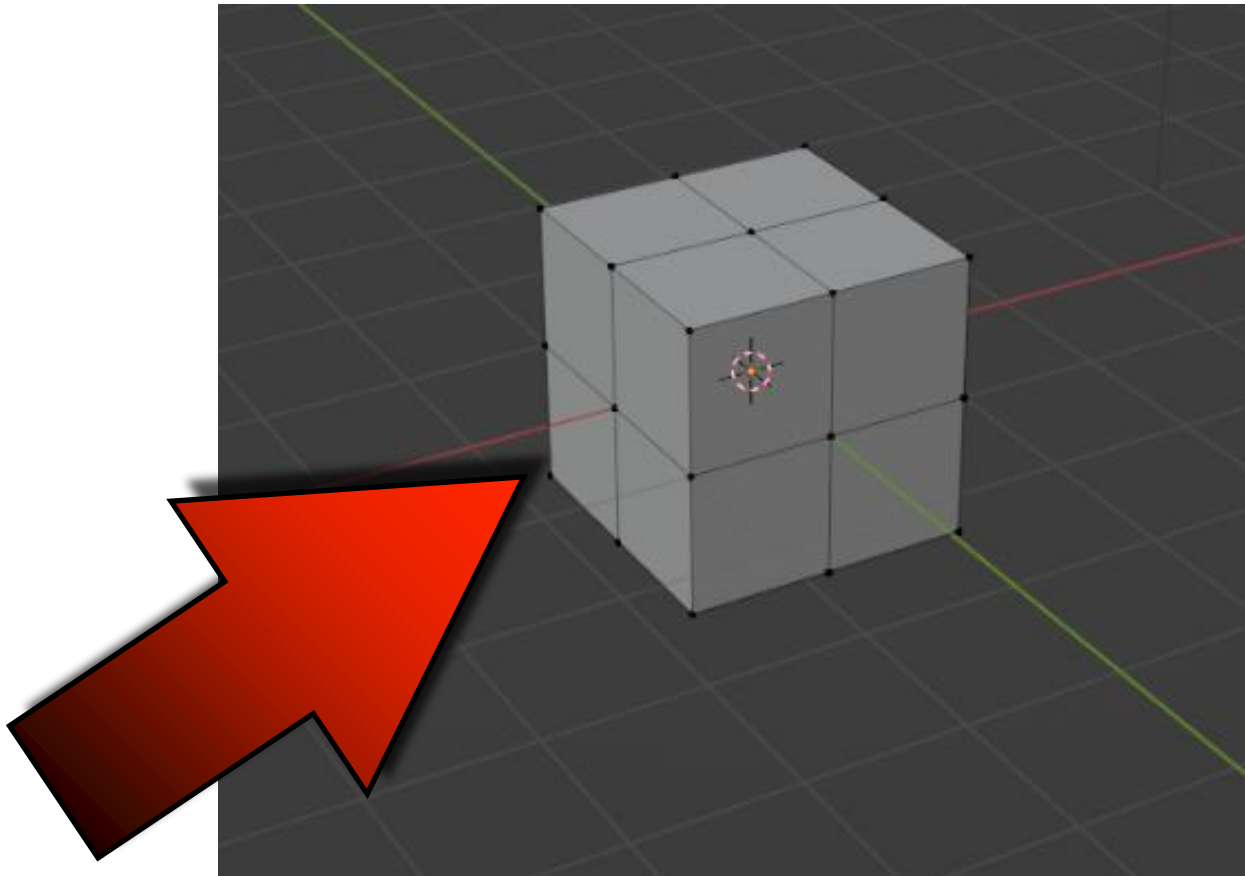


THE GINGERBREAD MAN



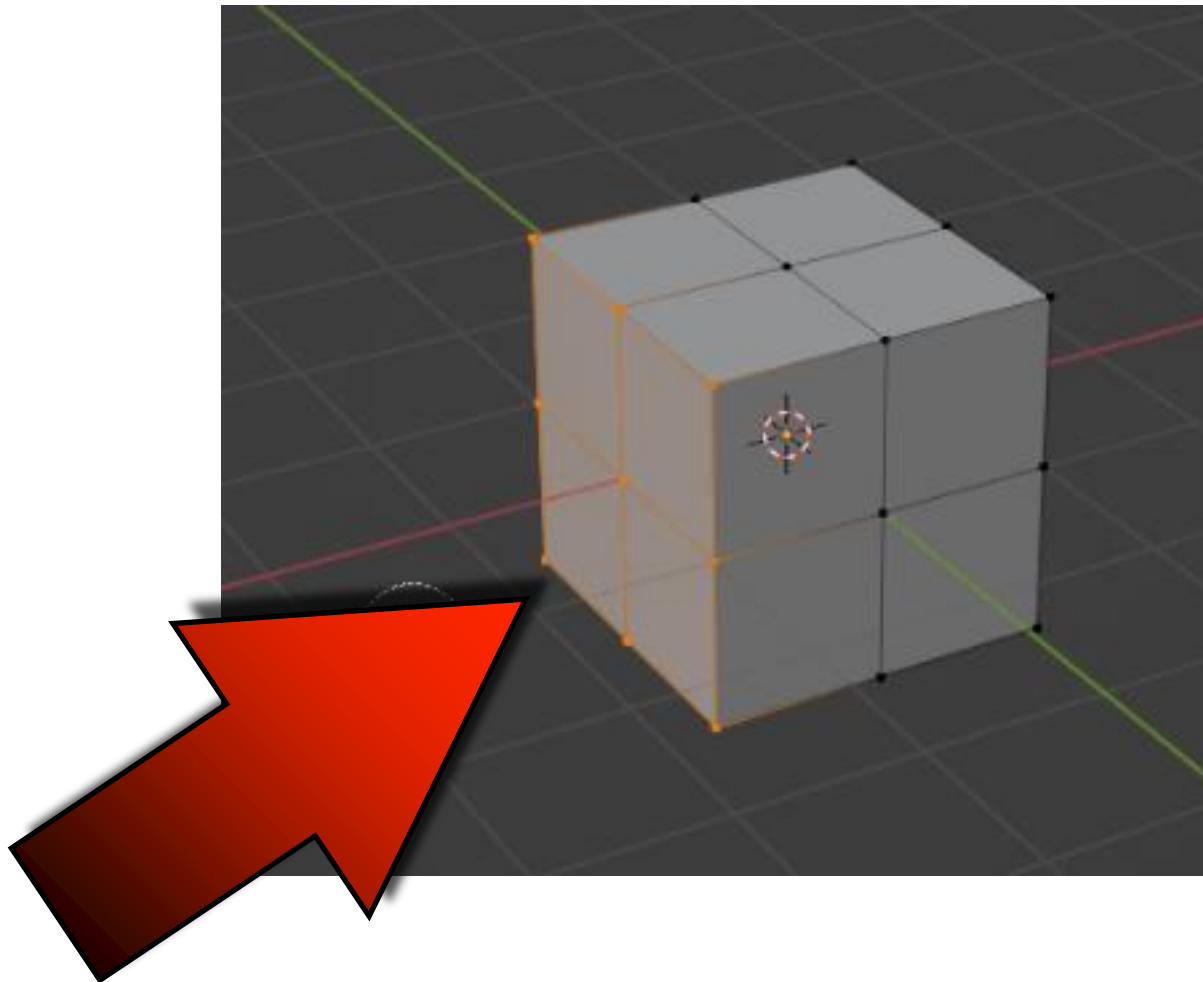
## USE **ALT + A**

# TURN OFF MARKING EVERYTHING



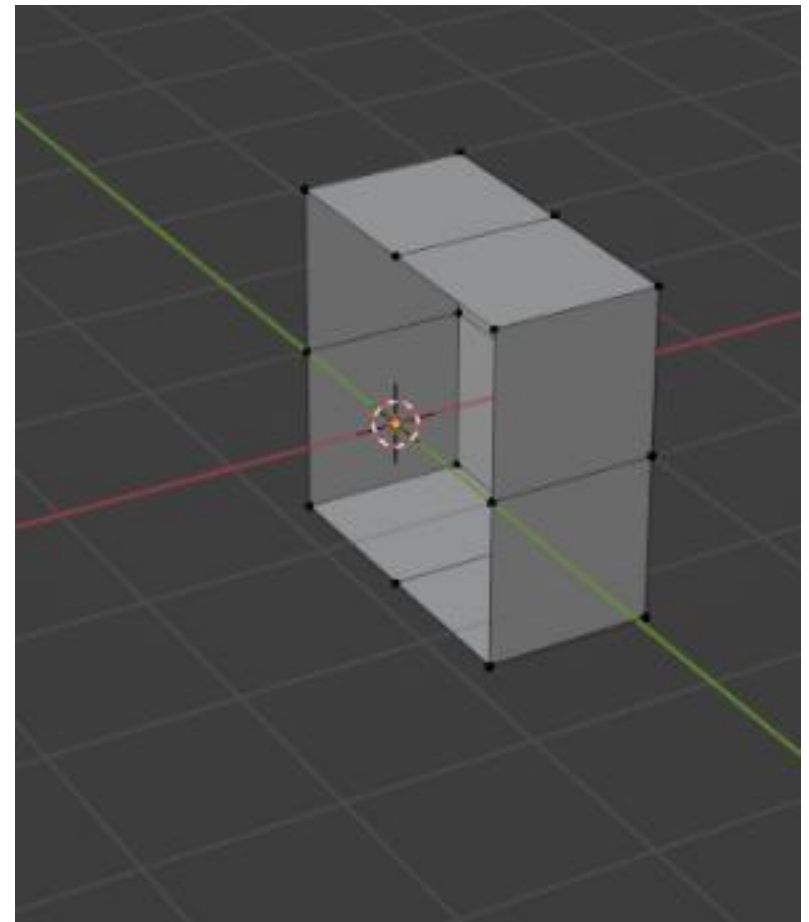
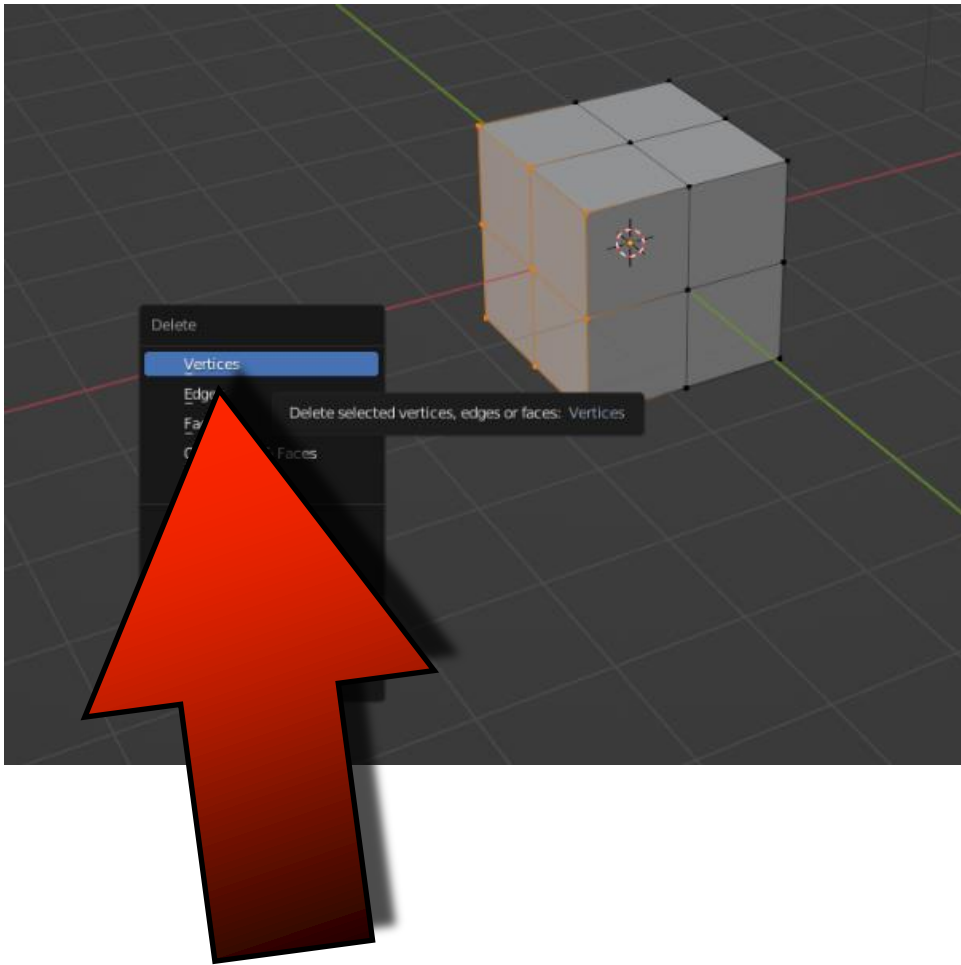
## THE GINGERBREAD MAN

## MARK THE VERTEX ON THE LEFT SIDE

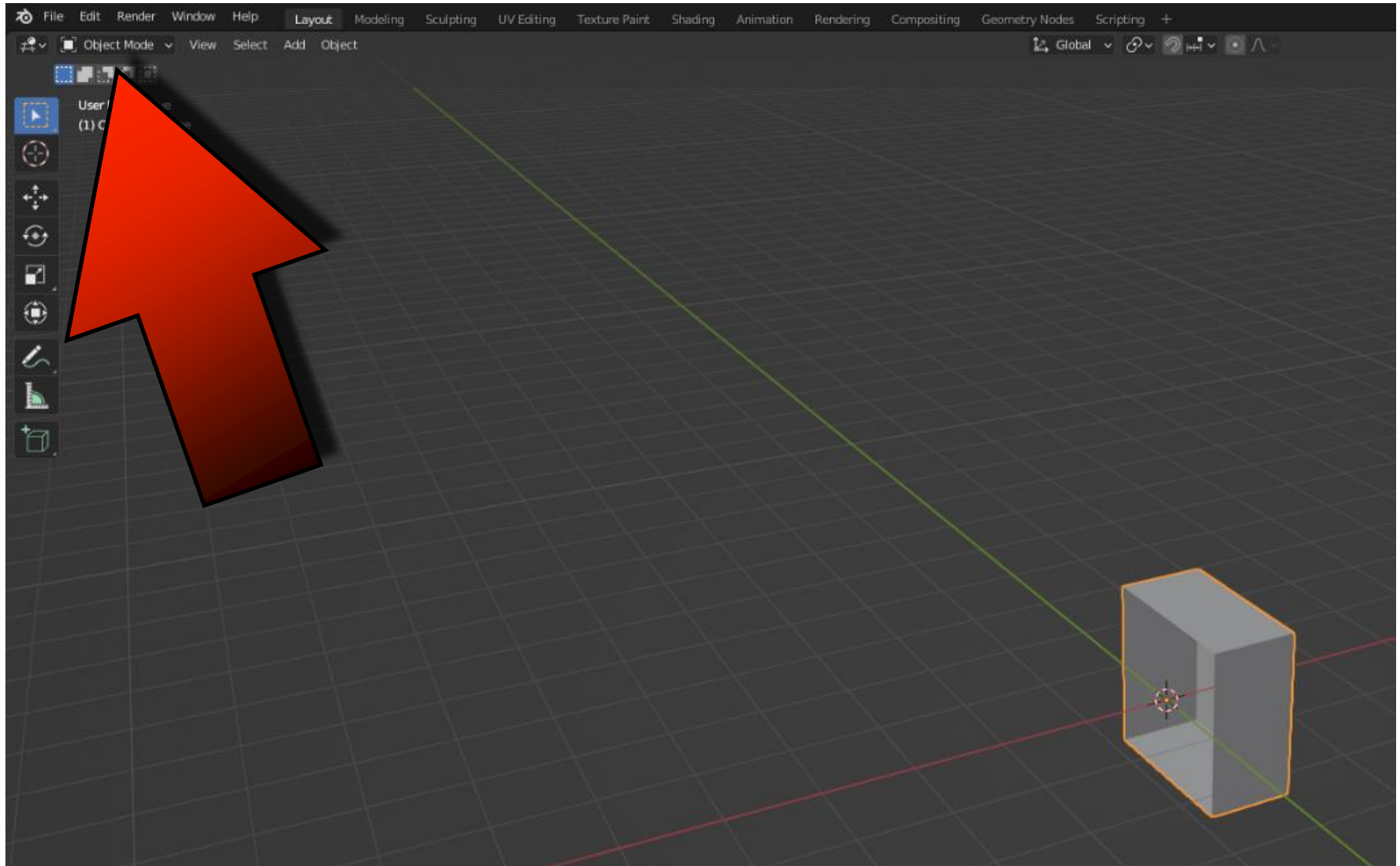


## THE GINGERBREAD MAN

## DELETE VERTICES

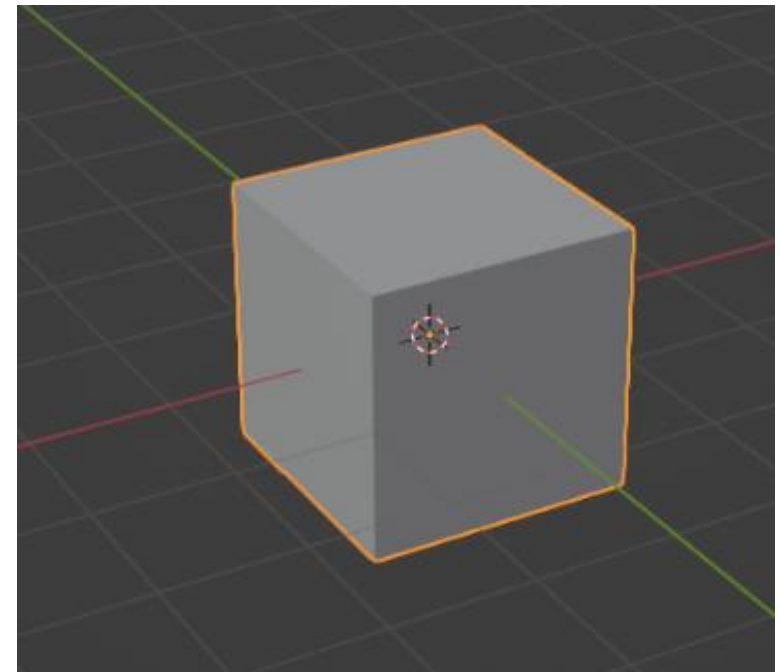
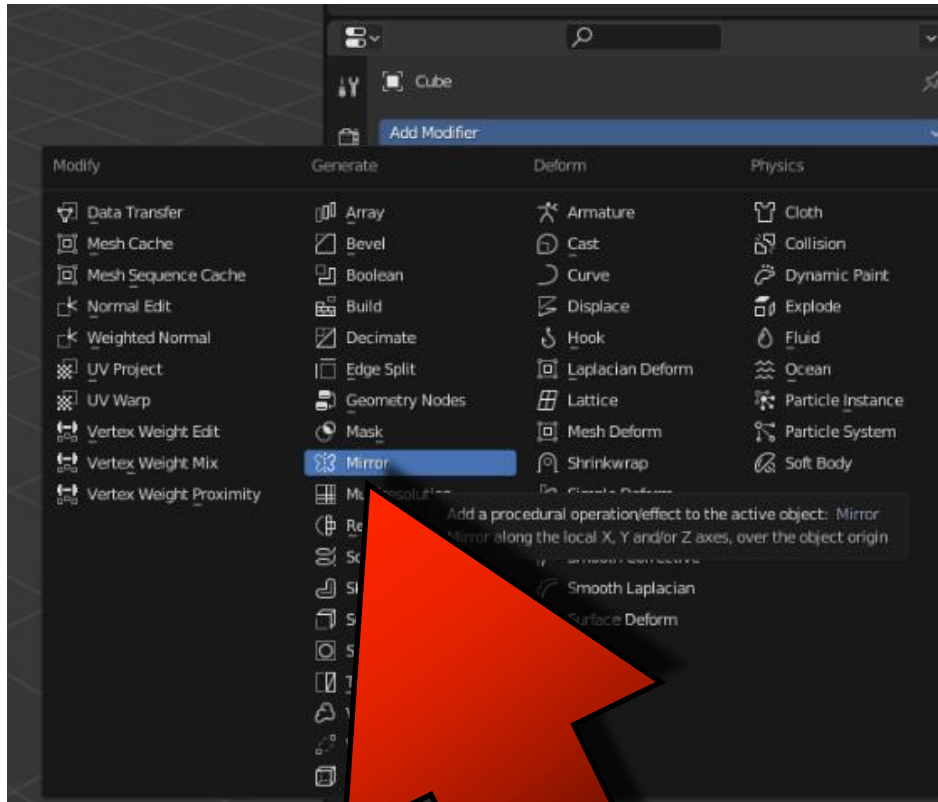


# GO TO OBJECT MODE



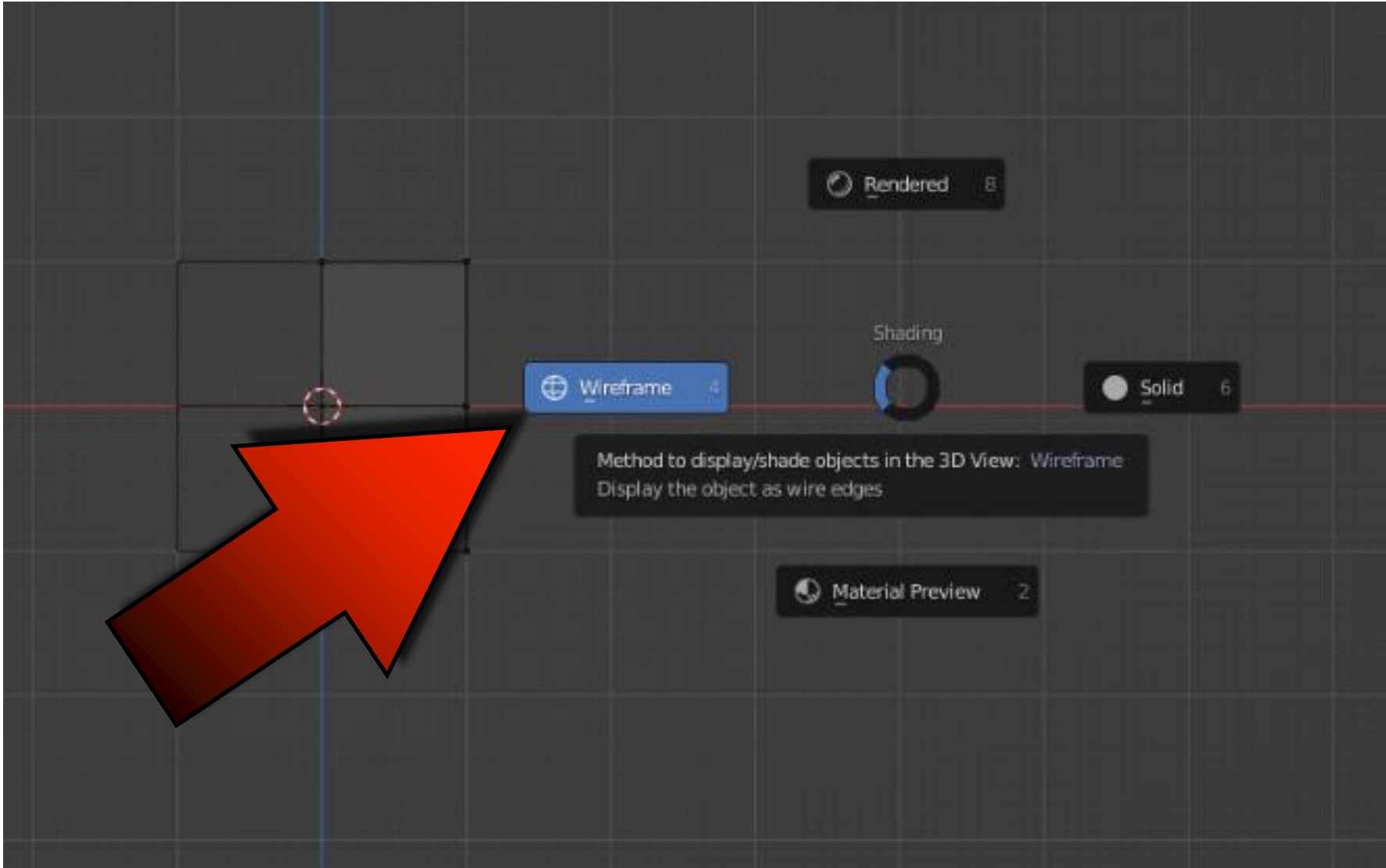
## THE GINGERBREAD MAN

# ADD **MIRROR** MODIFIER



# POWER OF AR AND VR

## GO TO WIREFRAME

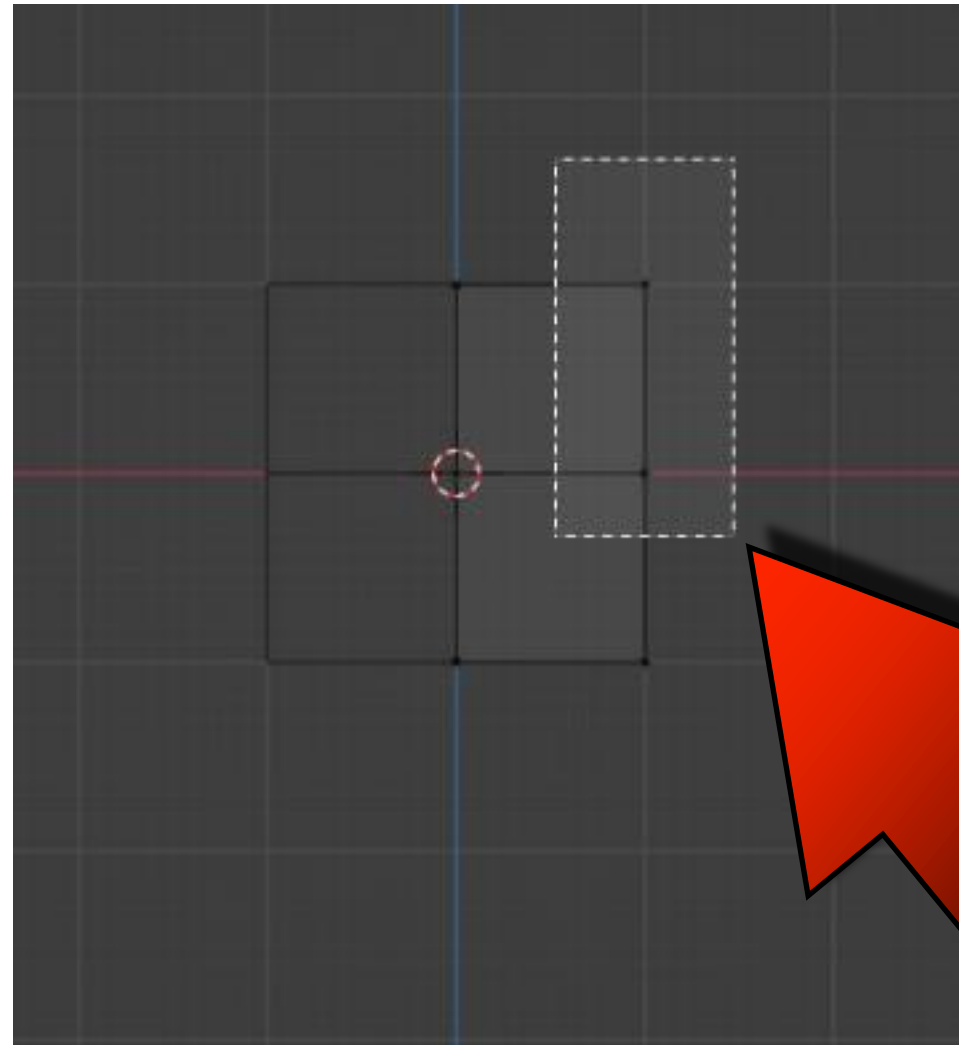
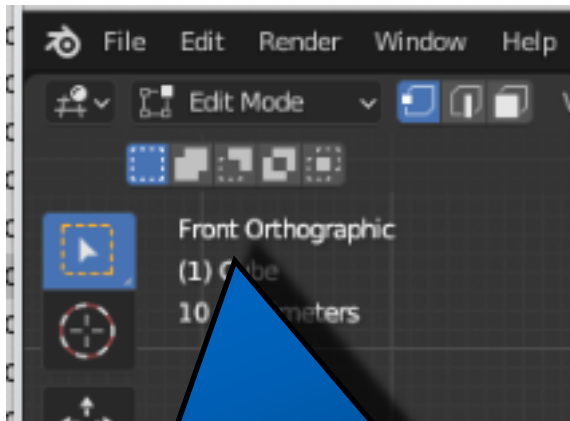


# THE GINGERBREAD MAN

# POWER OF AR AND VR

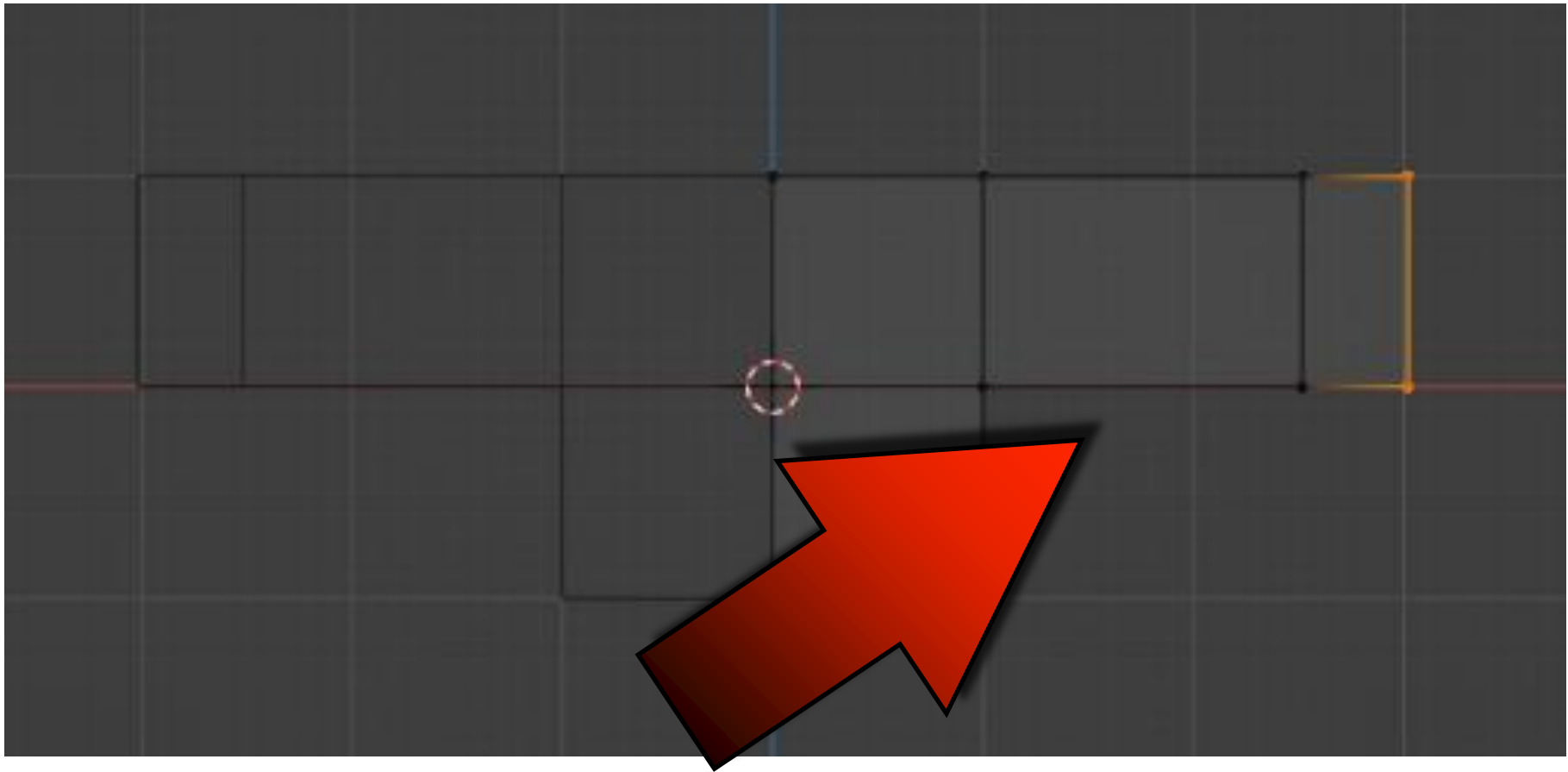
**IN THE FRONT ORTHOGRAPHIC VIEW**

**USING THE B KEY MARK VERTEX AS ON THE SCREEN**



**THE GINGERBREAD MAN**

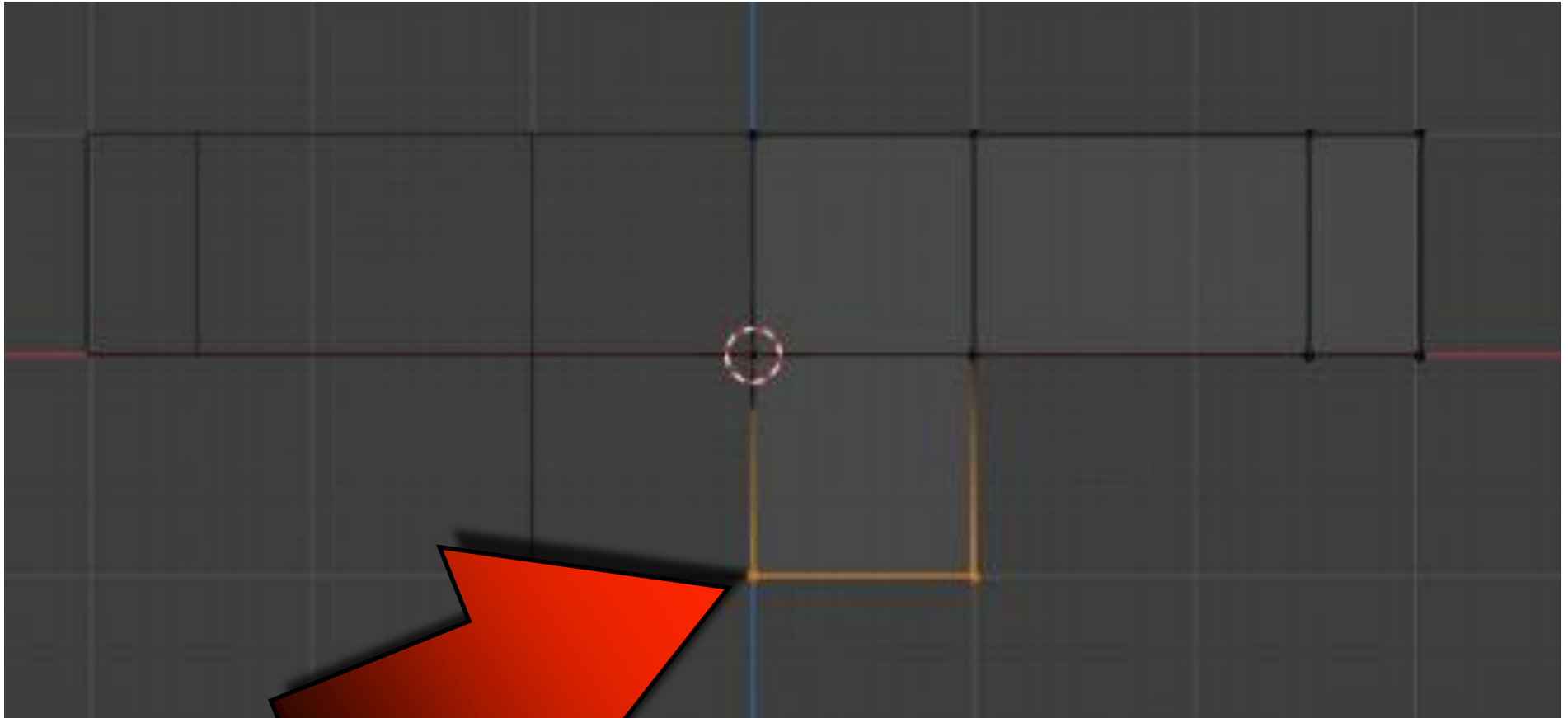
## EXTRUDE TWICE AS ON SCREEN



### THE GINGERBREAD MAN

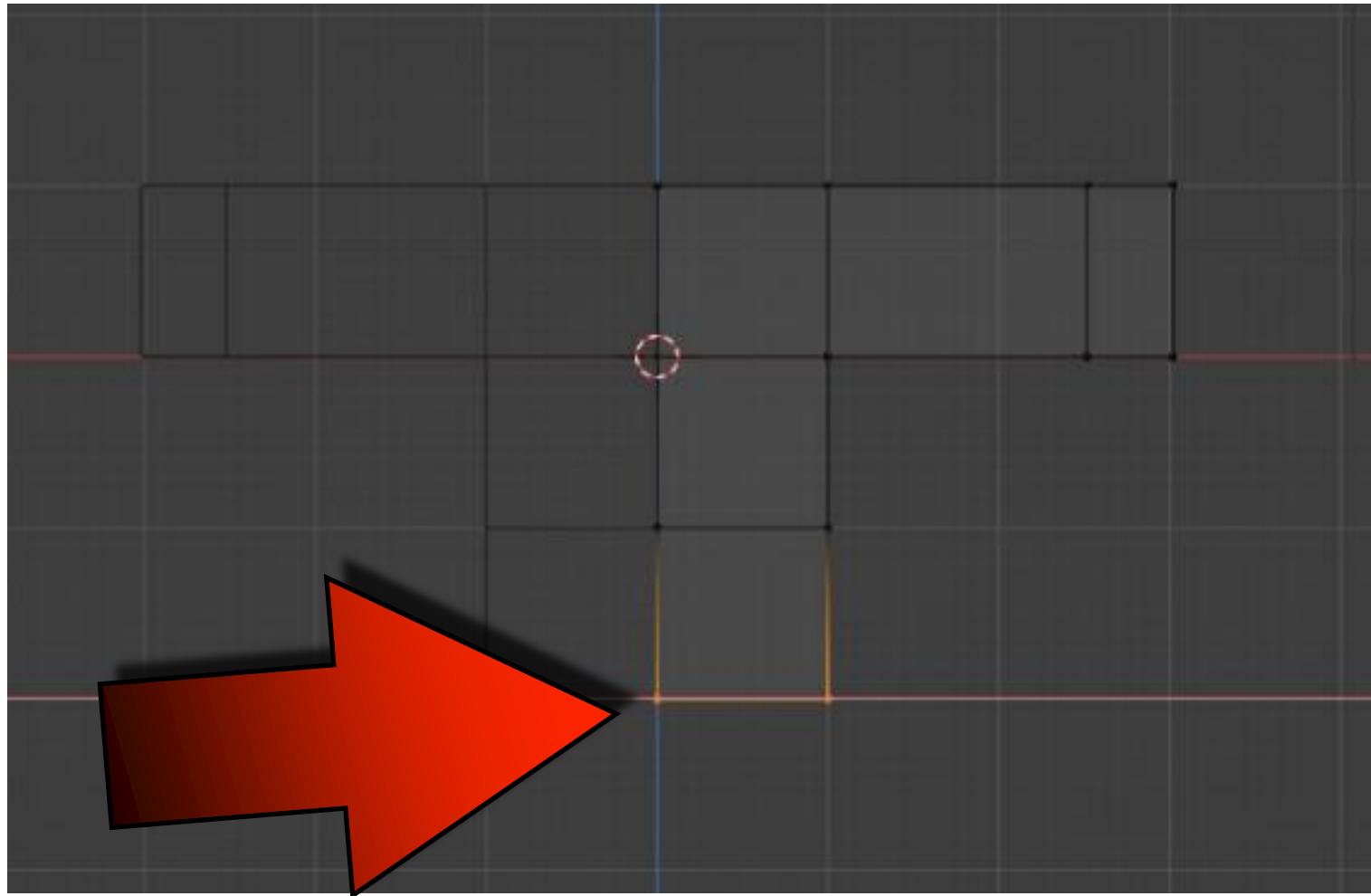


## MARK VERTEX AS ON THE SCREEN



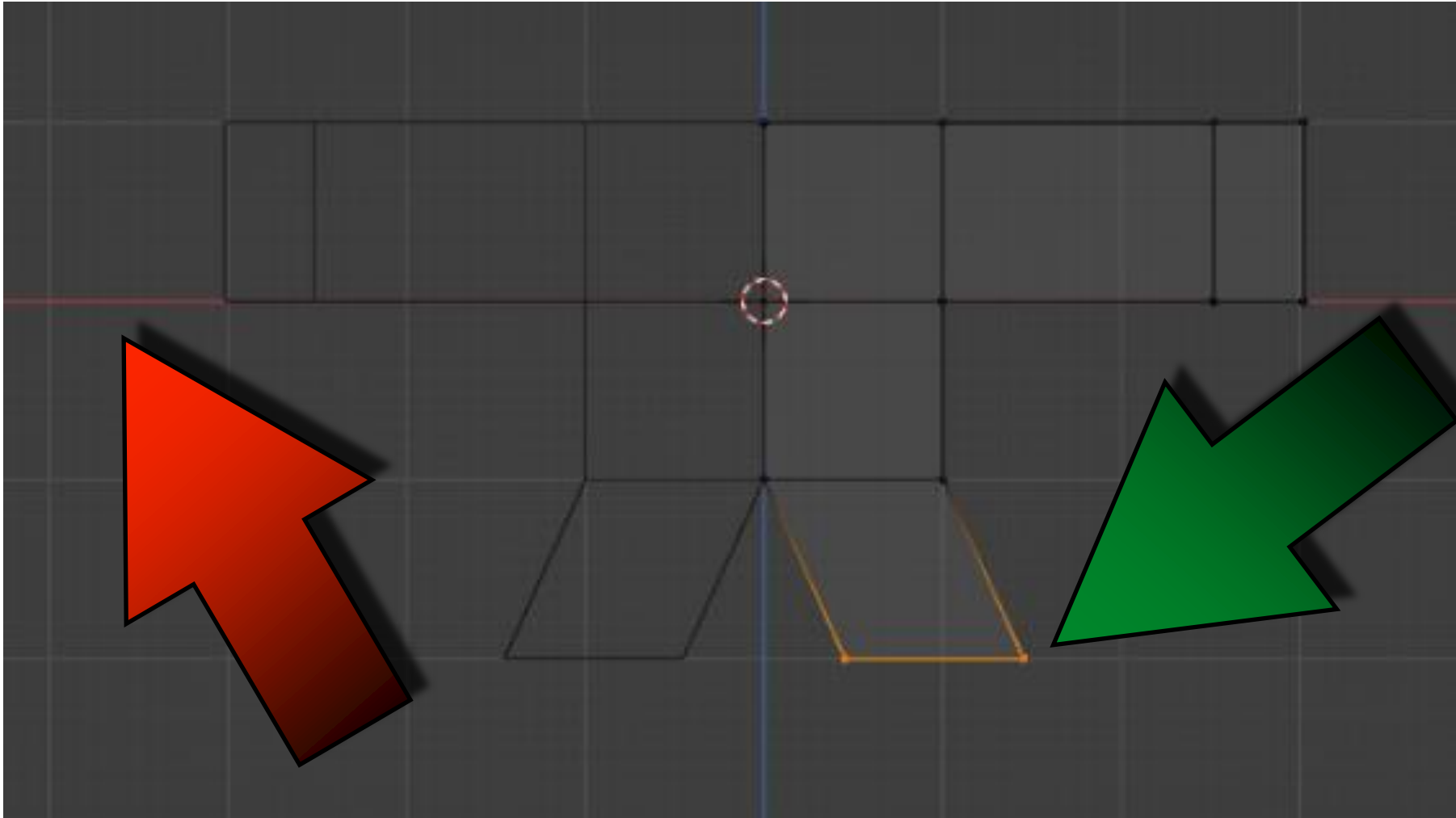
### THE GINGERBREAD MAN

## EXTRUDE VERTEX AS ON THE SCREEN



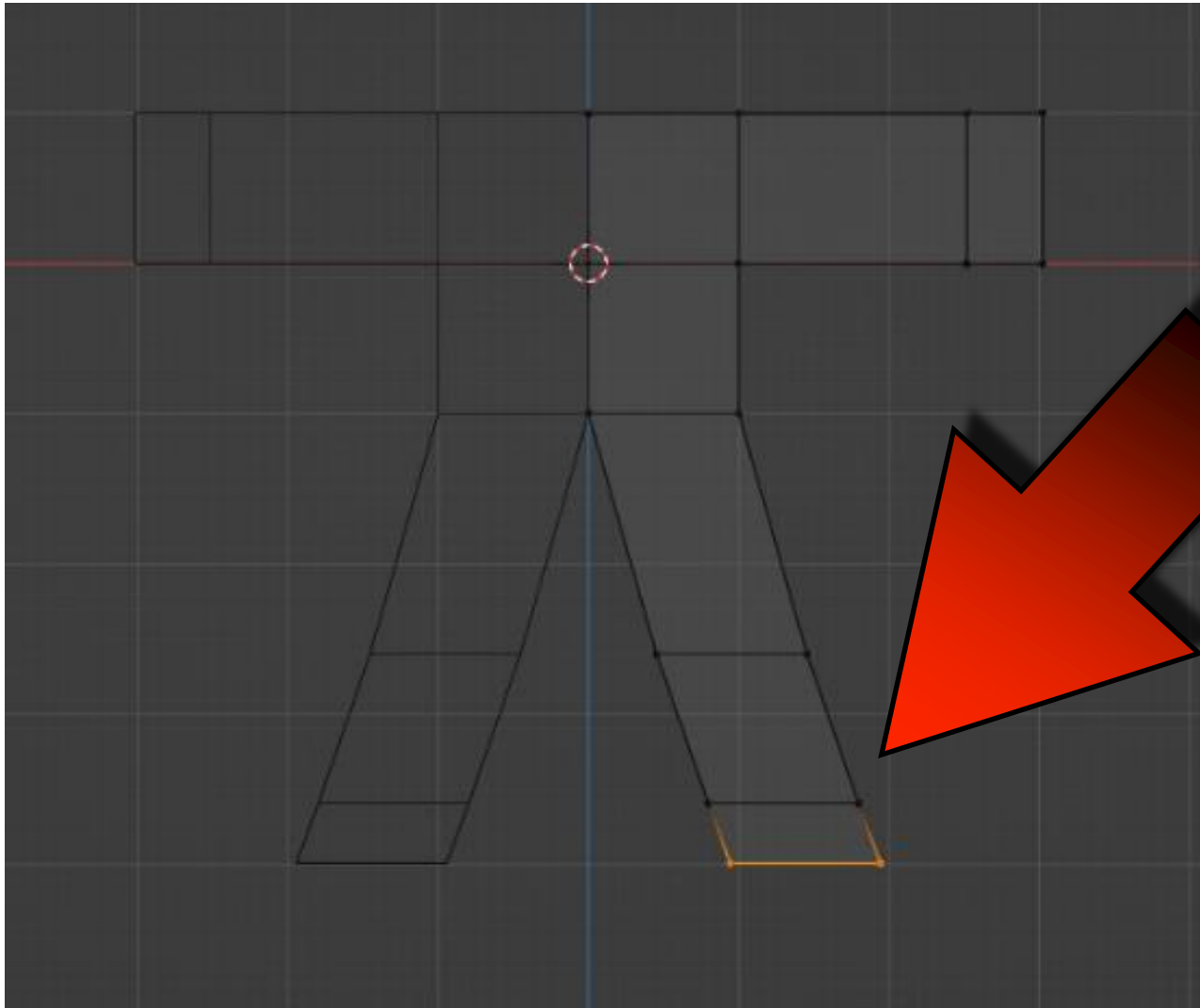
# POWER OF AR AND VR

**USING THE G KEY MOVE IN THE X-AXIS  
AS ON THE SCREEN**



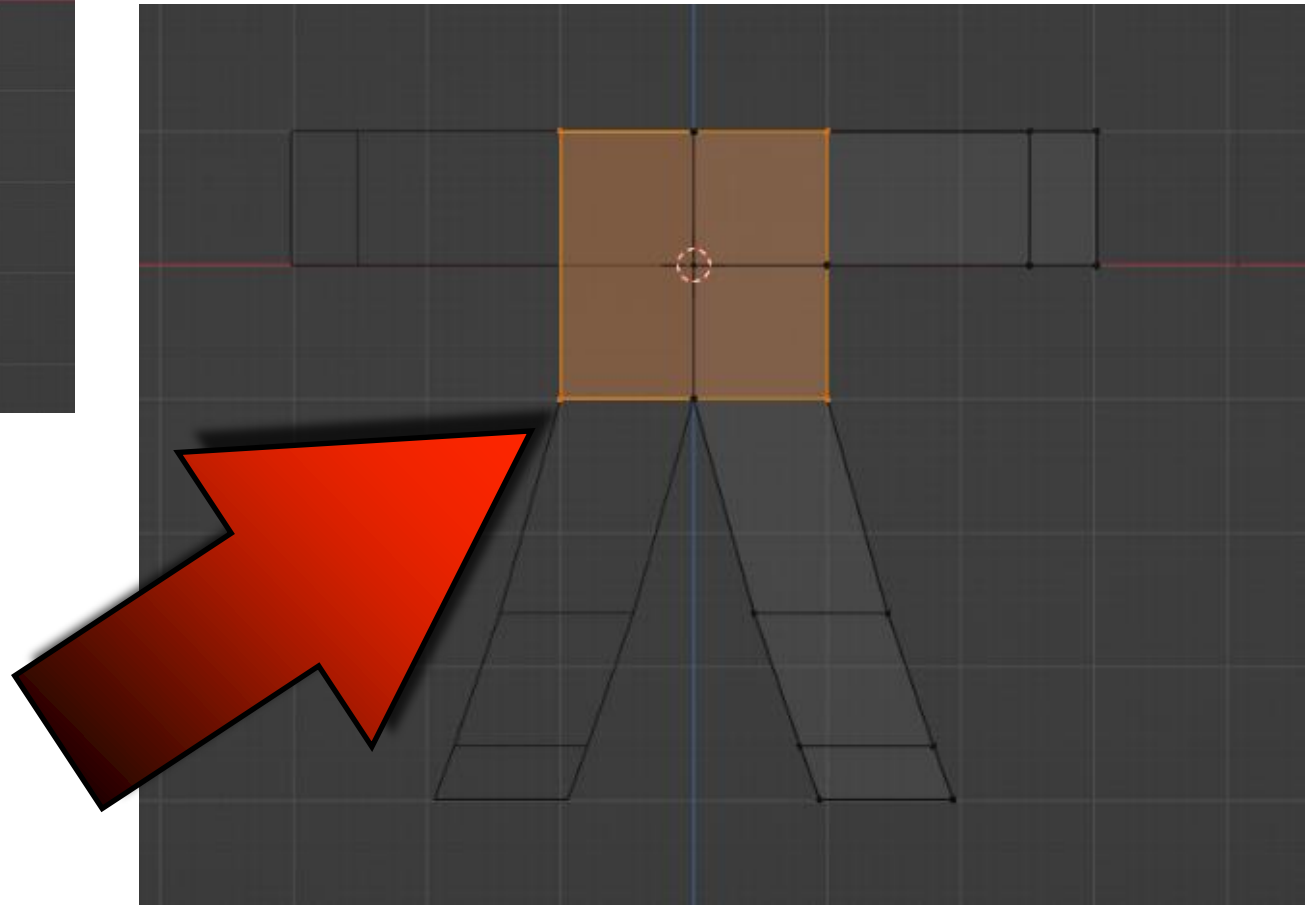
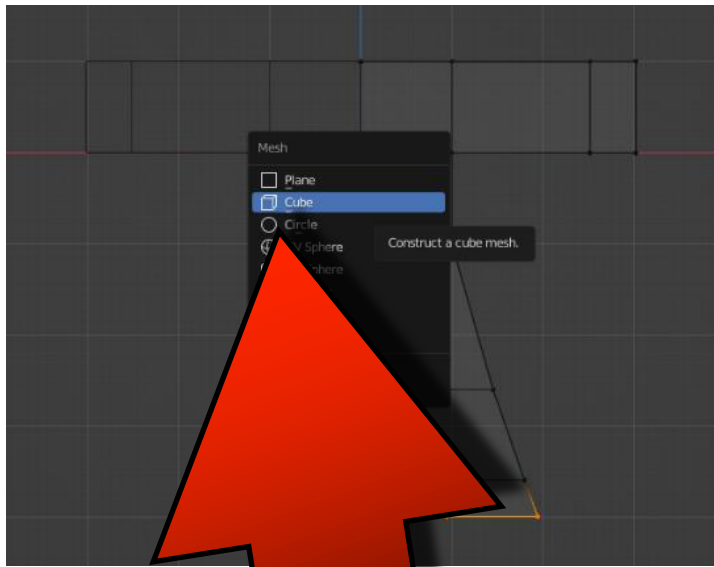
**THE GINGERBREAD MAN**

## CREATE A MODEL LIKE ON SCREEN

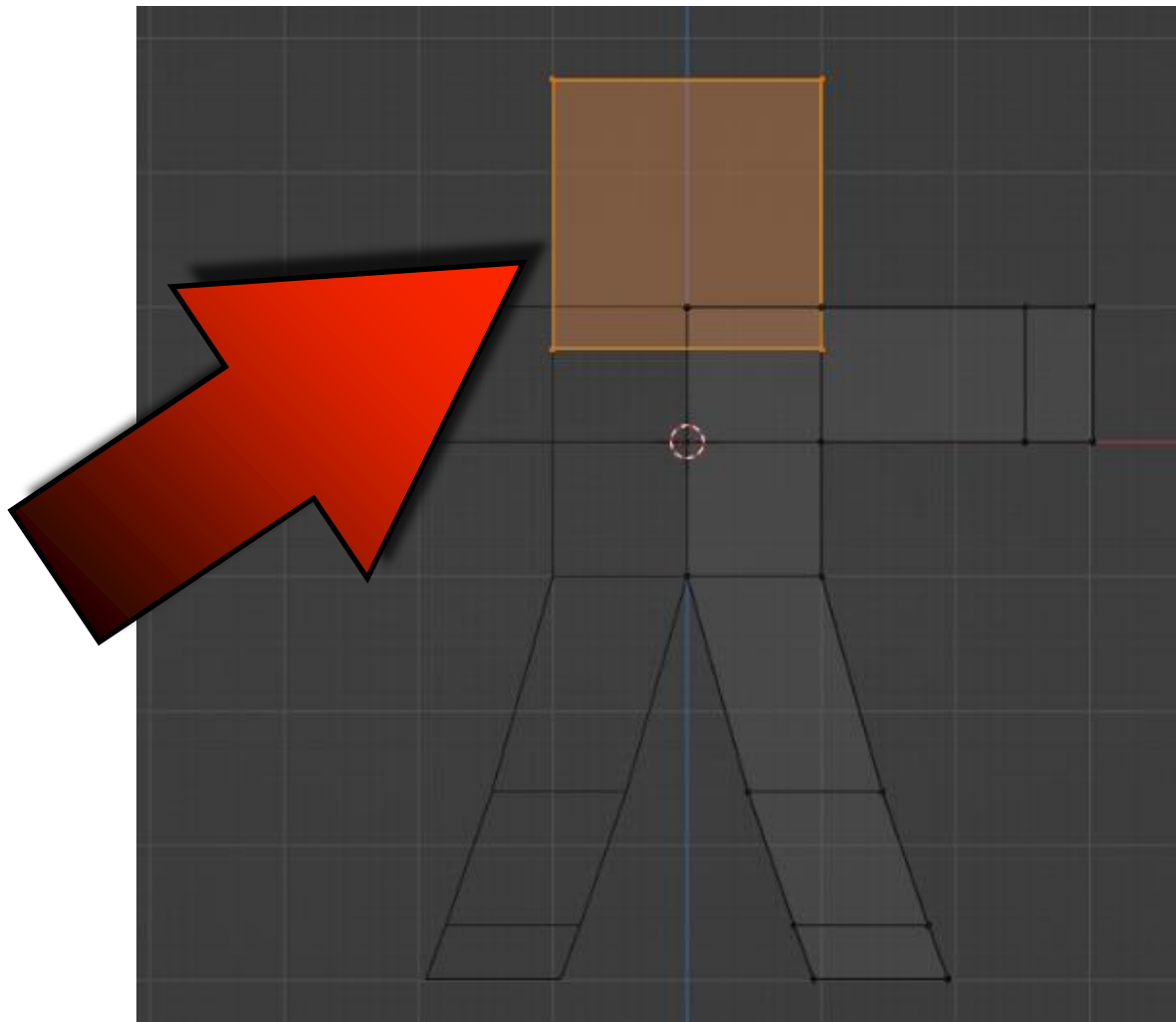


**THE GINGERBREAD MAN**

## ADD CUBE

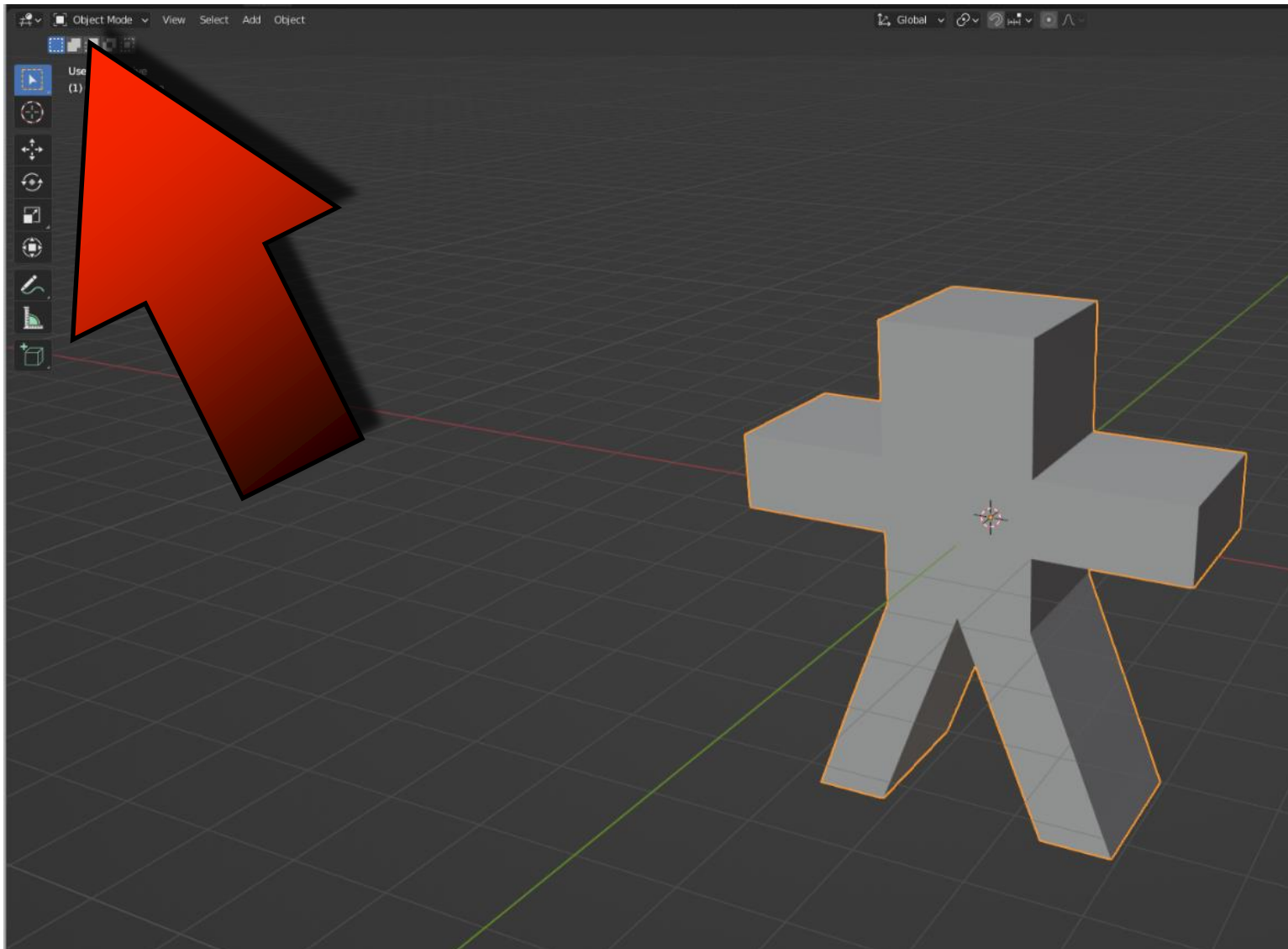


## MOVE UP ON THE Z-AXIS



### THE GINGERBREAD MAN

# GO TO **OBJECT MODE**



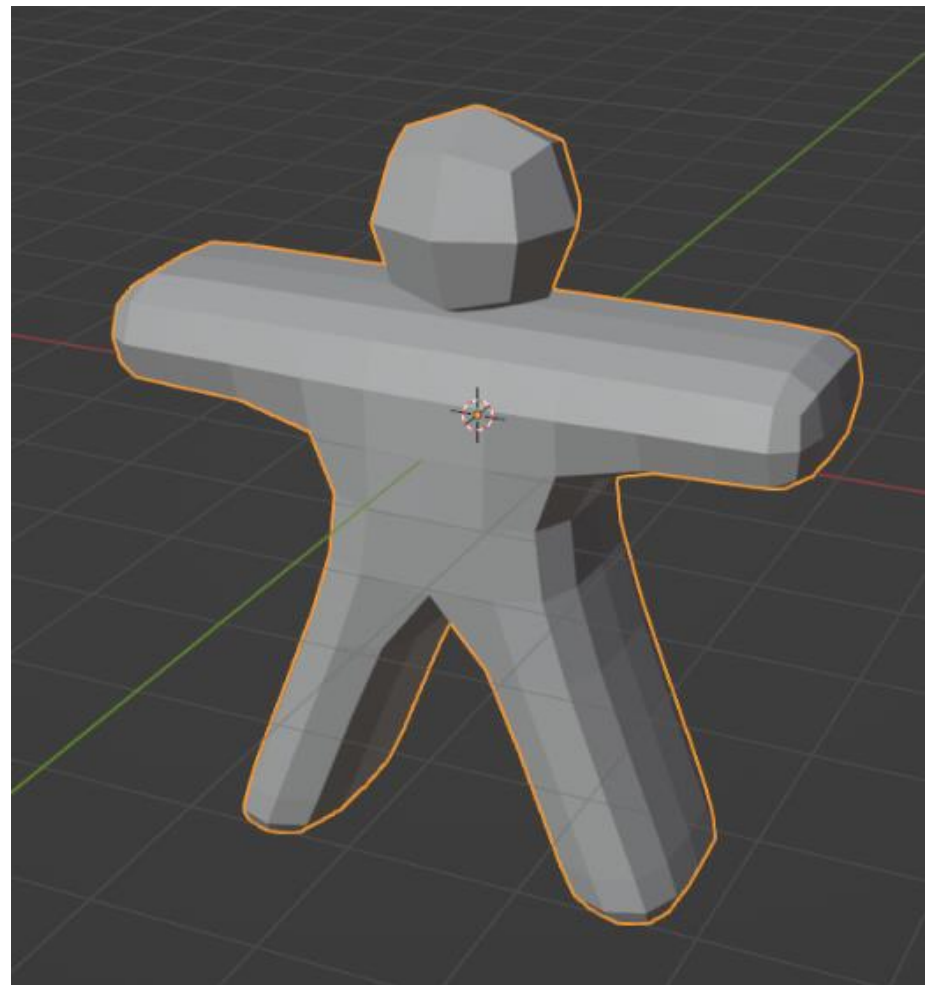
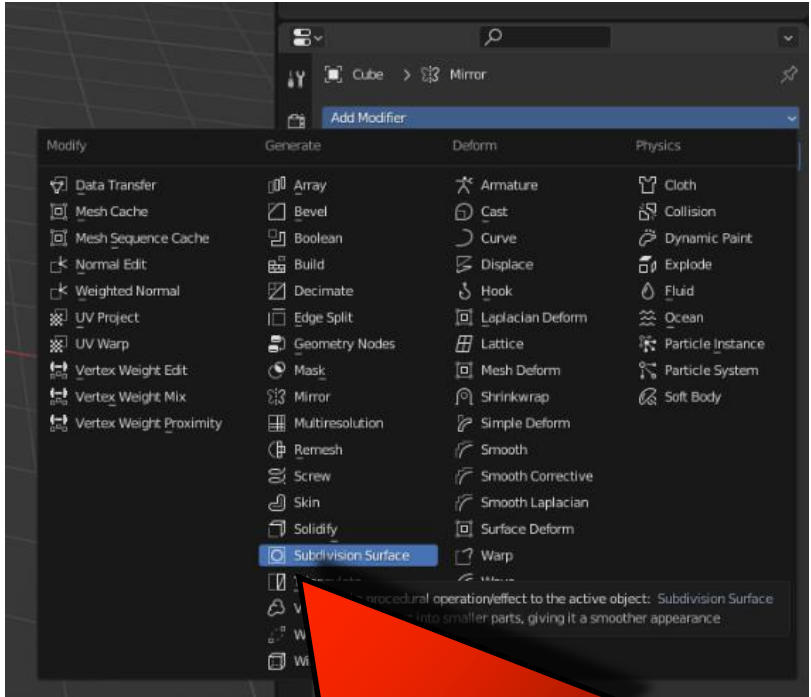
## THE GINGERBREAD MAN



# POWER OF AR AND VR



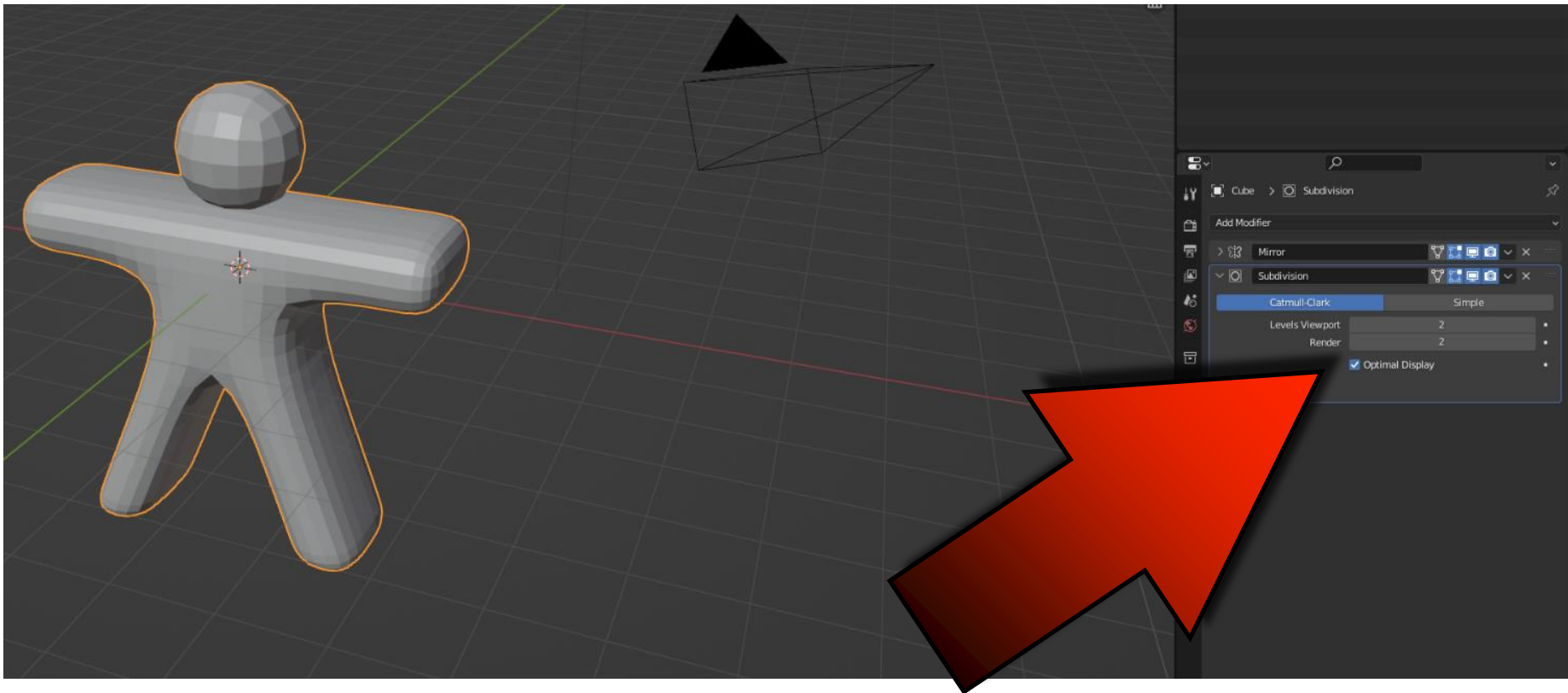
## ADD **SUBDIVISION SURFACE** MODIFIER



# THE GINGERBREAD MAN

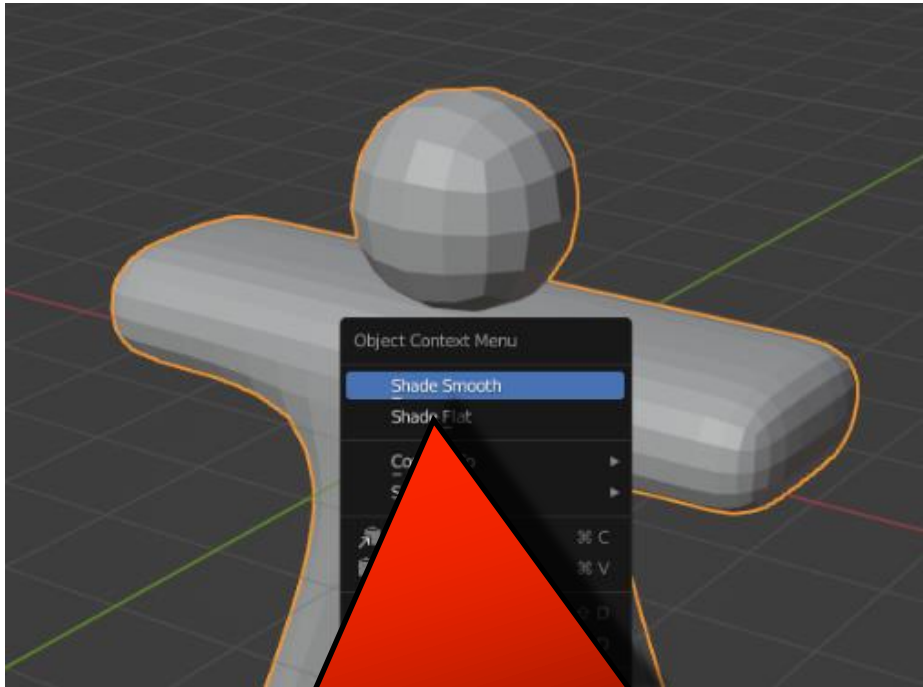


## SET PARAMETERS ON 2

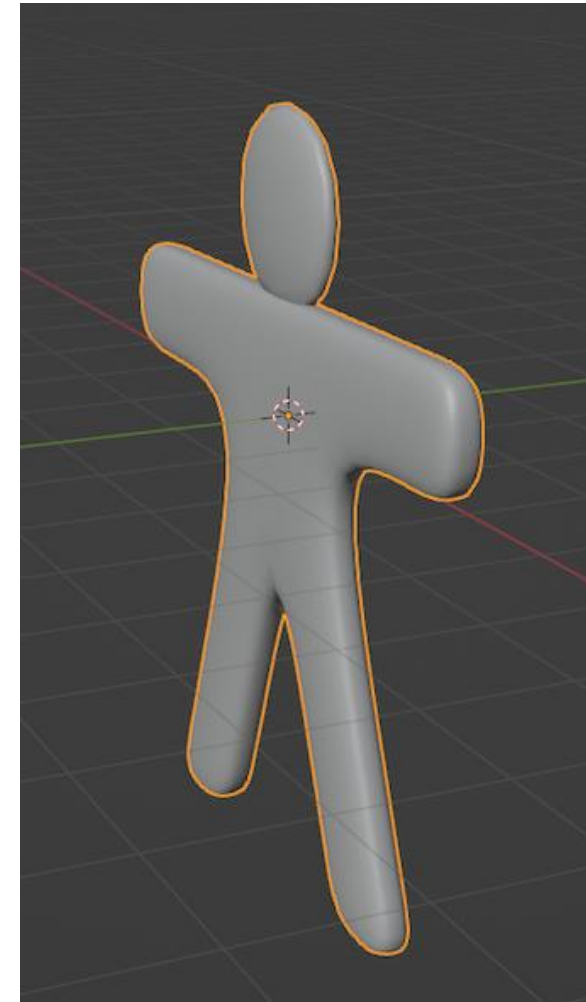
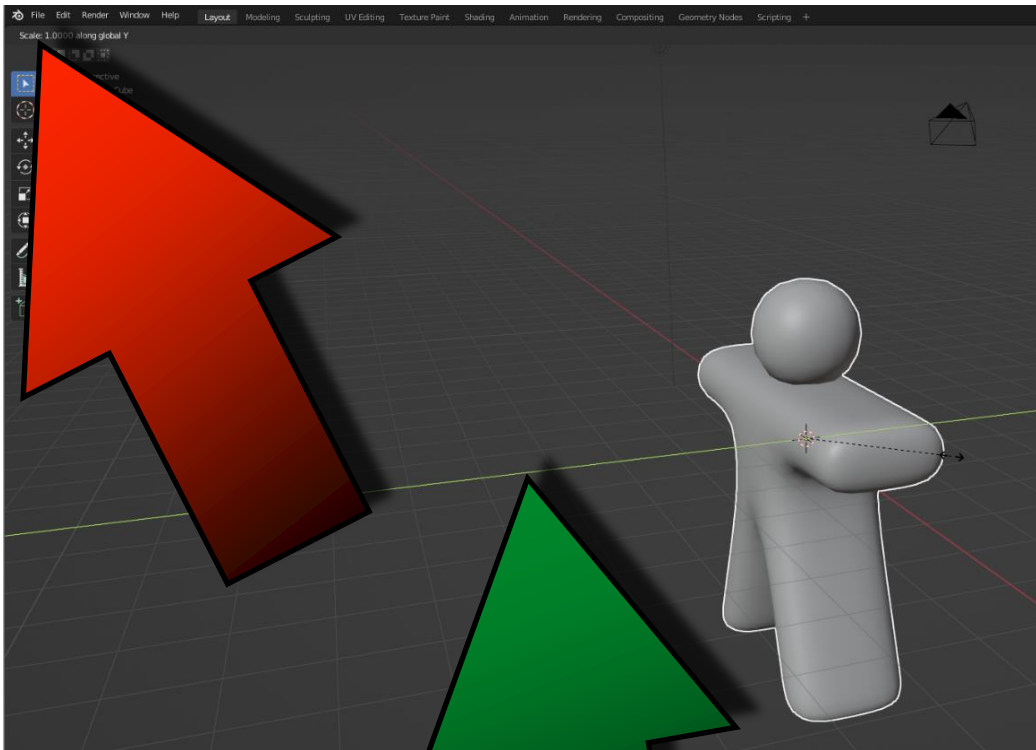


## THE GINGERBREAD MAN

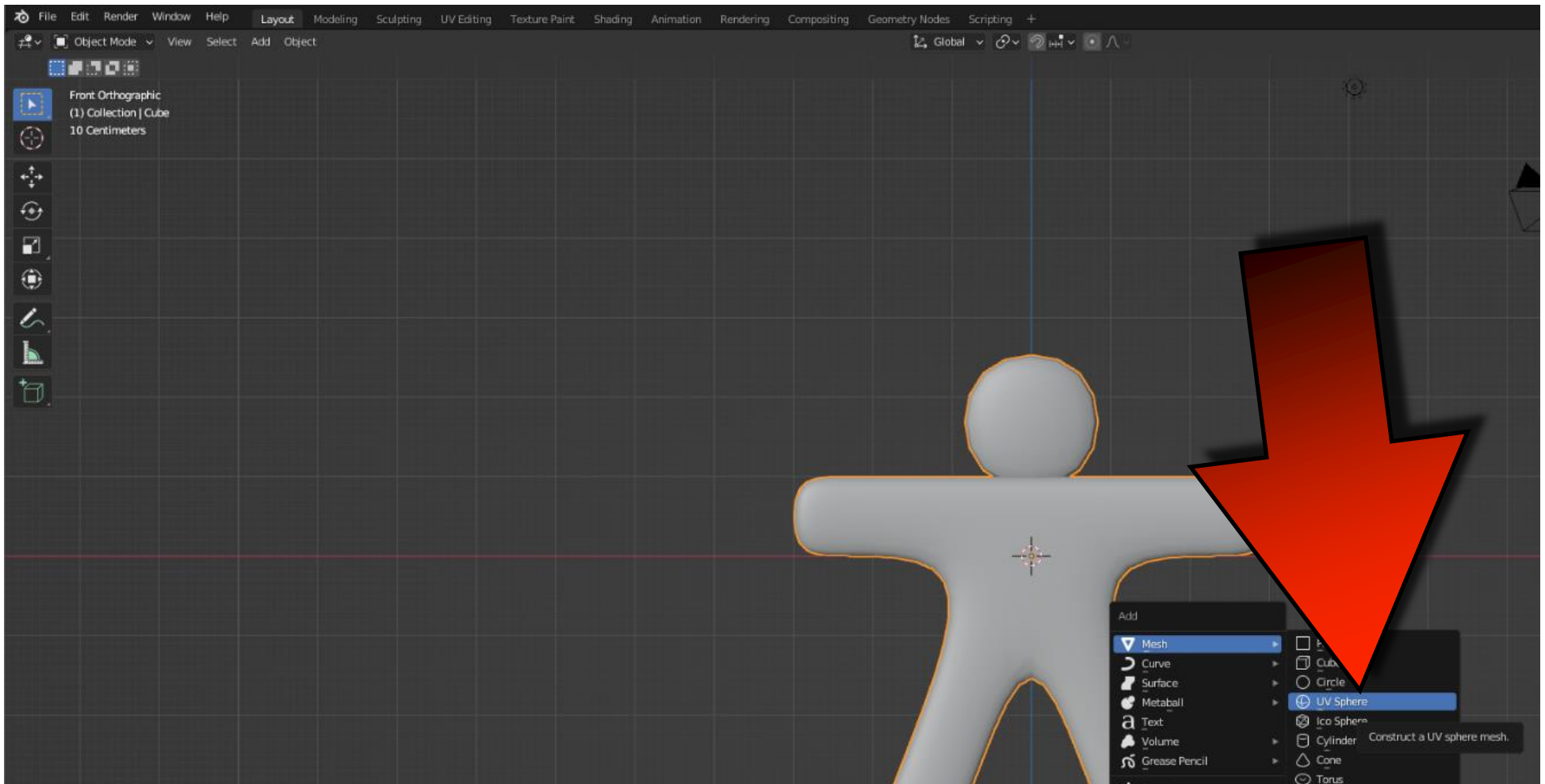
## ADD **SHADE SMOOTH**



## SCALE PRECISELY ON THE Y-AXIS WITH THE CTRL KEY PRESSED

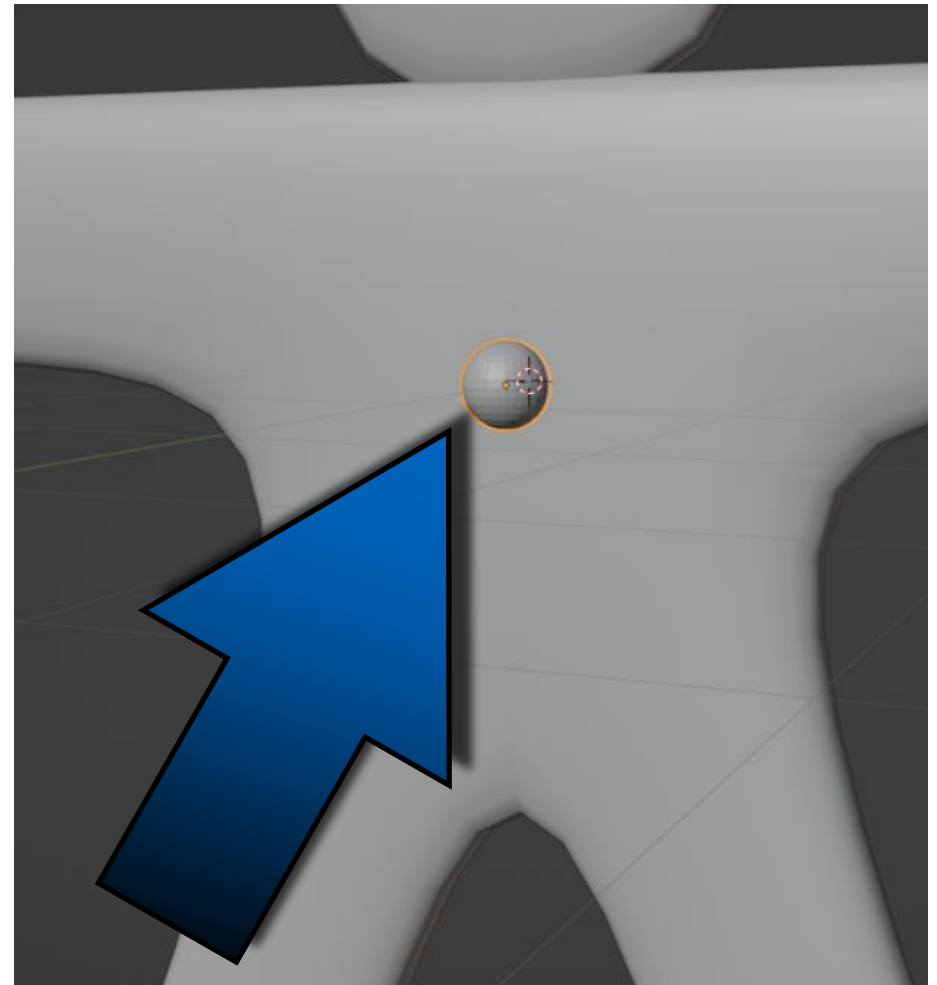
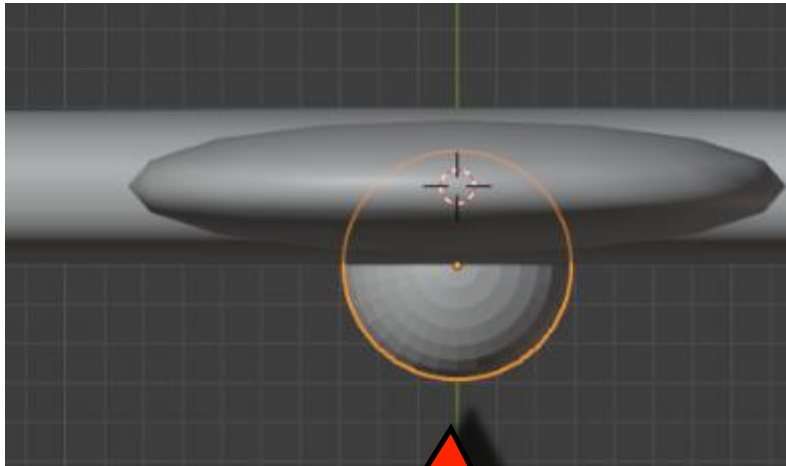


## ADD UV SPHERE

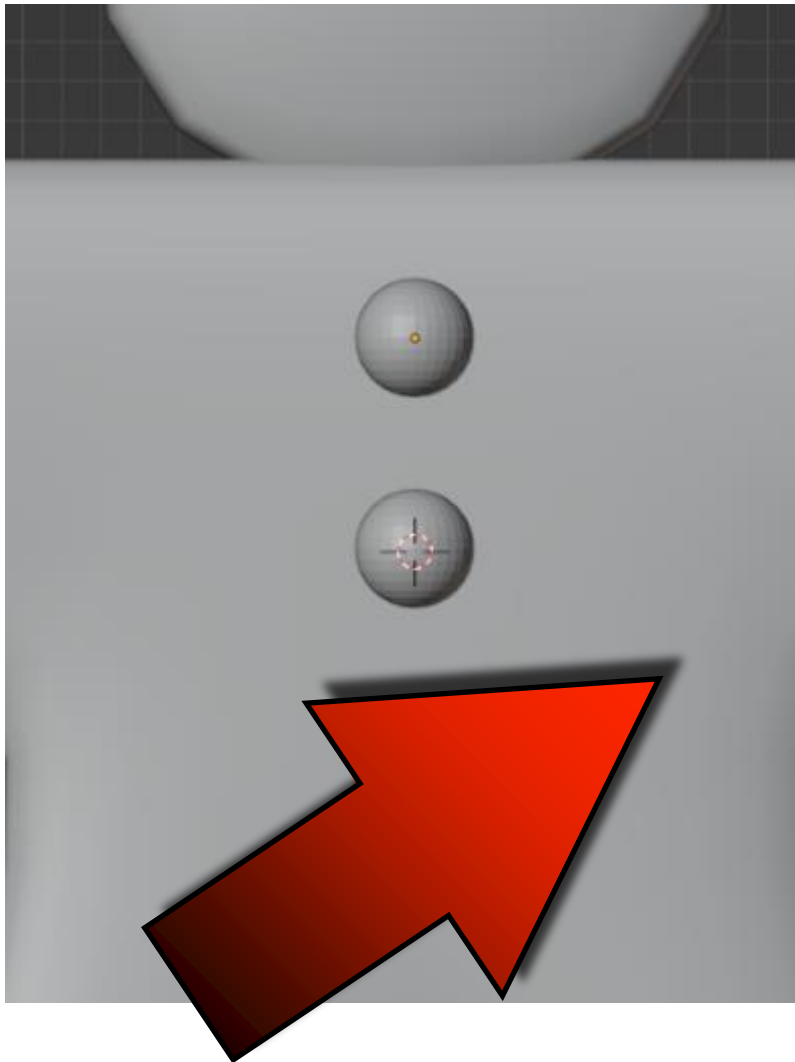


## THE GINGERBREAD MAN

## MOVE AND SCALE IT



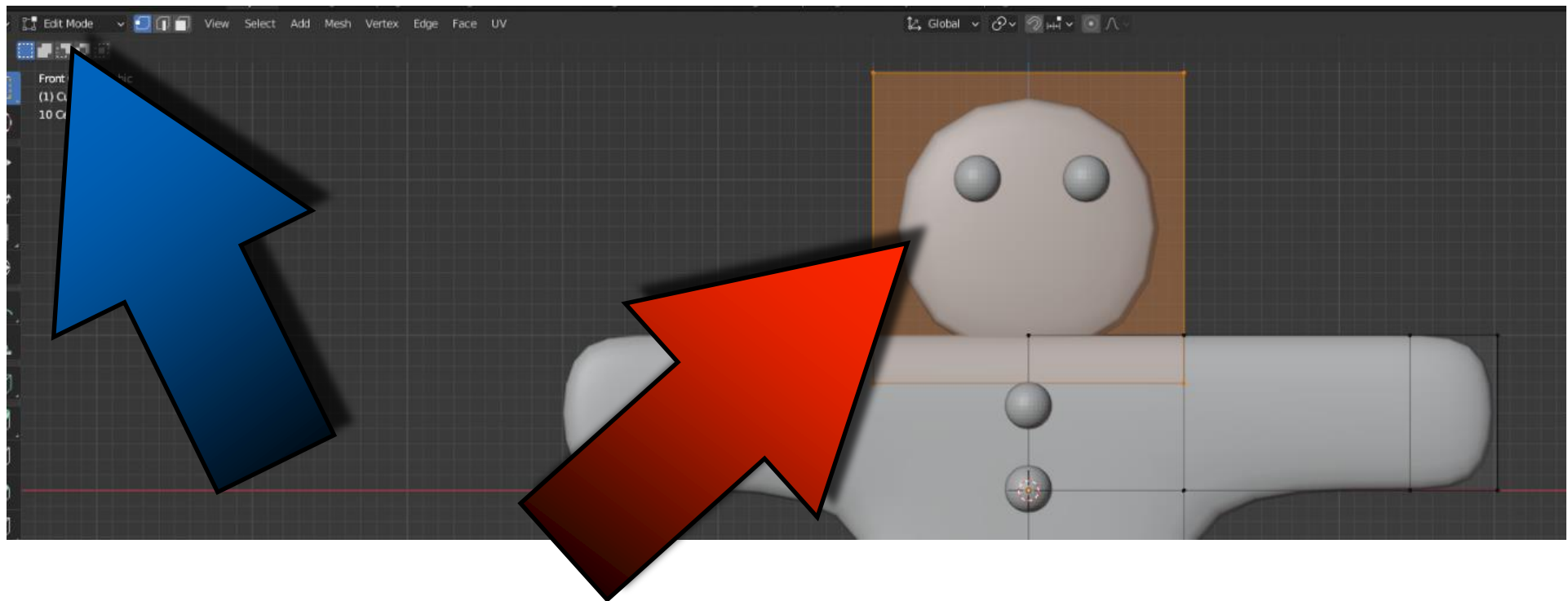
## COPY AND PLACE IT LIKE ON A SCREEN



## ALSO ADD EYES

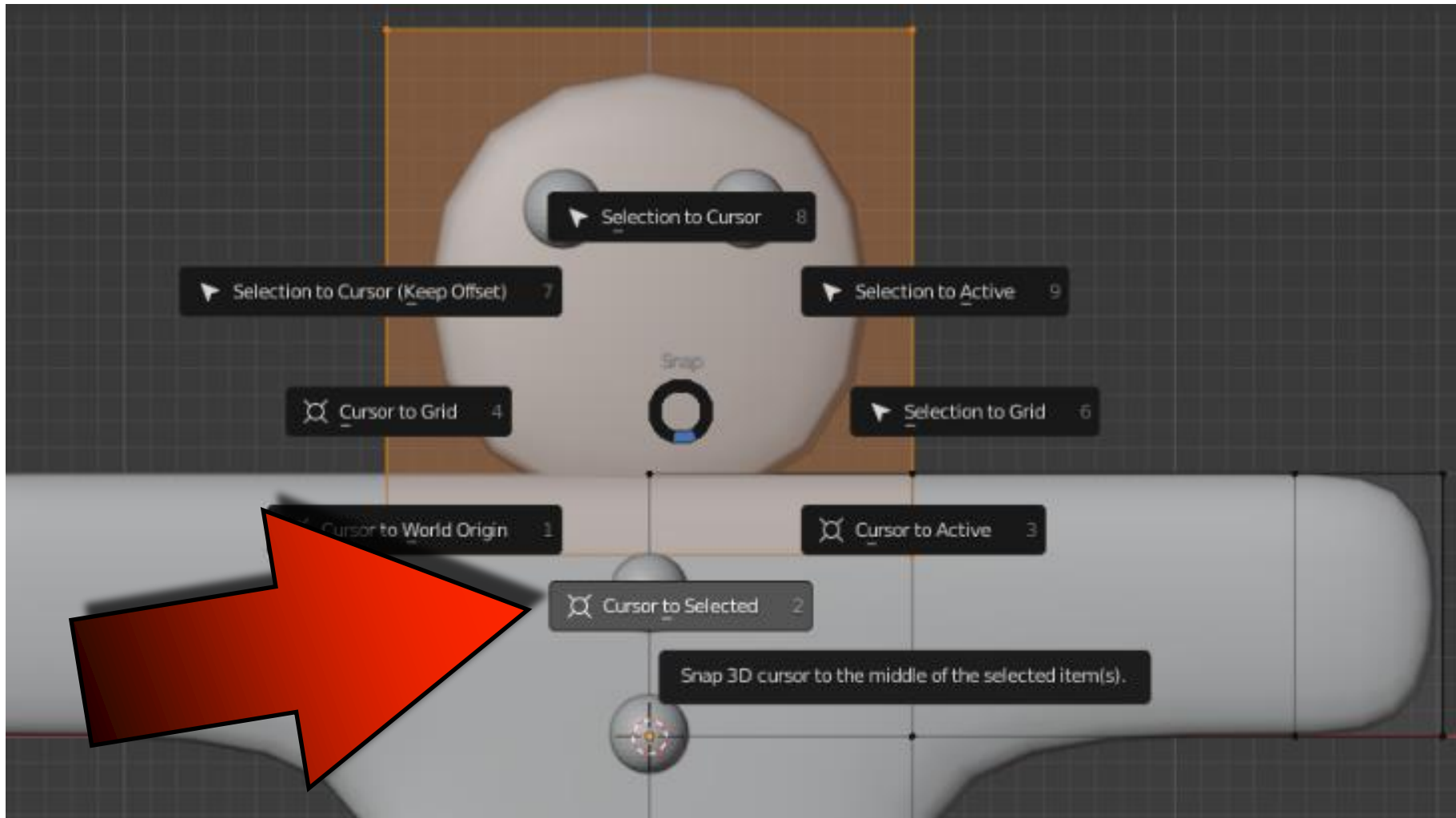
## THE GINGERBREAD MAN

# GO TO **EDIT MODE** AND **SELECT HEAD**



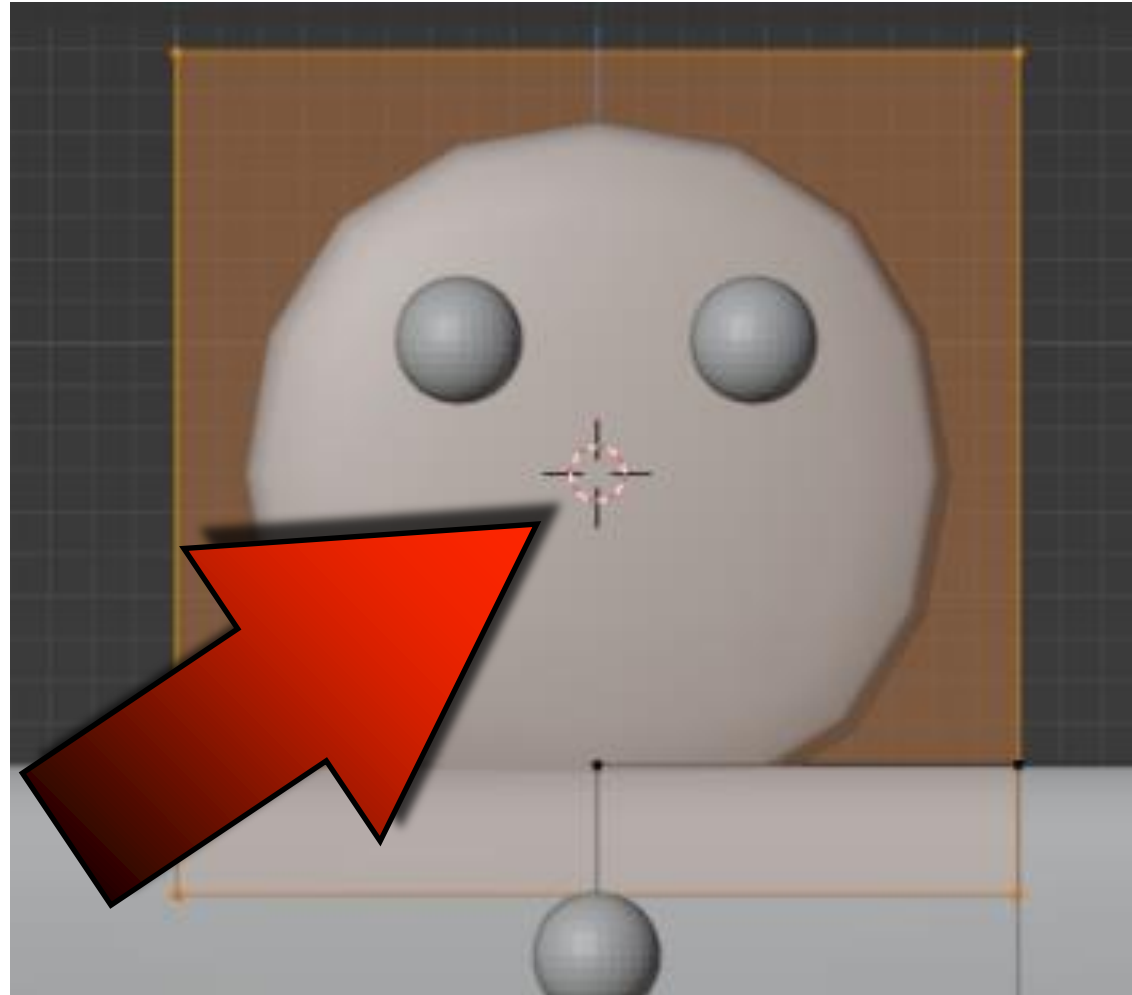
## THE GINGERBREAD MAN

## USE **SHIFT + S** AND CHOOSE **A CURSOR TO SELECTED**



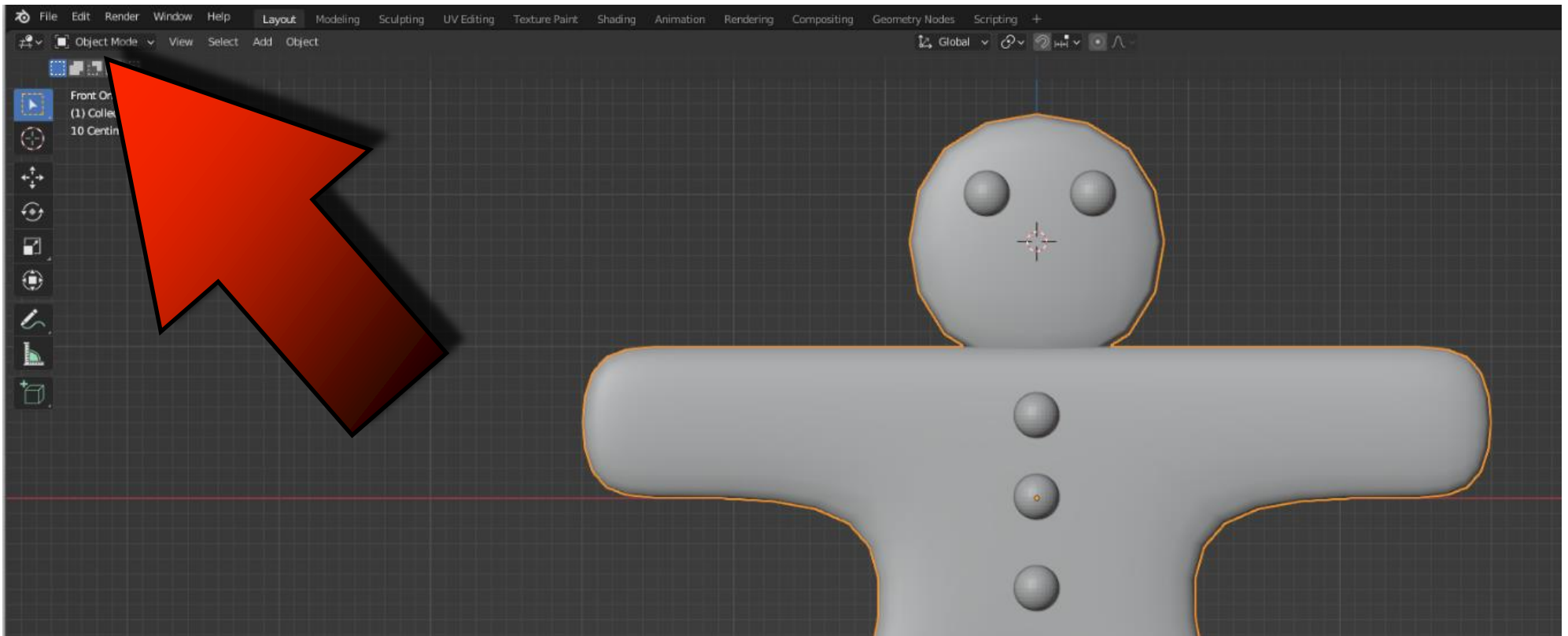


**THE 3D CURSOR WILL BE  
IN THE CENTER OF HEAD**



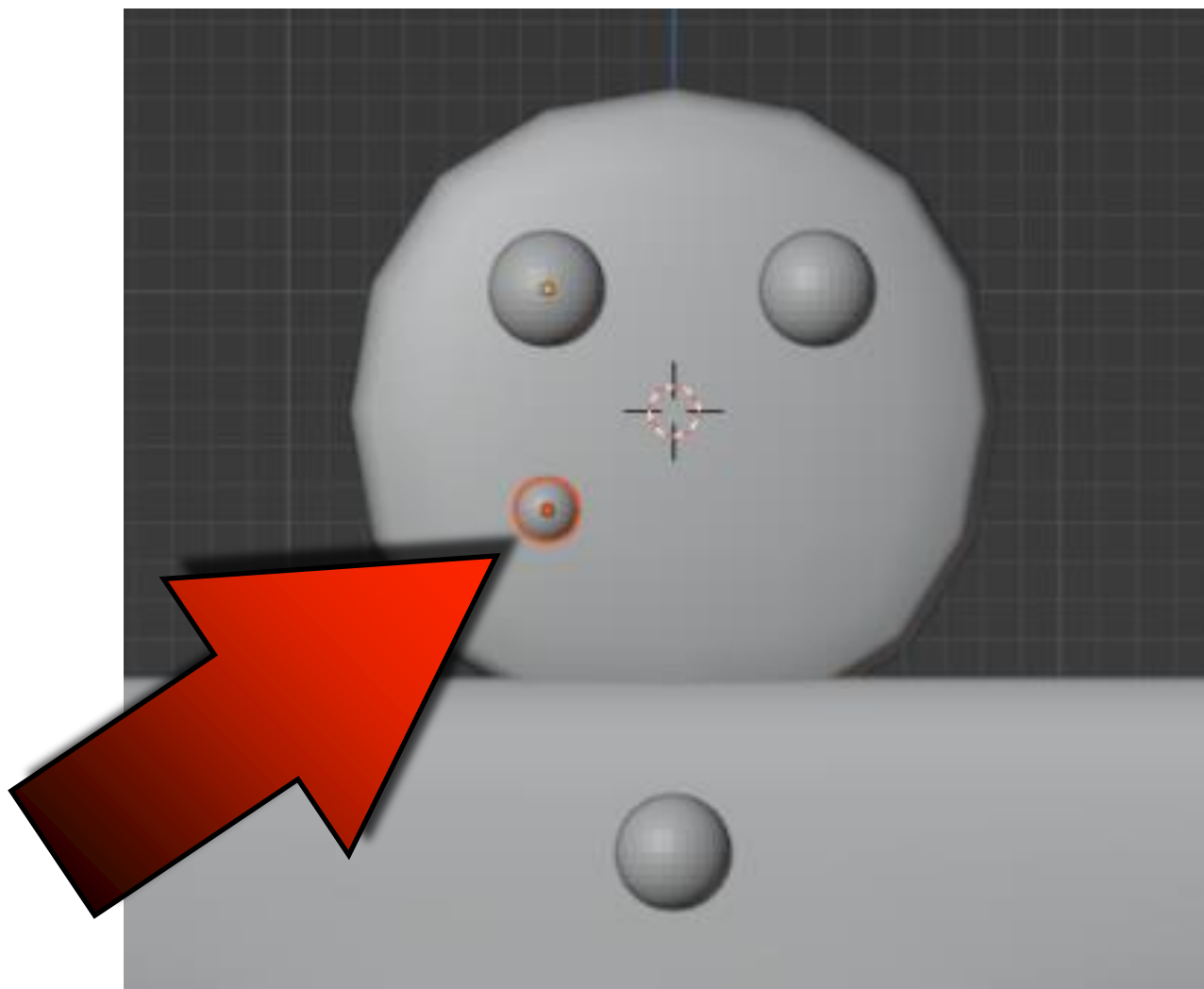
**THE GINGERBREAD MAN**

## GO TO OBJECT MODE

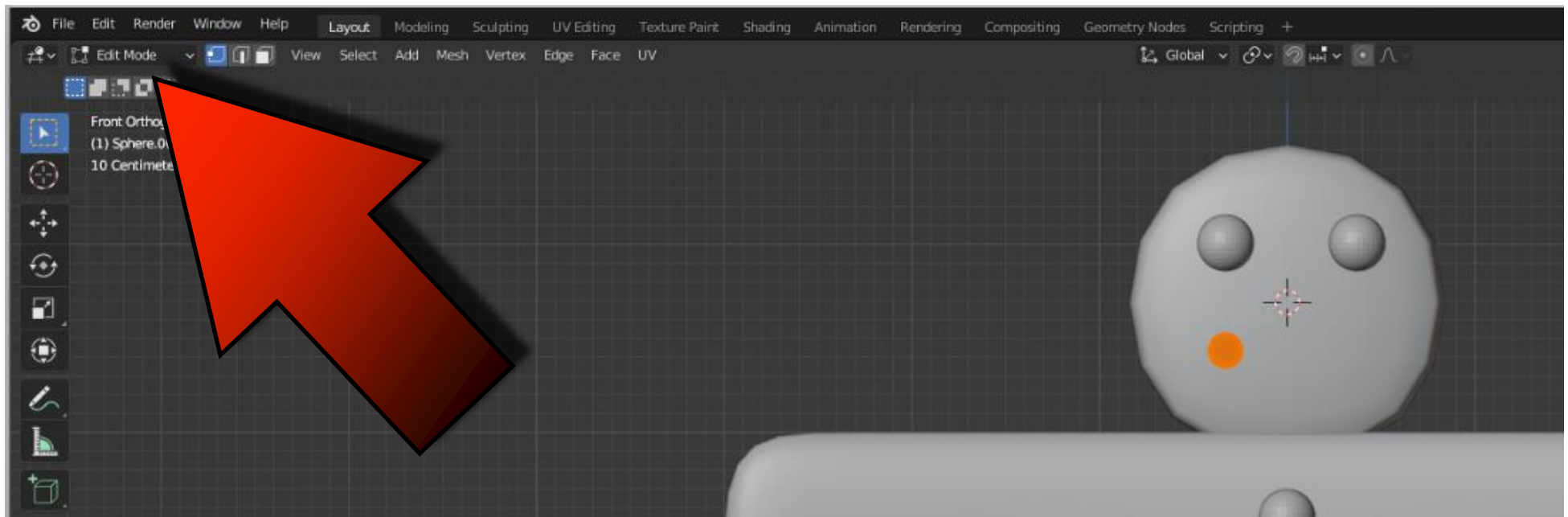


## THE GINGERBREAD MAN

## SET THE NEW **UV SPHERE** LIKE ON THE SCREEN



# GO TO EDIT MODE

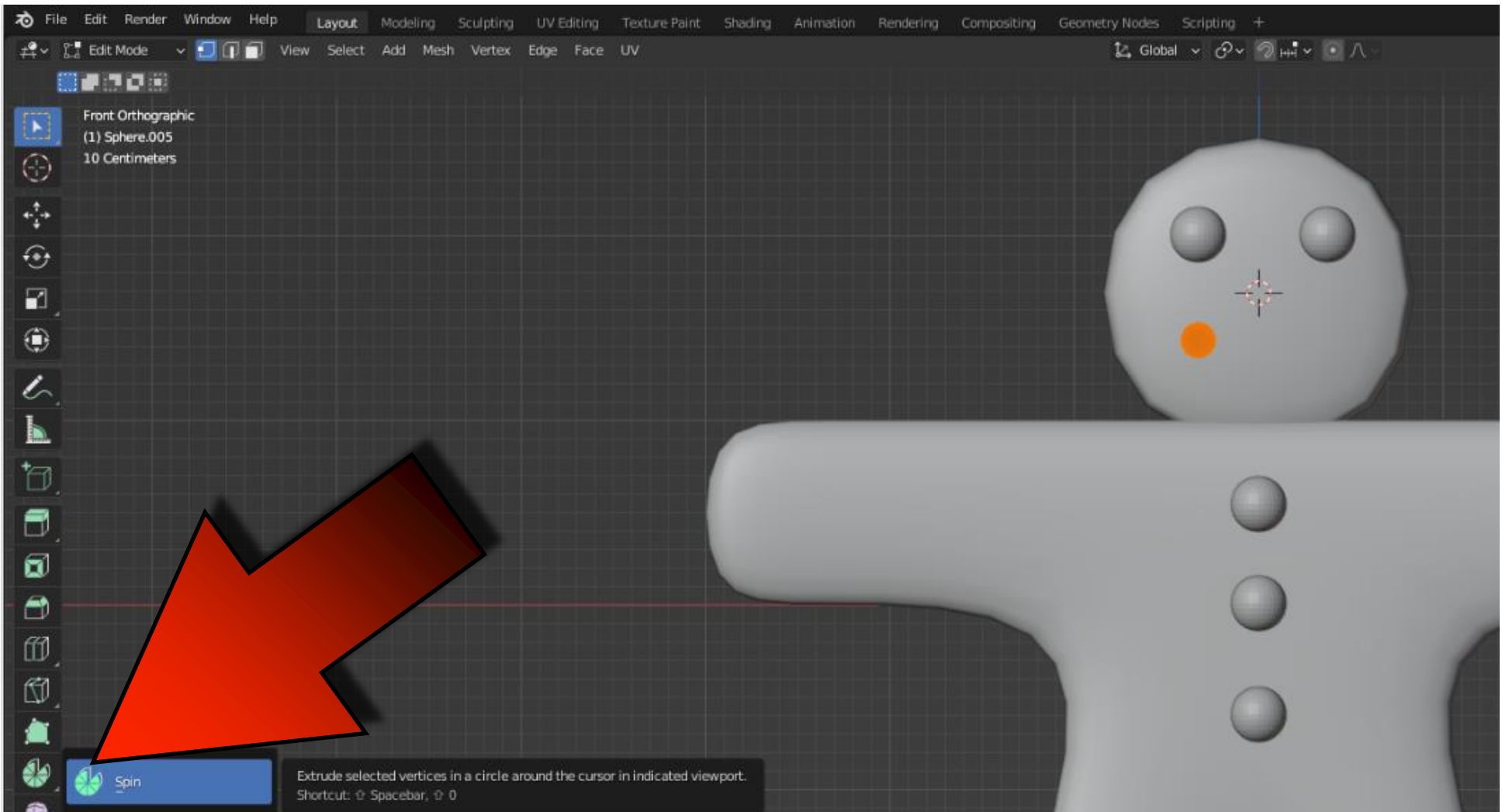




# POWER OF AR AND VR

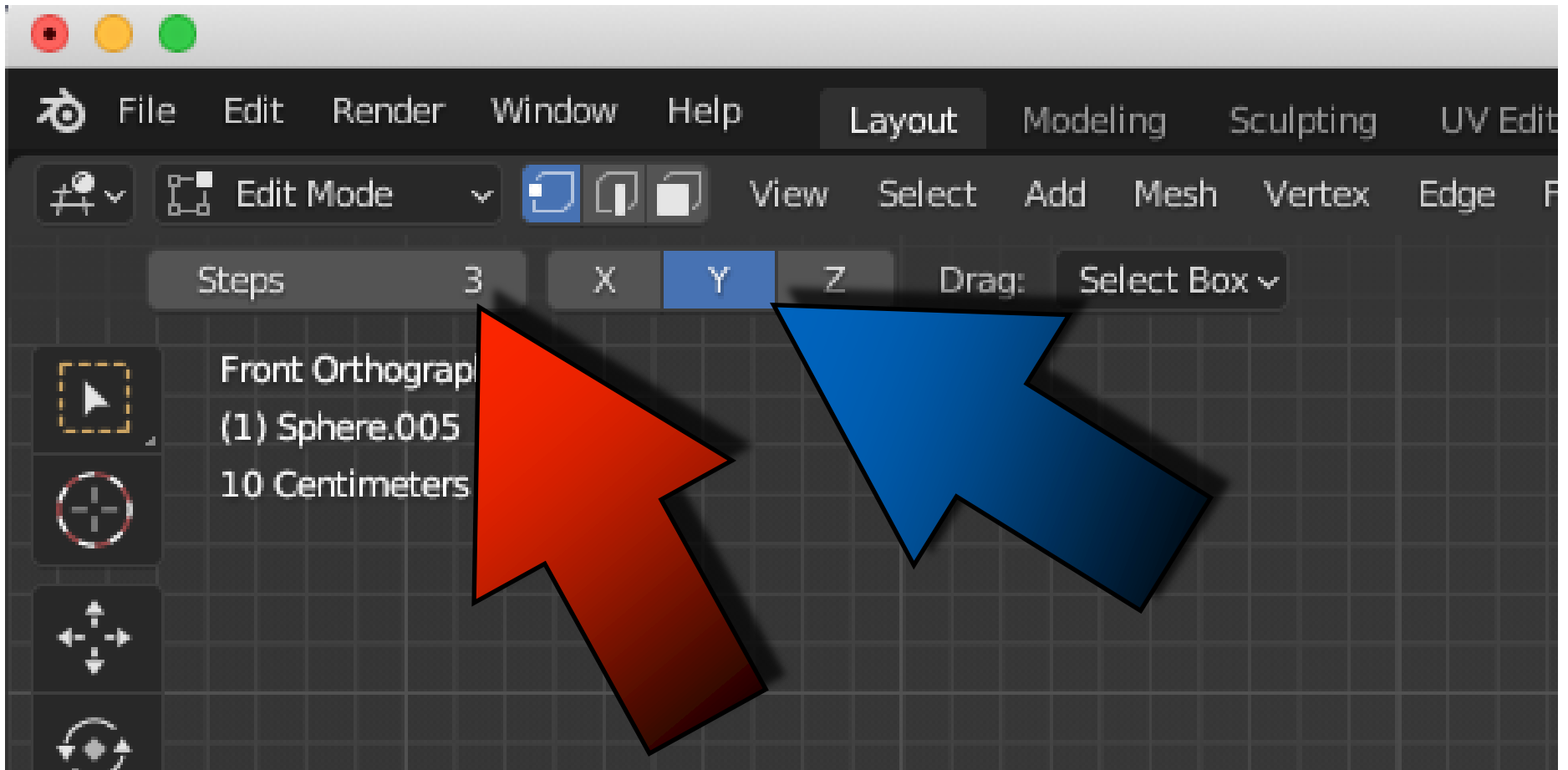


# CHOOSE **SPIN**



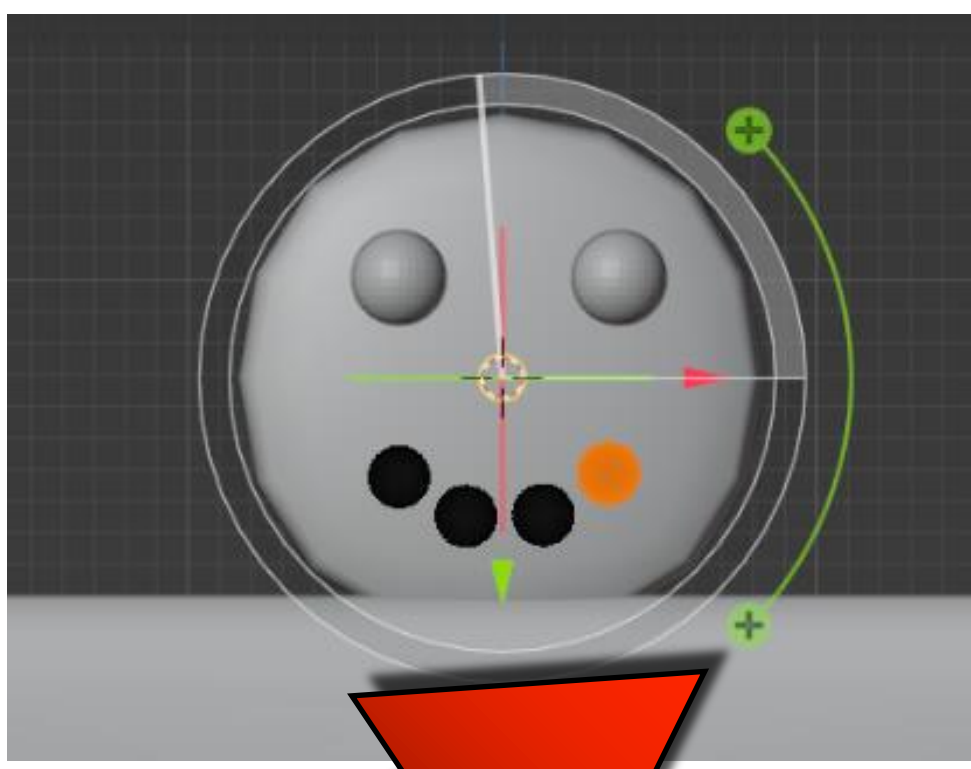
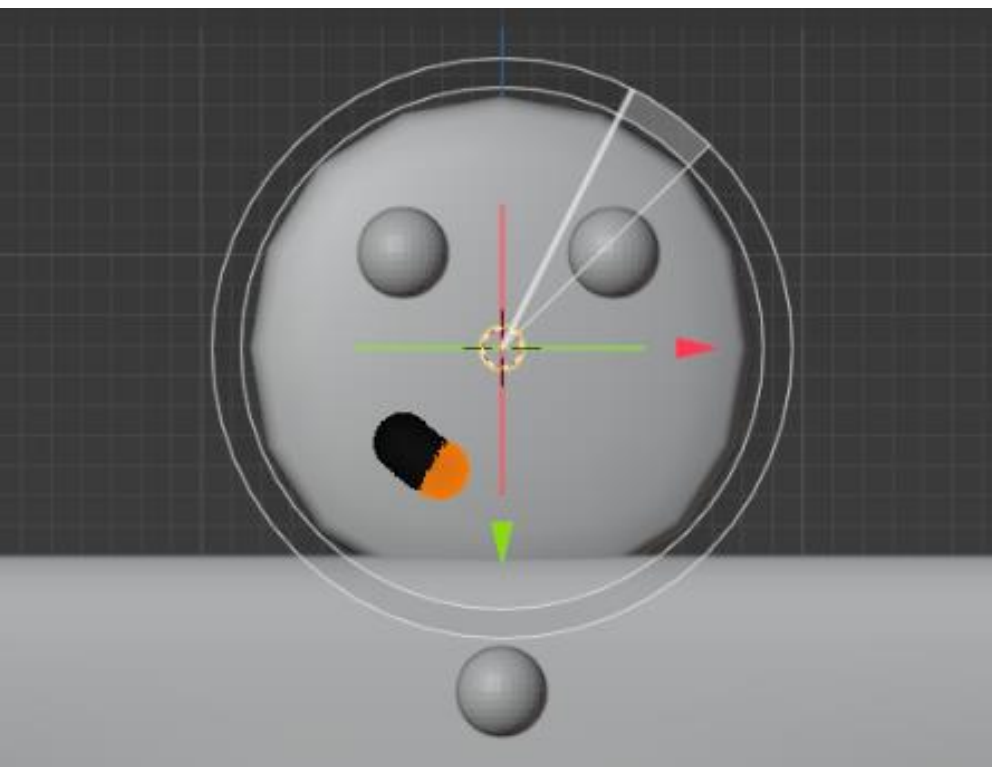
# THE GINGERBREAD MAN

## SET STEPS ON 3 AND Y AXIS

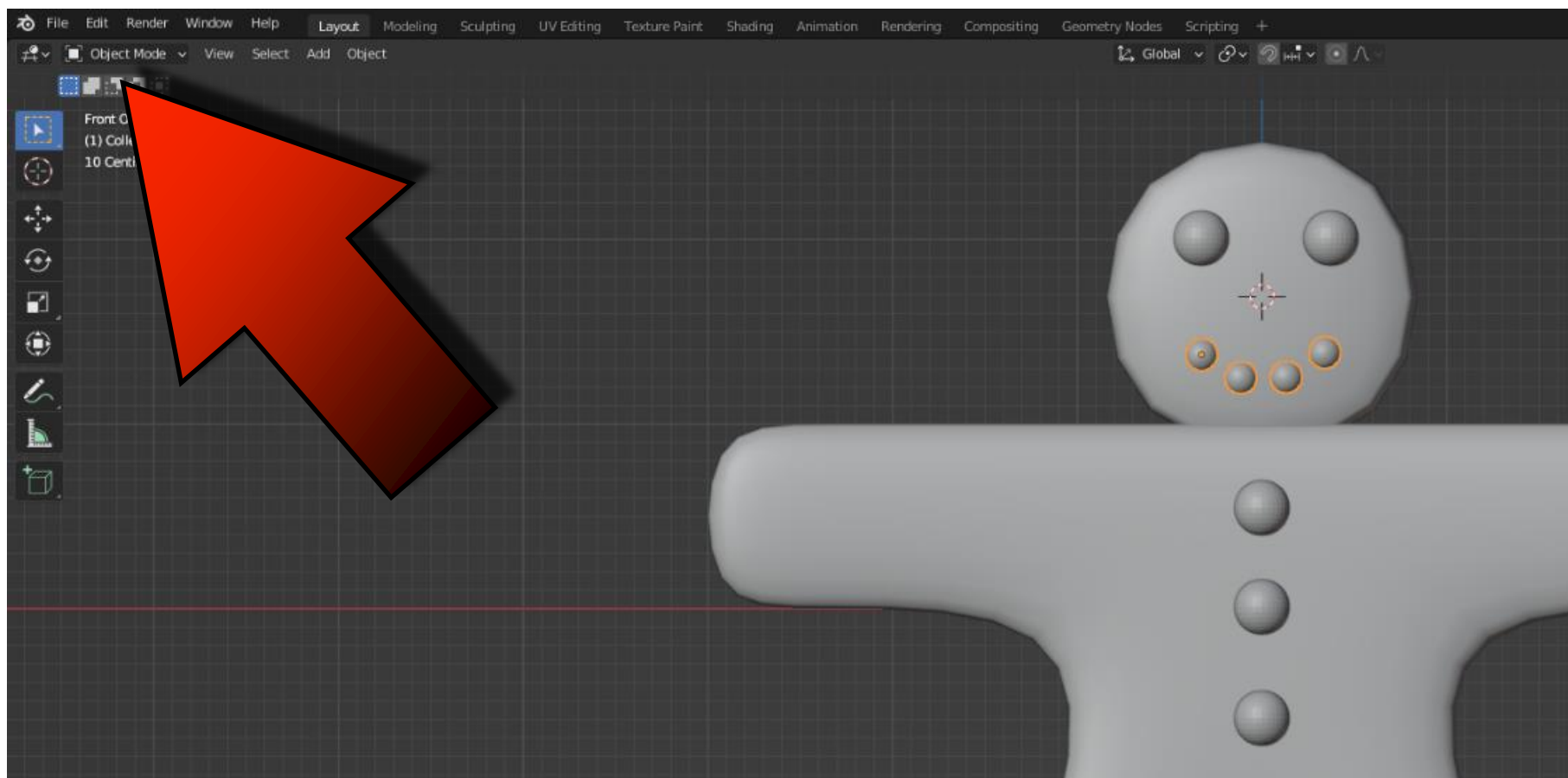


## THE GINGERBREAD MAN

## ROTATE HOLD WITH +



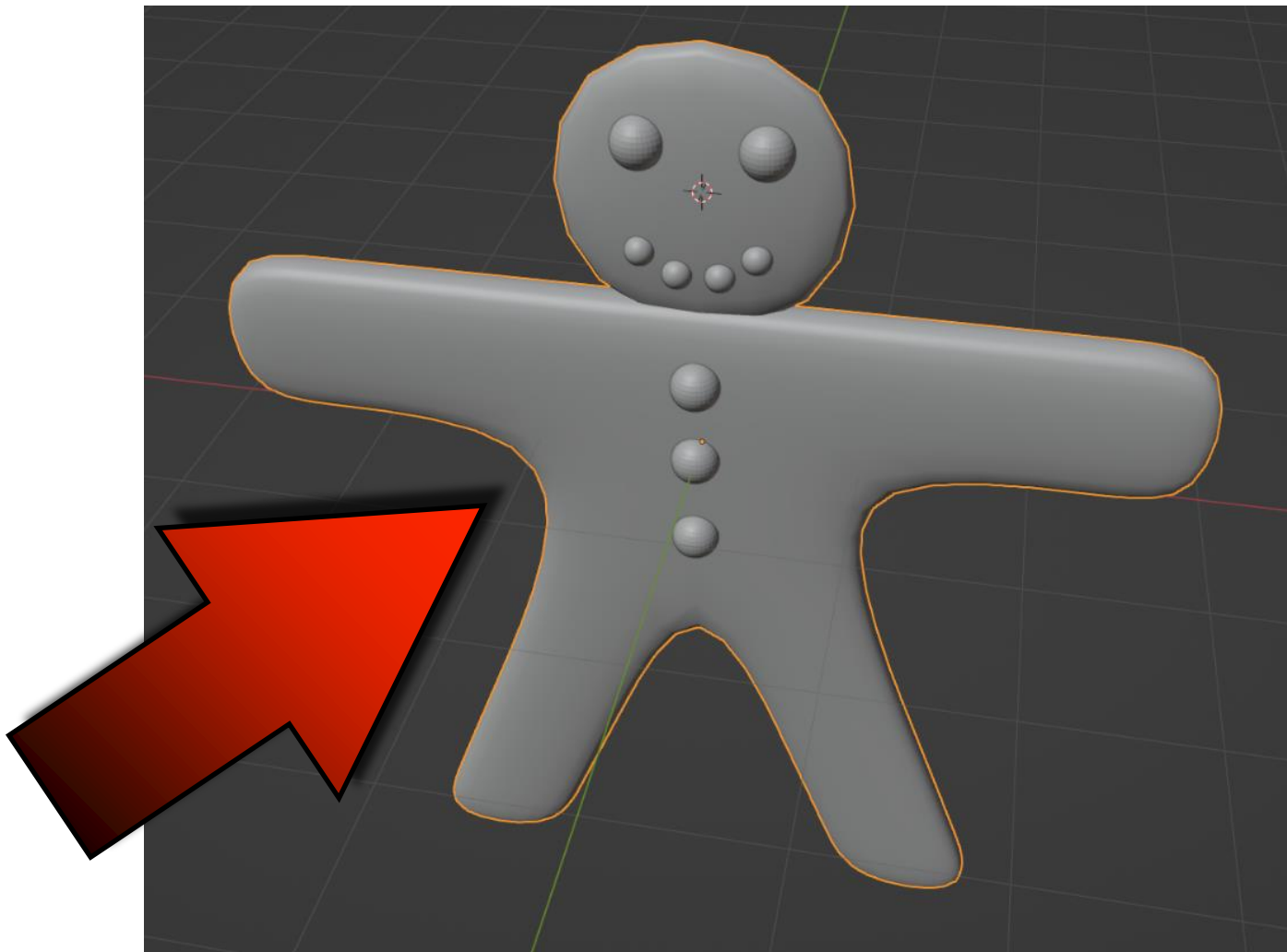
# GO TO OBJECT MODE



## THE GINGERBREAD MAN



## SELECT MODEL



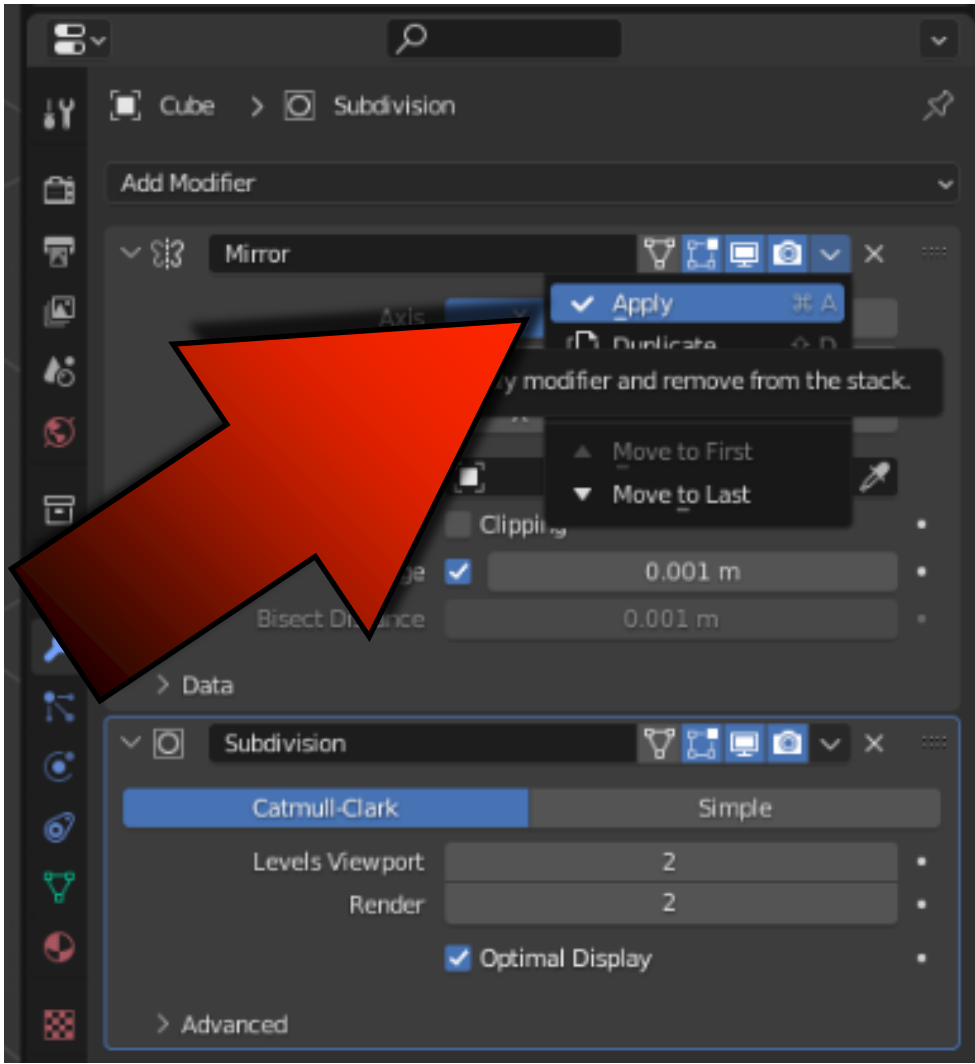
### THE GINGERBREAD MAN



# POWER OF AR AND VR



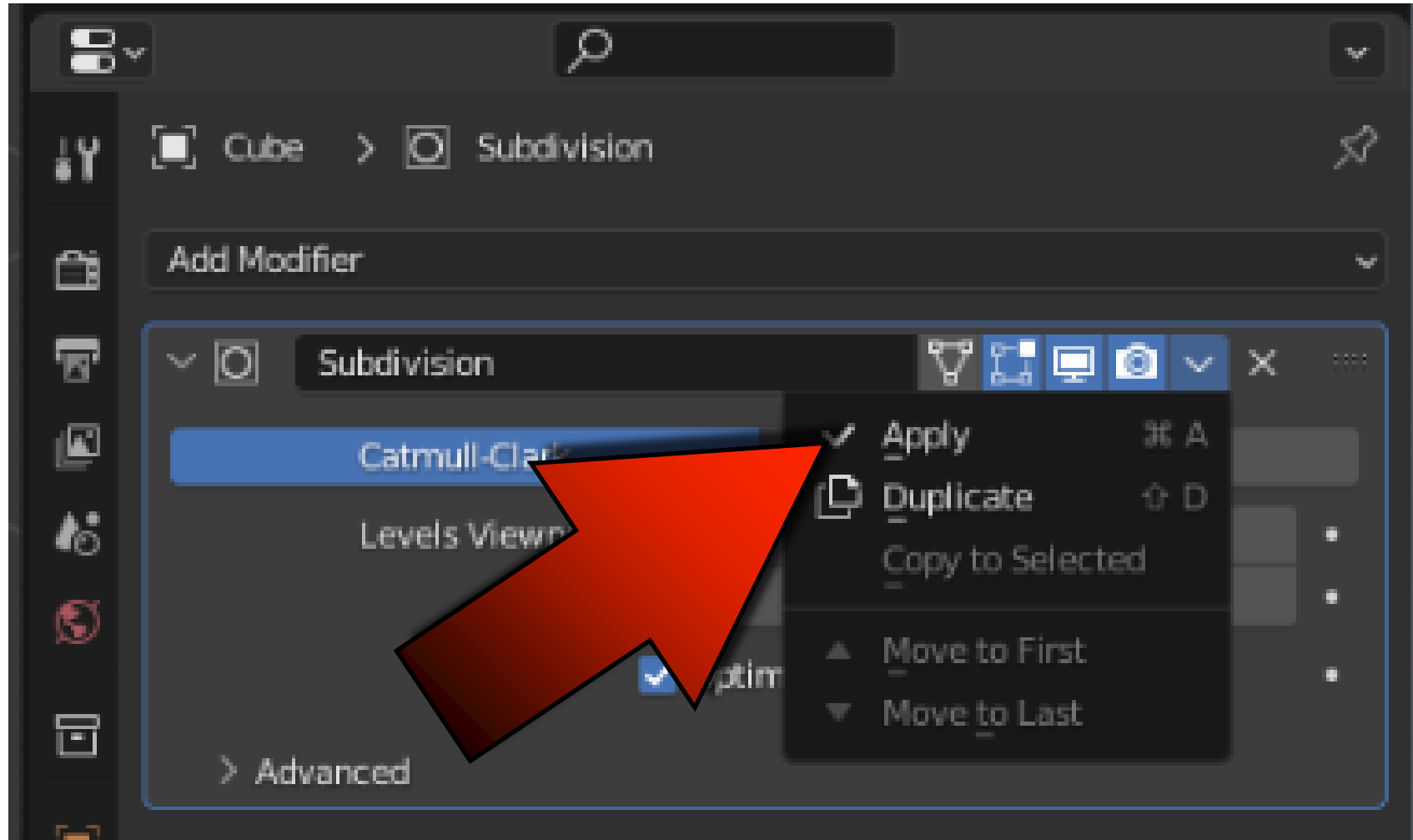
# APPLY MIRROR MODIFIER



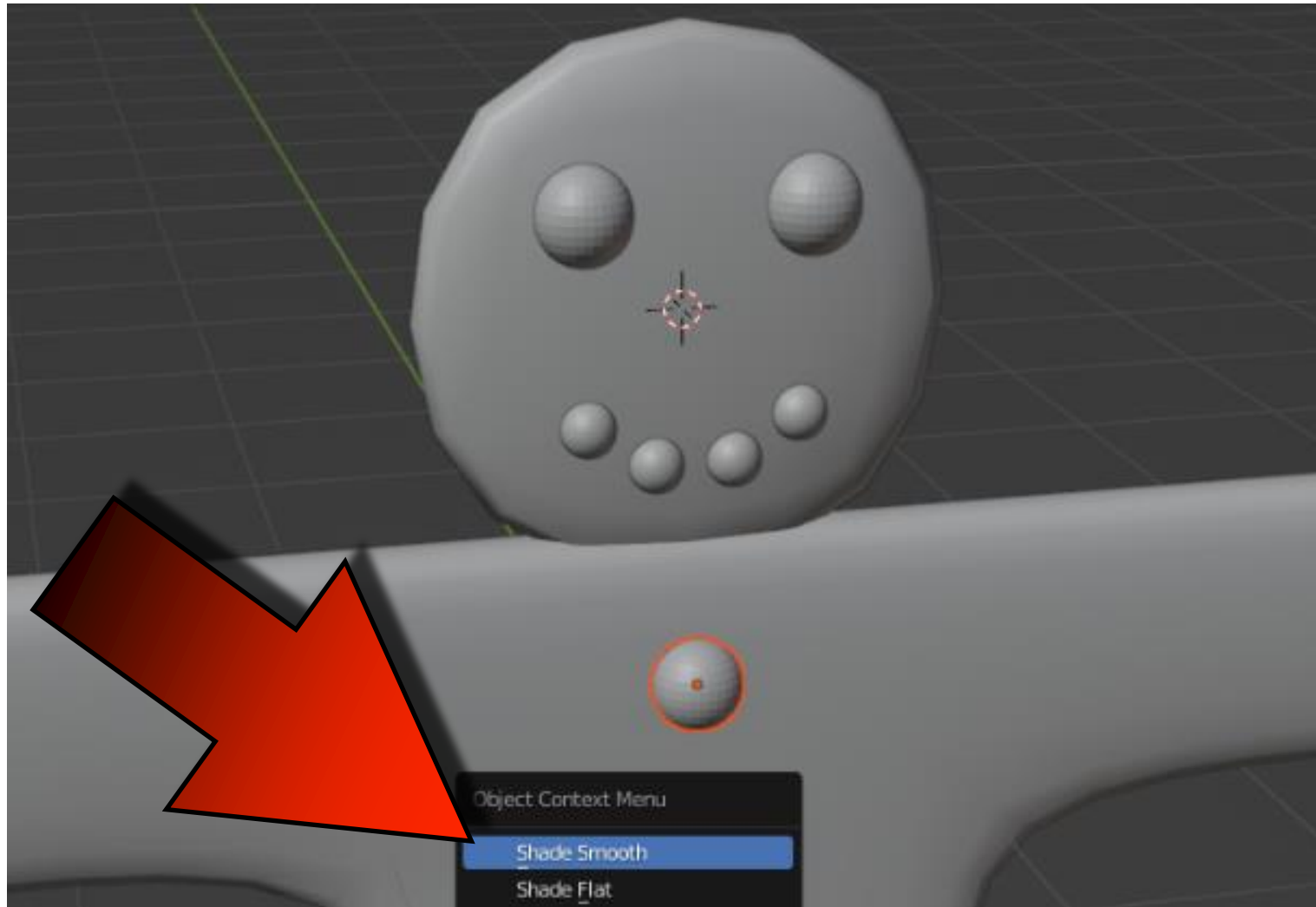
# THE GINGERBREAD MAN

## NEXT APPLY

# SUBDIVISION SURFACE MODIFIER

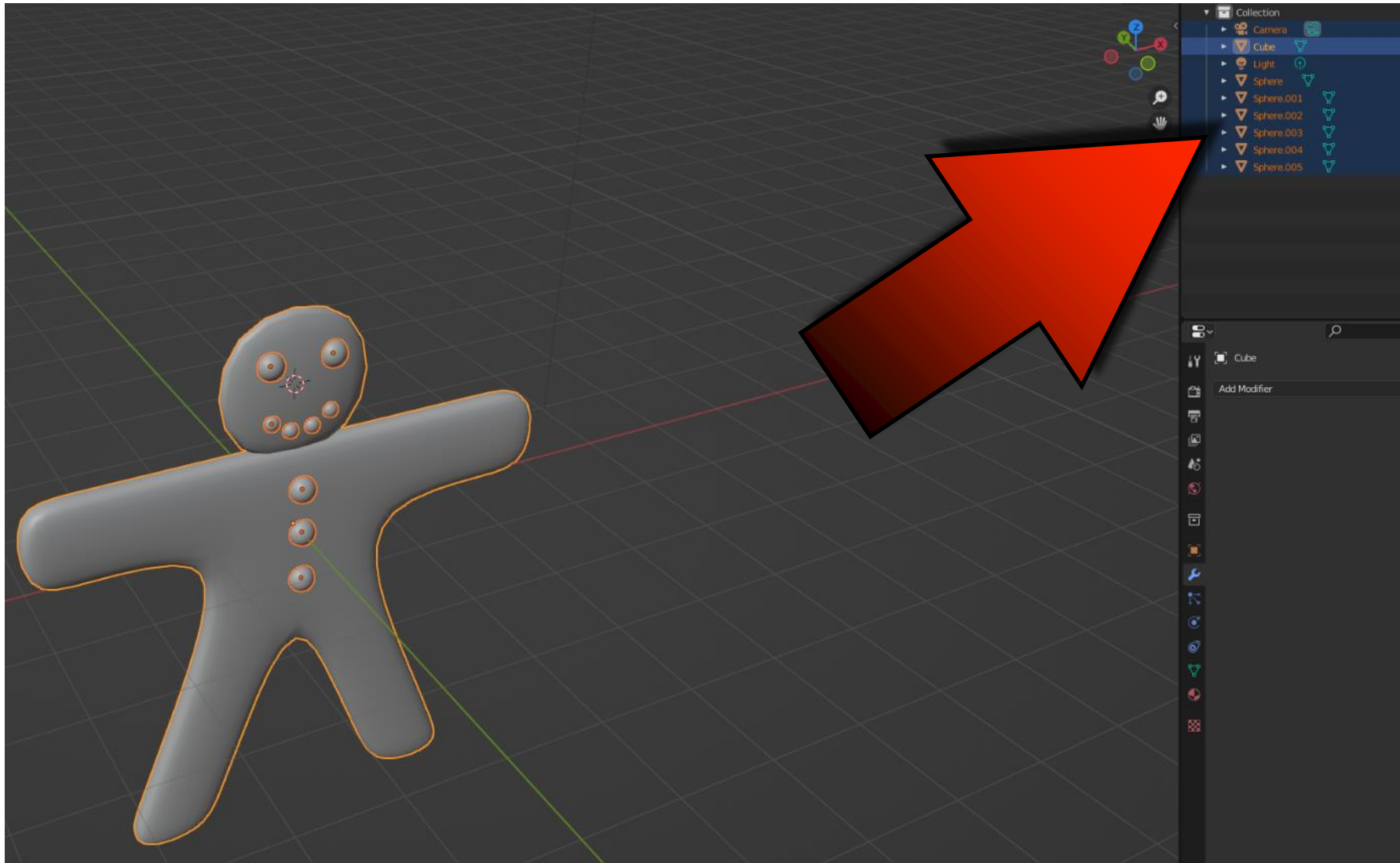


## ADD SHADE MOOTH FOR REST MODELS



## THE GINGERBREAD MAN

## PRESS A KEY AN SELECT THE REST



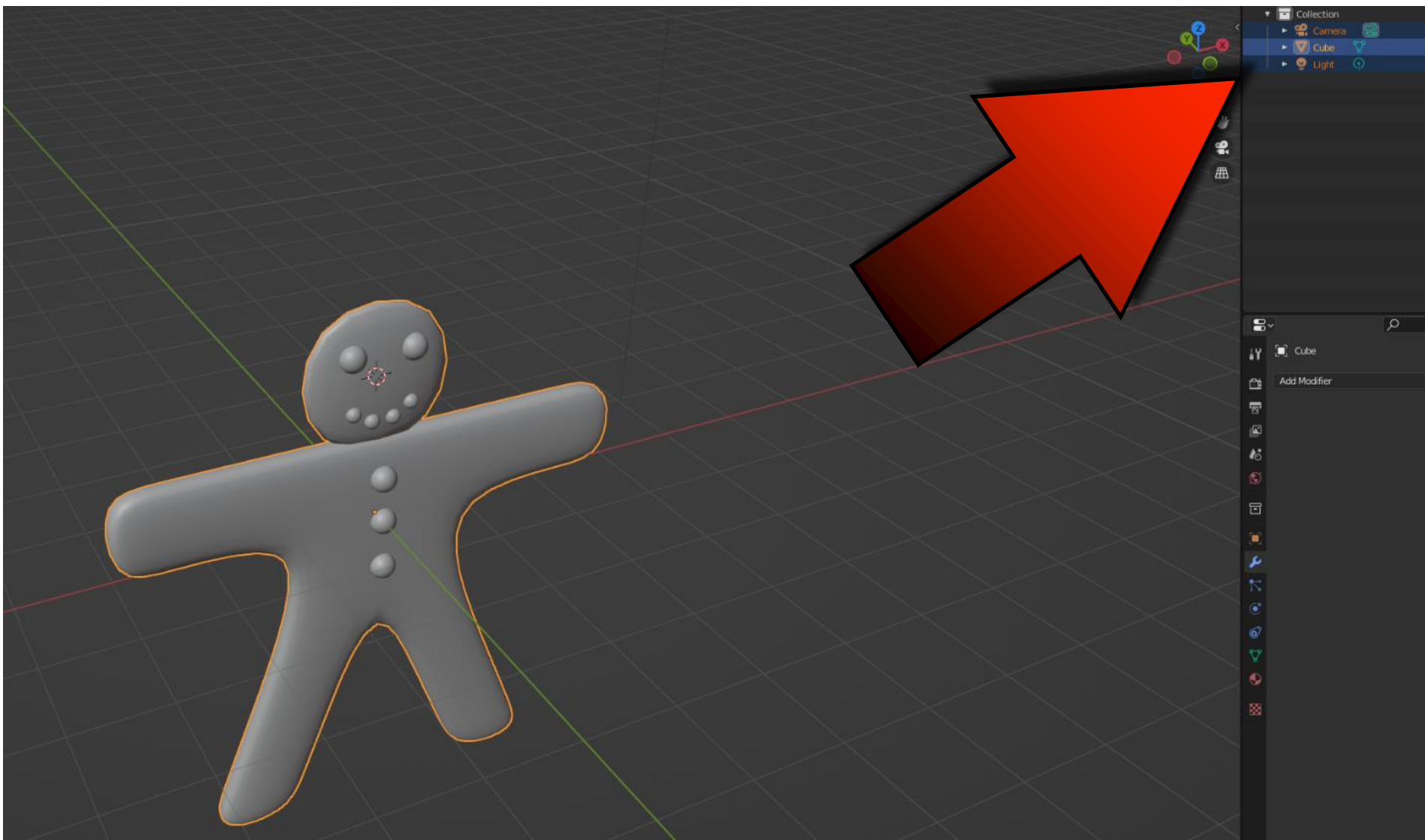
## THE GINGERBREAD MAN



# POWER OF AR AND VR

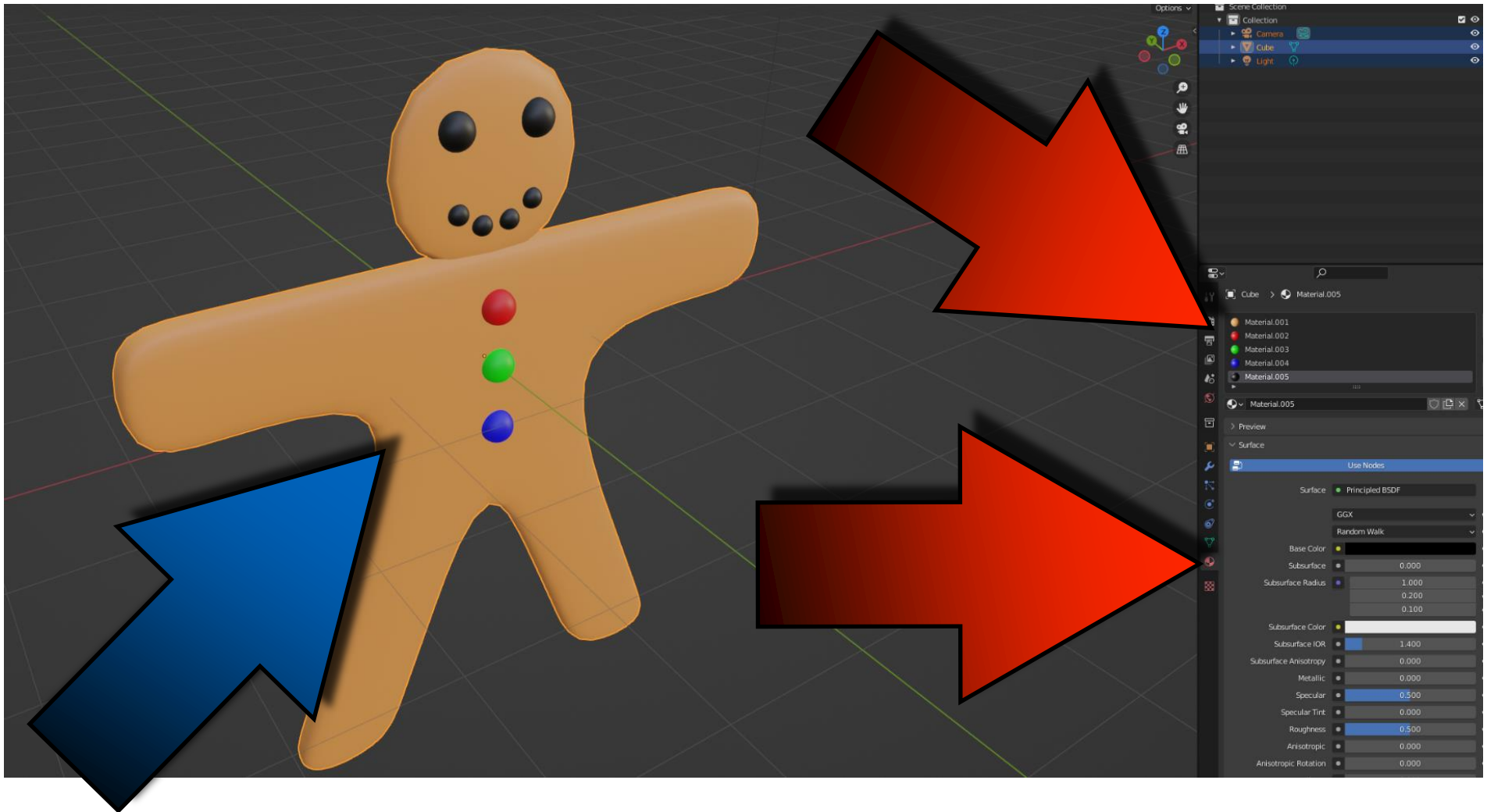


**PRESS CTRL+J TO CONNECT EVERYTHING**



**THE GINGERBREAD MAN**

## ADD MATERIALS AND COLOR THE MODEL



## THE GINGERBREAD MAN

**POWER OF AR AND VR**

**THANK YOU FOR  
YOUR ATTENTION**



**Co-funded by  
the European Union**



2024-1-PL01-KA220-VET-000243150

**JACEK KAWAŁEK**