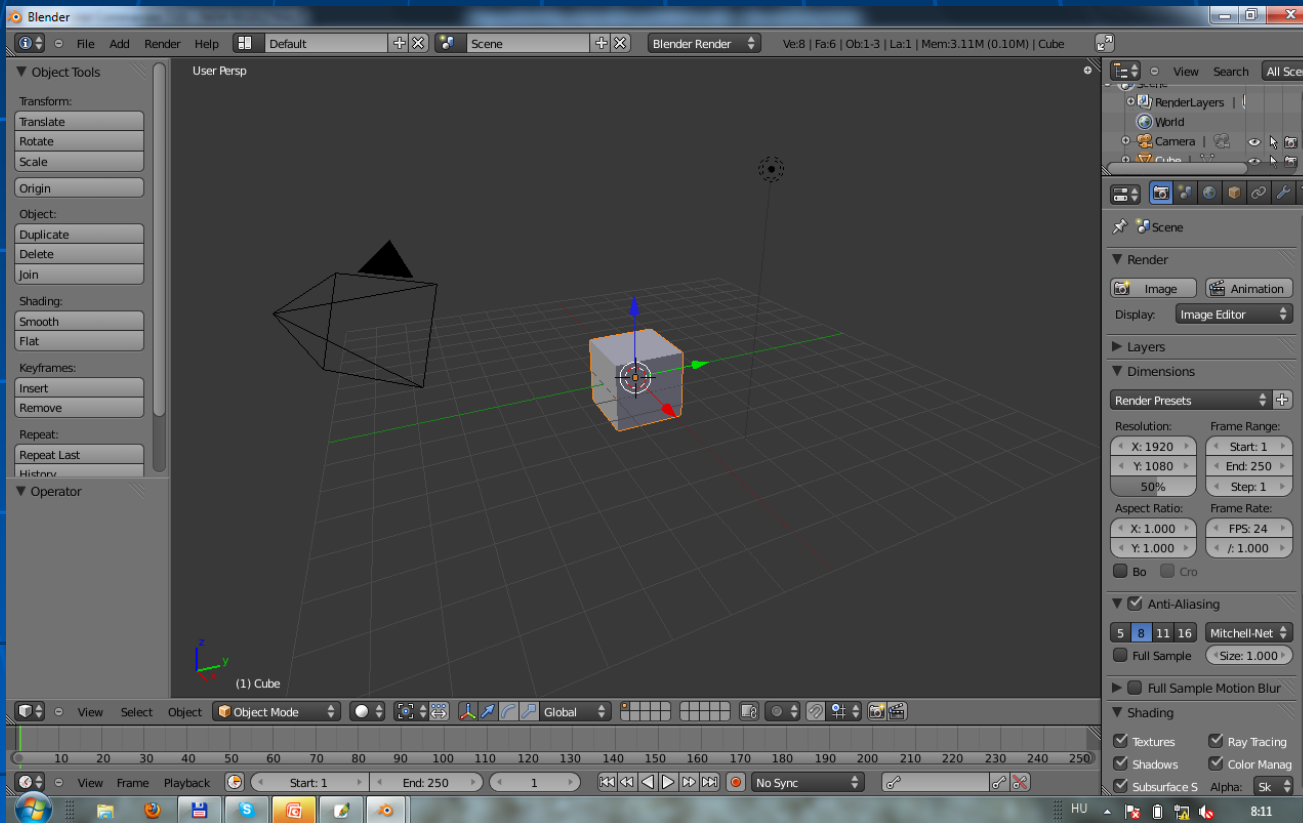


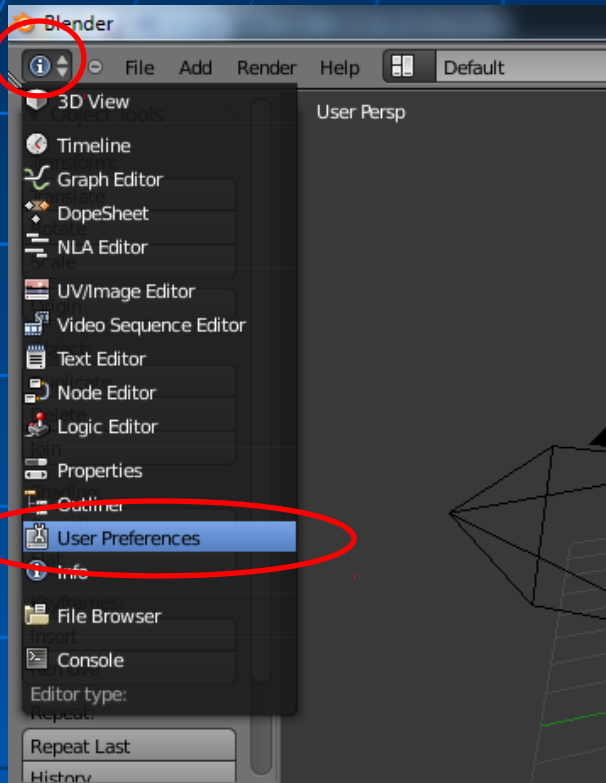
1. Labor : Modellezés

Blender

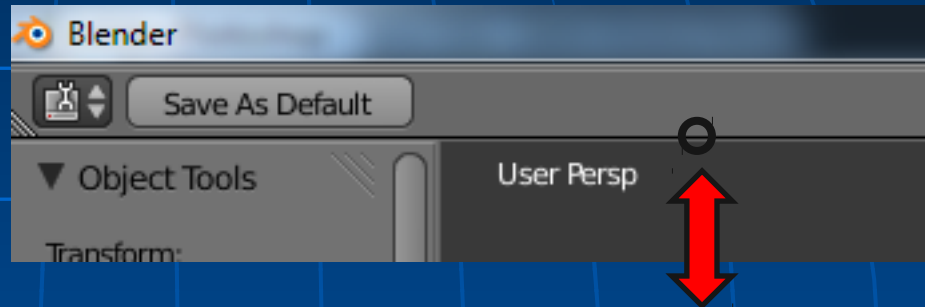
- D:\GameDev\Blender3D\blender.exe



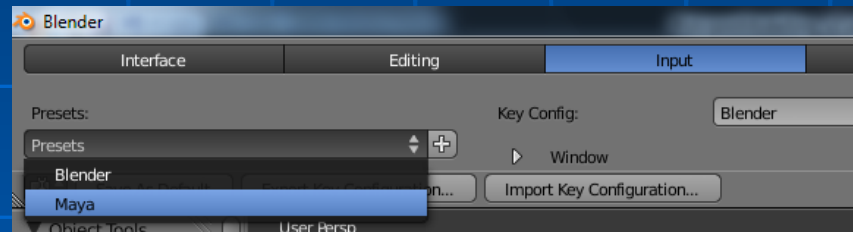
Ismerkedjünk az interface-el!!!



1.



2.



3.

4.: Save as Default

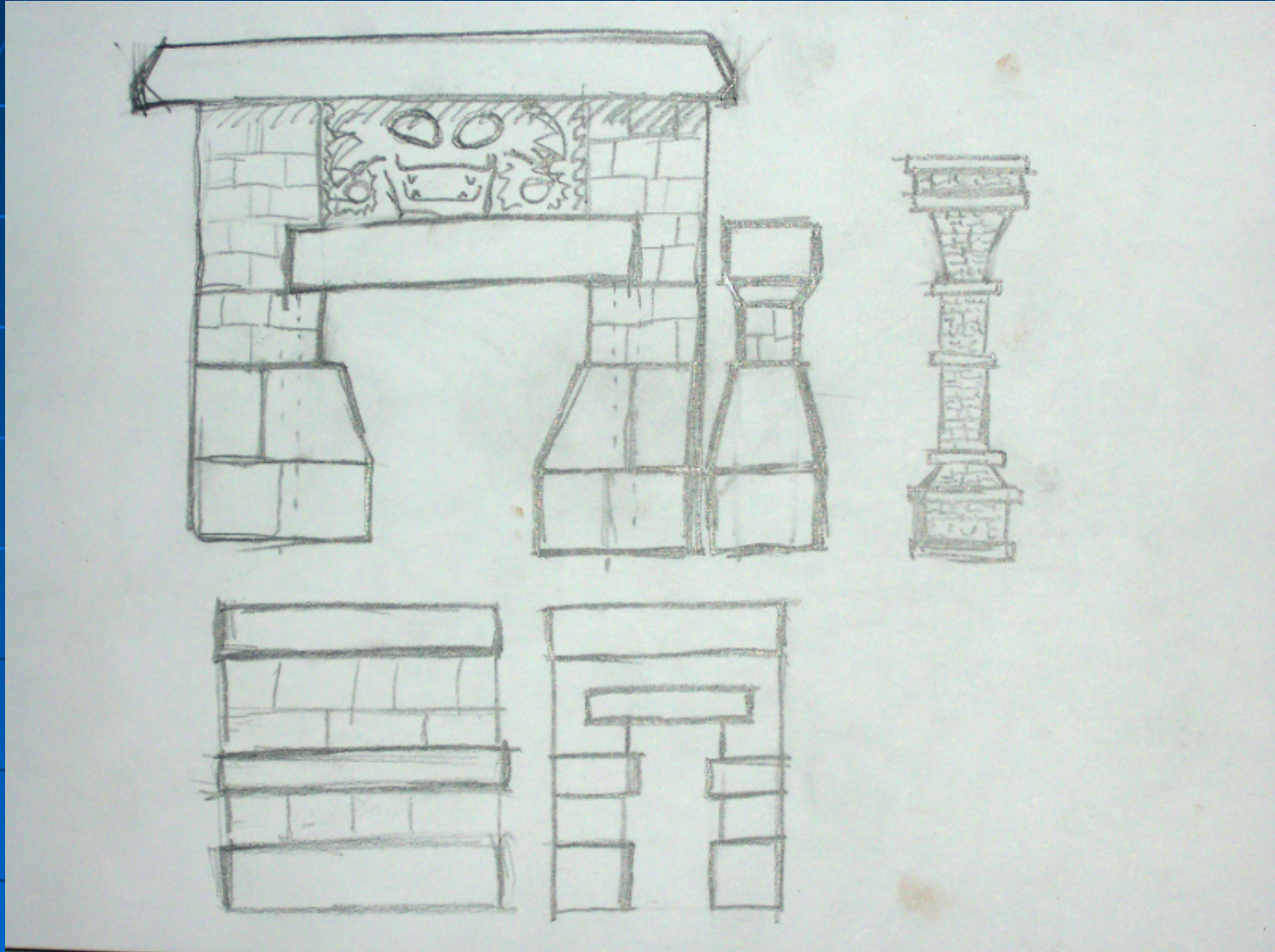
Kamera mozgás:

ALT + LMB : forgás

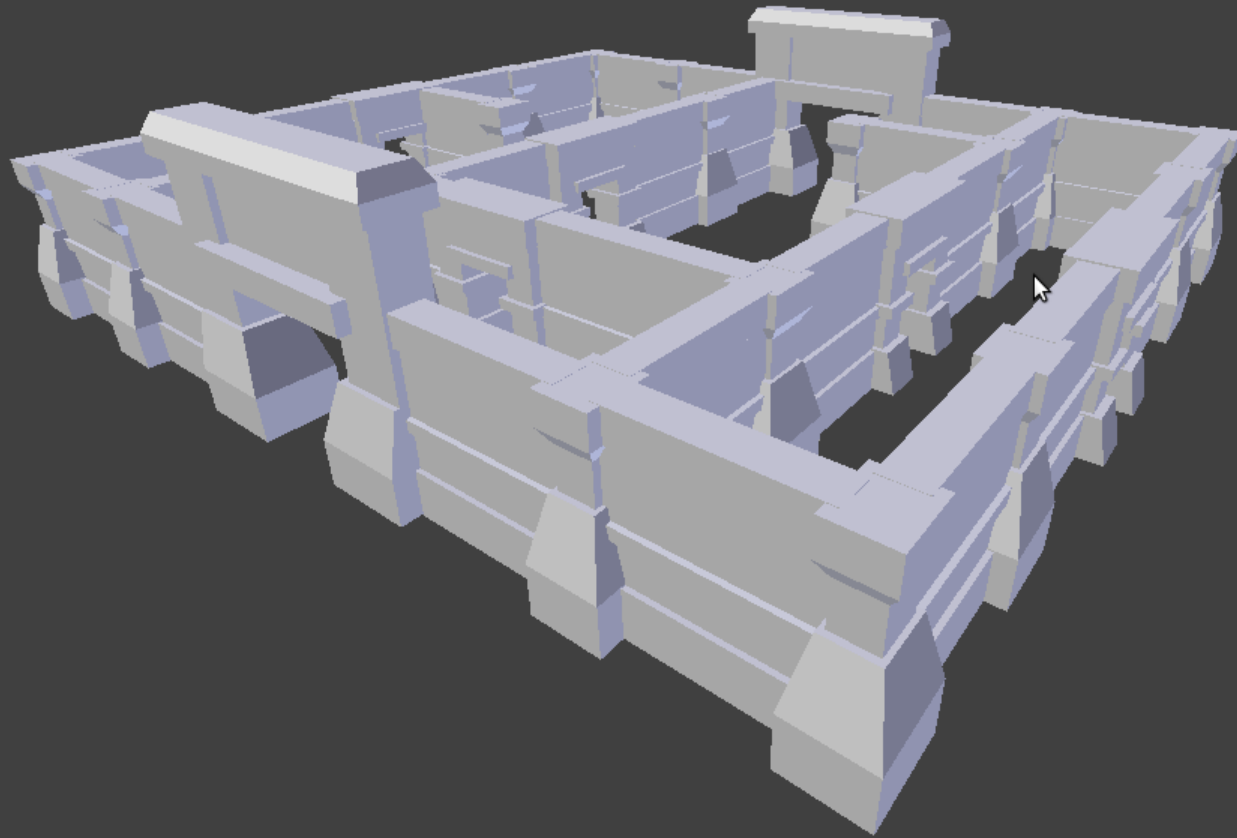
ALT + RMB : zoom

ALT + MMB : mozgás

Concept "art"



User Persp



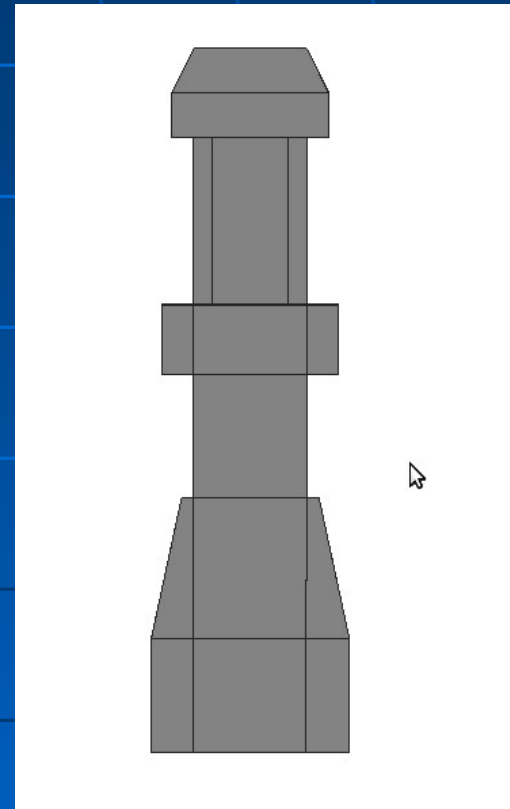
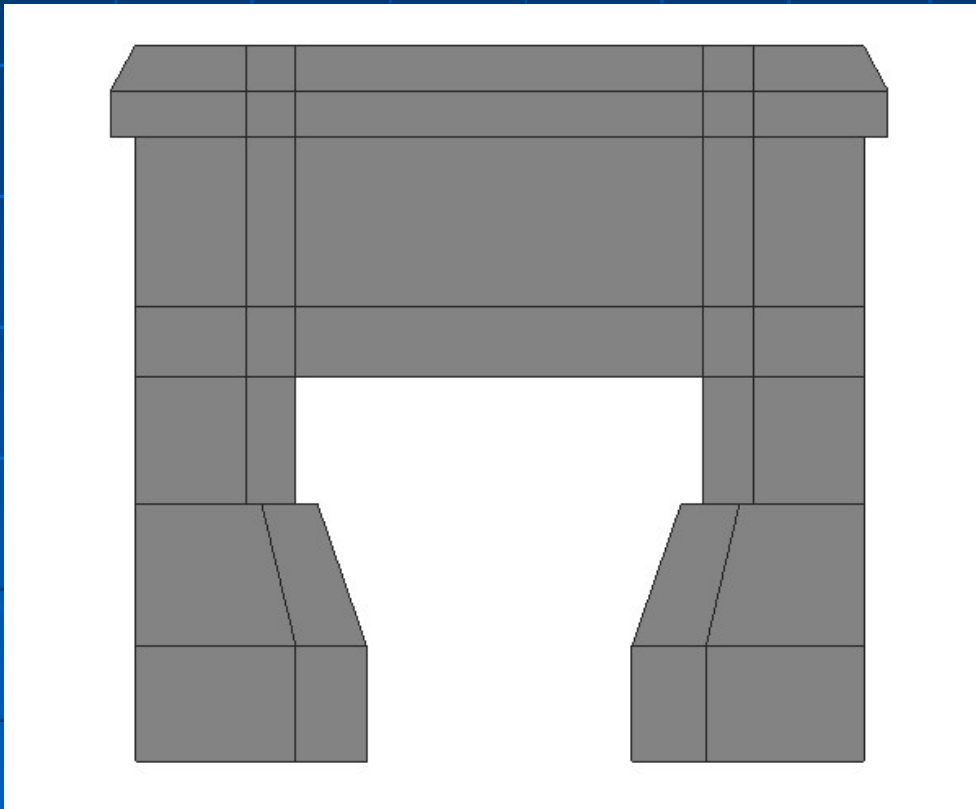
(8) Cube.010

Cél



Alap

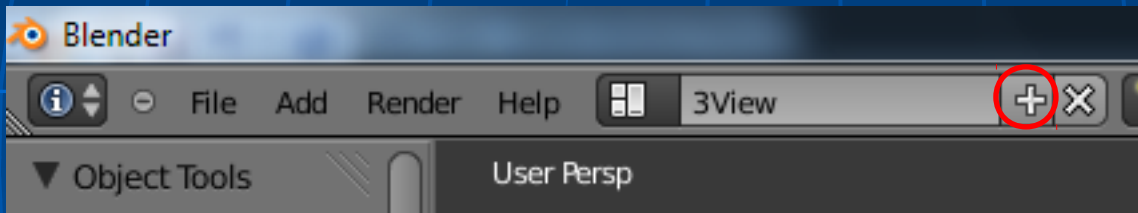
- D:\GameDev\labs\1



frontview.jpg, sideview.jpg

Screens

- Új screen létrehozása

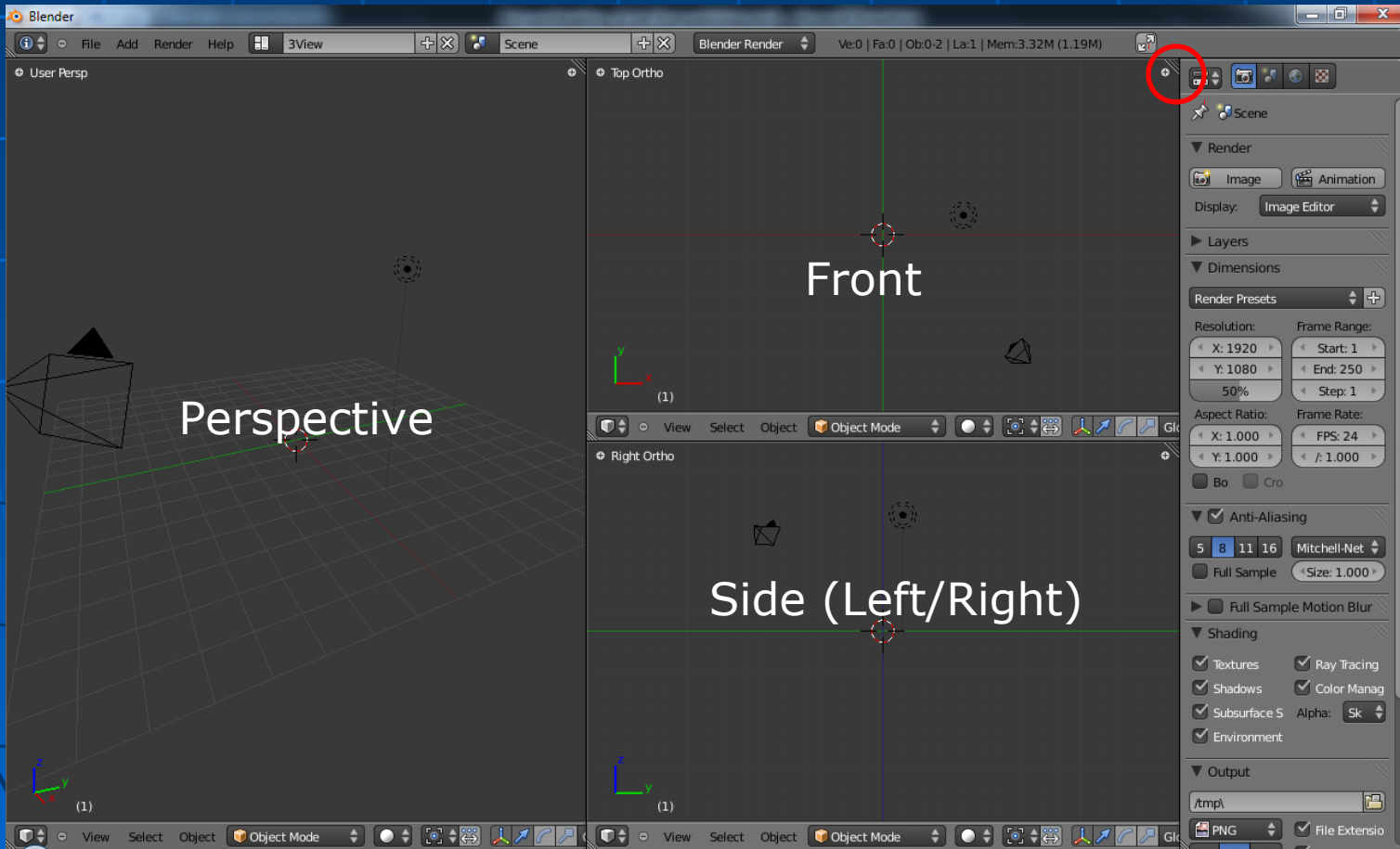


Nézetek teljes képernyőre: SHIFT+SPACE

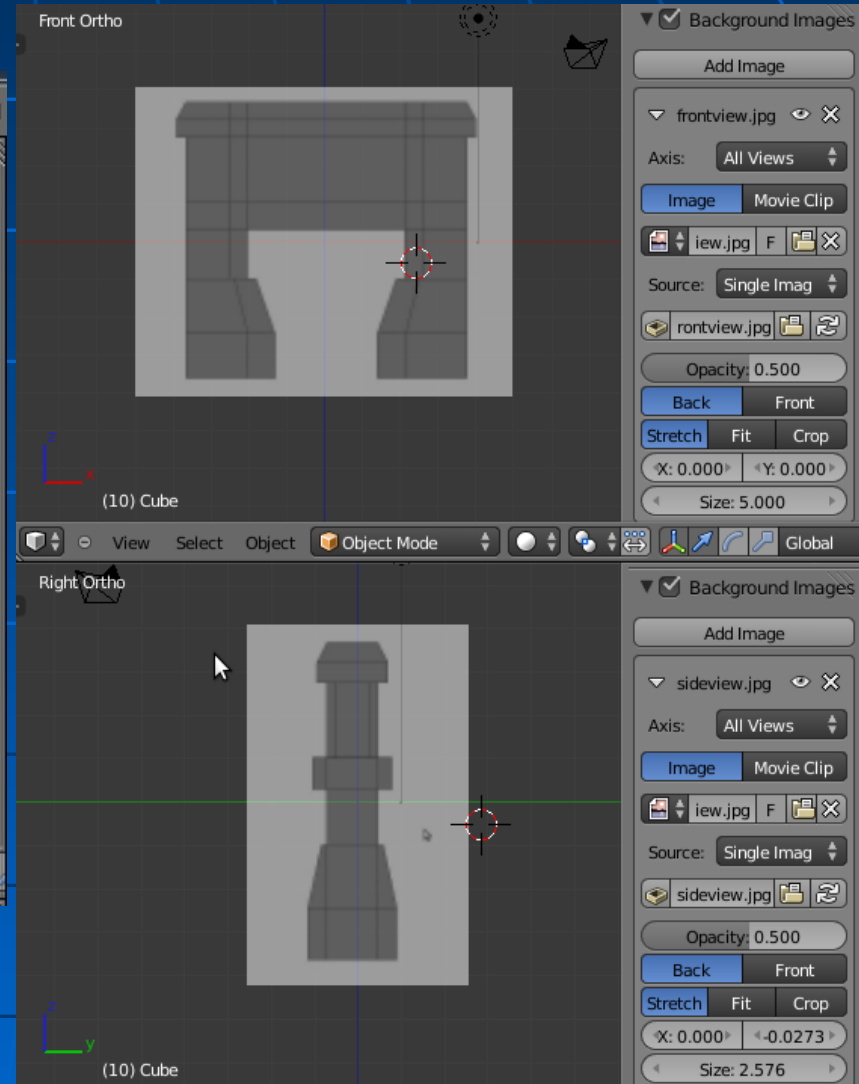
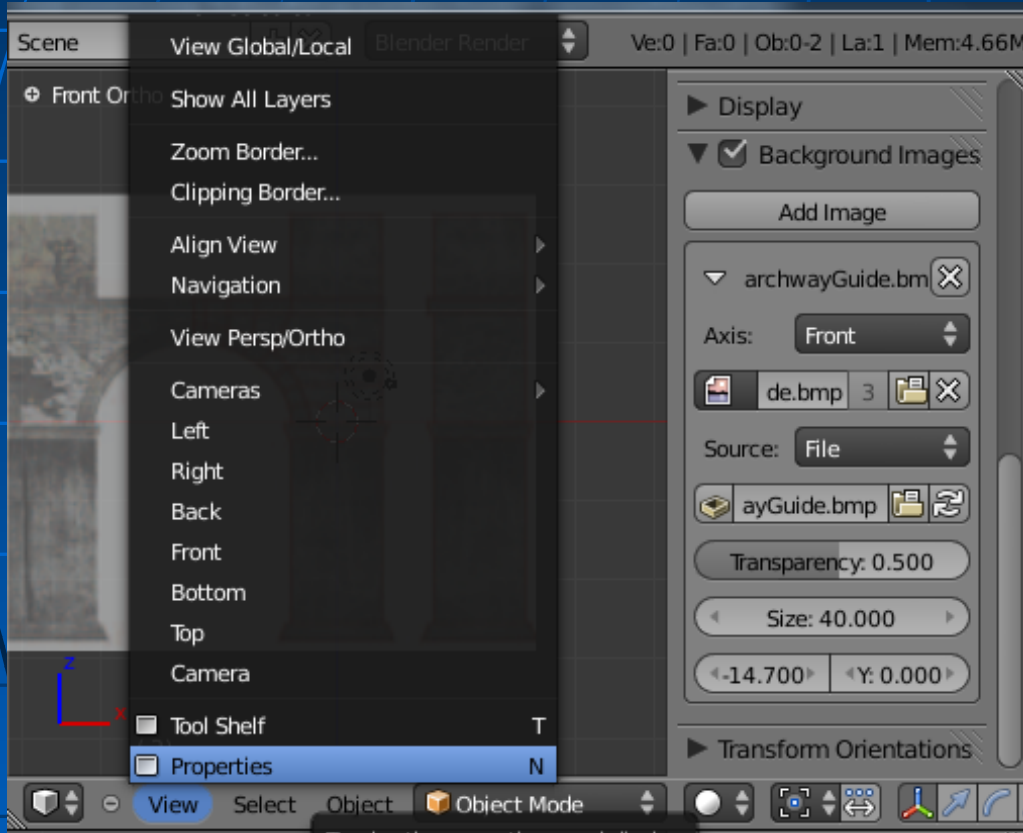
3 nézet

- Új színtér
- Kockát törölni (Delete)
- Ablakok átrendezése:

Egy nézetet teljes képernyőre:
Fölé visszük az egeret és
Shift + Space

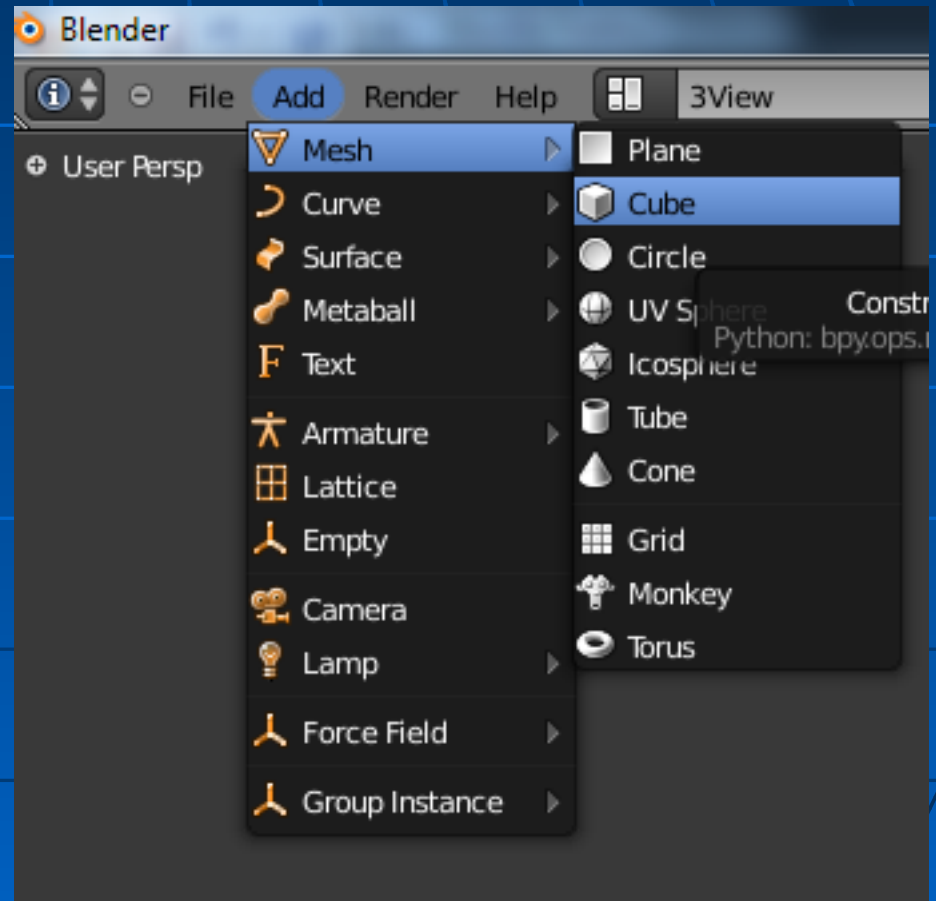
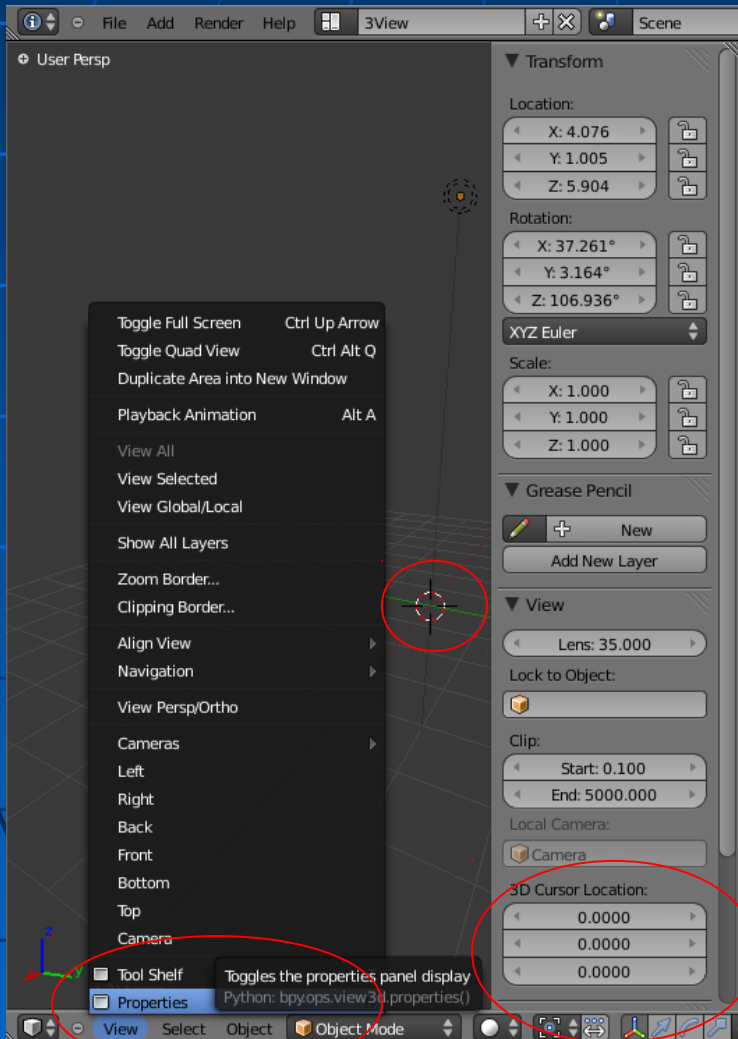


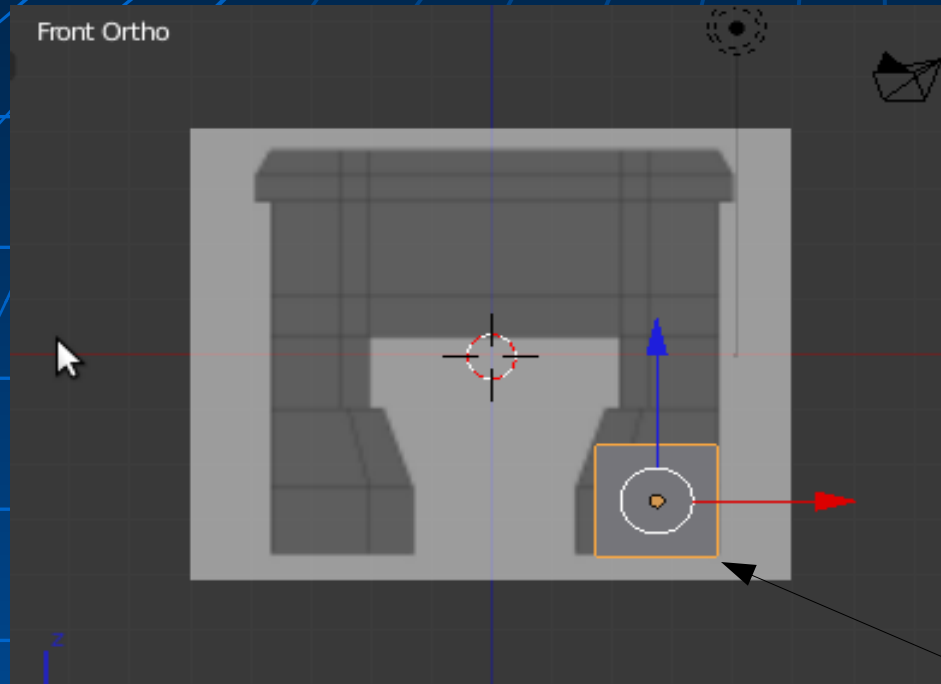
Háttérkép



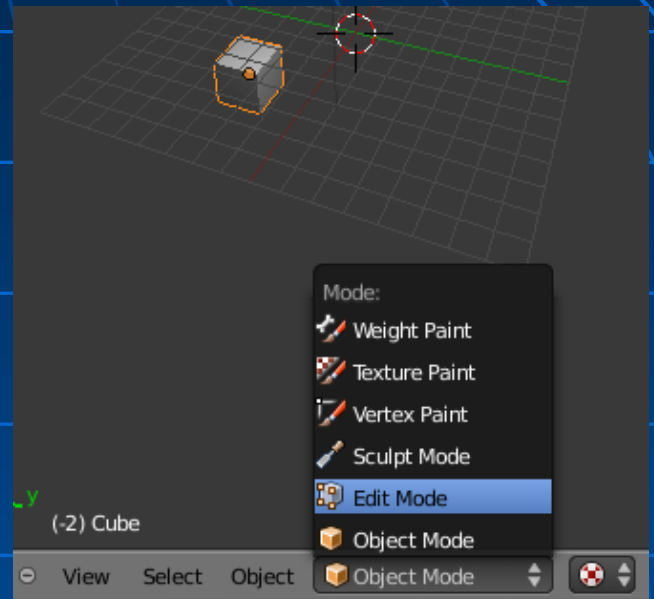
kocka létrehozása

Kurzort érdemes középre vinni (Space és írjuk be hogy „snap”, majd válasszuk ki: Snap Cursor to Center)

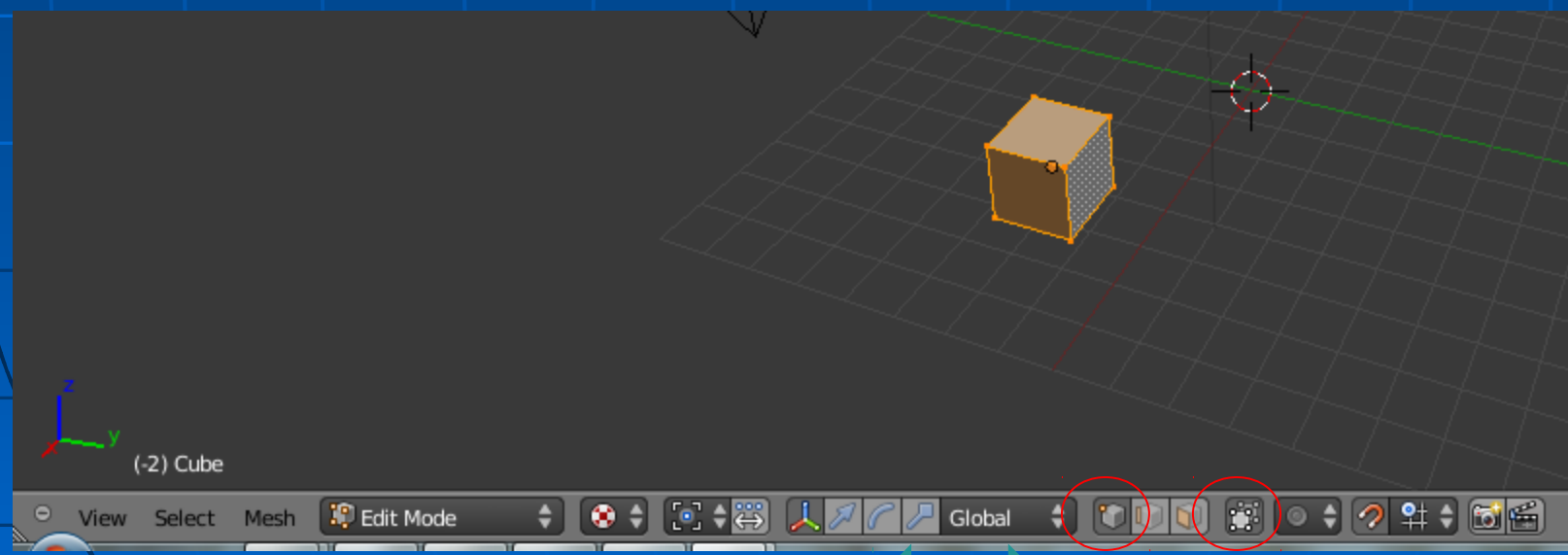




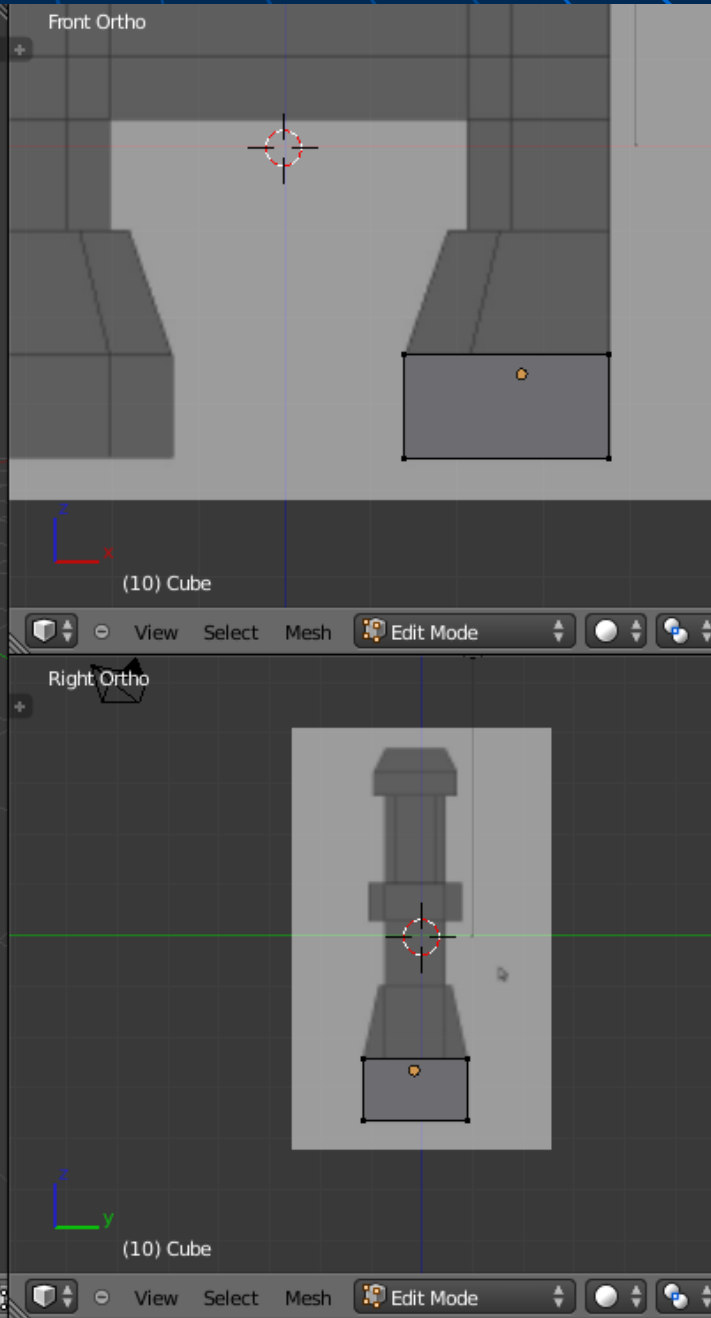
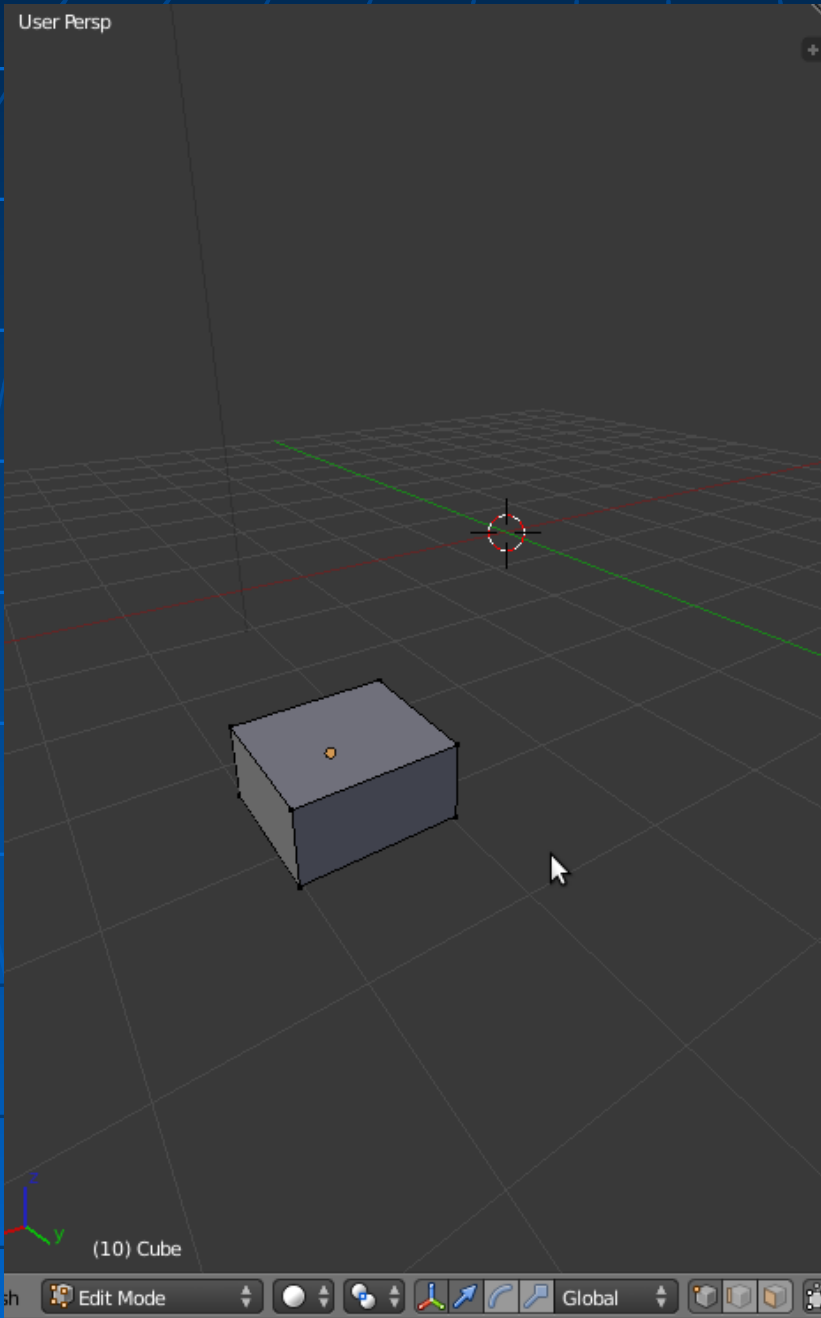
TAB

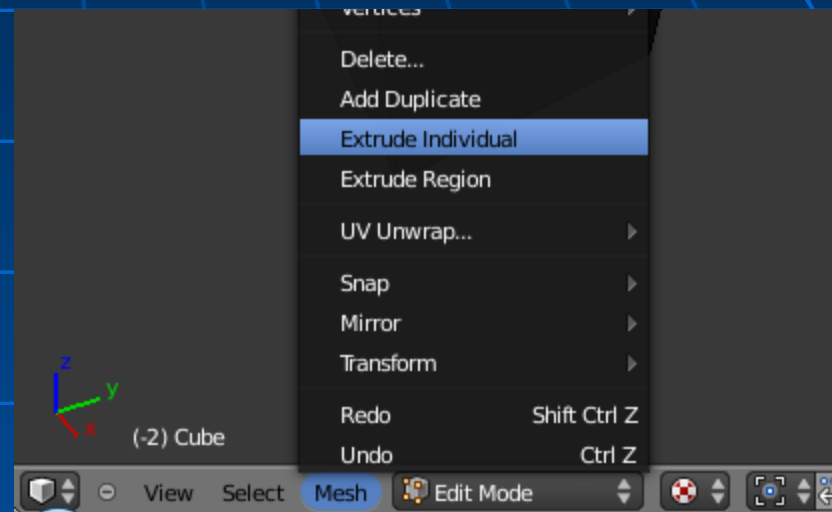
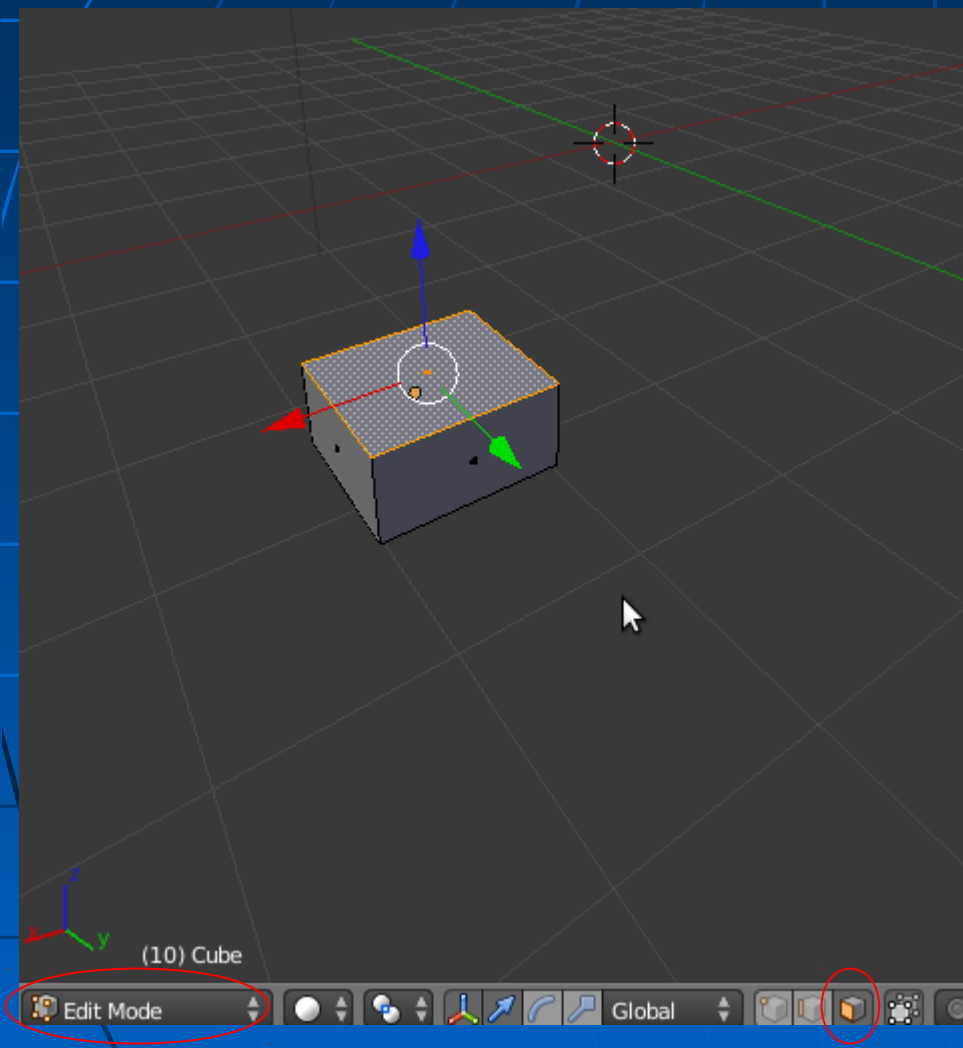


Helyezzük ide a sarokba



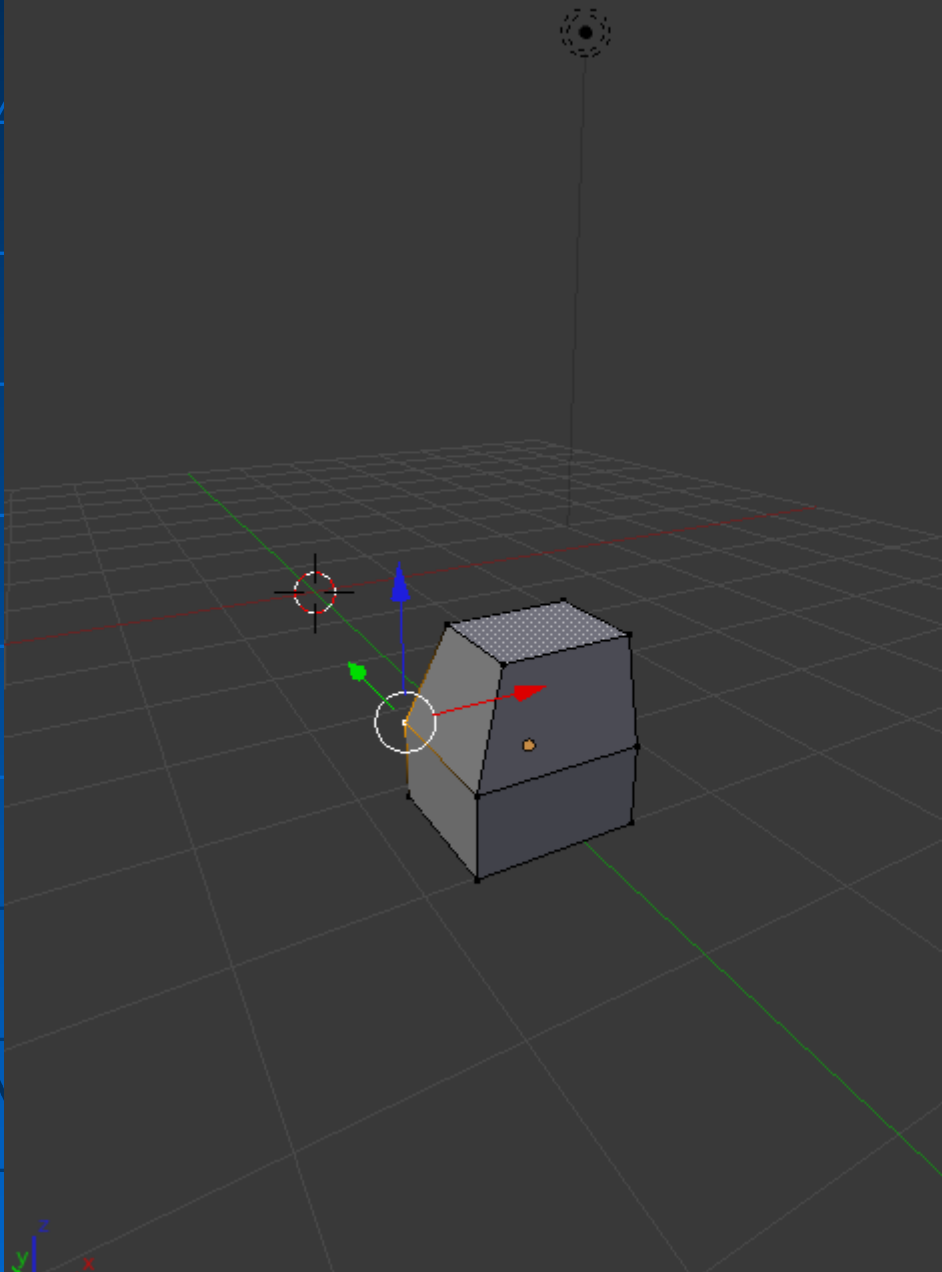
MMB



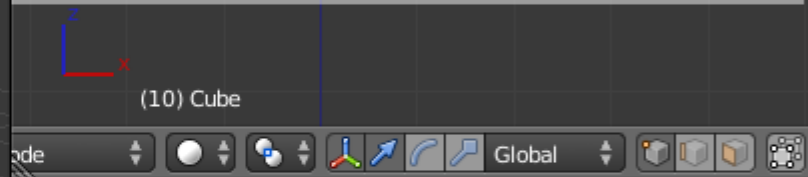
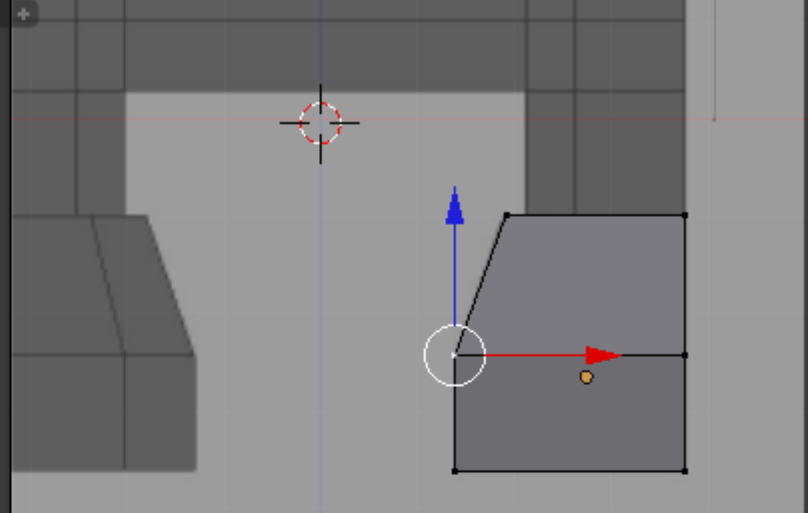


Kihúzás, skálázás
eltolás, esetleg
vertexek mozgatása
után a következő dián
látható állapotot
kellene látnunk...

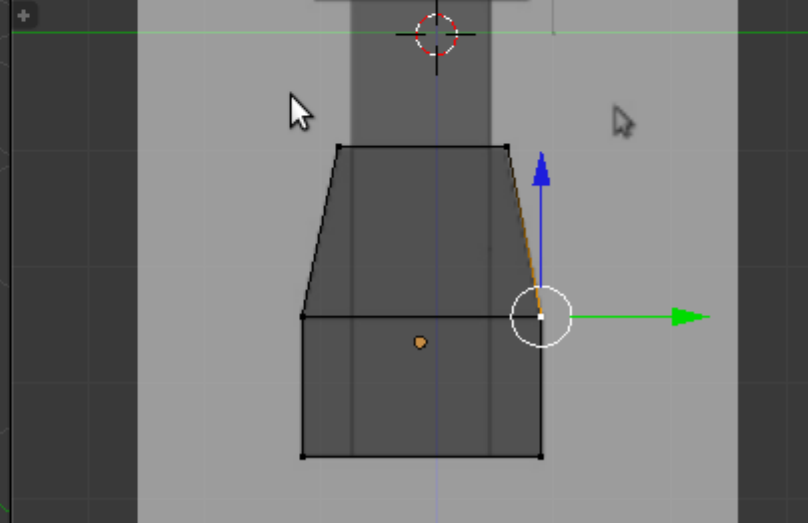
User Persp



Front Ortho

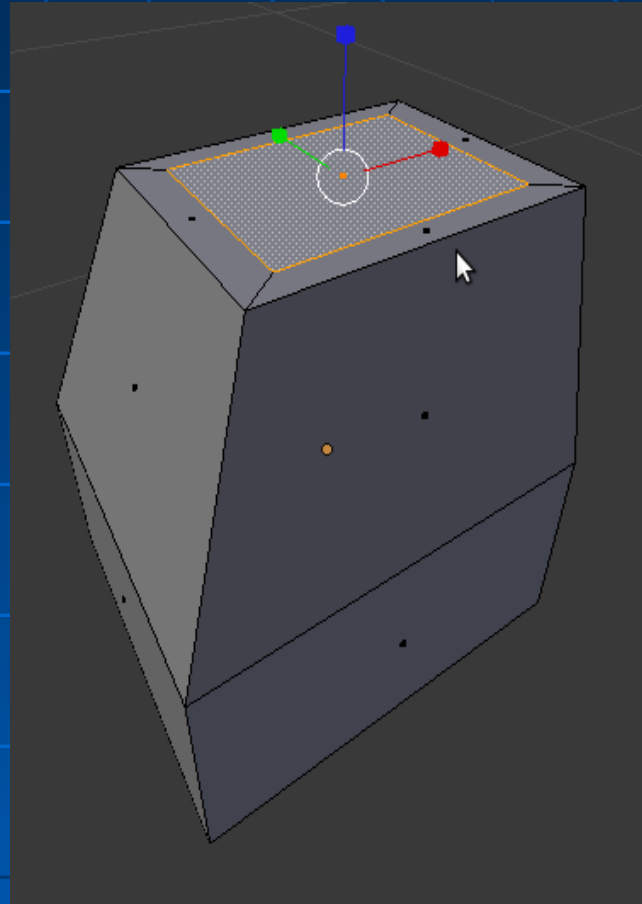


Right Ortho



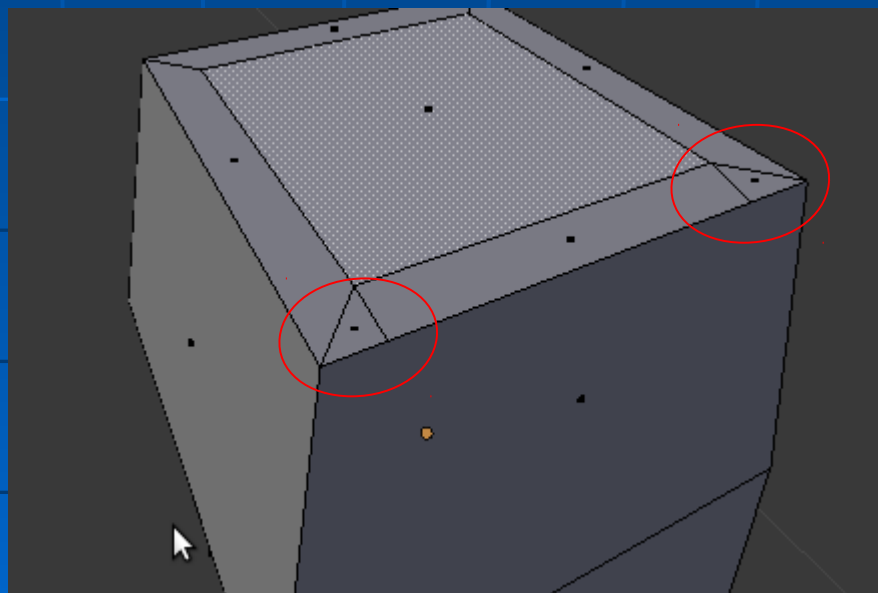
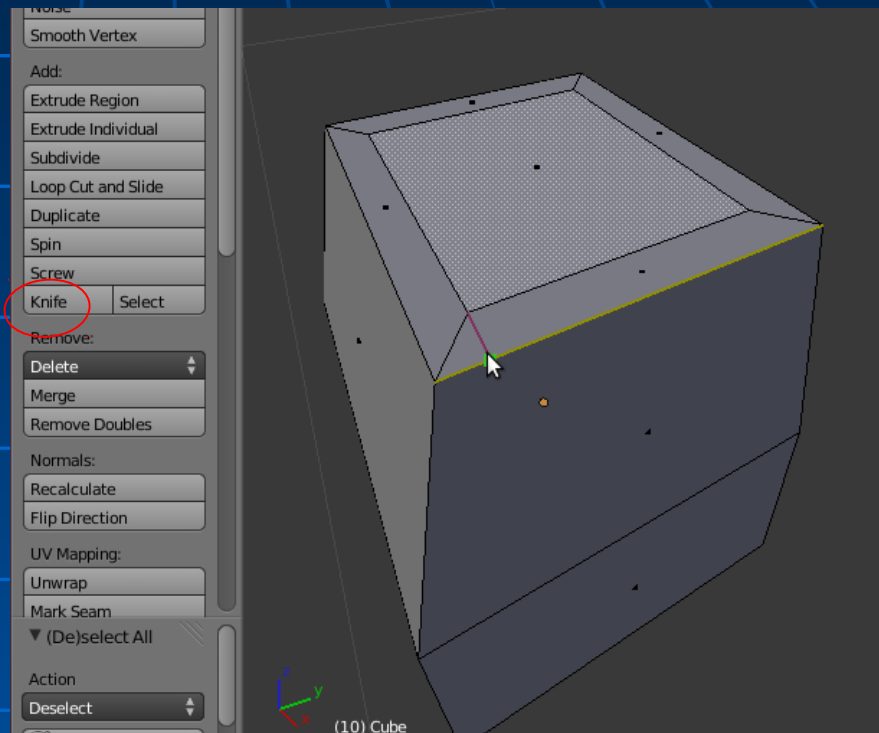
A következő kihúzásnál, a kihúzás gomb megnyomása után nyomjunk ESC-et. Ezzel a kihúzás megtörténik, de nulla távolságra.

Utána skálázzuk kicsit kisebbre a kihúzott poligont.



A következő kihúzás előtt kicsit elő kell készíteni a geometriát, mivel a kapu jobb oldala teljesen egyenes és nem szeretnénk nulla méretű polygonokat gyártani.

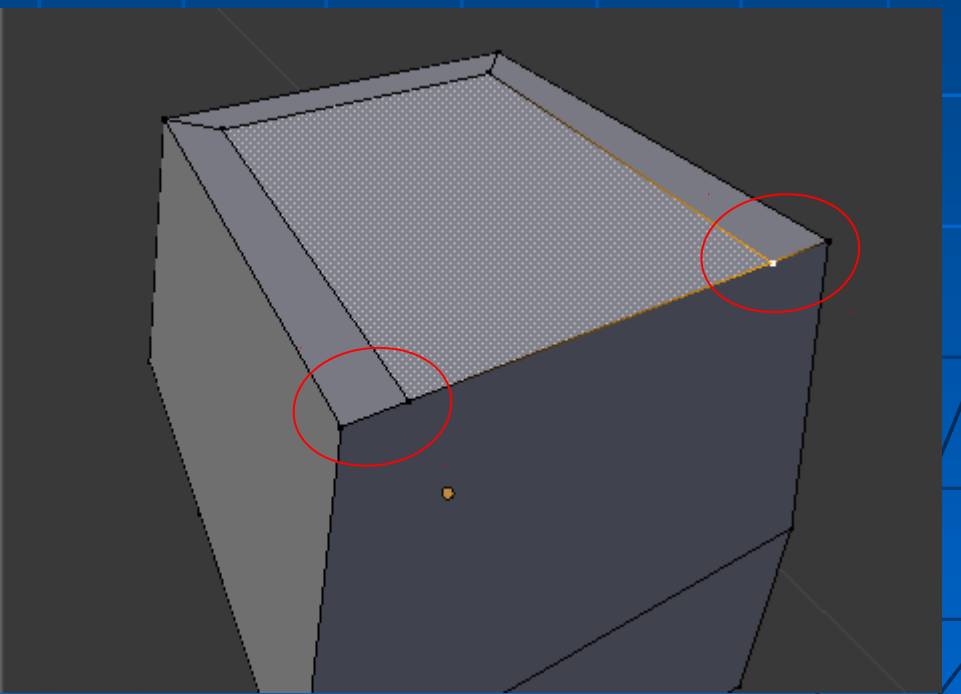
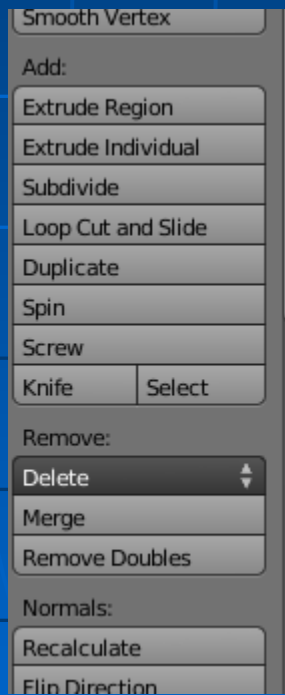
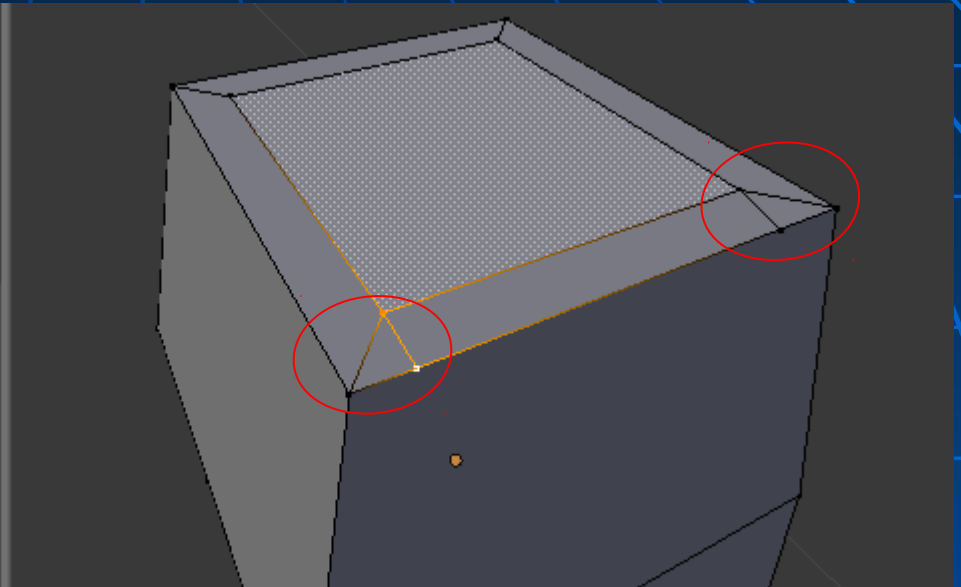
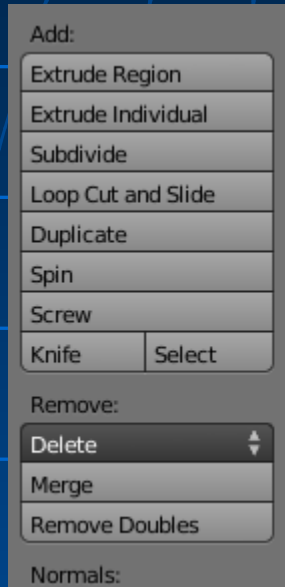
Knife tool. Egérrel klikkelve lehet felosztani a polygonokat, ha végeztünk: ENTER.



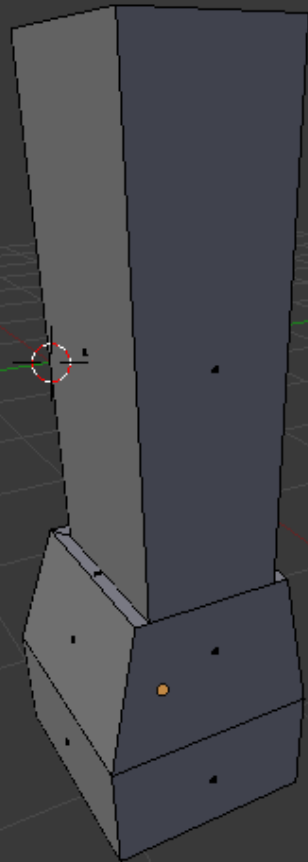
Áttérünk vertex módra és kiválasztjuk az itt látható két vertexet.

Merge tool: összevonja őket, a nulla méretűre zsugorodott polygonokat törli.

Ha az új vertexek helyével elégedettek vagyunk, folytathatjuk a kihúzást...

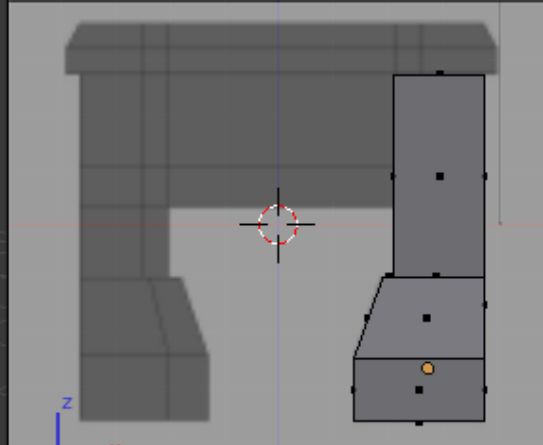


User Persp



(10) Cube

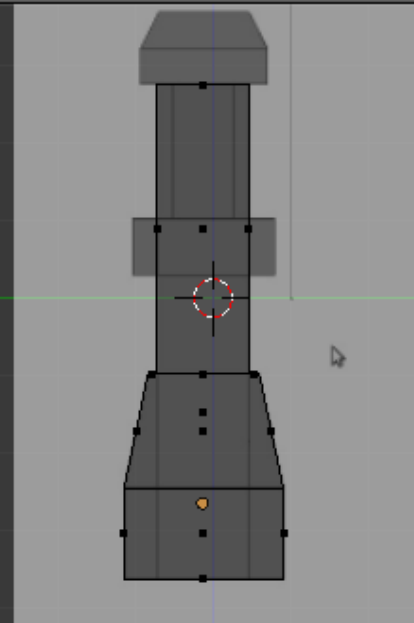
Front Ortho



(10) Cube

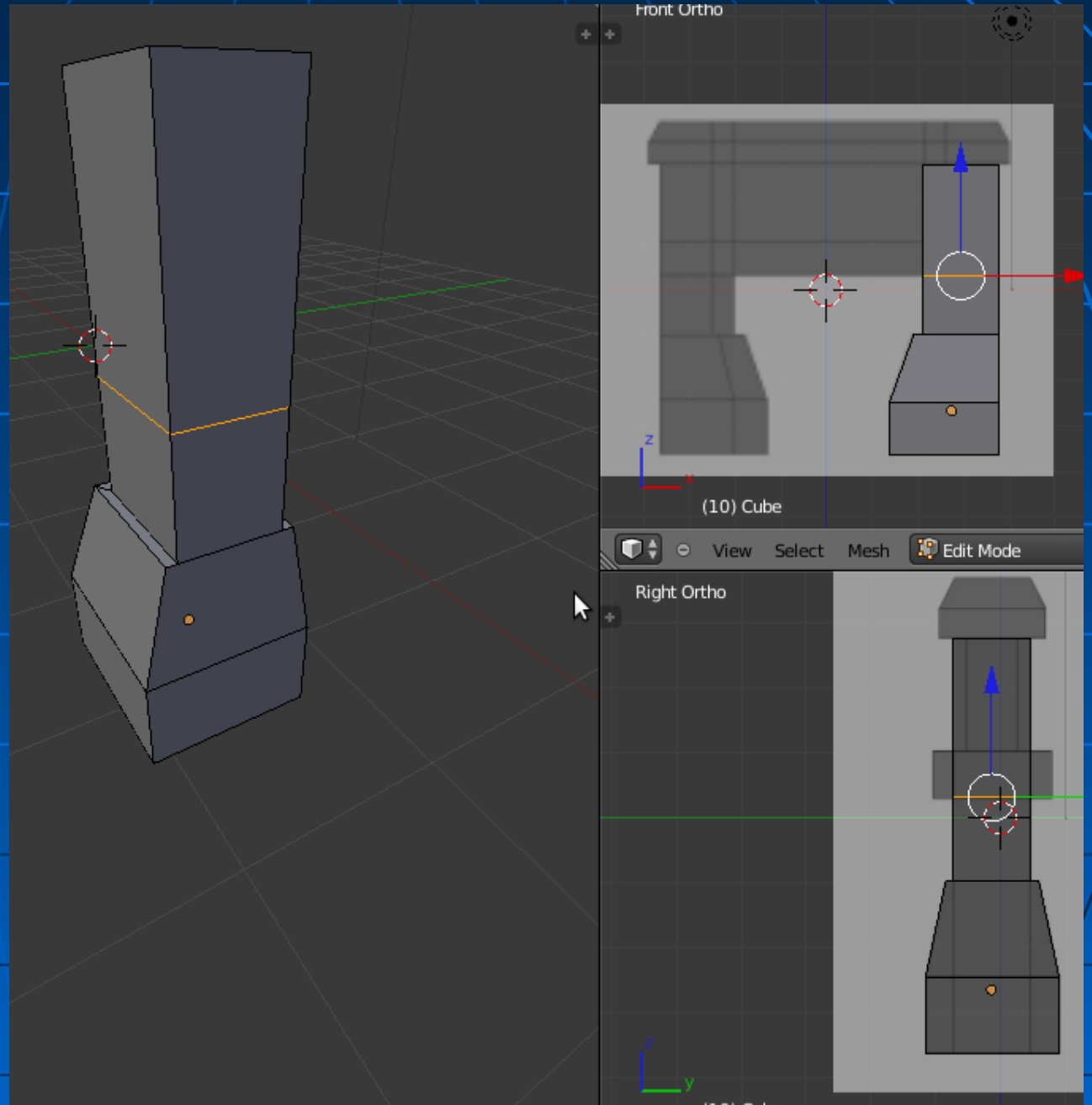
View Select Mesh Edit Mode

Right Ortho

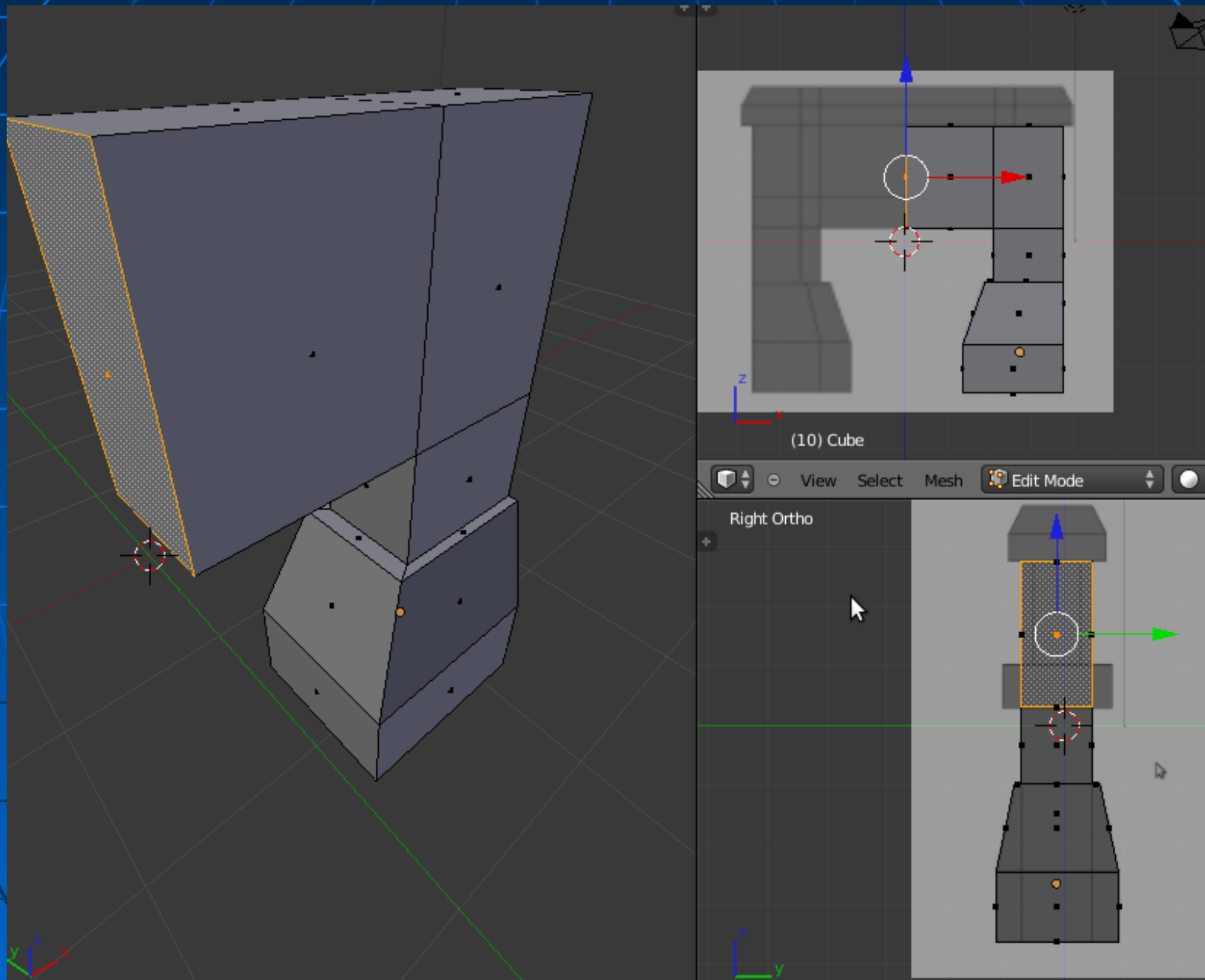


(10) Cube

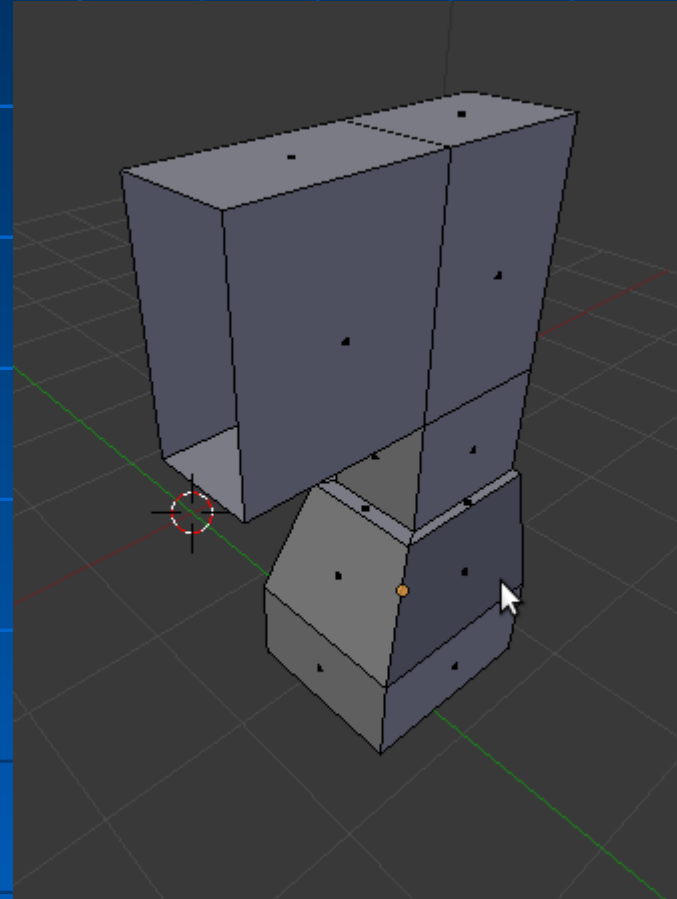
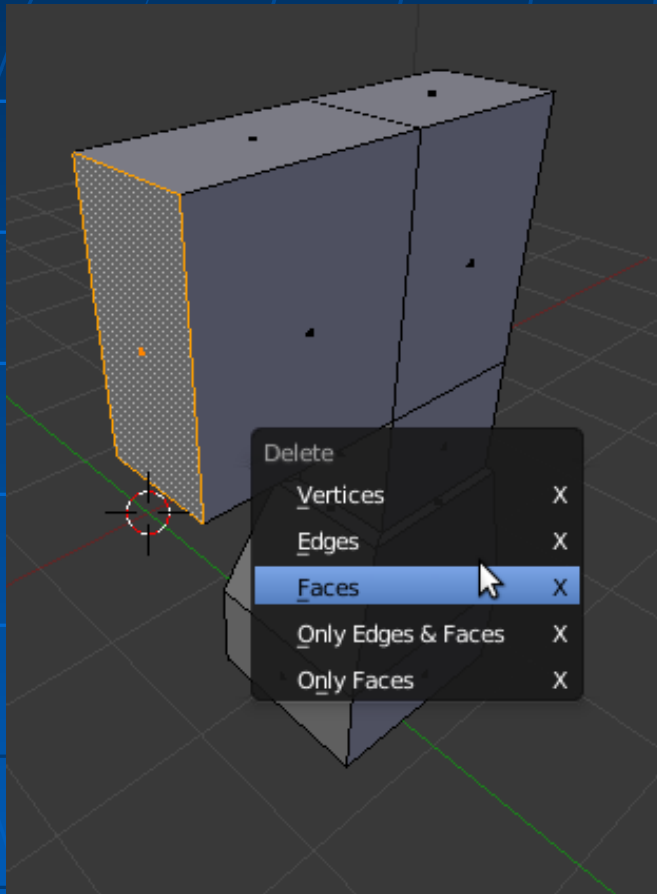
- Along Normal
- Deform:
- Edge Slide
- Rip
- Smooth Vertex
- Add:
- Extrude Region
- Extrude Individual
- Subdivide
- Loop Cut and Slide**
- Duplicate
- Spin
- Screw
- Remove:
- Delete
- Merge
- Remove Doubles



Oldalsó lap kihúzása

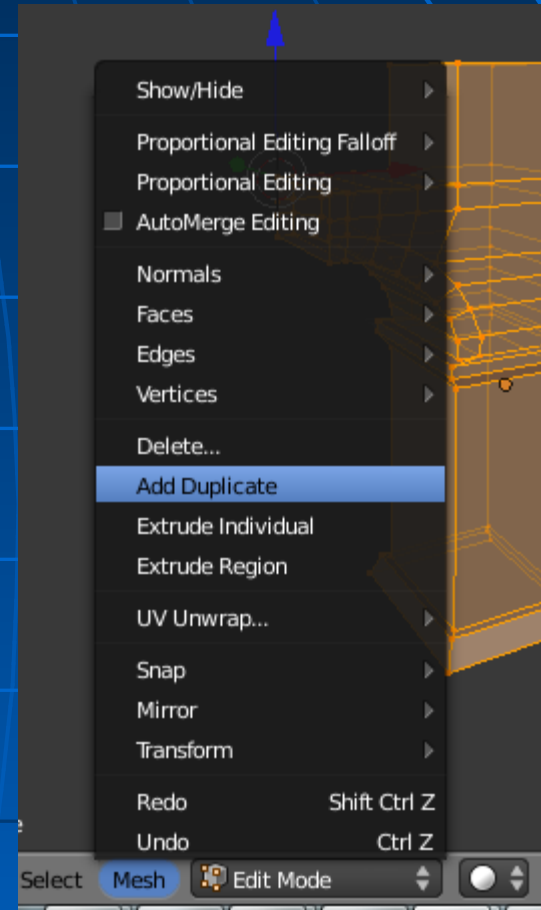
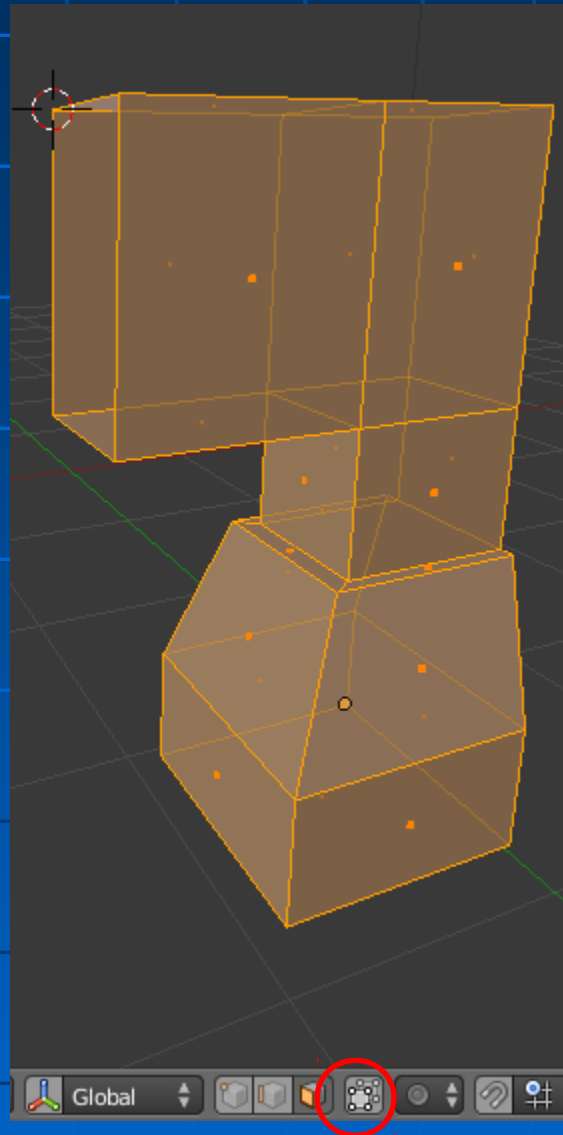
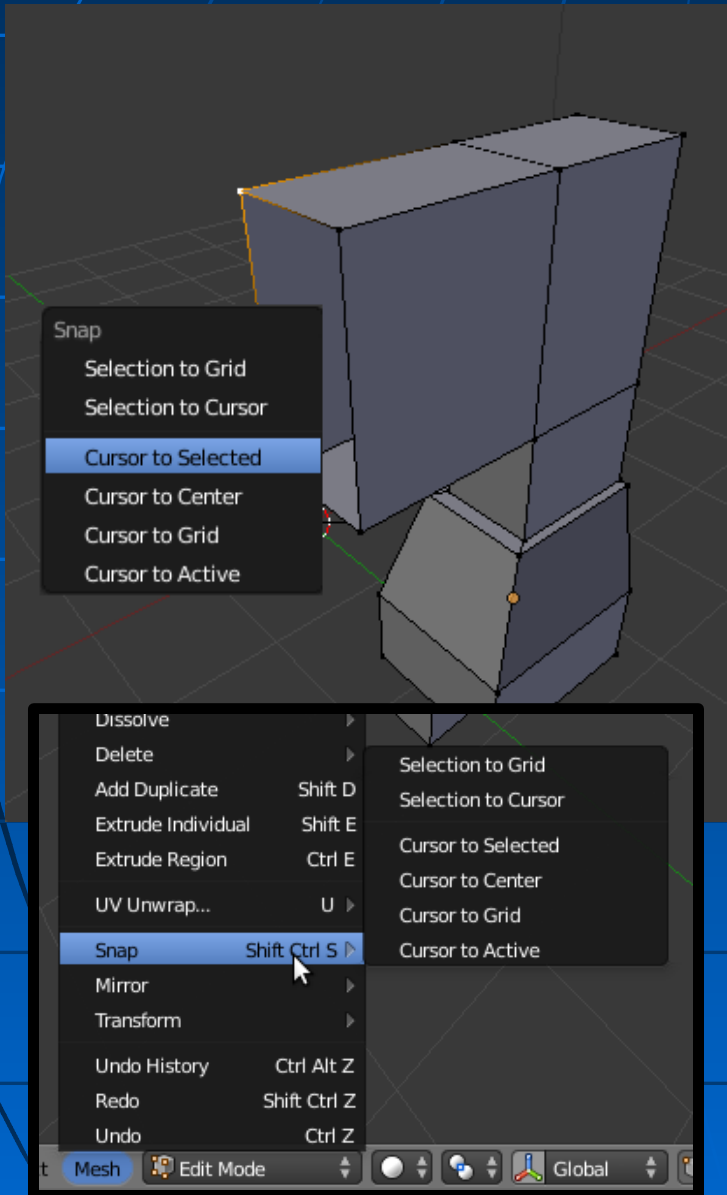


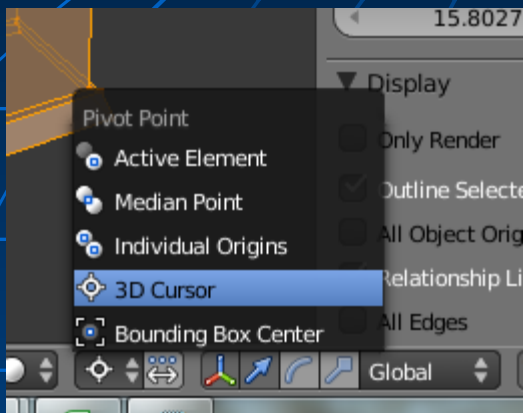
Delete



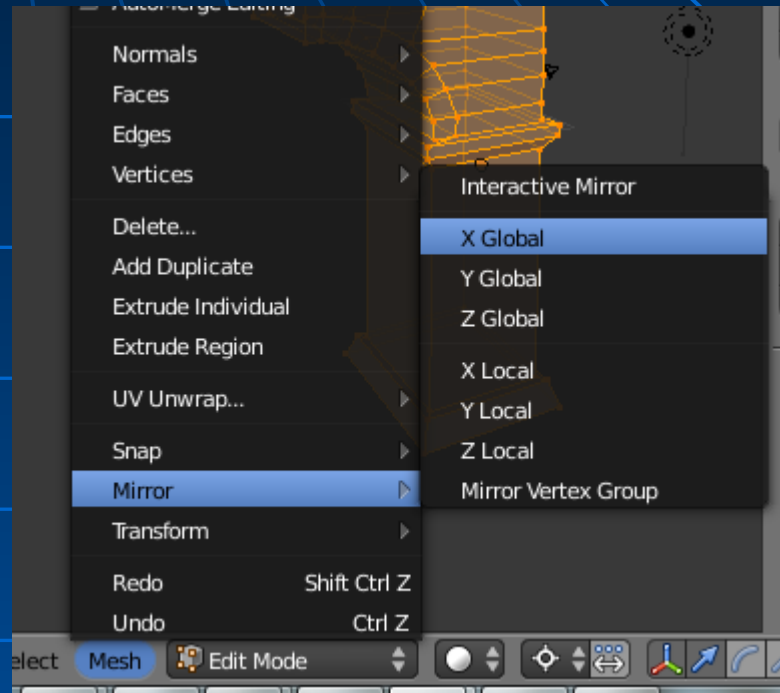
Összes kijelölése

Másolat:
Add duplicate és
ESC!!!

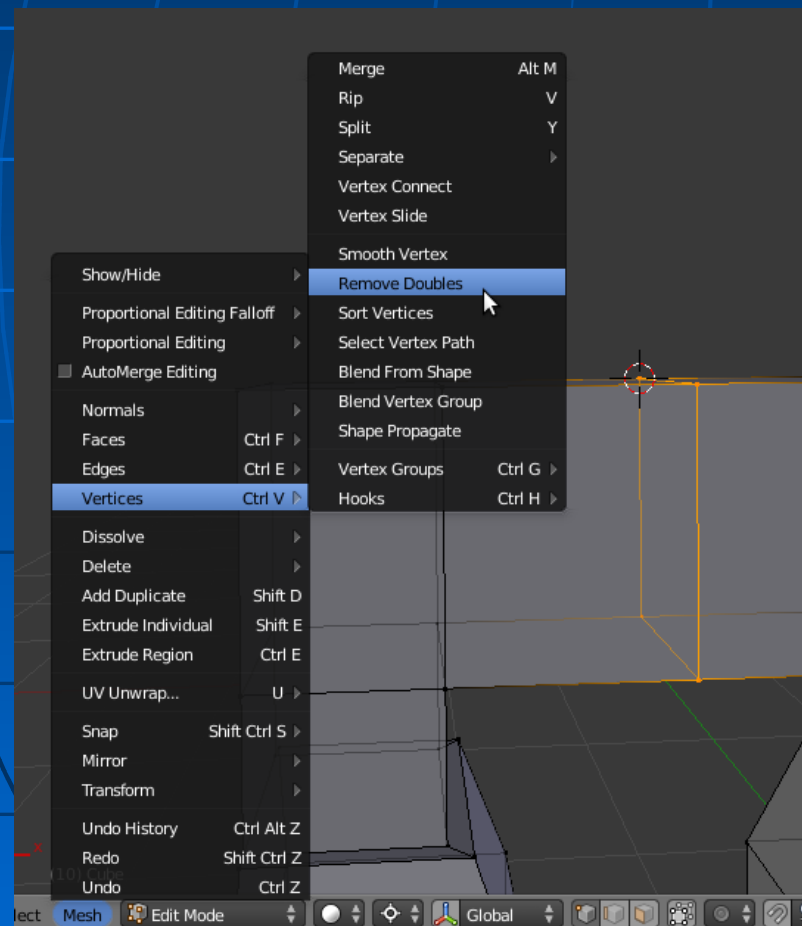




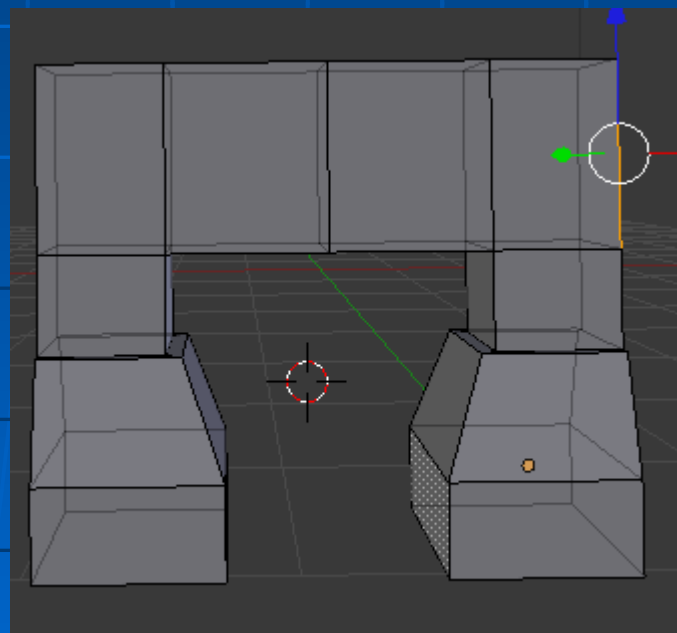
I.



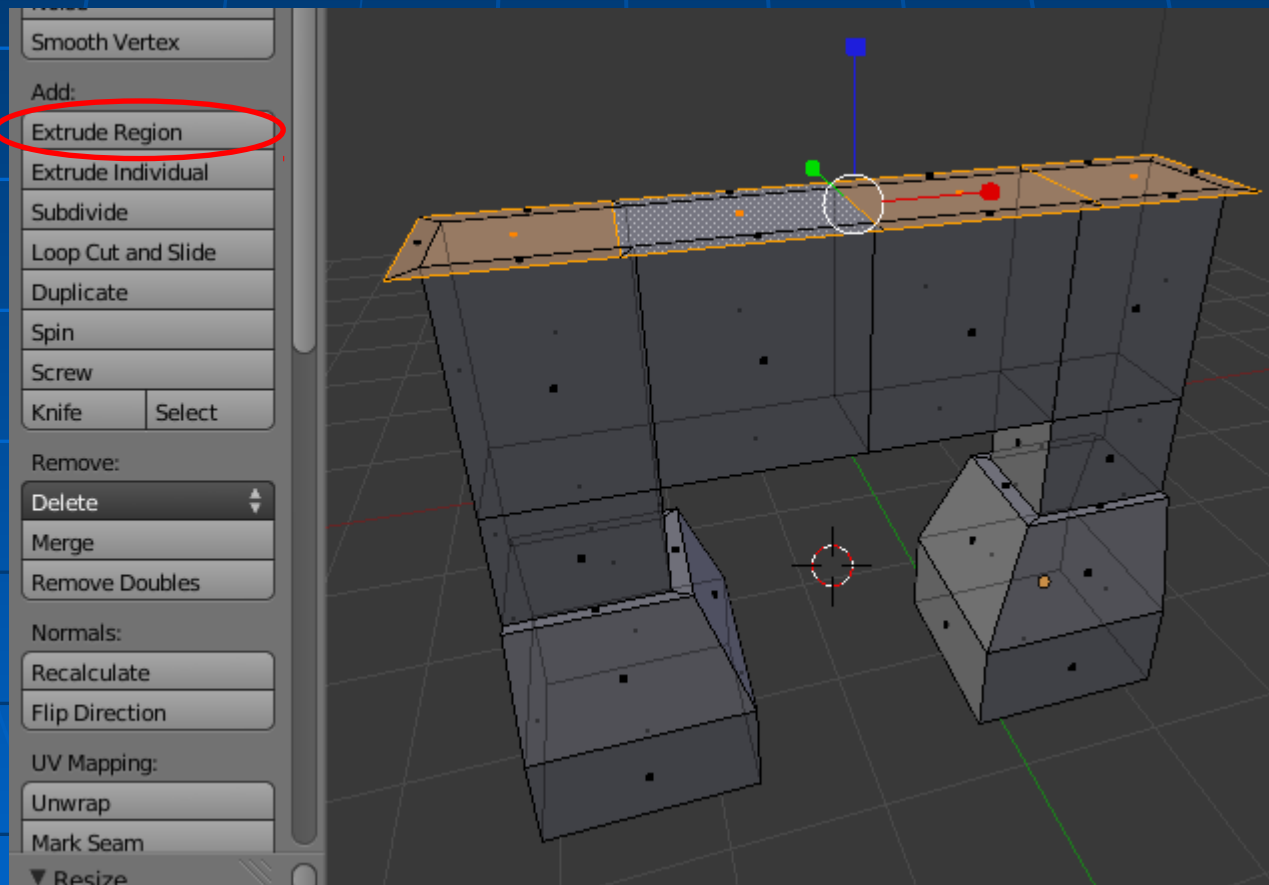
II.



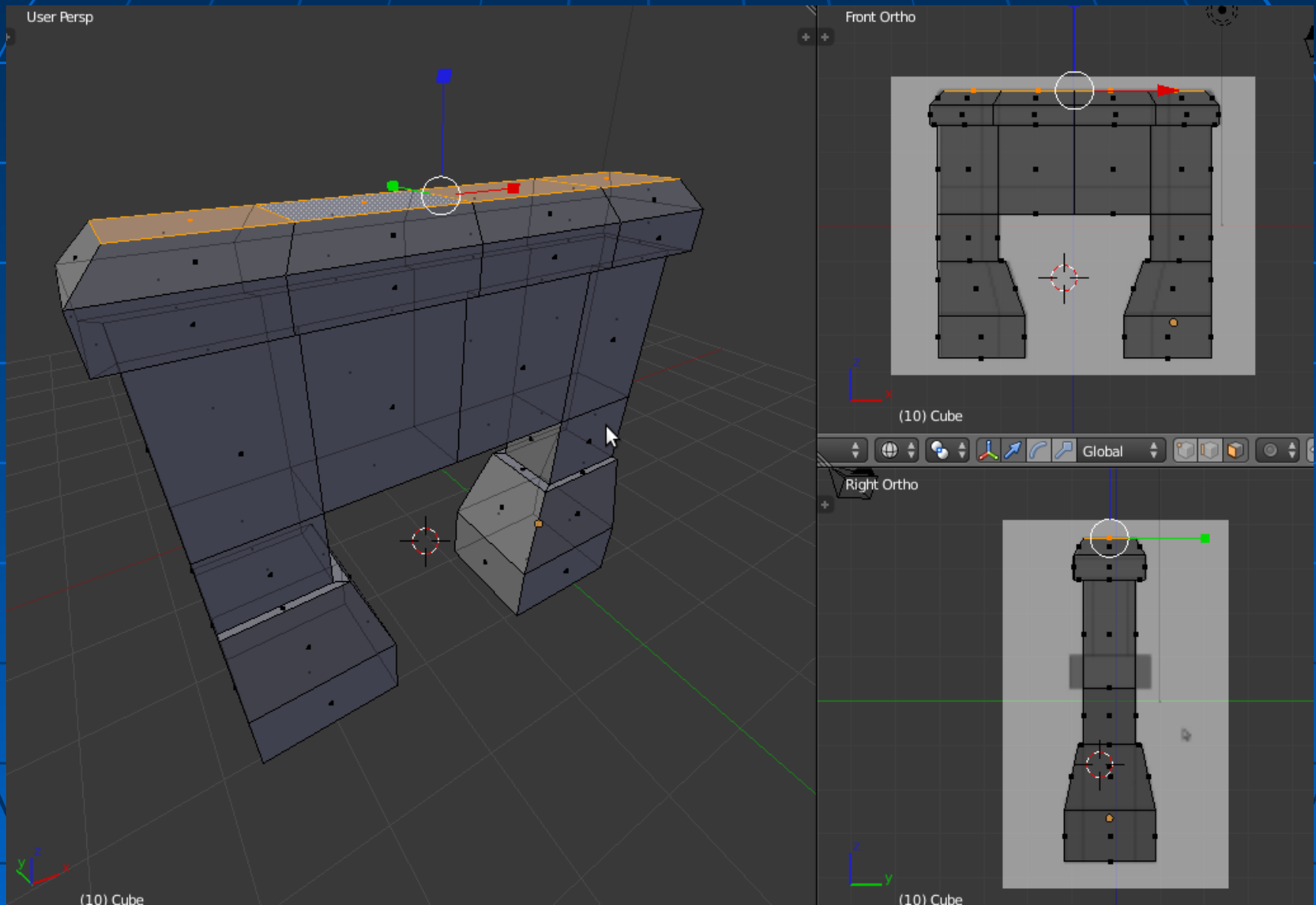
III.



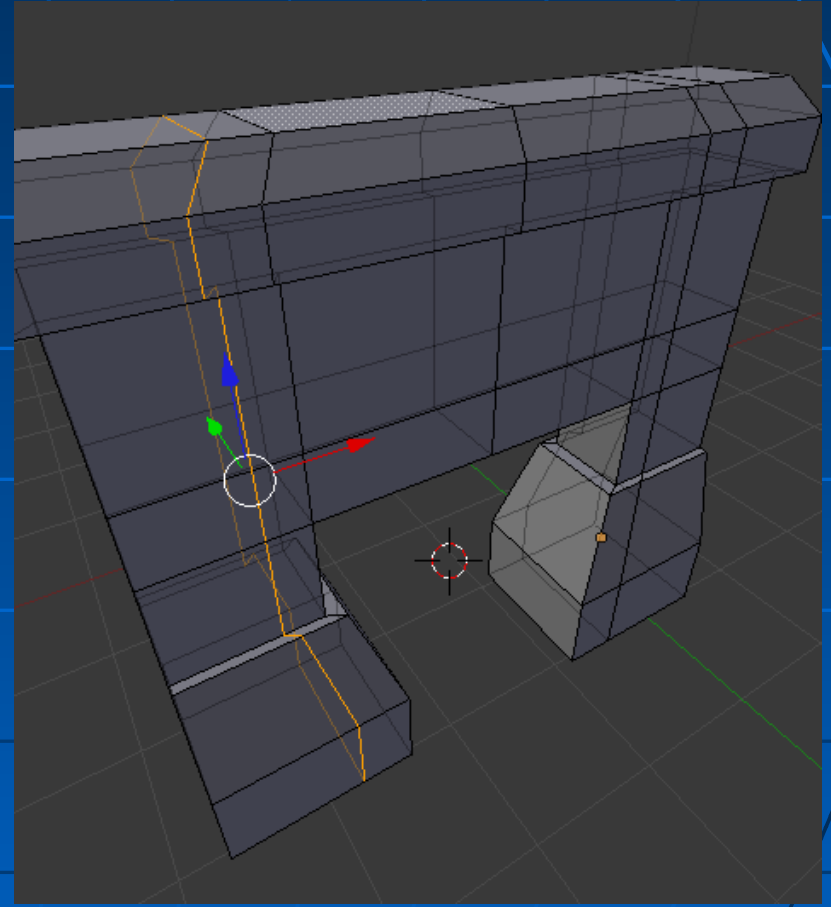
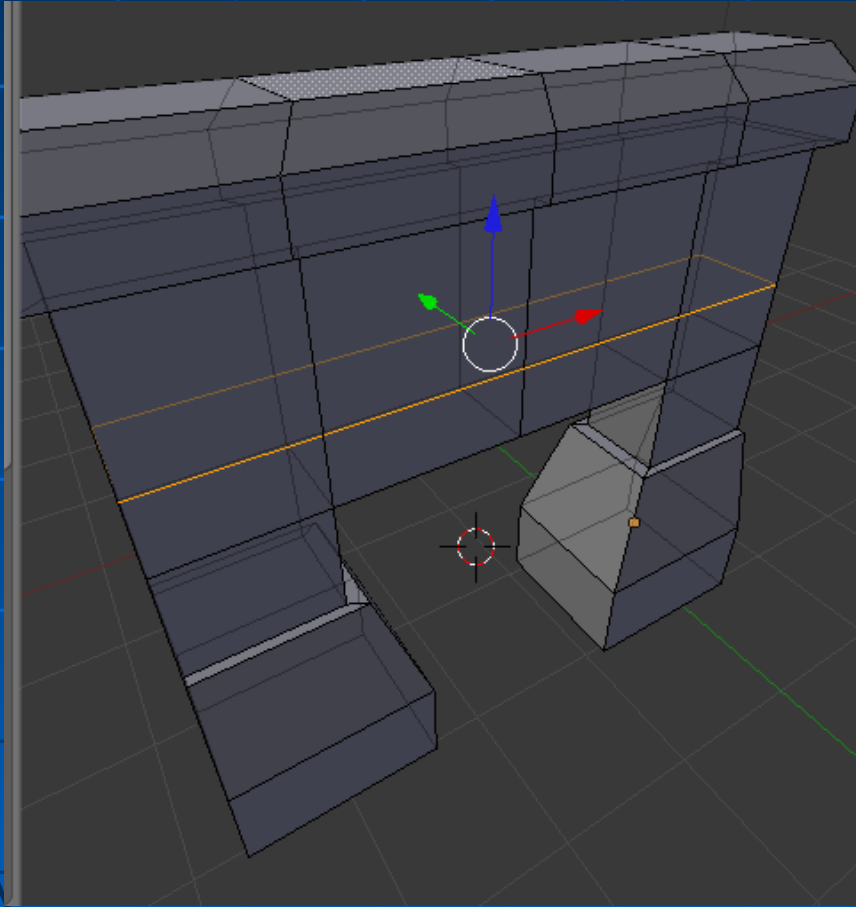
Elkészítjük a fedkövet is:
extrude REGION
ESC (nulla távolságú kihúzás)
Méretezzük kicsit nagyobbra



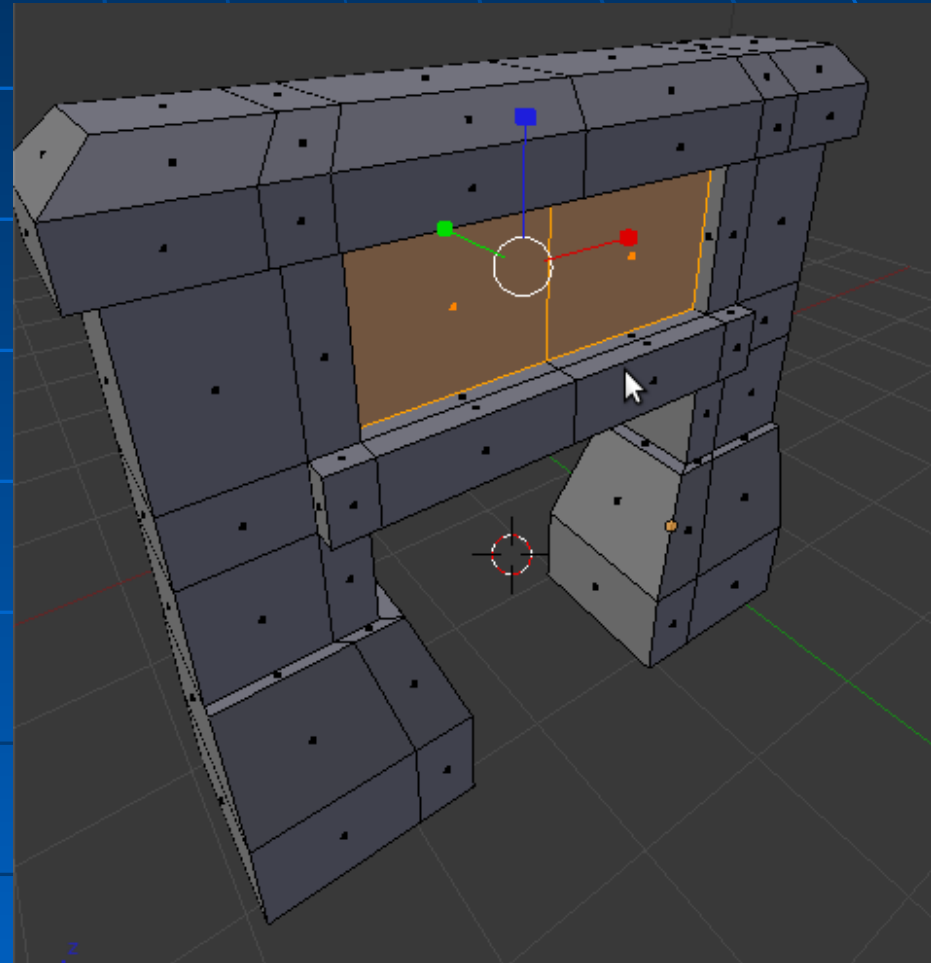
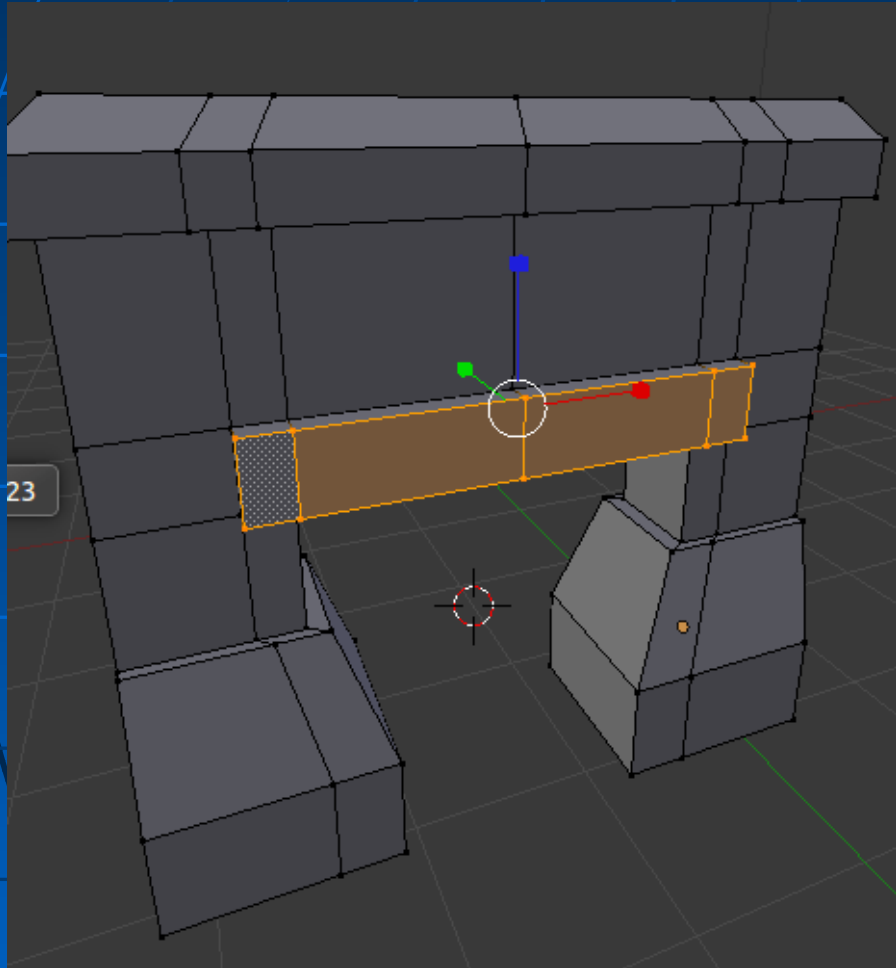
Még két kihúzás, és egy skálázás:



Loop cut and slide



Peremek és mélyedések





Vége