

# TEKSTURY



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the European Union

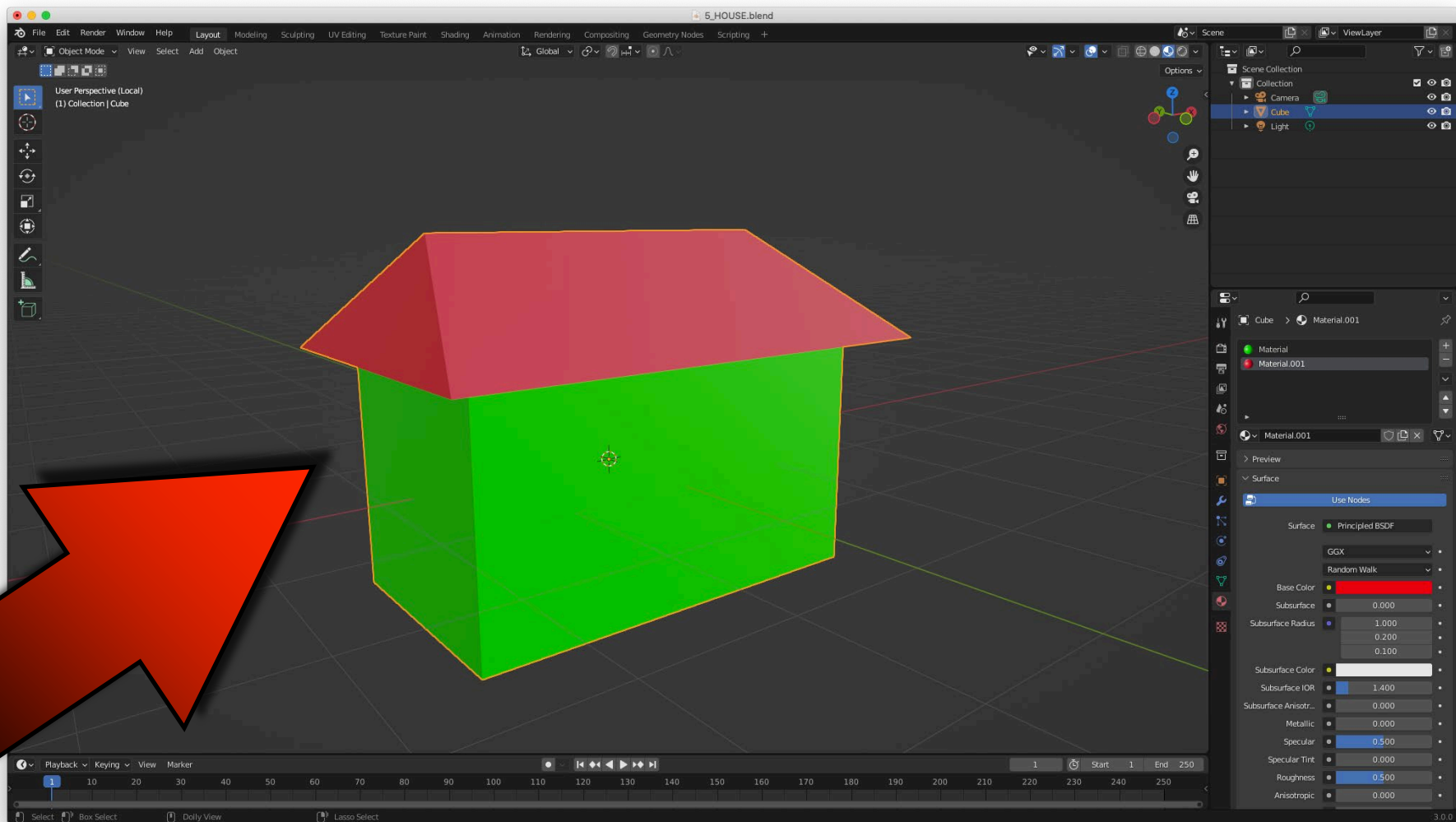


2024-1-PL01-KA220-VET-000243150

την Ευρωπαϊκή Ένωση  
co-funded by

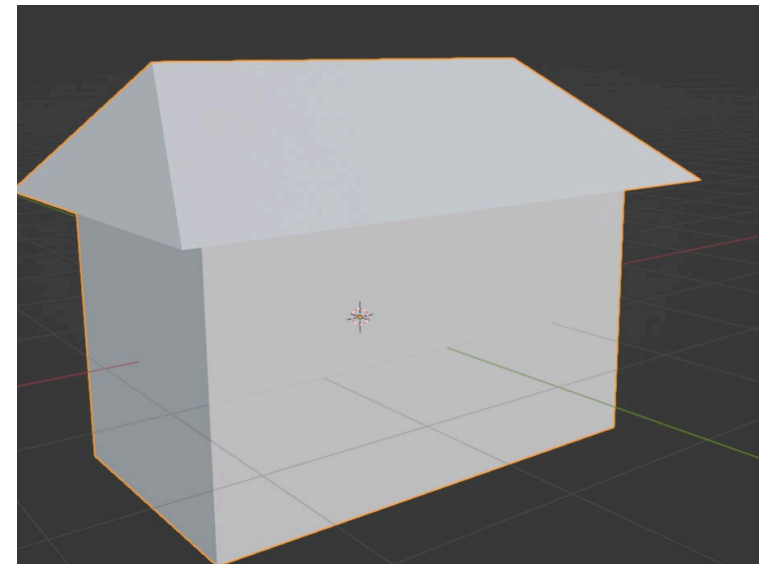
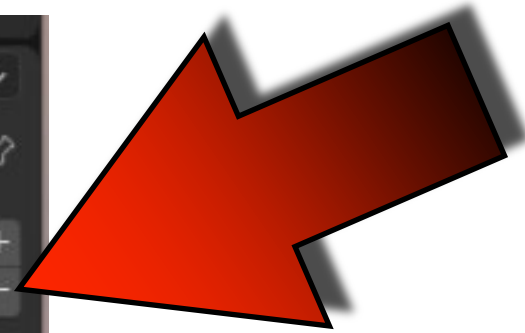
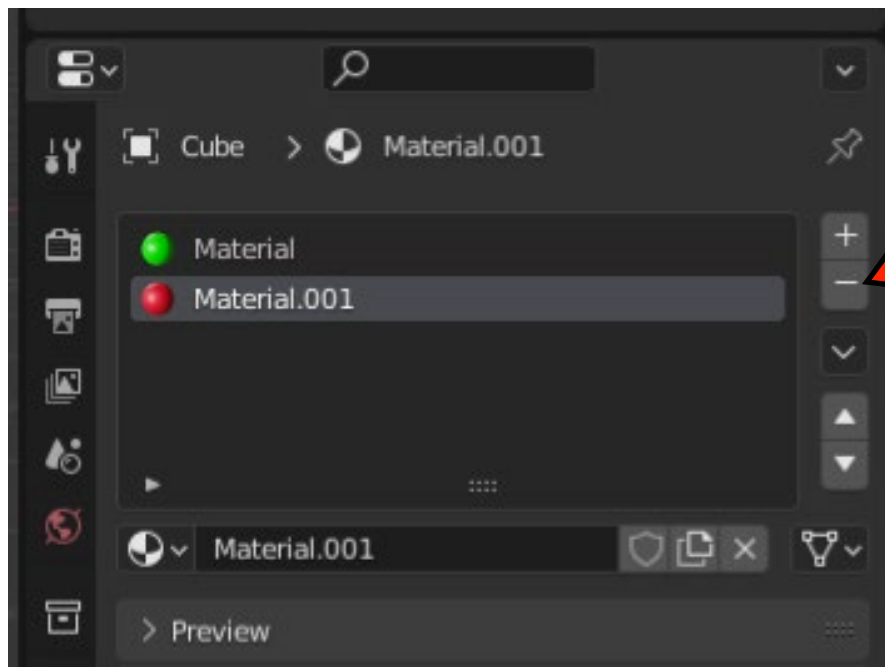
# POWER OF AR AND VR

# OTWÓRZ PLIK Z POPRZEDNIEGO ĆWICZENIA



## TEKSTURY

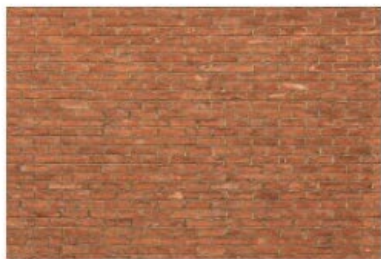
# USUŃ MATERIAŁY



# ZAPISZ PLIK

# W TYM SAMYM MIEJSCU

# GDZIE SĄ TEKSTURY



BRICK.jpg



STONES.jpg



TILE.jpg



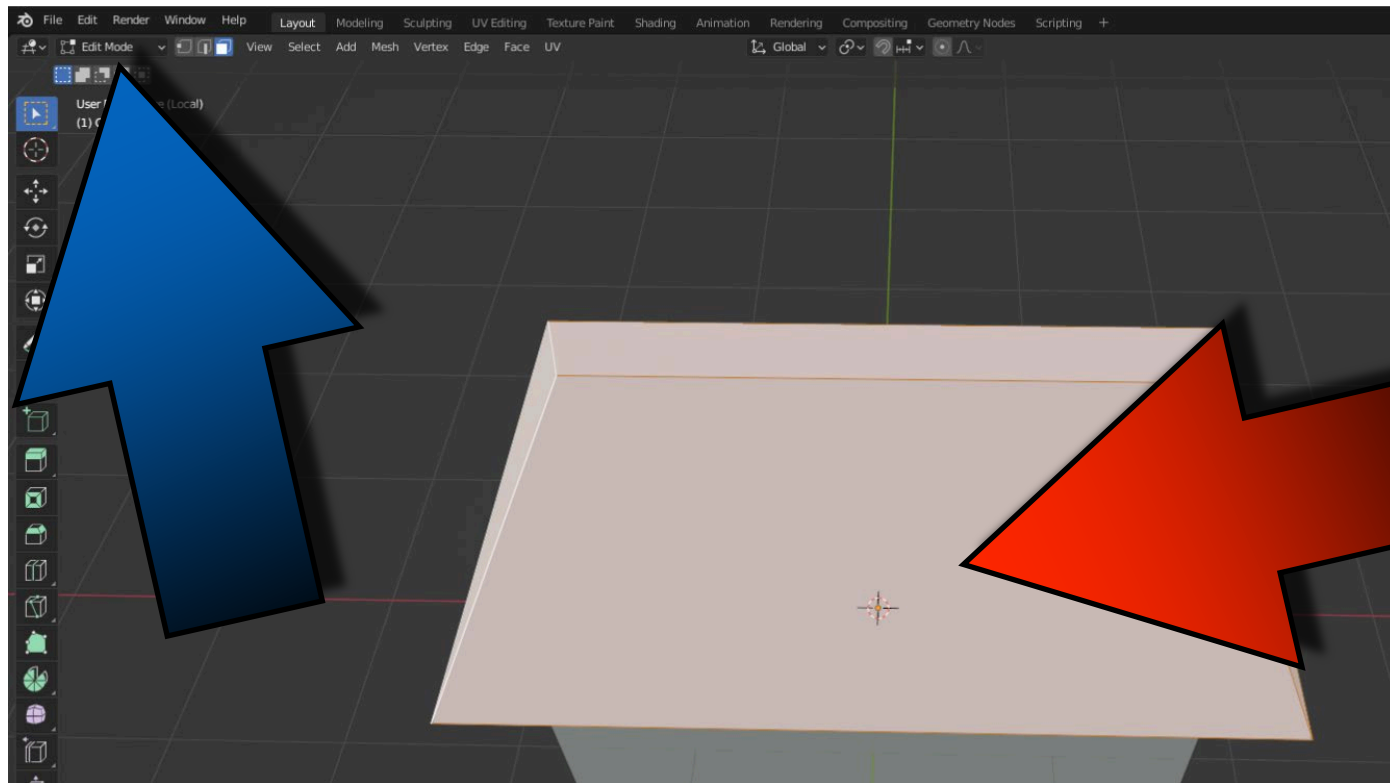
WALLS.jpg

**POWER OF AR AND VR**

**ZAZNACZ**

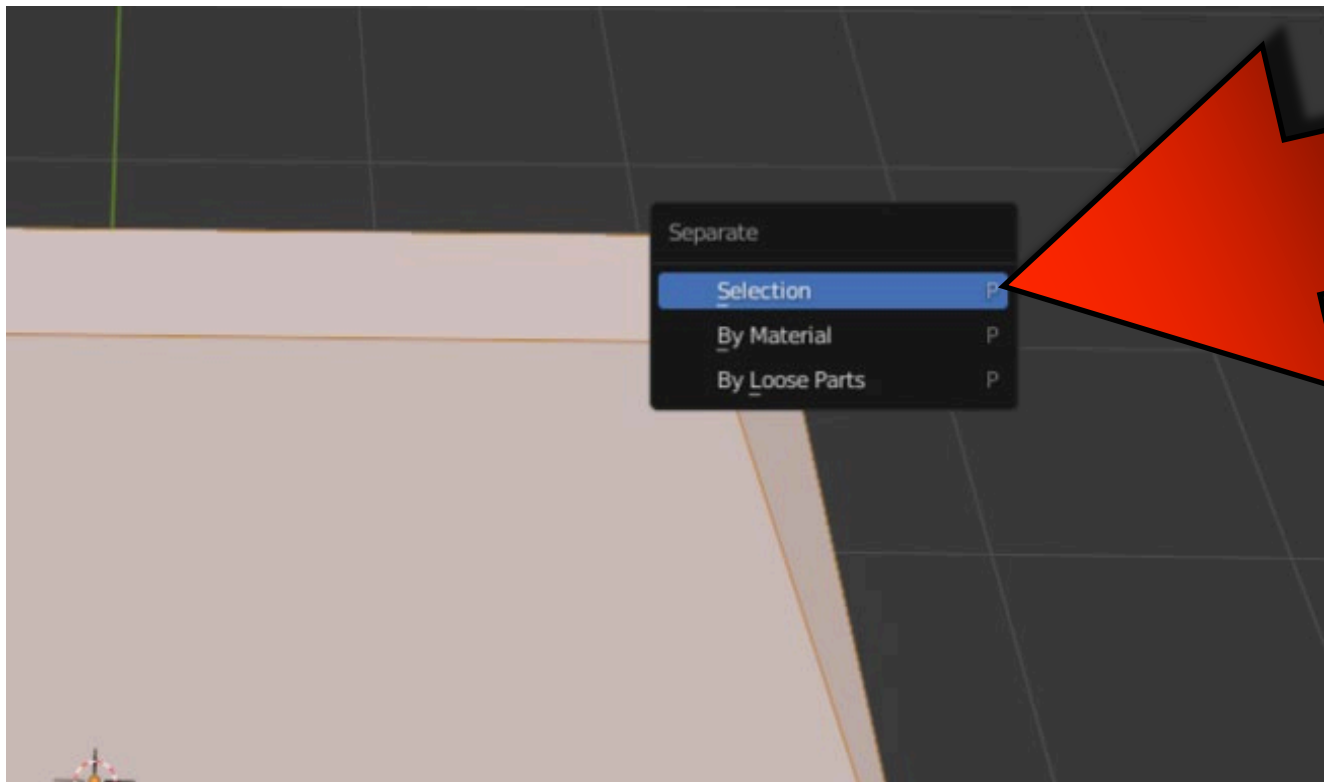
**CZTERY ELEMENTY DACHU**

**W EDIT MODE**



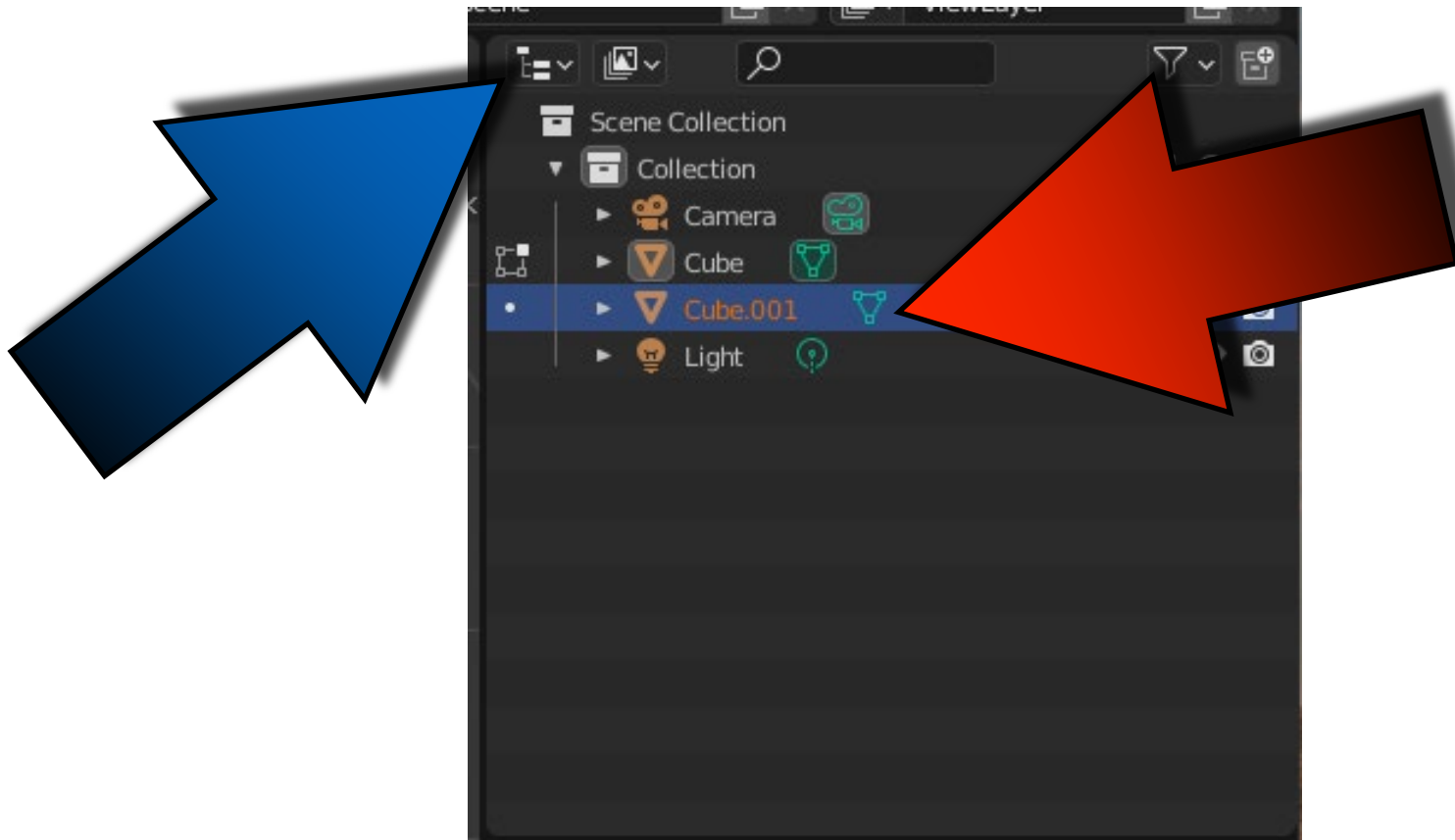
**TEKSTURY**

## NACISNIJ **KLAWISZ P** I WYBIERZ **SELECTION** ABY ODDZIELIĆ DACH OD DOMU



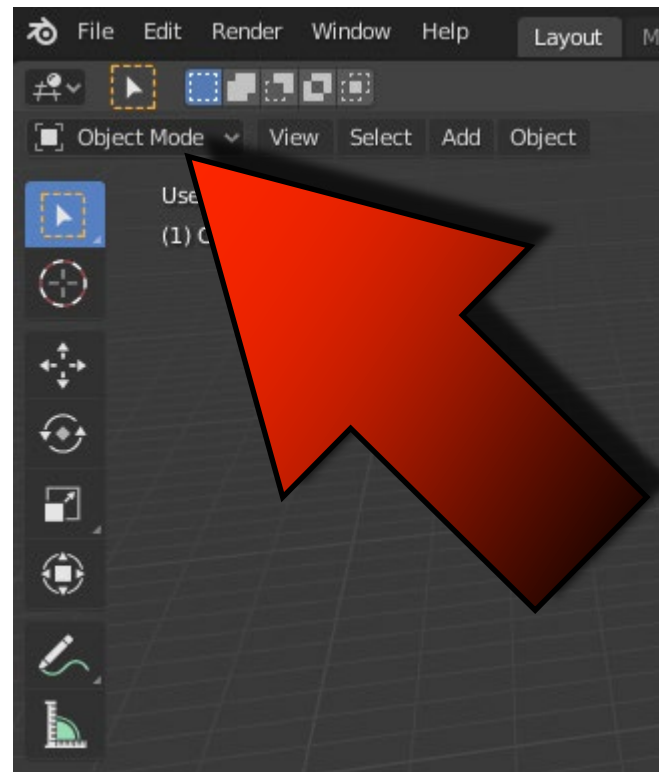
# POWER OF AR AND VR

## POJAWIŁ SIĘ NOWY ELEMENT W OUTLINER WINDOW



**TEKSTURY**

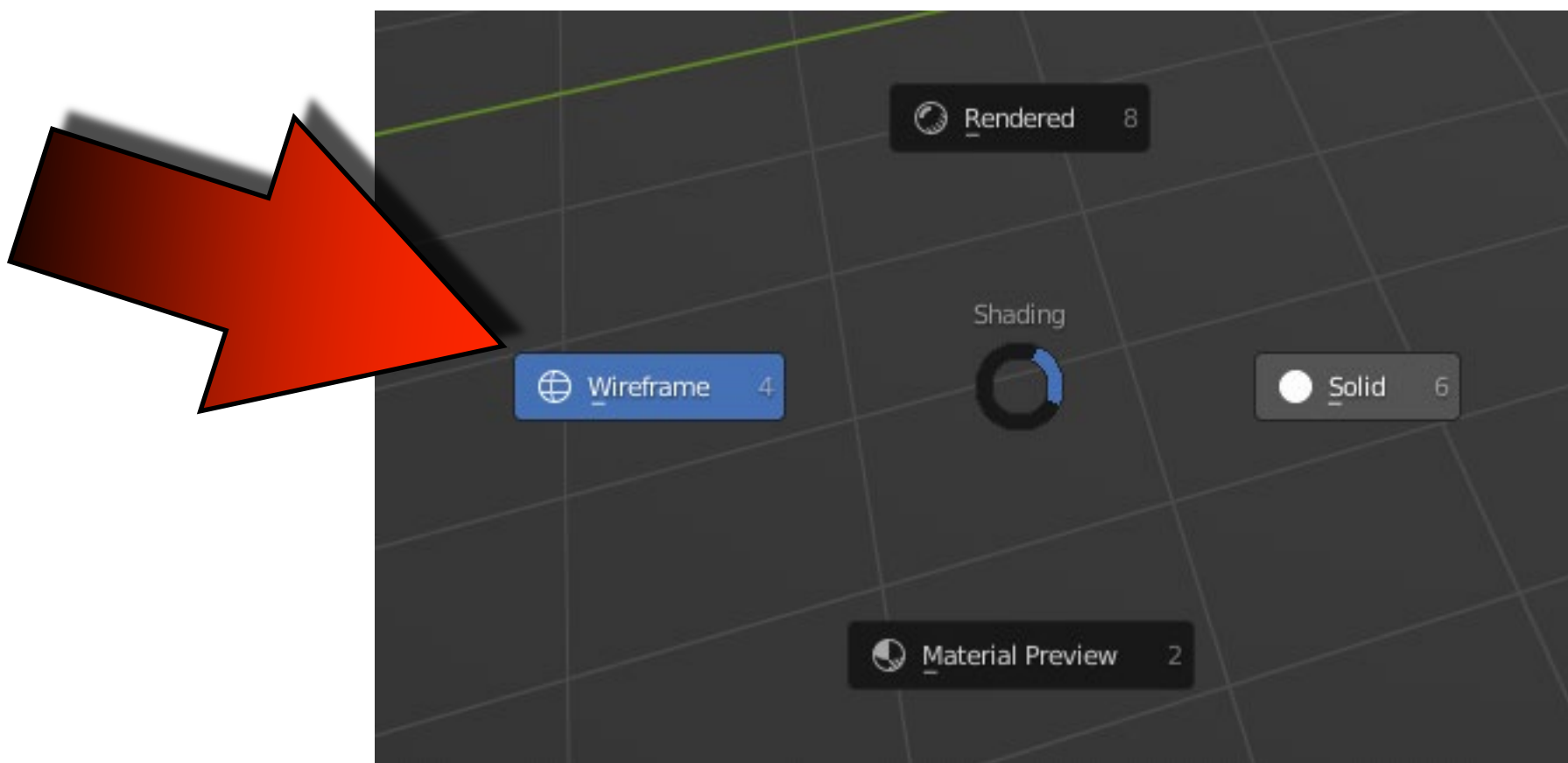
## KLAWISZEM **TAB** PRZEJDŹ DO **OBJECT MODE**





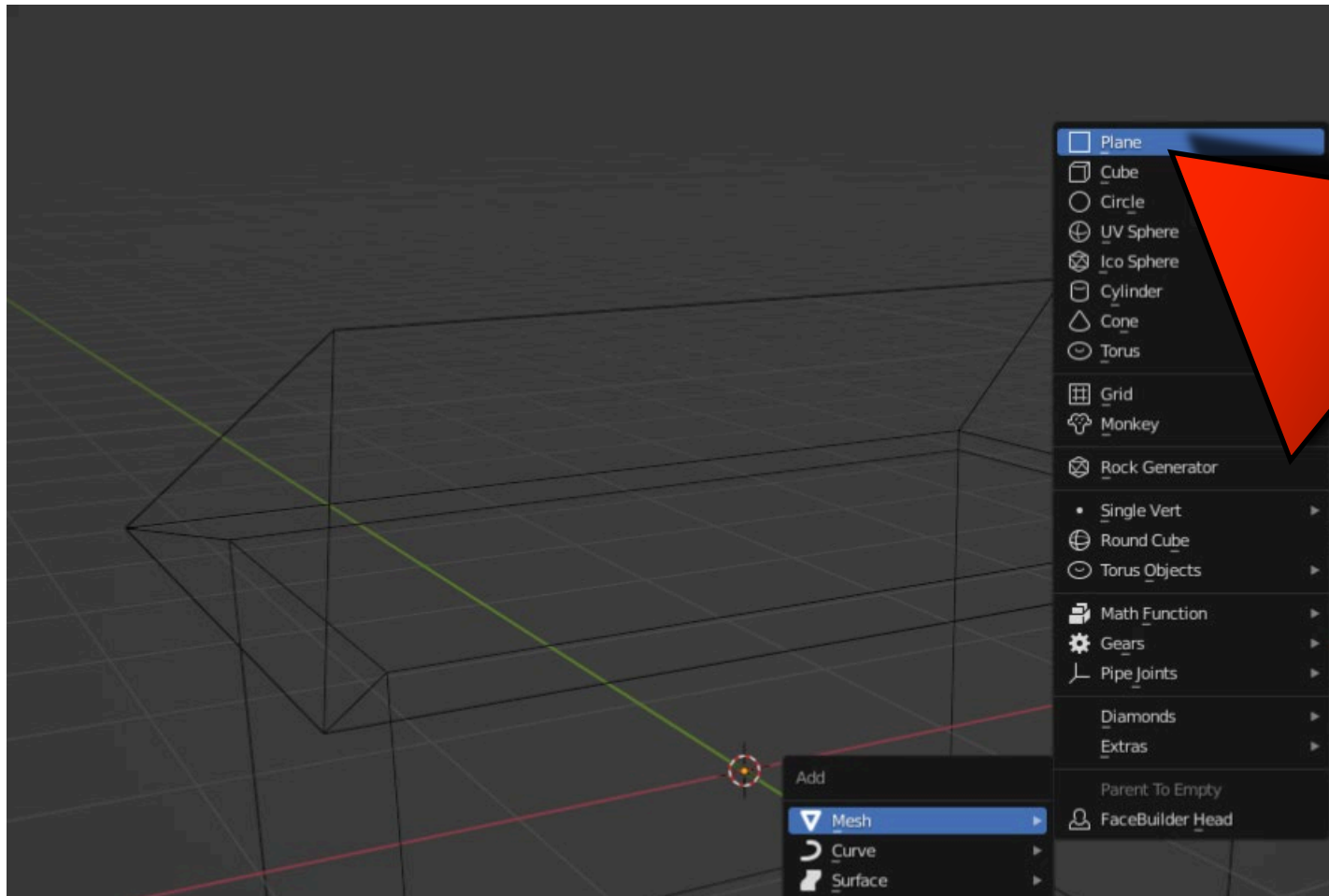
# POWER OF AR AND VR

## KLAWISZEM Z ZAMIEŃ WIDOK NA WIREFRAME

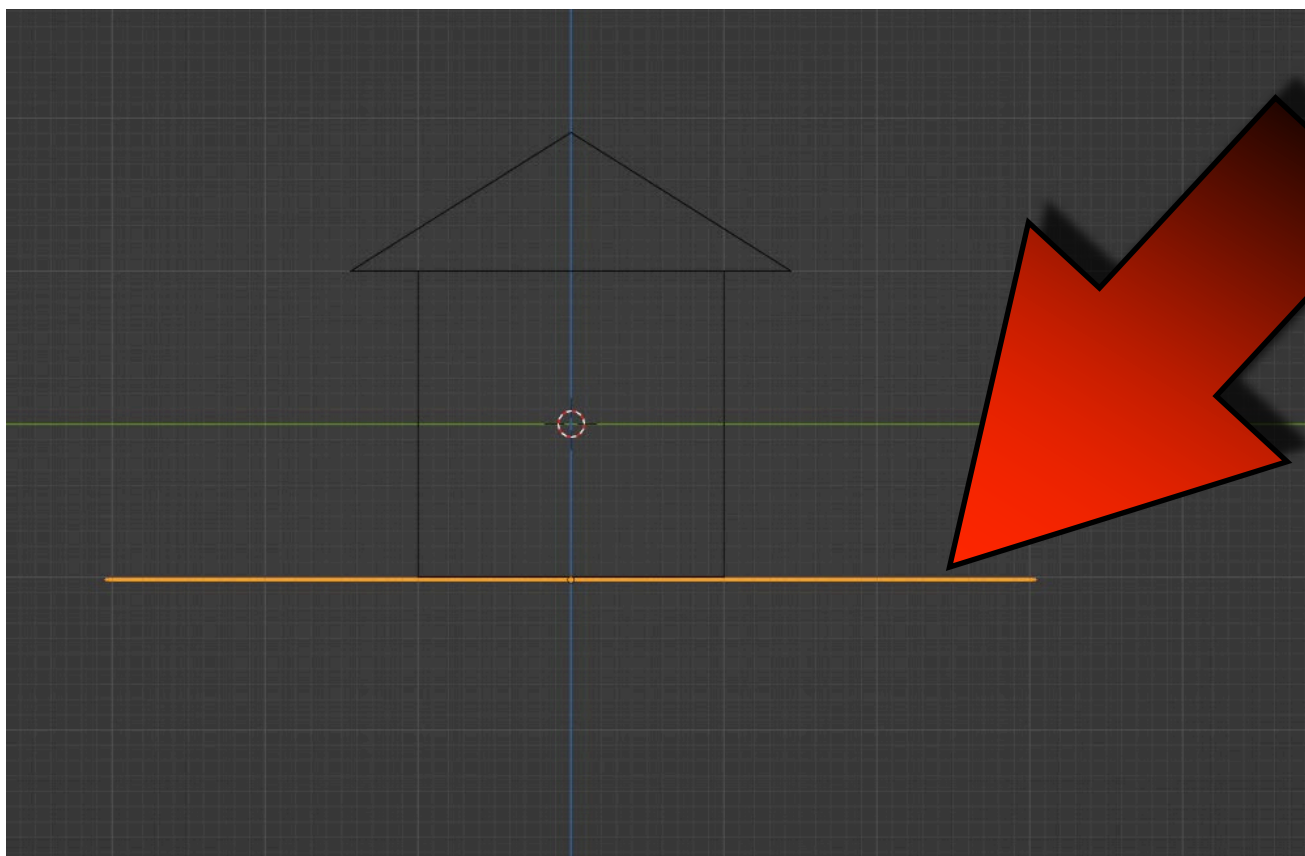


TEKSTURY

## UŻYJ **SHIFT + A** I WSTAW **PLANE**

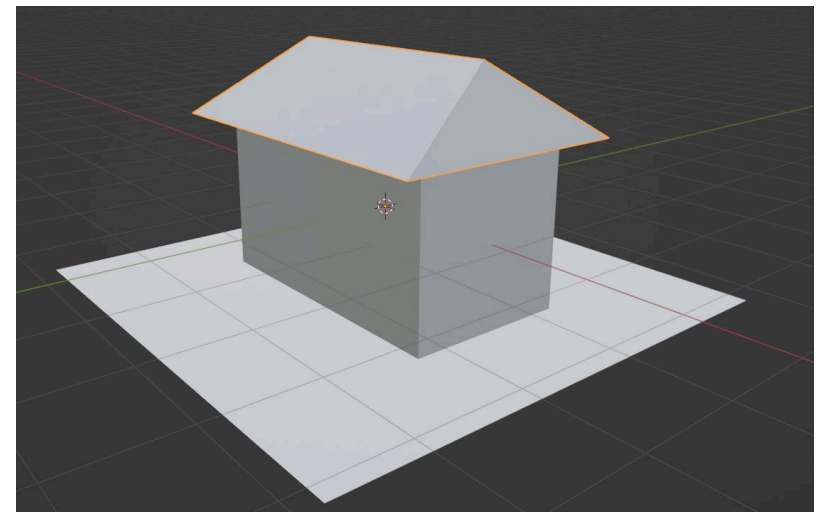
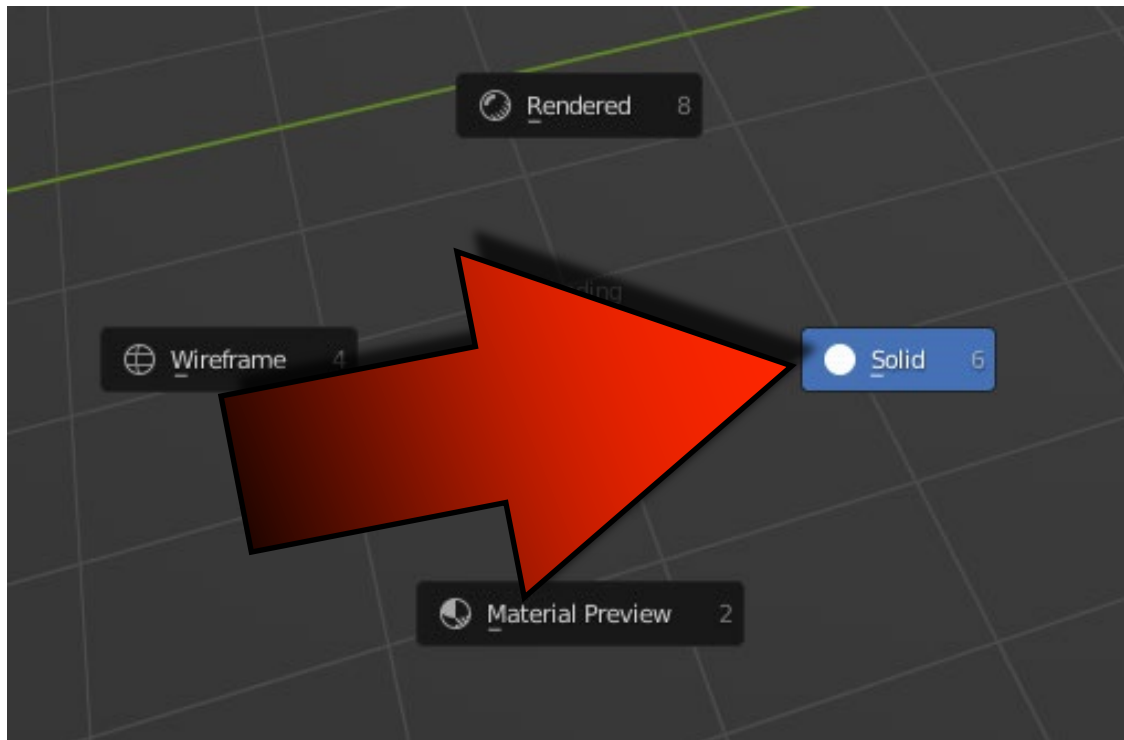


## UŻYJ KLAWISZY G I Z I PRZESUŃ NA DÓŁ DOMU

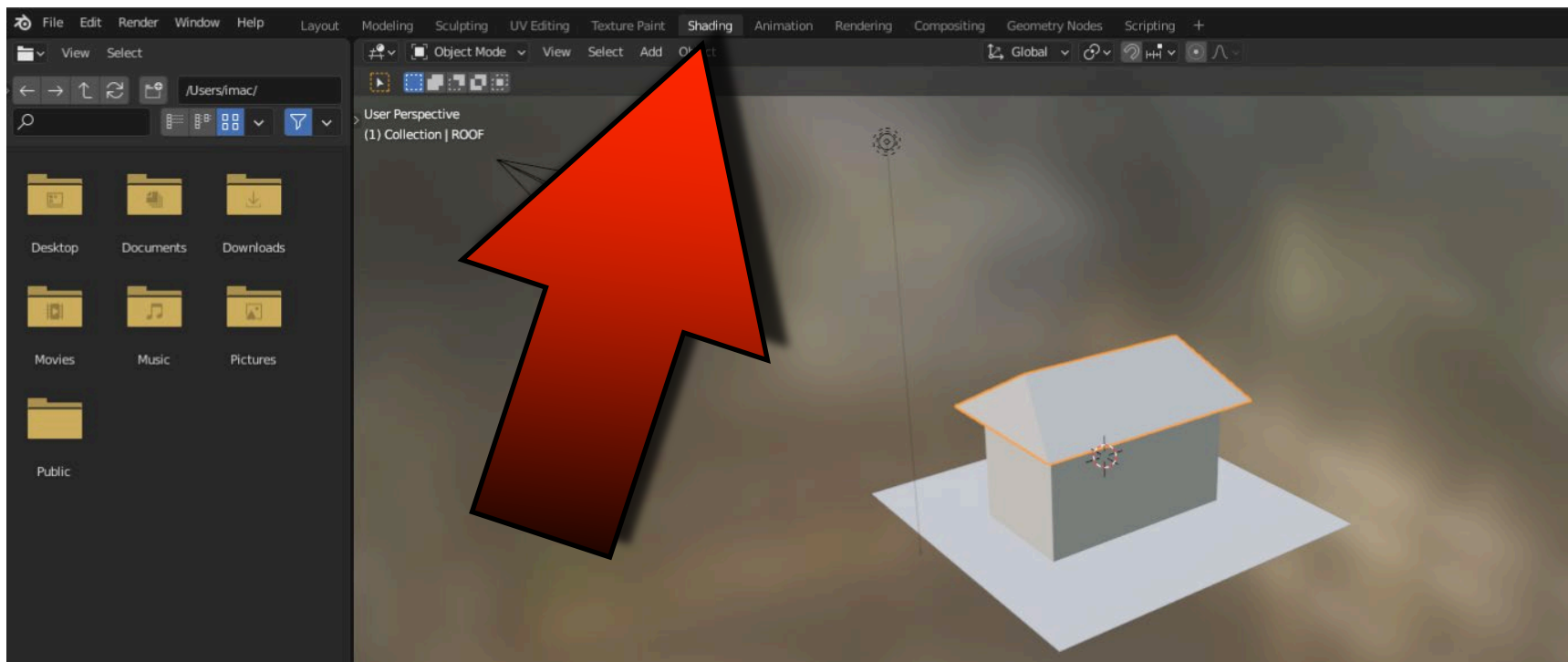


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## UŻYJ **KLAWISZA Z** I ZMIEŃ WIDOK NA **SOLID**



# PRZEJDŹ DO WIDOKU SHADING

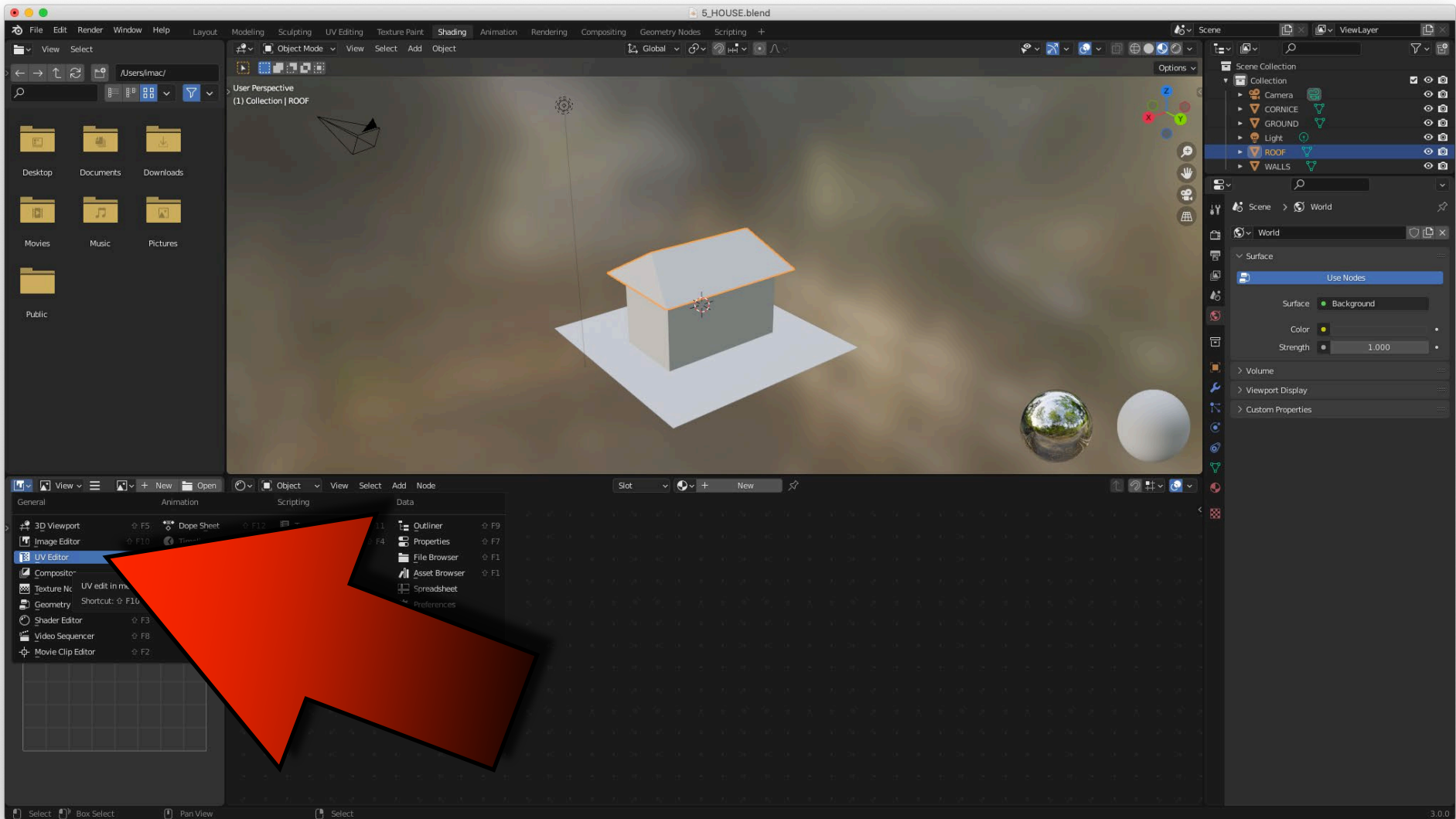




# POWER OF AR AND VR

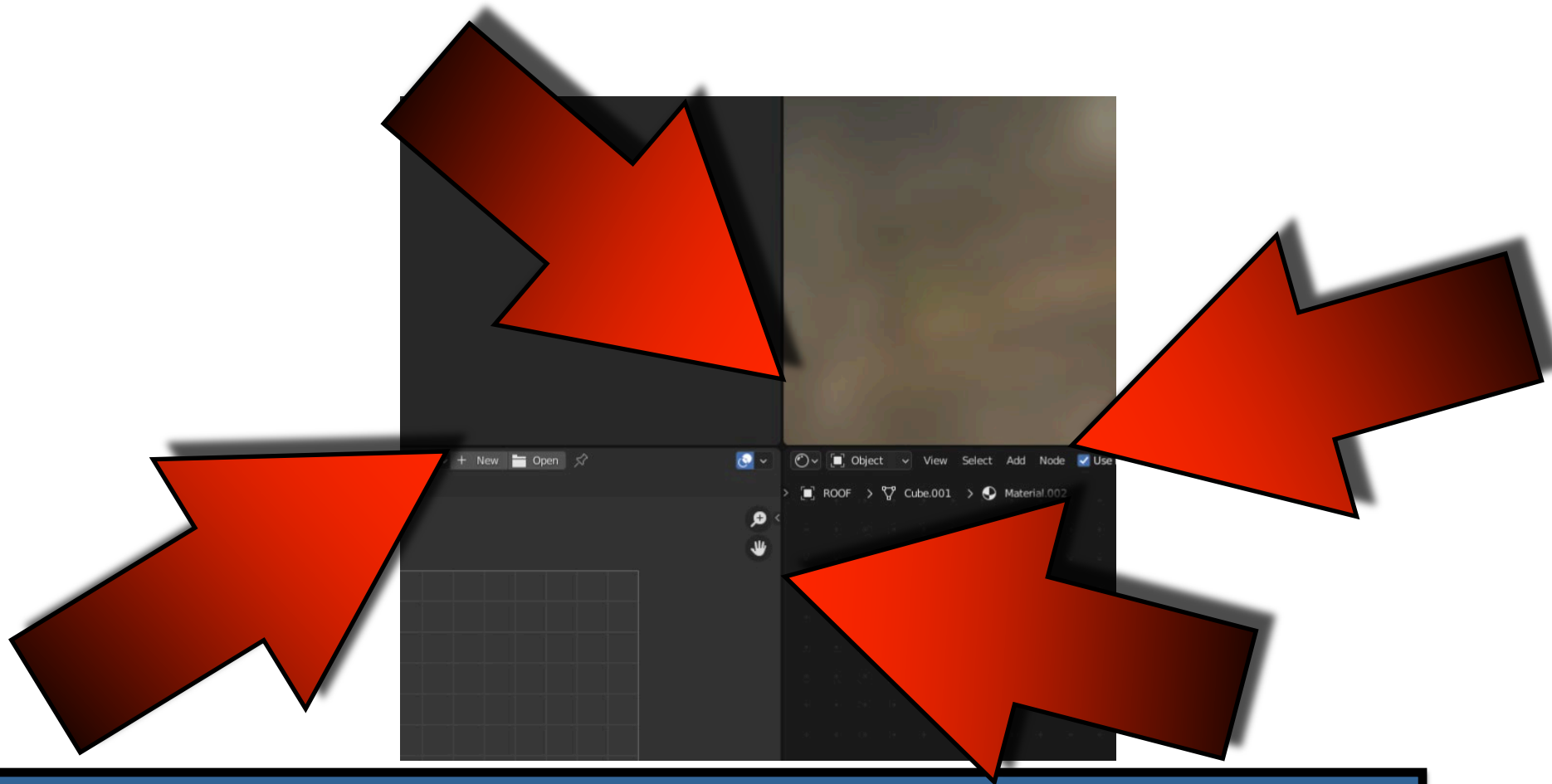


# WYBIERZ UV EDITOR



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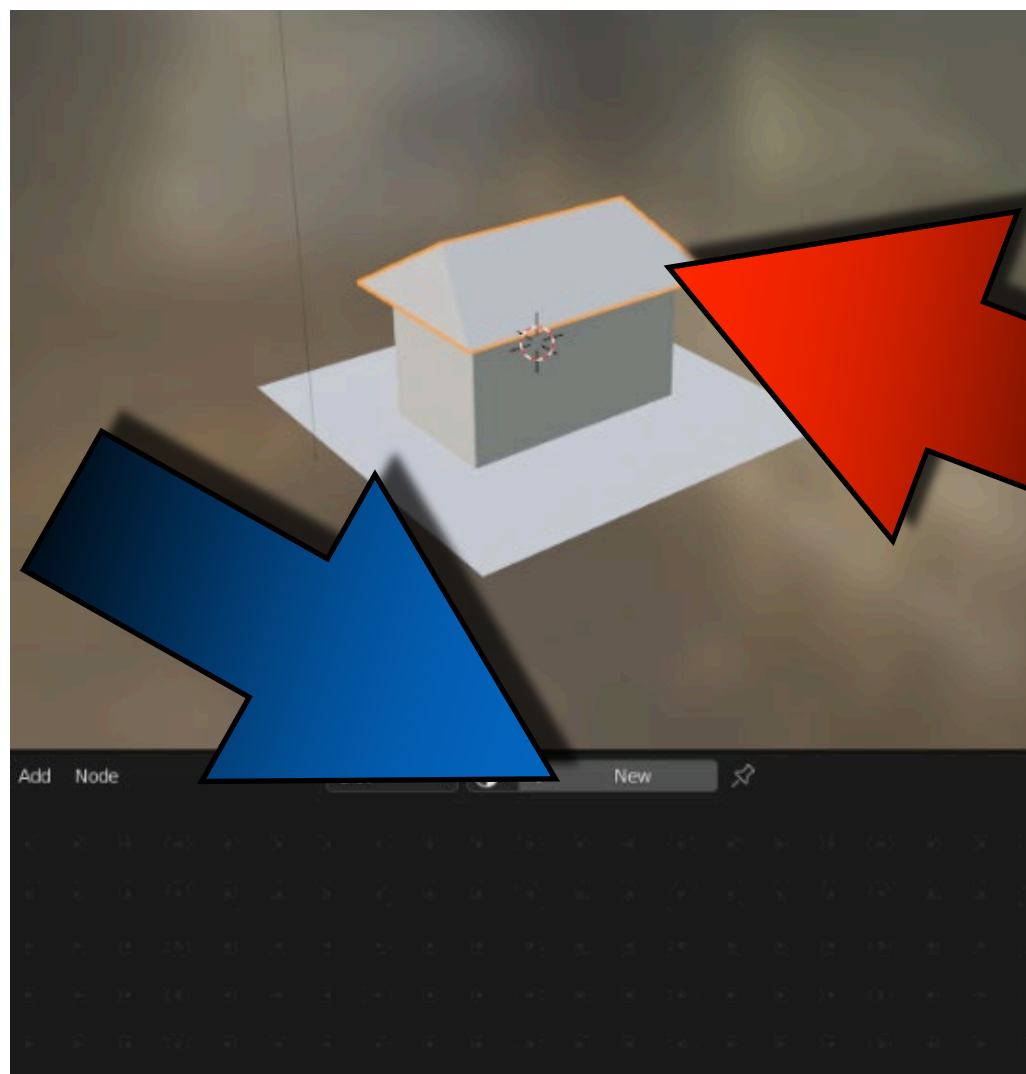
## ŁAPIĄC ZA KRAWĘDZIE MOŻESZ ZMIENIĆ WIEKOŚĆ OKIEN



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# POWER OF AR AND VR

## ZAZNACZ DACH I KLIKNIJ W NEW

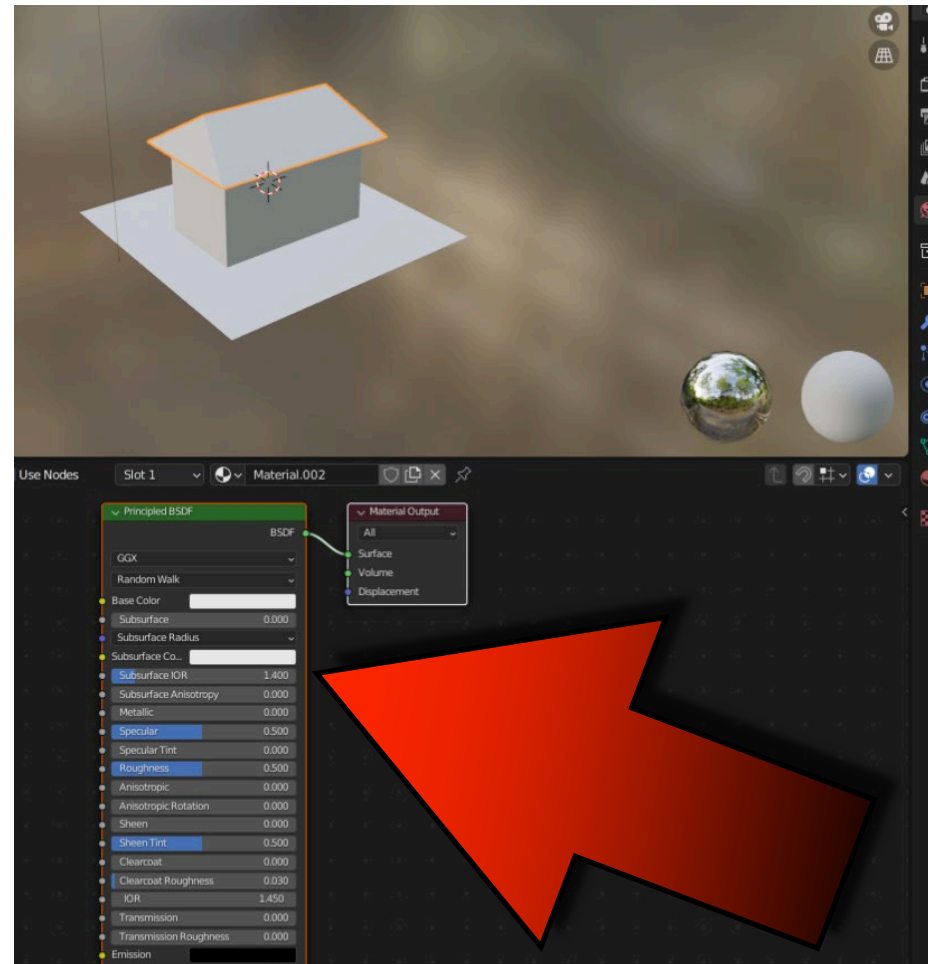


TEKSTURY



# POWER OF AR AND VR

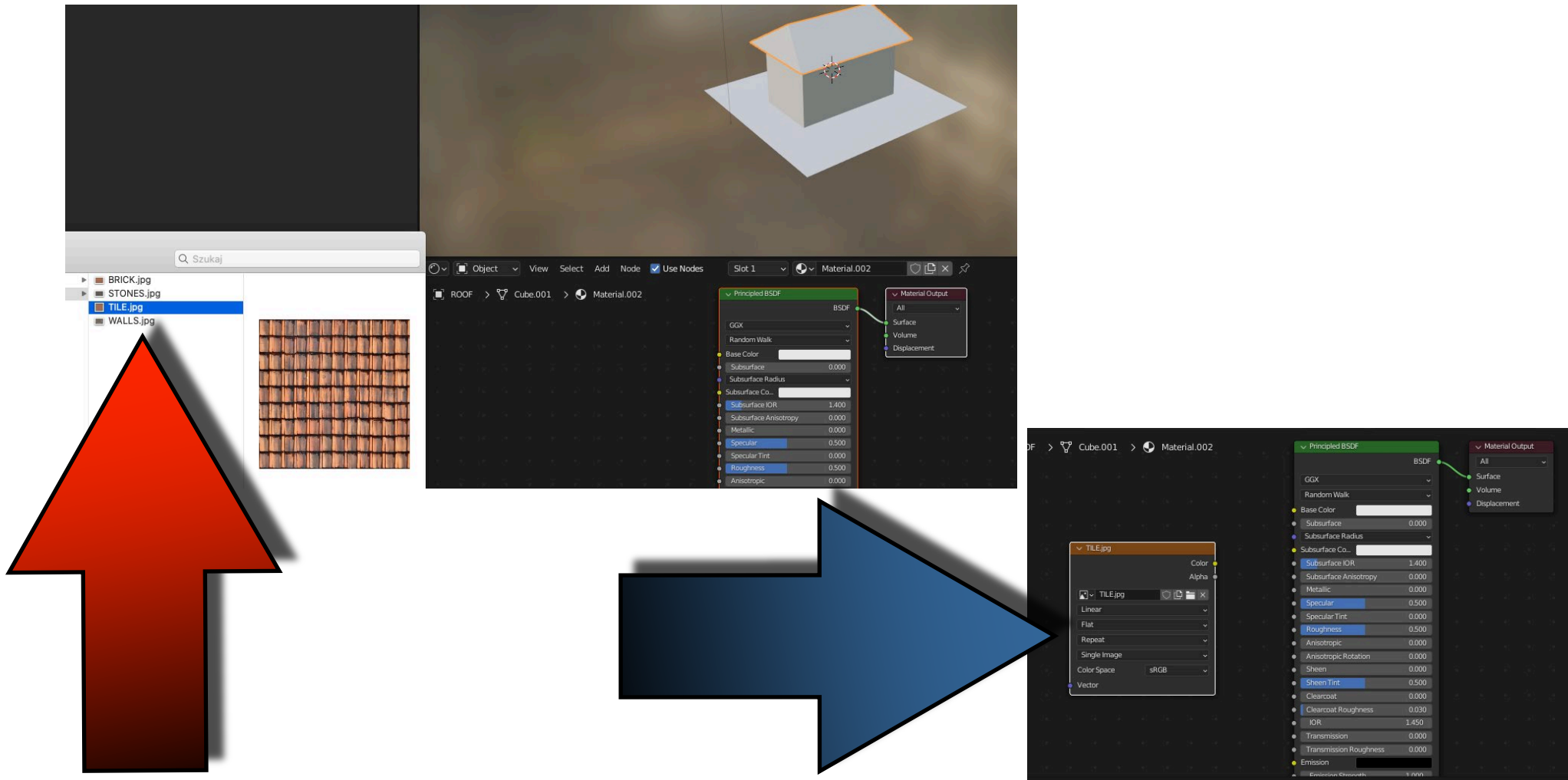
# POJAWI SIĘ OKNO PRINCIPLED BSDF



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# POWER OF AR AND VR

# PRZECIĄGNIJ **TILE.JPG** DO OKIENKA PONIŻEJ



The image illustrates the process of applying a texture to a 3D model. It is divided into three main sections:

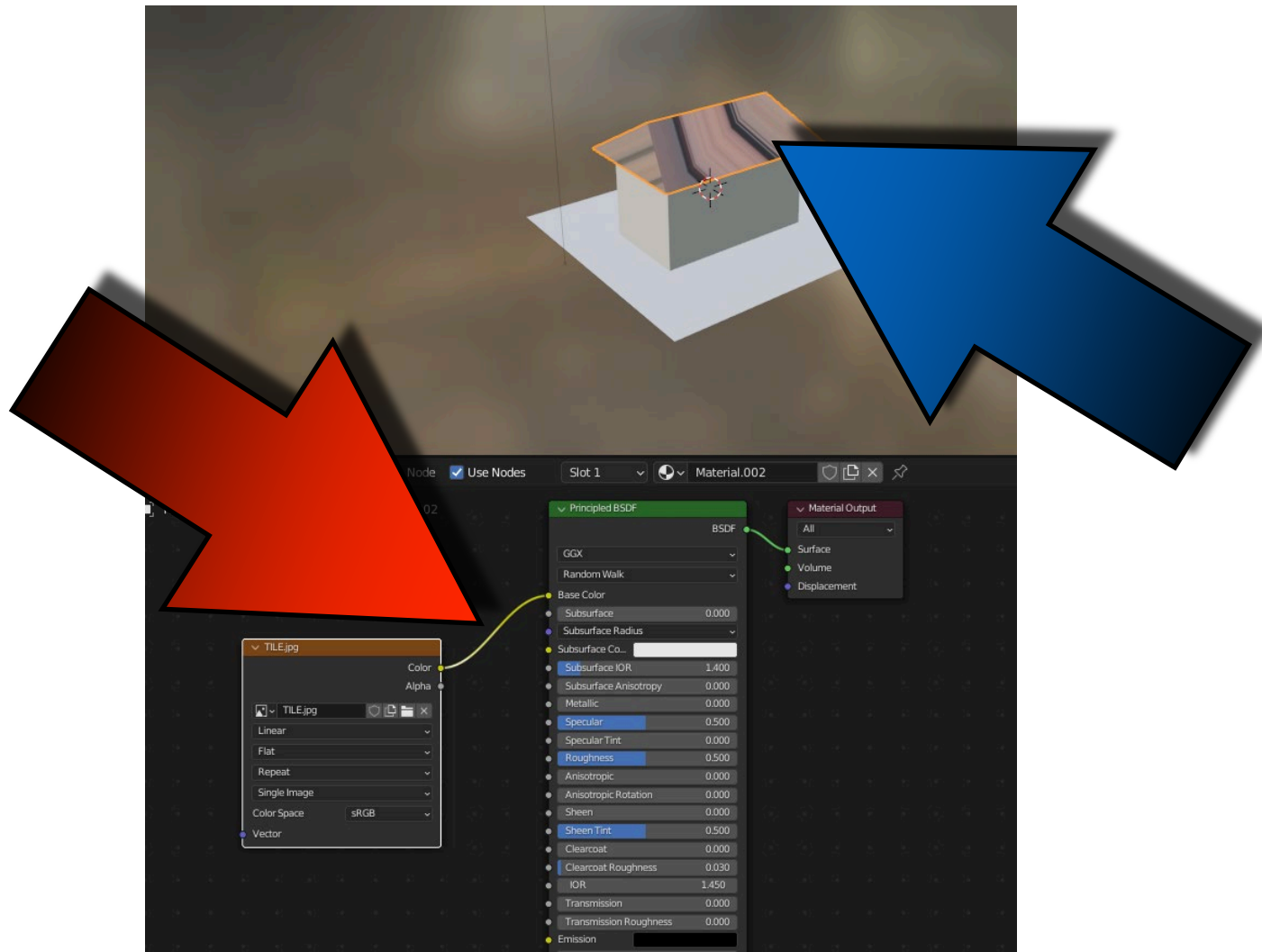
- File Browser:** A file explorer window on the left shows a folder containing 'BRICK.jpg', 'STONES.jpg', 'TILE.jpg', and 'WALLS.jpg'. The 'TILE.jpg' file is selected, and a preview of a brick texture is shown to its right.
- 3D Scene:** The top center shows a 3D view of a simple cube on a light blue plane. A red crosshair is visible on the top surface of the cube.
- Material Editor:** The bottom right shows the material editor for 'Material.002'. The 'Principled BSDF' node is selected, and its properties are visible. The 'Material Output' dropdown is set to 'Surface'. A 'TILE.jpg' texture node is added to the Principled BSDF node's 'Base Color' input.

A large red arrow points from the file browser towards the 3D scene, and a large blue arrow points from the 3D scene towards the material editor, indicating the flow of the workflow.

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# POWER OF AR AND VR

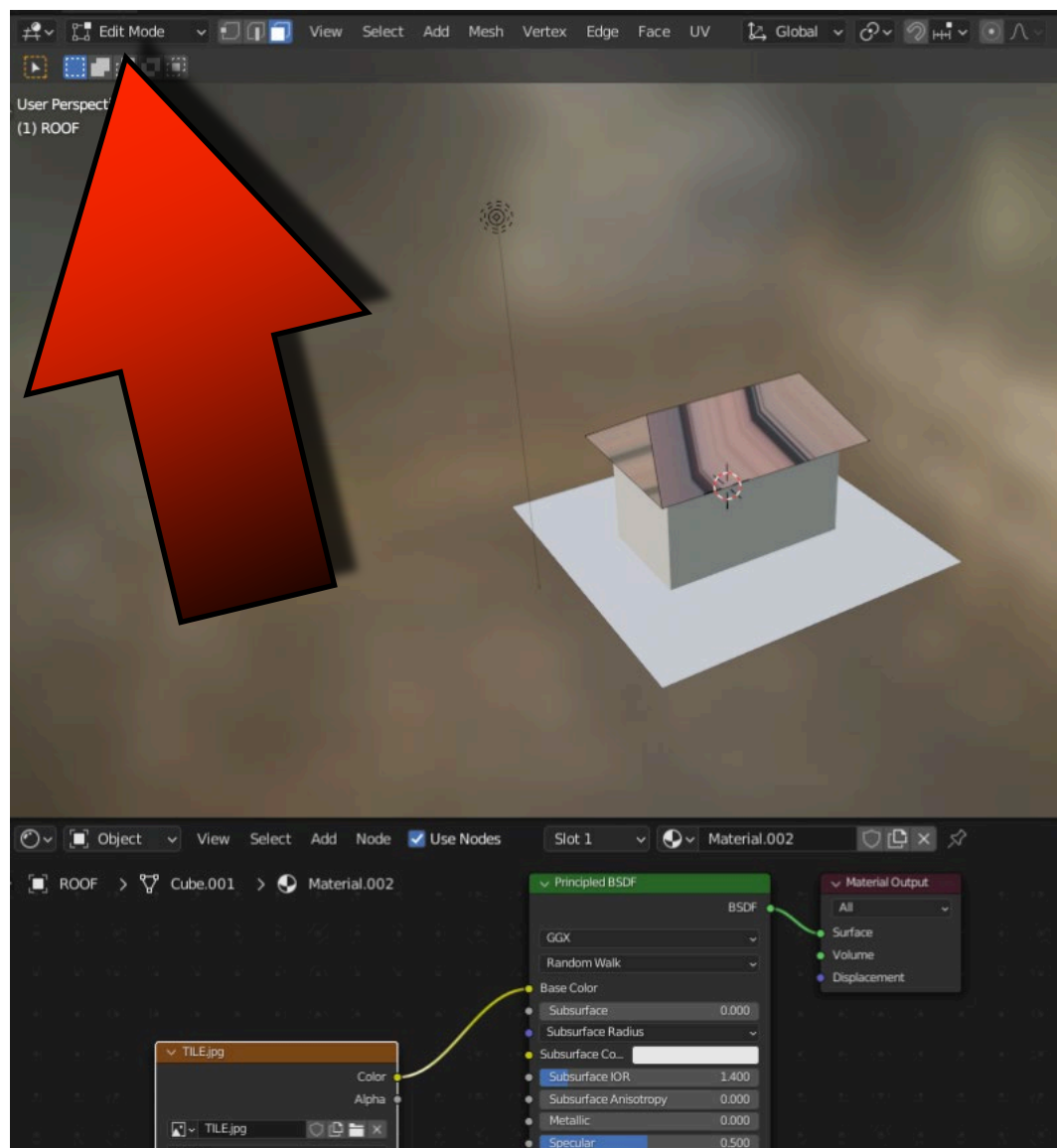
## POŁĄCZ COLOR Z BASE COLOR



TEKSTURY

# POWER OF AR AND VR

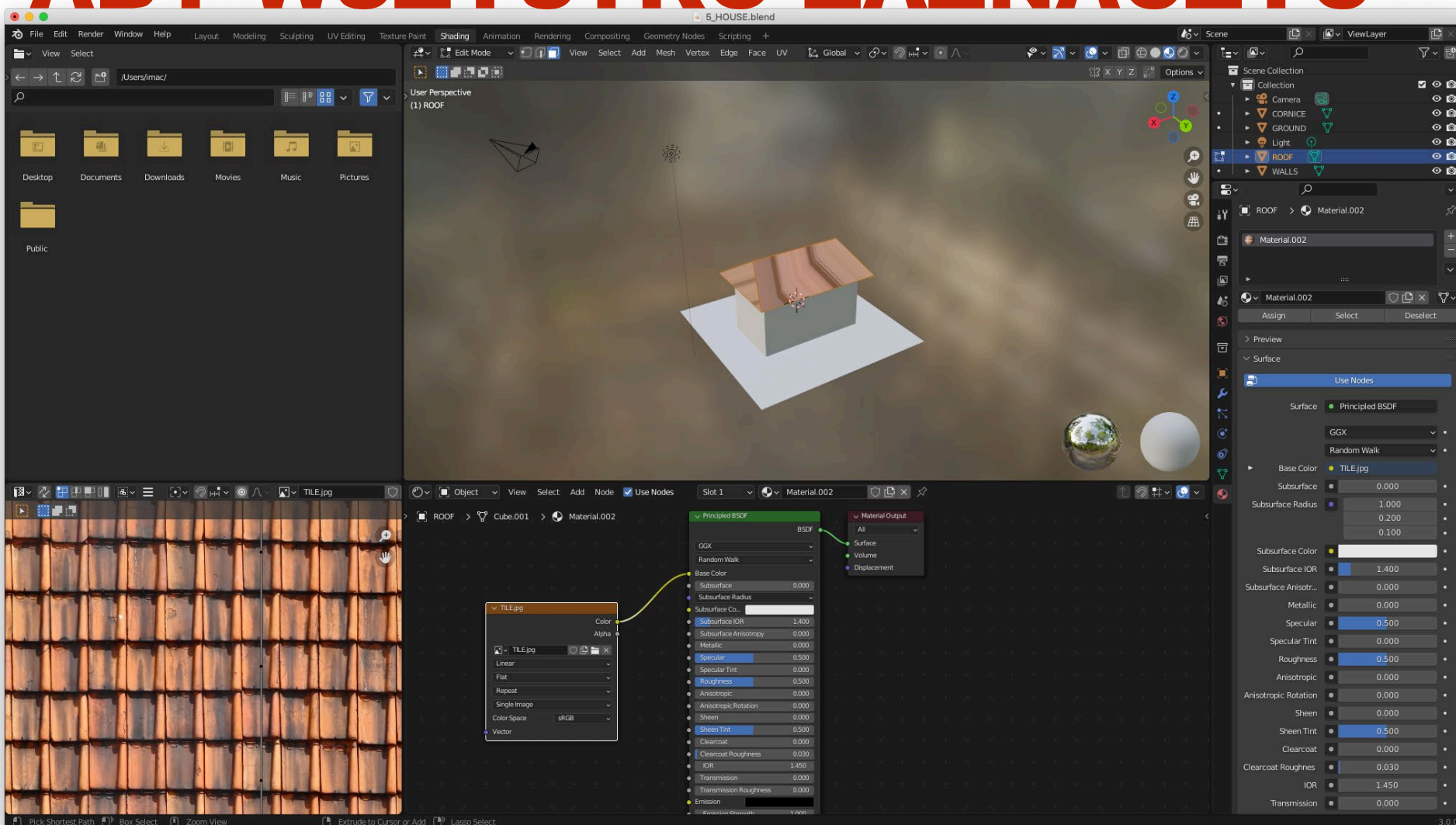
## PRZEJDŹ DO **EDIT MODE**



## TEKSTURY

# POWER OF AR AND VR

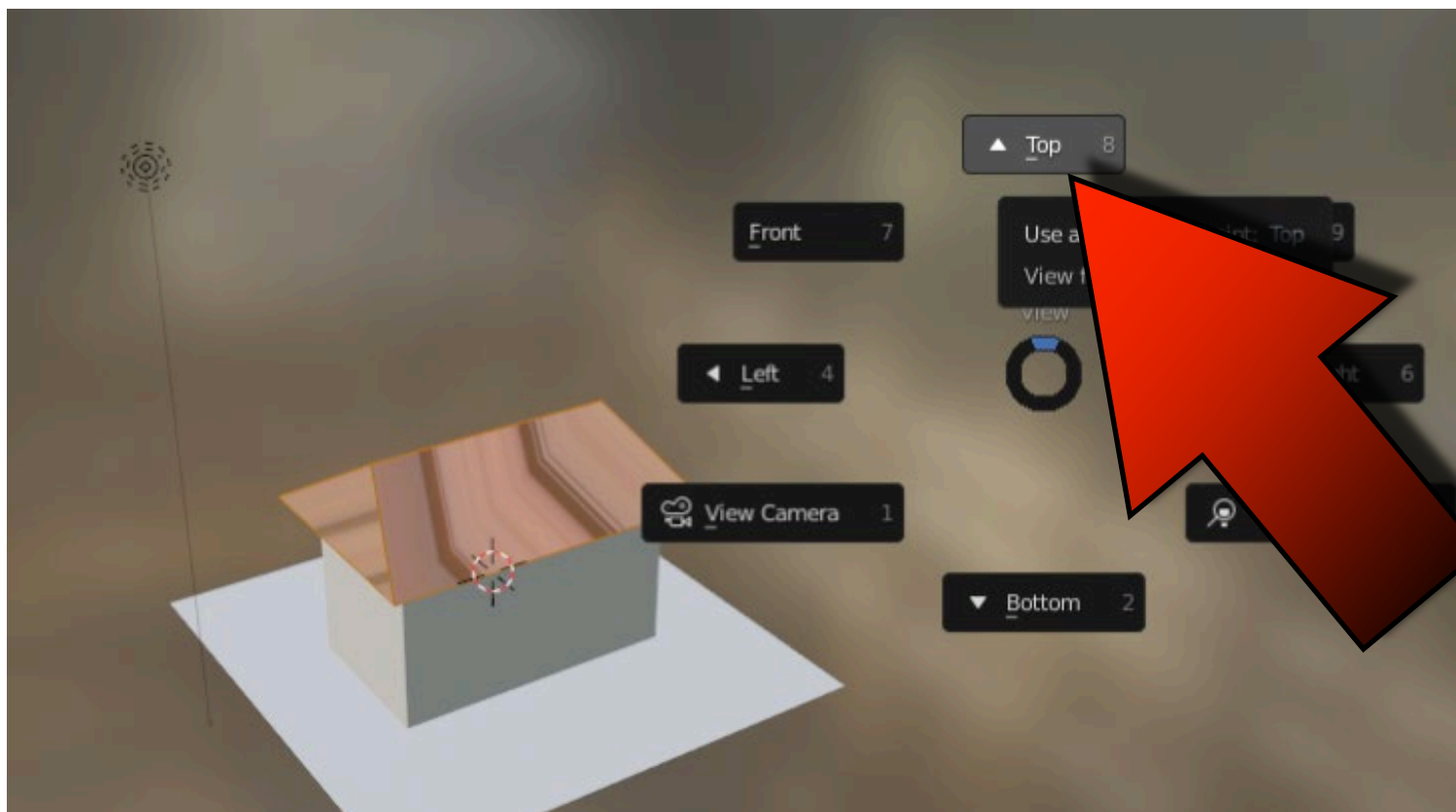
# NACIŚNIJ KLAWISZ A ABY WSZYSTKO ZAZNACZYĆ



# TEKSTURY

# POWER OF AR AND VR

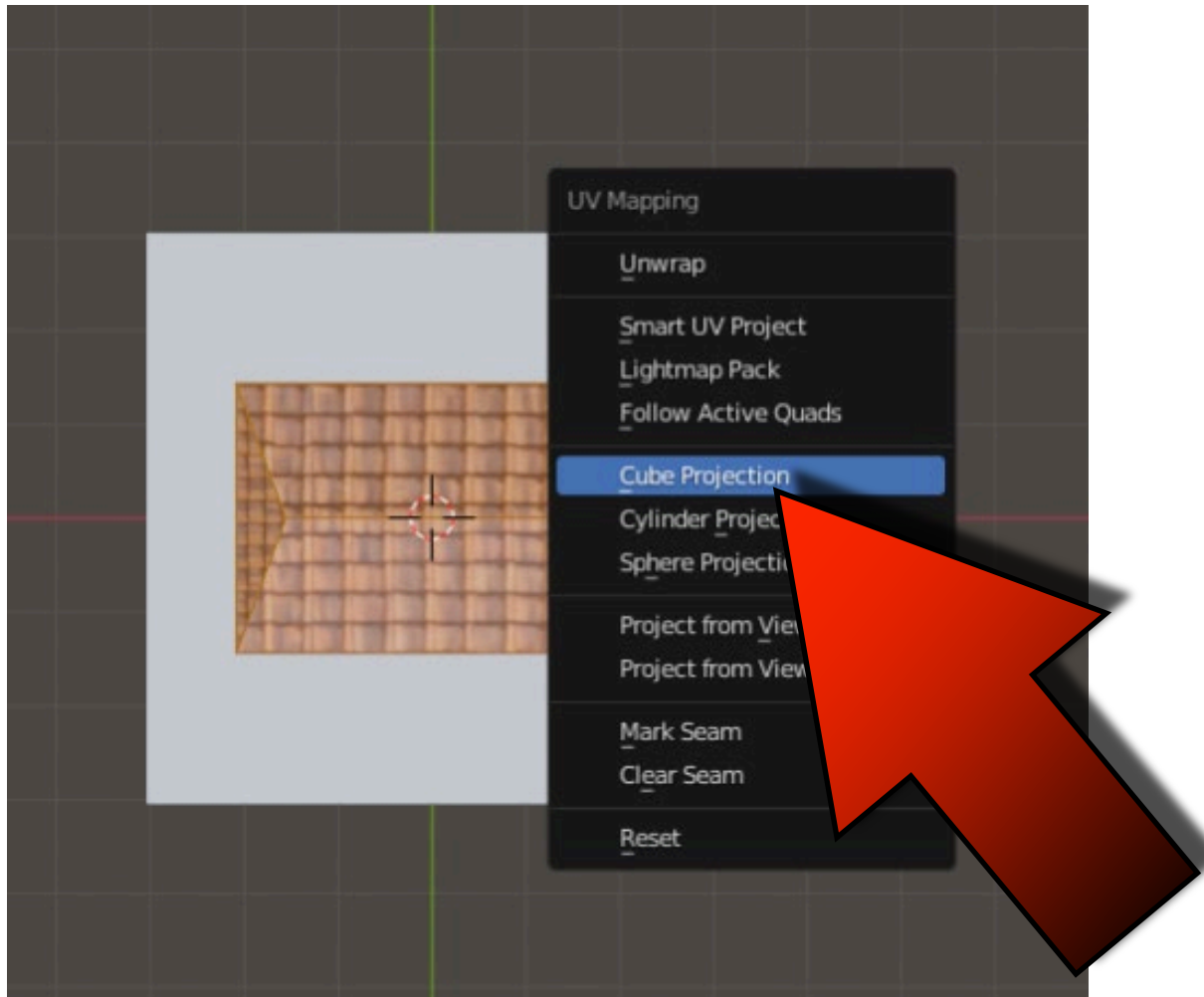
**PRZESUŃ KURSOR MYSZY NA  
OKNO WIDOKU 3D  
I NACISNIJ KLAWISZ Z  
ABY WYBRAĆ TOP**



**TEKSTURY**

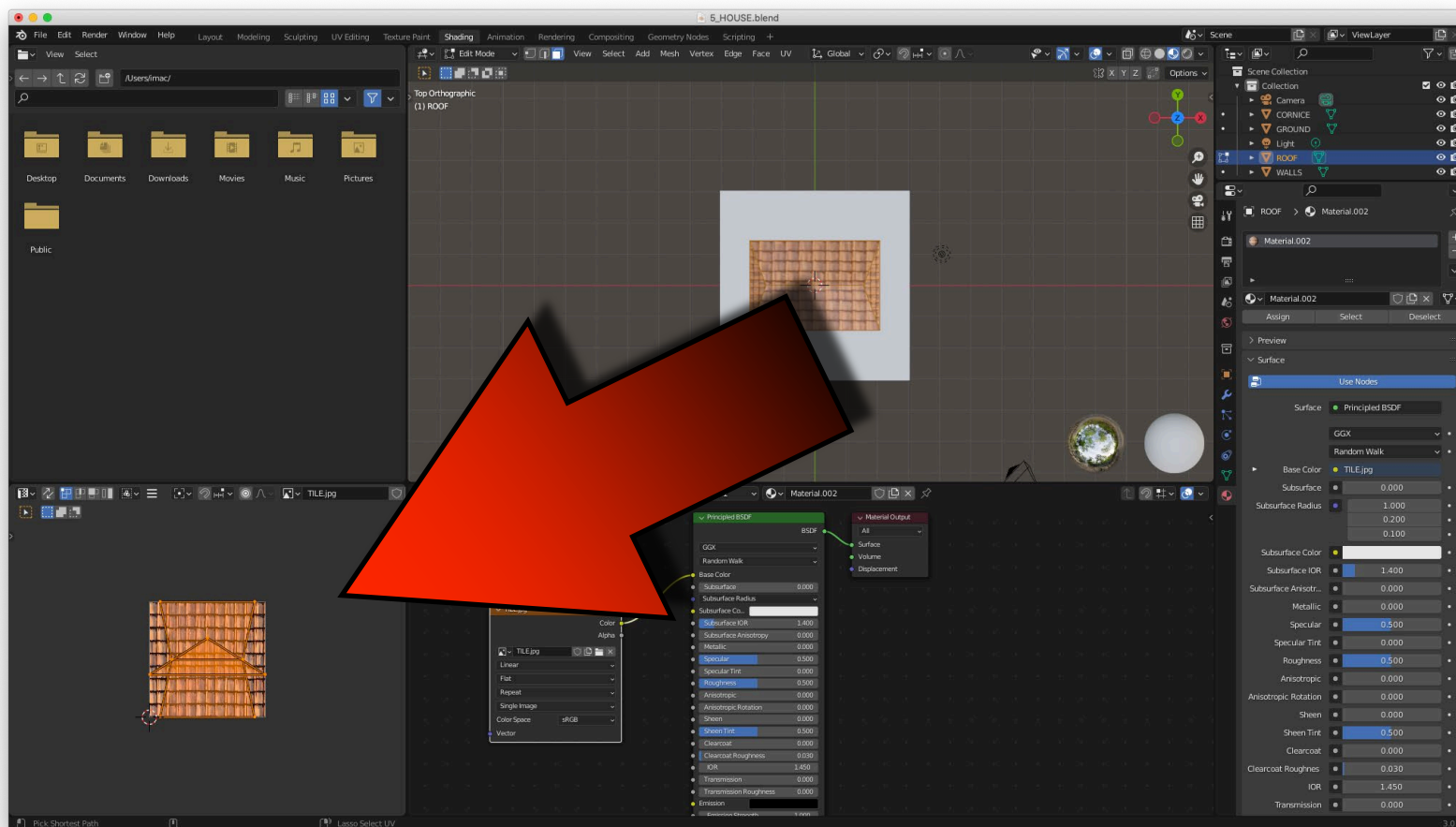
# POWER OF AR AND VR

## NACIŚNIJ **KLAWISZ U** I WYBIERZ **CUBE PROJECTION**



**TEKSTURY**

## PRZESUŃ KURSOR MYSZY NAD OKNO EDYTORA UV I KLIKNIJ W Klawisz **A**

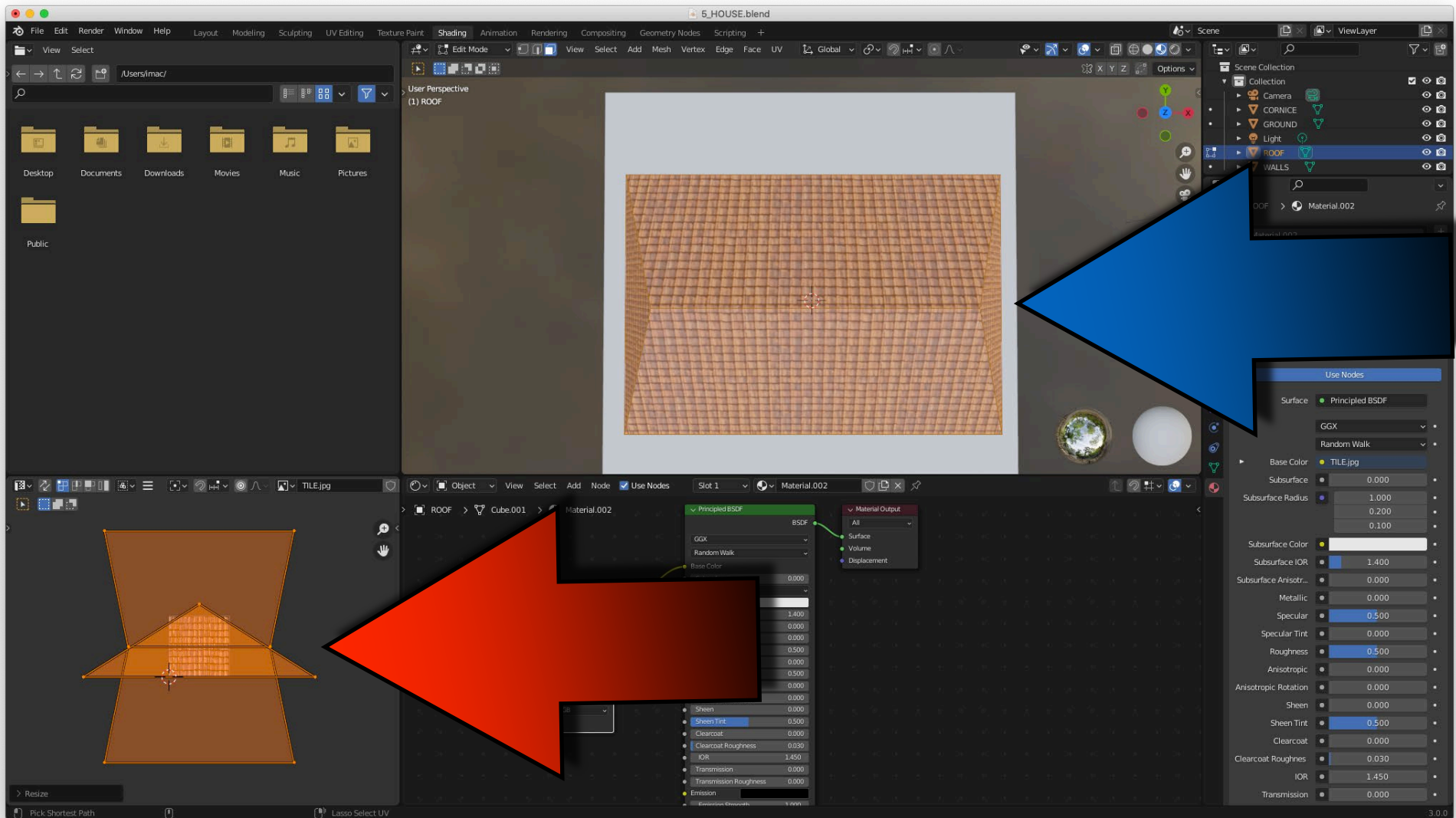


## TEKSTURY



# POWER OF AR AND VR

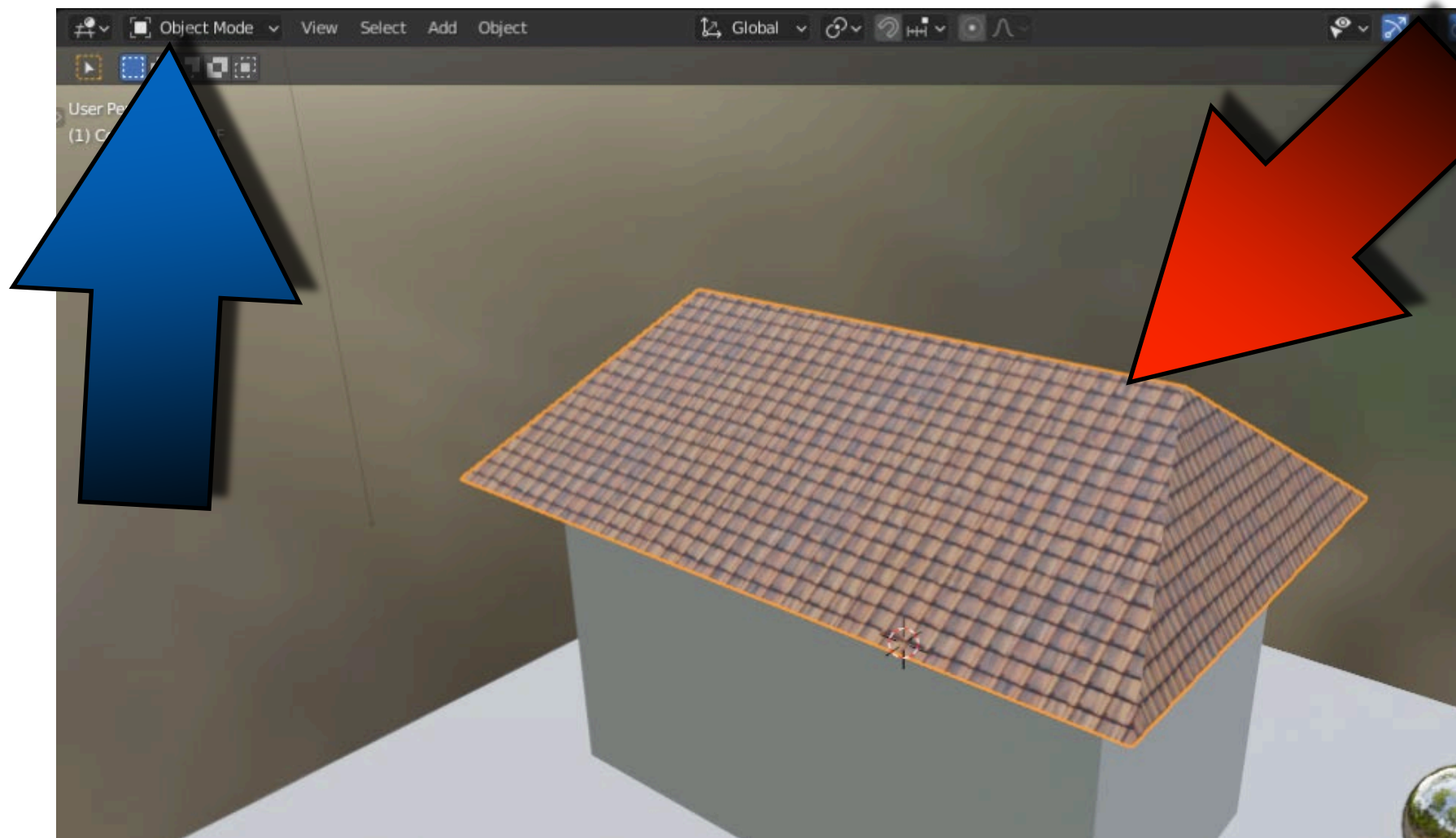
# UŻYJ KLAWISZA S ABY POWIEKSZYĆ ELEMENTY DACHU



## TEKSTURY

# POWER OF AR AND VR

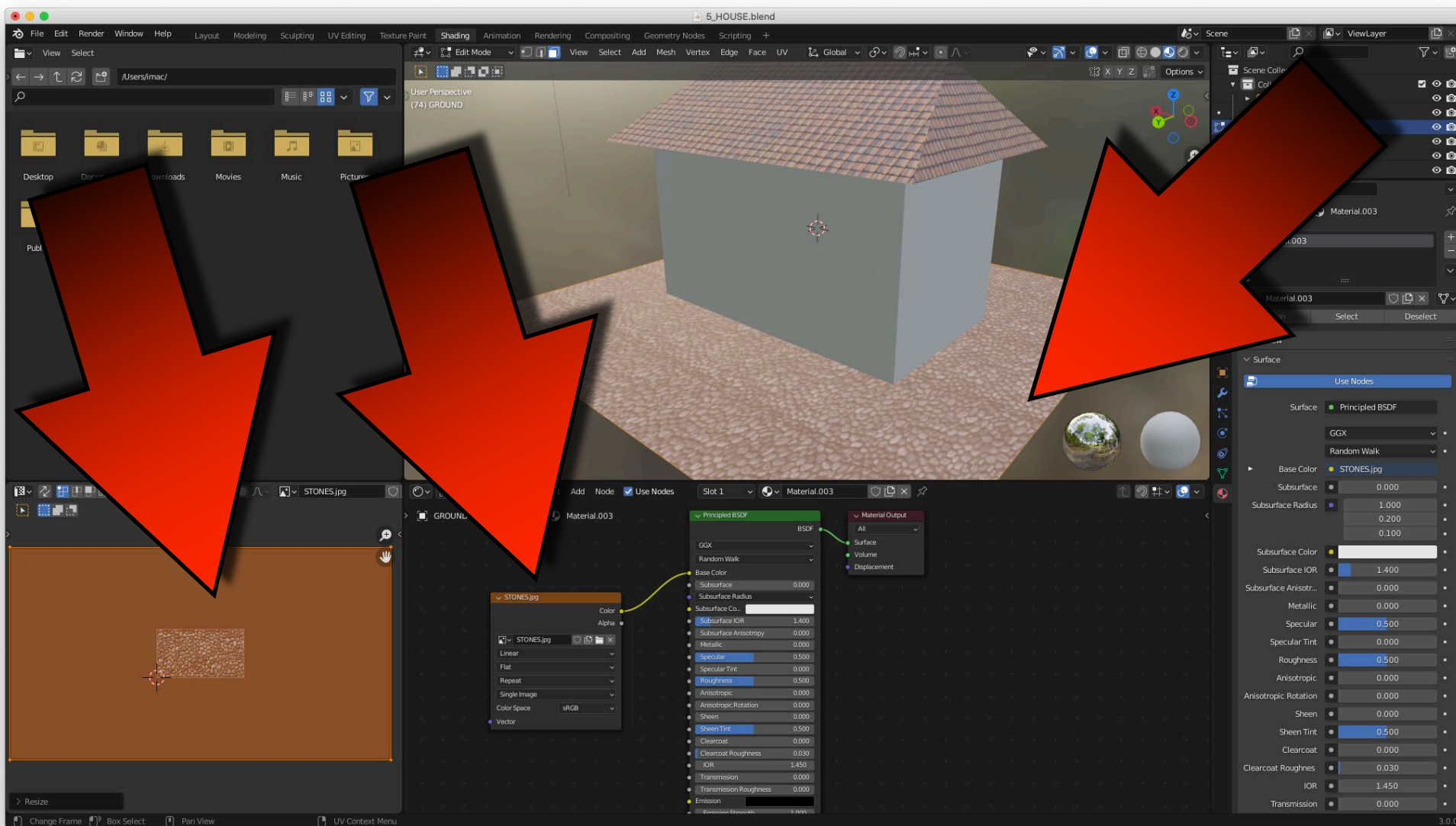
W TRYBIE **OBJECT MODE**  
ZOBACZYSZ **EFEKT KOŃCOWY**



**TEKSTURY**

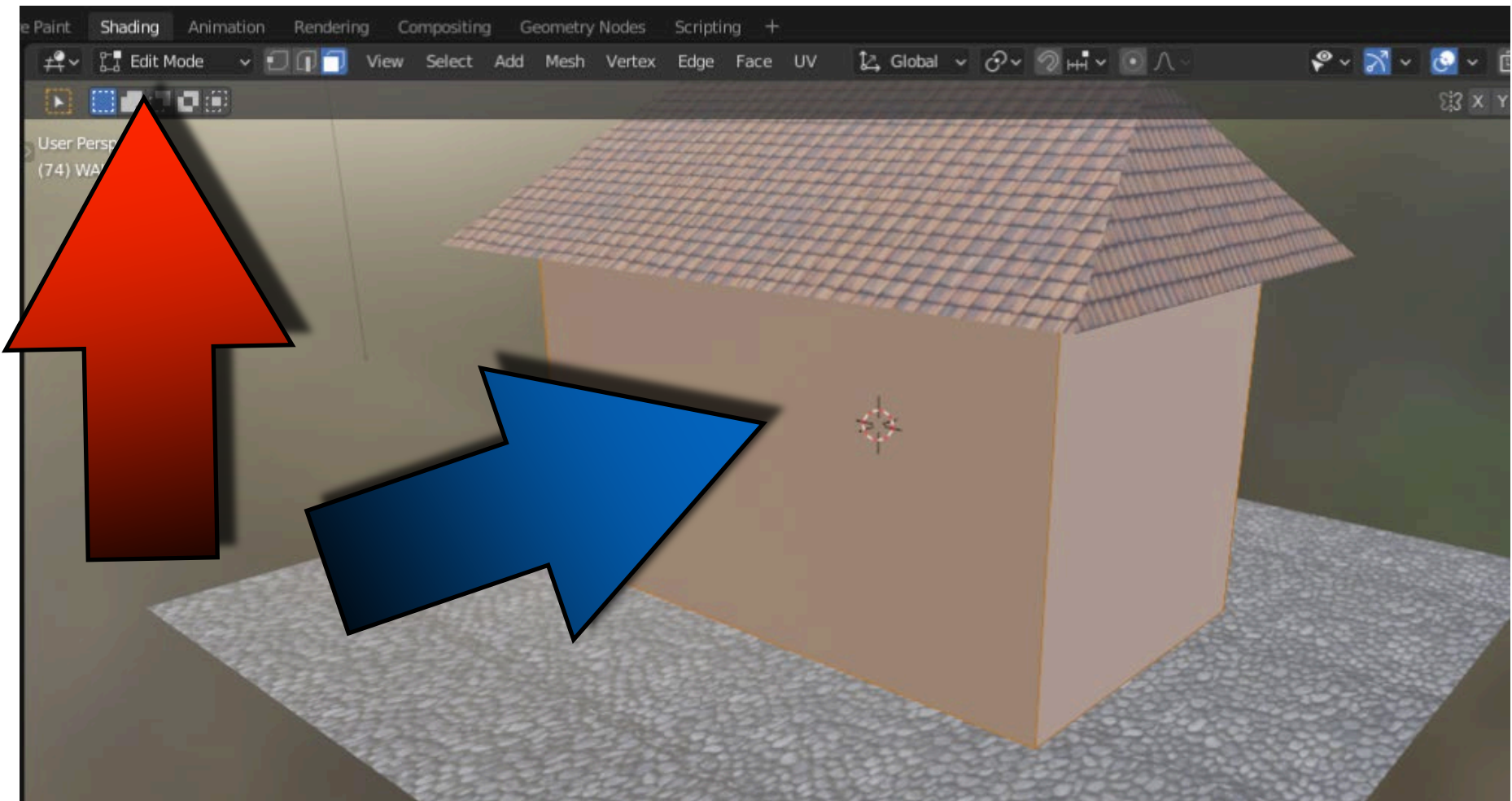
# POWER OF AR AND VR

# WYKONAJ TO SAMODZIELNIE Z STONES.JPG FILE



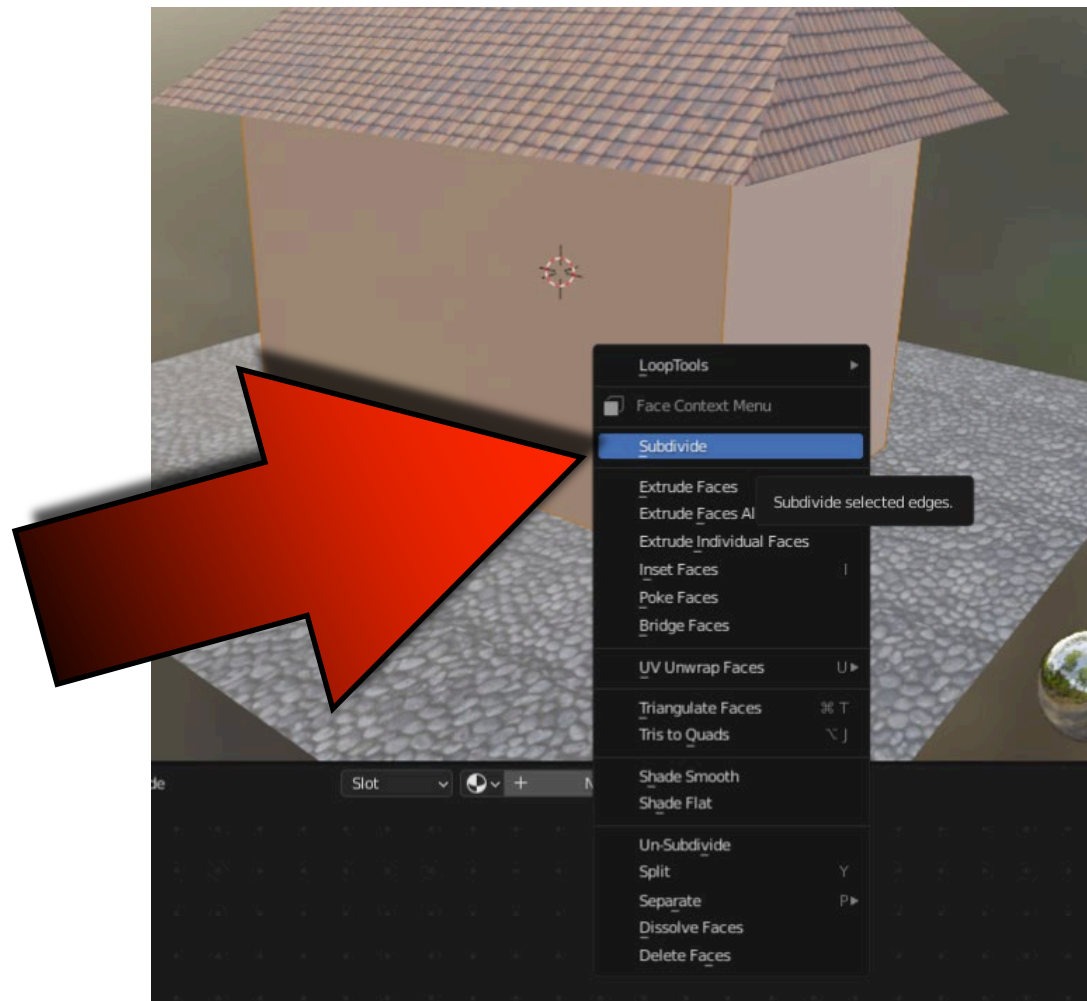
## TEKSTURY

**PRZEJDŹ DO TRYBU EDIT MODE**  
**ŚCIANY I NACIŚNIJ KLAWISZ A**



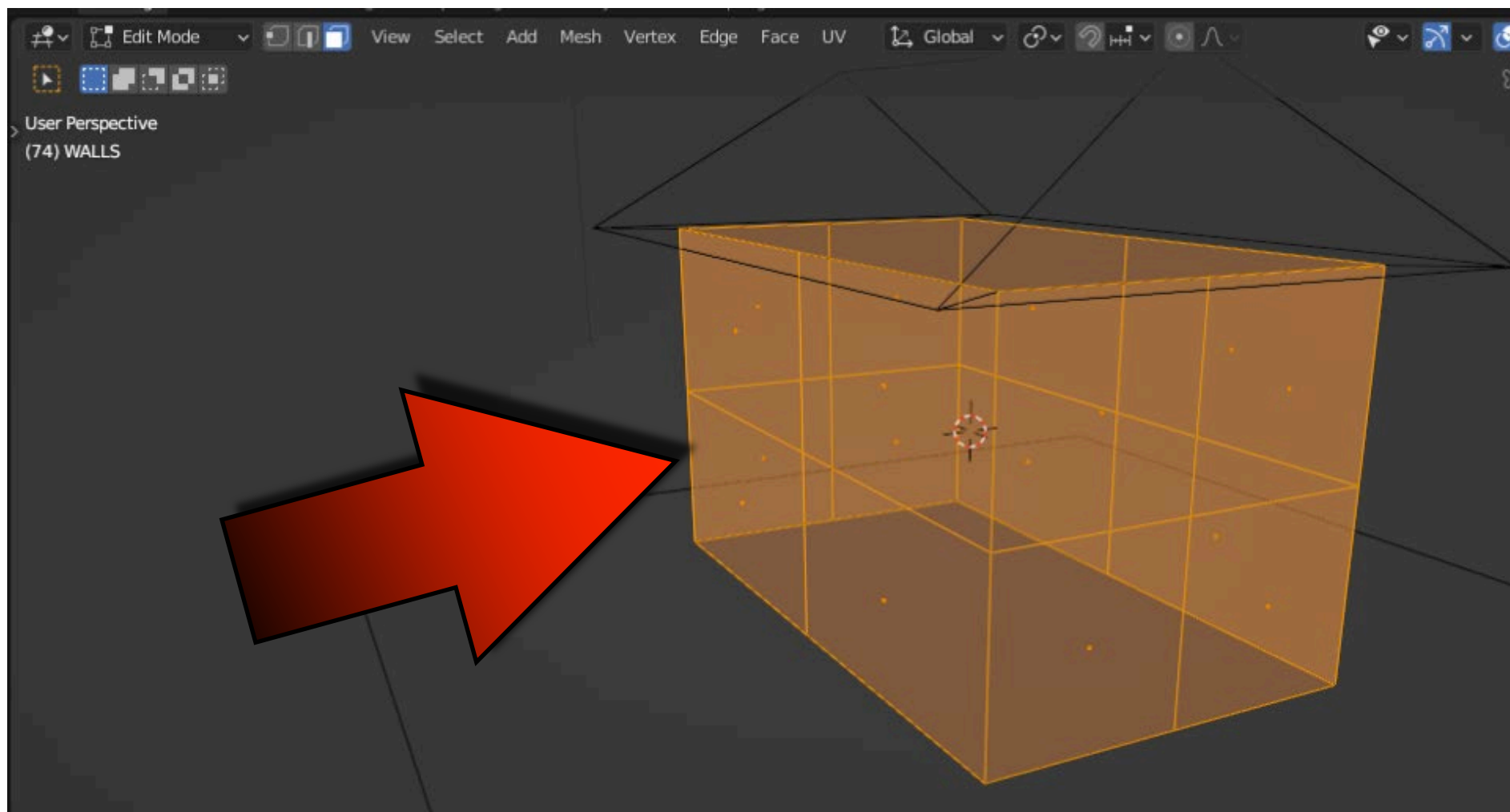
**TEKSTURY**

## KLIKNIJ PRAWYM KLAWISZEM MYSZY I WYBIERZ **SUBDIVIDE**



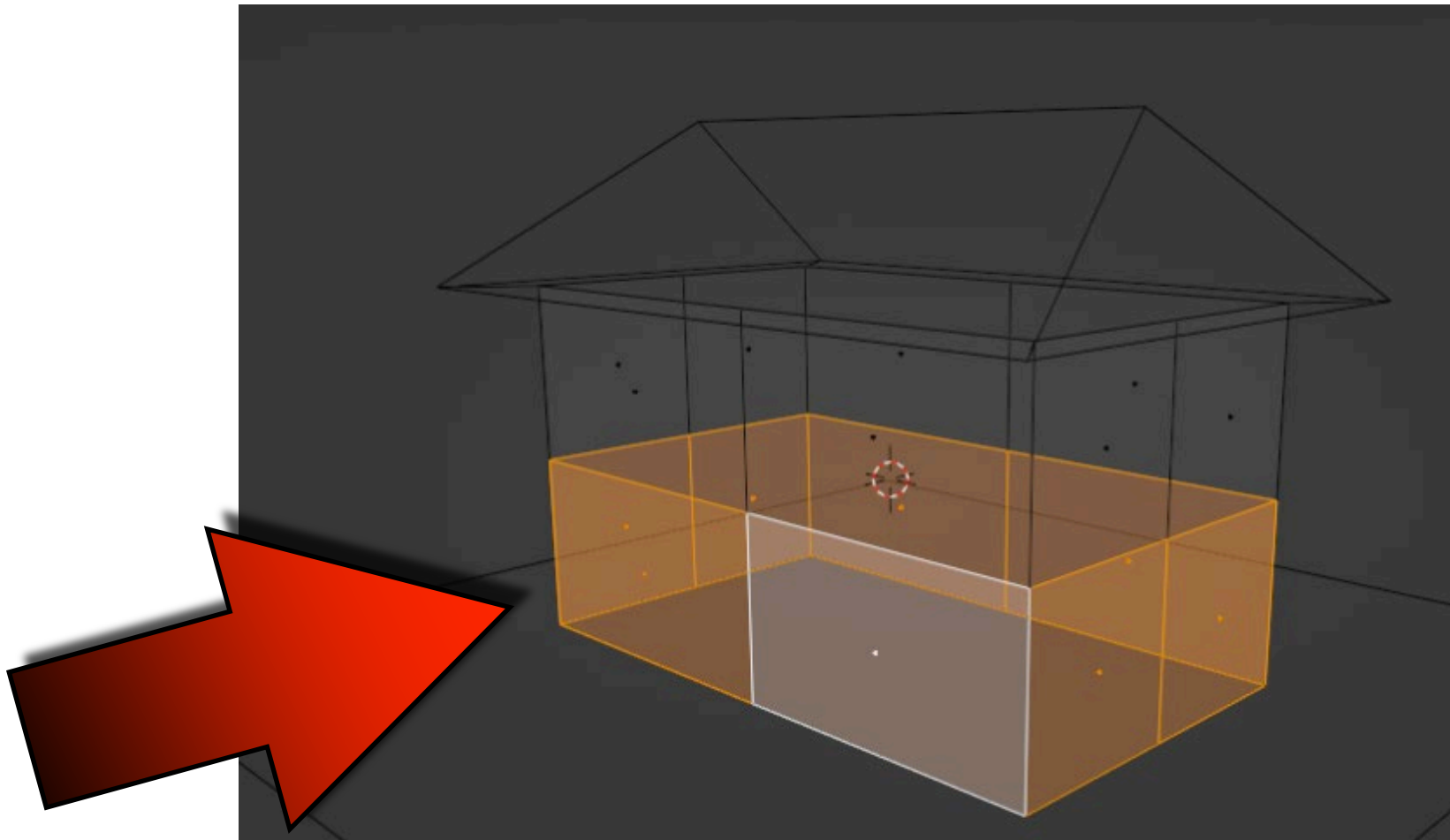
# POWER OF AR AND VR

## PODZIELIMY KAŻDĄ ŚCIANĘ NA CZTERY CZĘŚCI



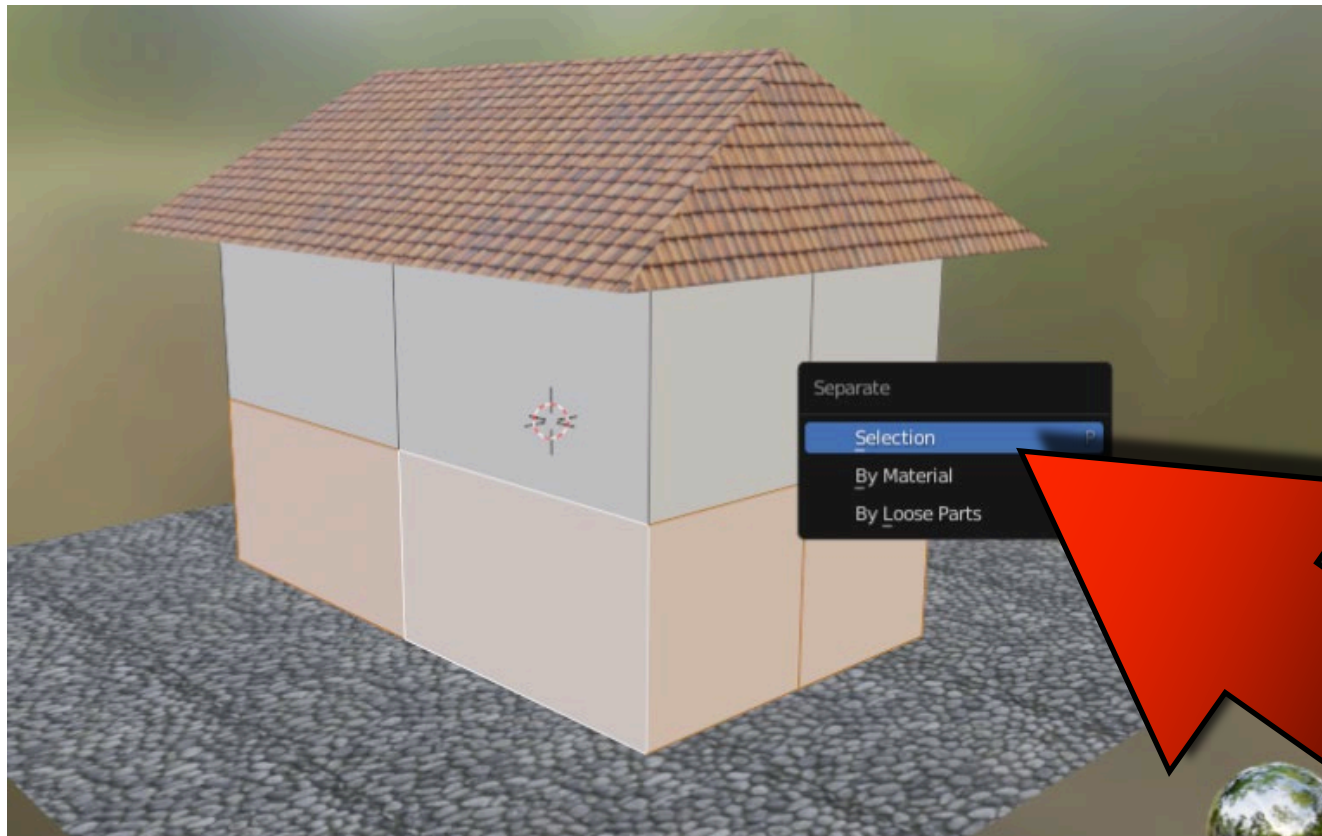
TEKSTURY

## ZA POMOCĄ KLAWISZA **SHIFT** **ZAZNACZ DOLNE ŚCIANY**



**TEKSTURY**

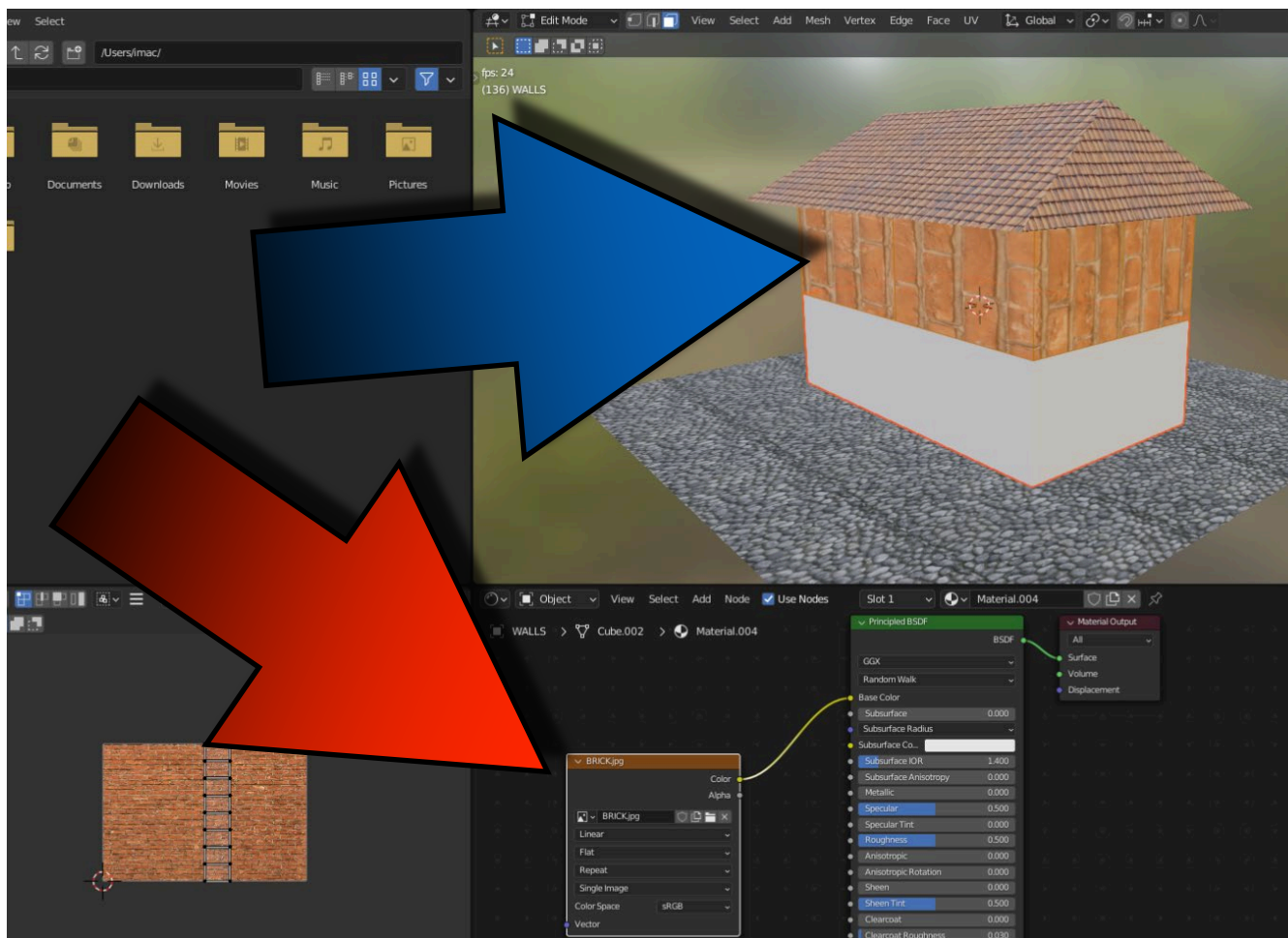
## ZA POMOCĄ KLAWISZA **P** ODDZIEL DOLNE ŚCIANY





# POWER OF AR AND VR

## DODAJ **BRICK.JPG** PLIK DO GÓRNYCH ŚCIAIN

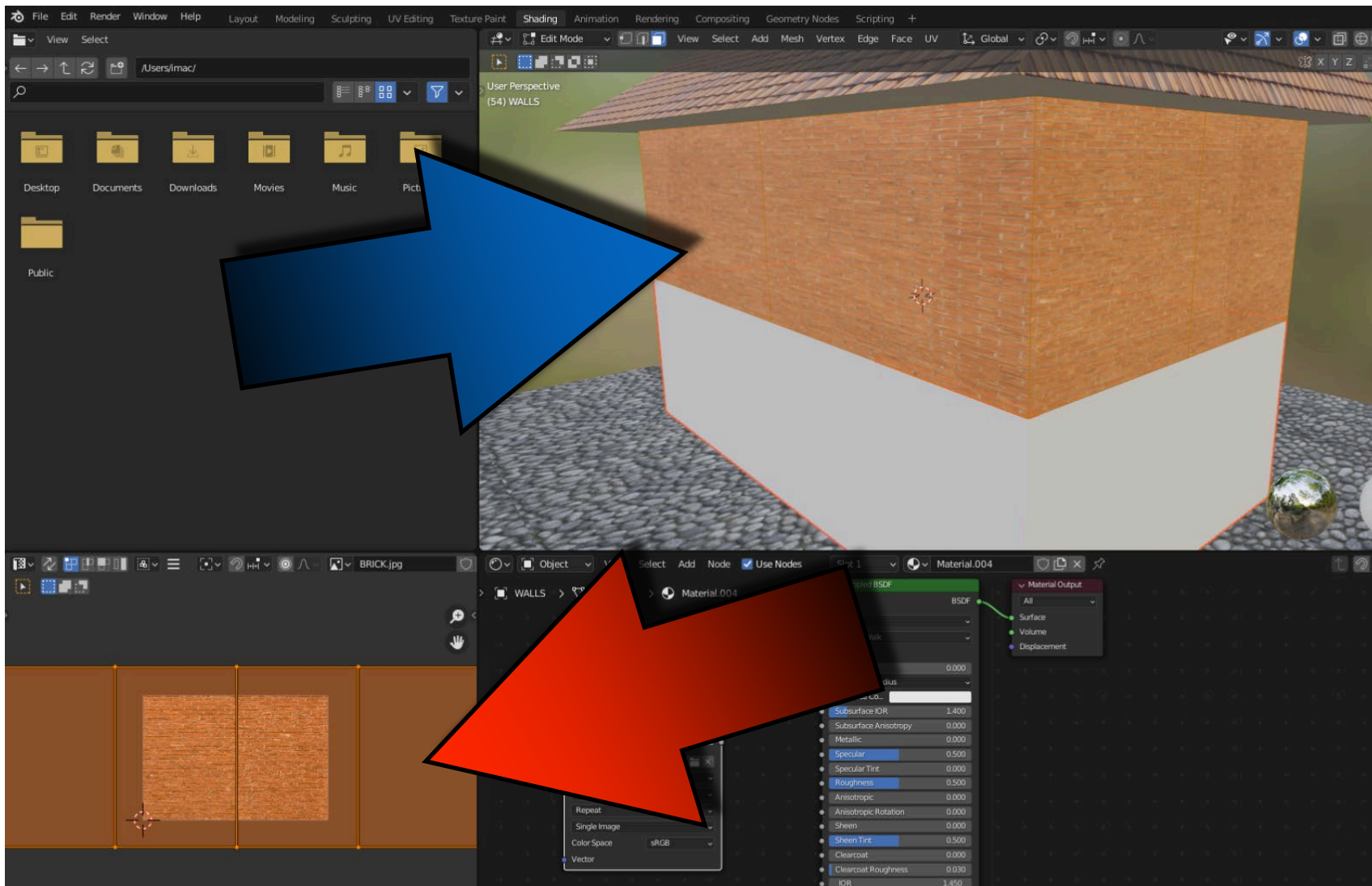


# TEKSTURY



# POWER OF AR AND VR

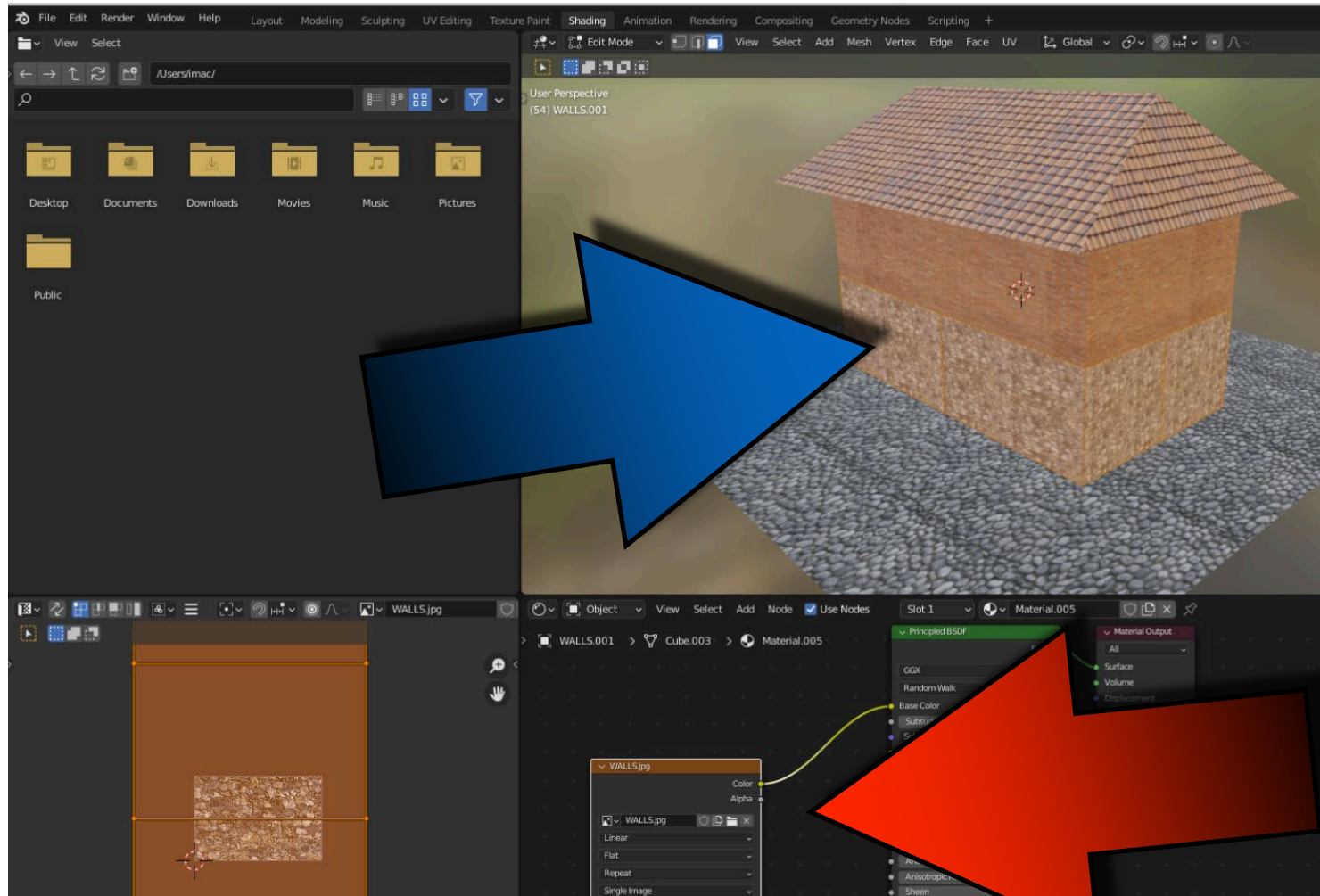
# PRZESKALUJ I OBRÓĆ ELEMENTY W UV EDITOR



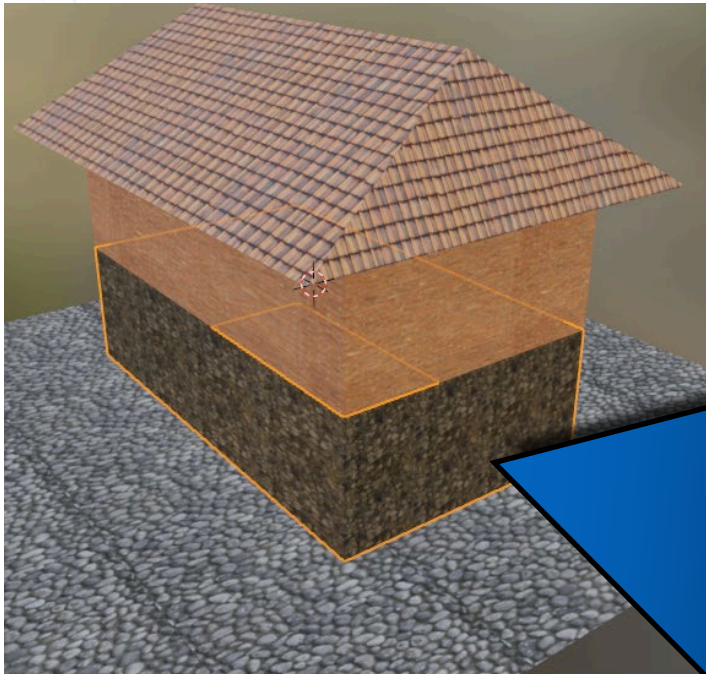
TEKSTURY

# POWER OF AR AND VR

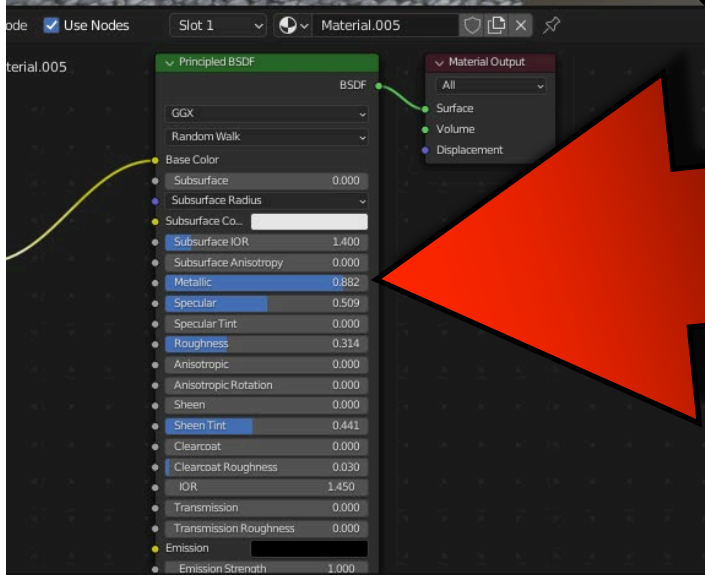
## DODAJ PLIK **WALLS.JPG** DO **DOLNYCH ŚCIAN**



**TEKSTURY**

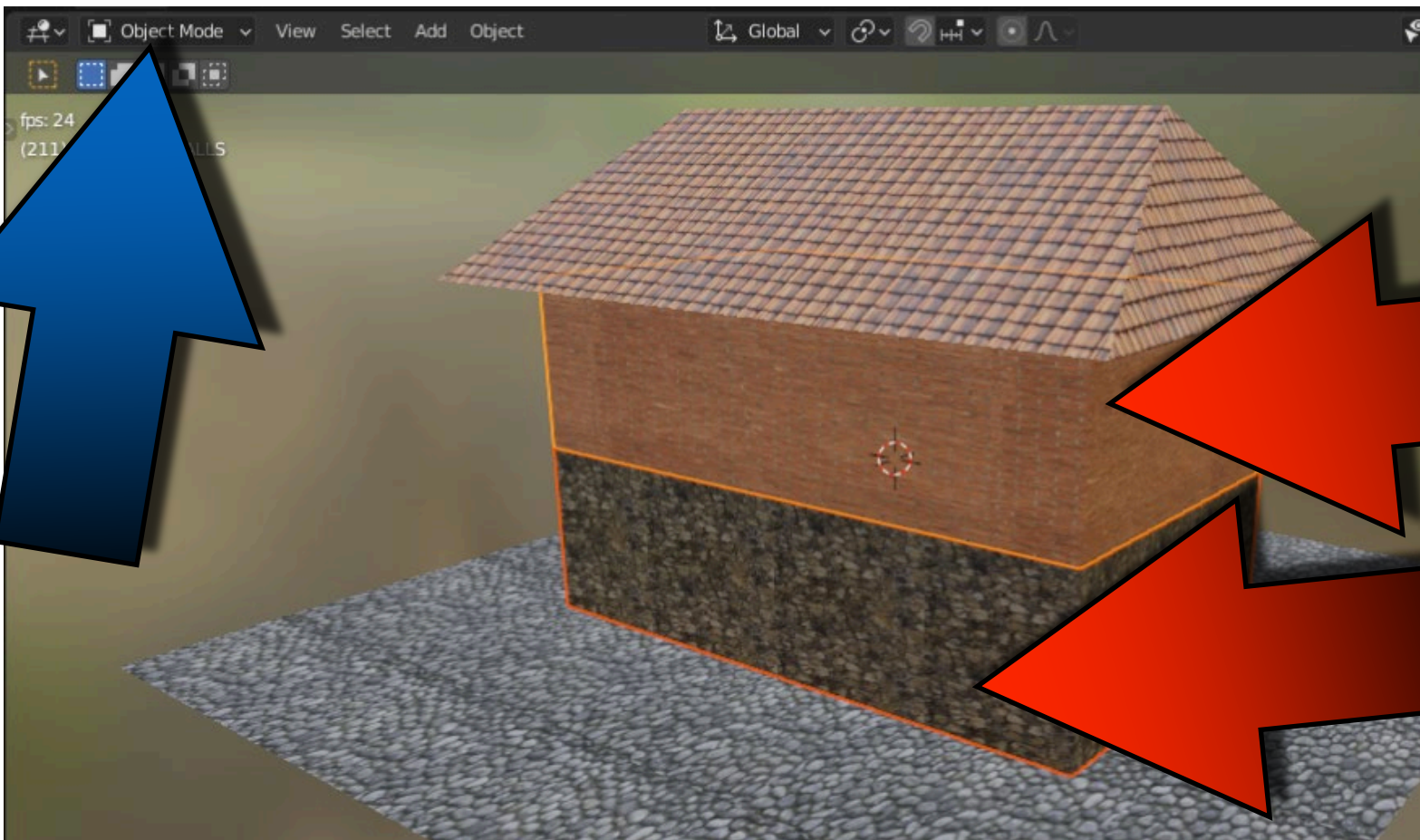


**MOŻESZ  
POZMIENIAĆ  
PARAMETRY  
NA PRZYKŁAD  
METALIC**



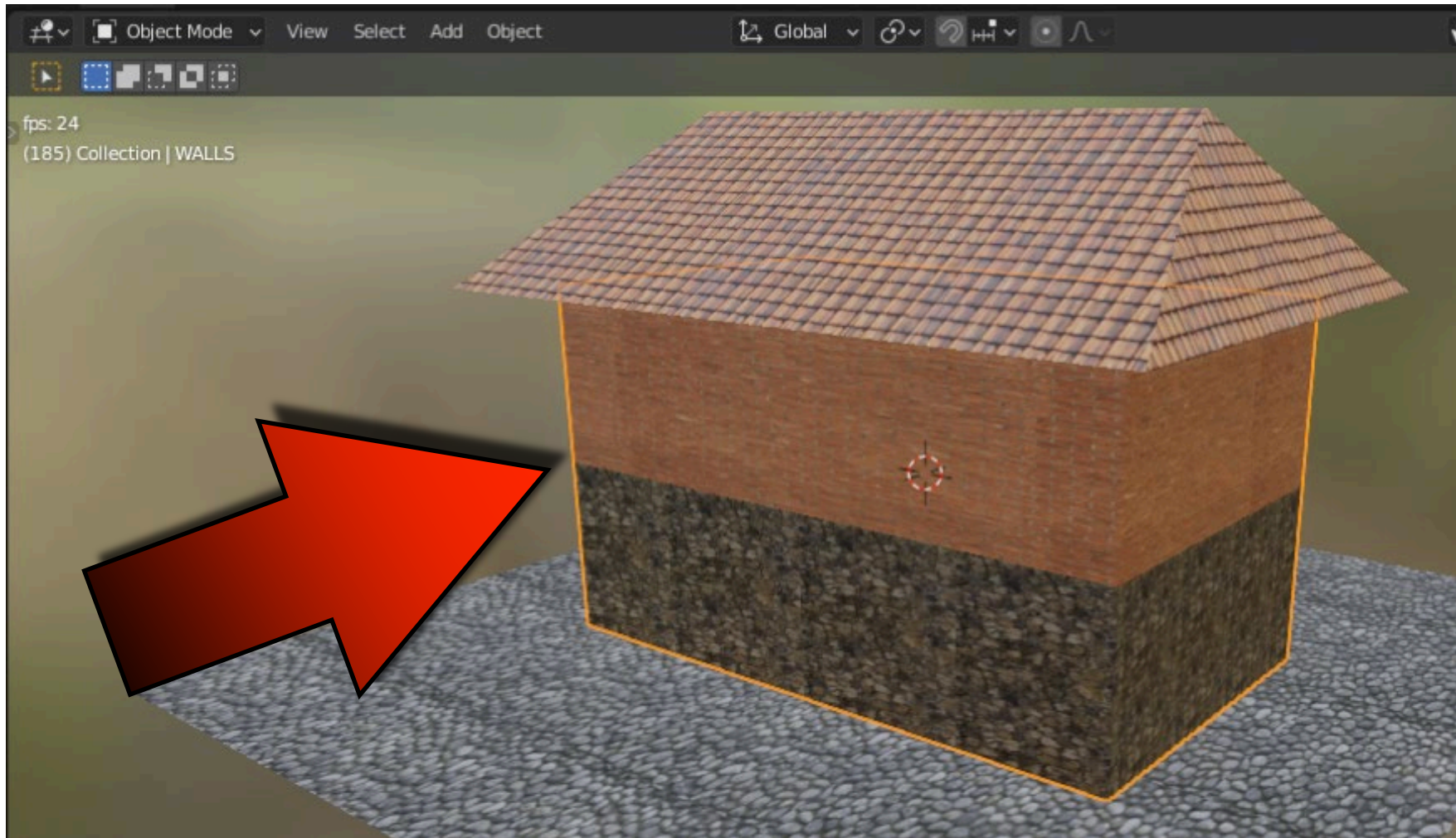
# POWER OF AR AND VR

## ZAZNACZ ŚCIANY W OBJECT MODE Z KLAWISZEM SHIFT ZAZNACZAJĄC GÓRNE I DOLNE



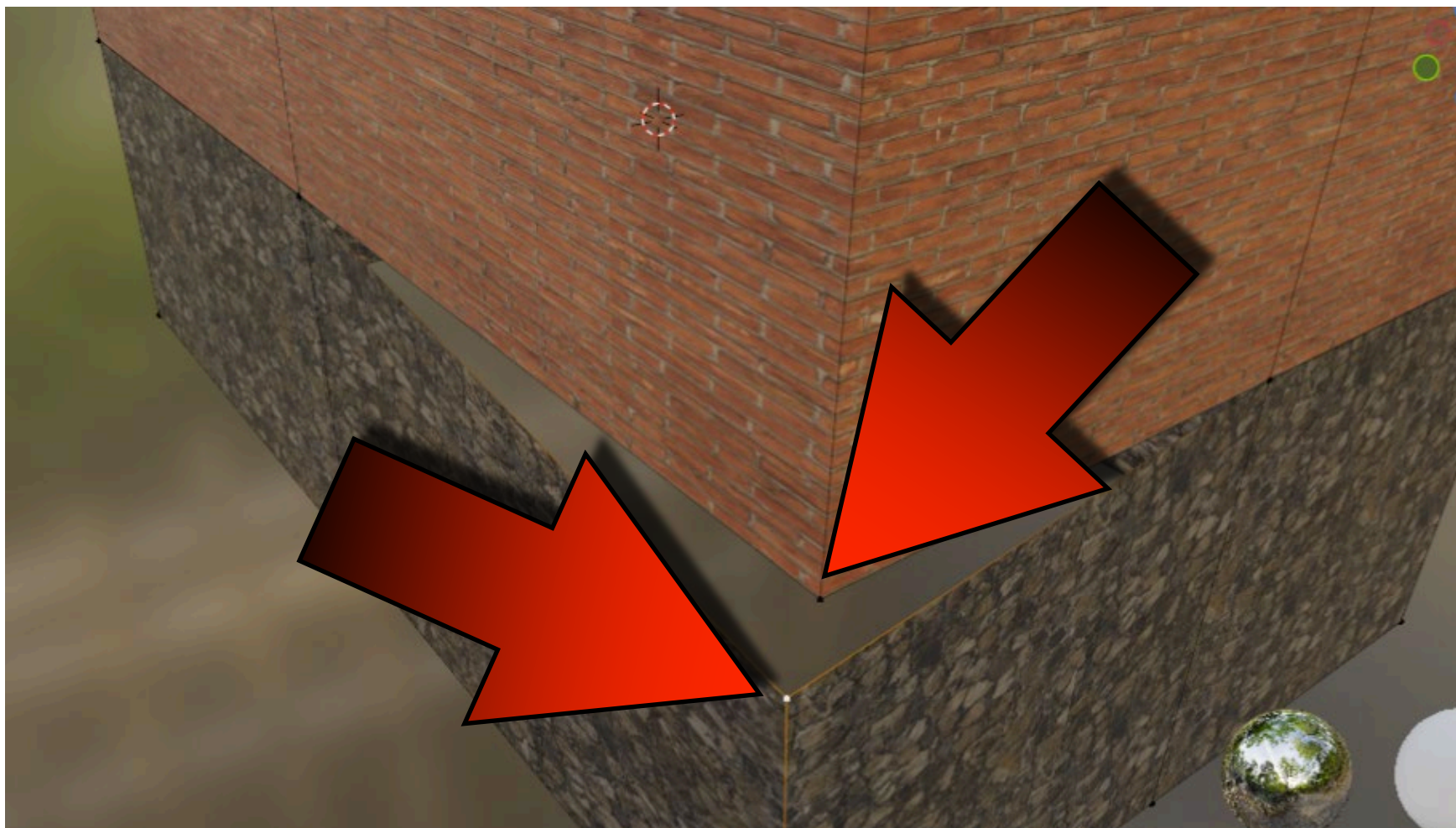
TEKSTURY

## NASTĘPNIJE NACISNIJ **CTRL + J**



## TEKSTURY

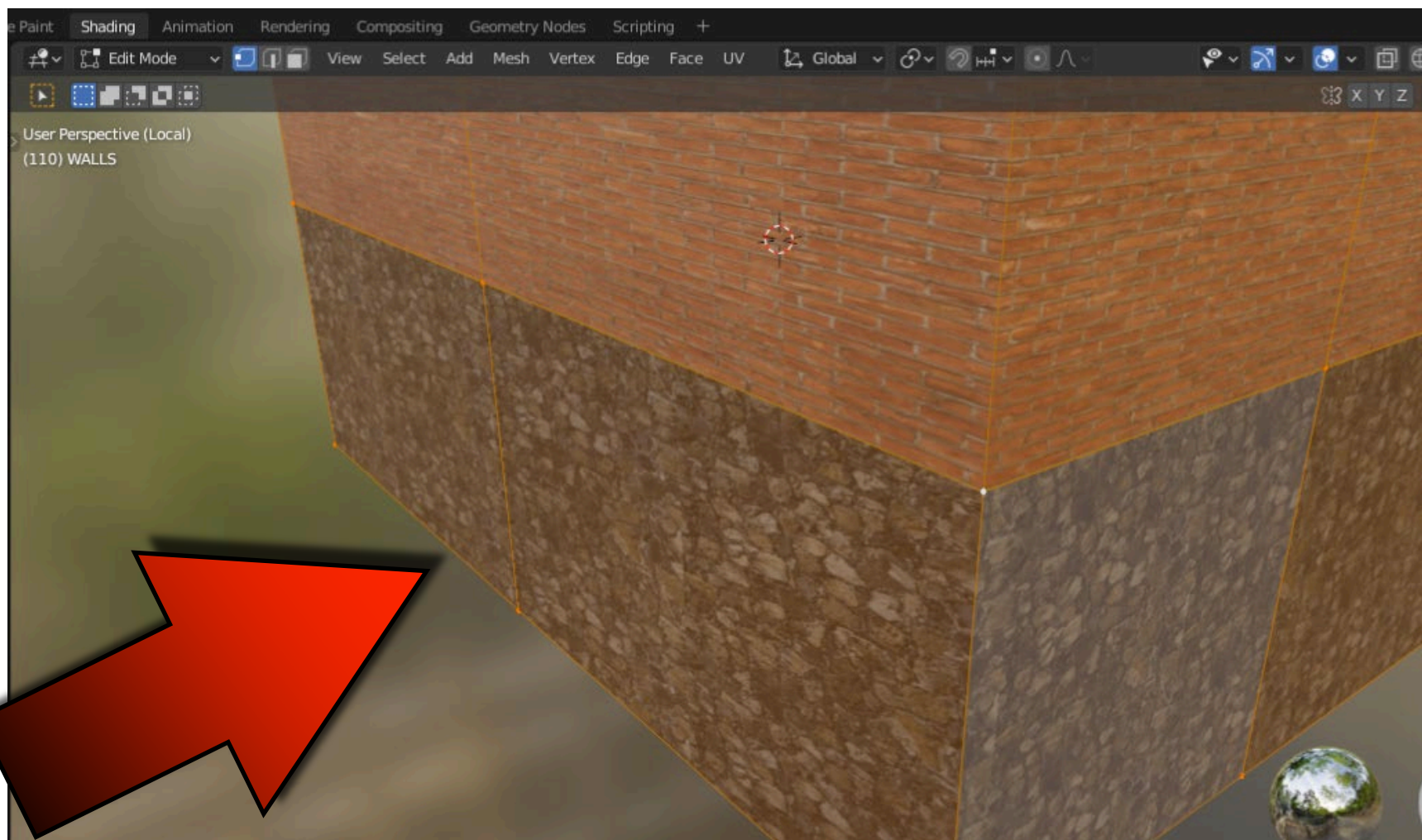
## W EDITING MODE WIDZIMY ŻE OBIE SCIANY SA ODDZIELONE



TEKSTURY

# POWER OF AR AND VR

## NASISNIJ **KLAWISZ A** **ABY ZAZNACZYĆ WSZYSTKO**

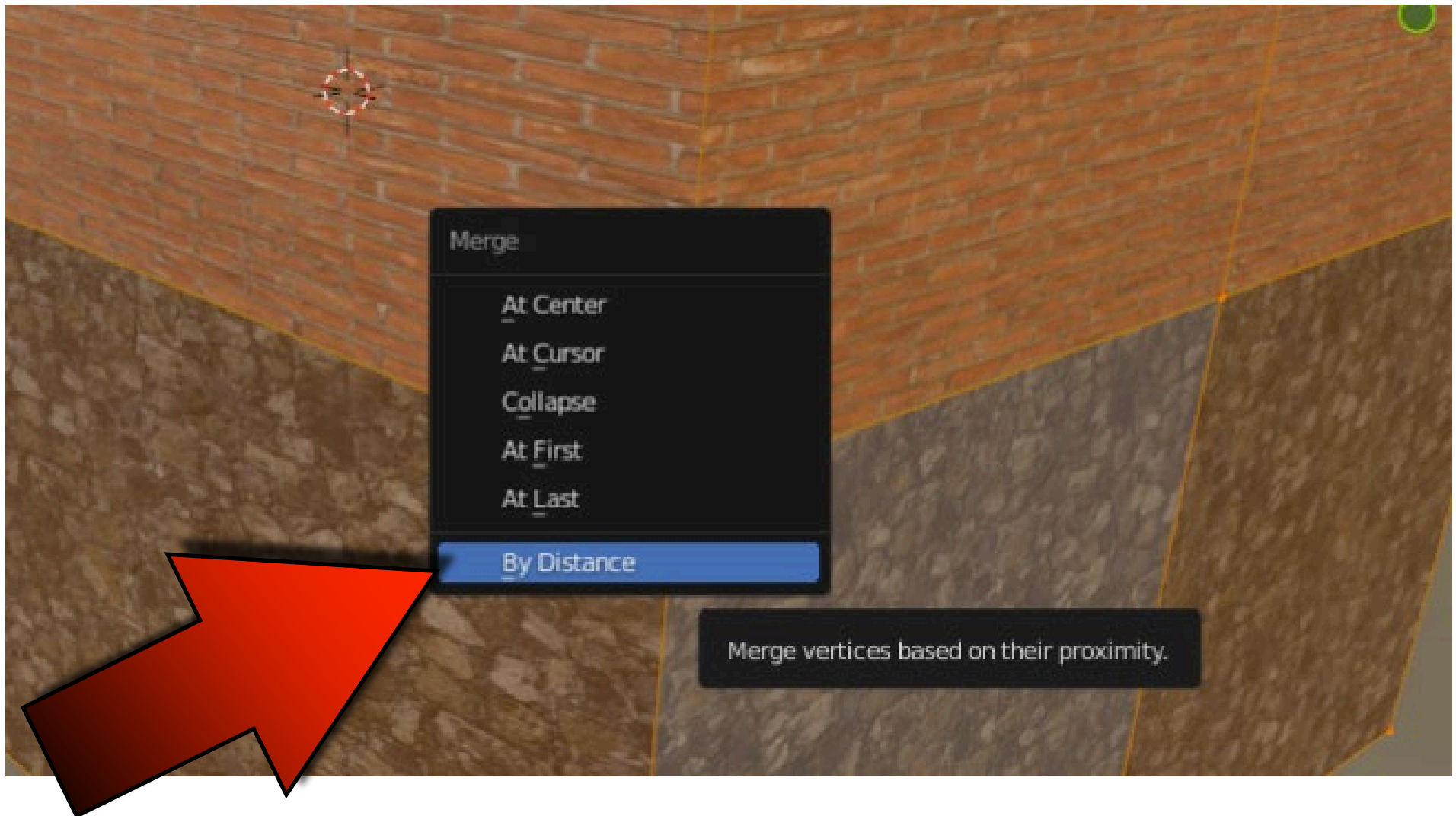


**TEKSTURY**



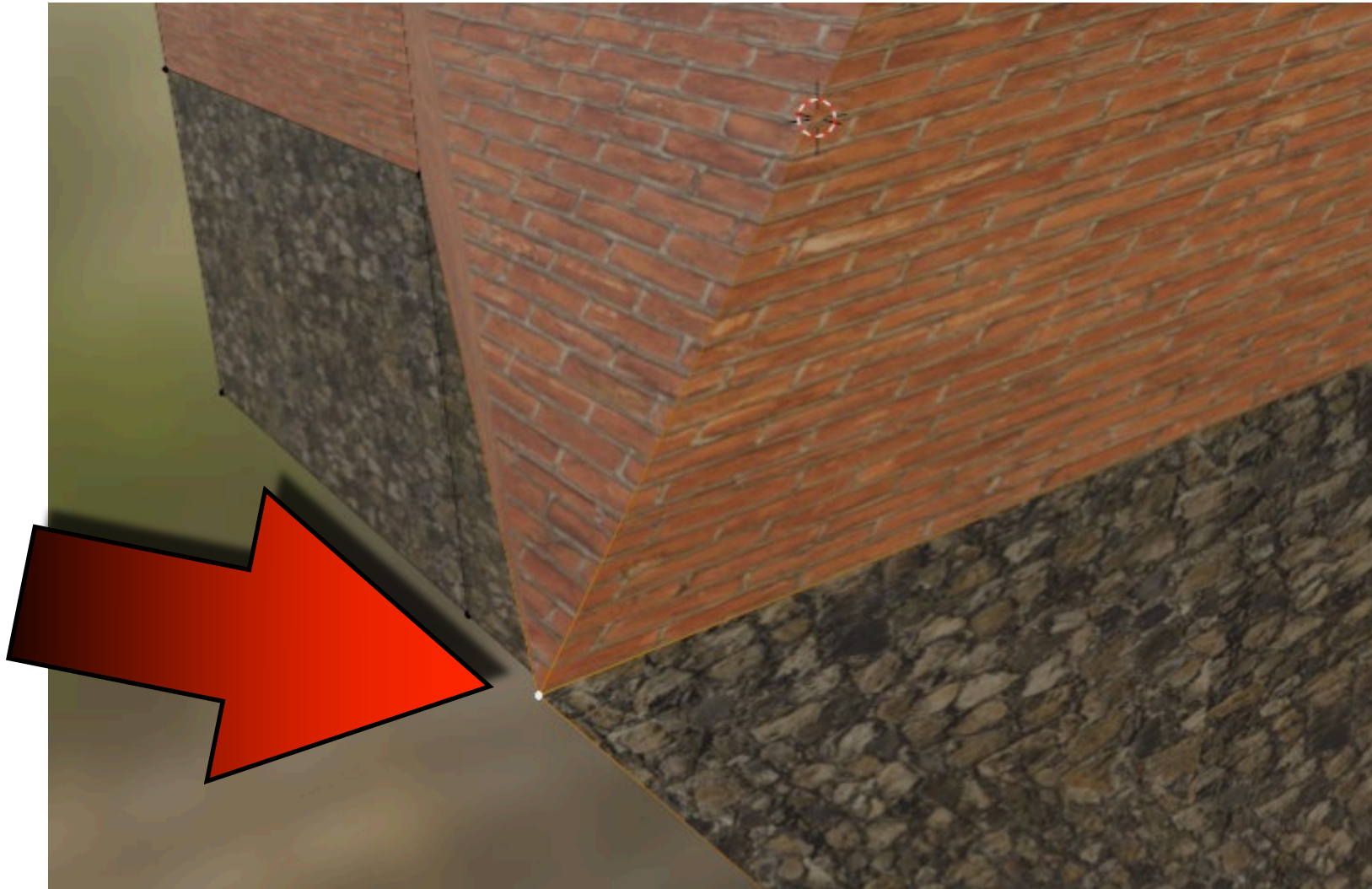
# POWER OF AR AND VR

## NACIŚNIJ **KLAWISZ M** I WYBIERZ **BY DISTANCE**



**TEKSTURY**

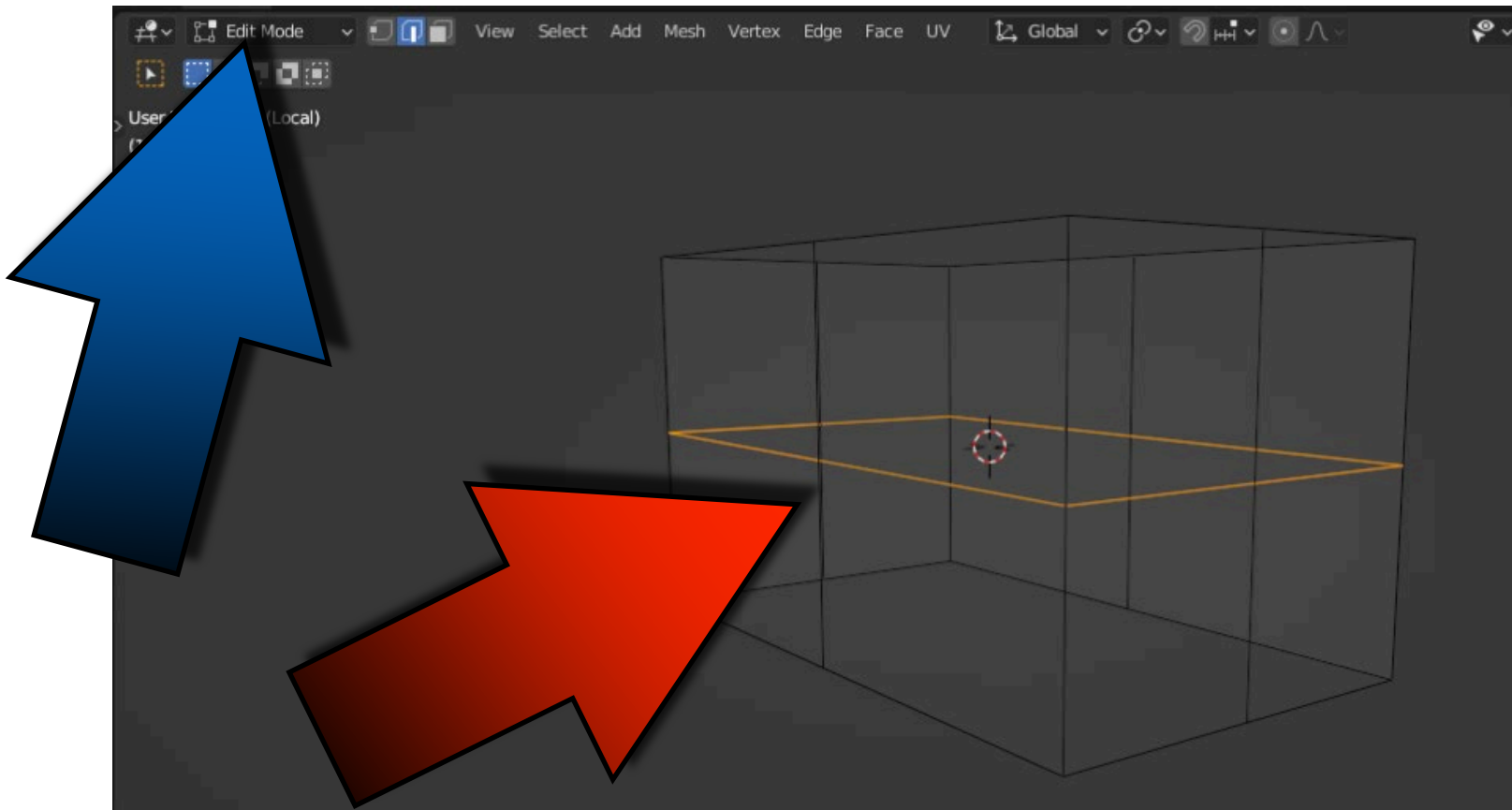
## VERTEX'Y BĘDĄ POŁĄCZONE



TEKSTURY

# POWER OF AR AND VR

**ZA POMOCĄ MYSZKI I KLAWISZY  
THE **B** OR **C** KEYS  
ZAZNACZ **ŚRODKOWE KRAWĘDZIE****

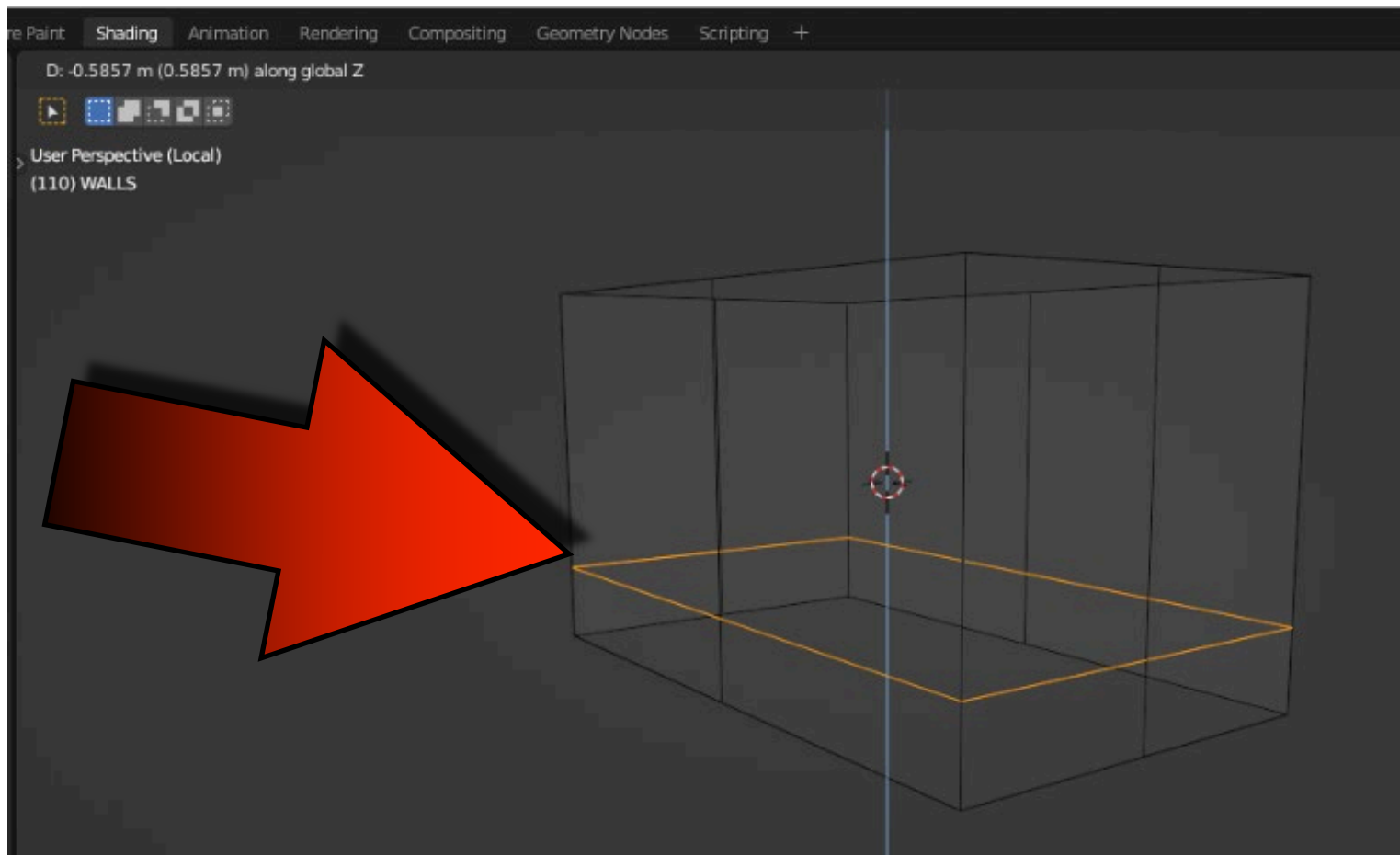


**TEKSTURY**

## I ZA POMOCĄ KLAWISZY

### G I Z

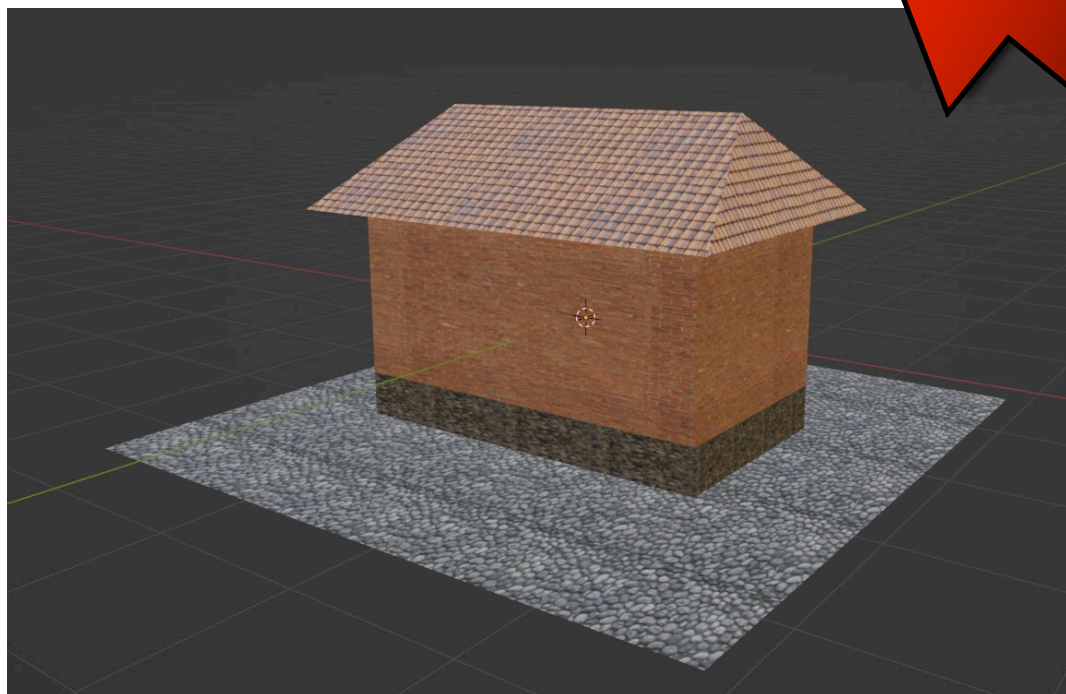
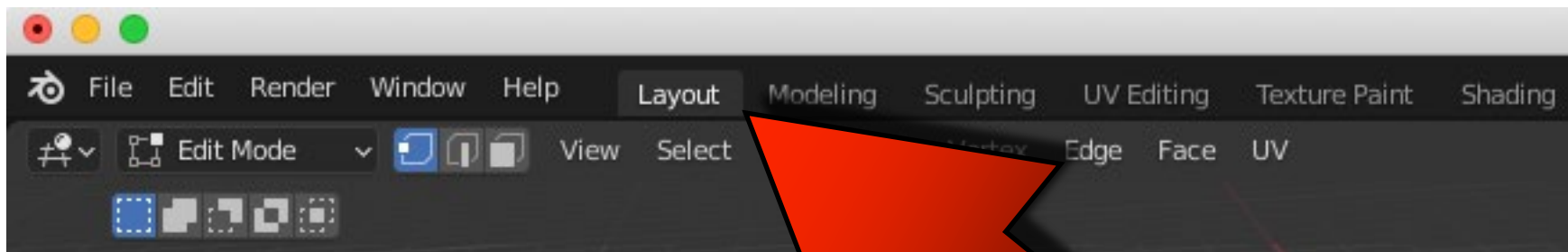
# PRZESUŃ ŚRODKOWĄ KRAWĘDŹ W DÓŁ



## TEKSTURY

# POWER OF AR AND VR

**WEJDŹ DO **OBJECT MODE** I WIDOKU **LAYOUT** ABY ZOBACZYĆ EFEKT KOŃCOWY**



**TEKSTURY**

**POWER OF AR AND VR**

# **DZIĘKUJĘ ZA UWAGĘ**



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