THE GINGERBREAD MAN



Co-funded by the European Union



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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







REMEMBER EVERY TIME ABOUT SAVING YOUR WORK

File	Render	Window	Help
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START BLENDER





POWER OF AR AND VR GO TO FRONT VIEW







GO TO EDIT MODE







CHOOSE SUBDIVIDE

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Subdivide	
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PustyPull	
Shrink/Fatten	:\C.S
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USE ALT + A TURN OFF MARKING EVERYTHING







MARK THE VERTEX ON THE LEFT SIDE







DELETE VERTICES









GO TO OBJECT MODE







ADD MIRROR MODIFIER

Modify	Generate	Deform	Physics
😥 Data Transfer	∩0 Array	犬 Armature	ናን Cloth
- [] Mesh Cache	Bevel	Cast	S Collision
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will UV Project	Edge Split	D Laplacian Deform	🔅 Ocean
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Vertex Weight Mix	Si? Mirror	n Shrinkwrap	A Soft Body
		Smooth Laplacian Surface Deform	es, over one oupert ongin







GO TO WIREFRAME

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Sha Wireframe 4 Method to display/shade objects in Display the object as wire edges	ading Solid 6 the 3D View: Wireframe	
Materia	l Preview Z	





IN THE FRONT ORTHOGRAPHIC VIEW USING THE B KEY MARK VERTEX AS ON THE SCREEN









EXTRUDE TWICE AS ON SCREEN







MARK VERTEX AS ON THE SCREEN







EXTRUDE VERTEX AS ON THE SCREEN







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







CREATE A MODEL LIKE ON SCREEN





POWER OF AR AND VR ADD CUBE









MOVE UP ON THE Z-AXIS







GO TO OBJECT MODE







ADD SUBDIVISION SURFACE MODIFIER

		is Mirror	
Modify	Generate	Deform	Physics
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k Normal Edit	e⊑ Build	🖉 Displace	🗃 Explode
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😥 UV Project	I Edge Split	D Laplacian Deform	🔅 Ocean
😿 UV Warp	🞒 Geometry Nodes	⊞ Lattice	🕅 Particle Instance
😭 Vertex Weight Edit	() Mask	Mesh Deform	😪 Particle System
😫 Vertex Weight Mix	Ei3 Mirror	റ്റ് Shrinkwrap	📿 Soft Body
😭 Vertex Weight Proximity	Hultiresolution	🖗 Simple Deform	
	(₿ Remesh	/ Smooth	
	ස් Screw	🛜 Smooth Corrective	
	ළ Skin	🌈 Smooth Laplacian	
	🗇 Solidify	D Surface Deform	
	O Subdivision Surface	🛛 🗇 Warp	







SET PARAMETERS ON 2







ADD SHADE SMOOTH







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









ADD UV SPHERE







MOVE AND SCALE IT









COPY AND PLACE IT LIKE ON A SCREEN



ALSO ADD EYES

GO TO EDIT MODE AND SELECT HEAD

USE SHIFT + S AND CHOOSE A COURSOR TO SELECTED

THE 3D CURSOR WILL BE IN THE CENTER OF HEAD

GO TO OBJECT MODE

SET THE NEW UV SPHERE LIKE ON THE SCREEN

GO TO EDIT MODE

CHOOSE SPIN

SET STEPS ON 3 AND Y AXIS

ROTATE HOLD WITH +

GO TO OBJECT MODE

SELECT MODEL

APPLY MIRROR MODIFIER

NEXT APPLY SUBDIVISION SURFACE MODIFIER

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⊡	> Advanced	

ADD SHADE MOOTH FOR REST MODELS

PRESS A KEY AN SELECT THE REST

PRESS CTRL+J TO CONNECT EVERYTHING

ADD MATERIALS AND COLOR THE MODEL

THANK YOU FOR YOUR ATTENTION

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