

# POWER OF AR AND VR

# CIASTEK



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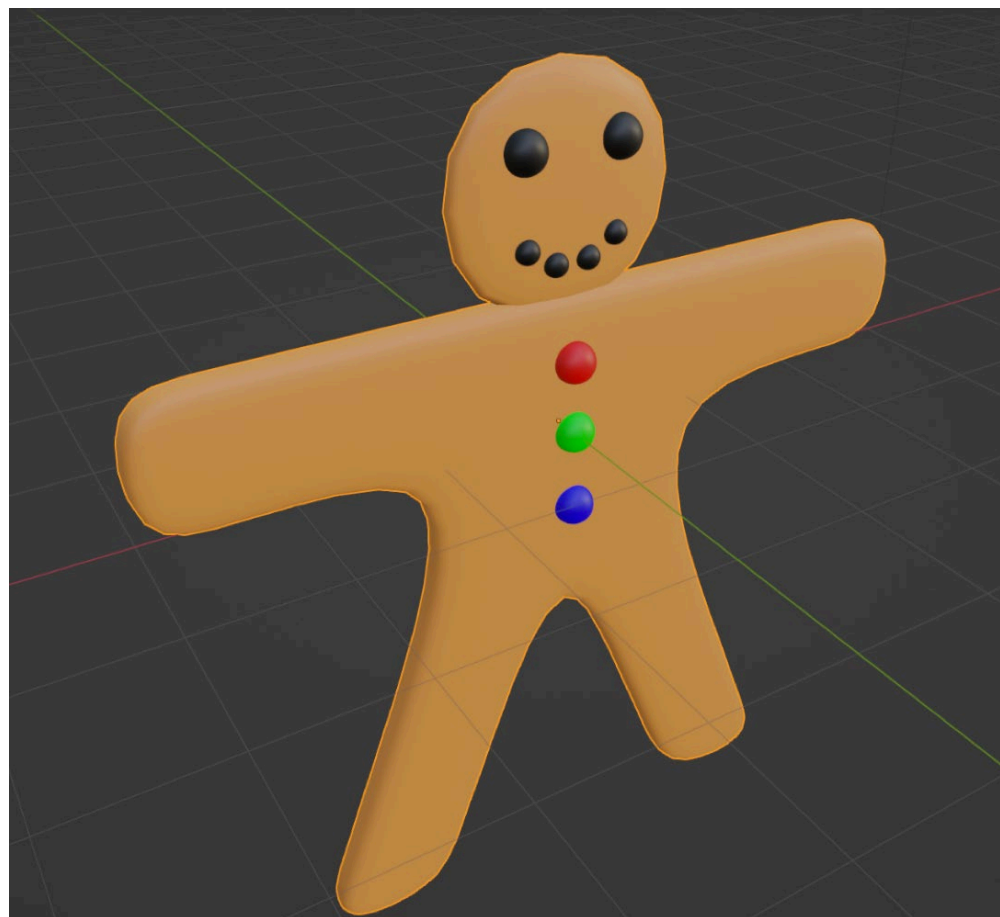


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the European Union  
co-funded by

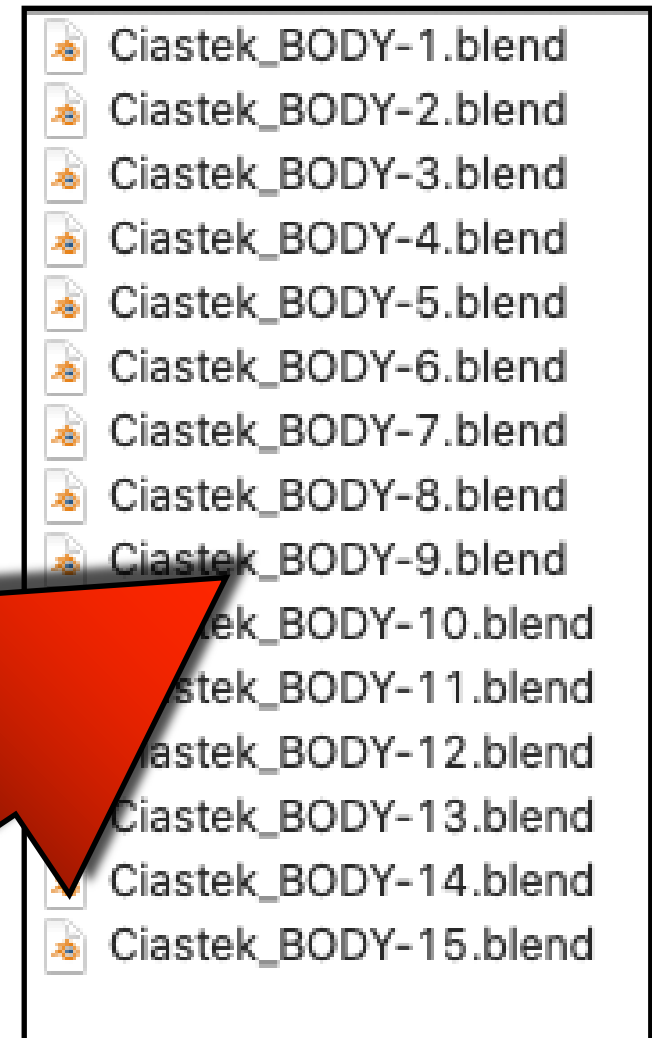
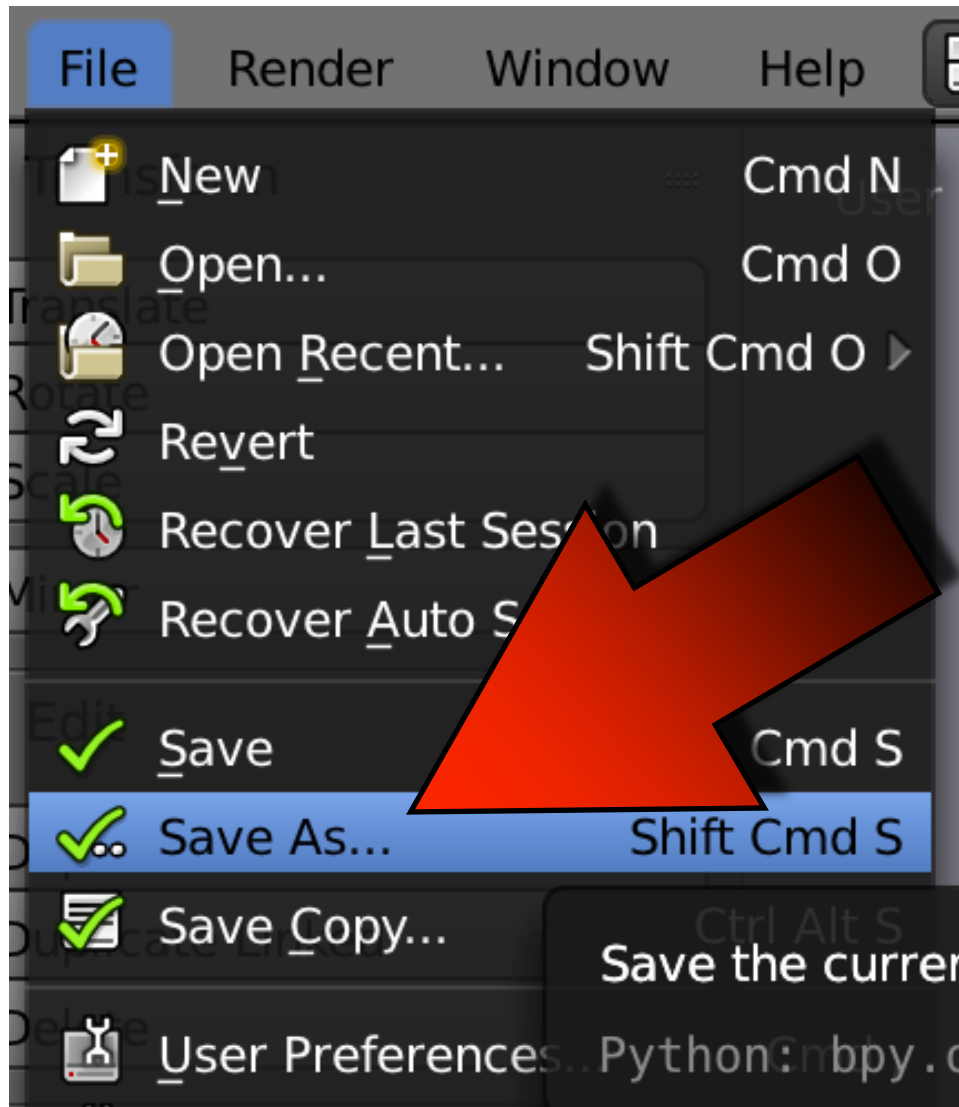


**W TYM SZKOLENIU NARYSUJEMY POSTAĆ CIASTKA  
Z FILMU SHREK,  
A W PRZYSZŁOŚCI DODAMY MU ANIMACJĘ**



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## PAMIĘTAJ ZAWSZE O SYSTEMATYCZNYM ZAPISYWANIU SWOJEJ PRACY

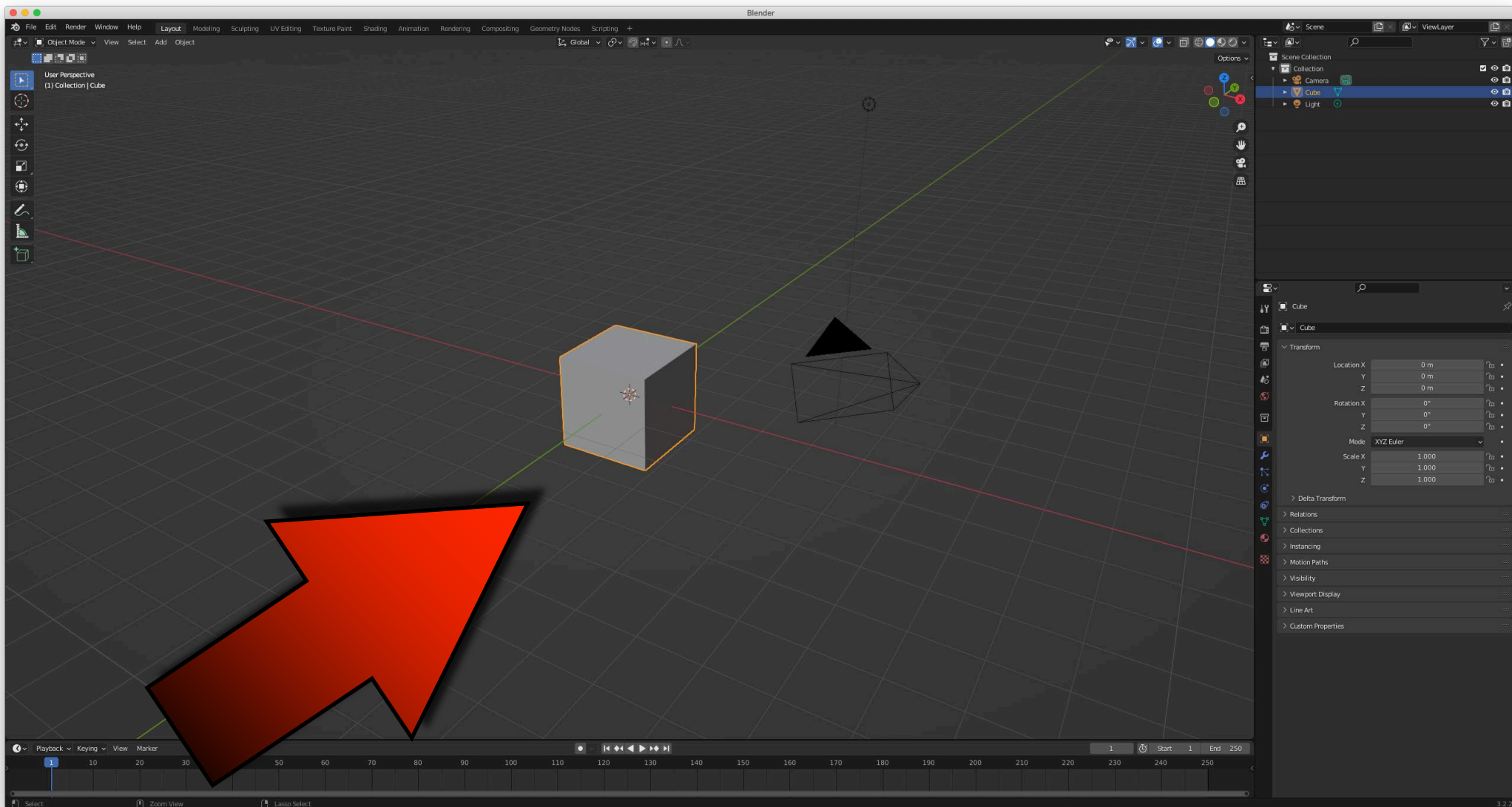




# POWER OF AR AND VR



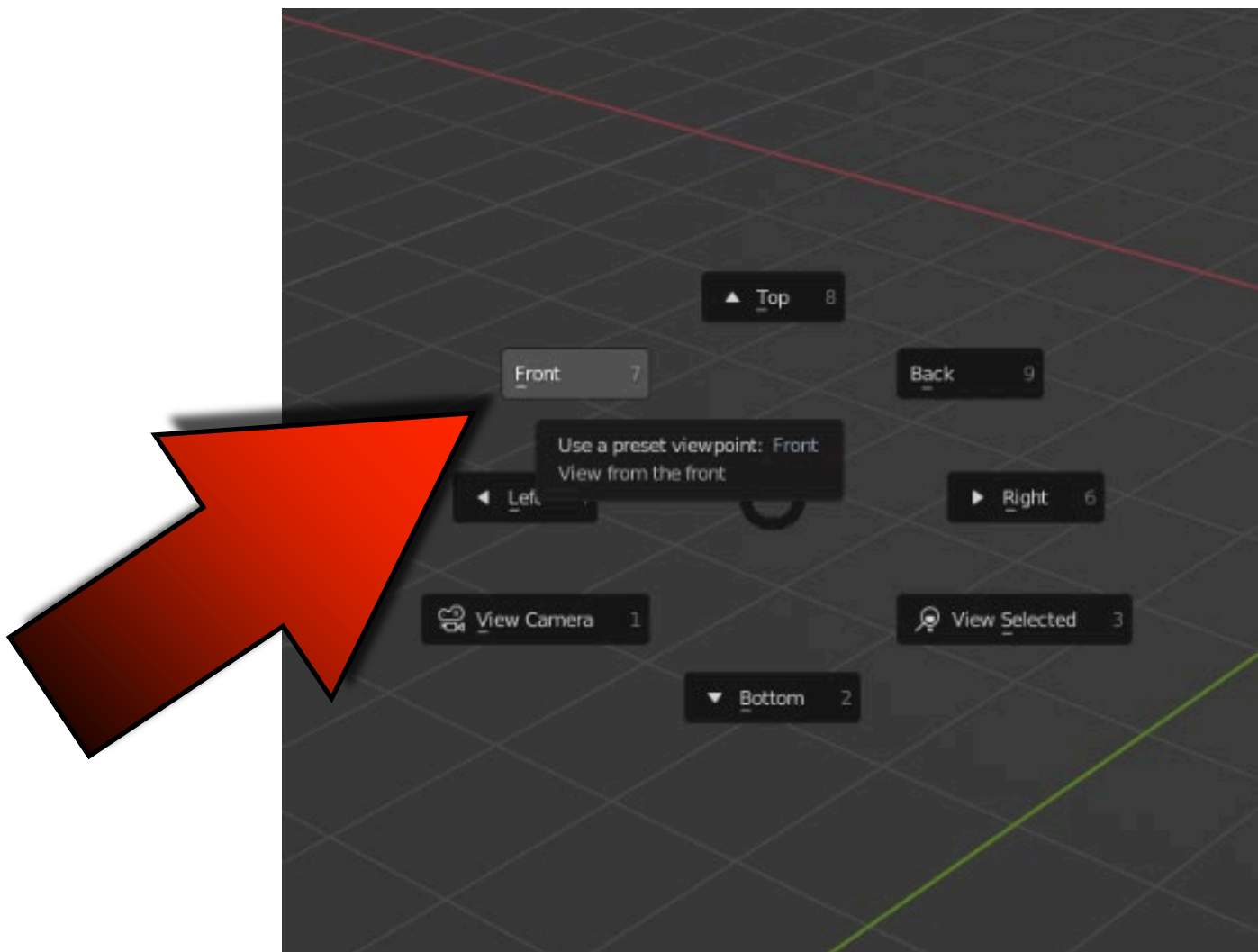
# URUCHOM PROGRAM BLENDER



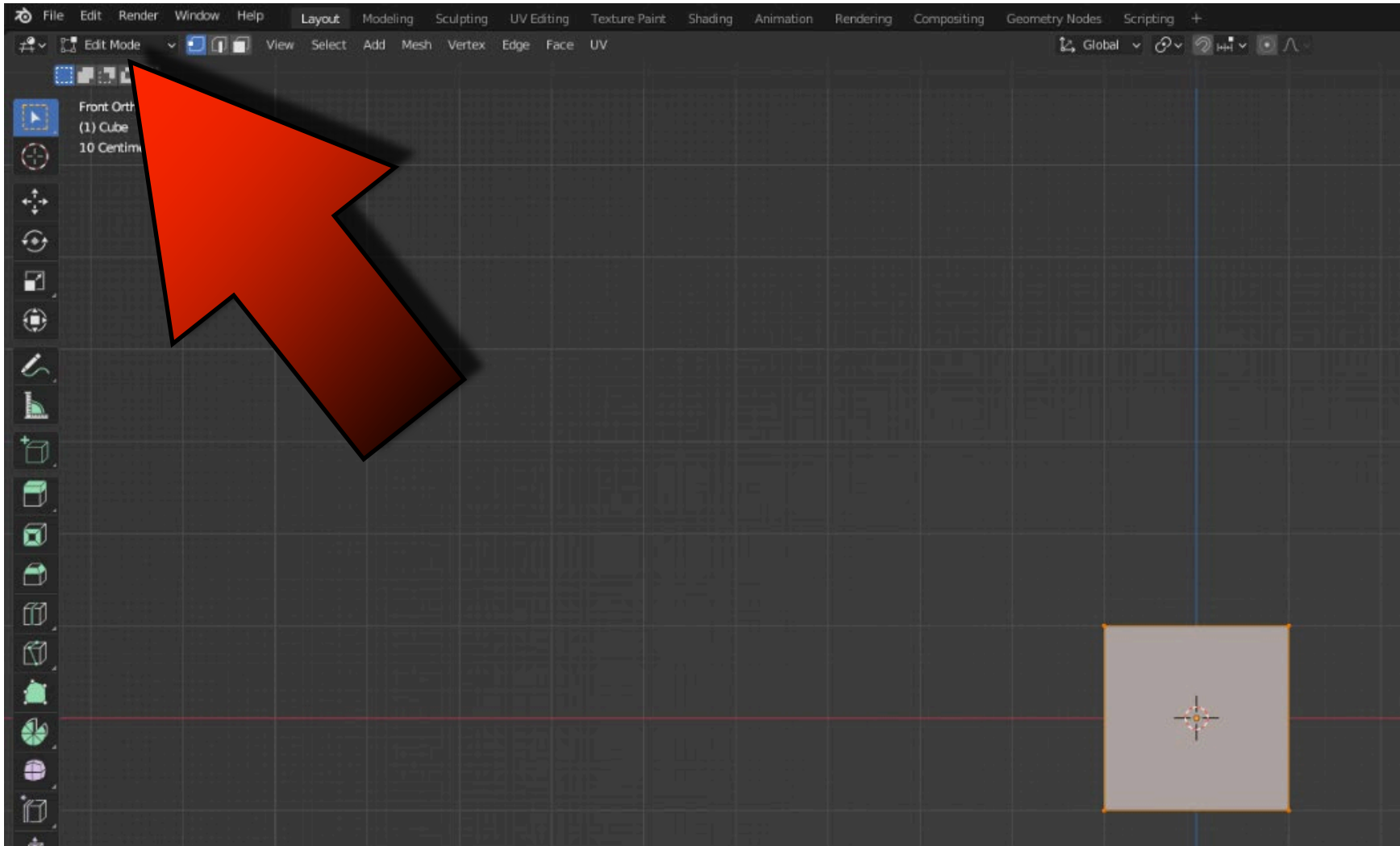
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# POWER OF AR AND VR

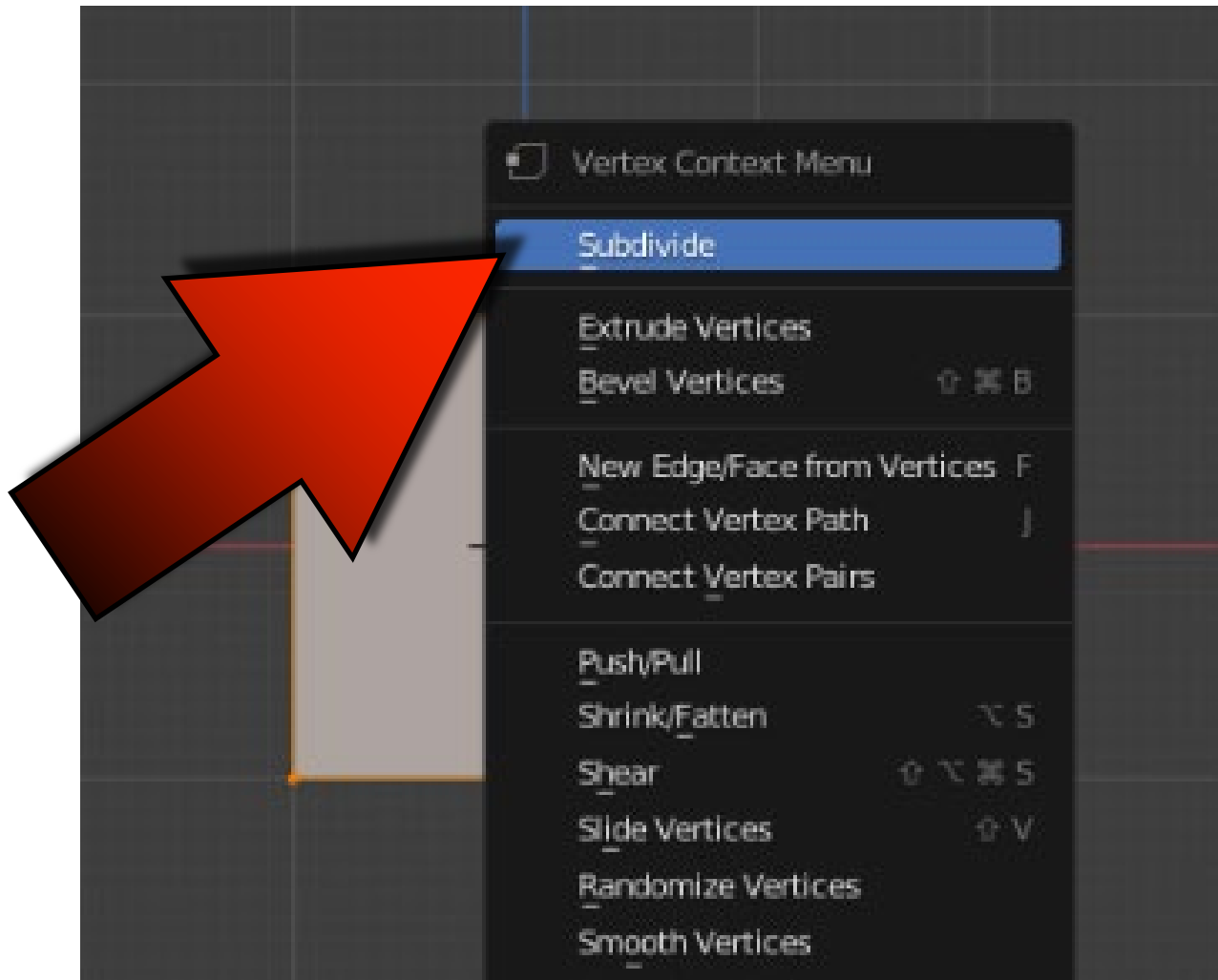
# IDŹ DO WIDOKU **FRONT**



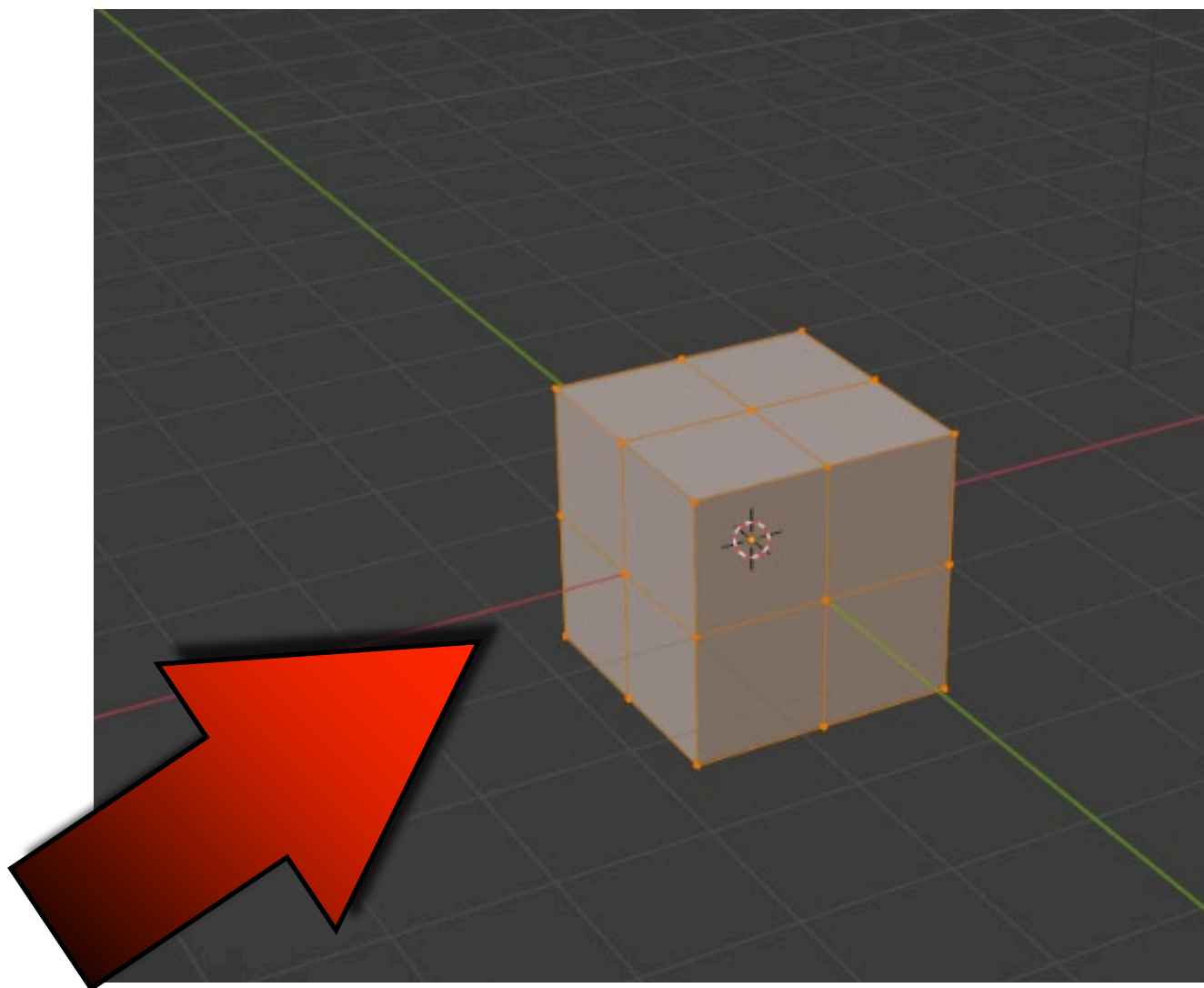
## IDŹ DO **EDIT MODE**



## WYBIERZ **SUBDIVIDE**



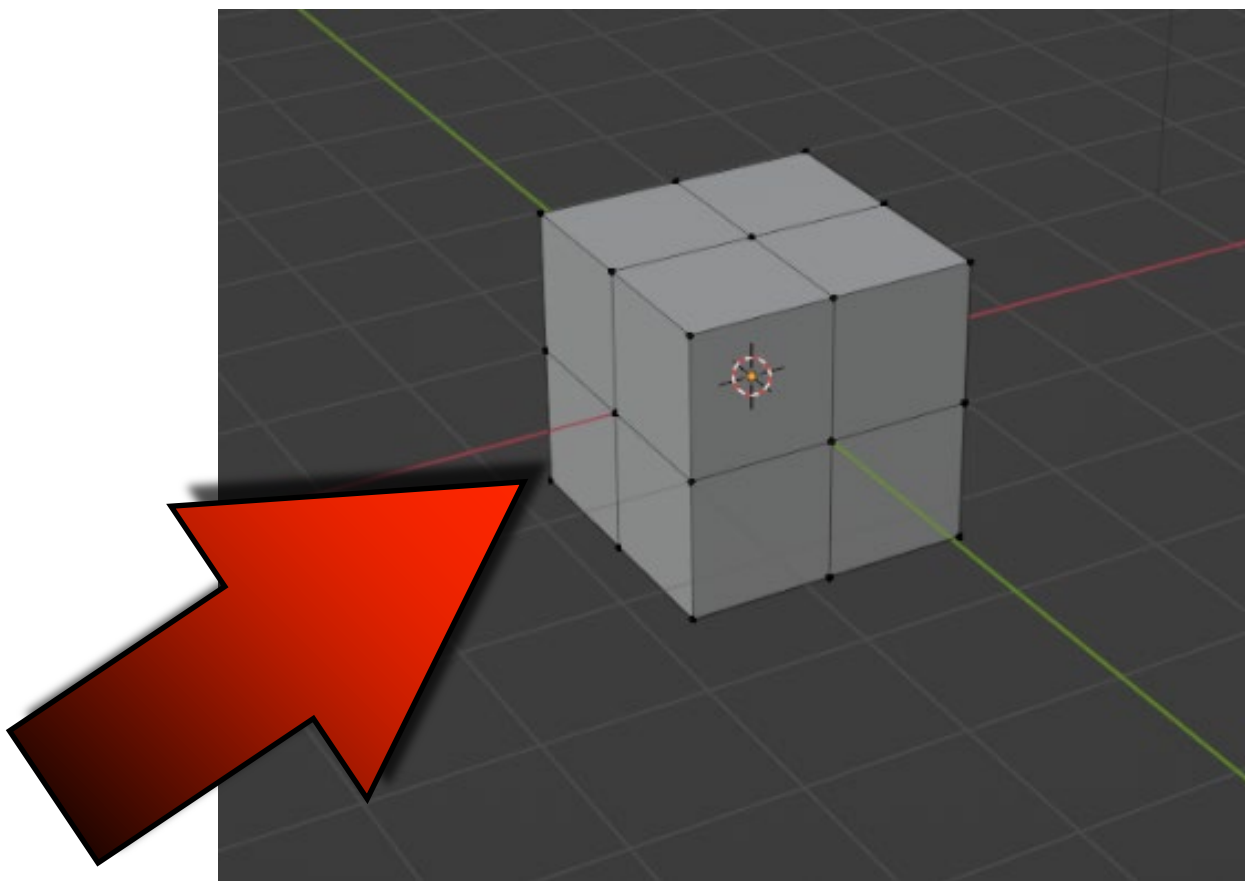
# CUBE BĘDZIE PODZIELONY



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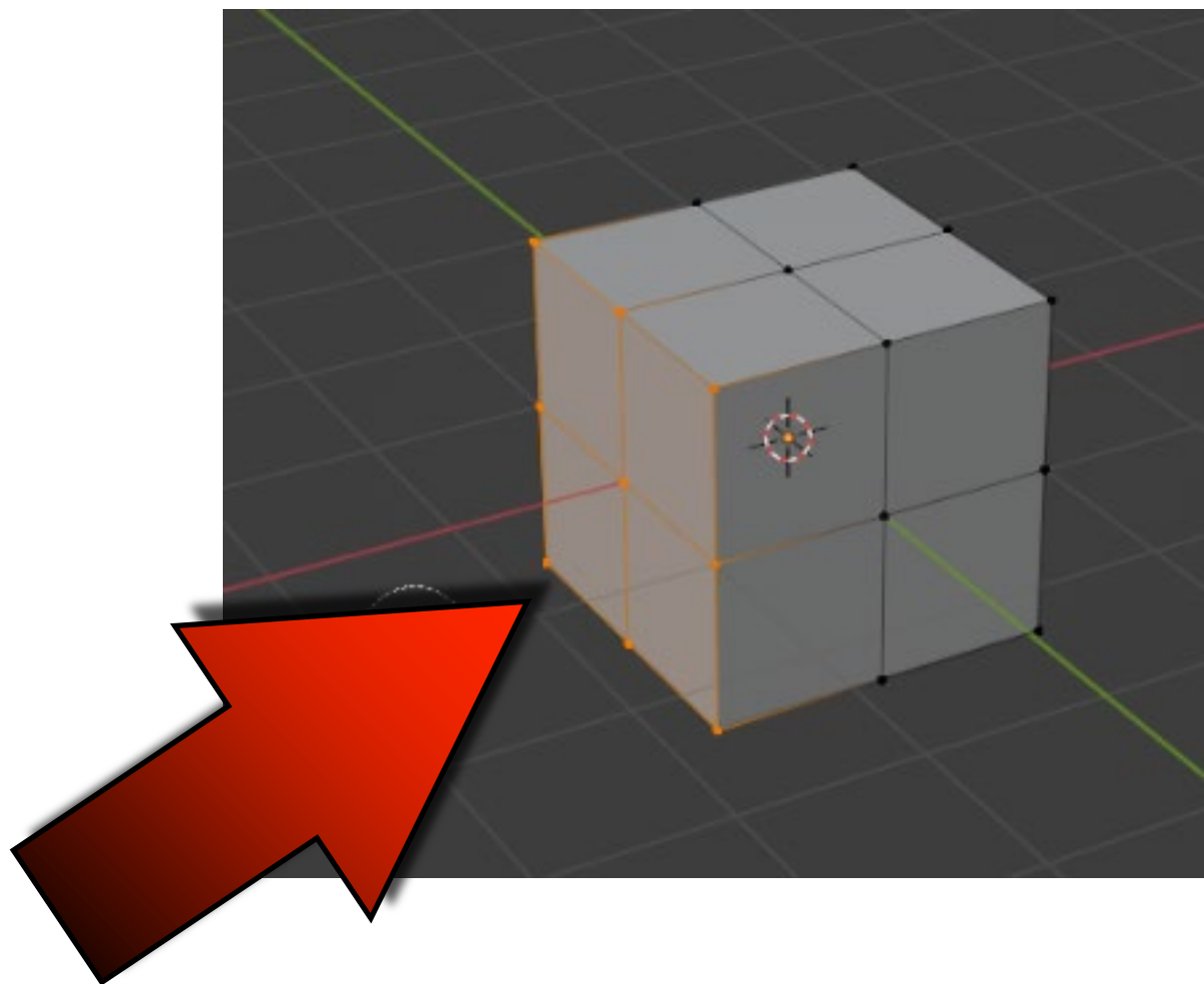
## UŻYJ **ALT + A** **ABY WYŁĄCZYĆ ZAZNACZENIE**



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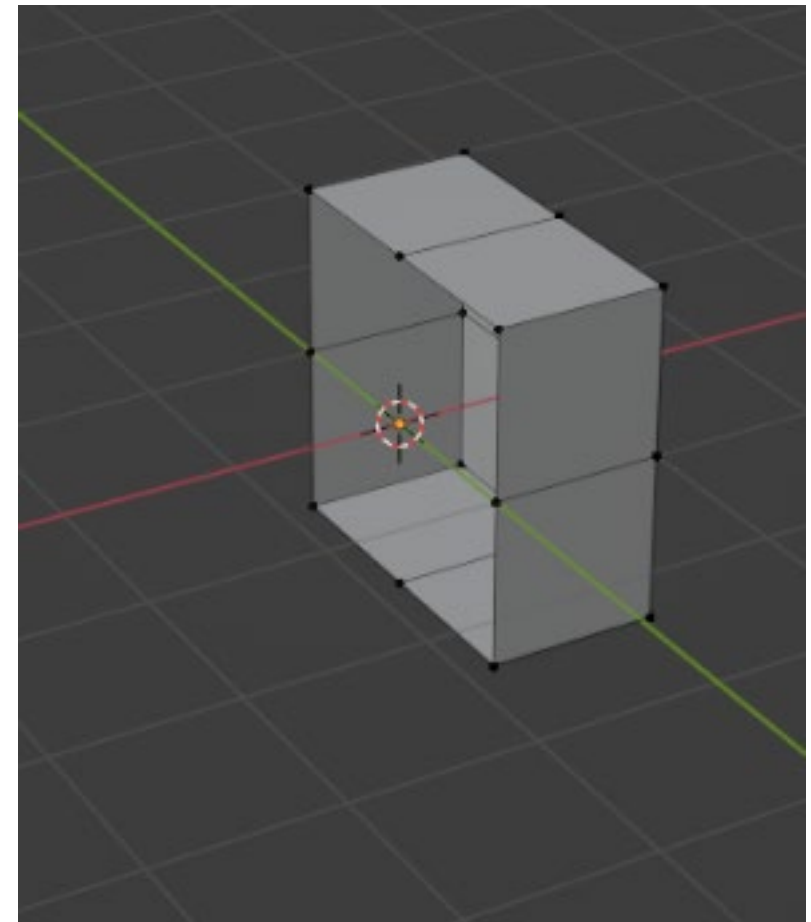
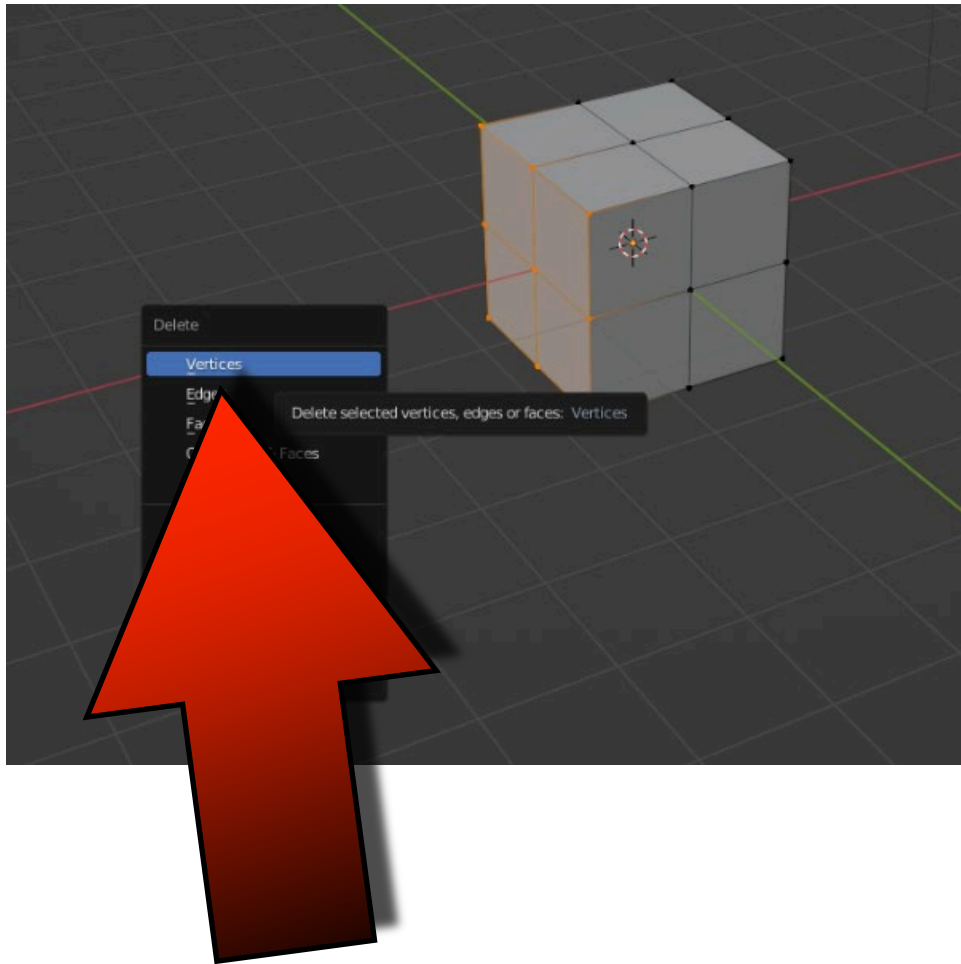
# POWER OF AR AND VR

**ZAZNACZ VERTEX'Y  
PO LEWEJ STRONIE**



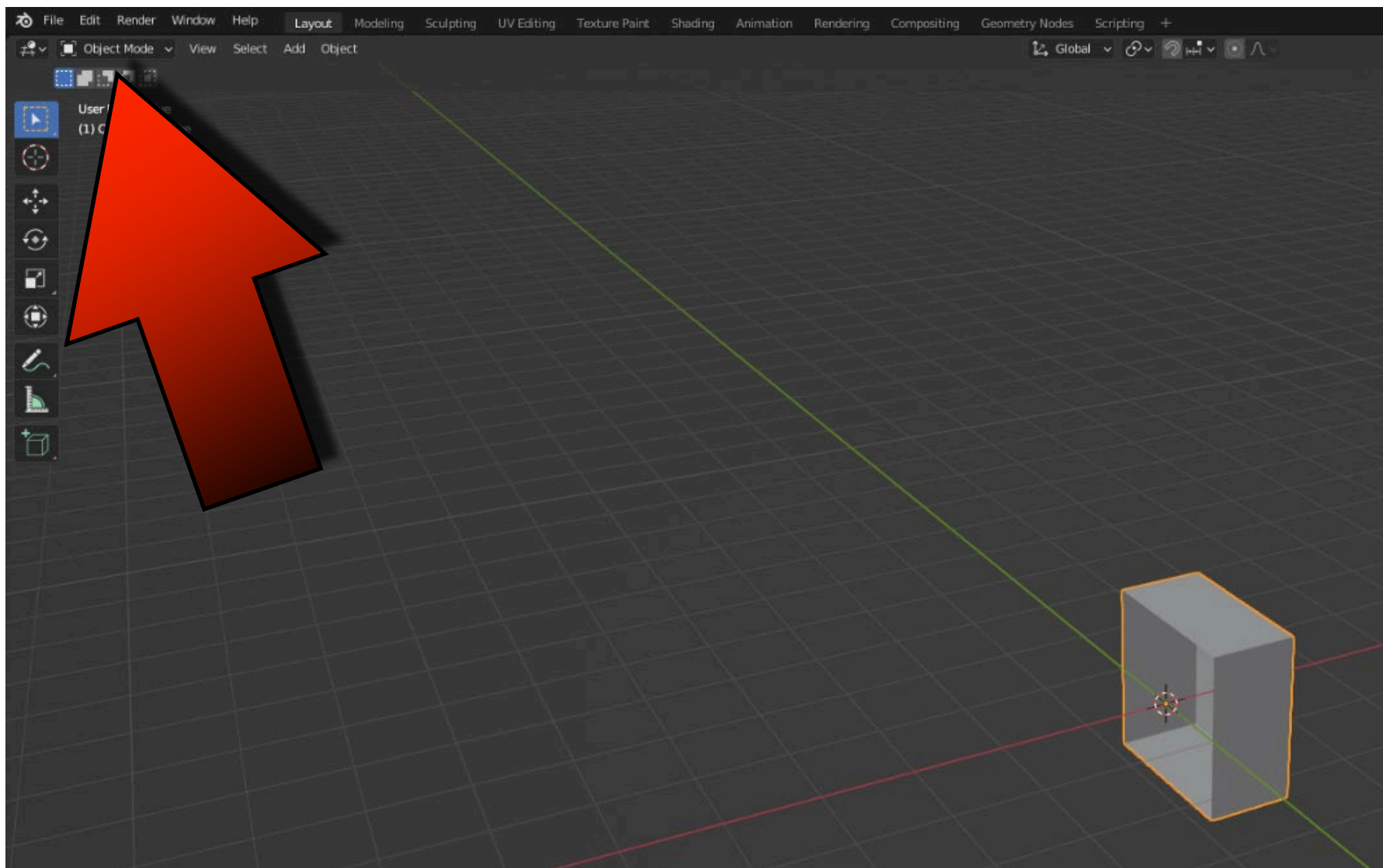
**CIASTEK**

# USUŃ WERTICES



# POWER OF AR AND VR

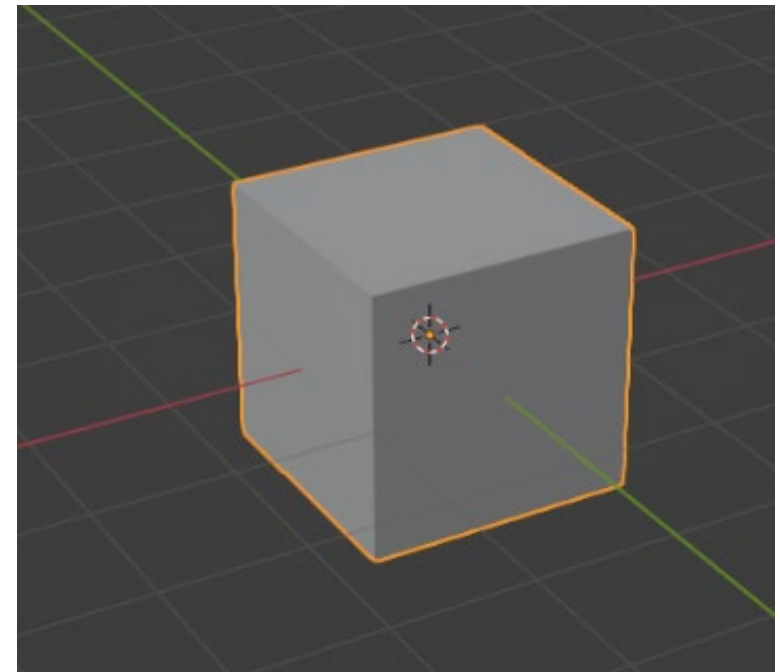
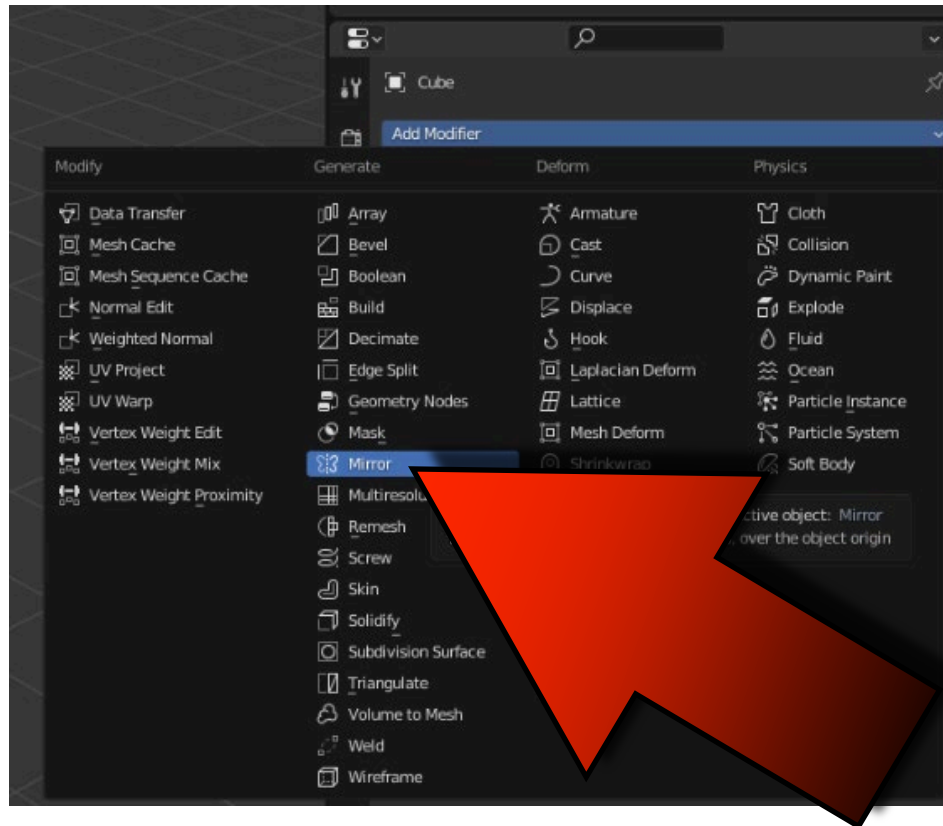
# IDŹ DO OBJECT MODE



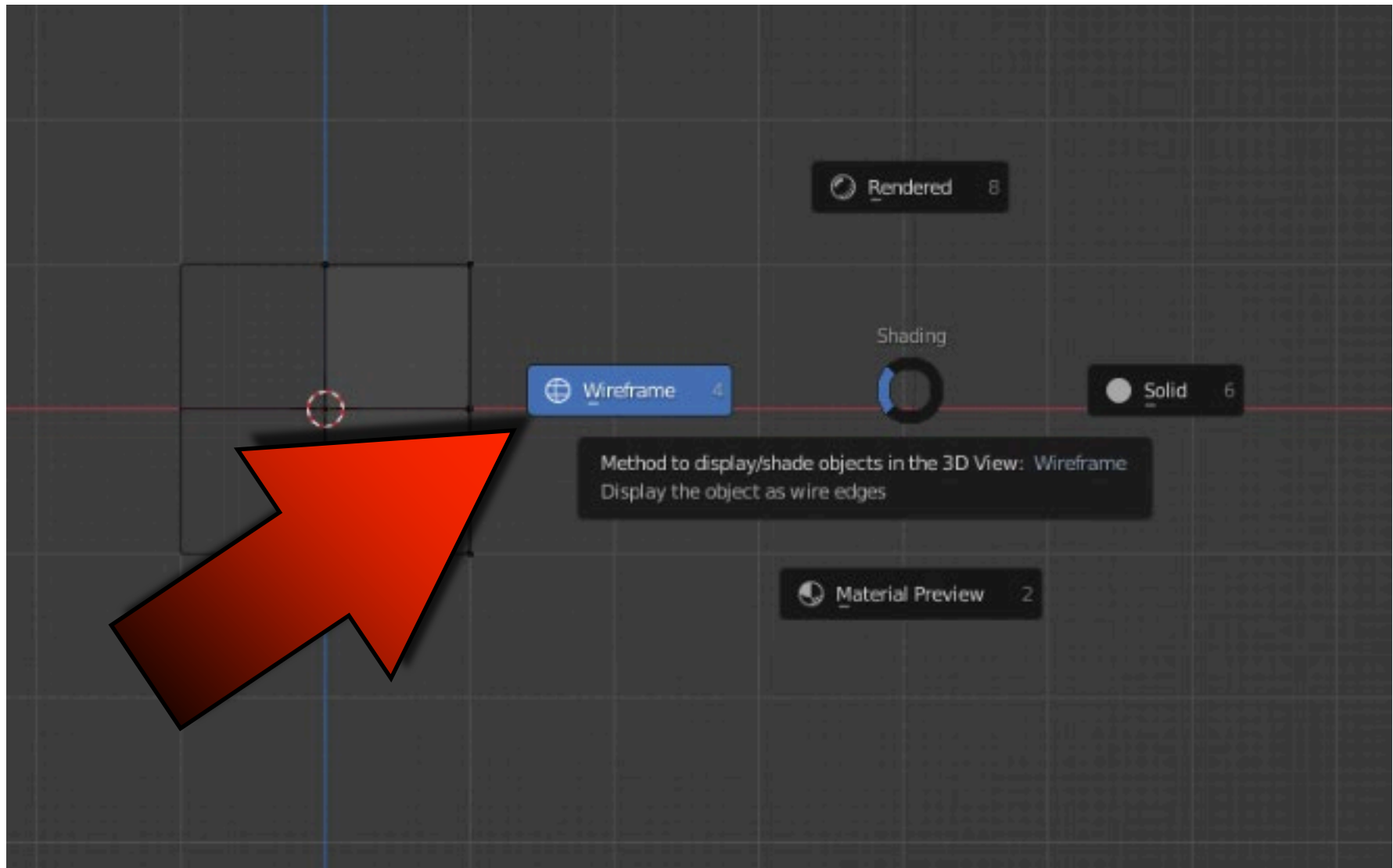
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# DODOAJ MODYFIKATOR

## MIRROR

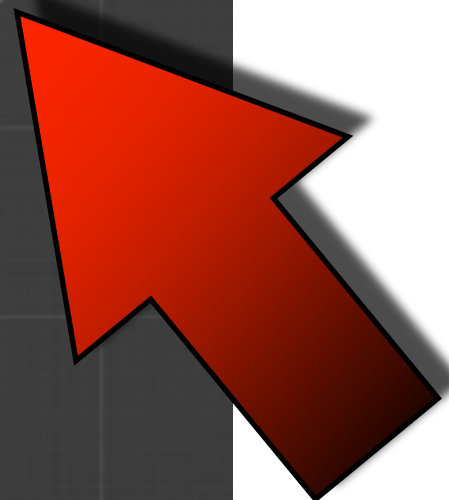
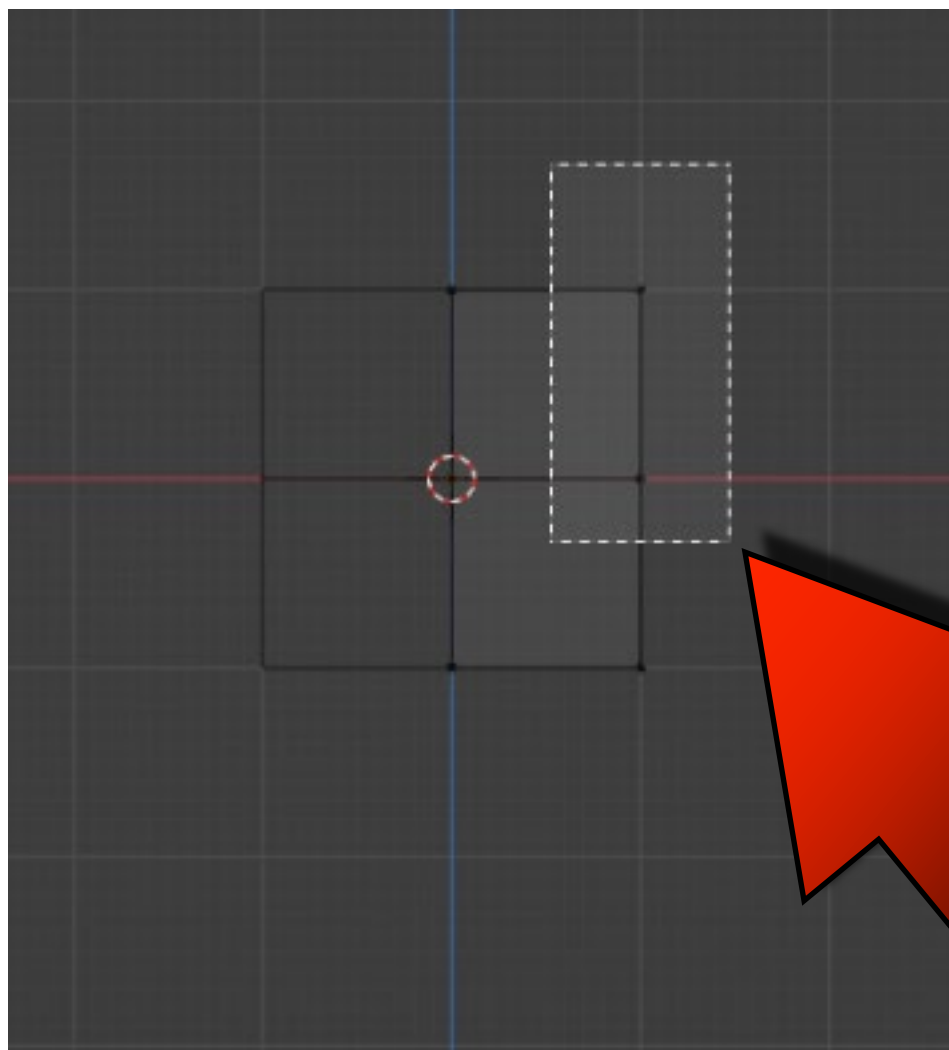
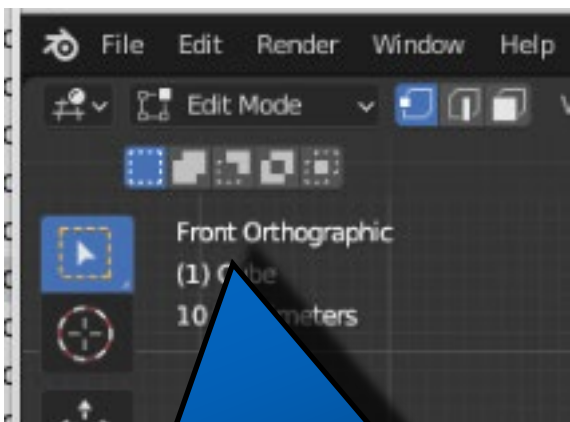


## IDŹ DO **WIREFRAME**



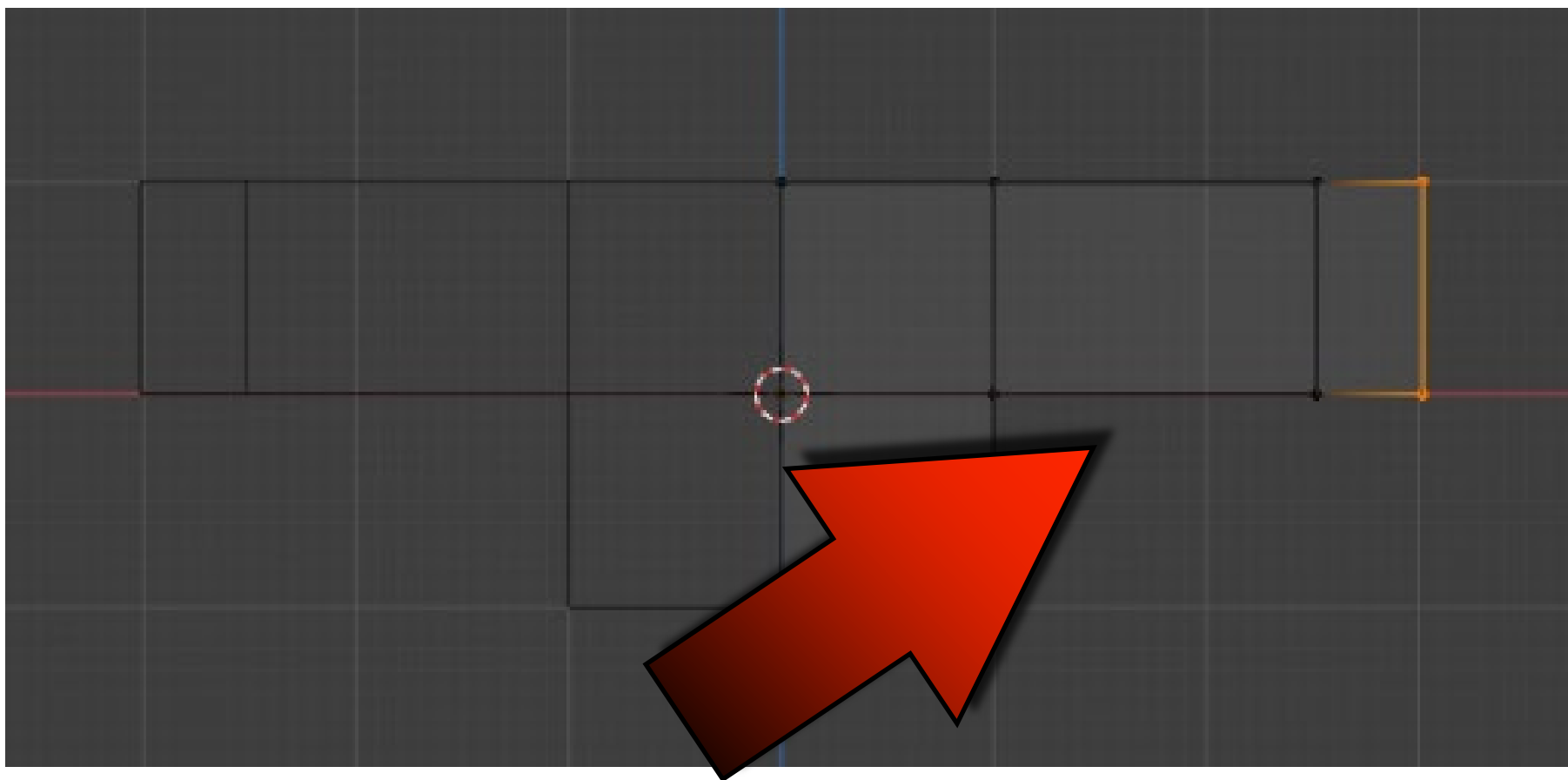
# POWER OF AR AND VR

**W WIDOKU FRONT ORTHOGRAPHIC  
UŻYJ KLAWISZA B I ZAZNACZ  
VERTEX'Y JAK NA RYSUNKU**



**CIASTEK**

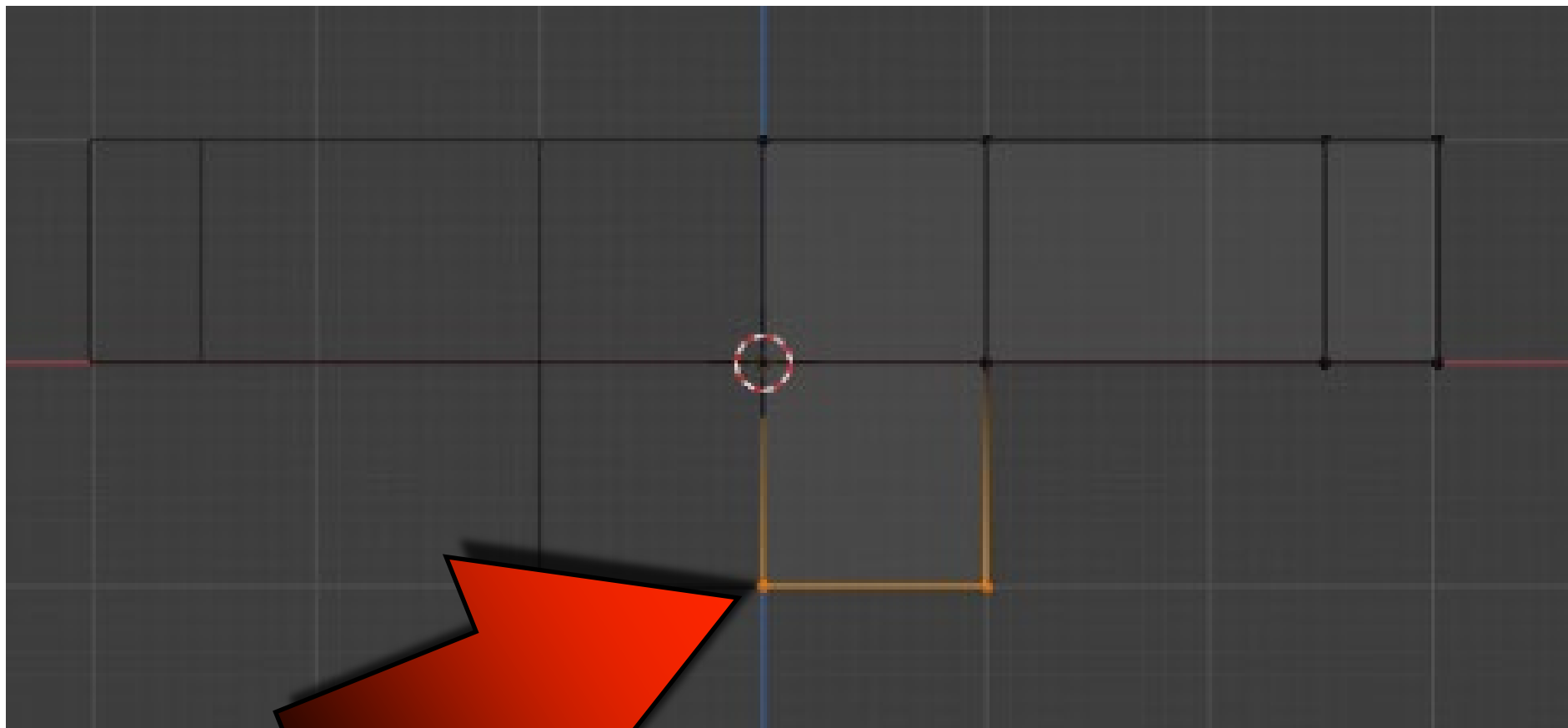
## EKSTRUDUJ DWA RAZY JAK NA RYSUNKU





# POWER OF AR AND VR

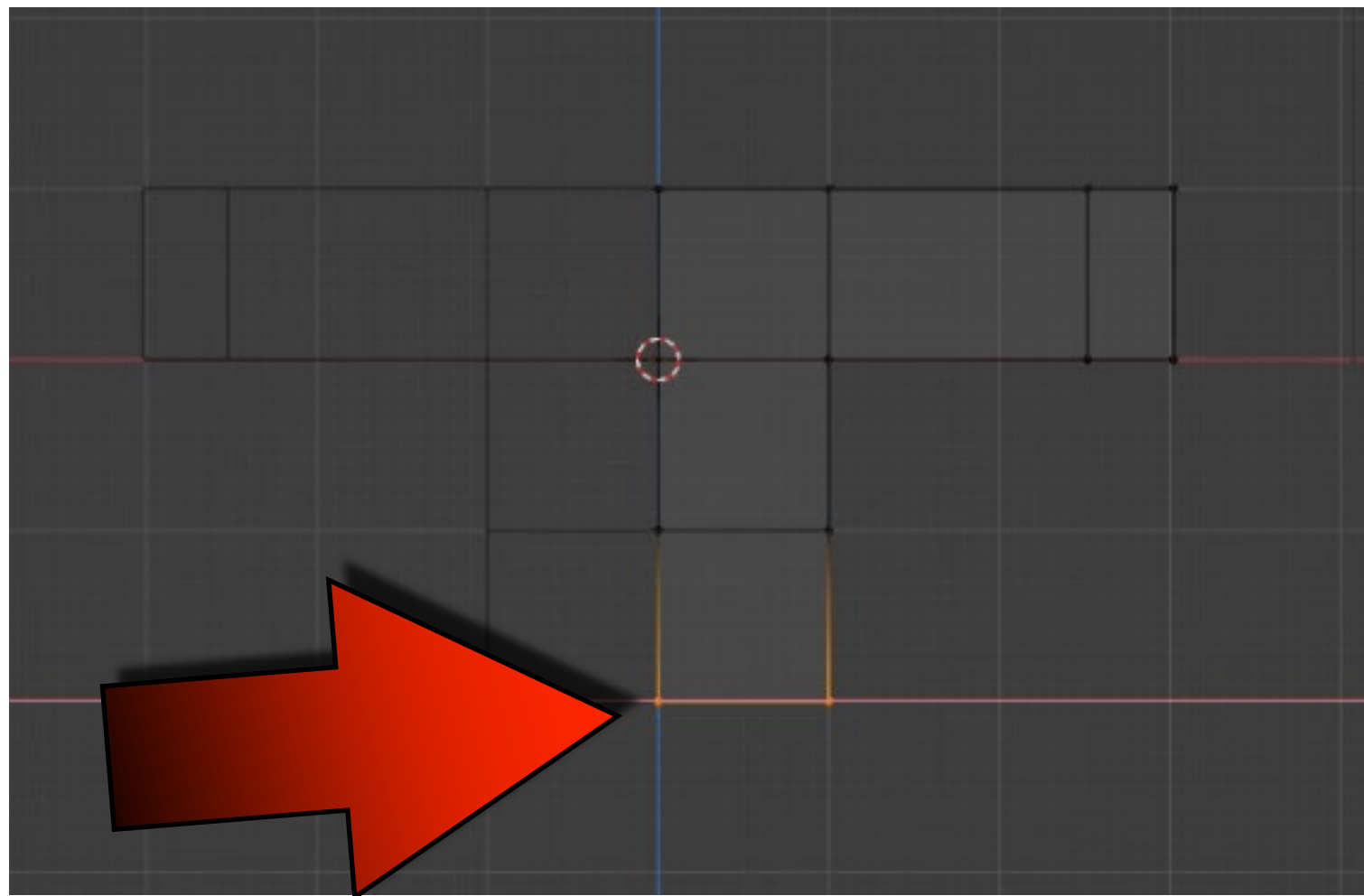
## ZAZNACZ VERTEX'Y JAK NA RYSUNKU



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# POWER OF AR AND VR

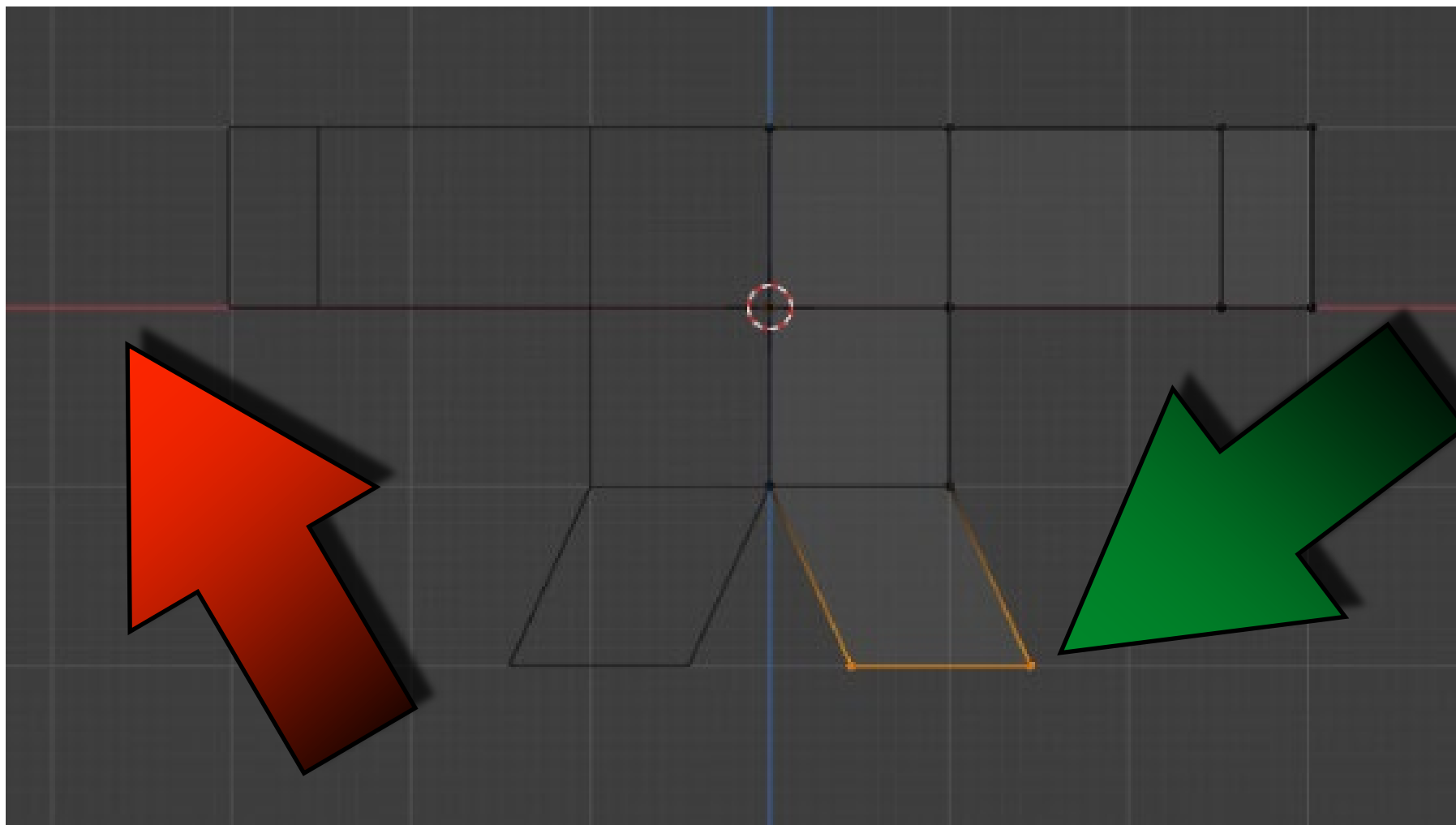
## WYEKSTRUDUJ VERTEX'Y JAK NA RYSUNKU



CIASTEK

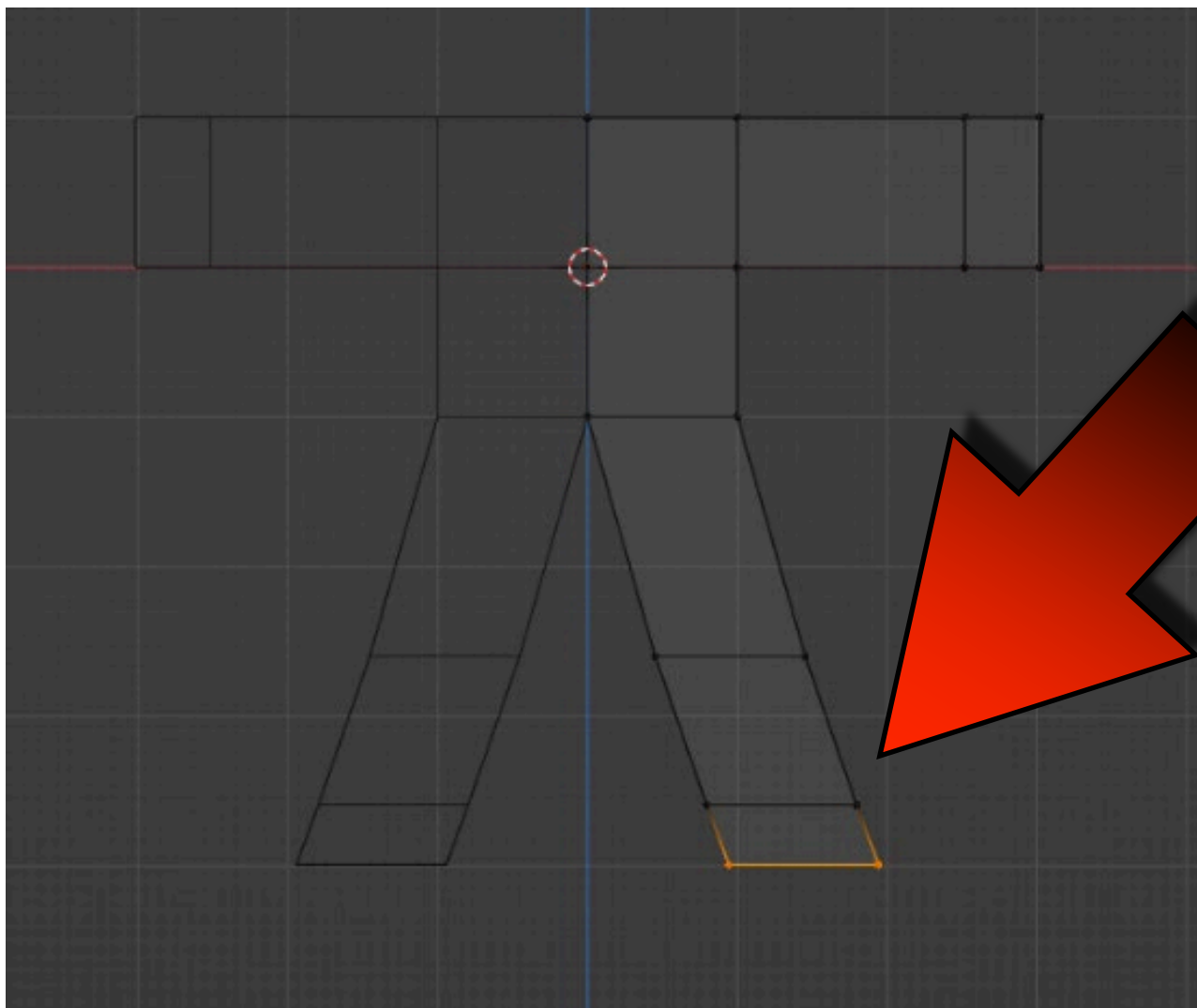
# POWER OF AR AND VR

**UŻYJ KLAWISZA **G** I **PRZESUŃ** PO **OSI X**  
JAK NA RYSUNKU**



**CIASTEK**

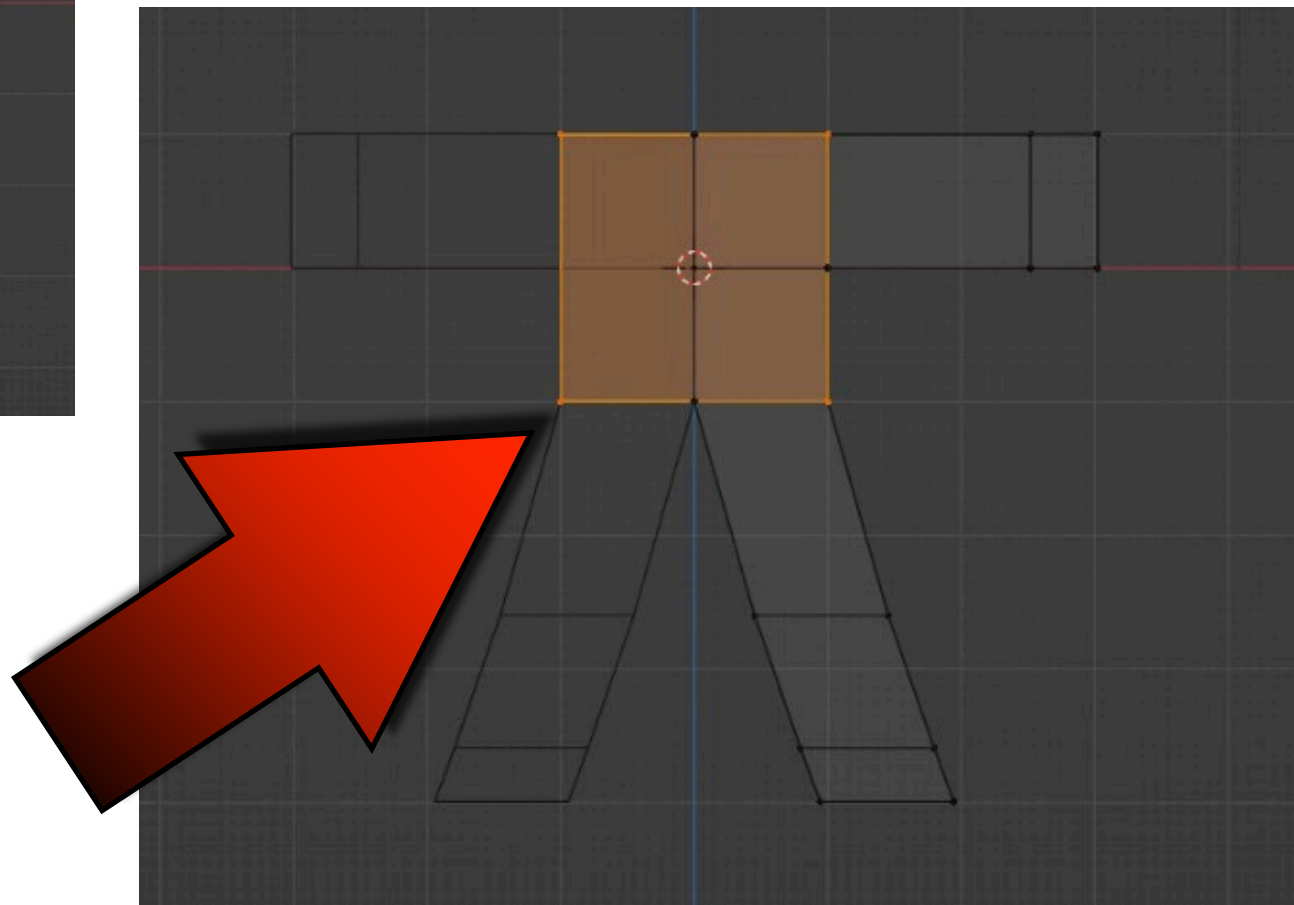
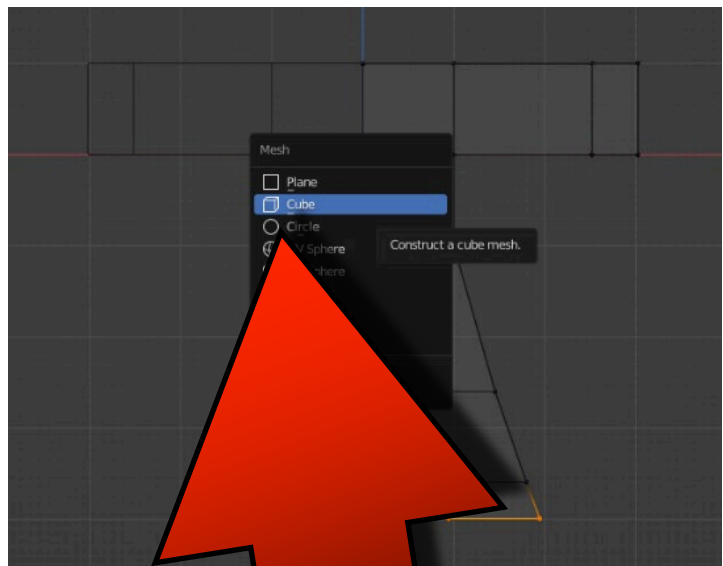
## STWÓRZ MODEL JAK NA RYSUNKU



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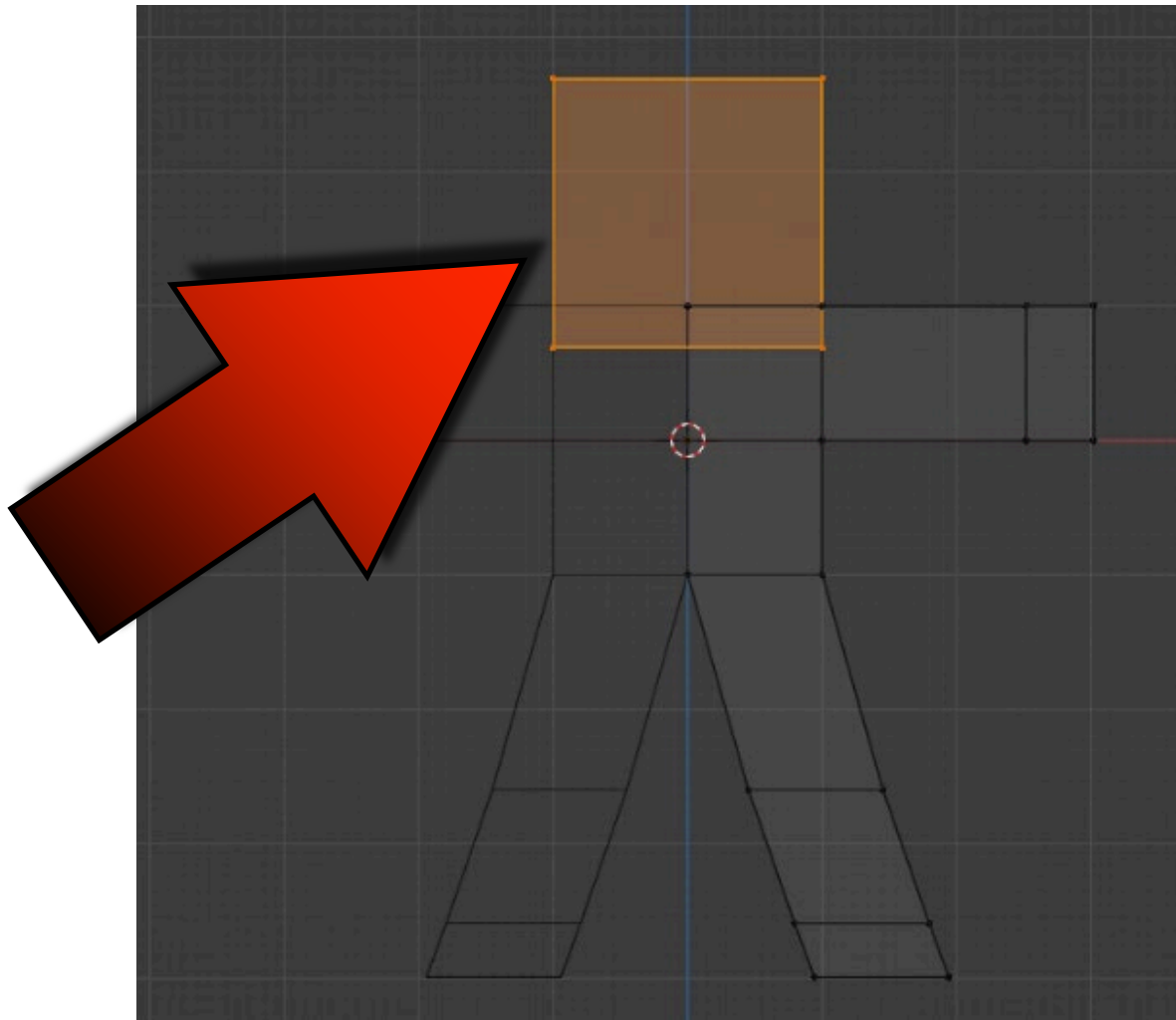
# POWER OF AR AND VR

## DODAJ CUBE

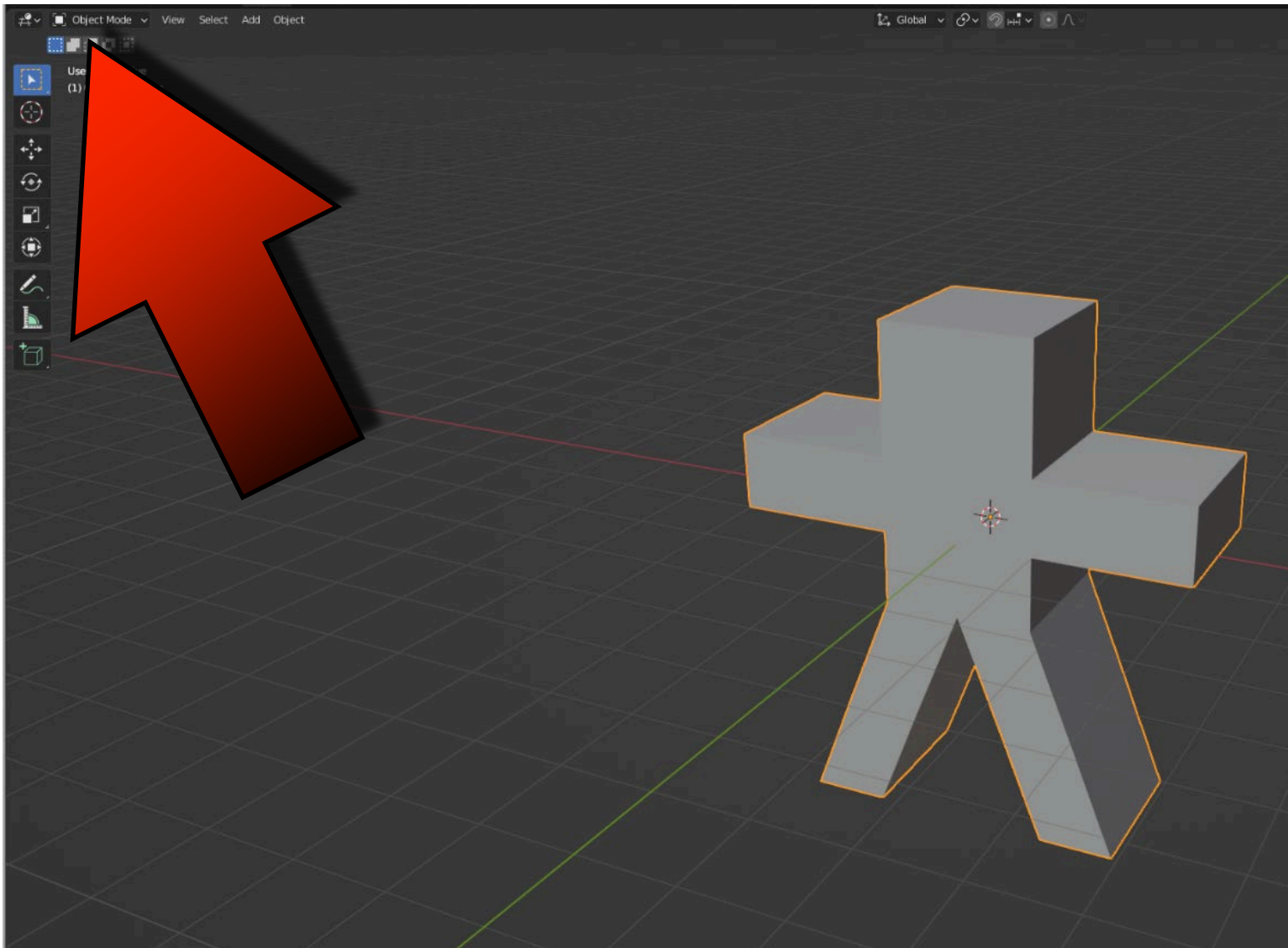


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## PRZESUŃ PO OSI Z

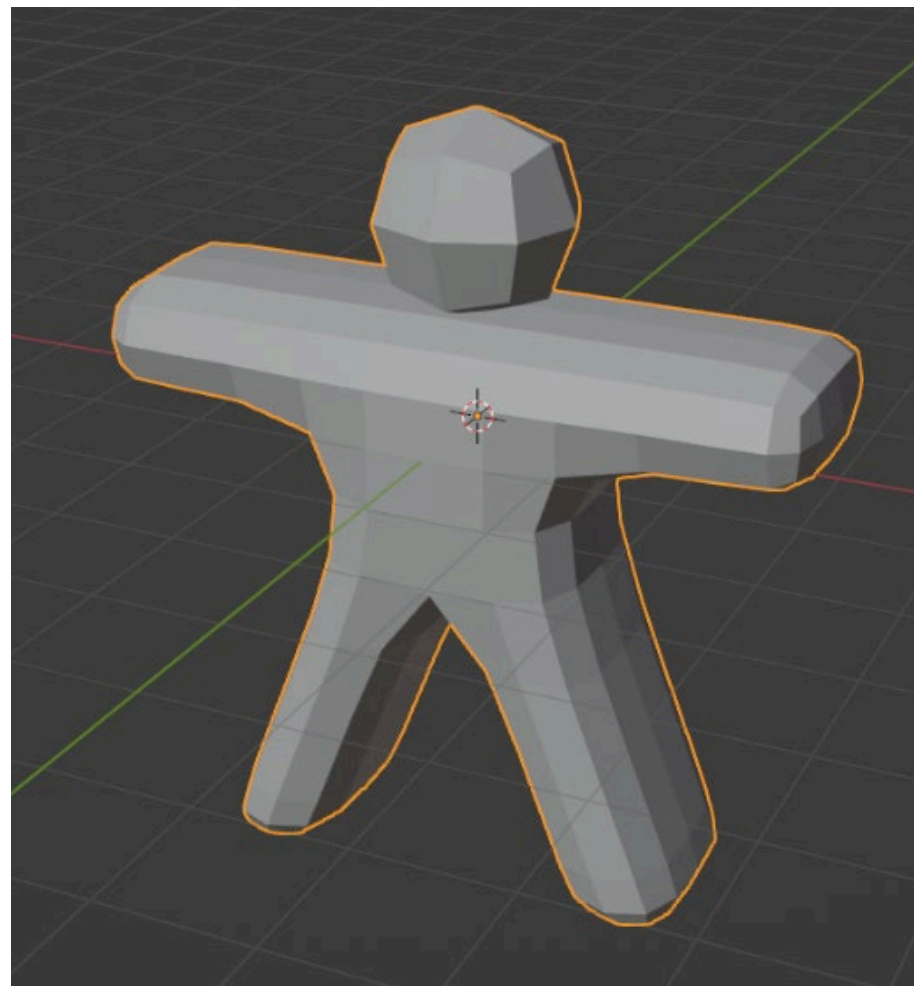
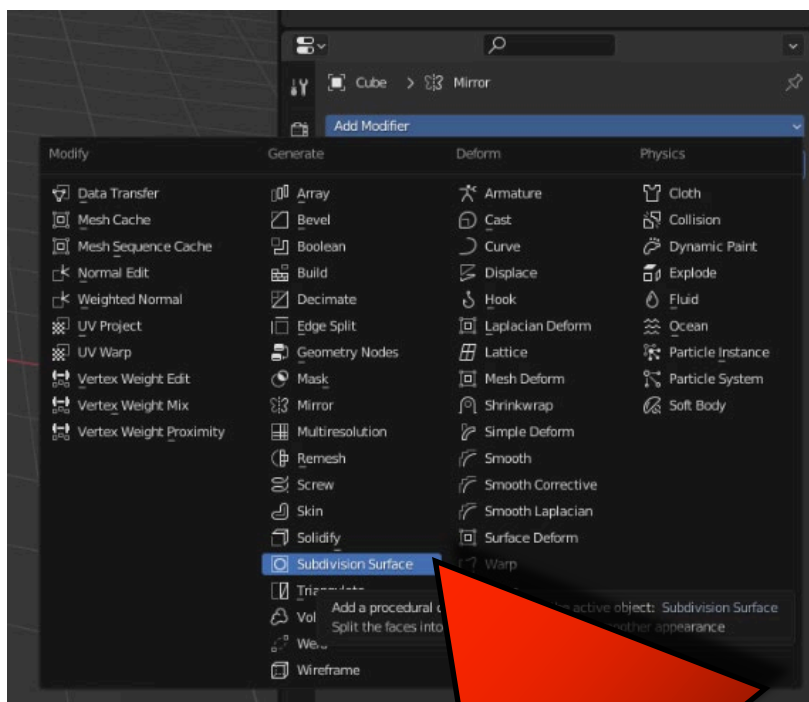


# IDŹ DO **OBJECT MODE**



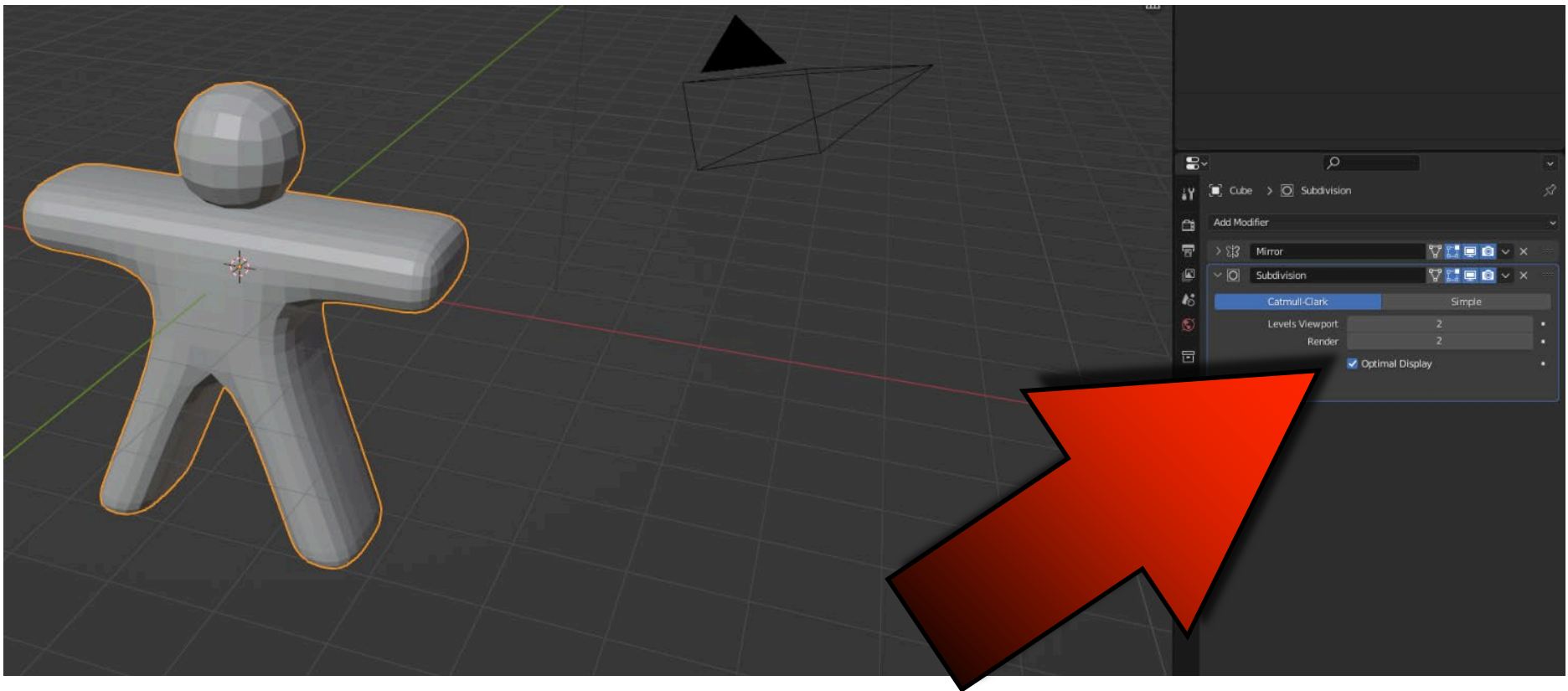
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## DODAJ MODYFIKATOR SUBDIVISION SURFACE

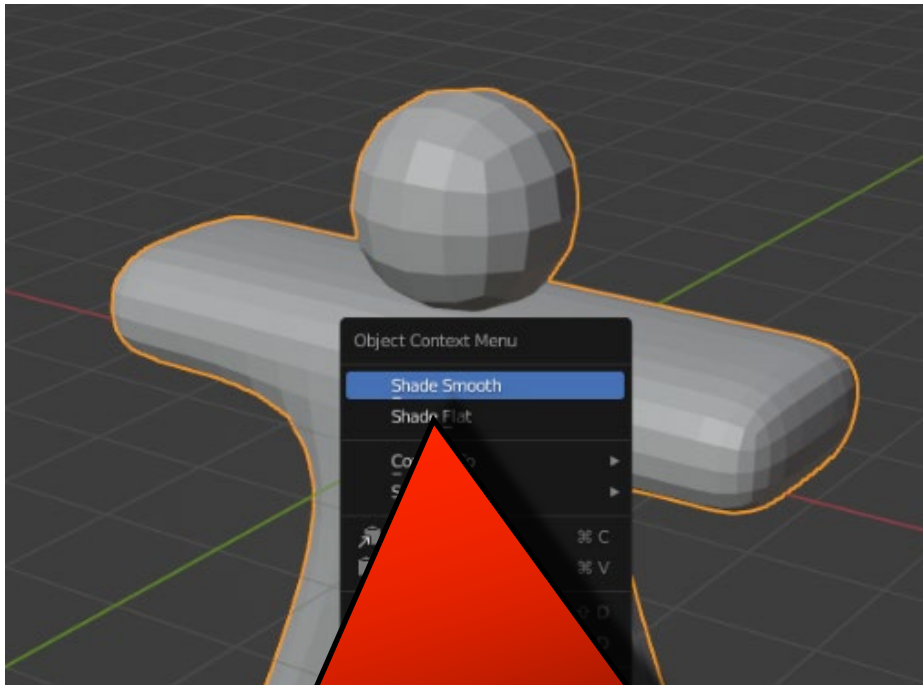




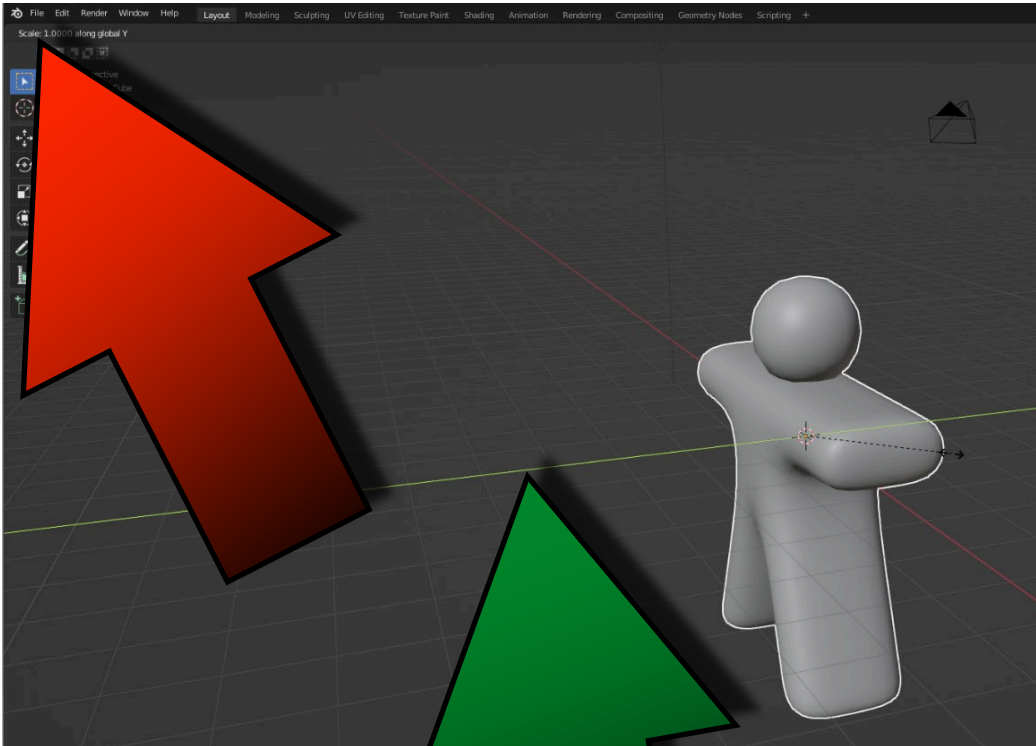
## USTAW PARAMETERY NA 2



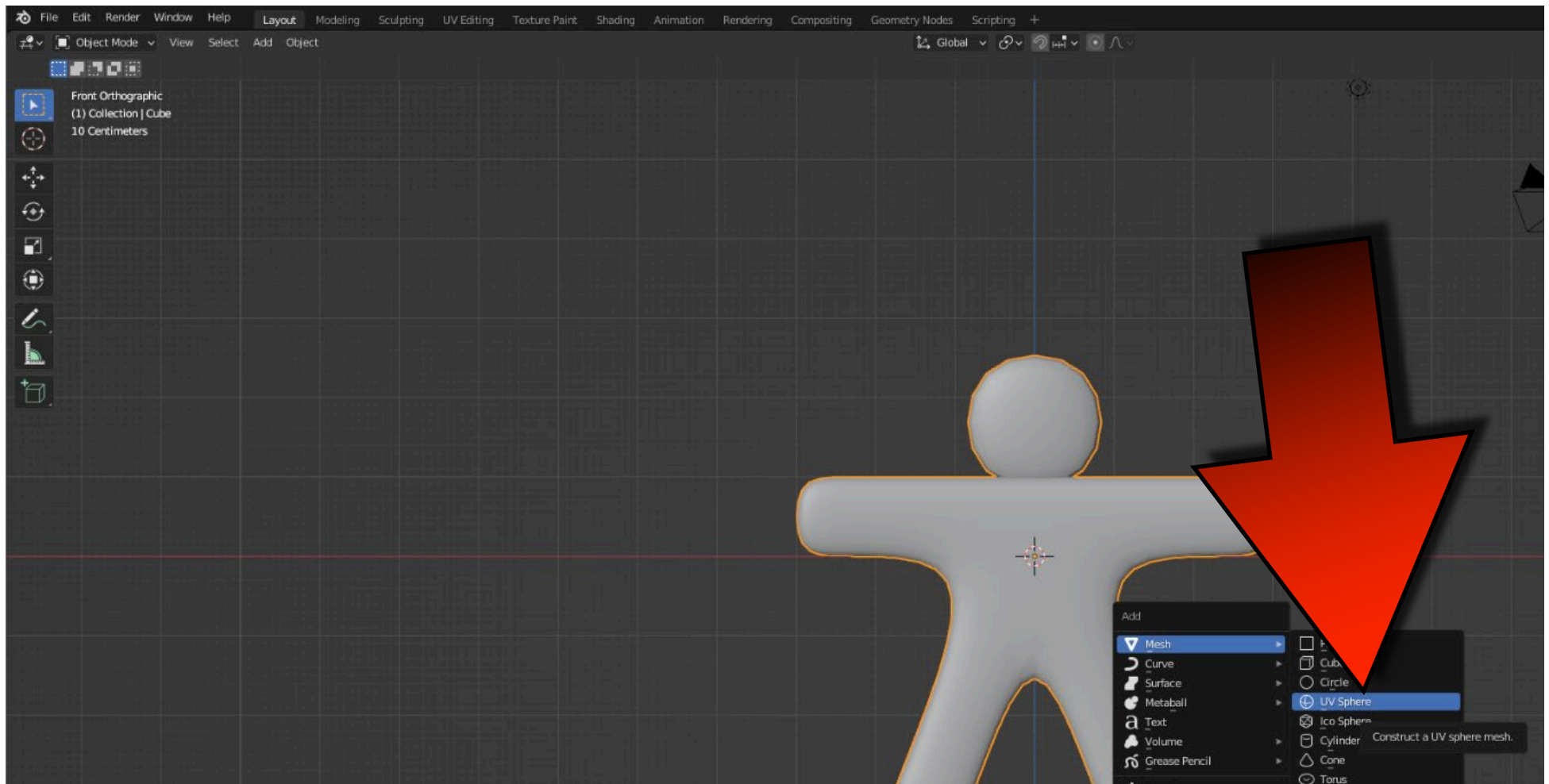
## DODAJ SHADE SMOOTH



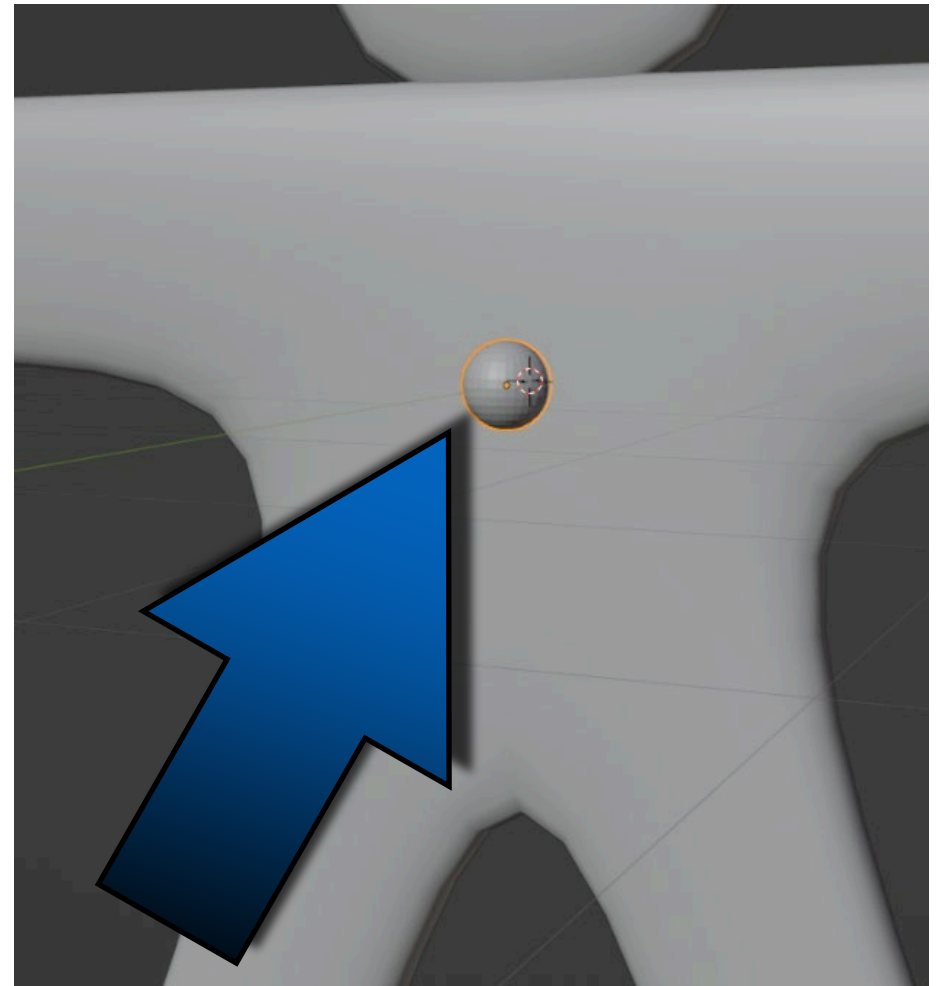
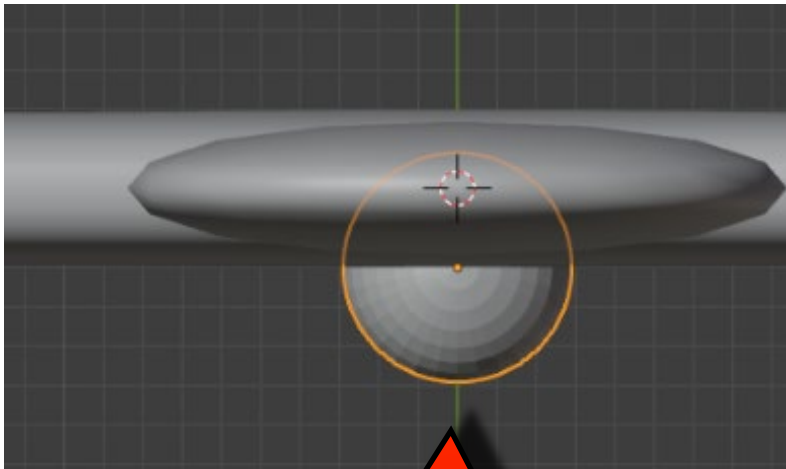
## PRZESKALUJ PRECYZYJNIE PO OSI Y TRZYMAJĄC KLAWISZ CTRL



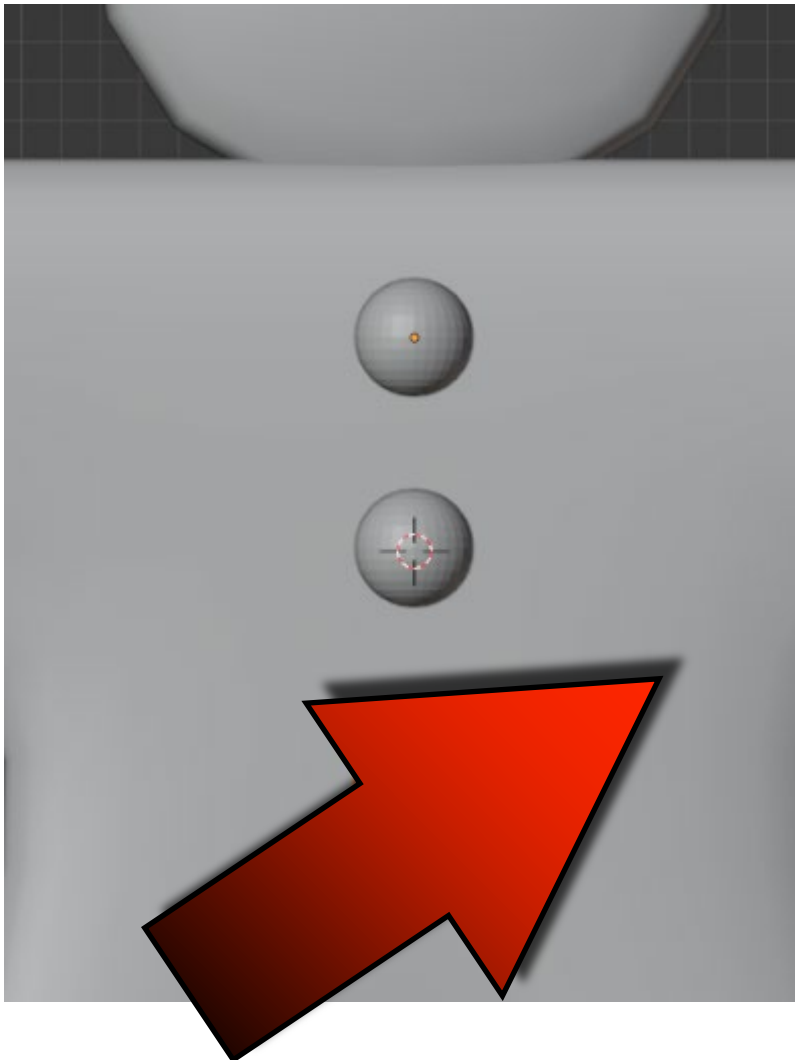
# DODAJ UV SPHERE



# PRZESUŃ I GO PRZESKALUJ

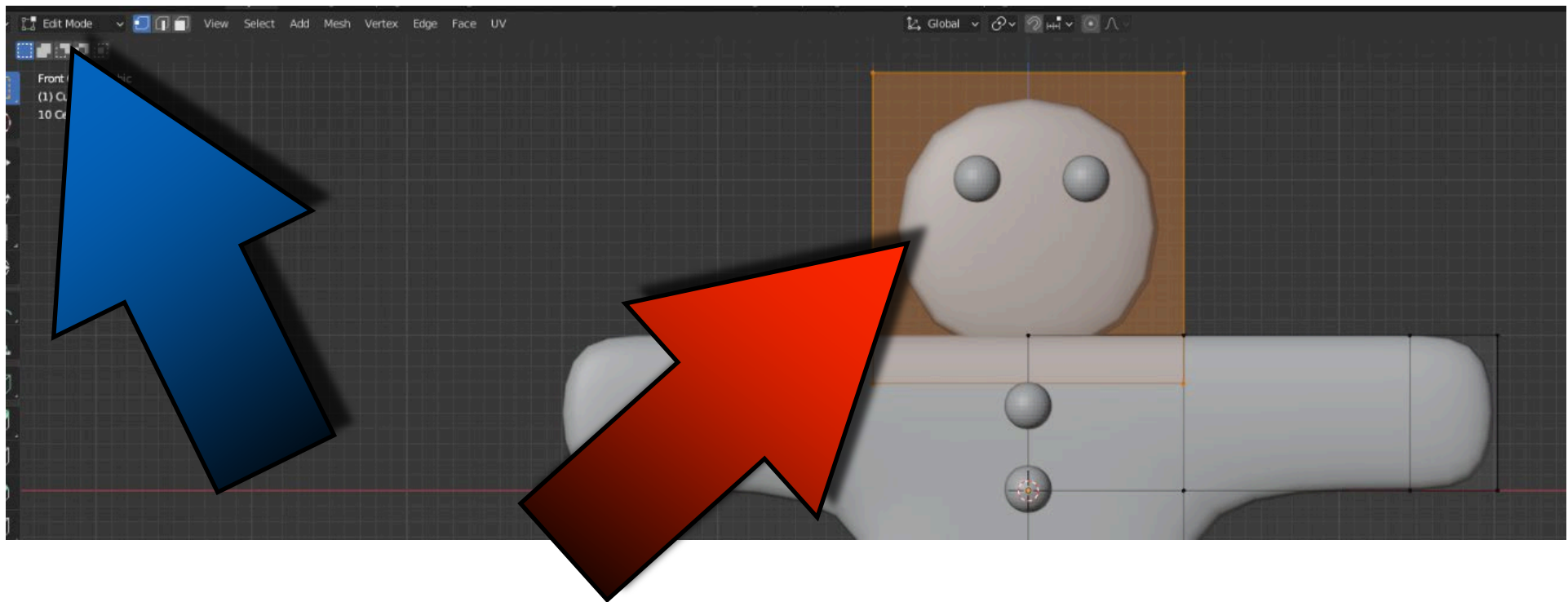


## SKOPIUJ I UMIEŚĆ JAK NA RYSUNKU

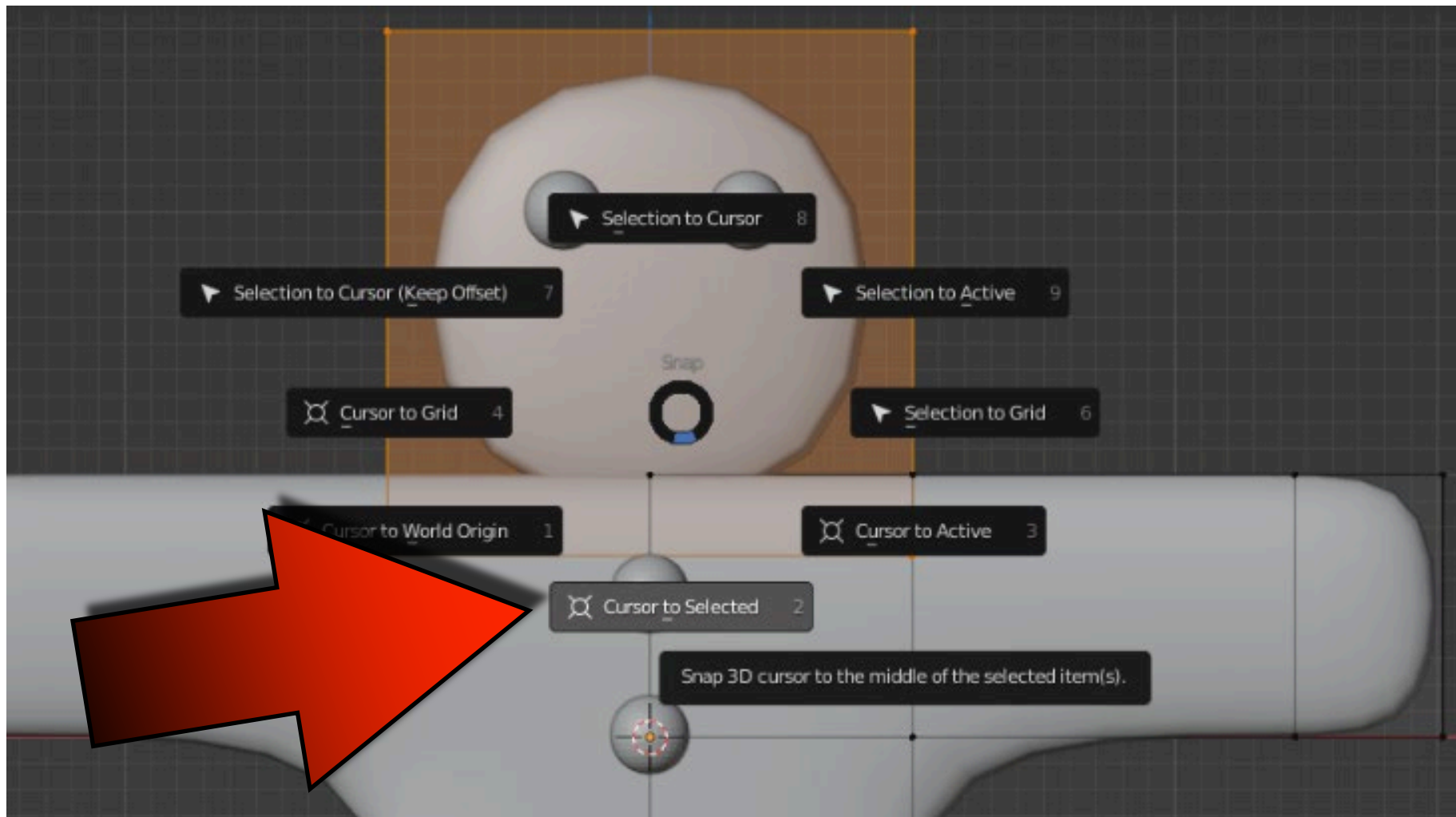


**DODAJ TAKŻE  
OCZY**

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

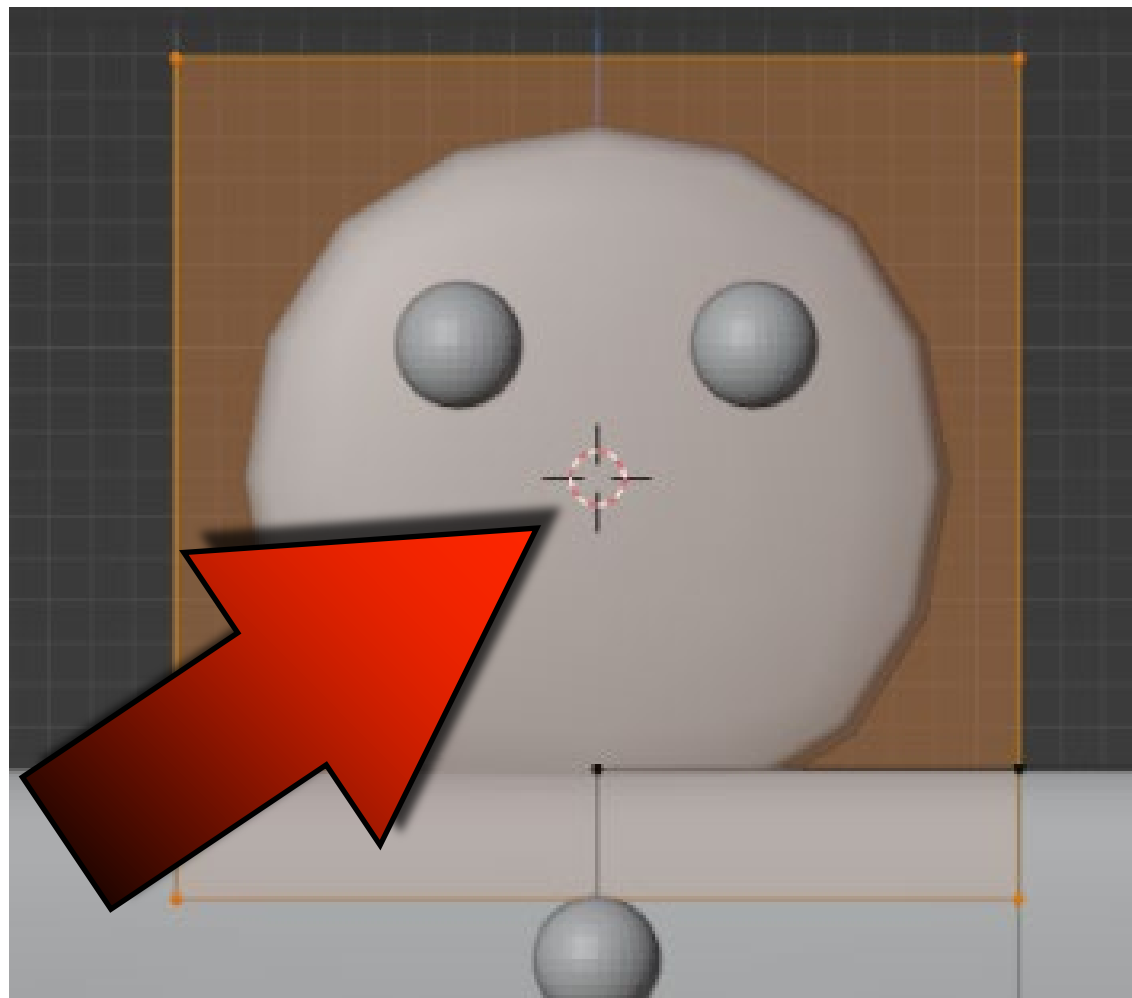


## UŻYJ **SHIFT + S** I WYBIERZ **A CURSOR TO SELECTED**



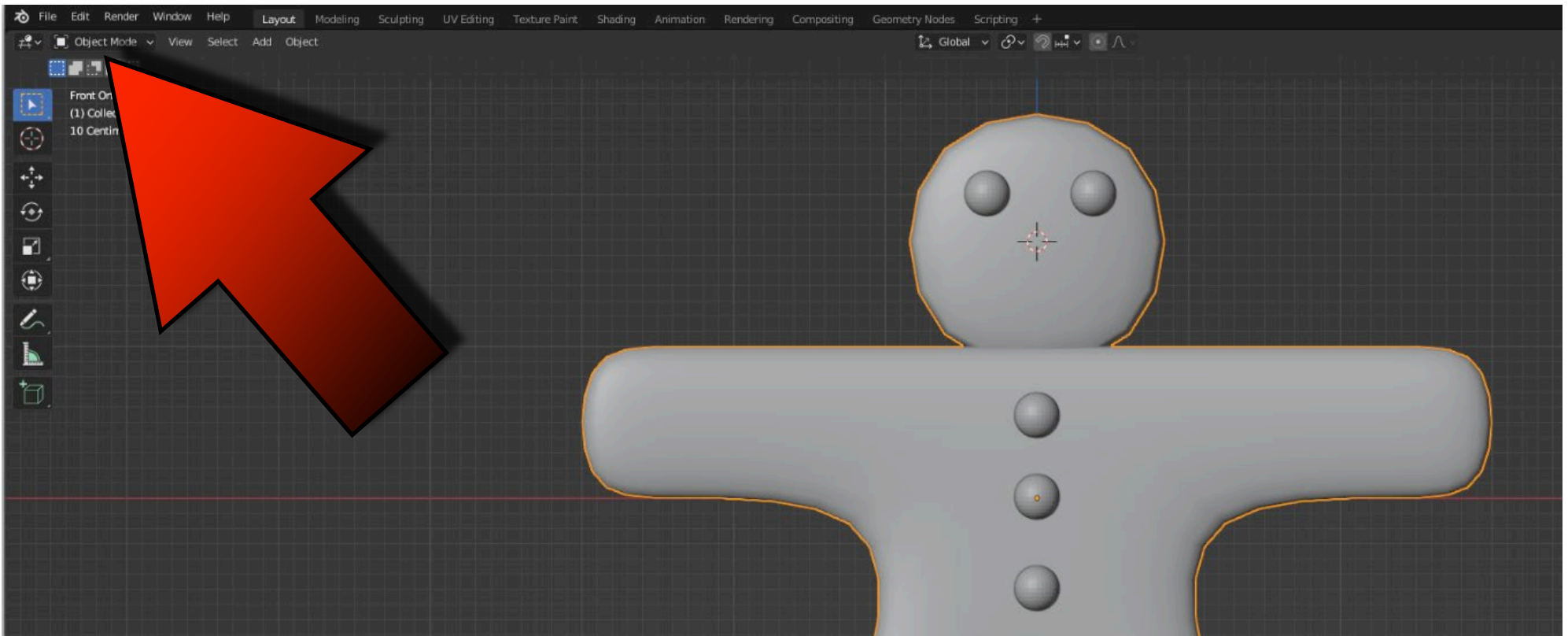


## KURSOR 3D BĘDZIE W CENTRUM GŁOWY



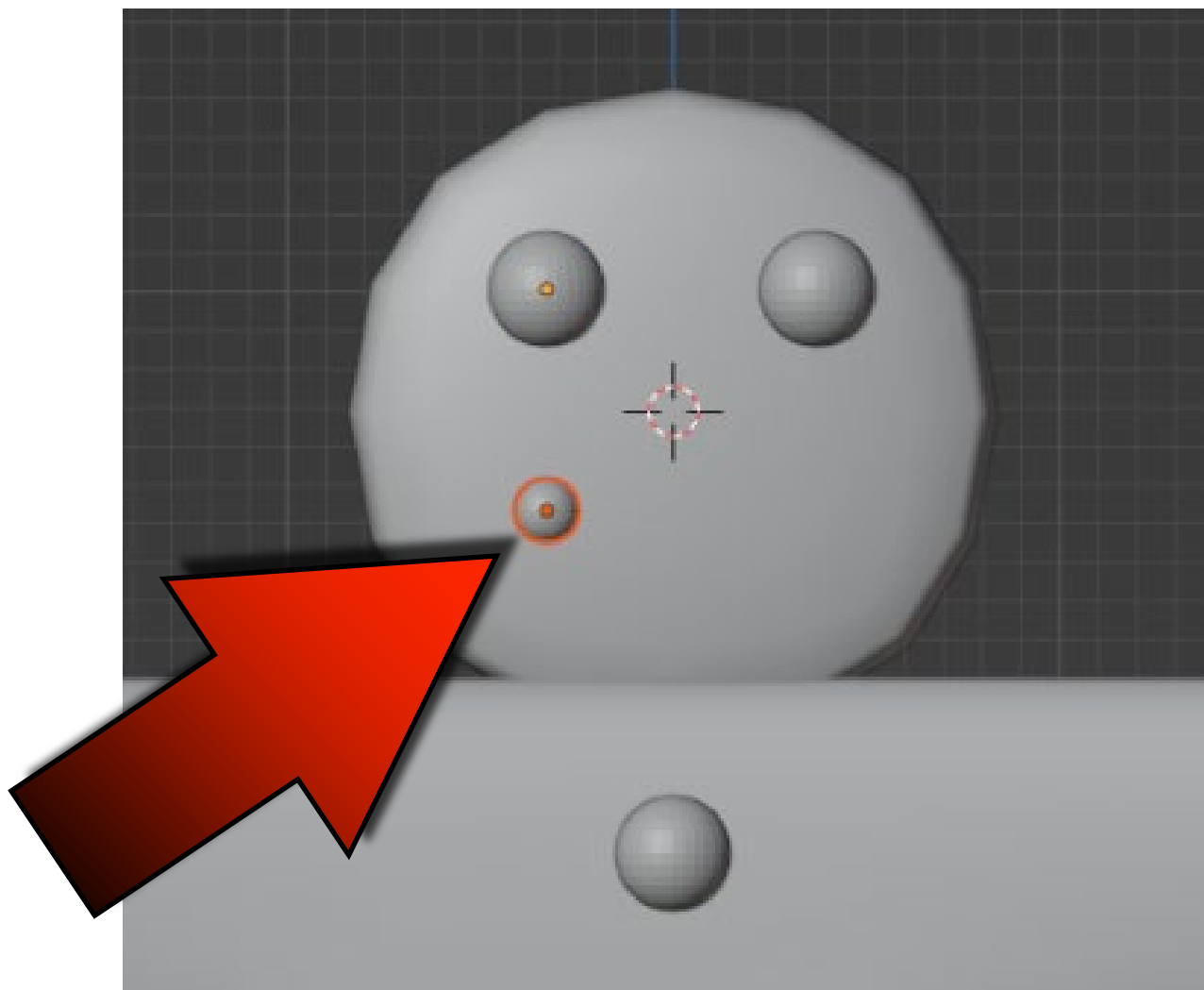
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# IDŹ DO OBJECT MODE



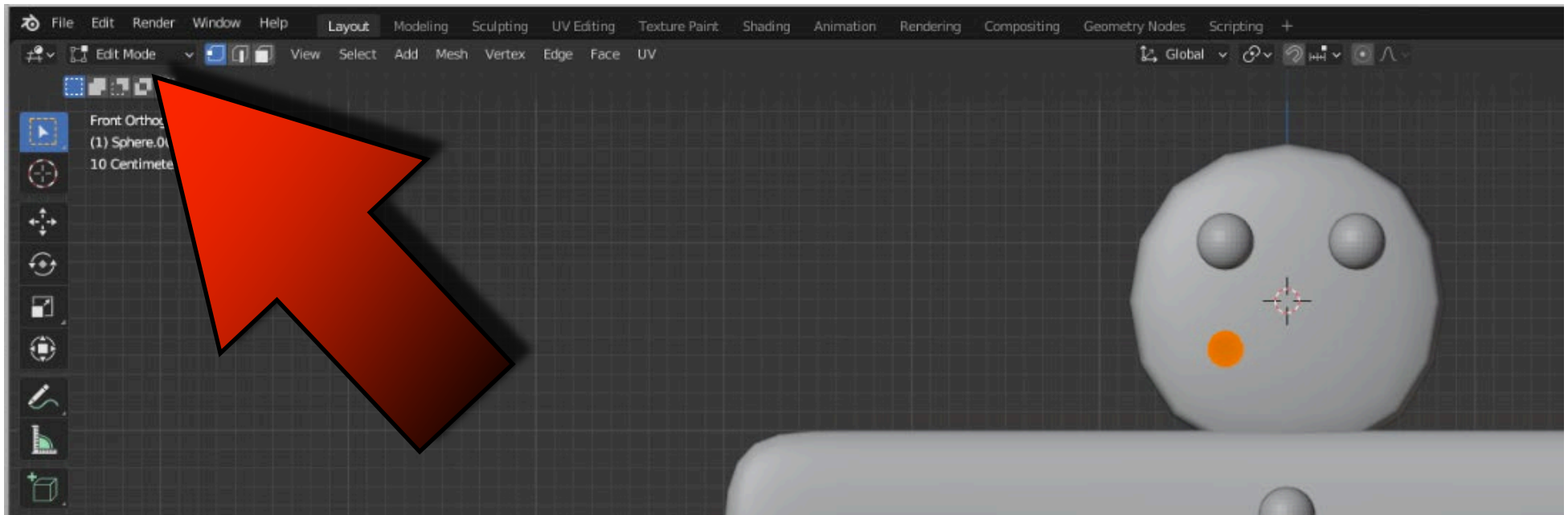
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## WSTAW NOWĄ **UV SPHERE** JAK NA RYSUNKU

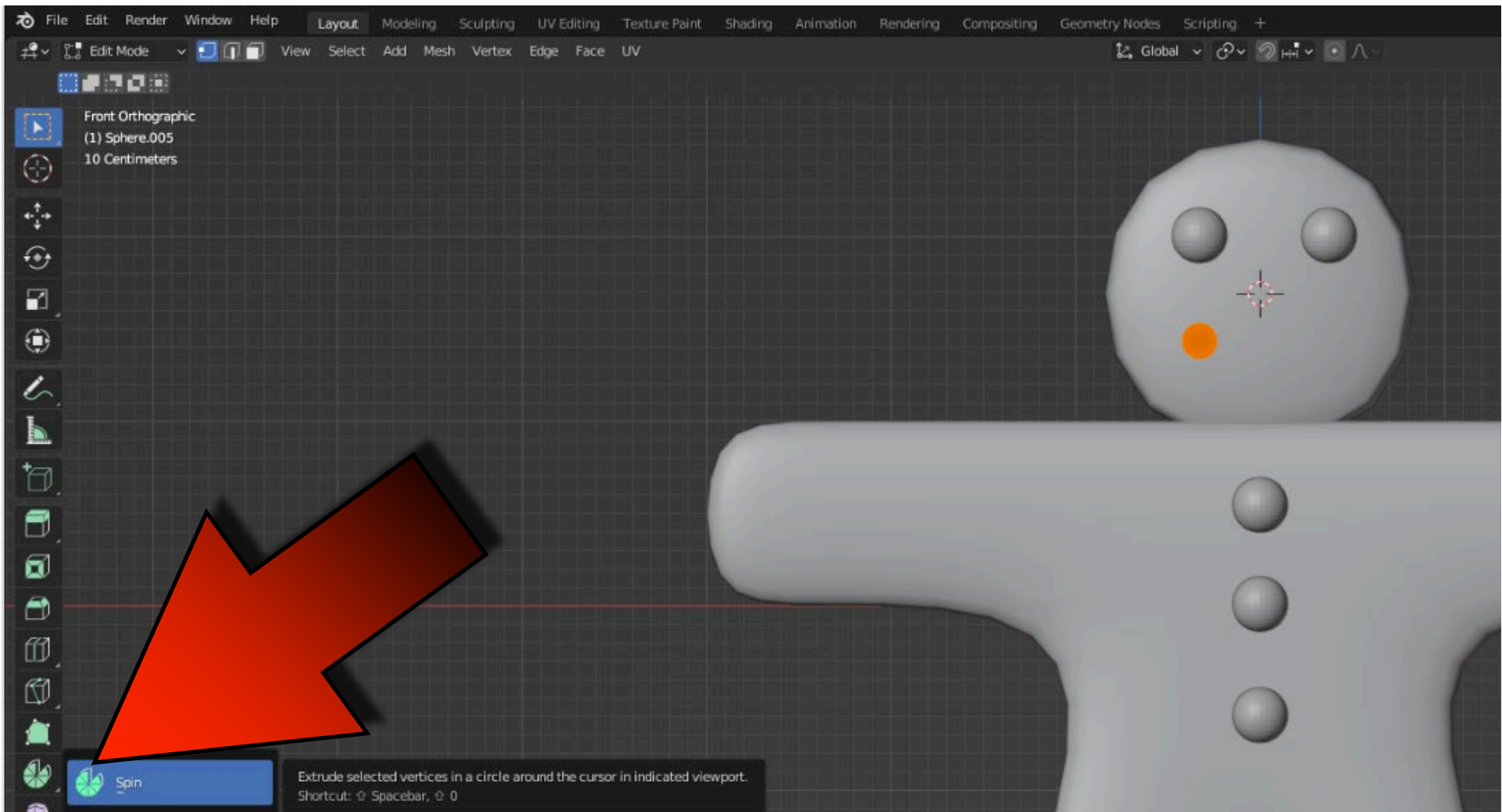


**CIASTEK**

# IDŹ DO EDIT MODE



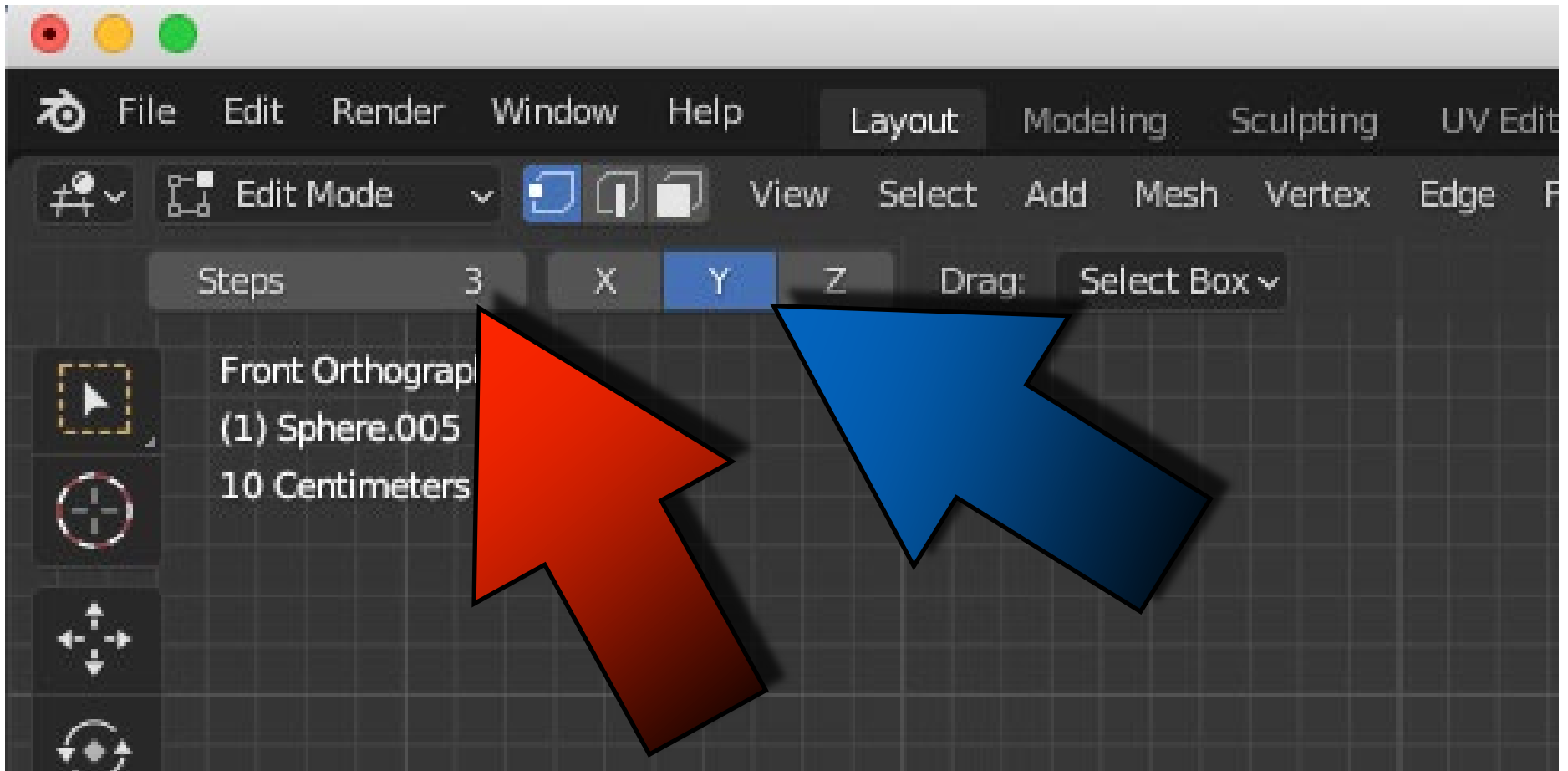
# WYBIERZ SPIN



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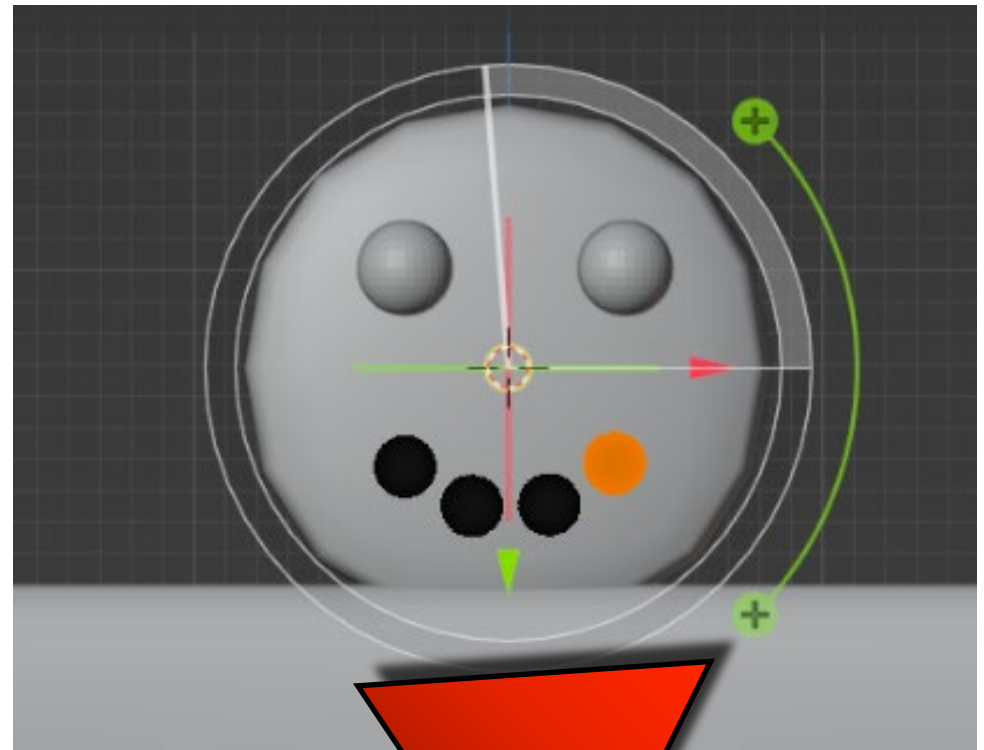
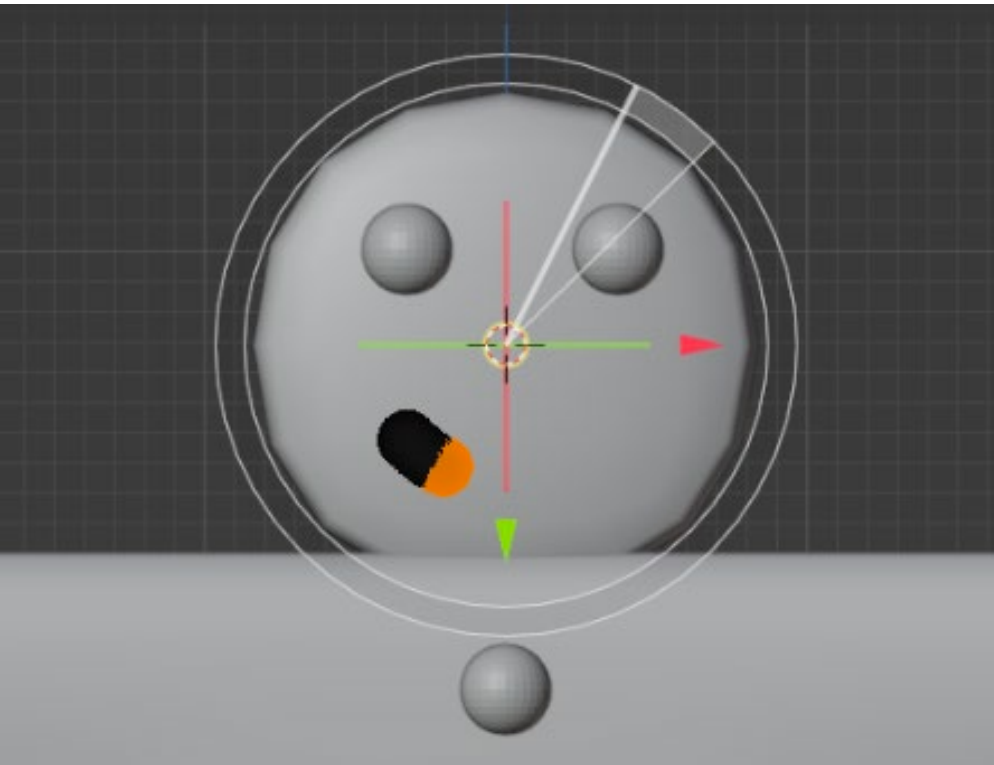
# POWER OF AR AND VR

## USTAW **STEPS NA 3** I ZAZNACZ OŚ **Y**



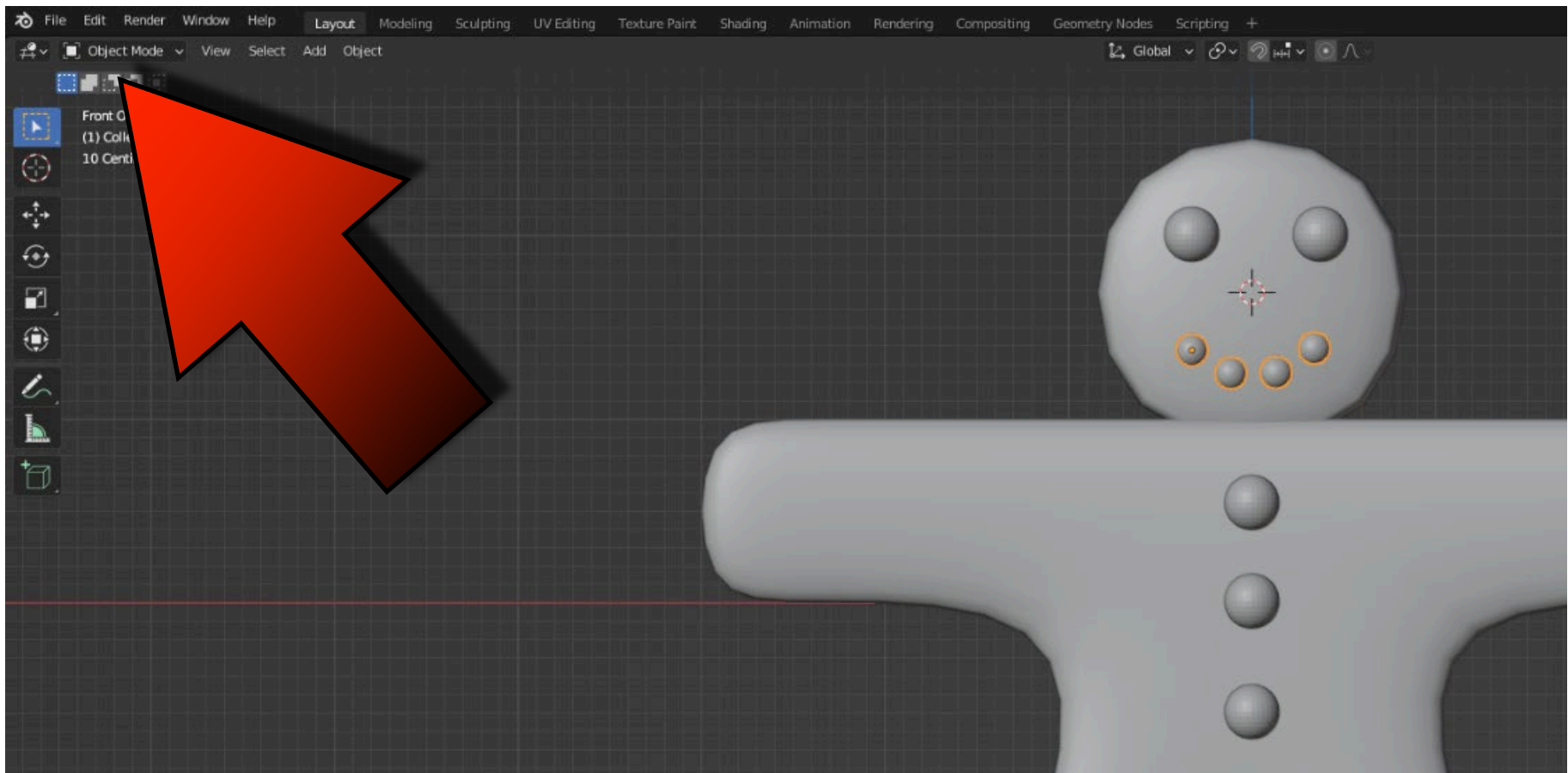
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## OBRÓĆ PRZYTRZYMUJĄC +



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# IDŹ DO **OBJECT MODE**



**CIASTEK**

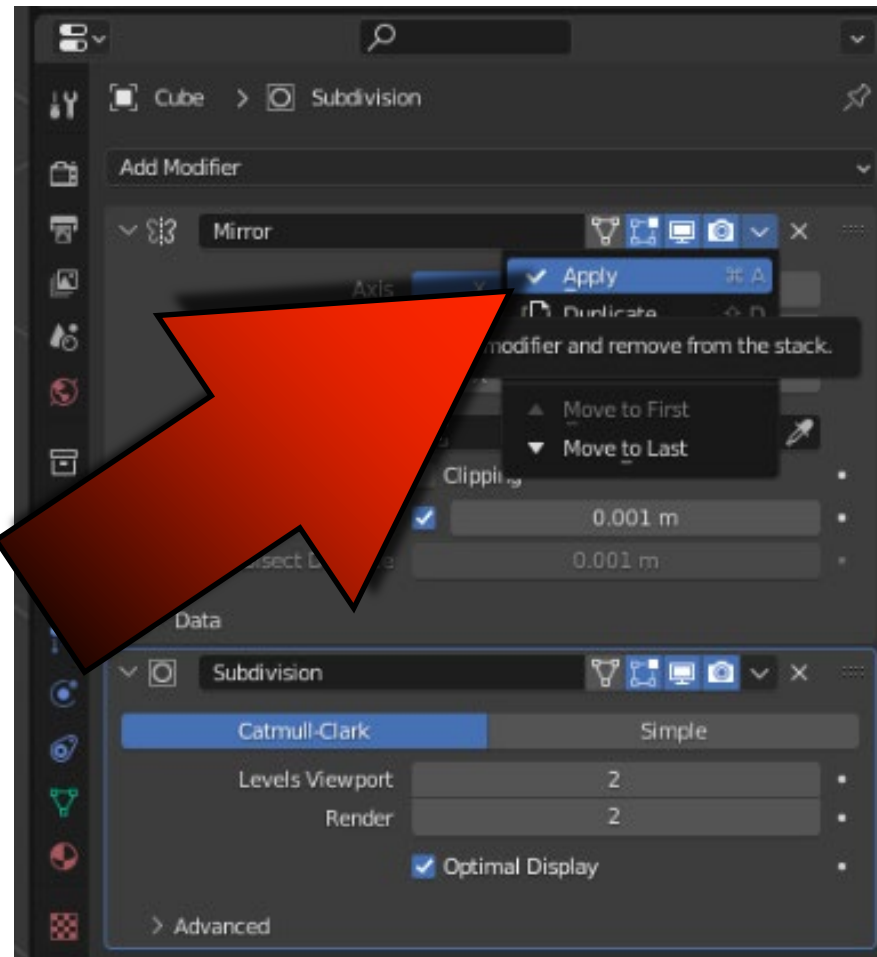


## ZAZNACZ MODEL



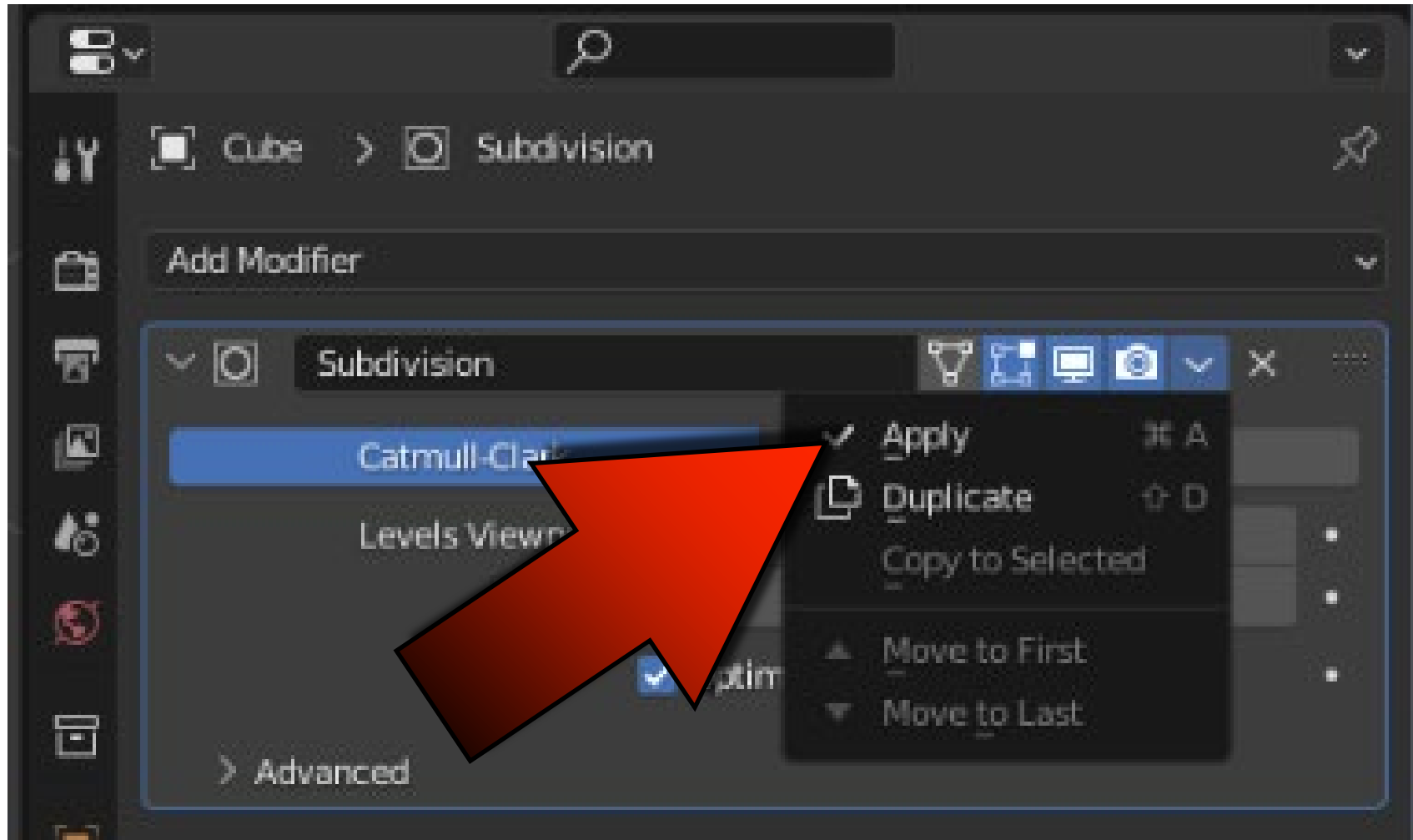
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# ZATWIERDŹ MODYFIKATOR MIRROR



# POWER OF AR AND VR

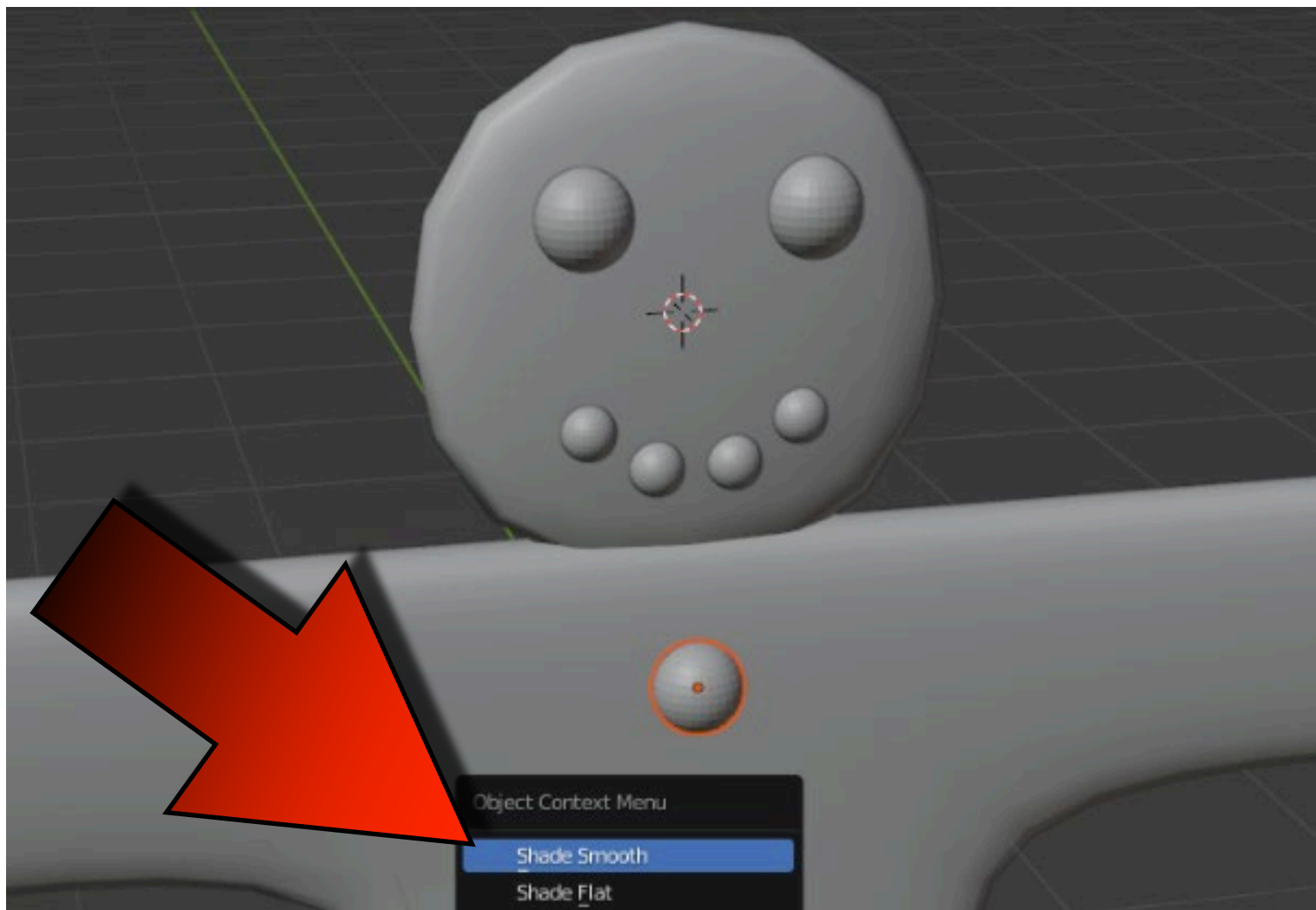
## NASTĘPNIE ZATWIERDŹ MODYFIKATOR SUBDIVISION SURFACE



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# POWER OF AR AND VR

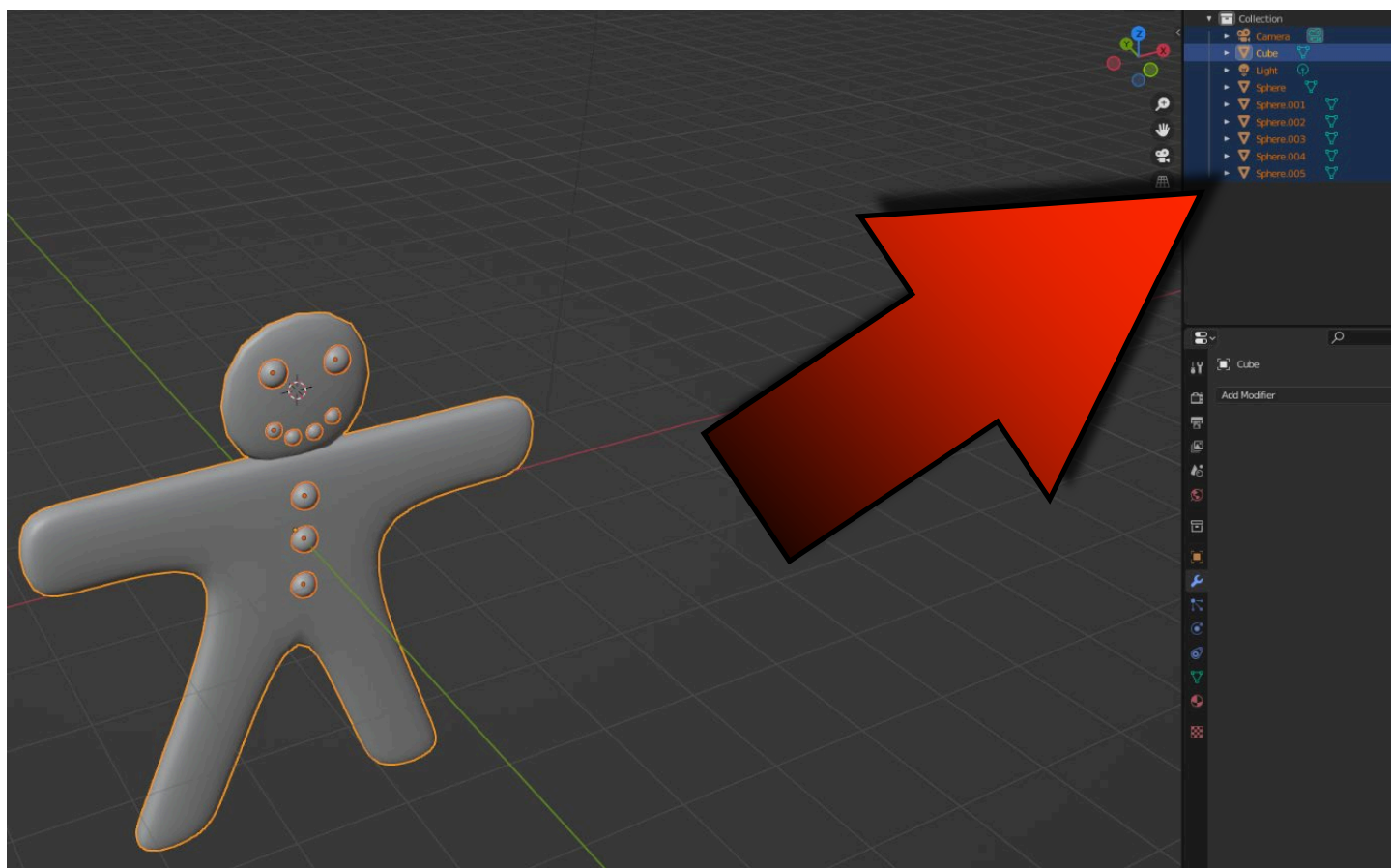
## DODAJ SHADE MOOTH DLA RESZTY MODELU



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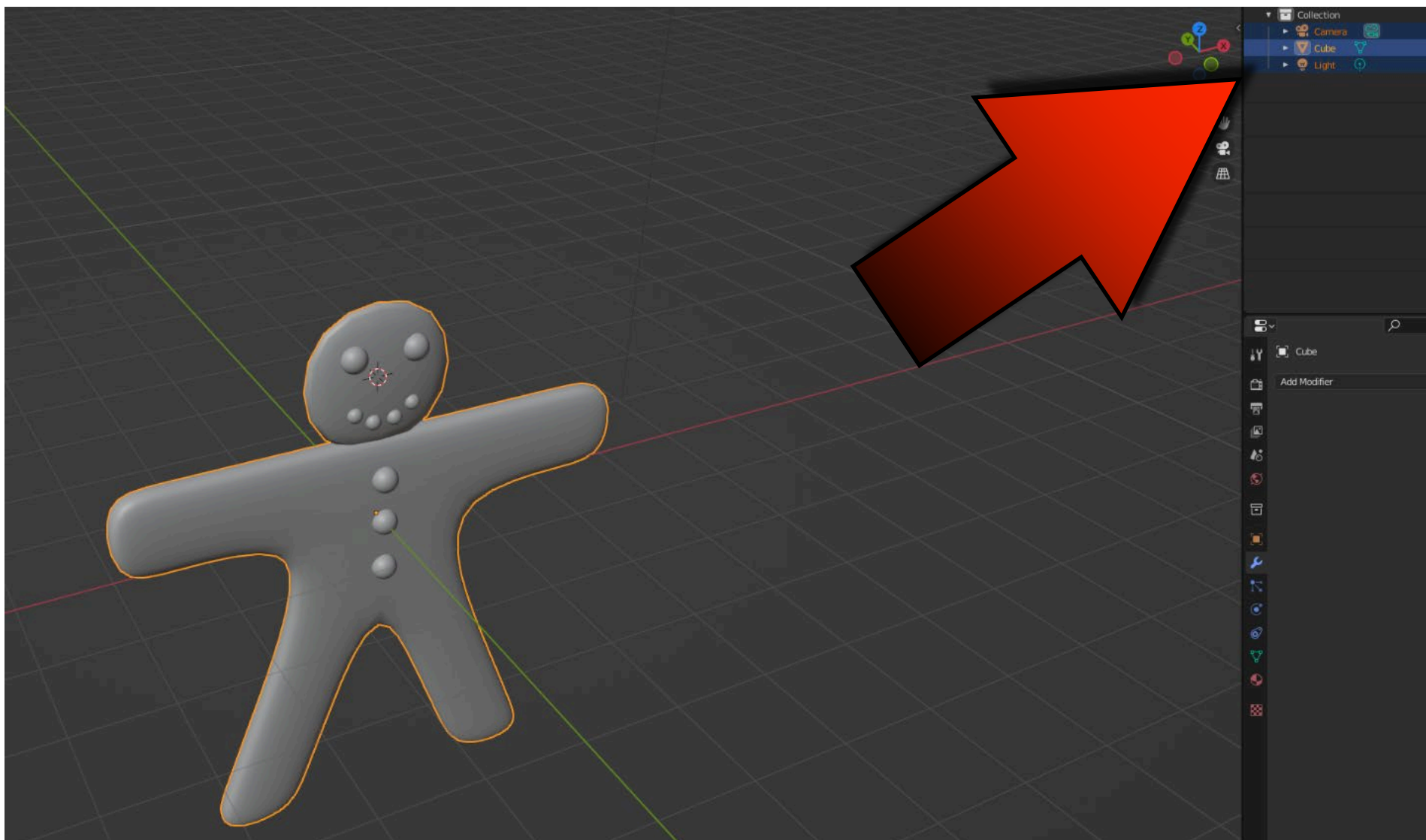
# POWER OF AR AND VR

## NACIŚNIJ KLAWISZ **A** ABY ZAZNACZYĆ POZOSTAŁE ELEMENTY



**CIASTEK**

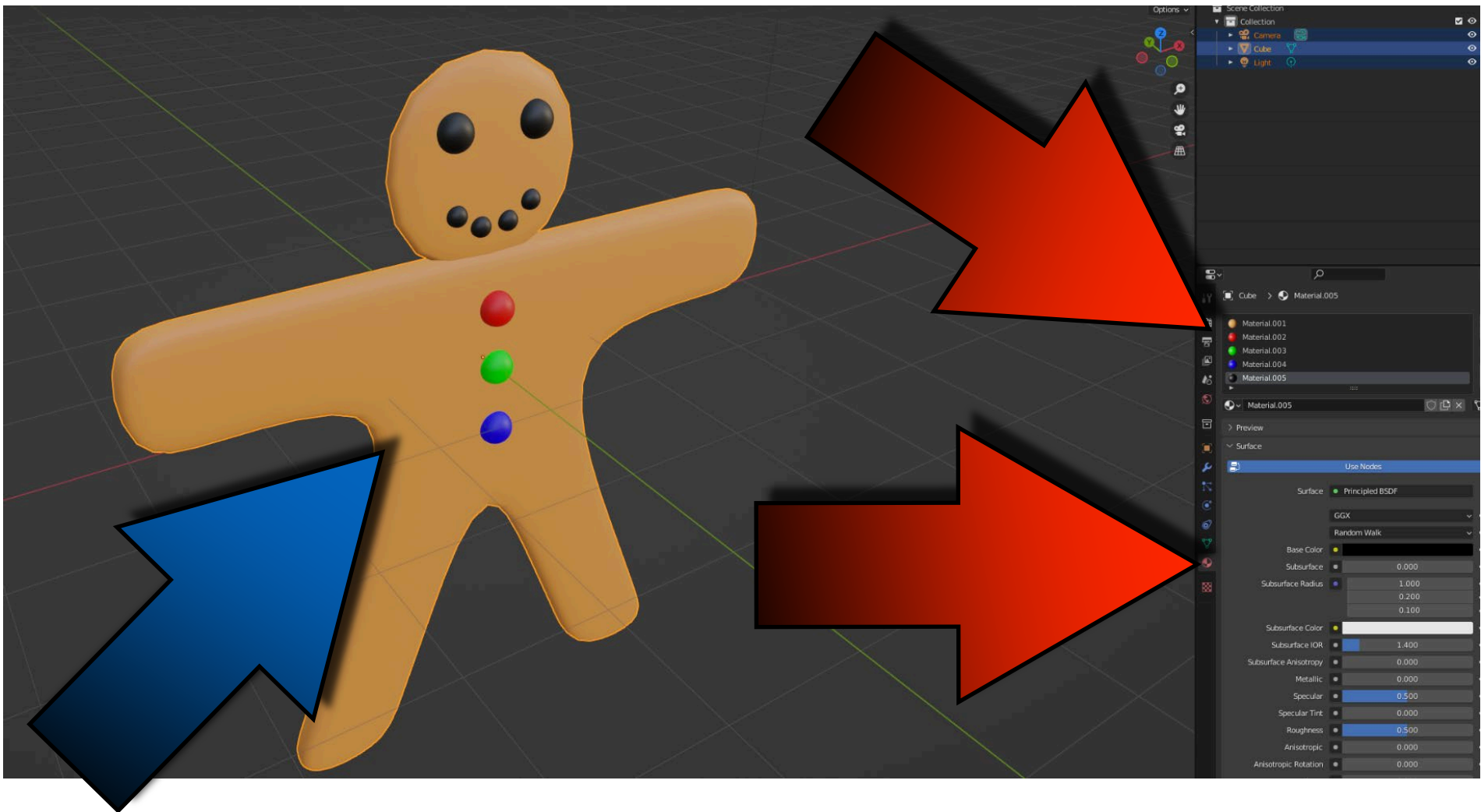
**NACIŚNIJ CTRL+J ABY WSZYSTKO POŁĄCZYĆ**



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# POWER OF AR AND VR

## DODAJ **MATERIAŁY** I USTAW KOLORY DLA CAŁEGO MODELU



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## DZIĘKUJĘ ZA UWAGĘ



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