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









PAMIĘTAJ ZAWSZE O SYSTEMATYCZNYM ZAPISYWANIU SWOJEJ PRACY

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URUCHOM PROGRAM BLENDER







POWER OF AR AND VR IDŹ DO WIDOKU FRONT









IDŹ DO EDIT MODE









WYBIERZ SUBDIVIDE

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CIASTEK





CUBE BĘDZIE PODZIELONY









UŻYJ ALT + A ABY WYŁĄCZYĆ ZAZNACZENIE



















USUŃ VERTICES





CIASTEK





IDŹ DO OBJECT MODE









DODOAJ MODYFIKATOR MIRROR

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| Modify | Generate | Deform | Physics |
| 🕁 Data Transfer | 00 Array | ポ Armature | 얍 Cloth |
| 🔲 Mesh Cache | 🖾 Bevel | 🕤 Cast | ත් Collision |
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| k Normal Edit | Build Build | 🕞 Displace | ☐ |
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| W Project | 🗍 Edge Split | 🔲 Laplacian Deform | 🔅 Ocean |
| 😿 UV Warp | 🗐 Geometry Nodes | 🖽 Lattice | 🕅 Particle Instance |
| 🚍 Vertex Weight Edit | 🕐 Mask | 🔲 Mesh Deform | 💦 Particle System |
| 🔝 Vertex Weight Mix | Ei3 Mirror | 🔍 Shrinkwrap | 🖉 Soft Body |
| ↓ Vertex Weight Proximity | I Multiresolu | | |
| | (₿ Remesh | | Live object: Mirror |
| | ස් Screw | | , over the topect origin |
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| | 🗇 Solidify | | |
| | O Subdivision Surface | | |
| | [0] Triangulate | | |
| | 🖒 Volume to Mesh | | |
| | _ [_] Weld | | |
| | 🗊 Wireframe | | |









IDŹ DO WIREFRAME









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











EKSTRUDUJ DWA RAZY JAK NA RYSUNKU





















WYEKSTRUDUJ VERTEX'Y JAK NA RYSUNKU









UŻYJ KLAWISZA G I PRZESUŃ PO OSI X JAK NA RYSUNKU









STWÓRZ MODEL JAK NA RYSUNKU







POWER OF AR AND VR DODAJ CUBE





CIASTEK





PRZESUŃ PO OSI Z









IDŹ DO OBJECT MODE









DODAJ MODYFIKATOR SUBDIVISION SURFACE

| Image: Cube > £j3 Mirror Add Modifier Add Modifier Image: Cube > £j3 Mirror Image: Cube Deform Physics Image: Cube Deform Physics Image: Cube Deform Physics Image: Cube Deform Physics Image: Cube Deform Cube Image: Cube Image: Cube Deform Cube Image: Cube Image: Cube Image: Cube Deform Image: Cube Image: Cube Image: Cube Image: Cube Image: Cube Deform Image: Cube Image: Cube Image: Cube Image: Cube Image: Cube Image: Cube Deform Image: Cube Deform Image: Cube Image: Cube Image: Cube Image: Cube Deform Image: Cube Image: Cube Image: Cube Image: Cube Image: Cube Image: Cube Deform Image: Cube Image: Cube Image: Cube Image: Cube Image: Cube Image: Cube Image: Cube Deform Image: Cube Image: Cube Image: Cube | Add Modifier Add Modifier Cenerate Deform Physics Image: Sevel Cast Si Collision Bevel Cast Si Collision Bevel Cast Si Collision Boolean Curve Displace Boolean Curve Fluid Edit Decimate Hook Fluid Edit Geometry Nodes Laplacian Deform Ocean Geometry Nodes Latlice Simple Deform Soft Body Proximity Mutresolution Subdivision Surface Soft Body Proximity Strin Soft Smoth Soft Body Strin Soft Ad | Modify Generate Deform Physics Data Transfer Image: Array Mesh Sequence Cache Bevel Mesh Sequence Cache Boolean Mesh Sequence Cache Mesh Sequence Multiresolution Simple Deform Multiresolution Simple Deform Multiresolution Simple Deform Skin Strew Skin Sufface Deform West Multiresolution Skin Sufface Deform West Wirefram | Modify Generate Deform Physics Image: Cube in \$13 Mirror Add Modifier Image: Cube in \$13 Mirror Physics Image: Cube in \$13 Mirror Physics <td< th=""><th>Modify C</th><th>Cube > £3 Add Modifier enerate Array Bevel Boolean Build Decimate Edge Split Geometry Nodes Mask Mirror Multiresolution Remesh Screw Skins</th><th>Mirror Deform ☆ Armature ⊕ Cast → Curve ⊗ Displace ⊗ Hook © Leplacian Deform ∰ Lattice © Mesh Deform ∰ Simple Deform ∲ Simple Deform ∲ Simple Deform ∲ Simple Deform ∲ Simolt Corrective</th><th>Physics Colth 중 Collision 준 Dynamic Paint 한 Explode 은 Fluid 없 Ocean 유 Particle Instance 와 Particle System ⓒ Soft Body</th></td<> | Modify C | Cube > £3 Add Modifier enerate Array Bevel Boolean Build Decimate Edge Split Geometry Nodes Mask Mirror Multiresolution Remesh Screw Skins | Mirror Deform ☆ Armature ⊕ Cast → Curve ⊗ Displace ⊗ Hook © Leplacian Deform ∰ Lattice © Mesh Deform ∰ Simple Deform ∲ Simple Deform ∲ Simple Deform ∲ Simple Deform ∲ Simolt Corrective | Physics Colth 중 Collision 준 Dynamic Paint 한 Explode 은 Fluid 없 Ocean 유 Particle Instance 와 Particle System ⓒ Soft Body |
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| Add Modifier Modify Generate Deform Physics Image: Deform Image: Deform Physics Image: Deform Image: Deform Image: Deform Image: Deform Image: Deform Image: Deform Image: Deform < | Add Modifier Physics Generate Deform Physics [1] Array * Armature * Cloth [2] Bevel ① Cast * Cloth [2] Bevel ① Cast * Cloth [3] Bevel ② Cast * Cloth [4] Boolean ② Curve * Dynamic Paint [5] Build © Displace * Explode [6] Build © Displace * Explode [6] Edge Split © Laplacian Deform * Ocean [6] Geometry Nodes # Lattice * Particle Instance Edit * Mask © Mesh Deform * Particle System Mix * Mimor © Shrinkwrap * Soft Body Proximity # Multiresolution * Simple Deform * Soft Body Proximity # Multiresolution * Simoth Corrective • Sin [7] Skin * Smooth Corrective • Skin * Smooth Corrective [8] Subdivision Surface * Warp * Sactive object: Subdivision Surface [9] Vierframe * Vol Split the faces into * Sactive object: Subdivision Surface | Add Modifier Modify Generate Deform Physics Image: Deform Image: Deform Physics Image: Deform Image: Deform Image: Deform Image: Deform Image: Deform Image: Deform Image: Deform < | Add Modifier Modify Generate Deform Physics If data Transfer If Array Array Array Array Control If desh Cache Bevel Cast If Colth If desh Sequence Cache Boolean Curve If Colth If desh Sequence Cache Boolean Curve If Colth If wighted Normal Decimate Hook If Displace If Explode If wighted Normal Decimate Hook If Displace If Displace If Wirefact Edge Split Lattice If anticle System If Vertex Weight Edit Geometry Nodes Lattice Soft Body If Vertex Weight Proximity Multiresolution Simple Deform Soft Body If Vertex Weight Proximity Multiresolution Simple Deform Soft Body If Vertex Weight Proximity Multiresolution Simple Deform Var If Vertex Weight Proximity Multiresolution Simple Deform Var If Vertex Weight Proximity Multiresolution Simple Deform Var If Vertex Weight Proximity Multiresolution Subdivision Surface Var If Vertex Weight Proximity If Werter Subdivision Surface Var | Modify C ♥ Data Transfer [] [] Mesh Cache [] [] Mesh Sequence Cache [] [] Mesh Sequence Cache [] [] Weighted Normal [] [] UV Project [] [] Vertex Weight Edit [] [] Vertex Weight Edit [] [] Vertex Weight Proximility [] | Add Modifier Array Array Bevel Boolean Boolean Boolean Boolean Boolean Boolean Boolean Multiresolution Remesh Screw Skin Catalase | Deform Armature Cast Curve Displace Jeok Latice Mesh Deform Strinkwrap Simple Deform Simple Deform Simple Deform Simple Deform Simple Deform Simple Deform Simple Deform | Physics Cloth Collision Collision Dynamic Paint Explode Eluid Ceean Particle Instance Particle System Soft Body |
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| Image: Section 2014 Soft Body Image: Section 2014 Soft Body Image: Section 2014 Simple Deform Image: Section 2014 Section 2014 Image: Section 2014 S | Mix \$\$\$ Mirror O Shrinkwrap Soft Body Proximity III Multiresolution > Simple Deform III Remesh III Smooth III Screw III Smooth Corrective III Solidify III Subdivision Surface III Trizer III Trizer III Trizer Split the faces into III Wireframe Wireframe | Image: Second Secon | Image: Second | Image: Second | 경 Mirror 册 Multiresolution 伊 Remesh ≳ Screw 의 Skin 의 Skin | 이 Shrinkwrap 양 Simple Deform 양 Smooth 양 Smooth Corrective | 🕼 Soft Body |
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USTAW PARAMETERY NA 2









DODAJ SHADE SMOOTH









PRZESKALUJ PRECYZYJNIE PO OSI Y TRZYMAJĄC KLAWISZ CTRL











DODAJ UV SPHERE









PRZESUŃ I GO PRZESKALUJ











SKOPIUJ I UMIEŚC JAK NA RYSUNKU



DODAJ TAKŻE OCZY







IDŹ DO EDIT MODE I ZAZNACZ GŁOWĘ









UŻYJ SHIFT + S I WYBIERZ A COURSOR TO SELECTED







KURSOR 3D BĘDZIE W CENTRUM GŁOWY









IDŹ DO OBJECT MODE







WSTAW NOWĄ UV SPHERE JAK NA RYSUNKU

IDŹ DO EDIT MODE

WYBIERZ SPIN

POWER OF AR AND VR USTAW STEPS NA 3 I ZAZNACZ OŚ Y

OBRÓĆ PRZYTRZYMUJĄC +

IDŹ DO OBJECT MODE

ZAZNACZ MODEL

ZATWIERDŹ MODYFIKATOR MIRROR

NASTĘPNIE ZATWIERDŹ MODYFIKATOR SUBDIVISION SURFACE

| 8 | ۹. | × |
|-------|-------------------------------|------|
| ÷۲ | Cube > O Subdivision | Ś |
| a | Add Modifier | * |
| 6 | ✓ O Subdivision | × == |
| | Catmull-Clark Apply # A | |
| 16 | Levels Viewo Copy to Selected | • |
| ۲ | Move to First | |
| 5 | Move to Last | |
| 14.14 | 2 Advanceo | |

CIASTEK

NACIŚNIJ KLAWISZ A ABY ZAZNACZYĆ POZOSTAŁE ELEMENTY

NACIŚNIJ CTRL+J ABY WSZYSTKO POŁĄCZYĆ

DODAJ MATERIAŁY I USTAW KOLORY DLA CAŁEGO MODELU

DZIĘKUJĘ ZA UWAGĘ

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