

# POWER OF AR AND VR

# KRZYWE



**Co-funded by  
the European Union**

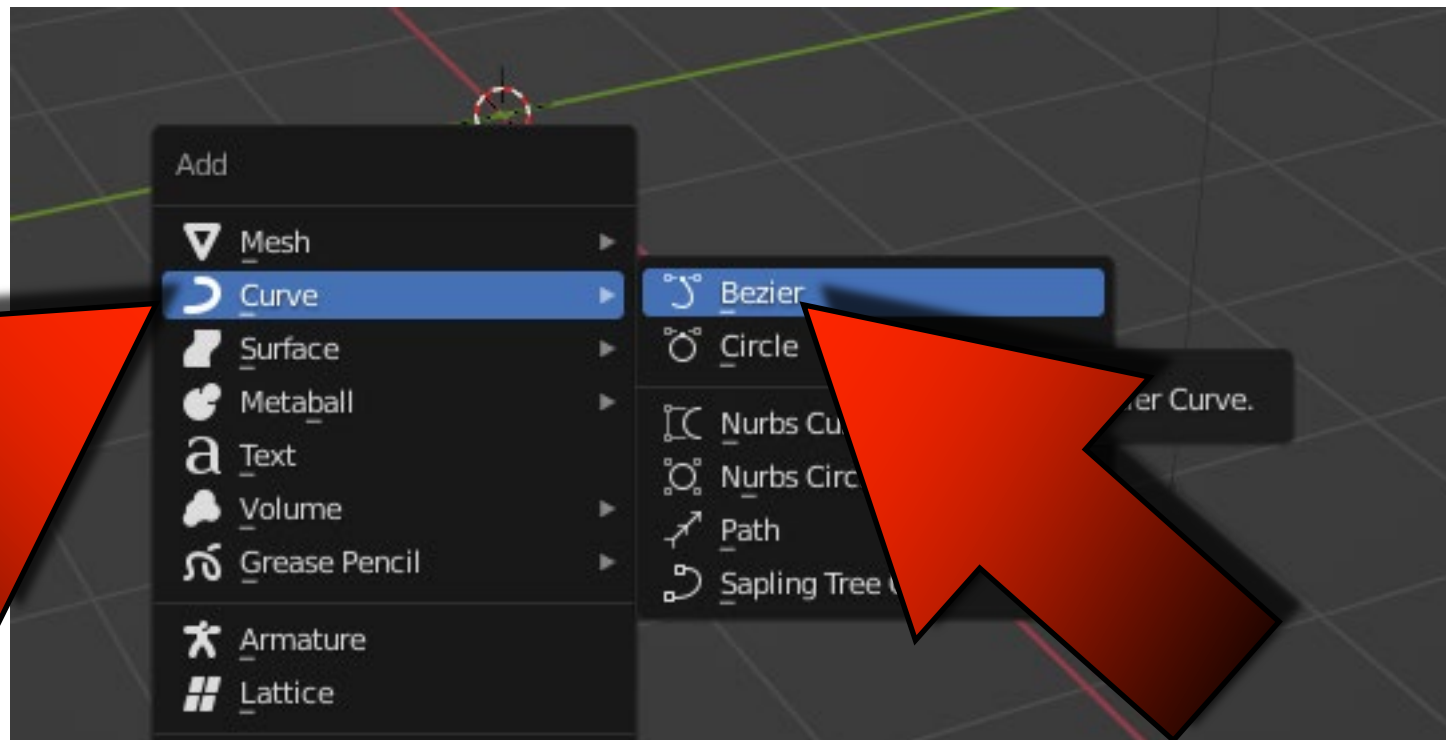


2024-1-PL01-KA220-VET-000243150

ημε Ευρωπαϊκή Ένωση  
co-funded by

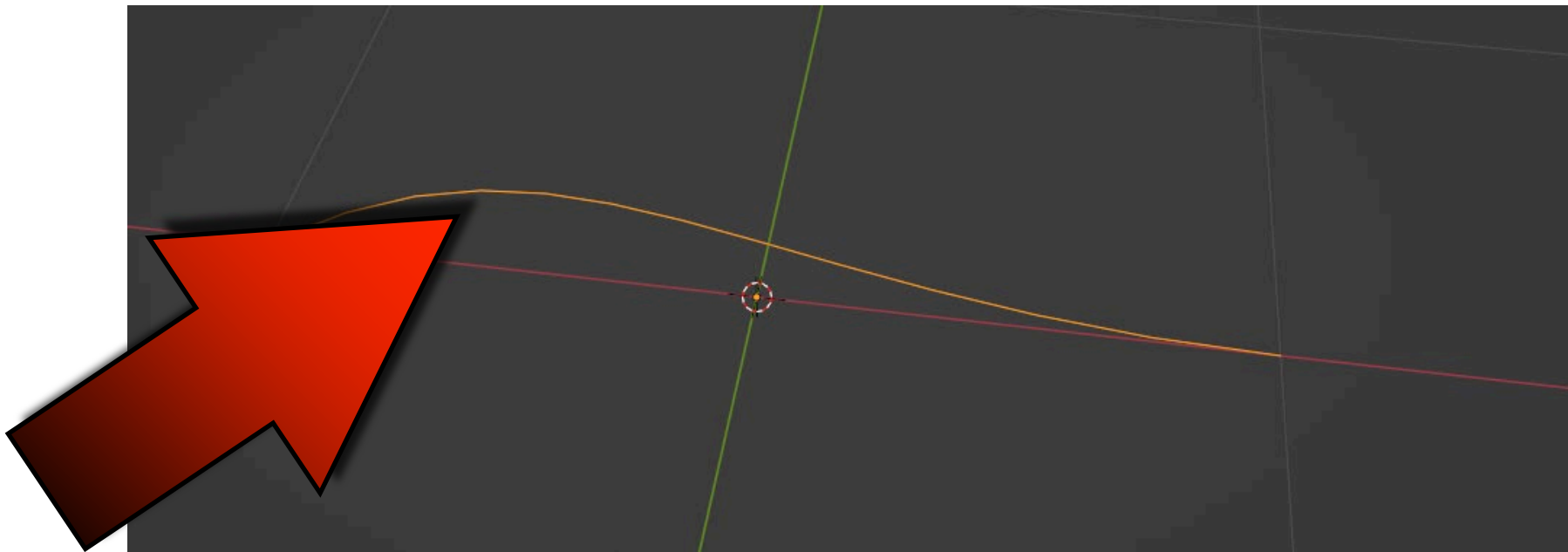
2024-1-PL01-KA220-VET-000243150

## NACISNIJ **SHIFT + A** I WYBIERZ **CURVE / BEZIER**



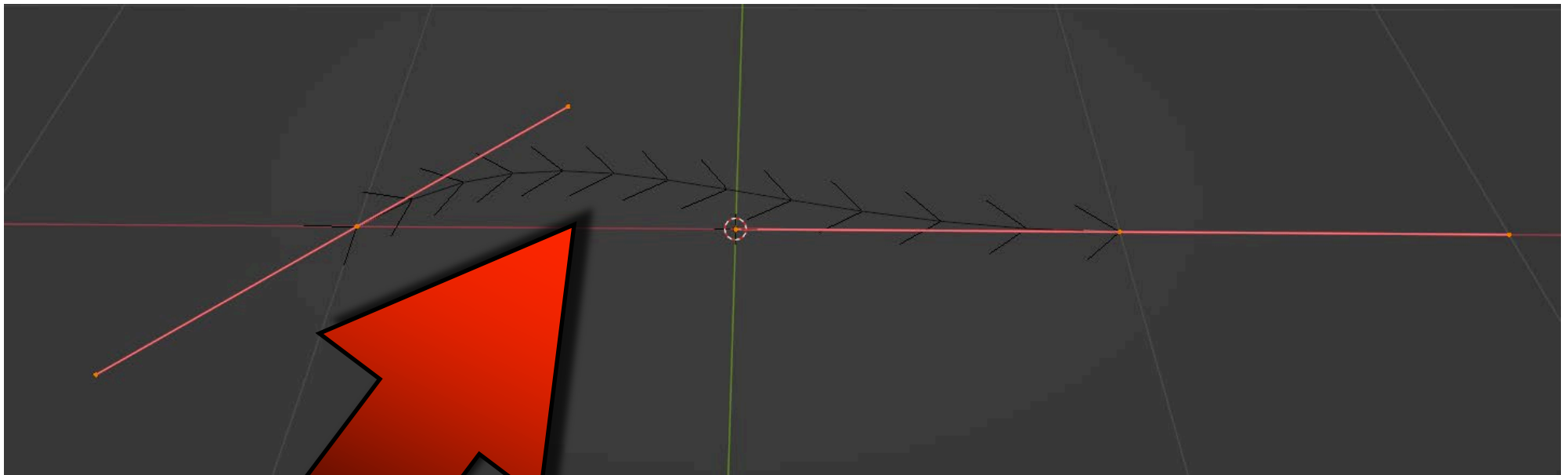
## CURVES

# TAK WYGLĄDA **CURVE** **W** OBJECT MODE



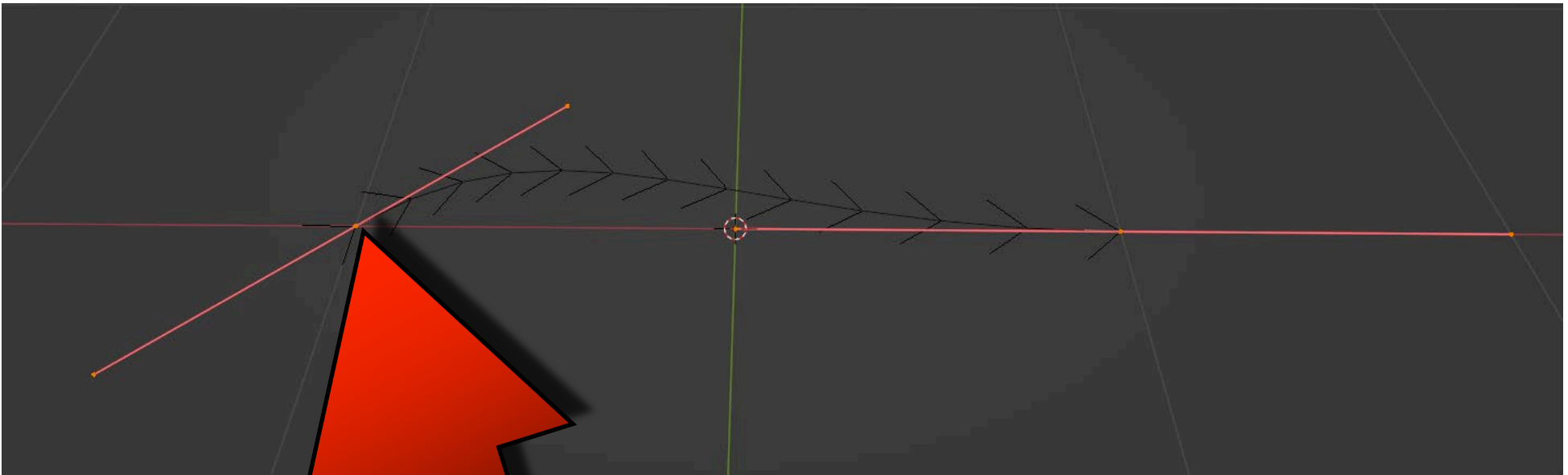
## CURVES

## KIEDY WEJDZIESZ DO **EDIT MODE** WIDOK TROCHEŃ SIĘ ZMIENI



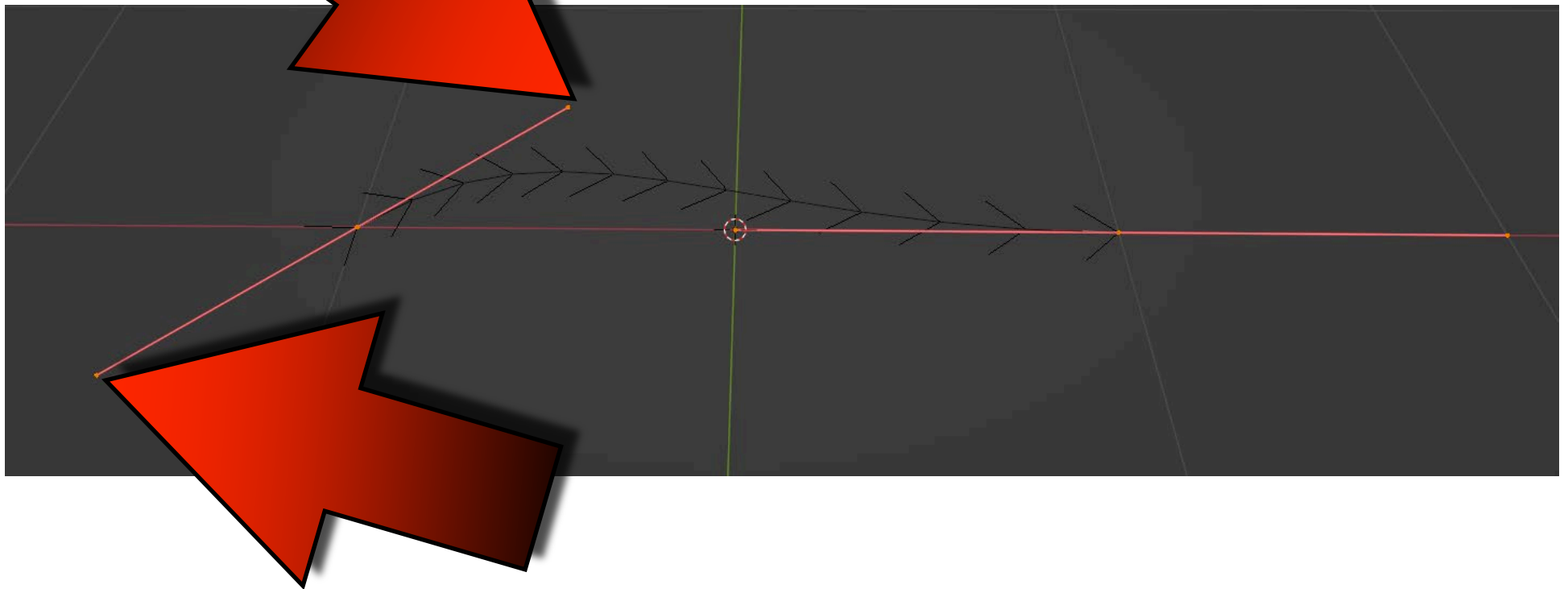
### CURVES

# TO JEST **KNOT**



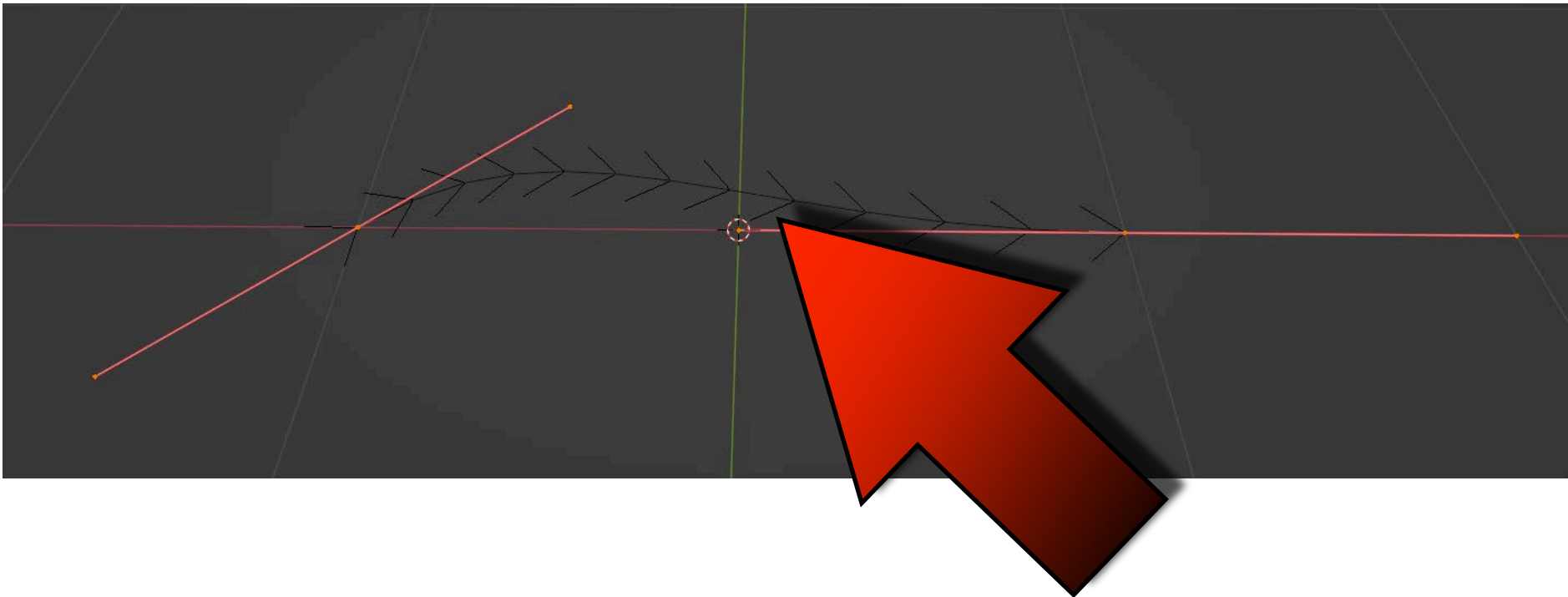
## CURVES

## TO SA, HANDLES



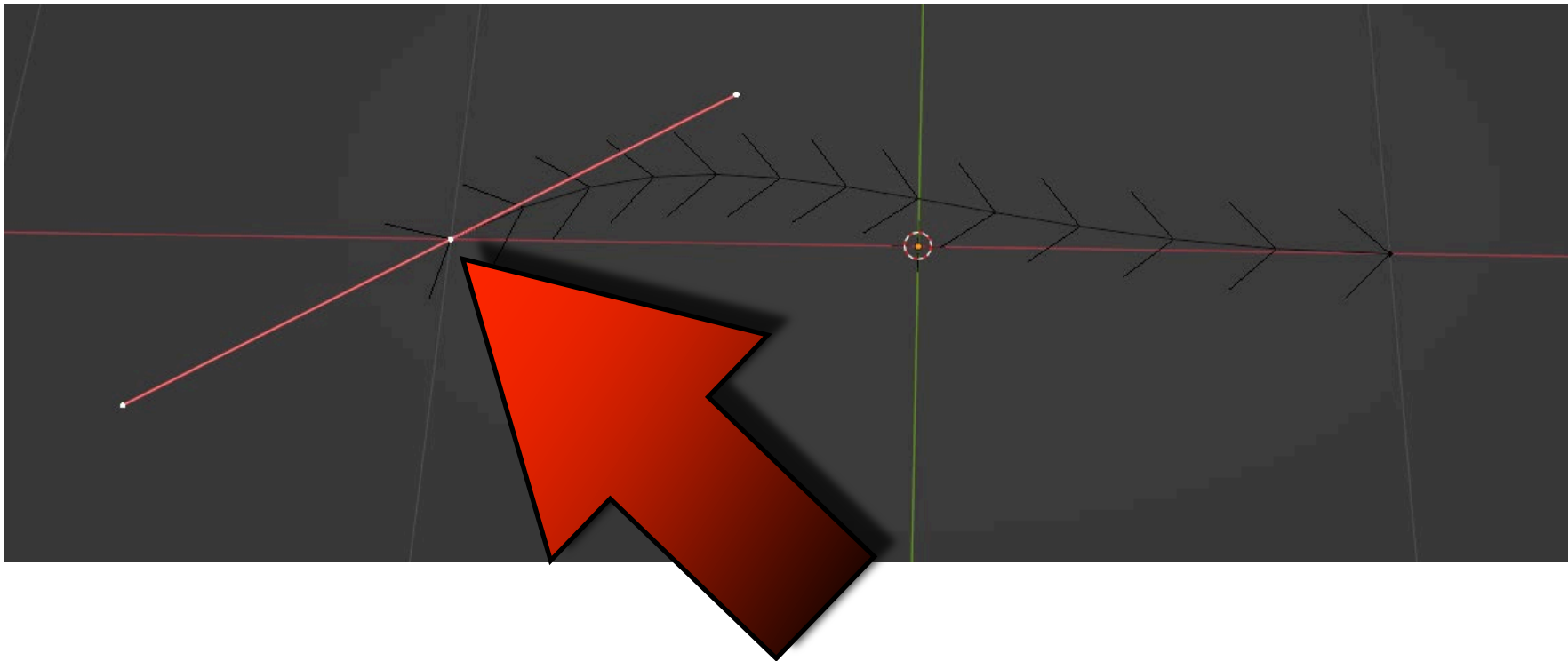
### CURVES

## TO SA, **NORMALS**



### CURVES

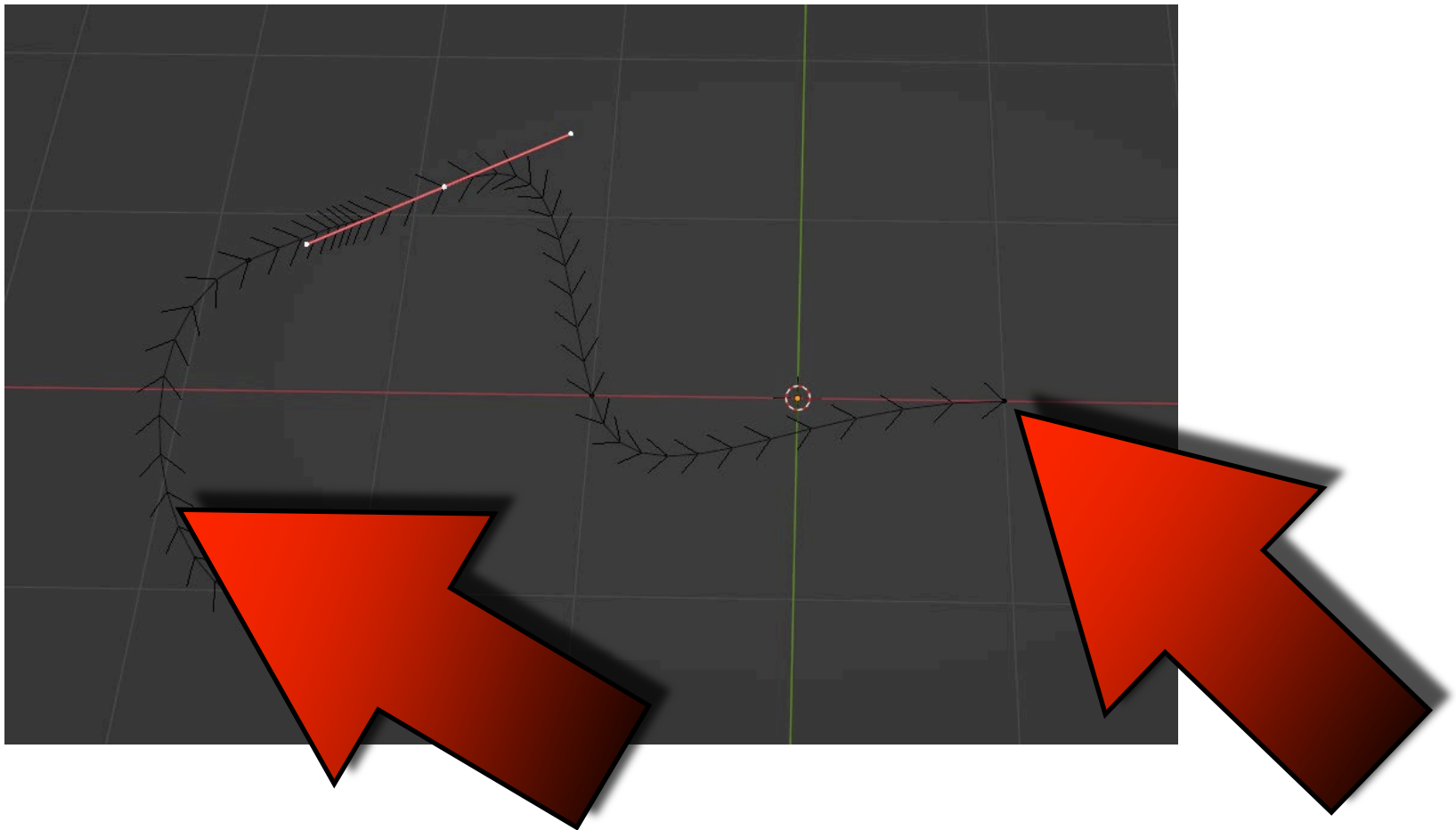
## **ZAZNACZ KNOT I UŻYJ KLAWISZY G, R, S ABY ZMIENIĆ PARAMETRY**



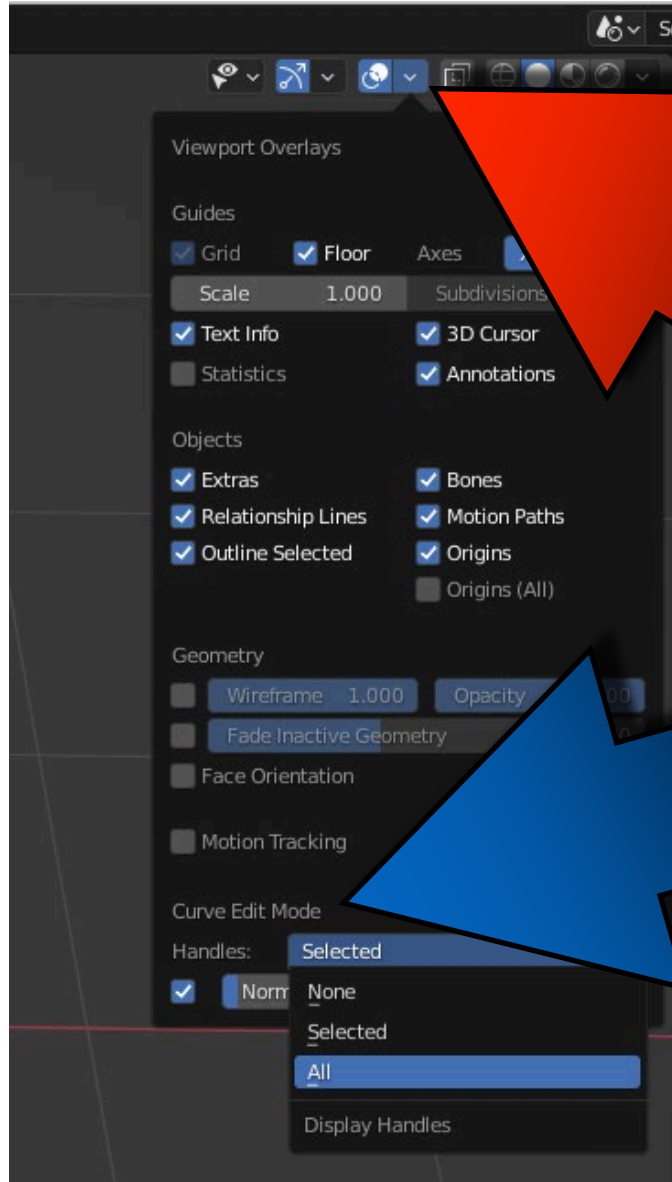
### CURVES



## KLAWISZEM E MOŻESZ POWIĘKSZ KRZYWA



### CURVES

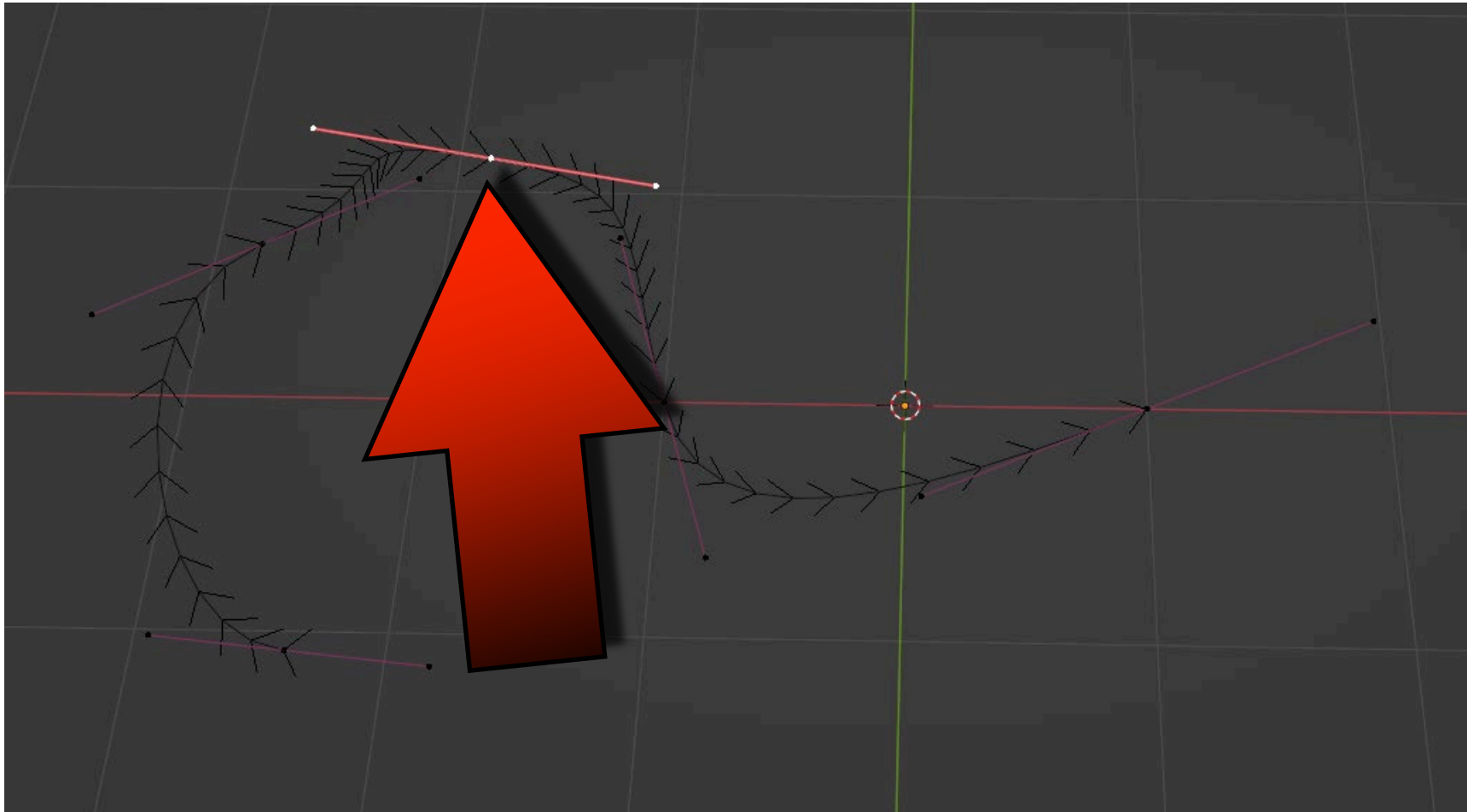


**W ZAKŁADCE  
VIEWPORT  
OVERLAYS**

**MOŻESZ  
ZMIENIAĆ**

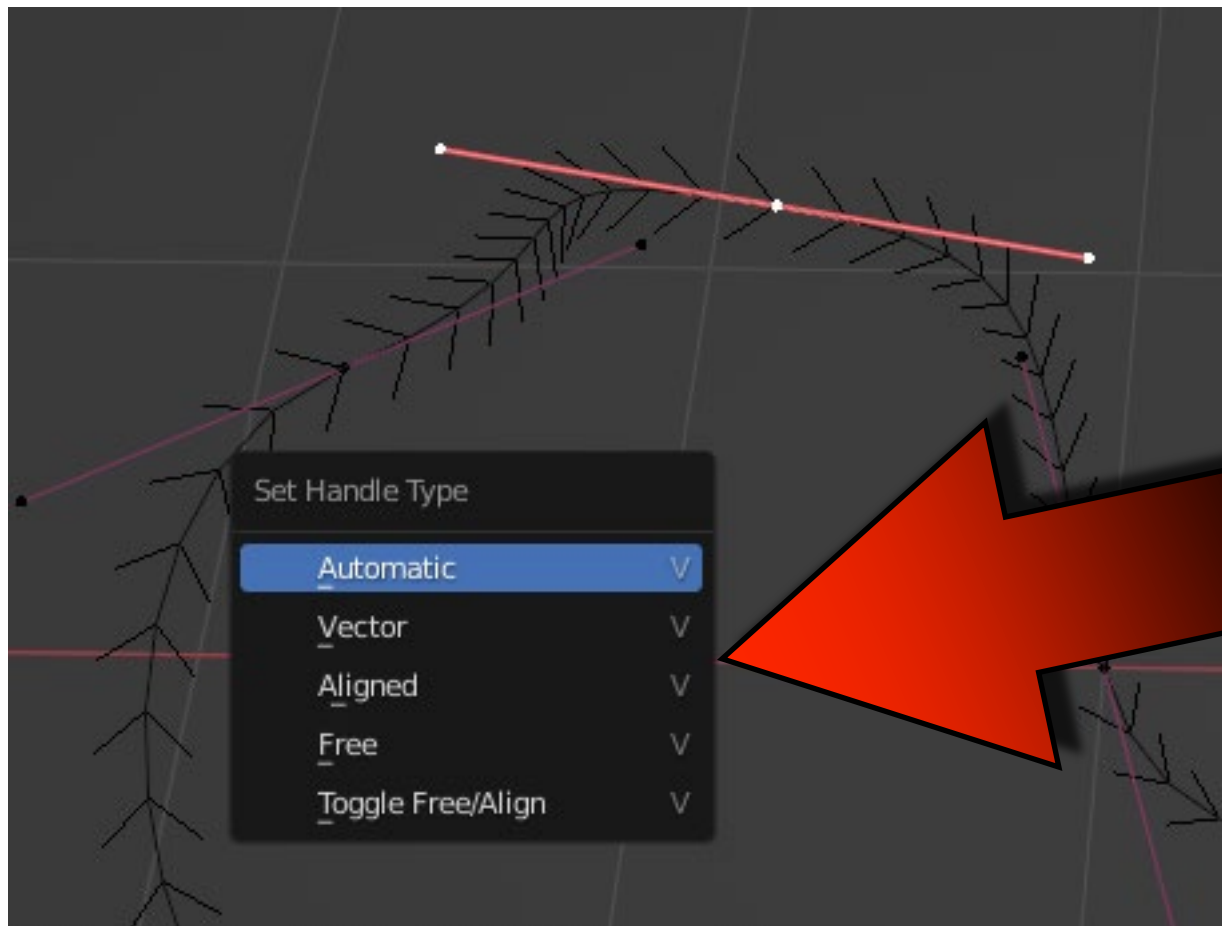
**WYGLĄD  
KRZYWEJ**

# ZAZNACZ ŚRODKOWY WĘZŁEK

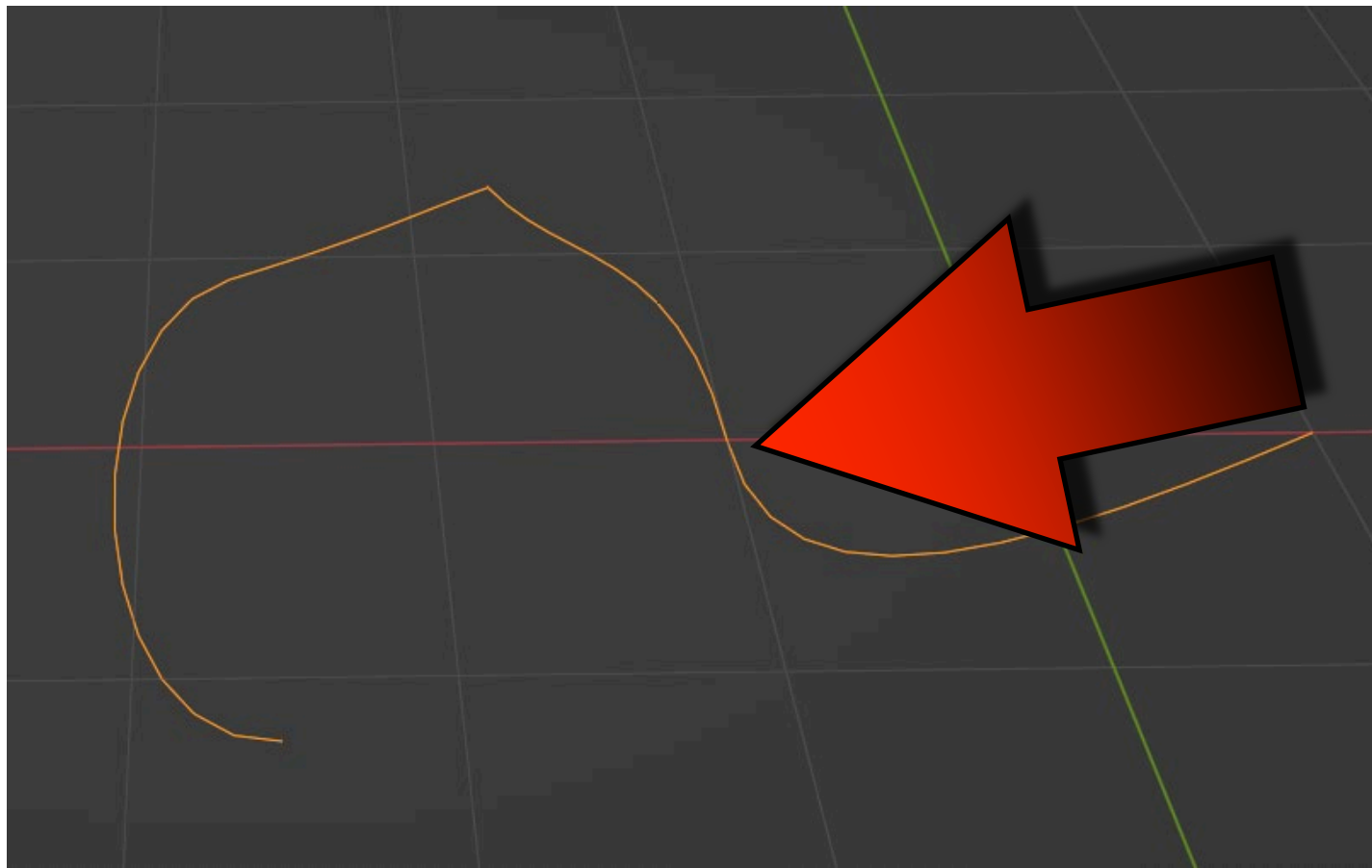


## CURVES

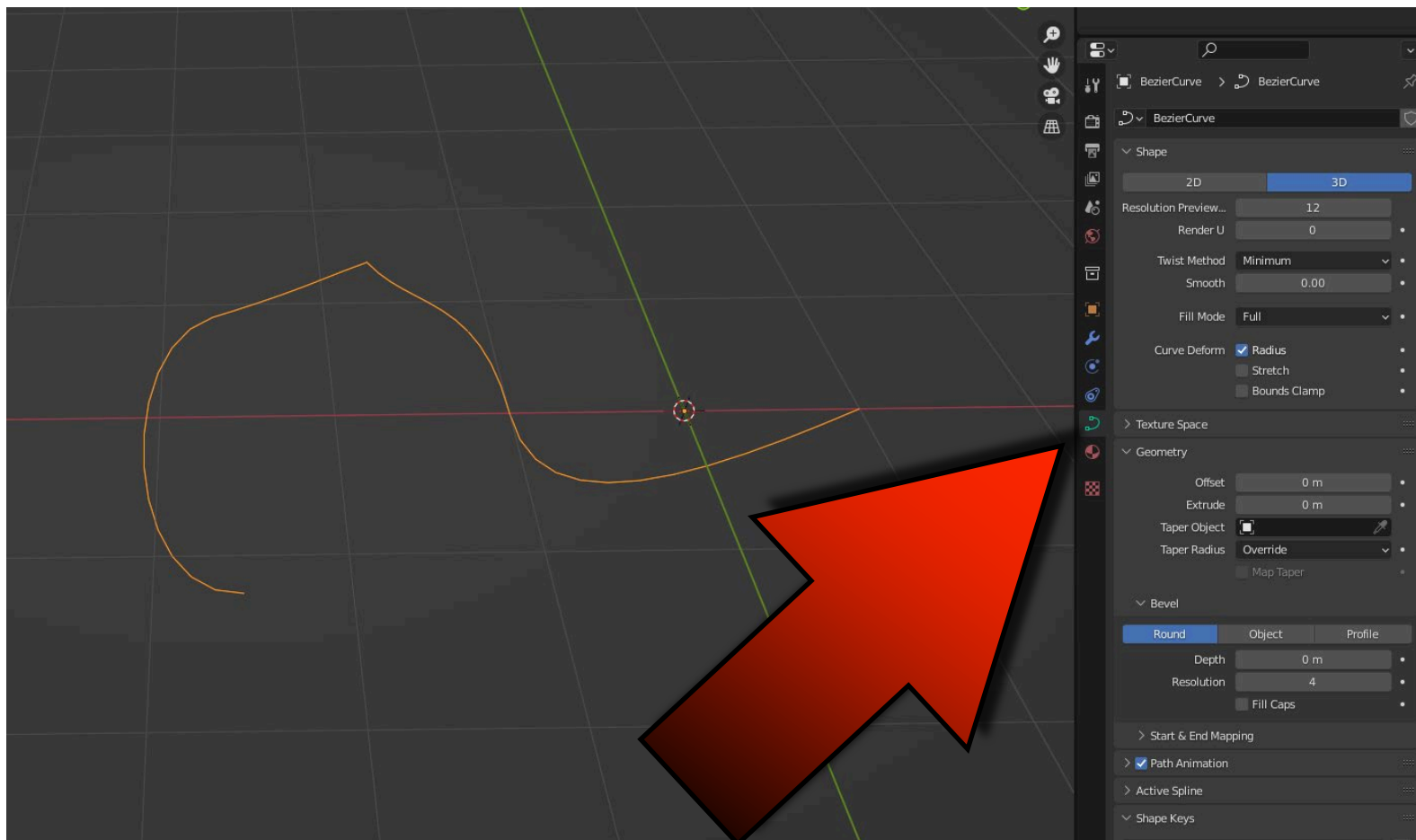
## KLAWISZEM **V** MOŻESZ ZMIENIĆ TYP UCHWYTU



# PRZEJDŹ DO OBJECT MODE

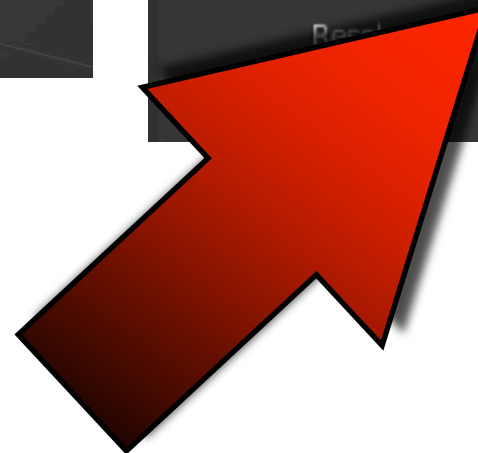
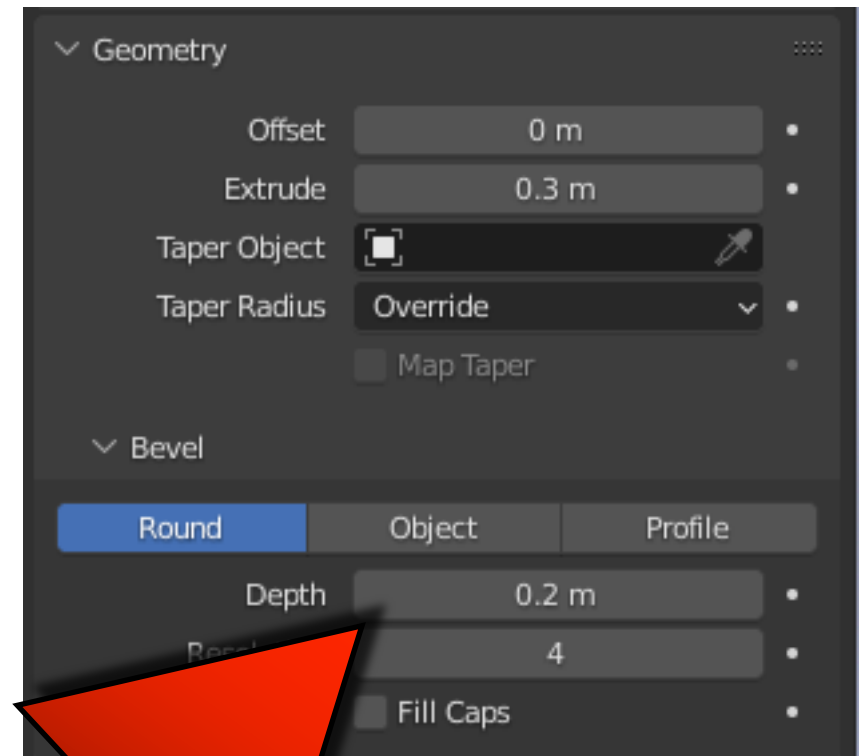
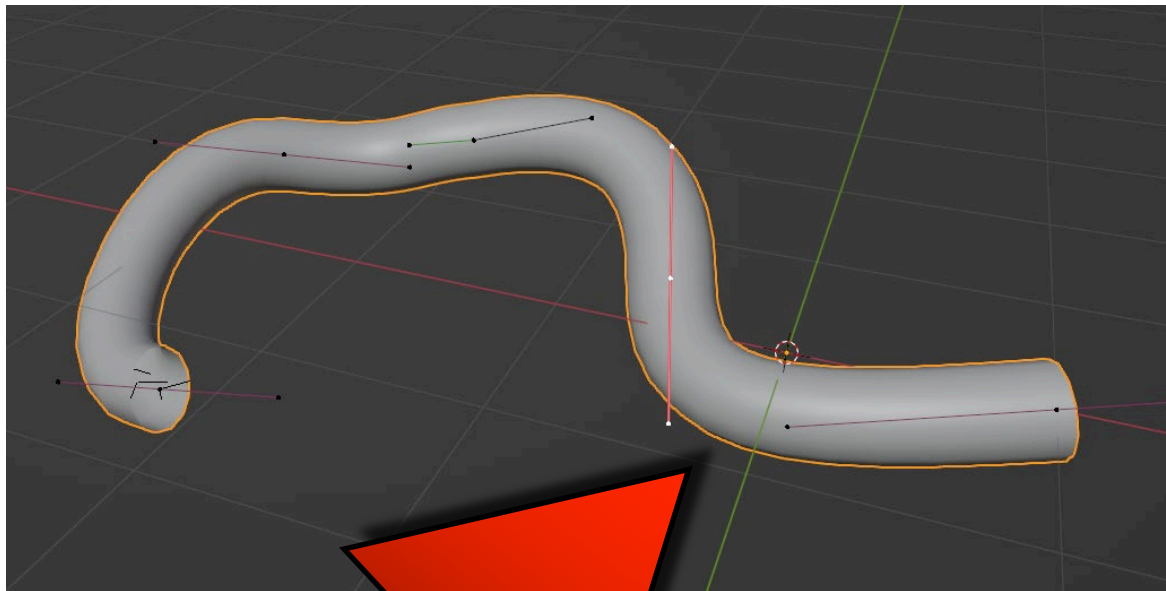


## TU MOŻESZ ZMIENIAĆ WŁAŚCIWOSCI KRZYWEJ



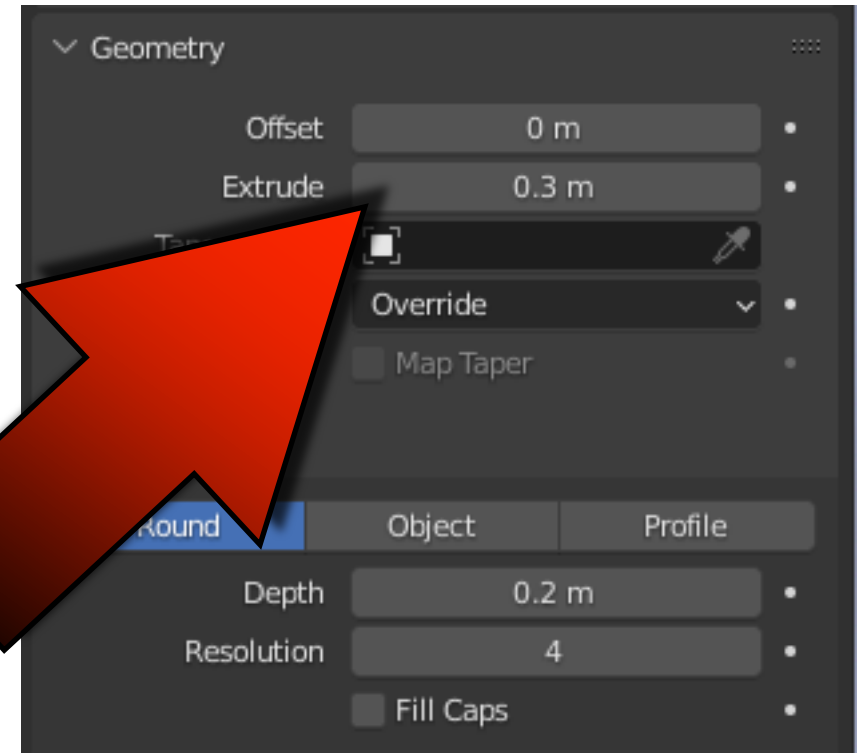
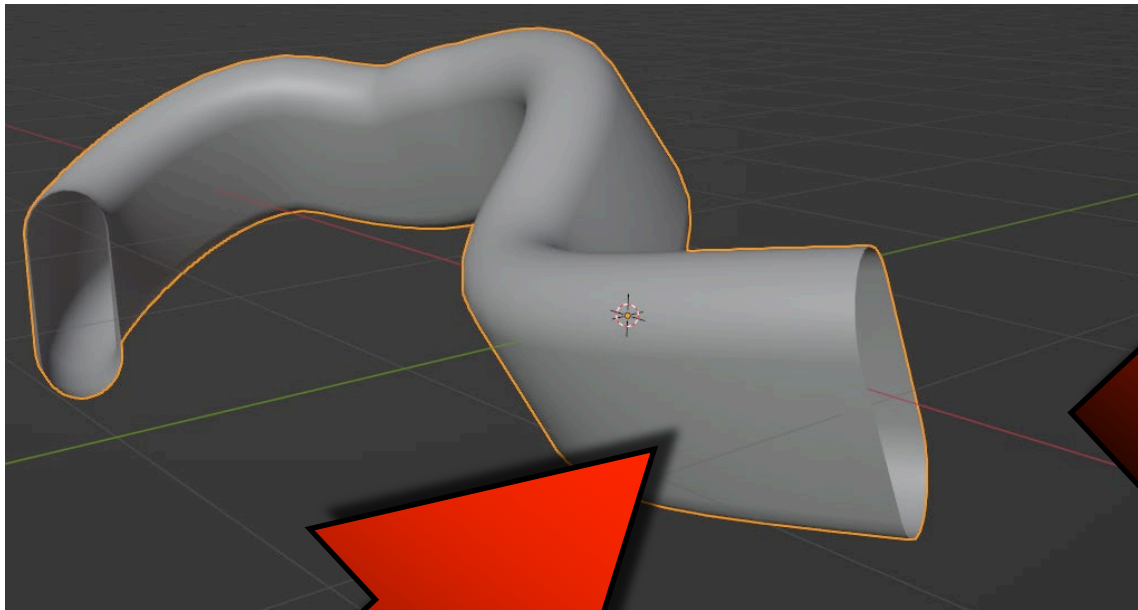
## CURVES

# USTAW **DEPTH NA 0.2**



## CURVES

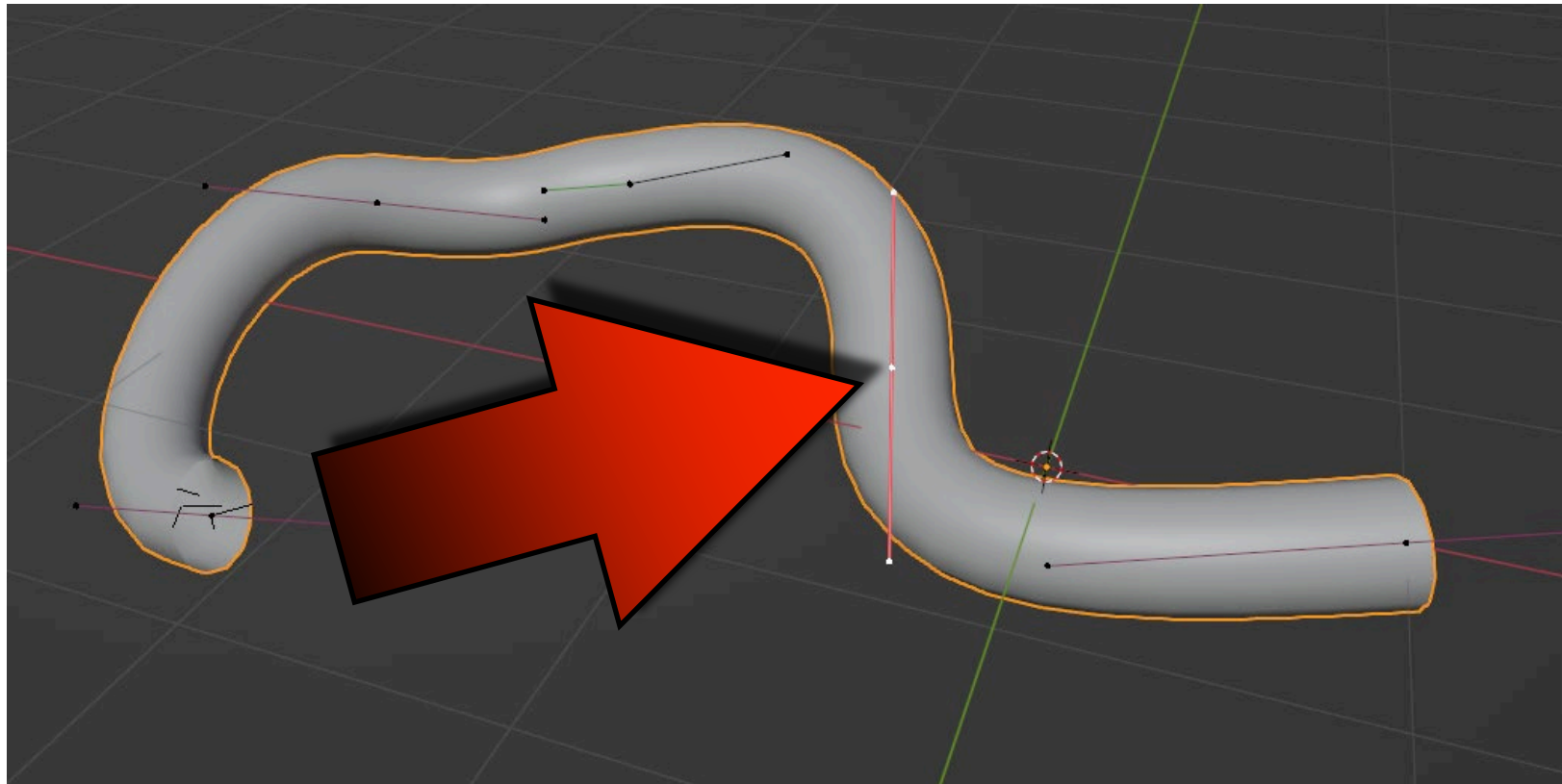
## USTAW **EXTRUDE** NA **0.3**



### CURVES

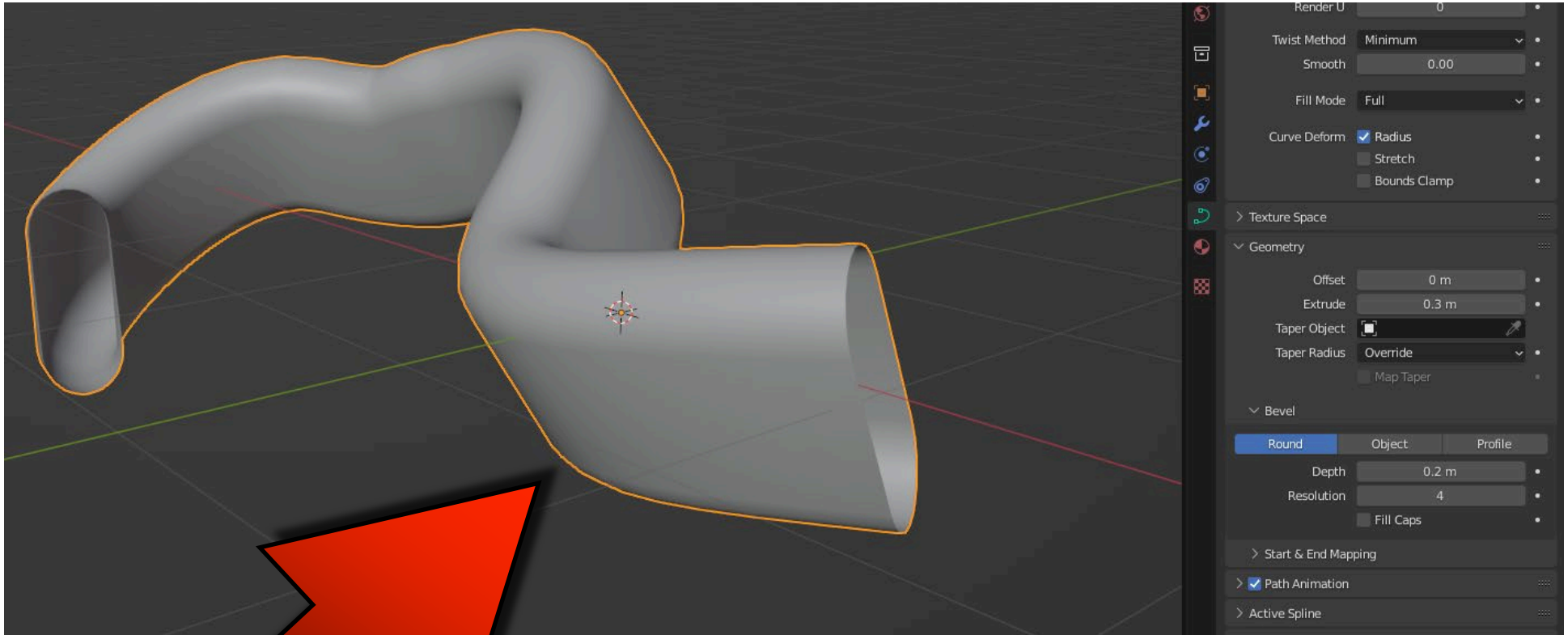


## W EDIT MODE MOŻESZ ZMIENIAĆ WYGLĄD MODELU W DOWOLNYM CZASIE



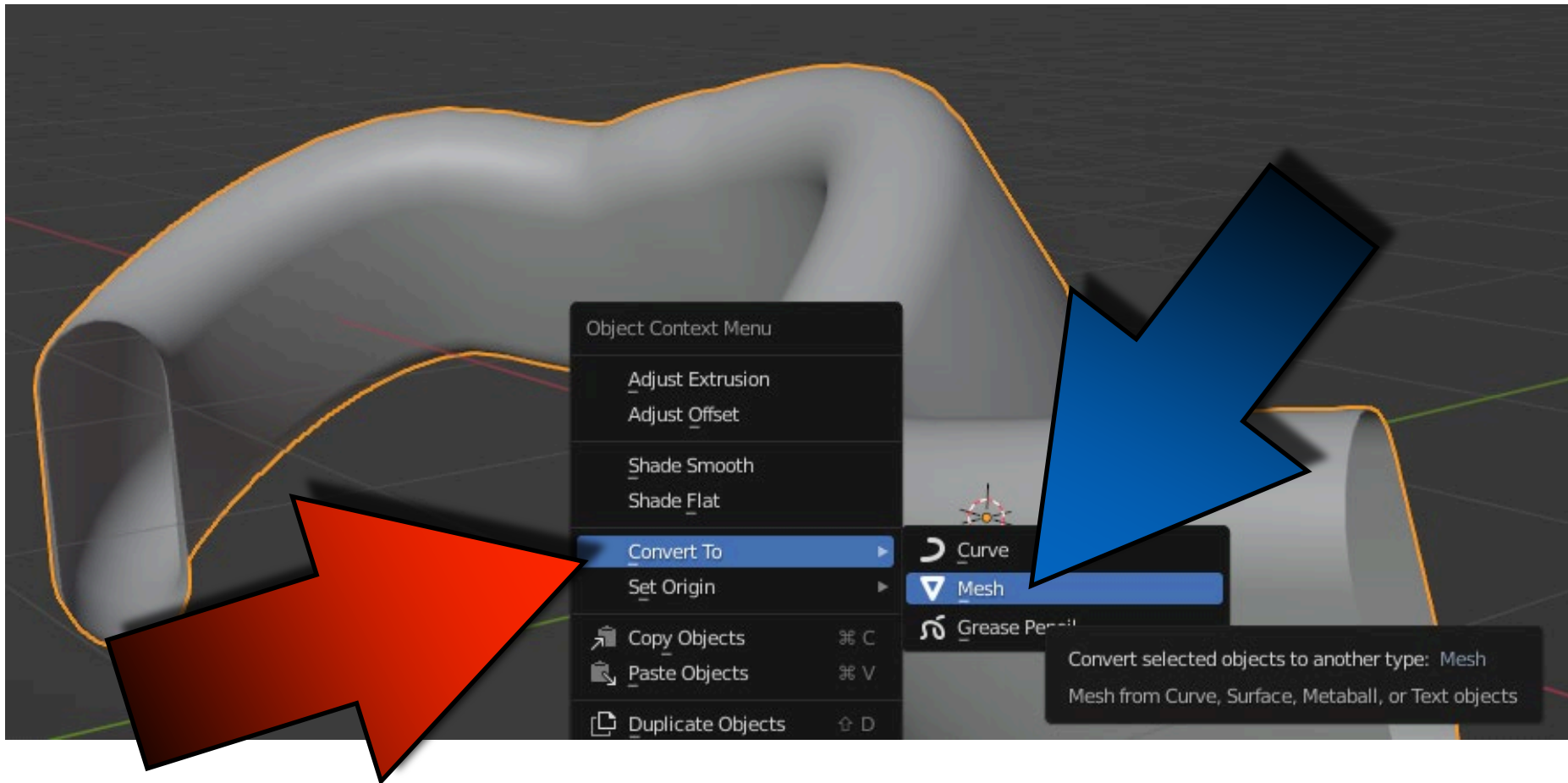
### CURVES

# IDŹ DO **OBJECT MODE**



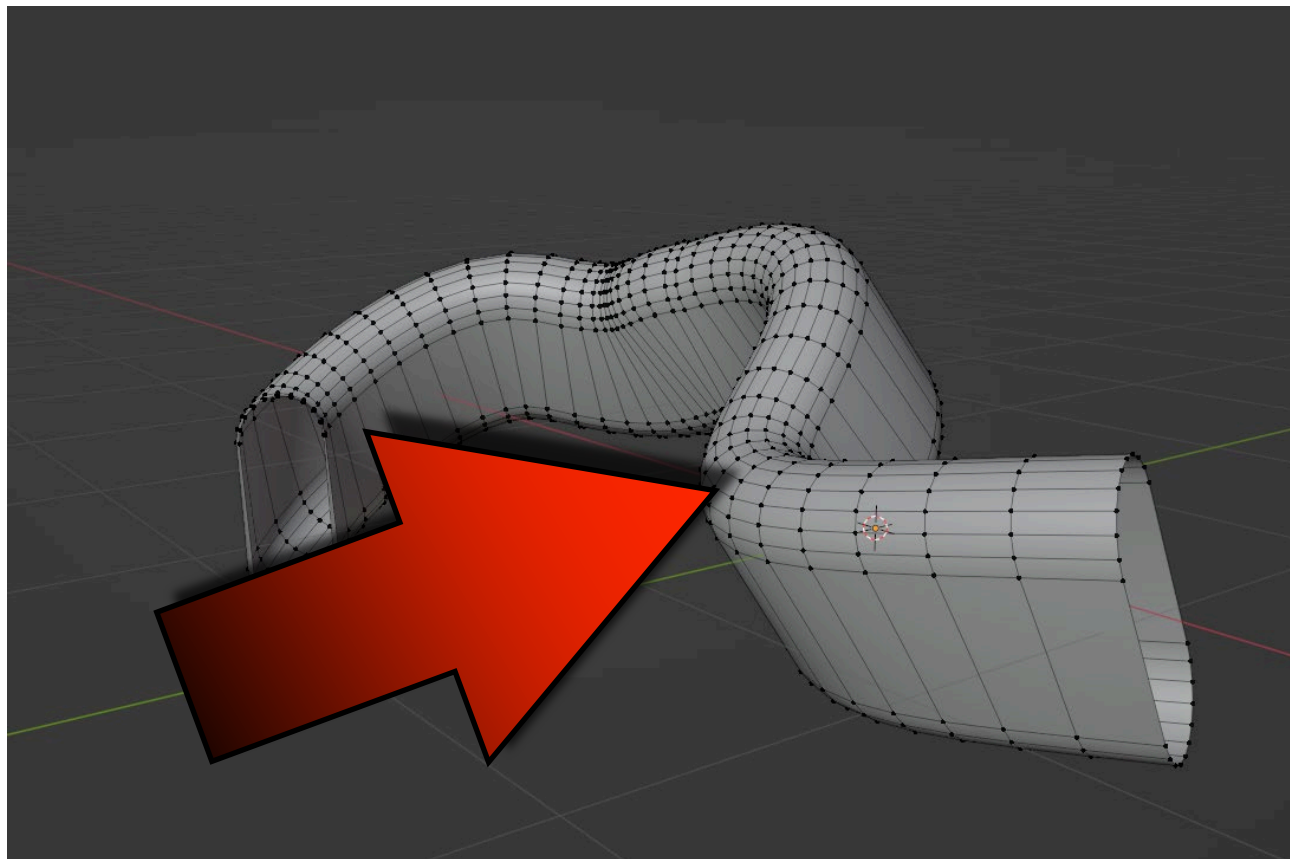
## CURVES

## WYBIERZ **COVERT TO** / **MESH** PRAWYM KLAWISZEM MYSZKI



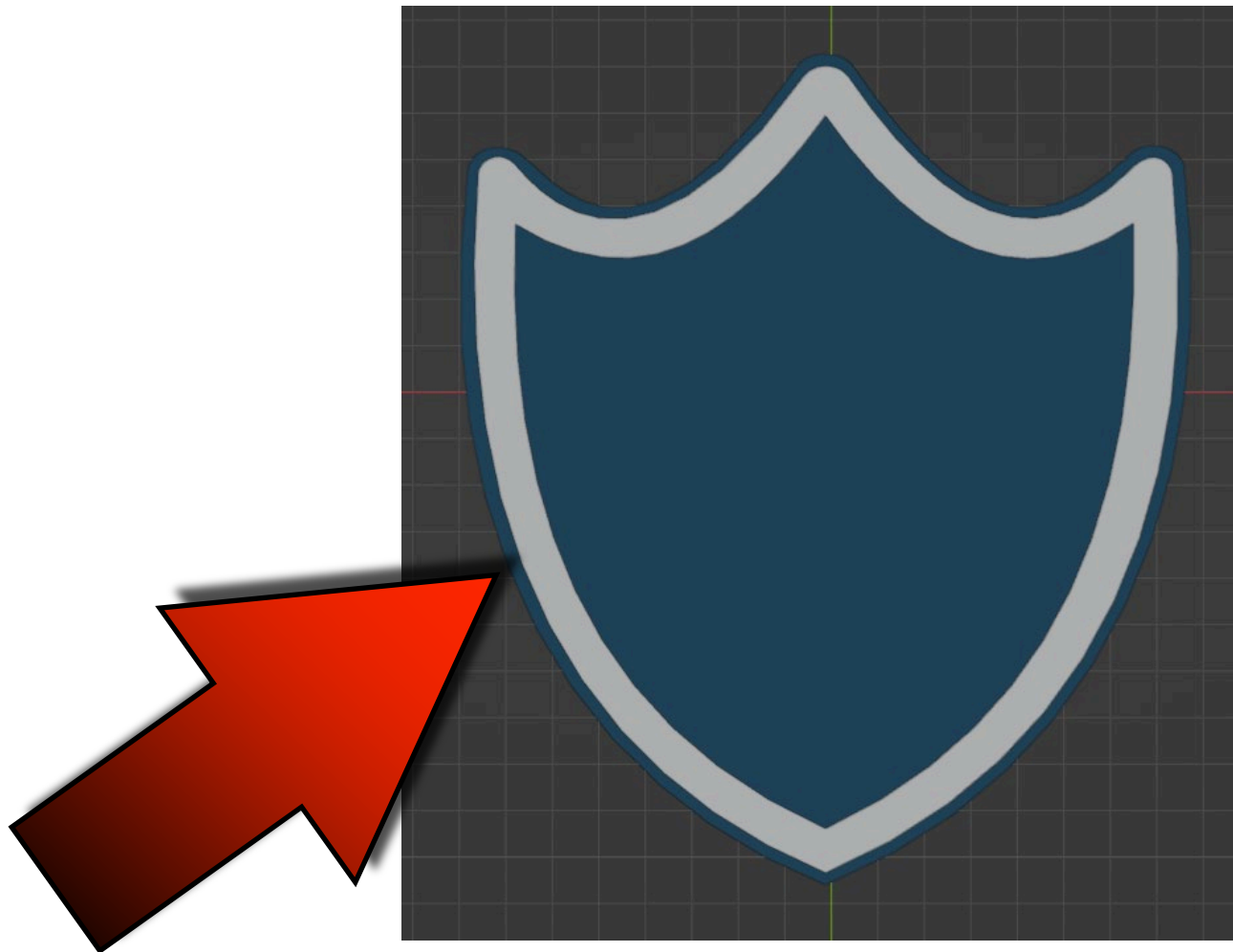
## CURVES

## KIEDY WEJDZIESZ DO EDIT MODE ZOBACZYSZ POWSTAŁĄ SIATKĘ



### CURVES

# SPRÓBUJEMY NARYSOWAĆ TARCZĘ SZKOLNĄ



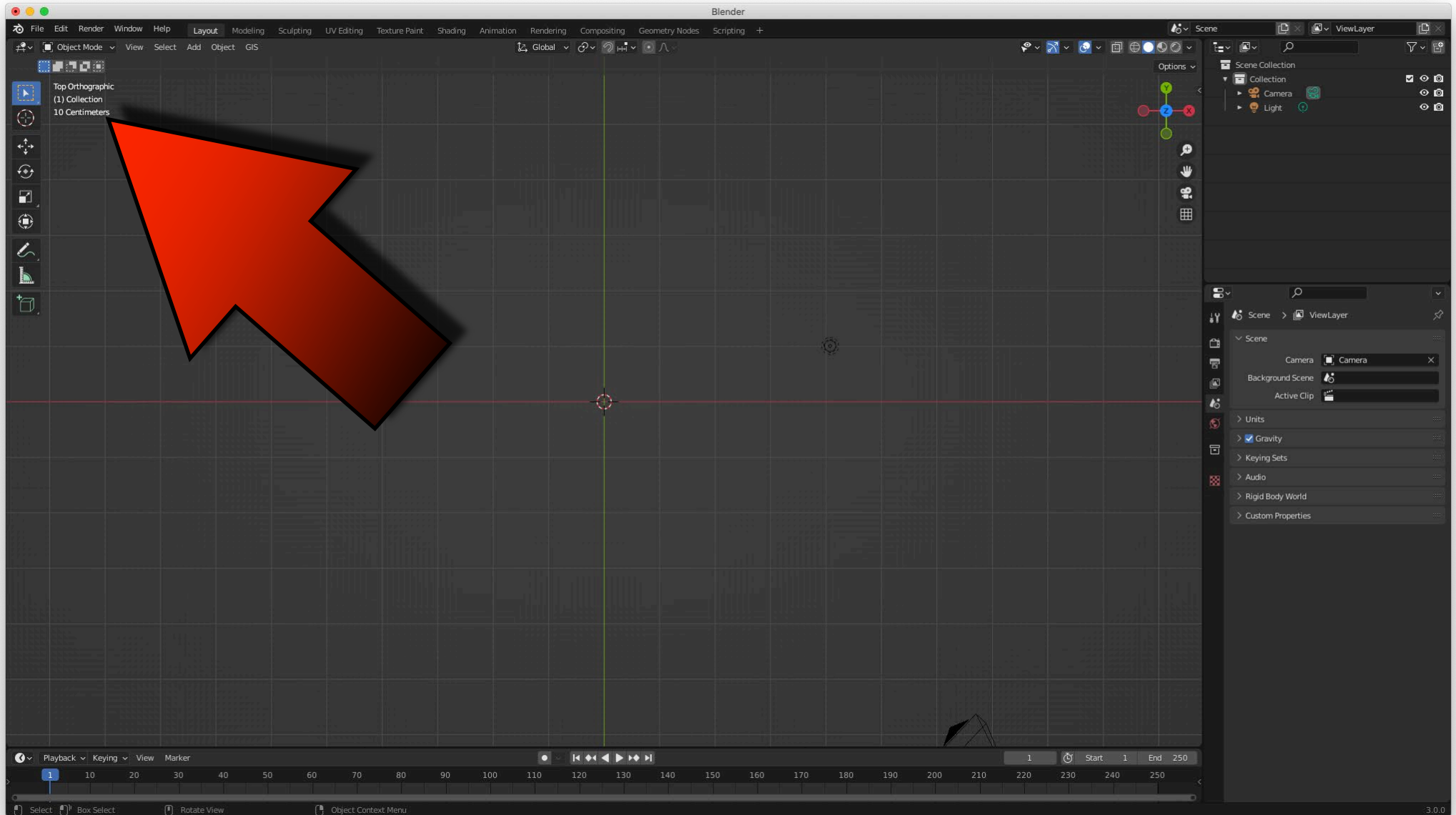
## CURVES



# POWER OF AR AND VR



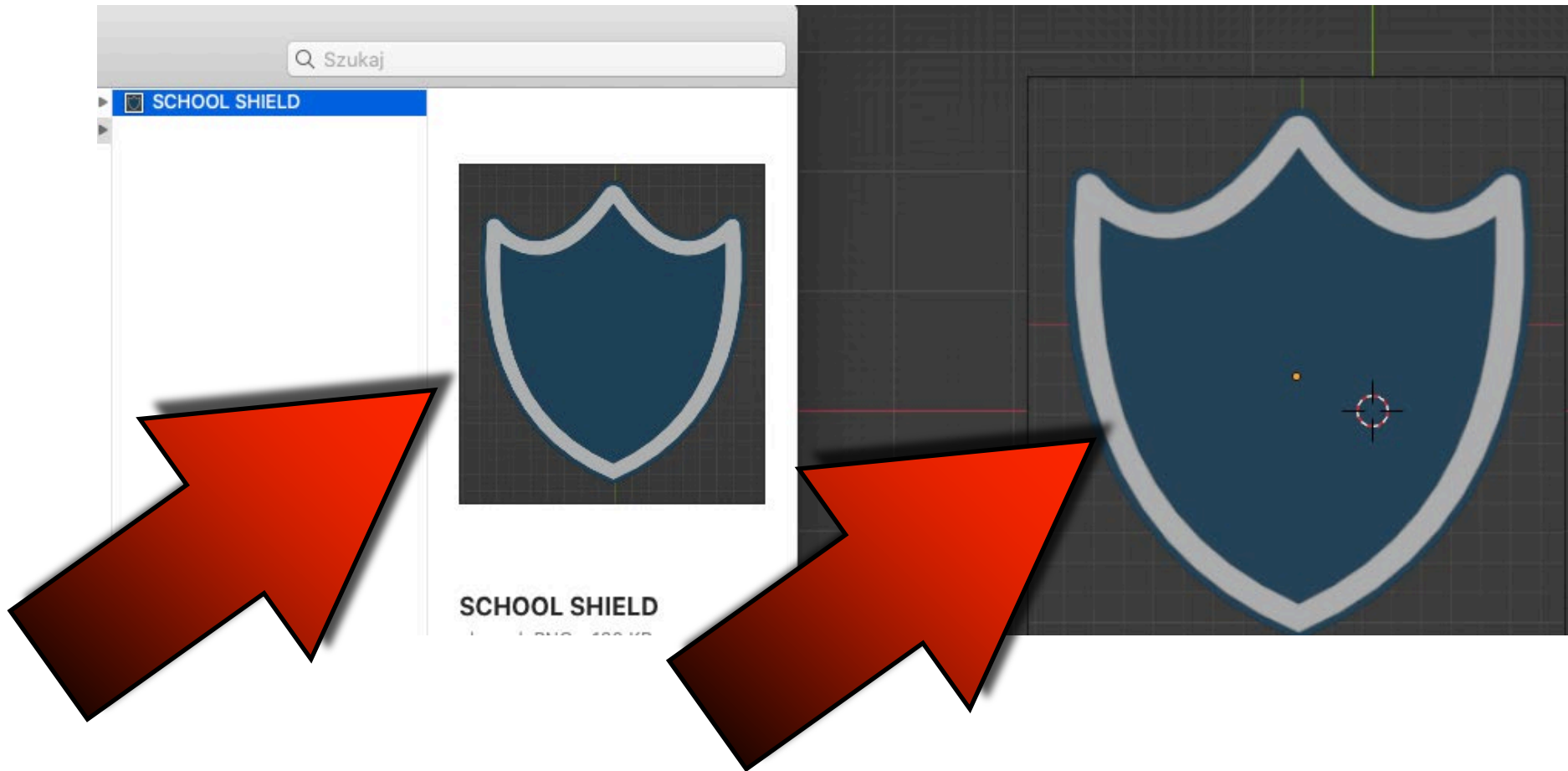
# USTAW WIDOK **TOP ORTHOGRAPHIC**



# CURVES

# POWER OF AR AND VR

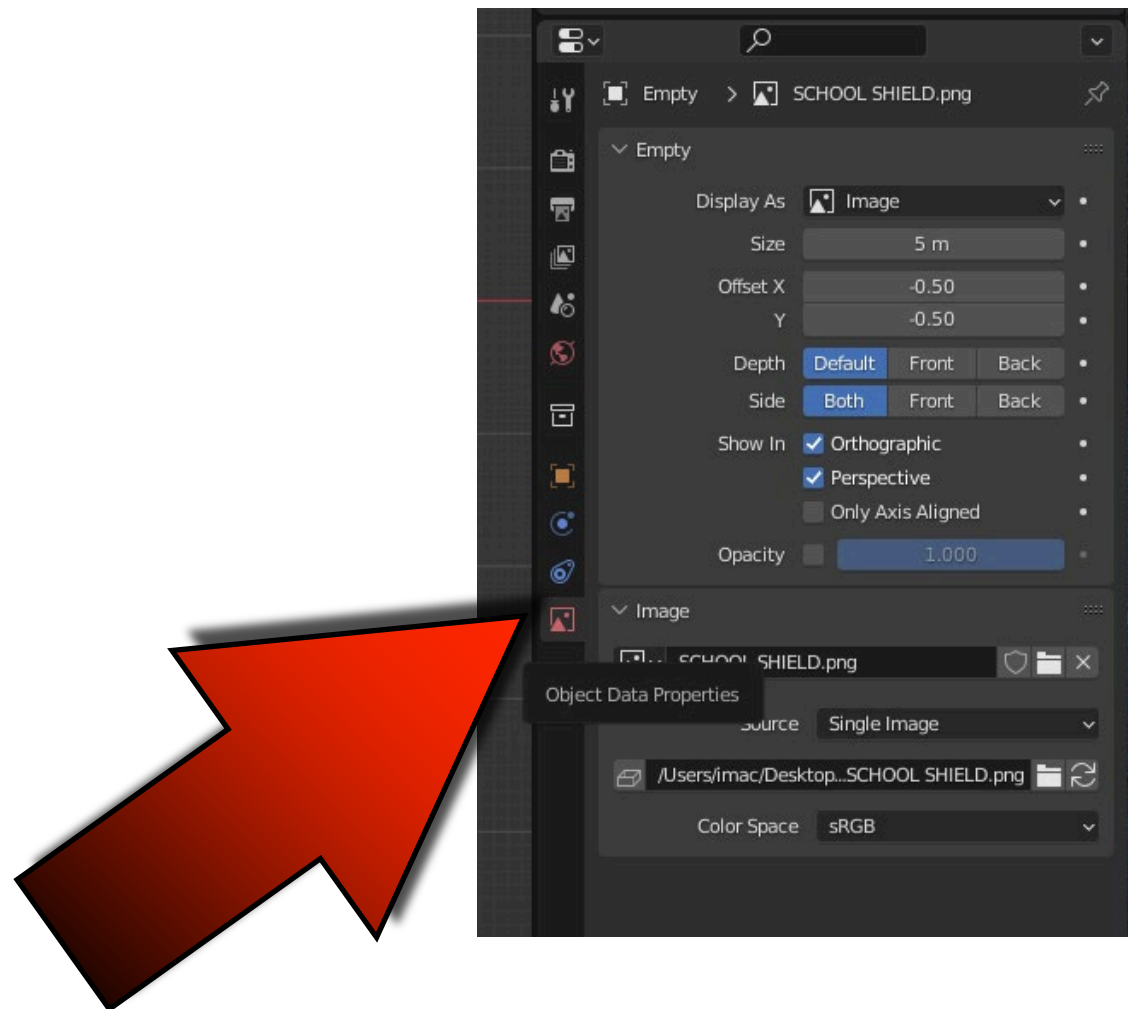
## PRZECIĄGNIJ PLIK Z TARCZĄ SZKOLNĄ DO BLENDERA



**CURVES**

# POWER OF AR AND VR

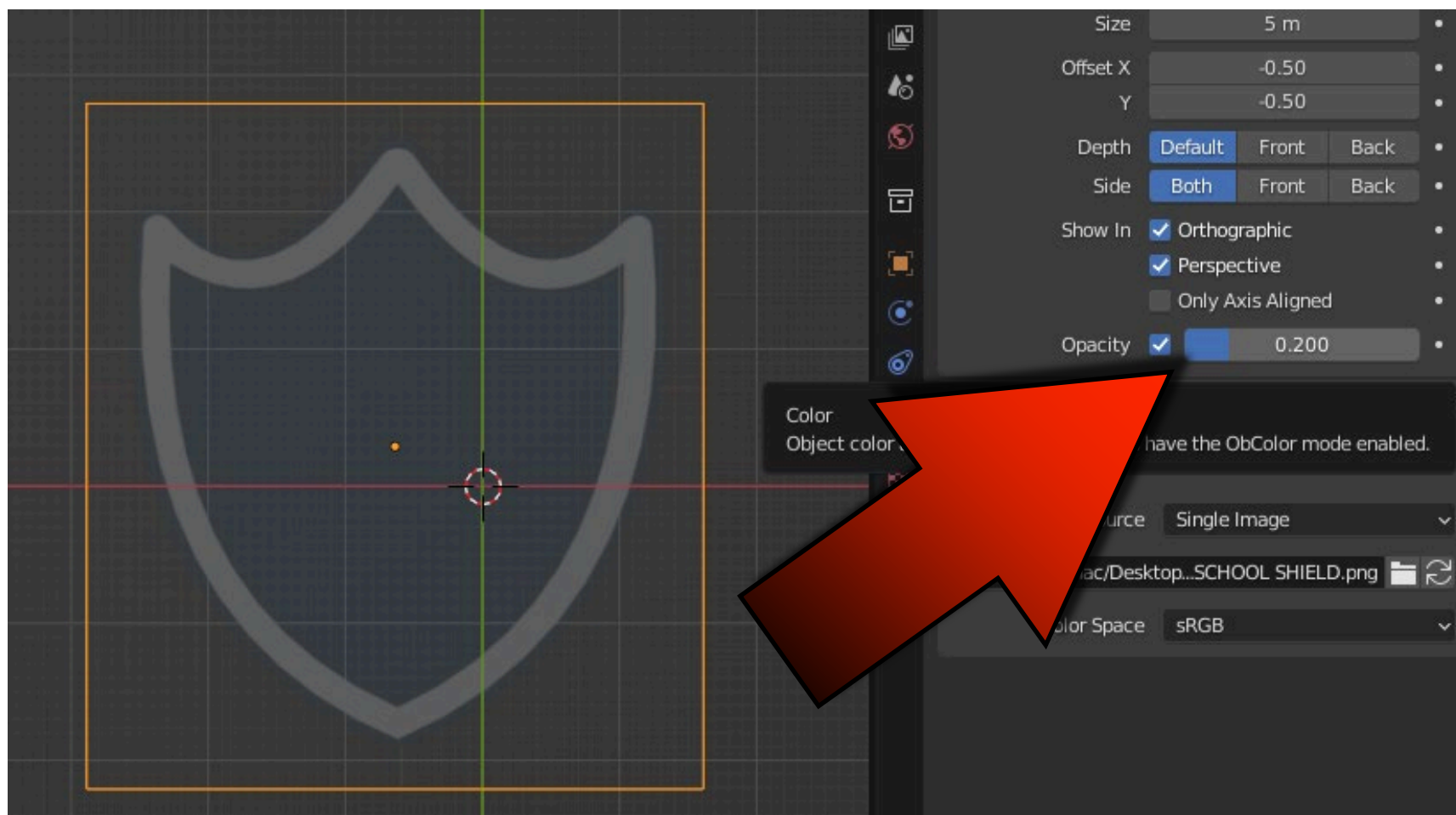
## IDŹ DO ZAKŁADKI OBJECT DATA PROPERTIES



## CURVES

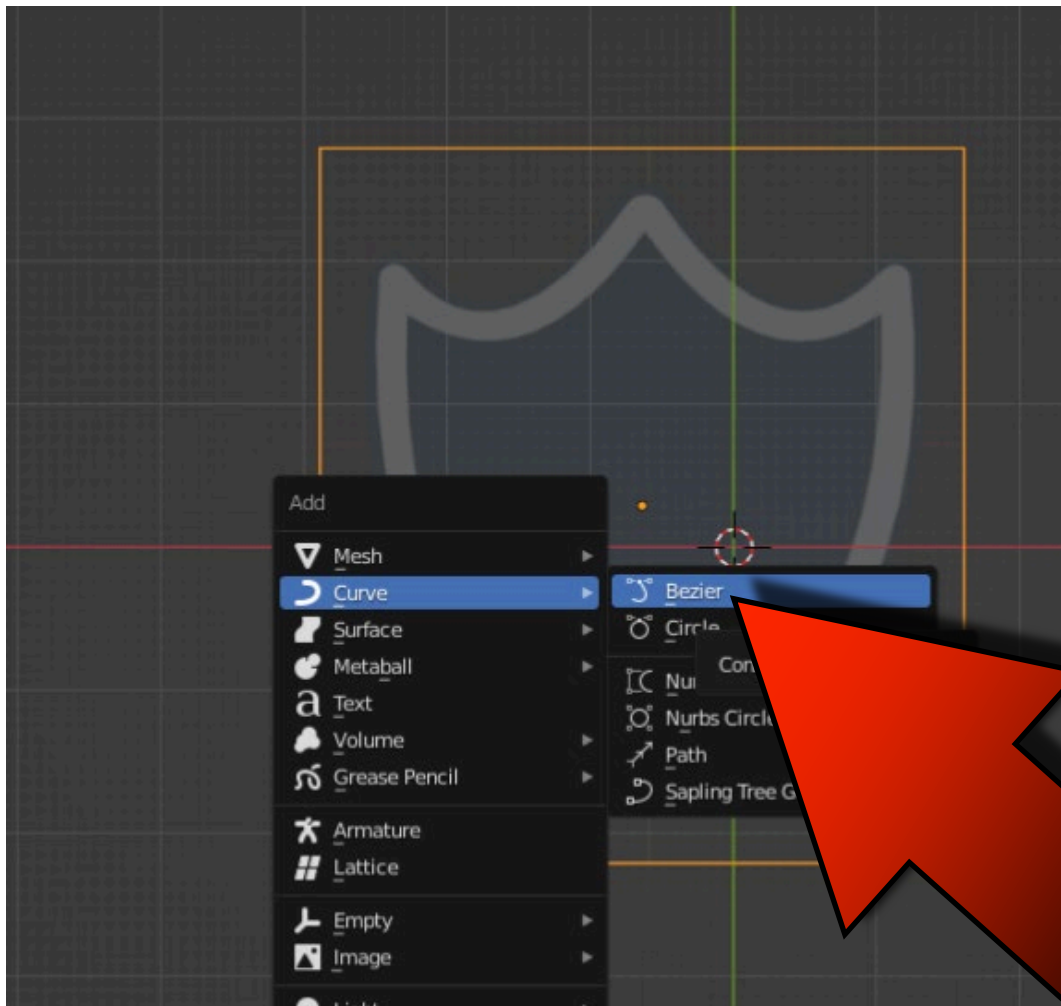


# ZMIEŃ **OPACITY** NA **0.2**



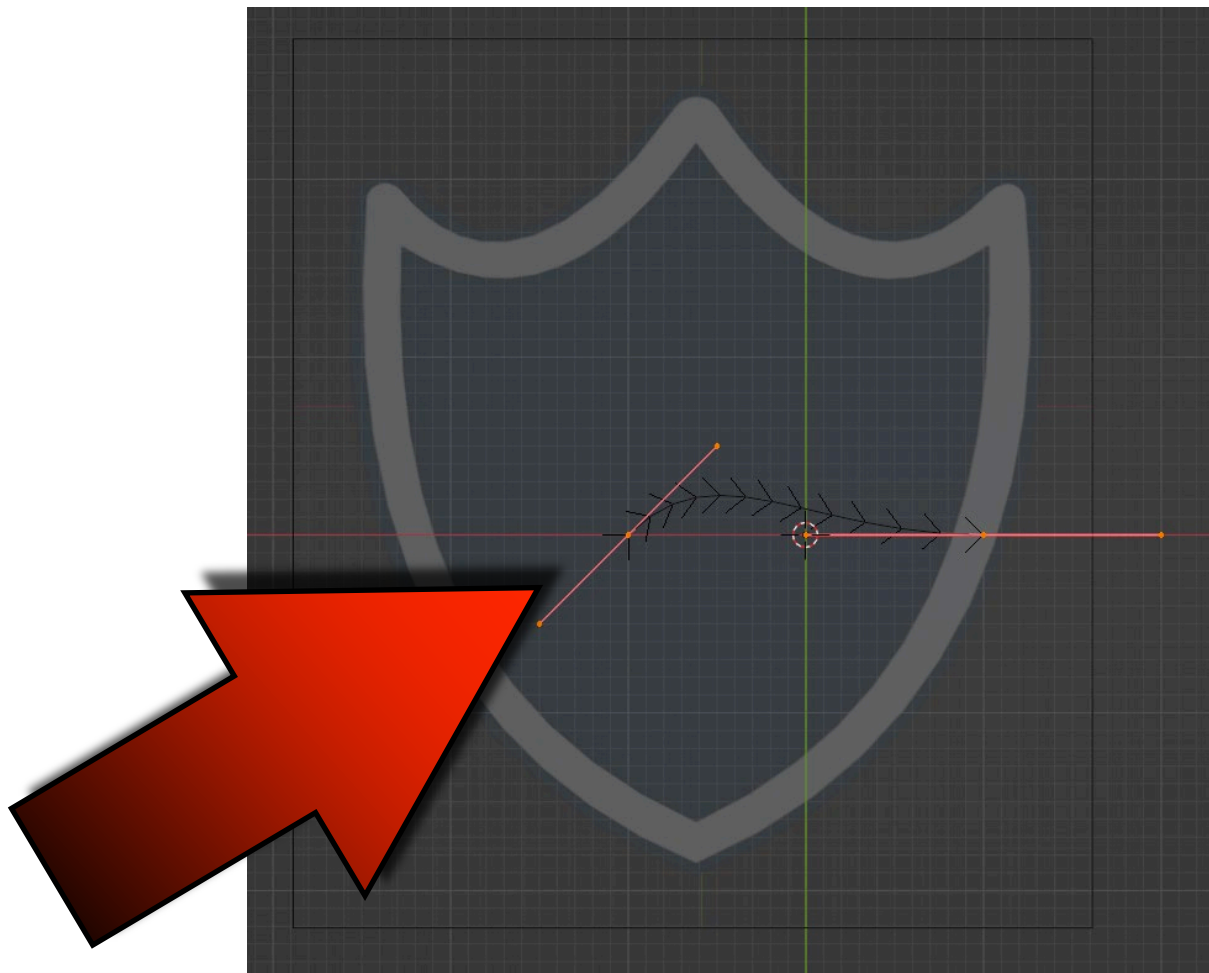
## CURVES

## WSTAW KRZYWAŁ BEZIER'A



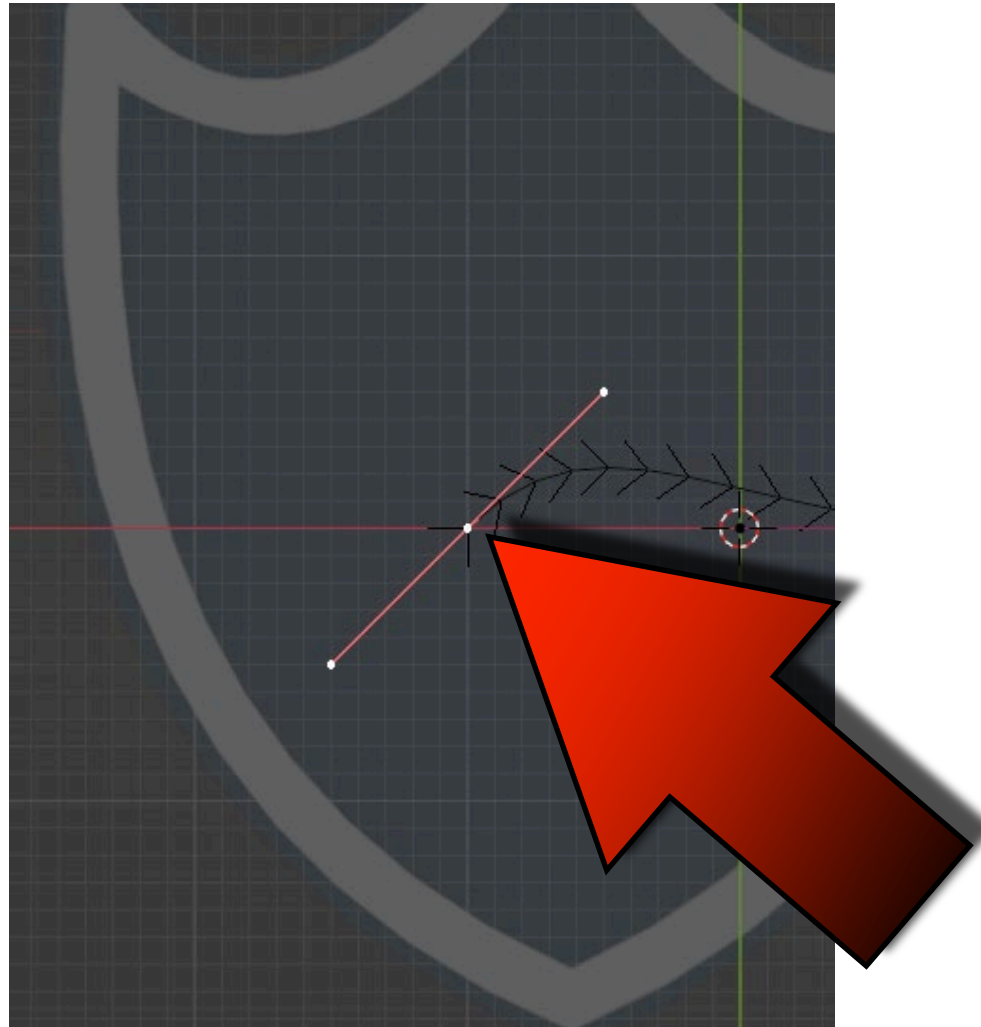
## CURVES

# IDŹ DO **EDIT MODE**



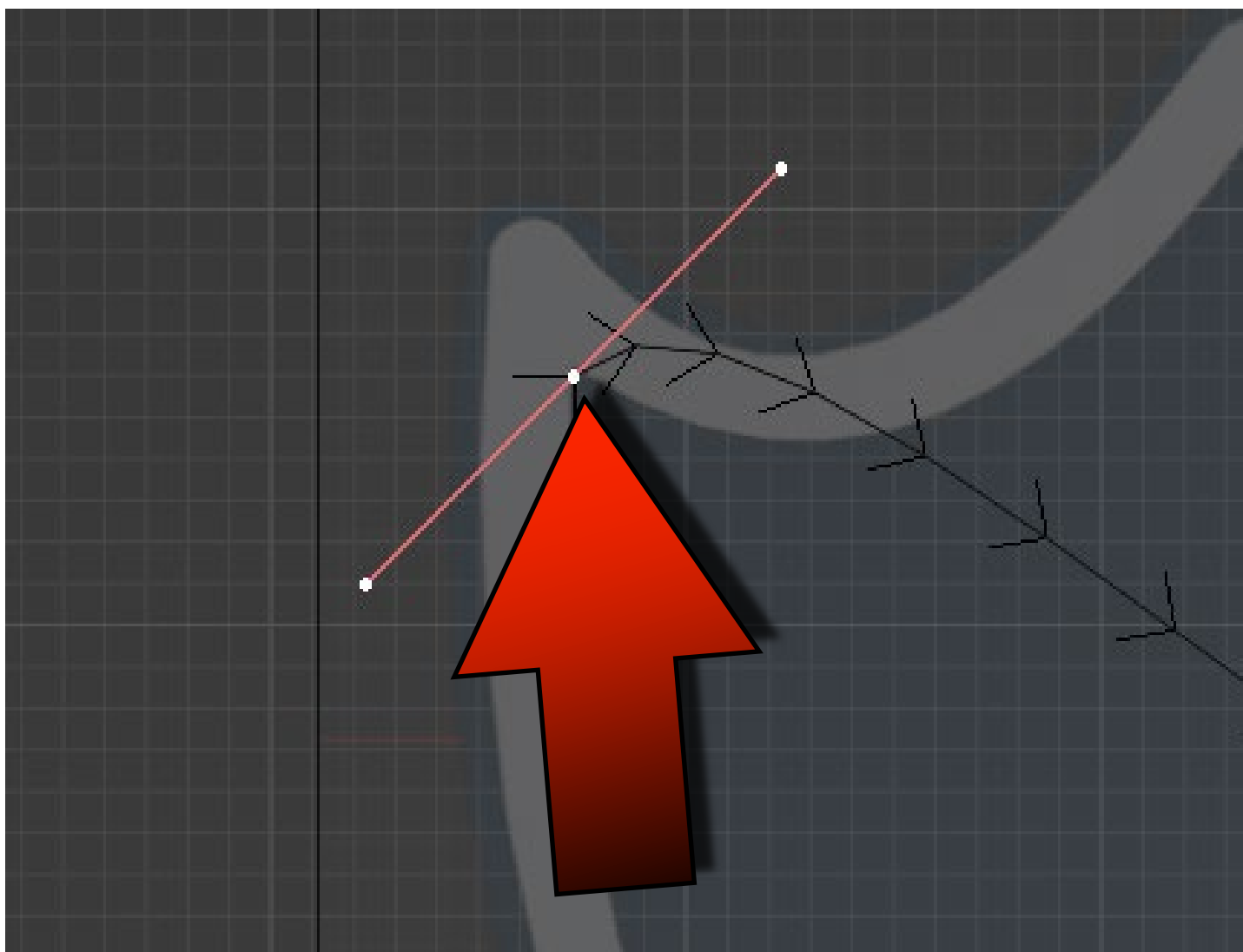
## CURVES

## NAJPIERW ZAZNACZ **WEZĘŁEK**



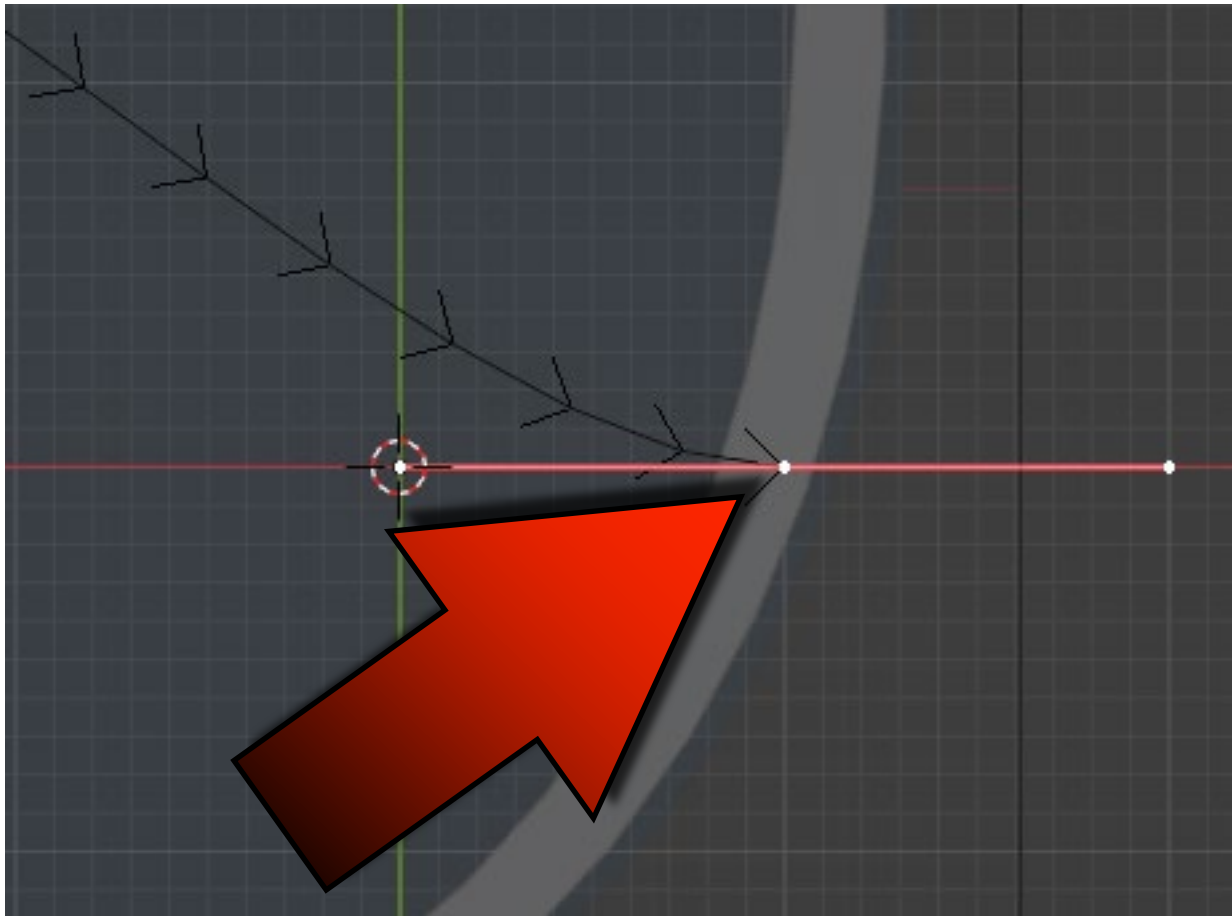
### CURVES

# PRZENIEŚ GO W TO MIEJSCE



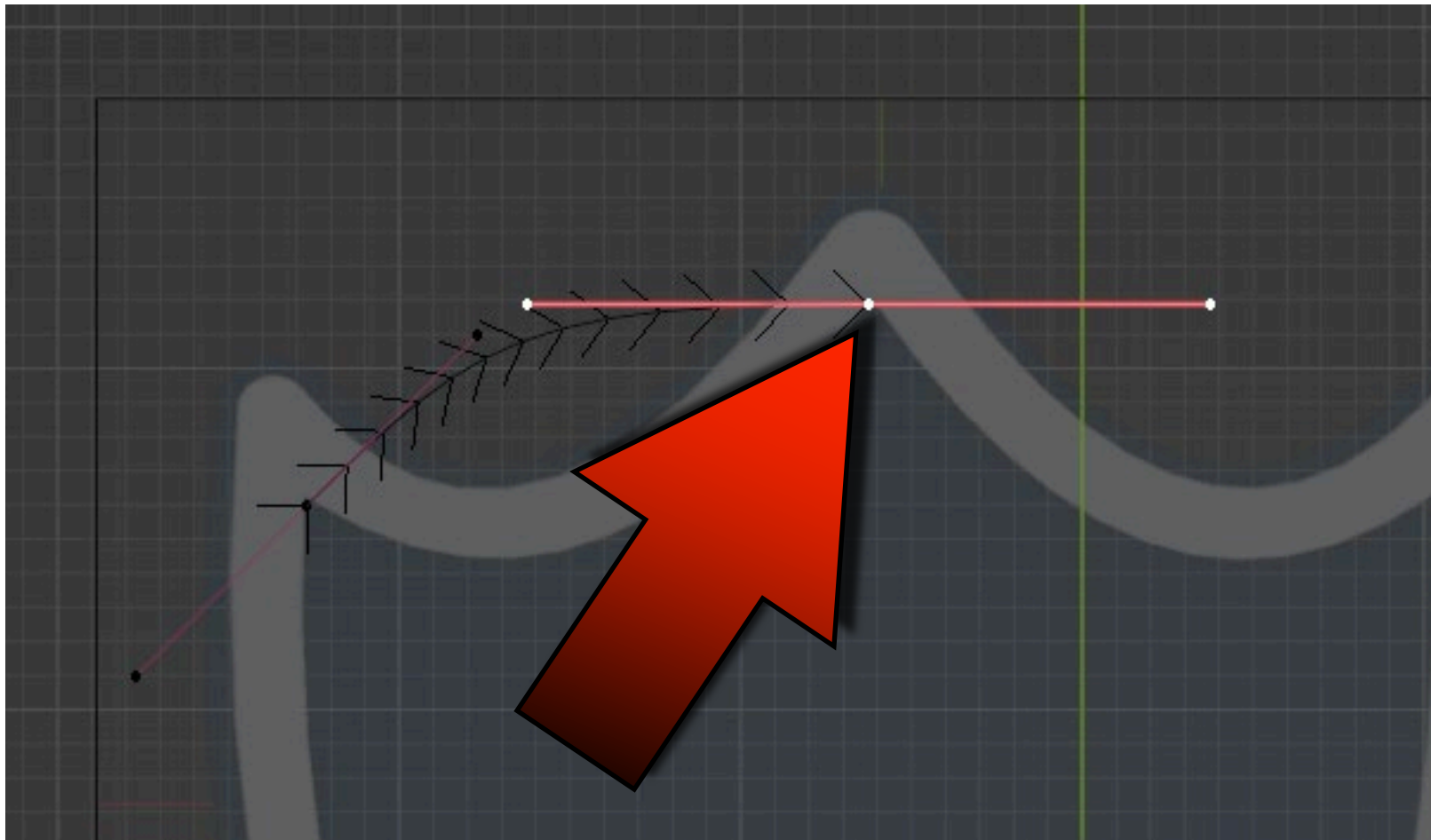
## CURVES

# ZAZNACZ DRUGI WĘZEŁEK



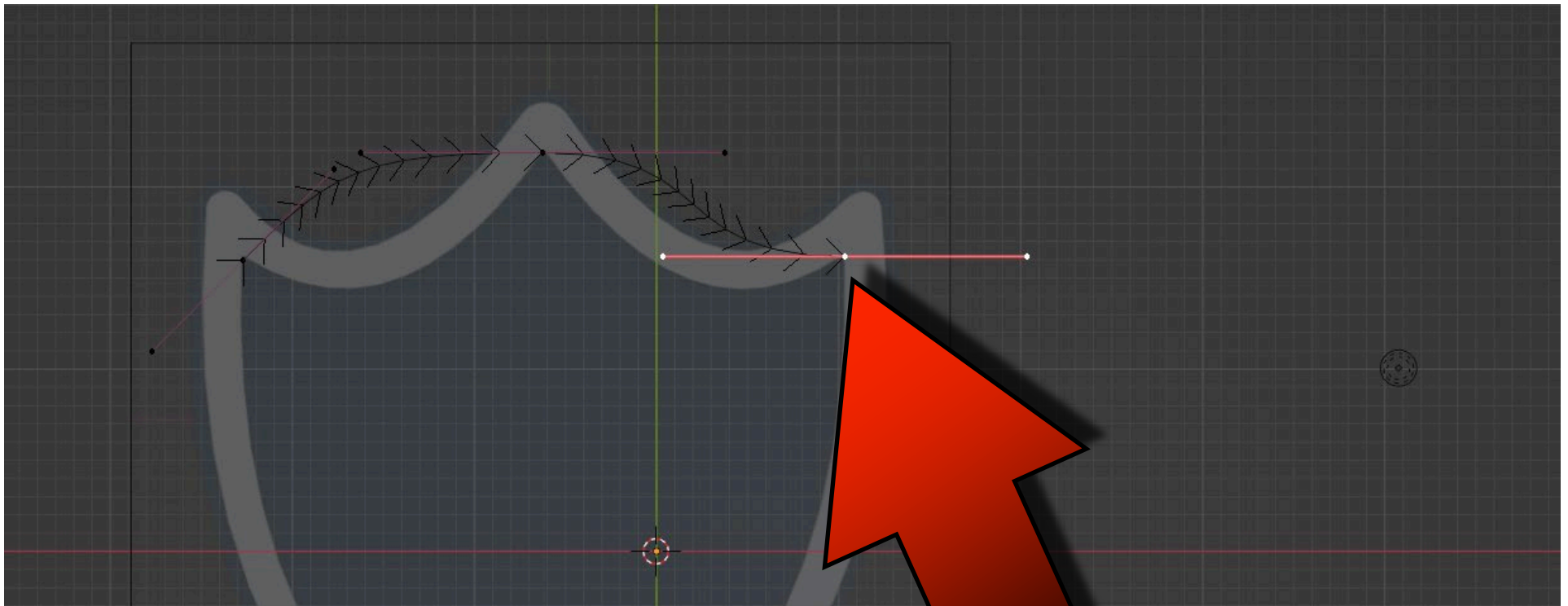
## CURVES

# PRZENIEŚ W TO MIEJSCE



**CURVES**

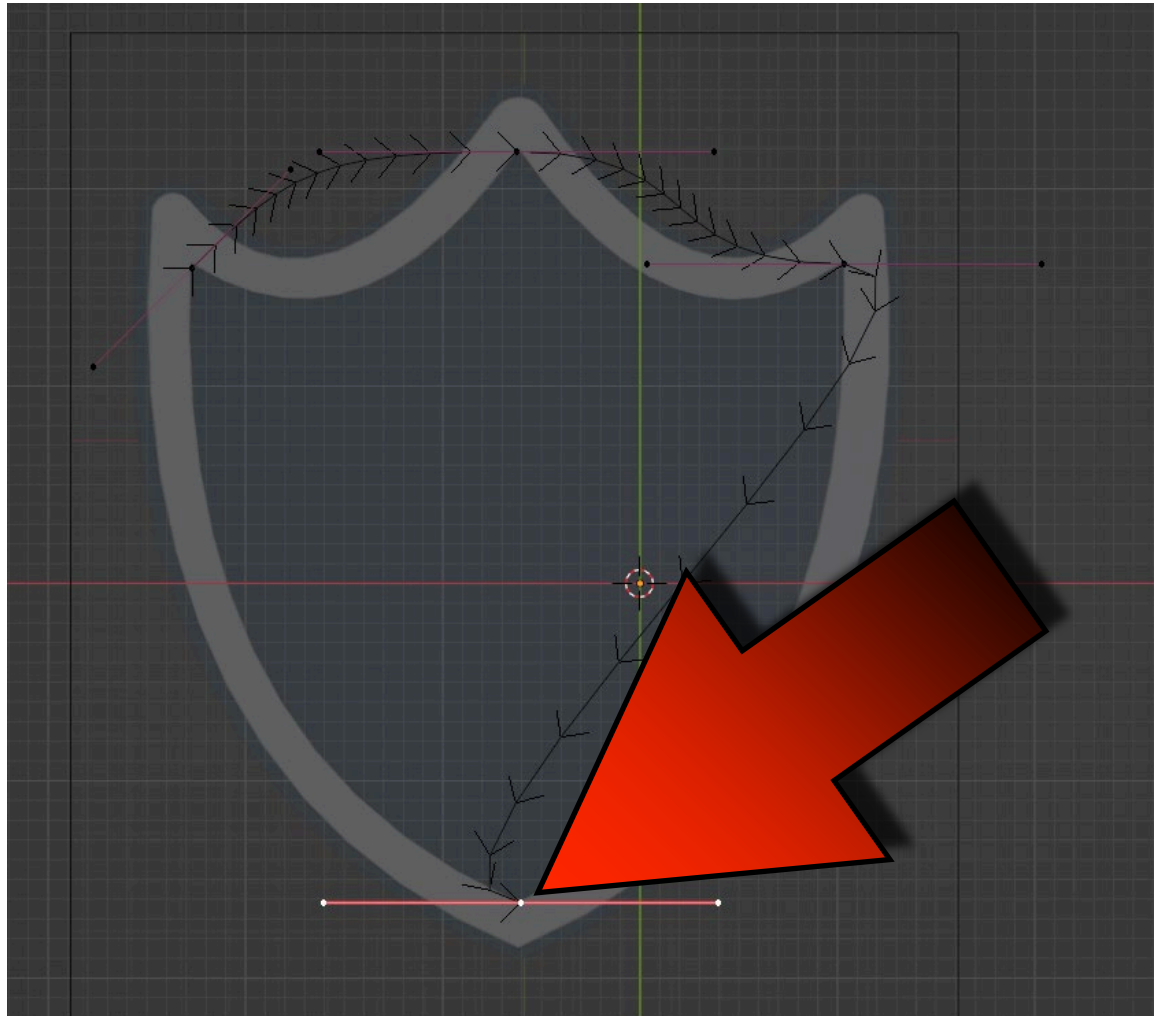
## EKSTRUDUJ W TRZECIE MIEJSCE ZA POMOCĄ KLAWISZA E



### CURVES



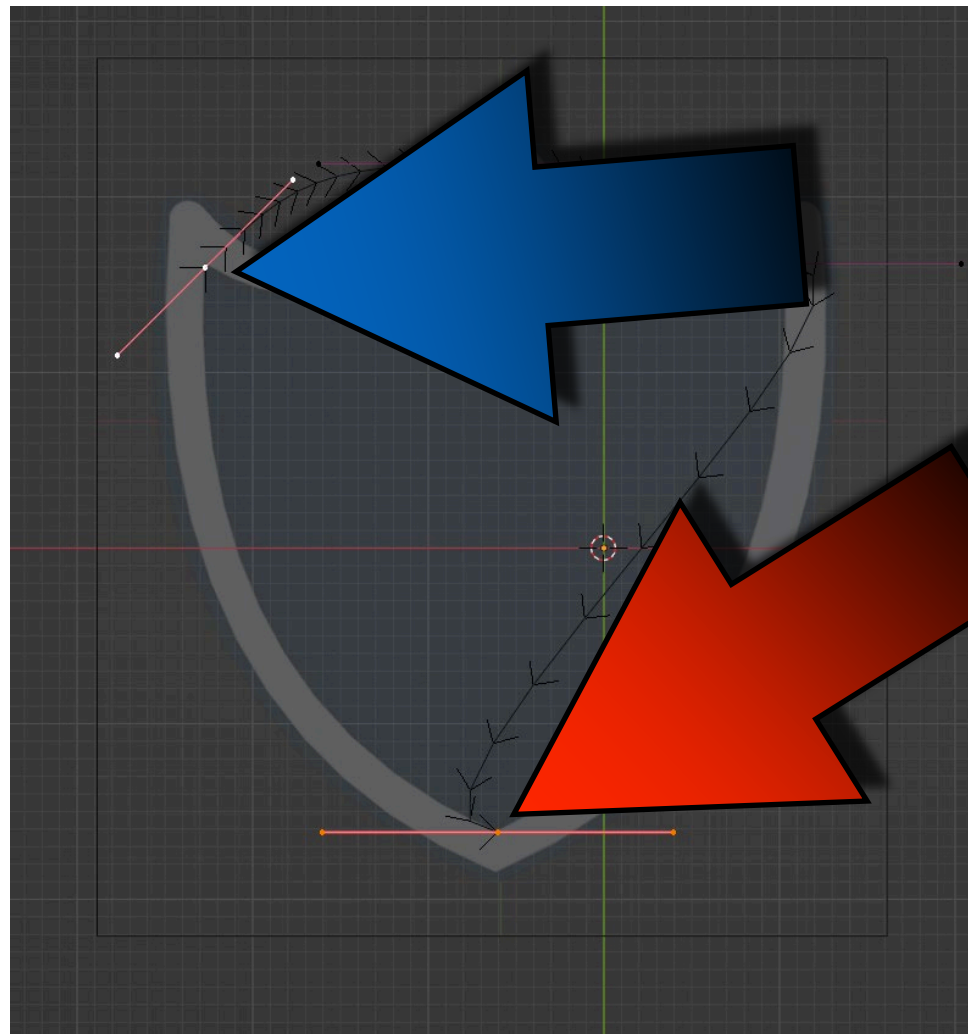
## EKSTRUDUJ W **CZWARTE** MIEJSCE



### CURVES

# POWER OF AR AND VR

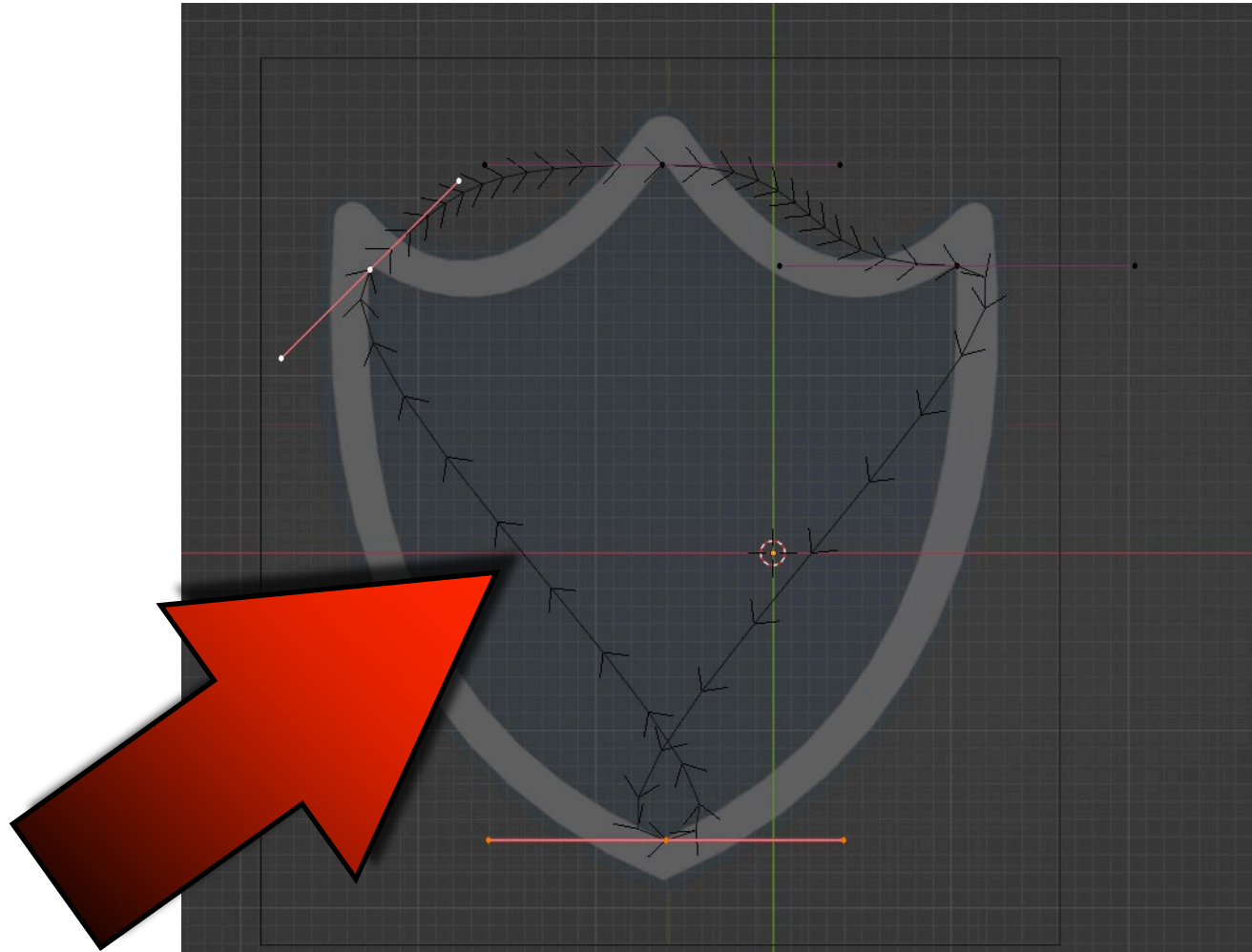
## ZAZNACZ **PIERWSZY** **I OSTATNI** WĘZŁEK



**CURVES**

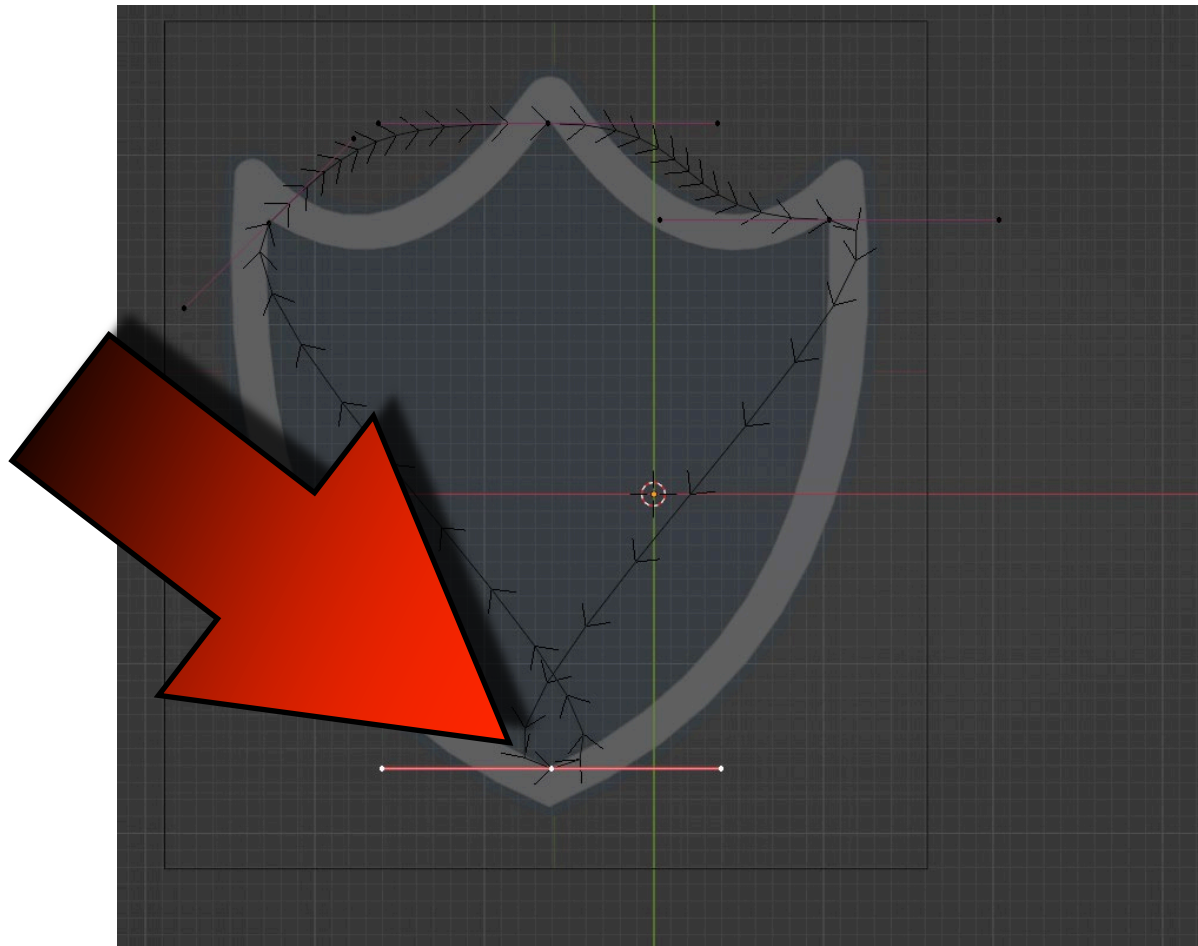
# POWER OF AR AND VR

**NACIŚNIJ KŁAWISZ F**  
**ABY JE POŁĄCZYĆ**



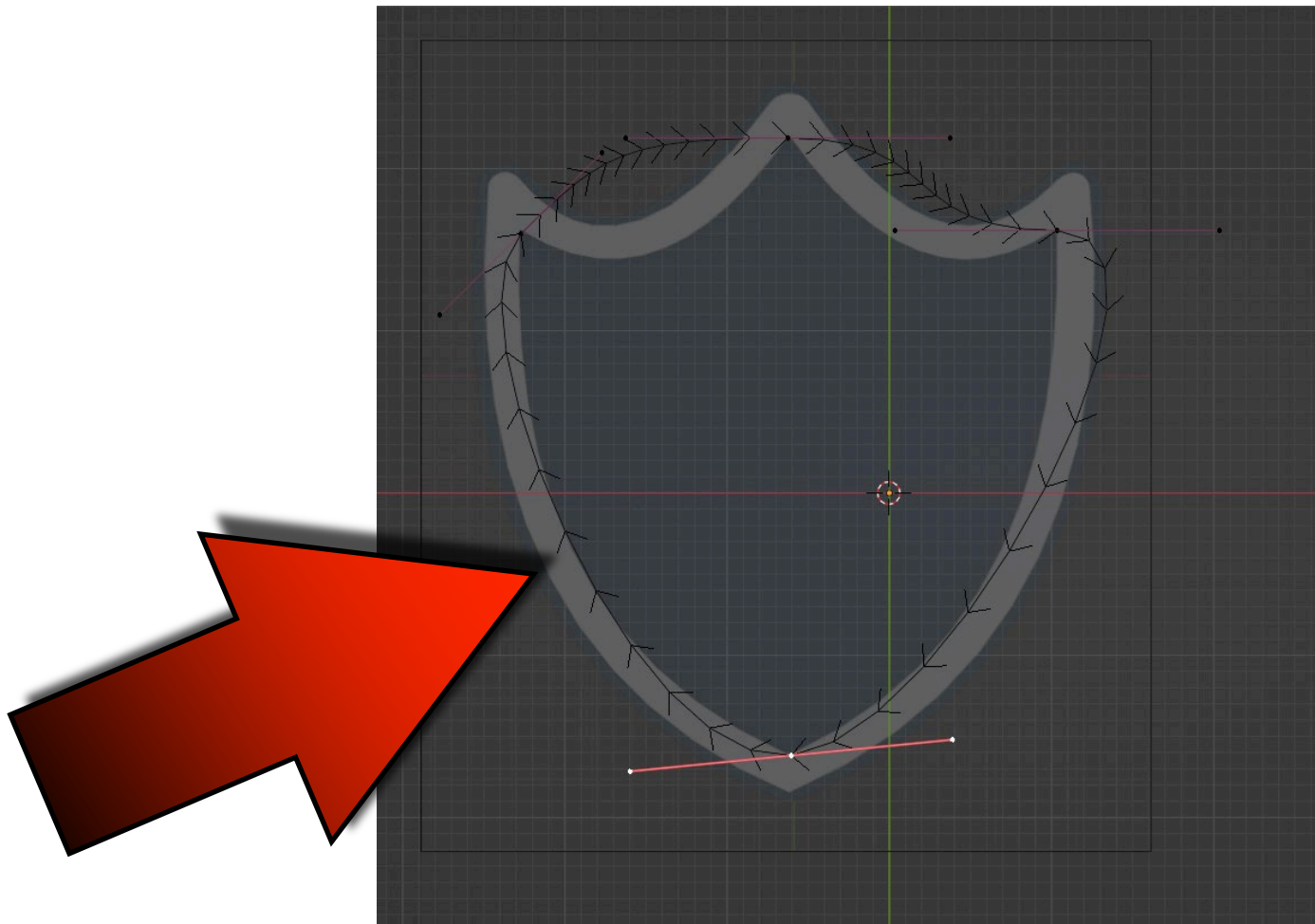
## CURVES

# ZAZNACZ **DOLNY** WĘZEŁEK



## CURVES

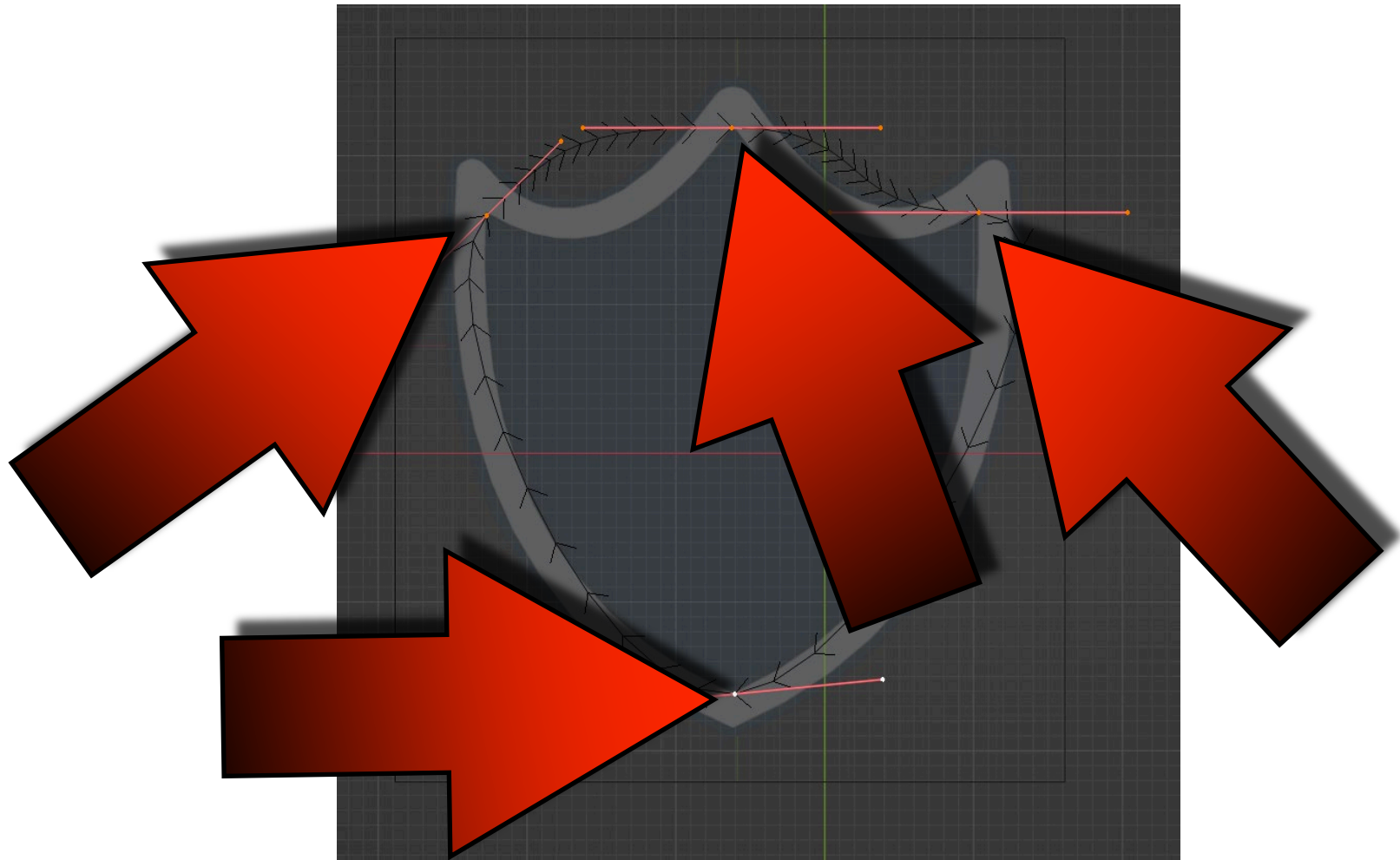
## KAWISZEM R OBRÓĆ KRZYWA



# POWER OF AR AND VR

## KLAWISZEM A

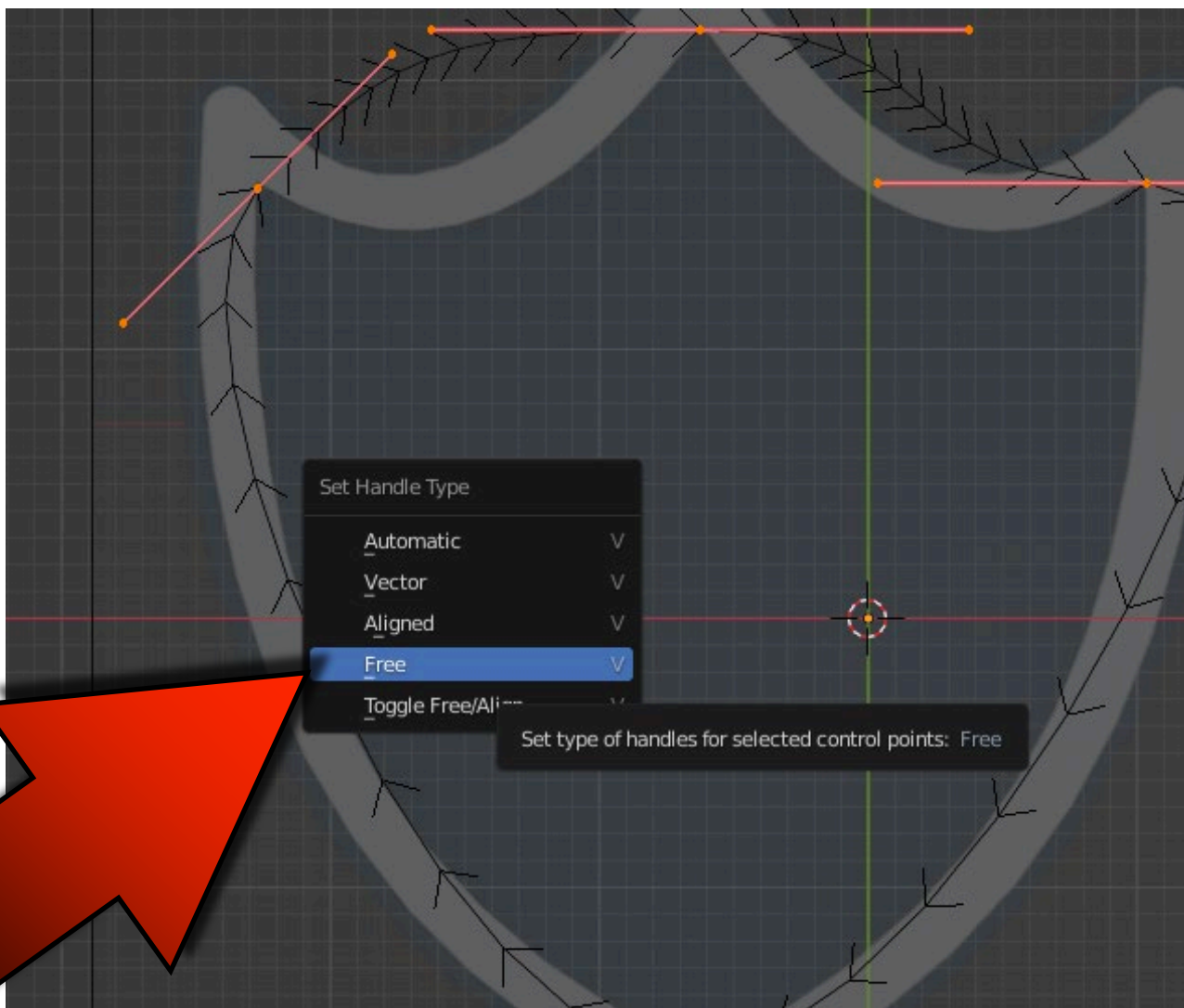
# ZAZNACZ WSZYSTKIE WĘZŁKI



## CURVES

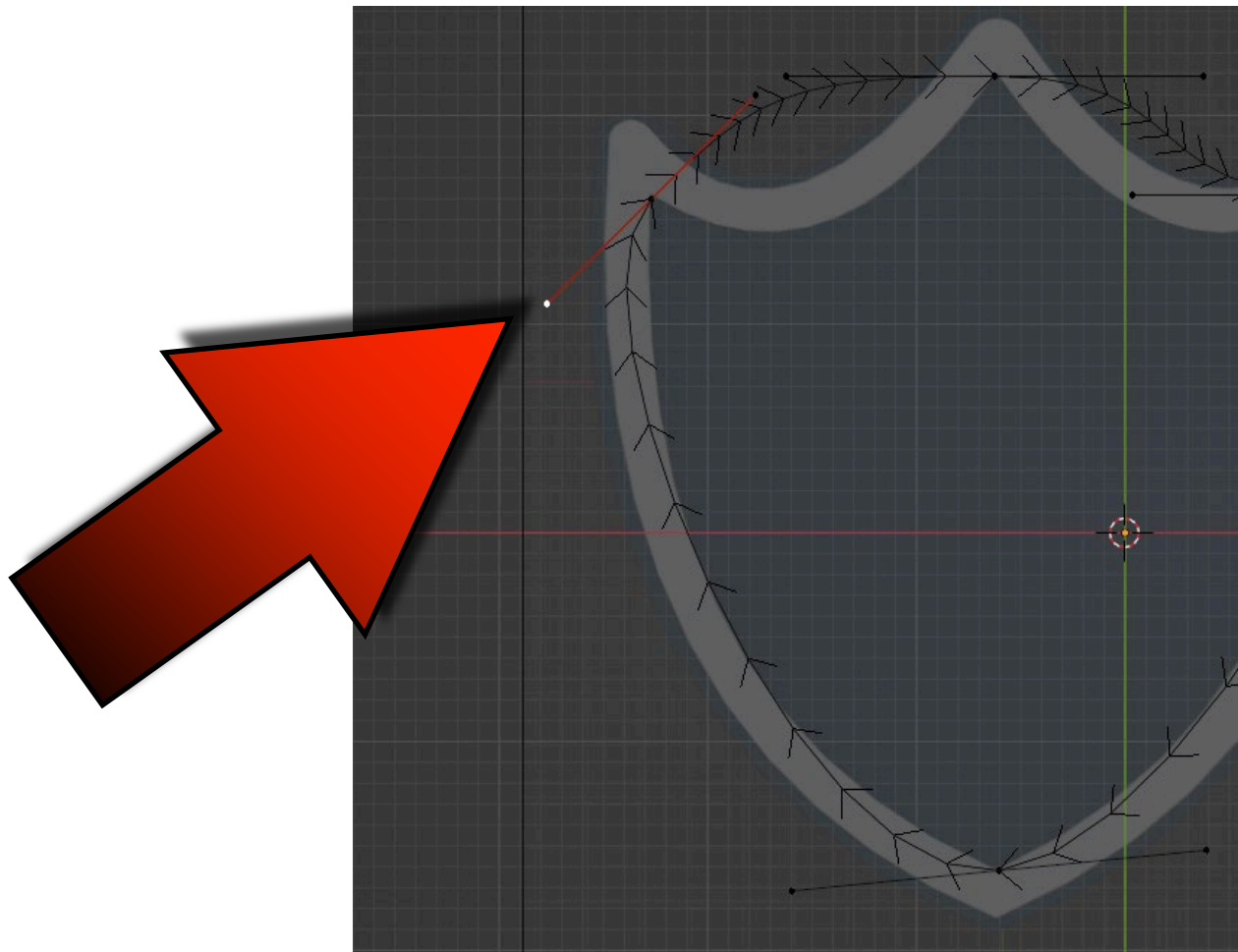
# POWER OF AR AND VR

## WYBIERZ **FREE** ZA POMOCĄ KLAWISZA **V**



### CURVES

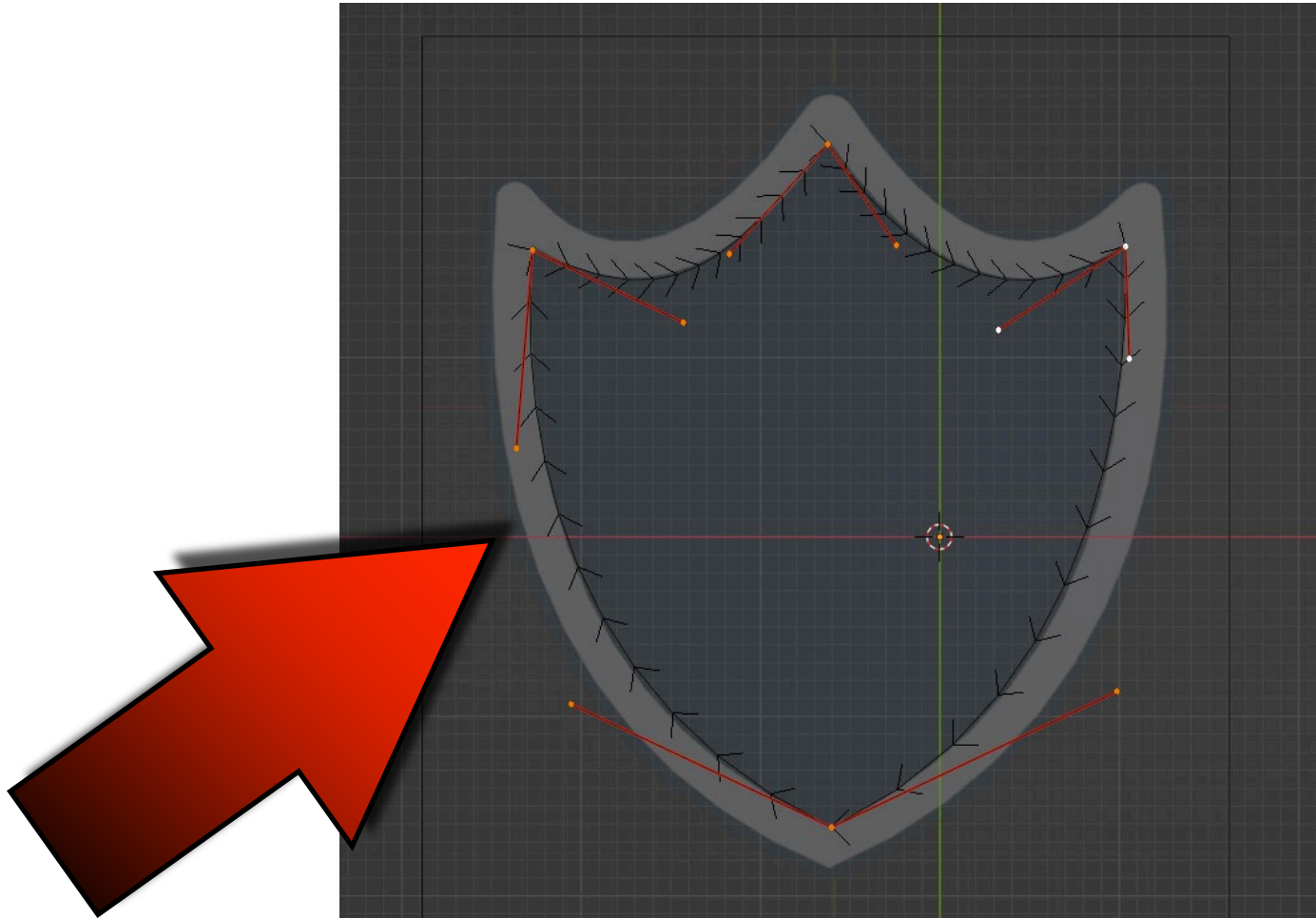
## ZMIENIAJ POZYCJE PRZYWWEJ ZA POMOCĄ **UCHWYTÓW**



### CURVES

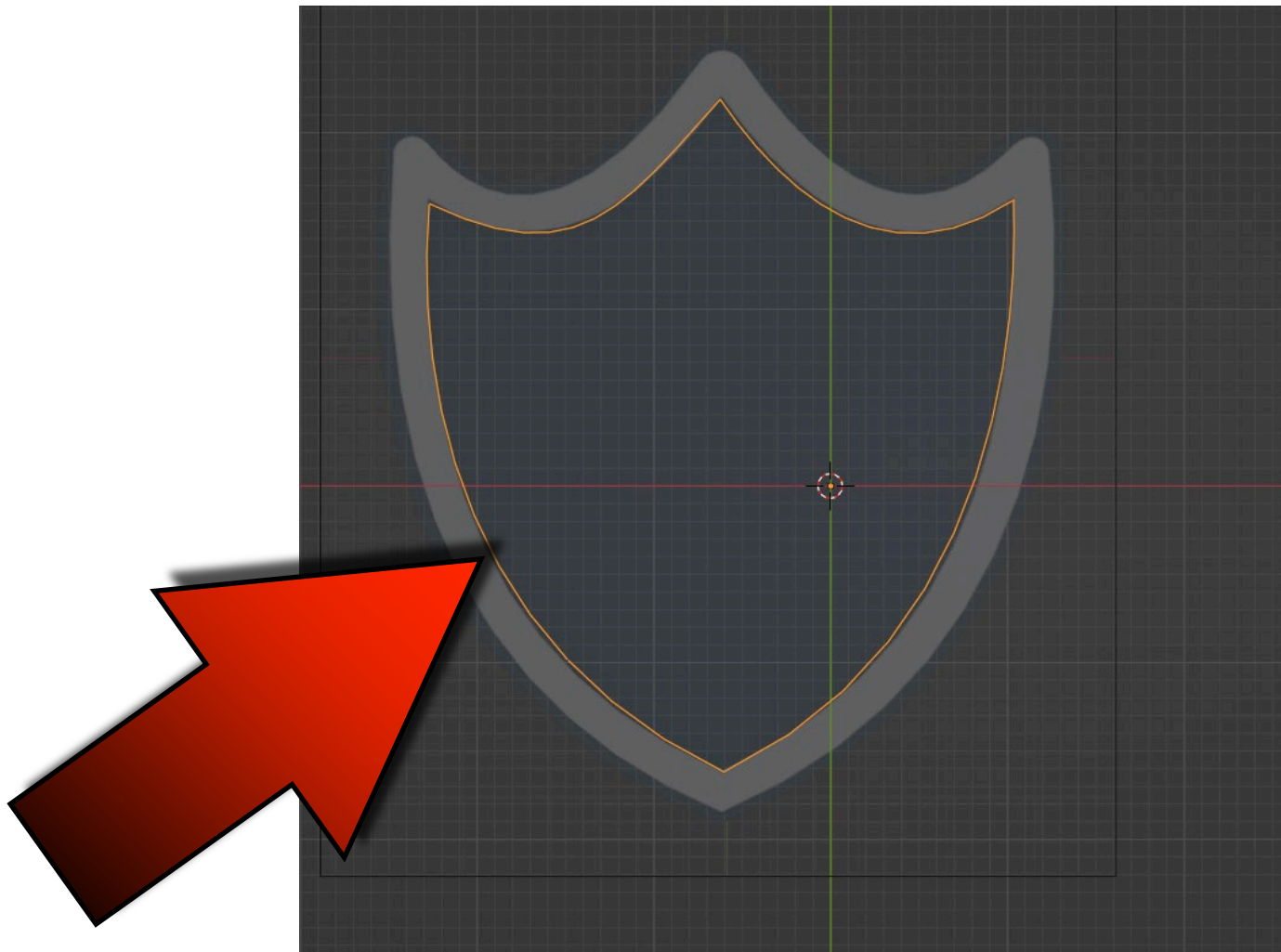


## USTAW JE JAK NA RYSUNKU



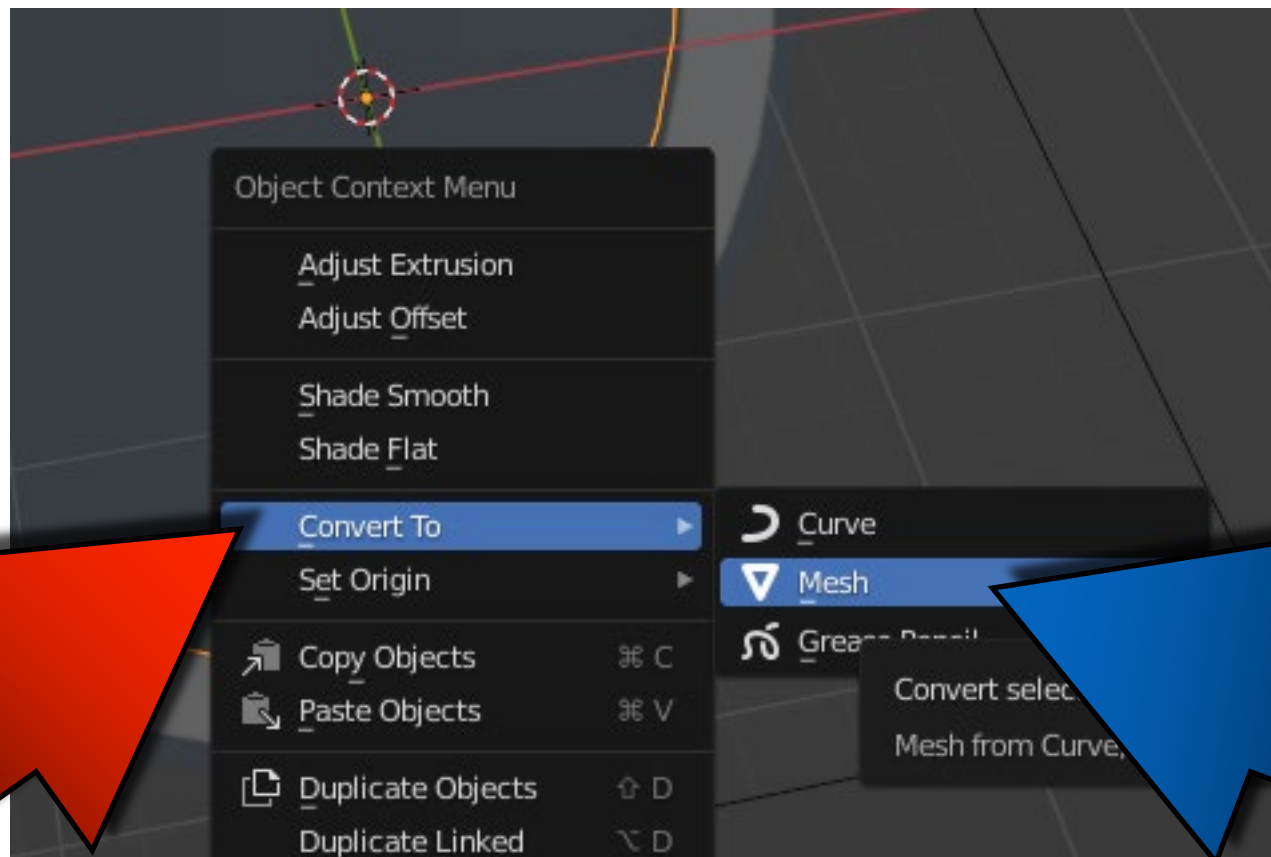
**CURVES**

# IDŹ DO **OBJECT MODE**



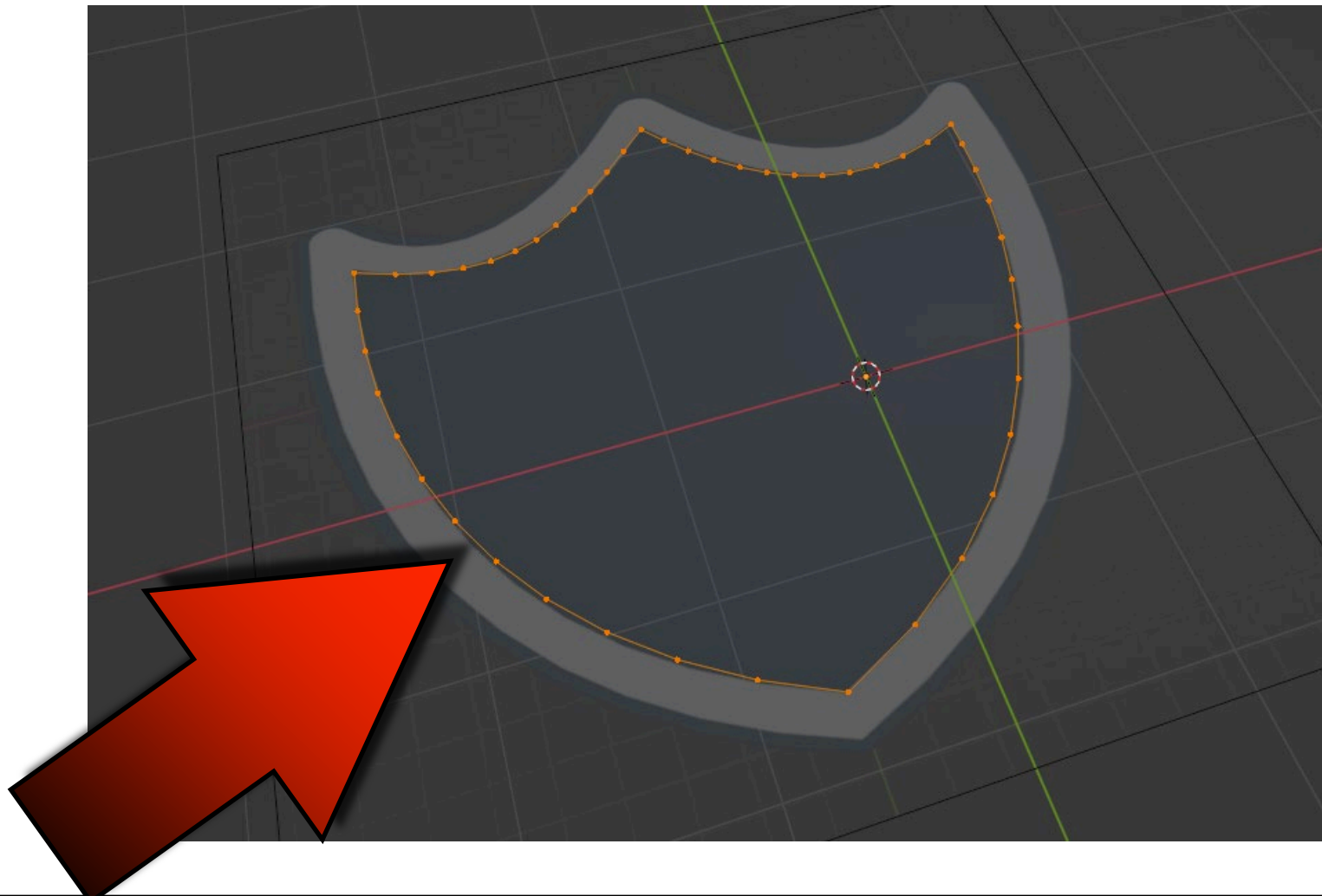
## CURVES

## WYBIERZ **CONVERT TO**/MESH ZA POMOCĄ PRAWEGO KLAWISZA MYSZKI



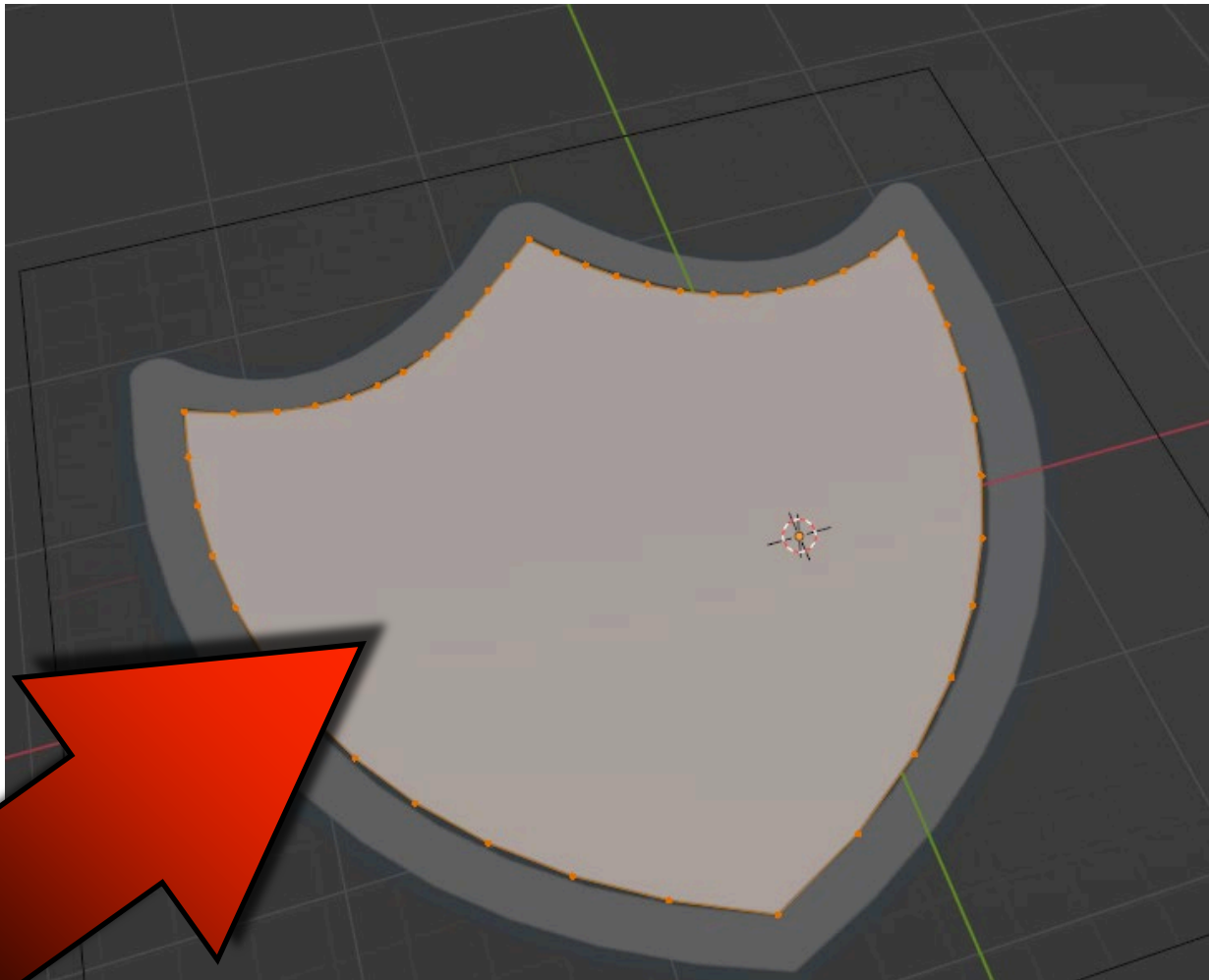
## CURVES

## IDŹ DO **EDIT MODE** I **ZAZNACZ WSZYSTKO**



## CURVES

## NACIŚNIJ KLAWISZ **F** ABY **ZAMKNAĆ ŚCIANĘ**

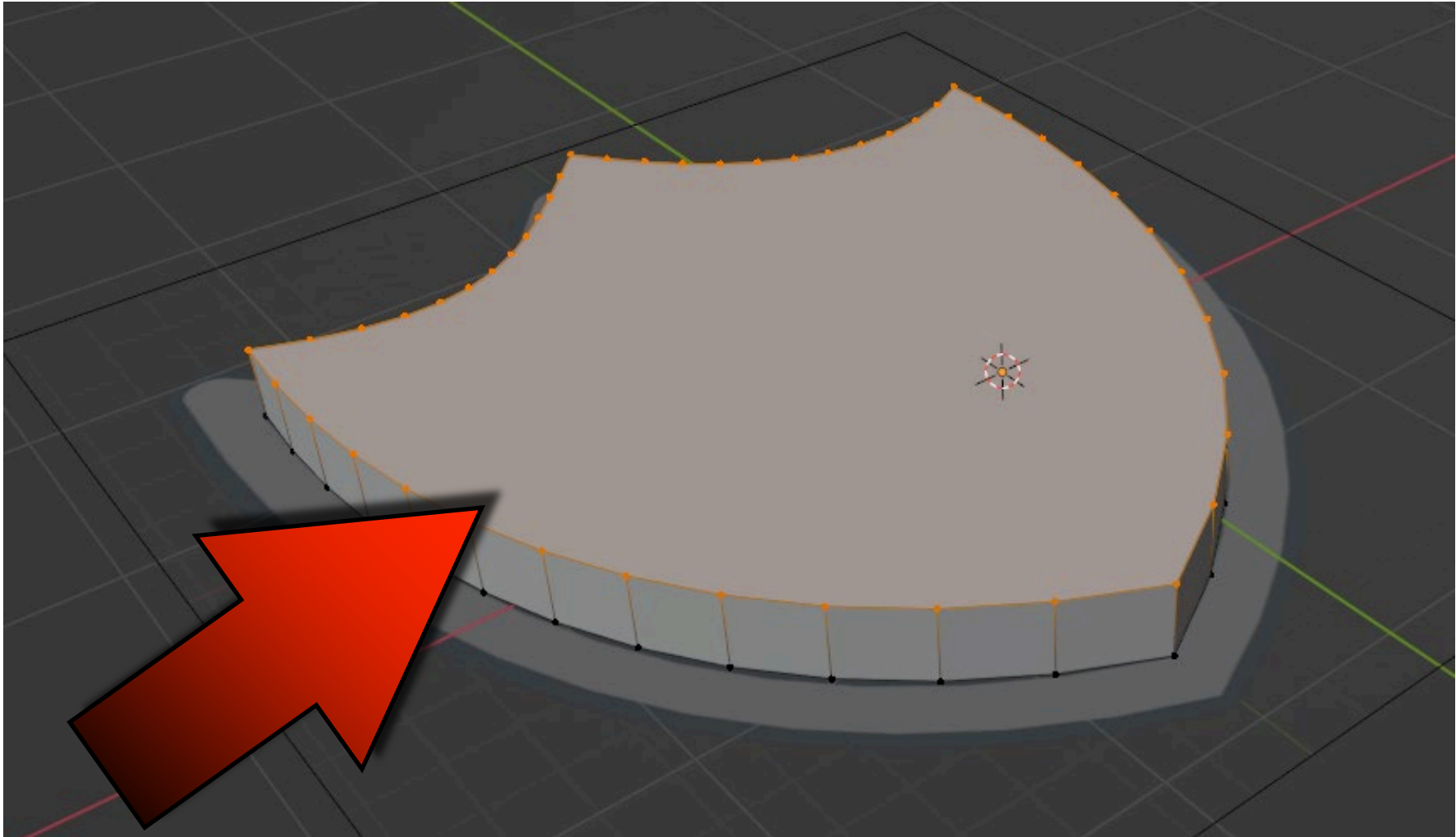


**CURVES**

# POWER OF AR AND VR

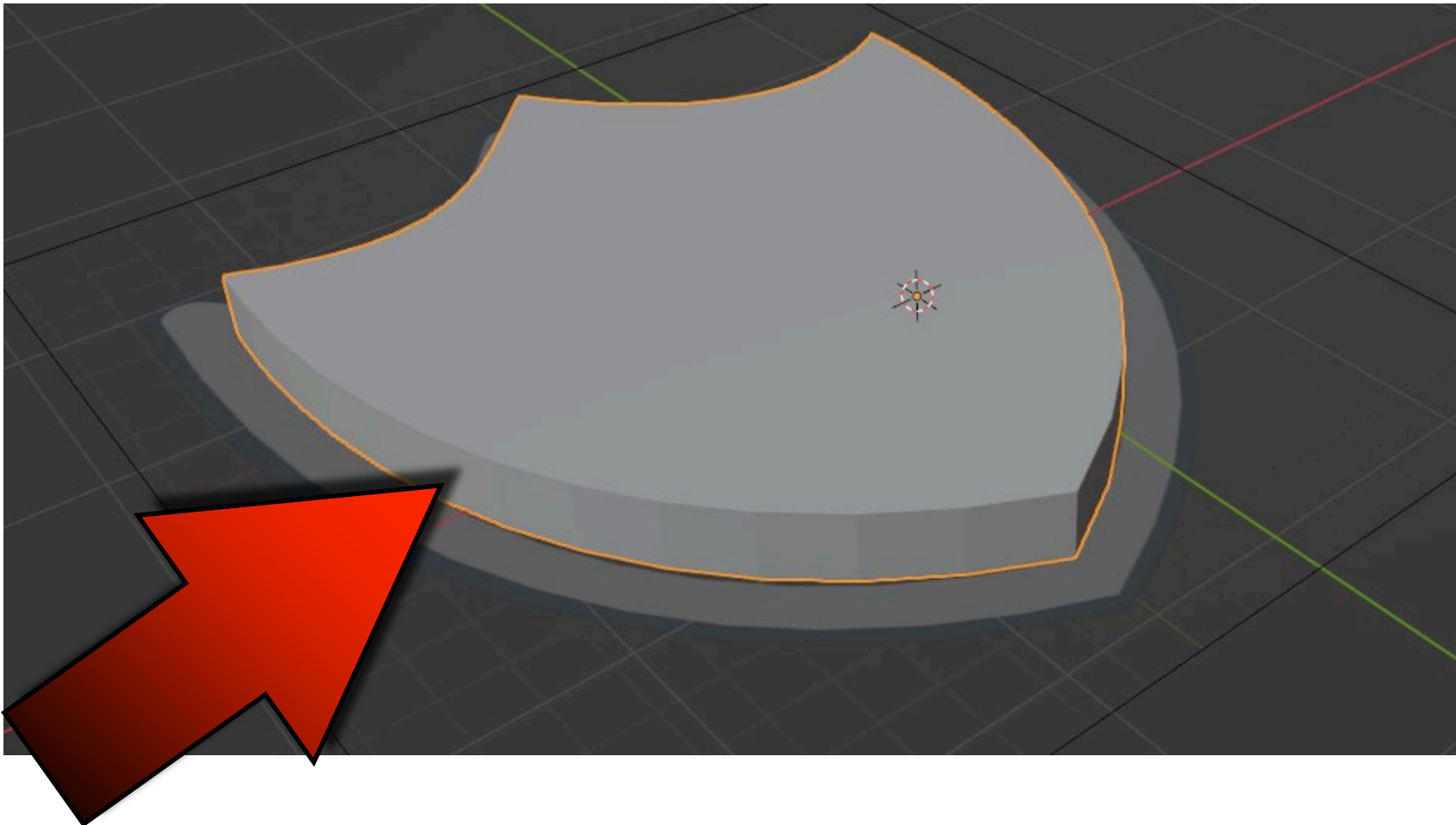
## KLAWISZEM E

## WYEKSTRUDUJ PO OSI Z



**CURVES**

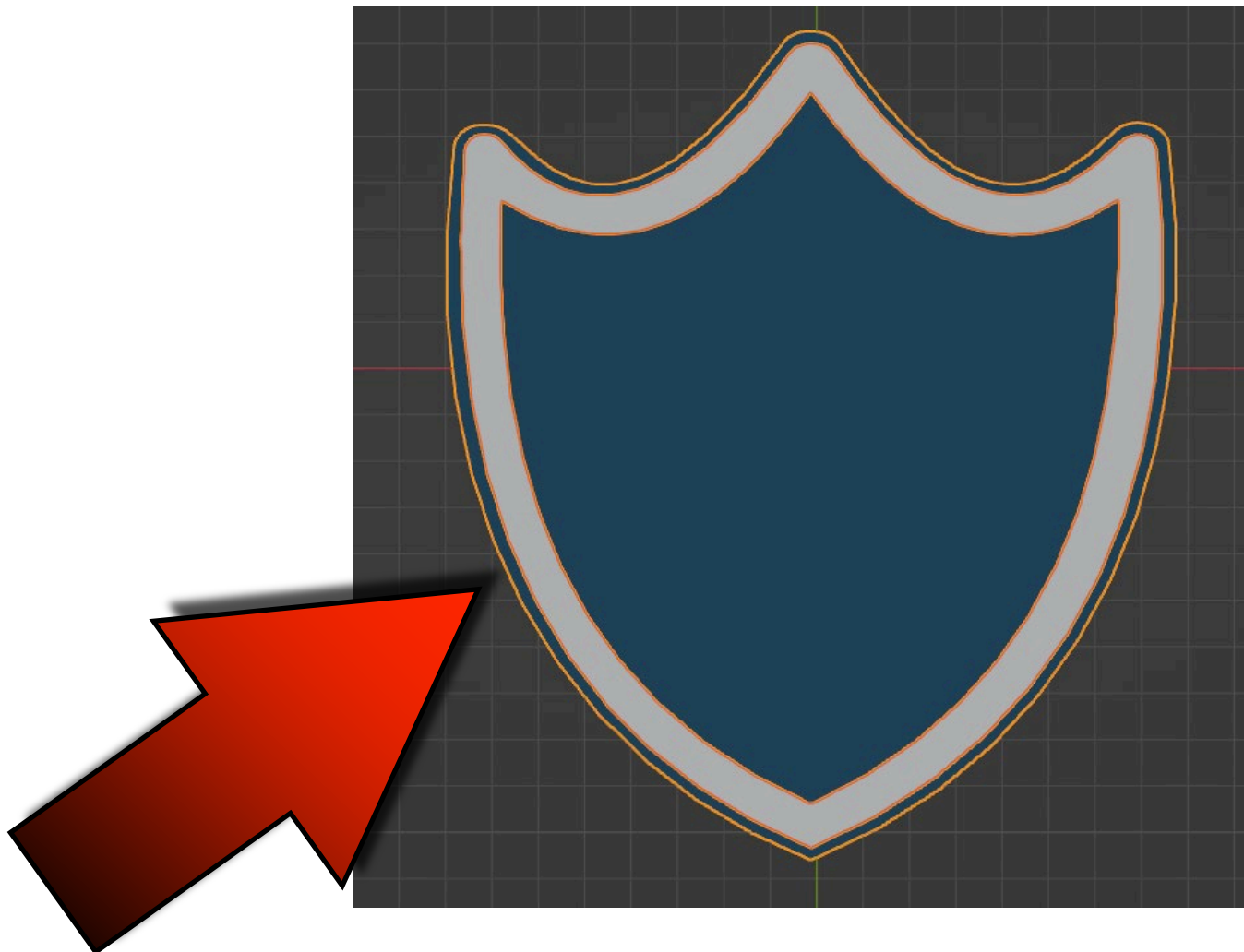
# IDŹ DO **OBJECT MODE**



## CURVES

# POWER OF AR AND VR

## ZRÓB POZOSTAŁE ELEMENTY TARCZY SAMODZIELNIE



**CURVES**



## SPRÓBUJ SZMODZIELNIE NARYSOWAĆ LOGO SWOJEJ INSTYTUCJI



**CURVES**



# POWER OF AR AND VR



ZA POMOCĄ KRZYWYCH MOŻESZ NARYSOWAĆ  
DOWOLNY MODEL KTÓRY POŹNIEJ MOŻESZ  
**WYDRUKOWAĆ NA DRUKARCE 3D**



## CURVES

# POWER OF AR AND VR

# DZIĘKUJĘ ZA UWAGĘ



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