

Tvorba 3D modelů - Blender

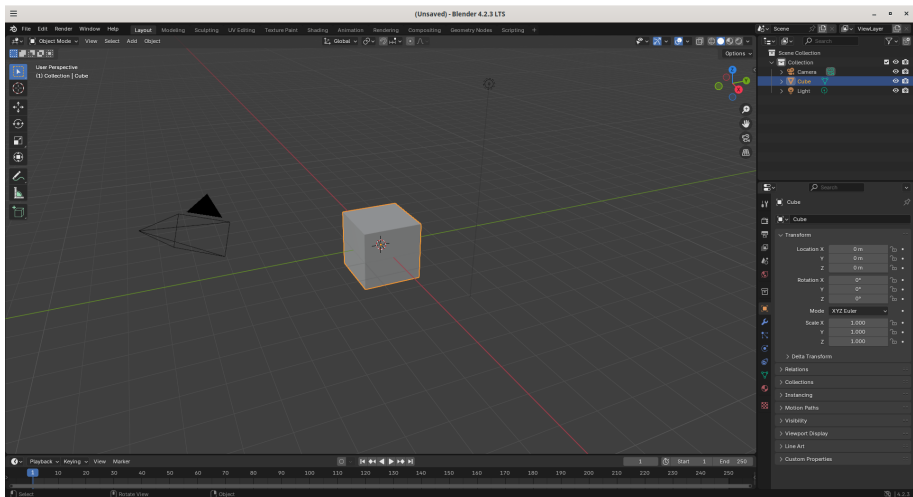
- <https://www.blender.org>
- různé operační systémy
- zdrojový kód
- manuály
- příklady
- videa s návody

Ovládání

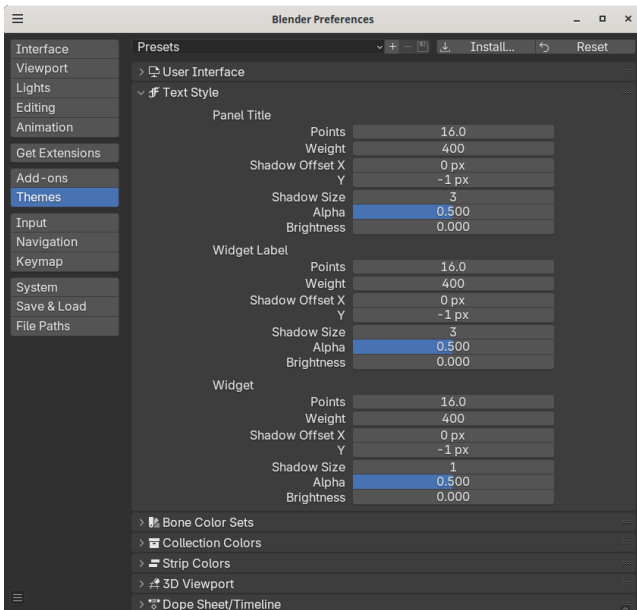
- menu + mouse + klávesové zkratky
- Object Mode x Edit Mode
- přídatné balíčky - Add-ons
 - <https://blender-addons.org/>
 - <https://extensions.blender.org/add-ons/>
 - <https://blendermarket.com/>
- scripty

Klávesové zkratky

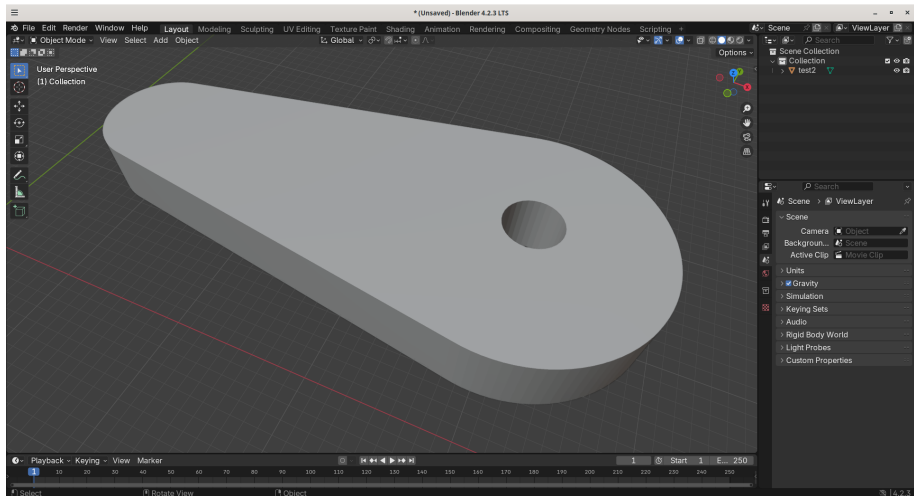
- x - smazat
- s - scale
- g - presun
- Alt + d - duplikace, zmeny v Edit mode se projeví i v kopii
- Shift + d - duplikace, zmeny se v kopii neprojeví
- Shift + a - pridání objektu
- TAB - přepíná Object a Edit mode
- Ctrl-z - návrat o krok zpět
- ...



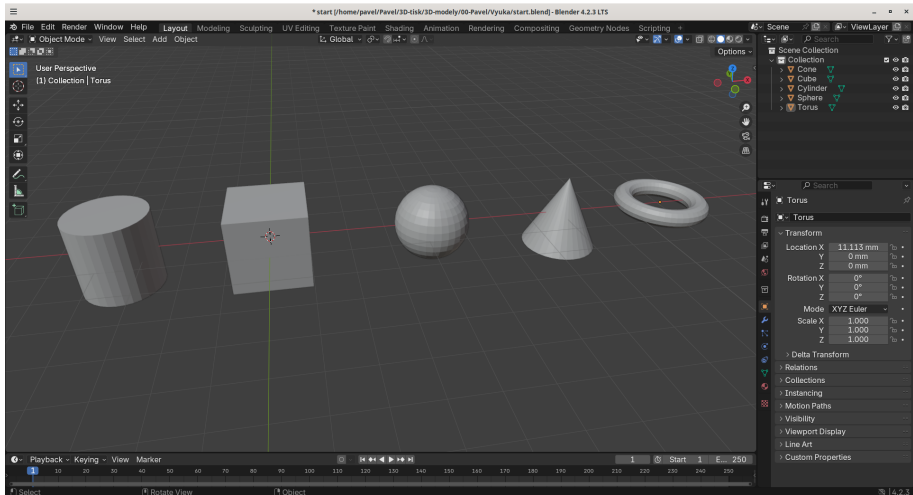
Nastavení



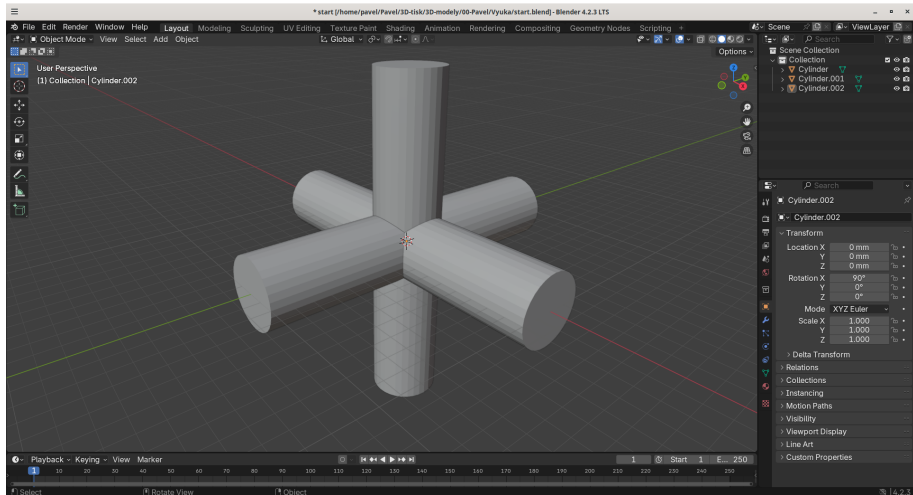
Import



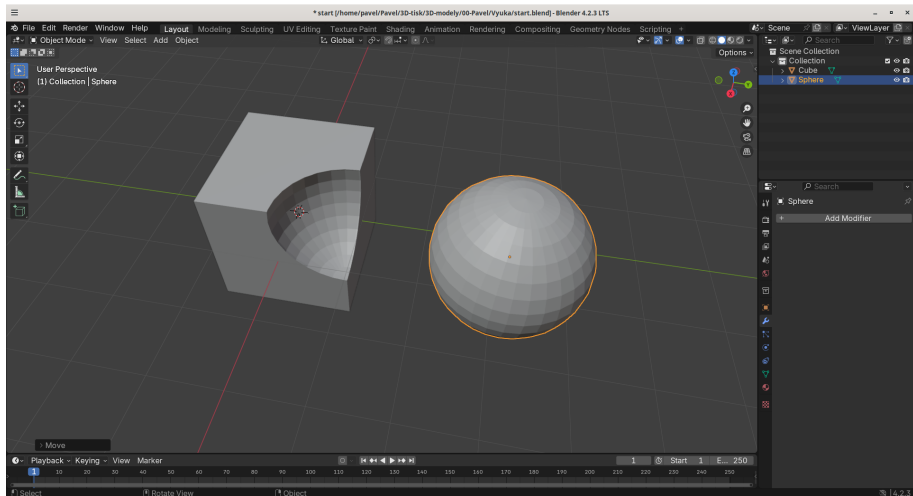
Object Mode



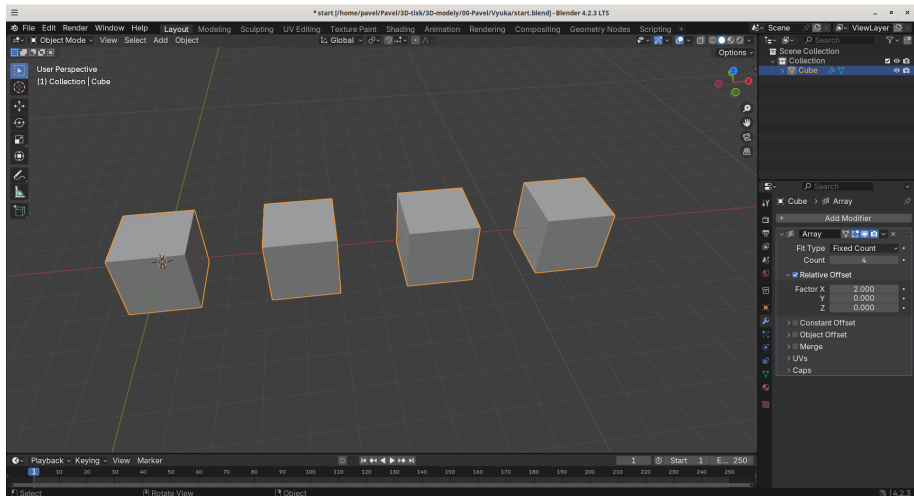
Object Mode



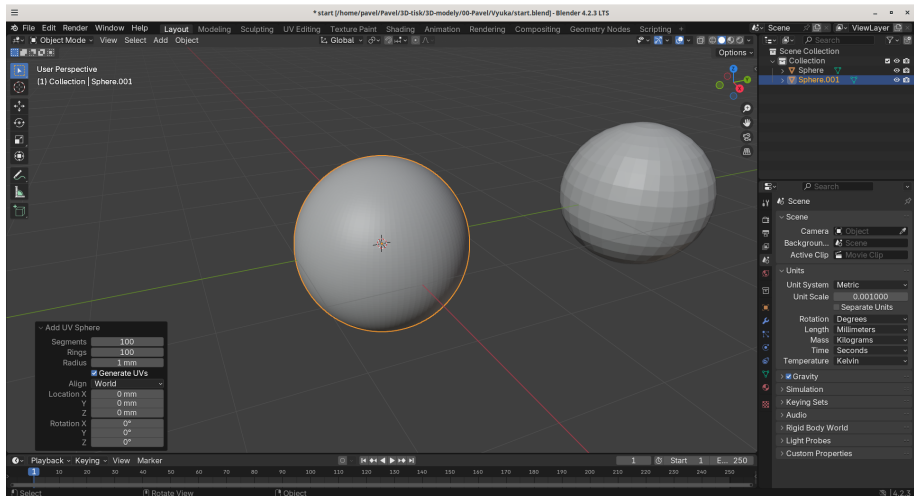
Object Mode



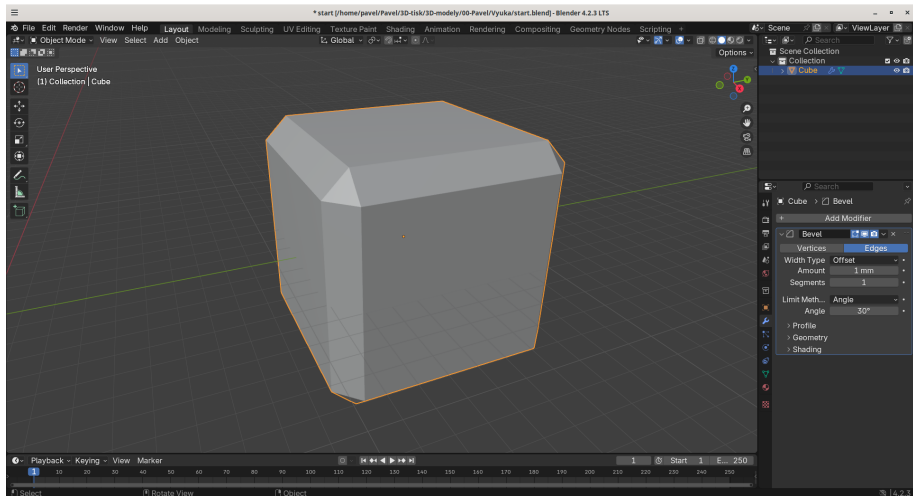
Array

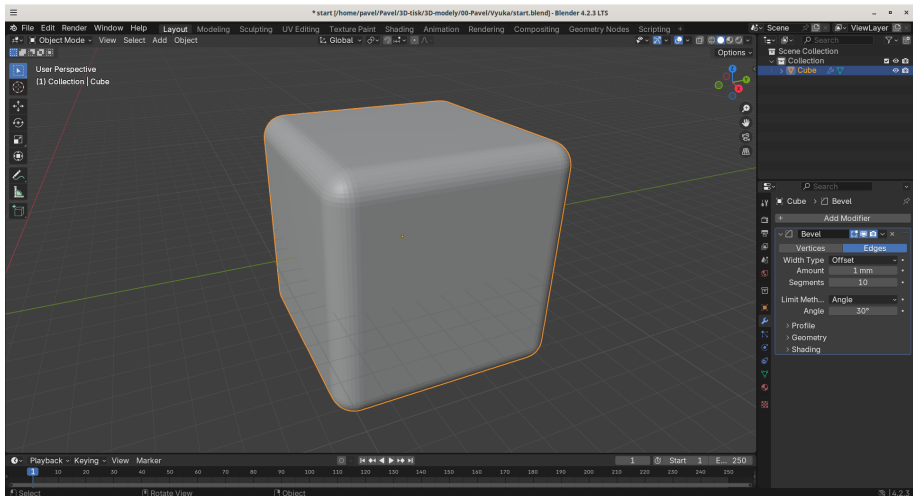


Koule

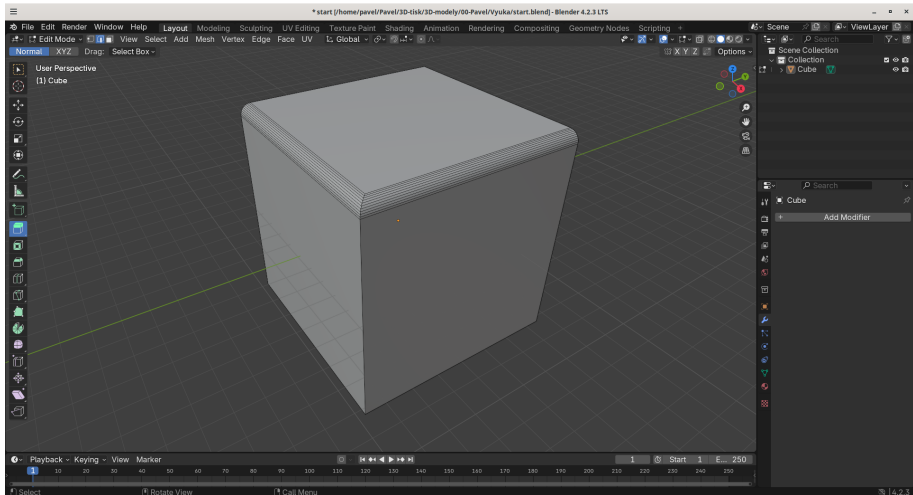


Modifikátor - Bevel

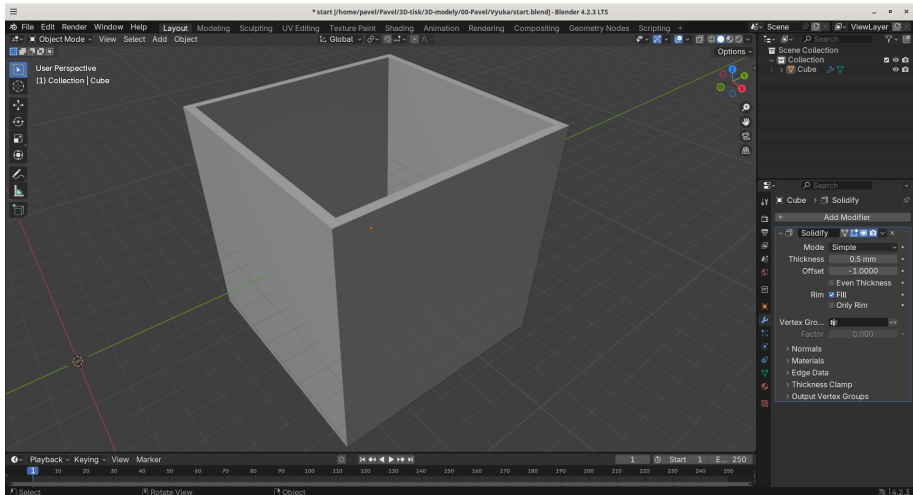




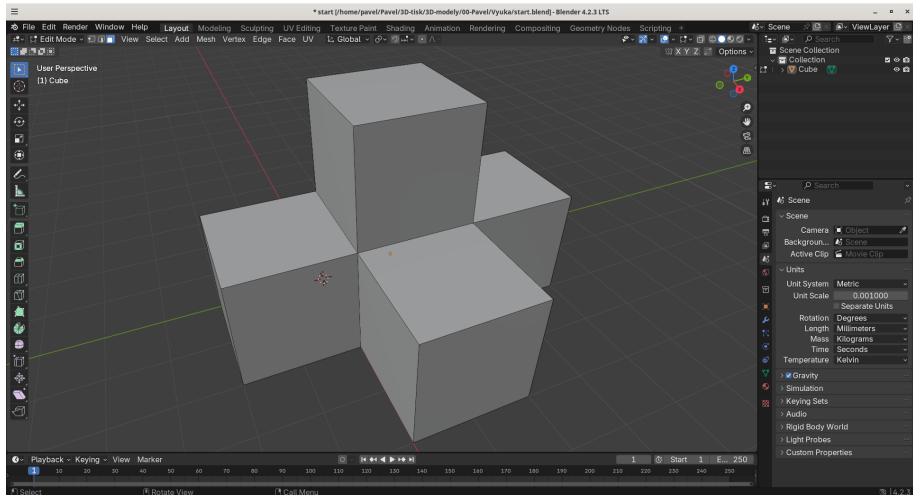
Bevel - Edit mode



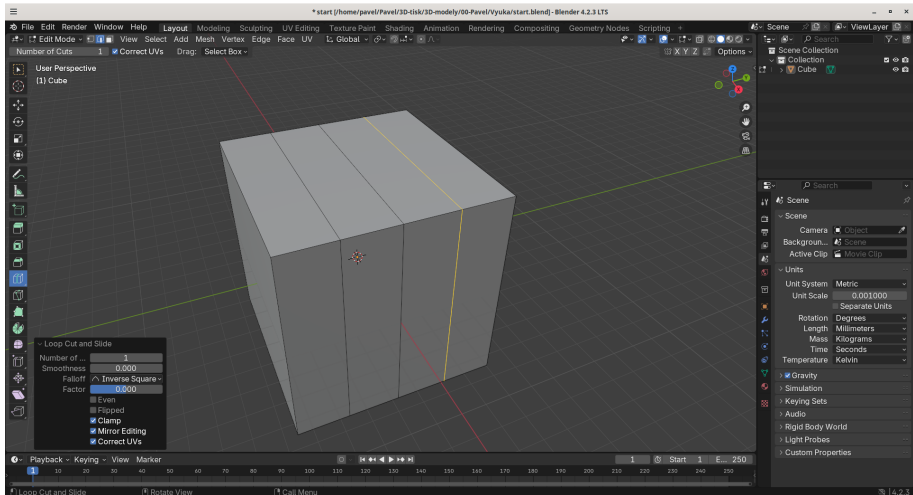
Solidify



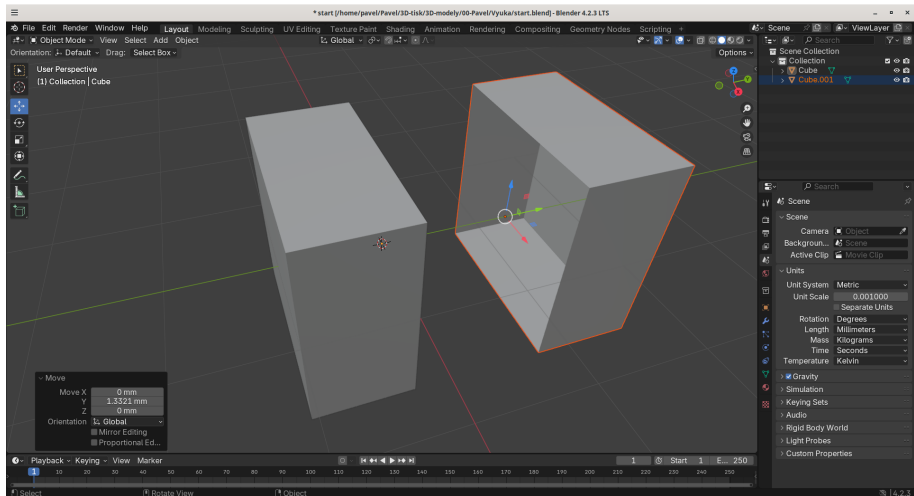
Extrude



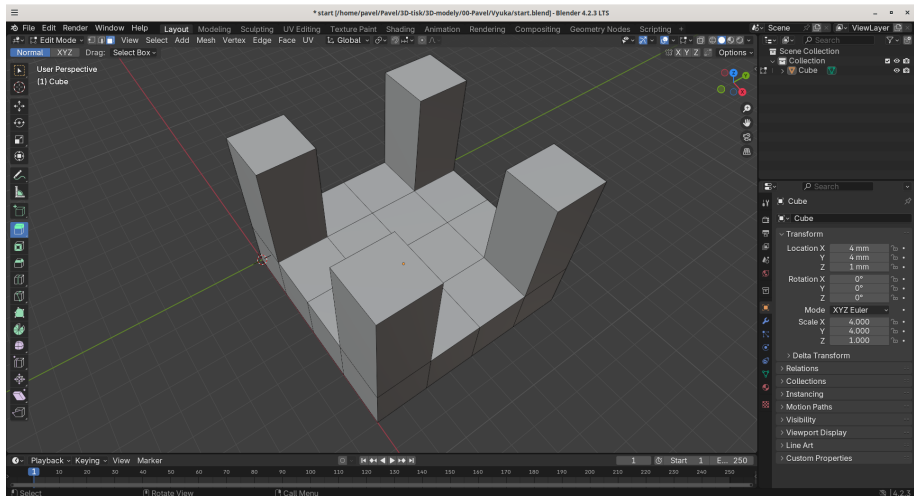
Cut



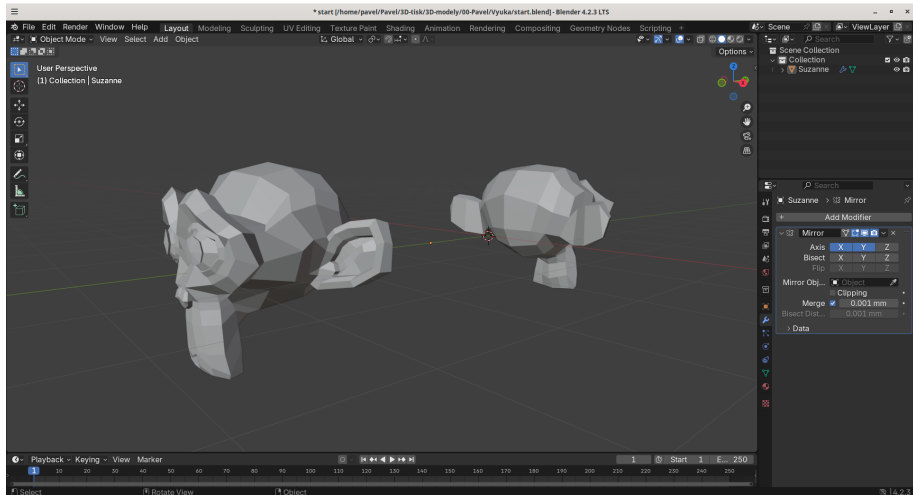
Cut



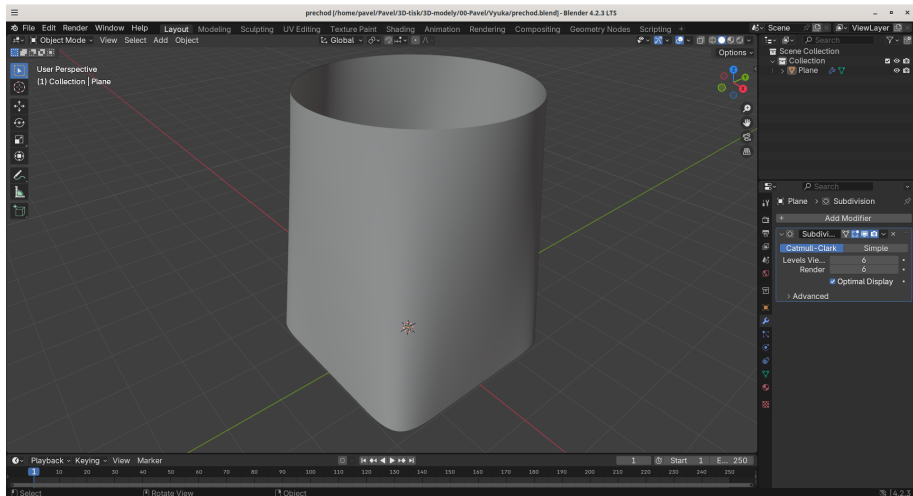
Cut+Extrude



Mirror



Přechod čtverec-kruh



Porovnání

- OpenSCAD
- FreeCAD
- Blender