

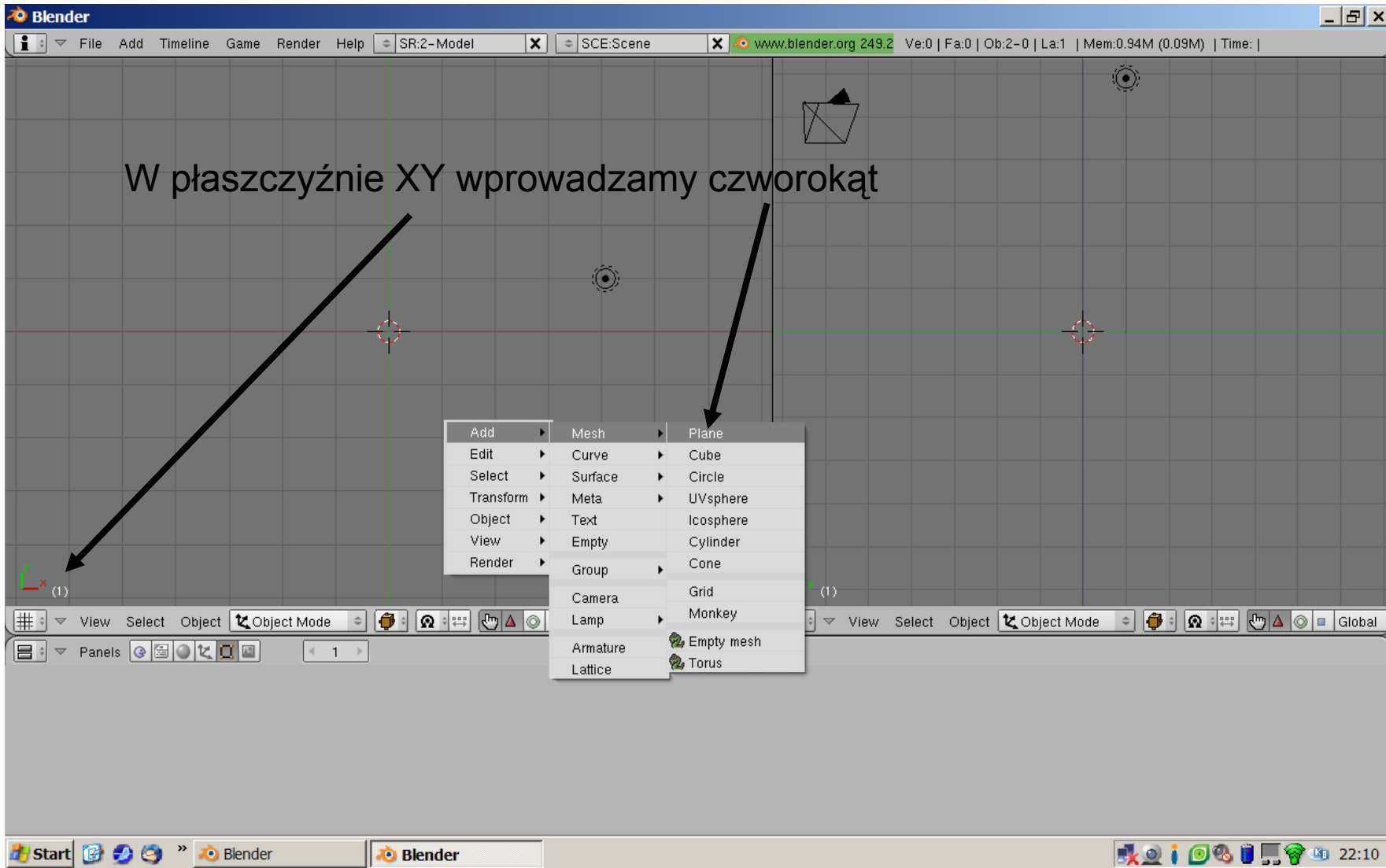
Interakcja Człowiek – Komputer

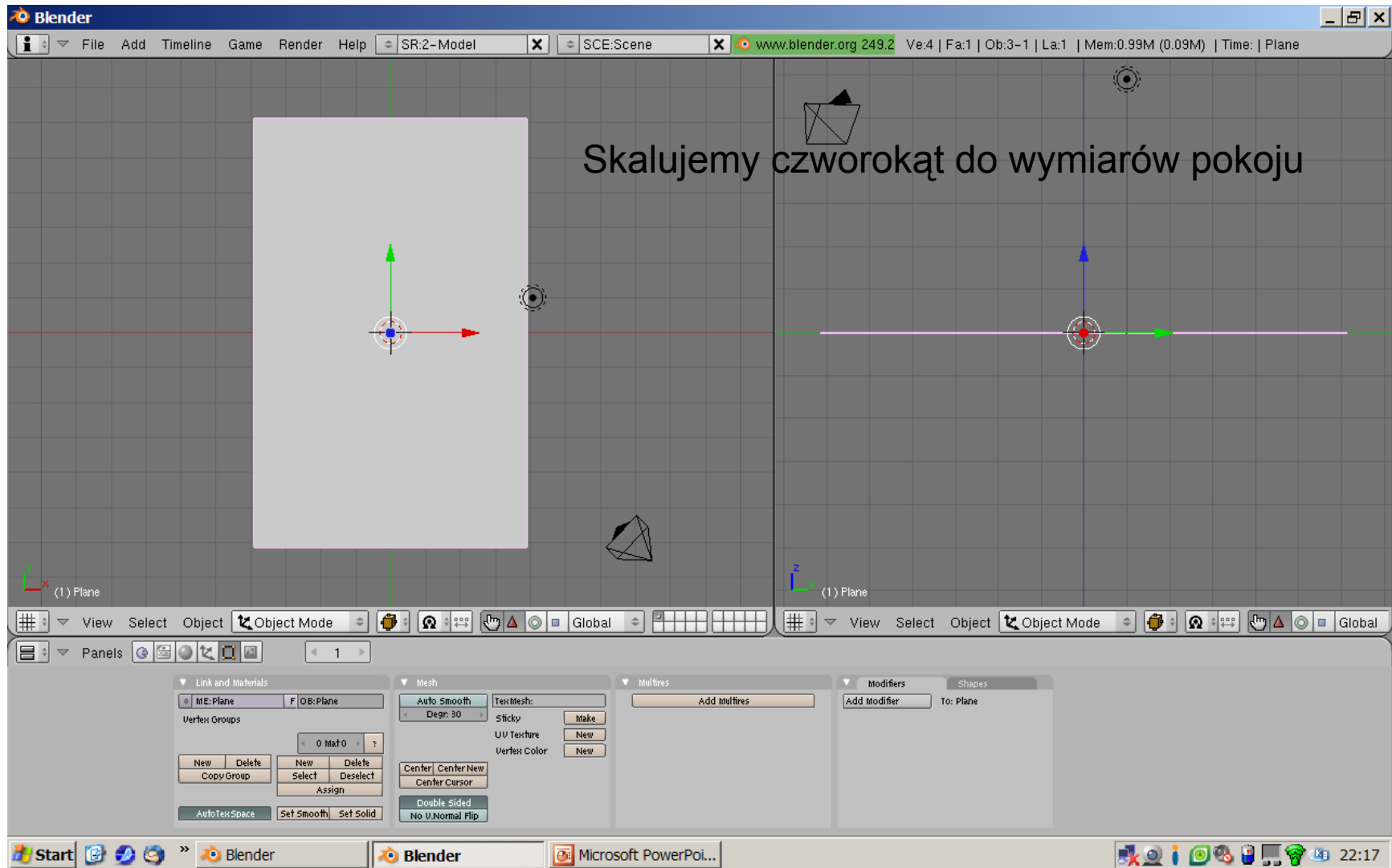
materiały pomocnicze

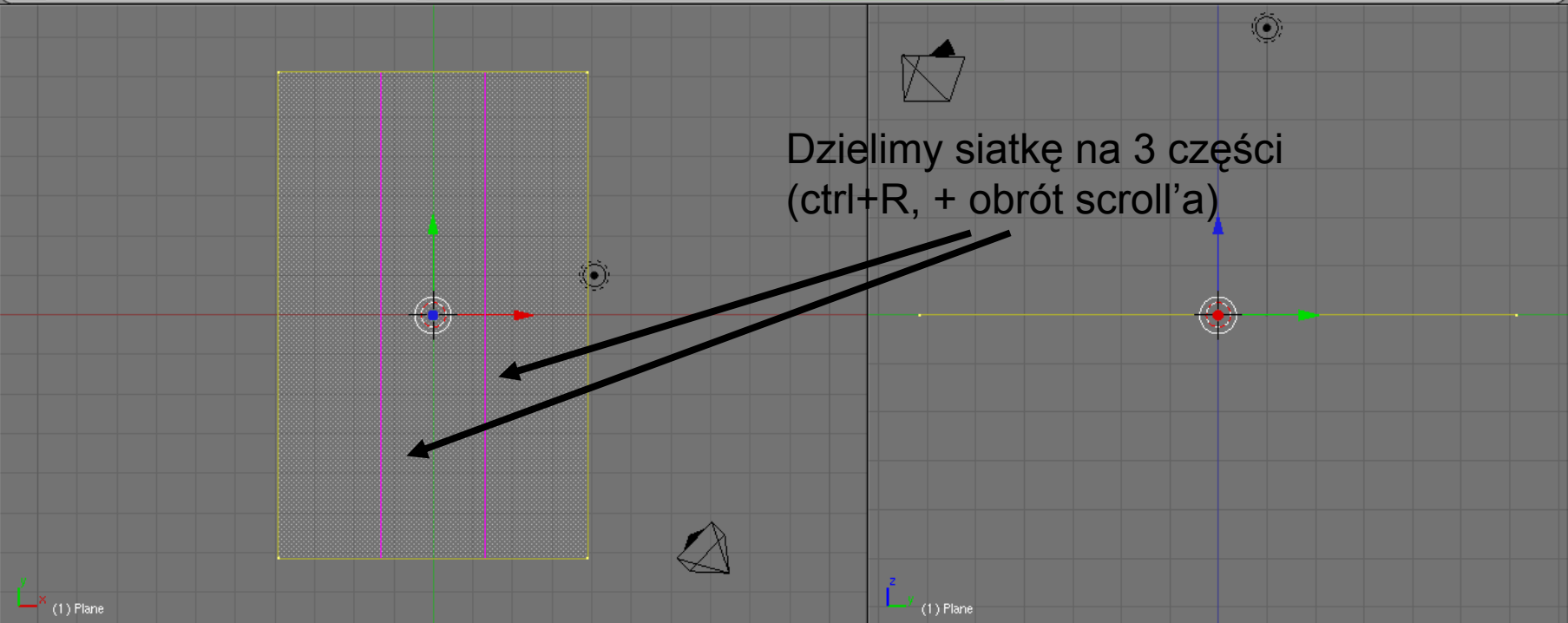
**Tworzenie modelu graficznego
pomieszczenia w programie
Blender**

Piotr Szczerba

Sławomir Samolej





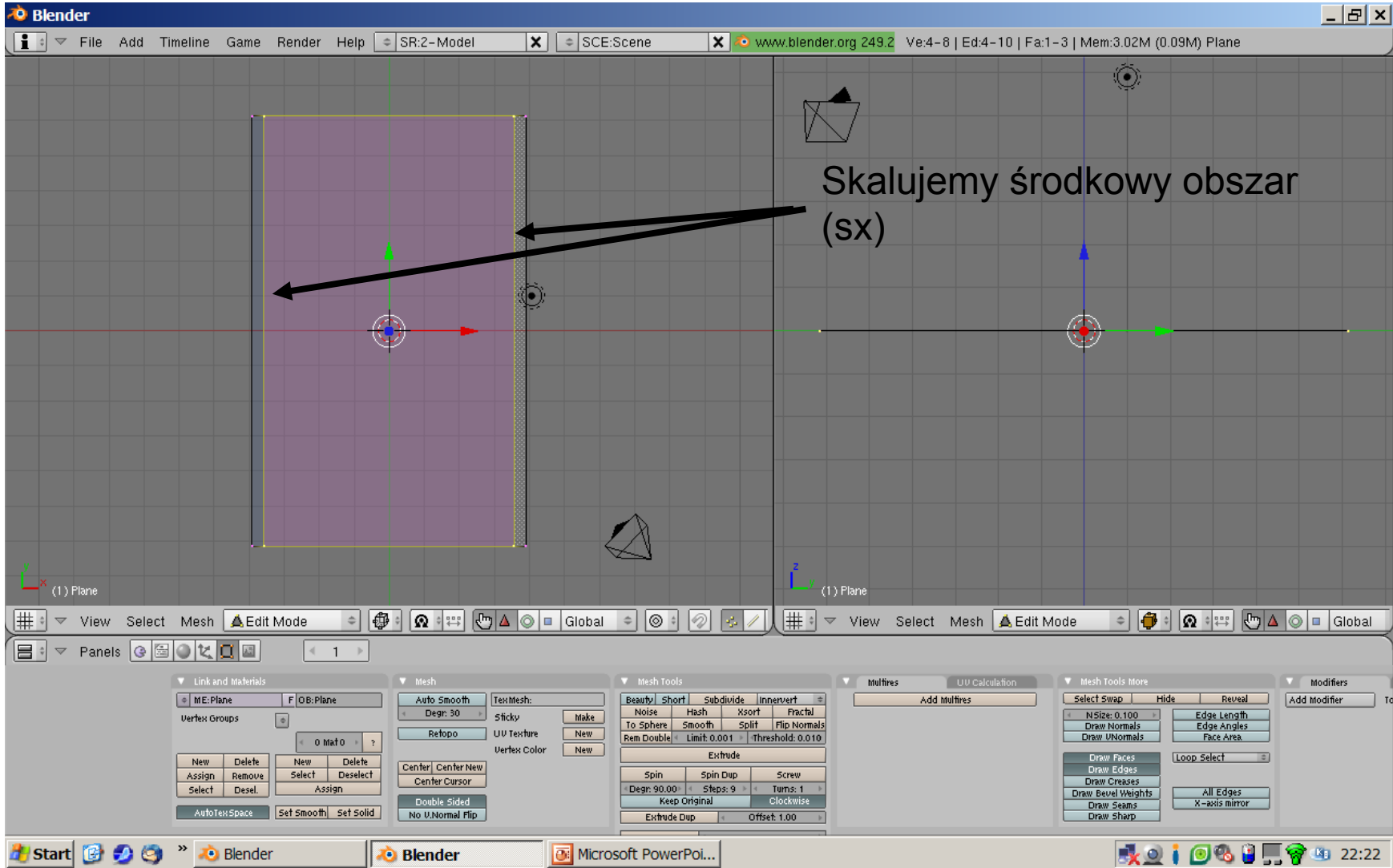


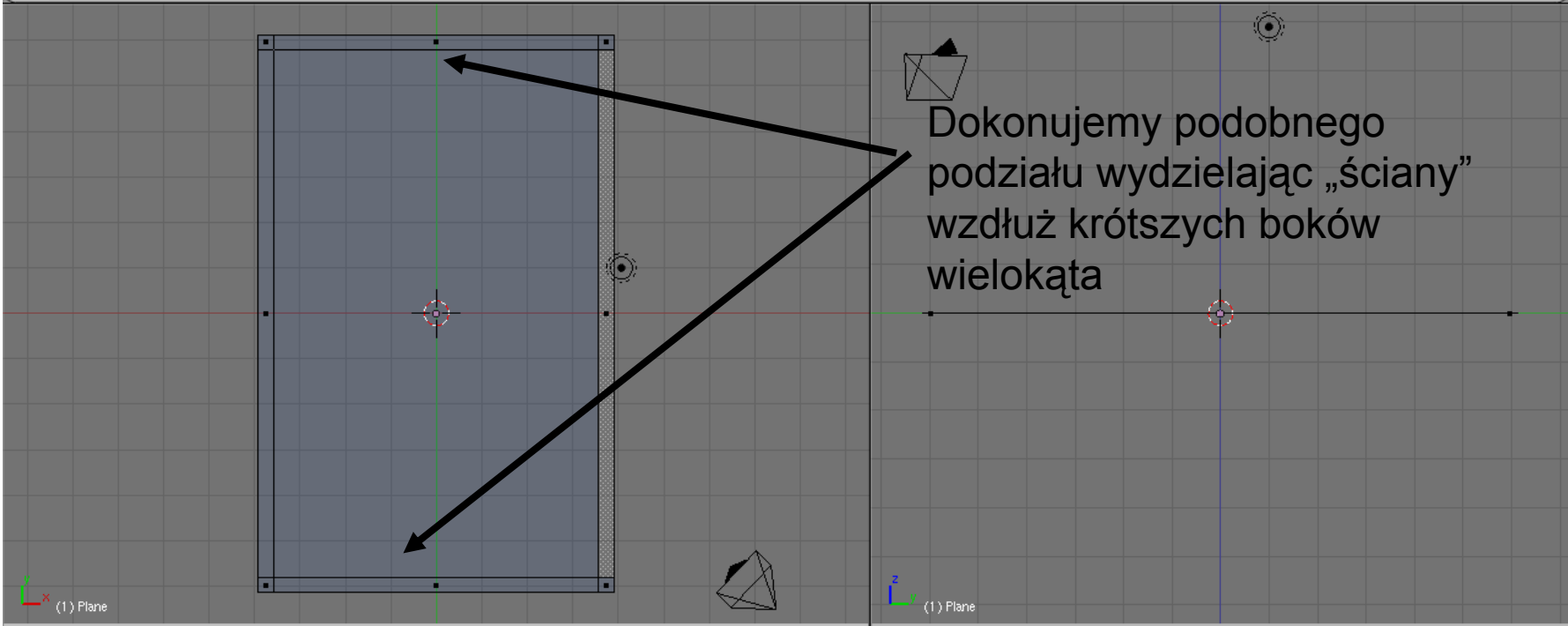
Dzielimy siatkę na 3 części
(ctrl+R, + obrót scroll'a)

Number of Cuts: 2 (S)smooth: off

Blender interface panels:

- Link and Materials:** ME: Plane, F OB: Plane, Vertex Groups, 0 Mat 0, New, Delete, Assign, Remove, Select, Deselect, Assign, Deselect, AutoTex:Space, Set Smooth, Set Solid.
- Mesh:** Auto Smooth (Degr: 30), Retopo, TextMesh, UV Texture, Vertex Color, Make, New, Center, Center New, Center Cursor, Double Sided, No U.Normal Flip.
- Mesh Tools:** Beauty, Short, Subdivide, Invert, Noise, Hash, Xsort, Fractal, To Sphere, Smooth, Split, Flip Normals, Rem Double, Limit: 0.001, Threshold: 0.010, Extrude, Spin, Spin Dup, Screw, Degr: 90.00, Steps: 9, Turns: 1, Keep Original, Clockwise, Extrude Dup, Offset: 1.00.
- Multires:** Add Multires.
- Mesh Tools More:** Select Swap, Hide, Reveal, NSize: 0.100, Draw Normals, Draw Unormals, Edge Length, Edge Angles, Face Area, Draw Faces, Draw Edges, Draw Creases, Draw Bevel Weights, Draw Seams, Draw Sharp, Loop Select, All Edges, X-axis mirror.
- Modifiers:** Add Modifier.





Dokonujemy podobnego podziału wydzielając „ściany” wzdłuż krótszych boków wielokąta

Mesh Tools

| | | | |
|------------|--------------|------------------|--------------|
| Beautiful | Short | Subdivide | Innervert |
| Noise | Hash | Xsort | Fractal |
| To Sphere | Smooth | Split | Flip Normals |
| Rem Double | Limit: 0.001 | Threshold: 0.010 | |

Extrude

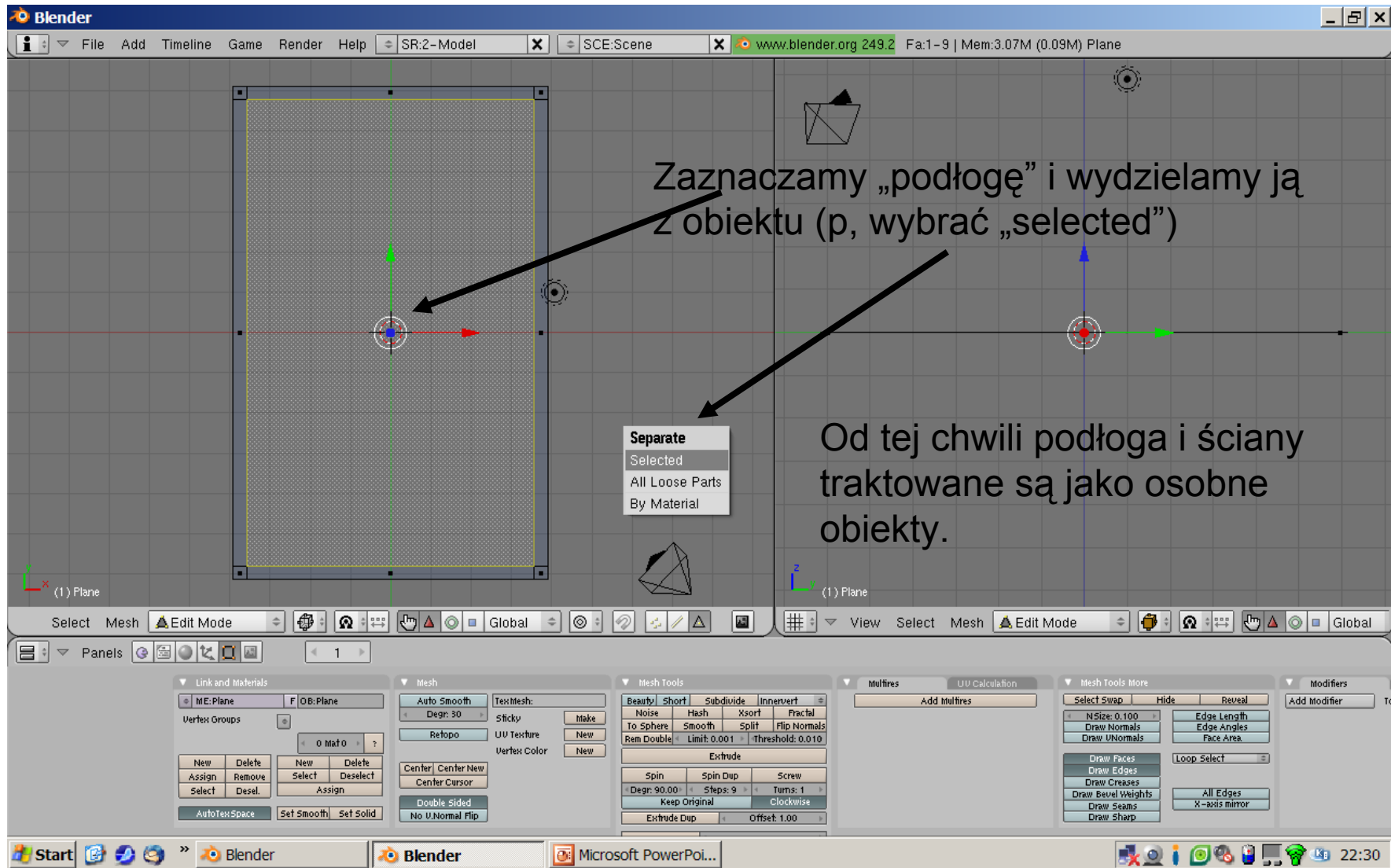
| | | |
|---------------|--------------|-----------|
| Spin | Spin Dup | Screw |
| Degr: 90.00 | Steps: 9 | Turns: 1 |
| Keep Original | | Clockwise |
| Extrude Dup | Offset: 1.00 | |

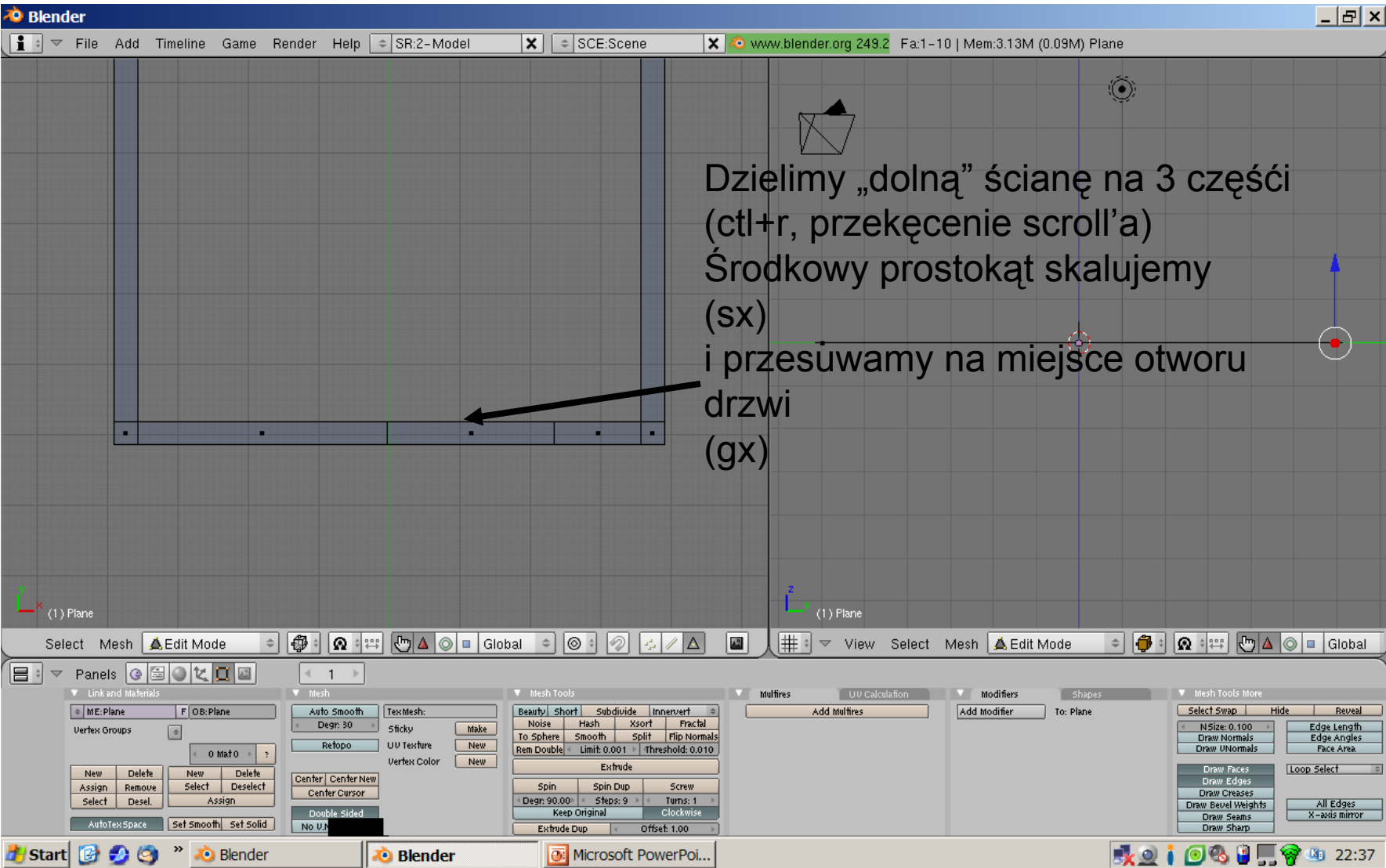
Multires

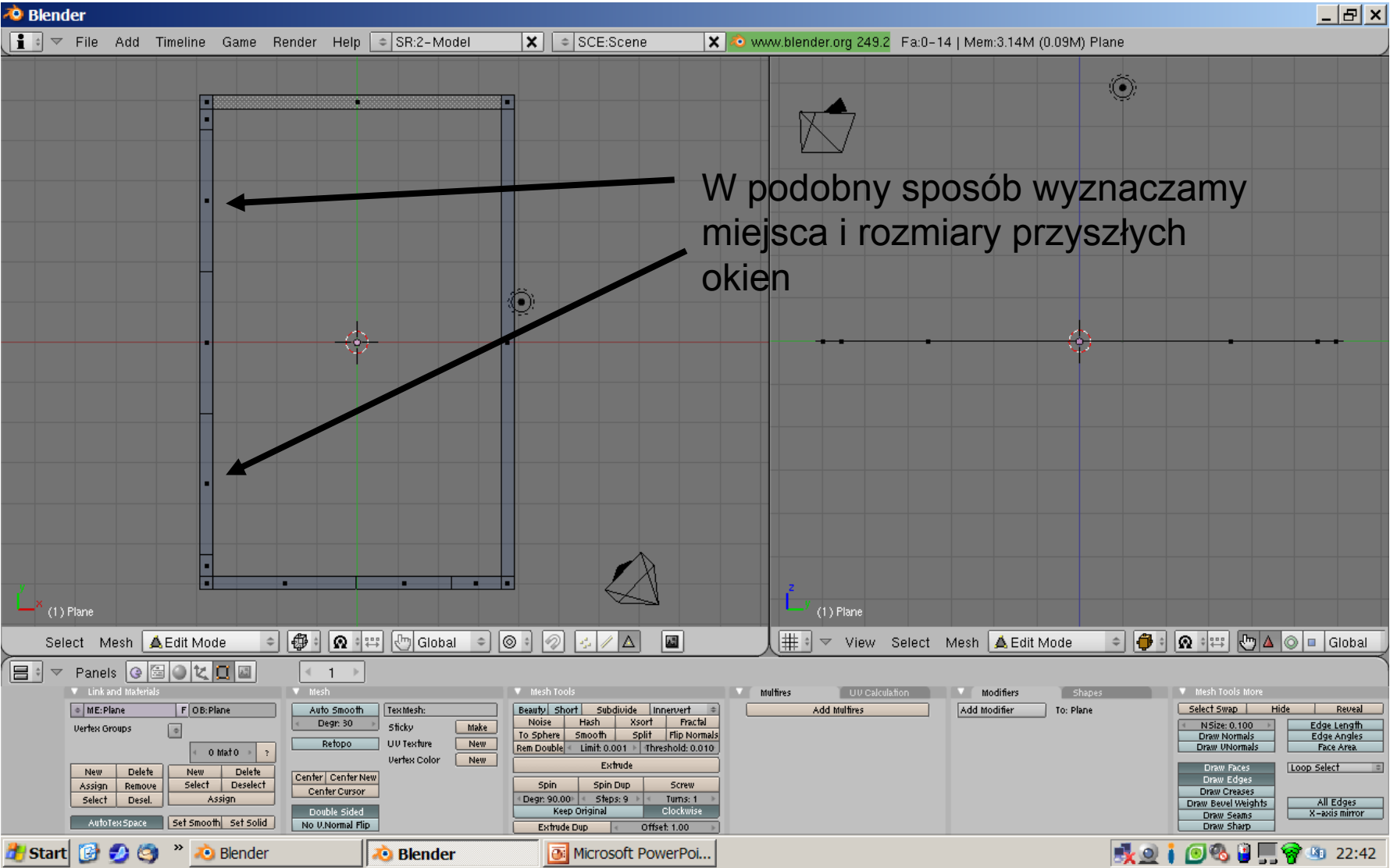
Add Multires

Mesh Tools More

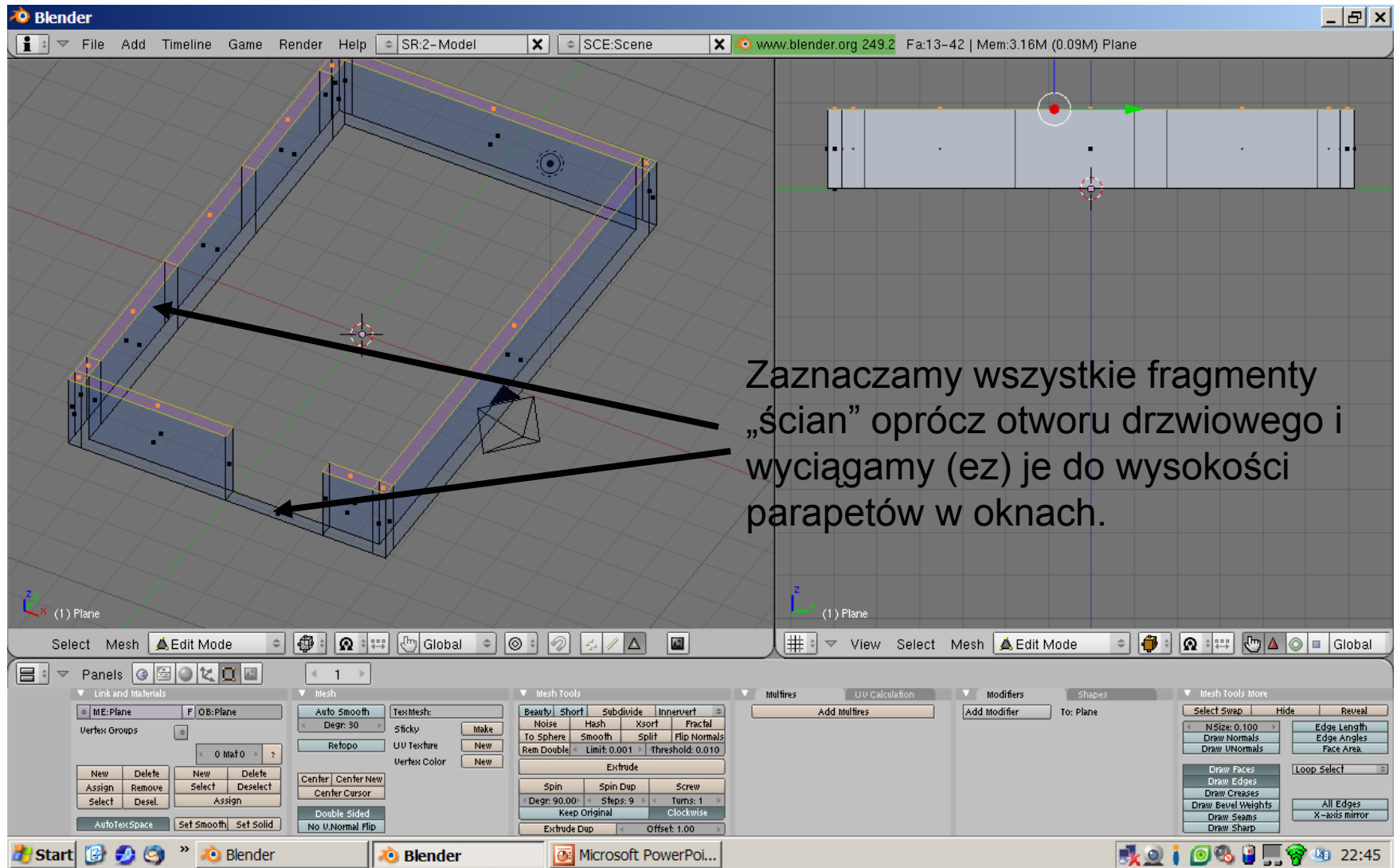
| | | |
|--------------------|---------------|--------|
| Select Swap | Hide | Reveal |
| N Size: 0.100 | Edge Length | |
| Draw Normals | Edge Angles | |
| Draw UNormals | Face Area | |
| Draw Faces | Loop Select | |
| Draw Edges | | |
| Draw Creases | | |
| Draw Bevel Weights | All Edges | |
| Draw Seams | X-axis mirror | |
| Draw Sharp | | |

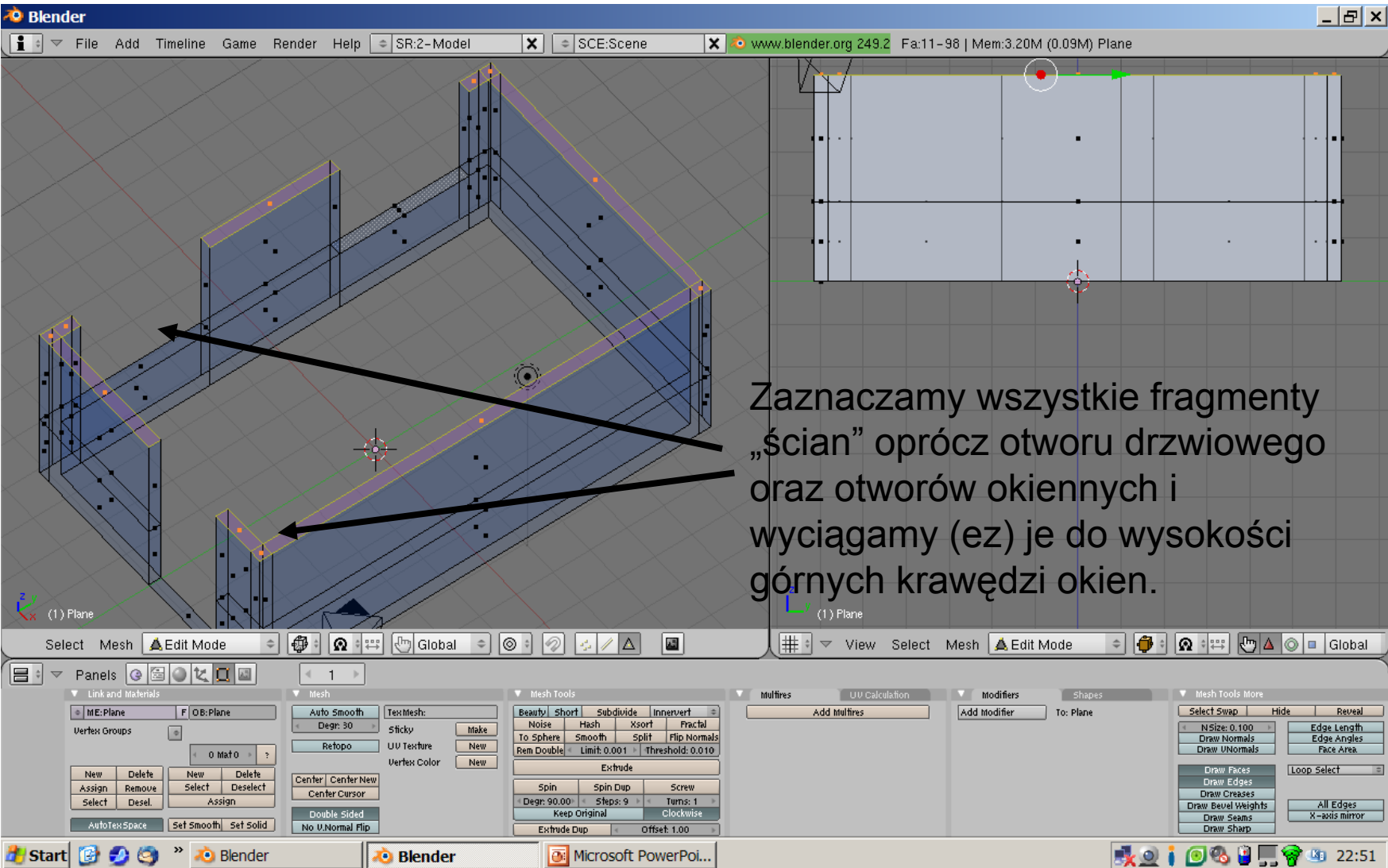






W podobny sposób wyznaczamy miejsca i rozmiary przyszłych okien





Zaznaczamy wszystkie fragmenty „ścian” oprócz otworu drzwiowego oraz otworów okiennych i wyciągamy (ez) je do wysokości górnych krawędzi okien.

