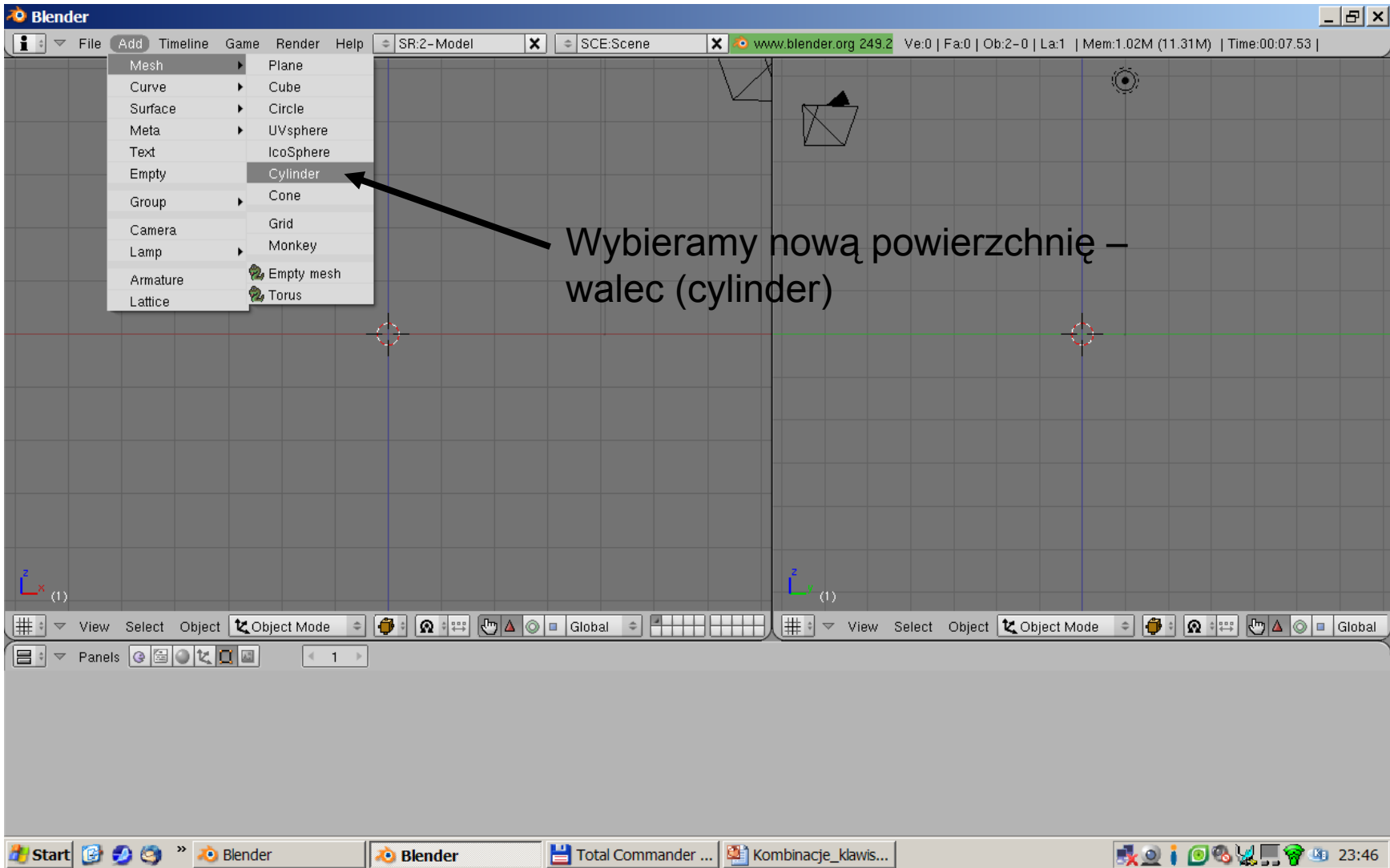


Interakcja Człowiek – Komputer **materiały pomocnicze**

**Tworzenie modelu graficznego
prostego mebla w programie
Blender**

Piotr Szczërba

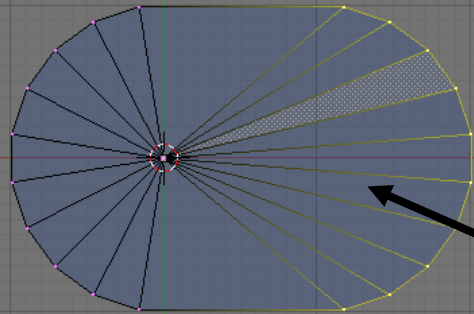
Sławomir Samolej



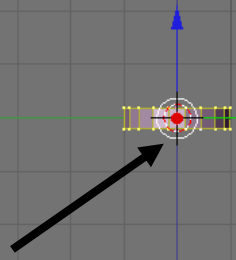
Add Cylinder

Vertices: 20	OK
Radius: 1.00	
Depth: 2.00	
Cap Ends	

Ustalamy liczbę wierzchołków na 20
Ustalamy, że walec będzie zamknięty`



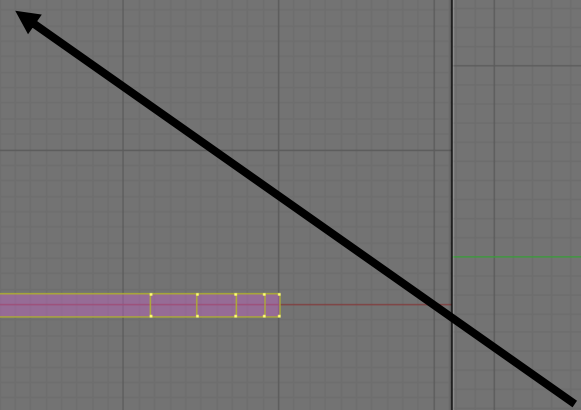
Skalujemy walec wzdłuż osi z (sz)
Zaznaczymy prawą grupę wierzchołów i przesuwamy w prawo (gx).



Blender interface panels:

- Link and Materials:** ME:Cylinder, OB:Cylinder
- Mesh:** Auto Smooth (Degr: 30), Retopo, UV Texture, Vertex Color, Center, Center New, Center Cursor, Double Sided, No U.Normal Flip
- Mesh Tools:** Beaurly, 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
- Modifiers:** Add Modifier, To: Cylinder
- Mesh Tools More:** Select Swap, NSize: 0.100, Draw Normals, Draw UNormals, Draw Faces, Draw Edges, Draw Creases, Draw Bevel Weights, Draw Seams, Draw Sharp

- Mesh
 - Plane
- Curve
 - Cube
- Surface
 - Circle
- Meta
 - UVsphere
- Text
 - IcoSphere
- Empty
 - Cylinder
- Group
 - Cone
- Camera
 - Grid
- Lamp
 - Monkey
- Armature
 - Empty mesh
- Lattice
 - Torus



Dodajemy w trybie edycji do sceny sześciian (cube)

Blender interface panels including Link and Materials, Mesh, Mesh Tools, Multires, UV Calculation, Modifiers, Shapes, and Mesh Tools More.

