

3d
моделирование

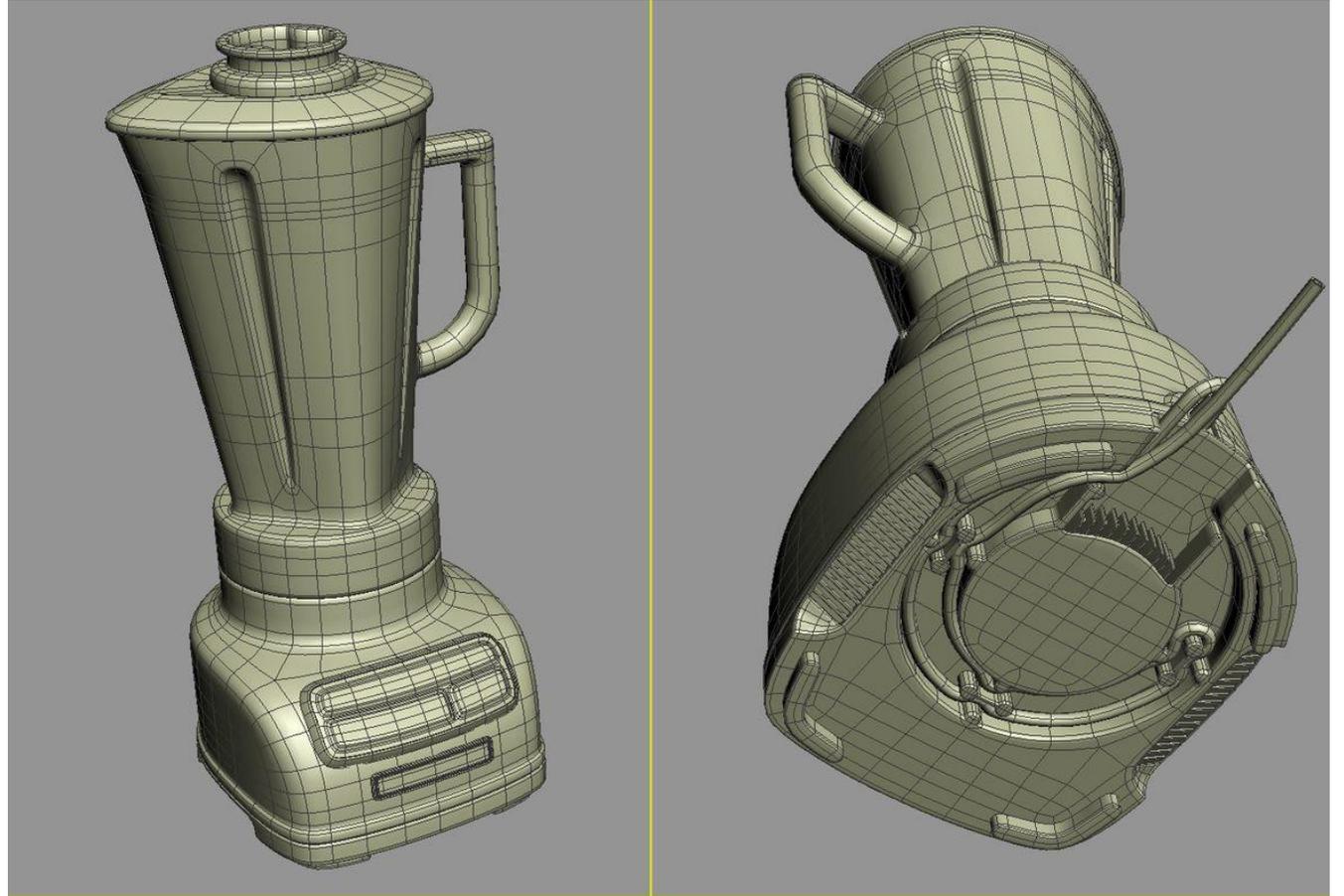


Лапатин
932001



Blender

Blender-открытый пакет для создания трёхмерной компьютерной графики.

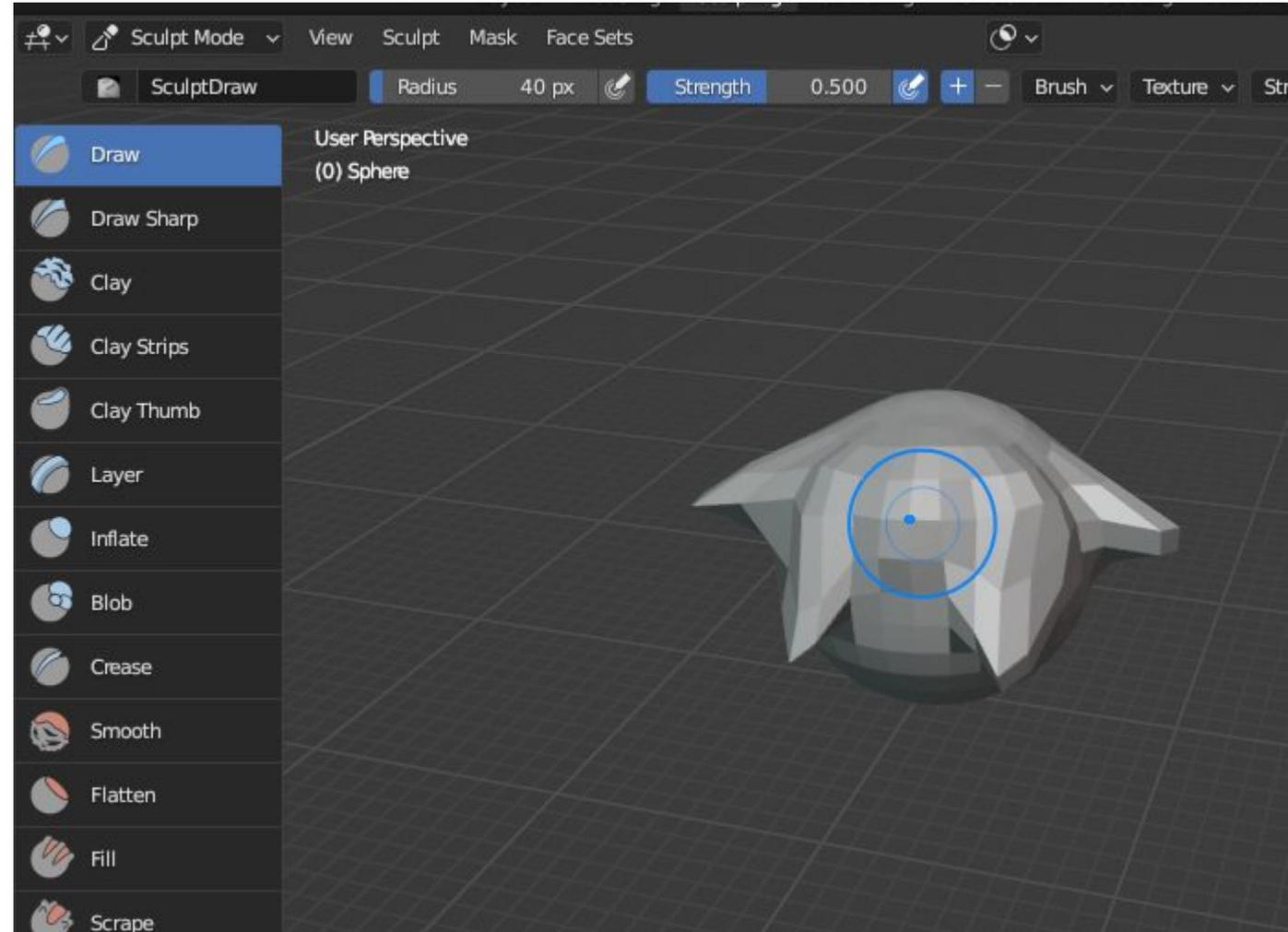
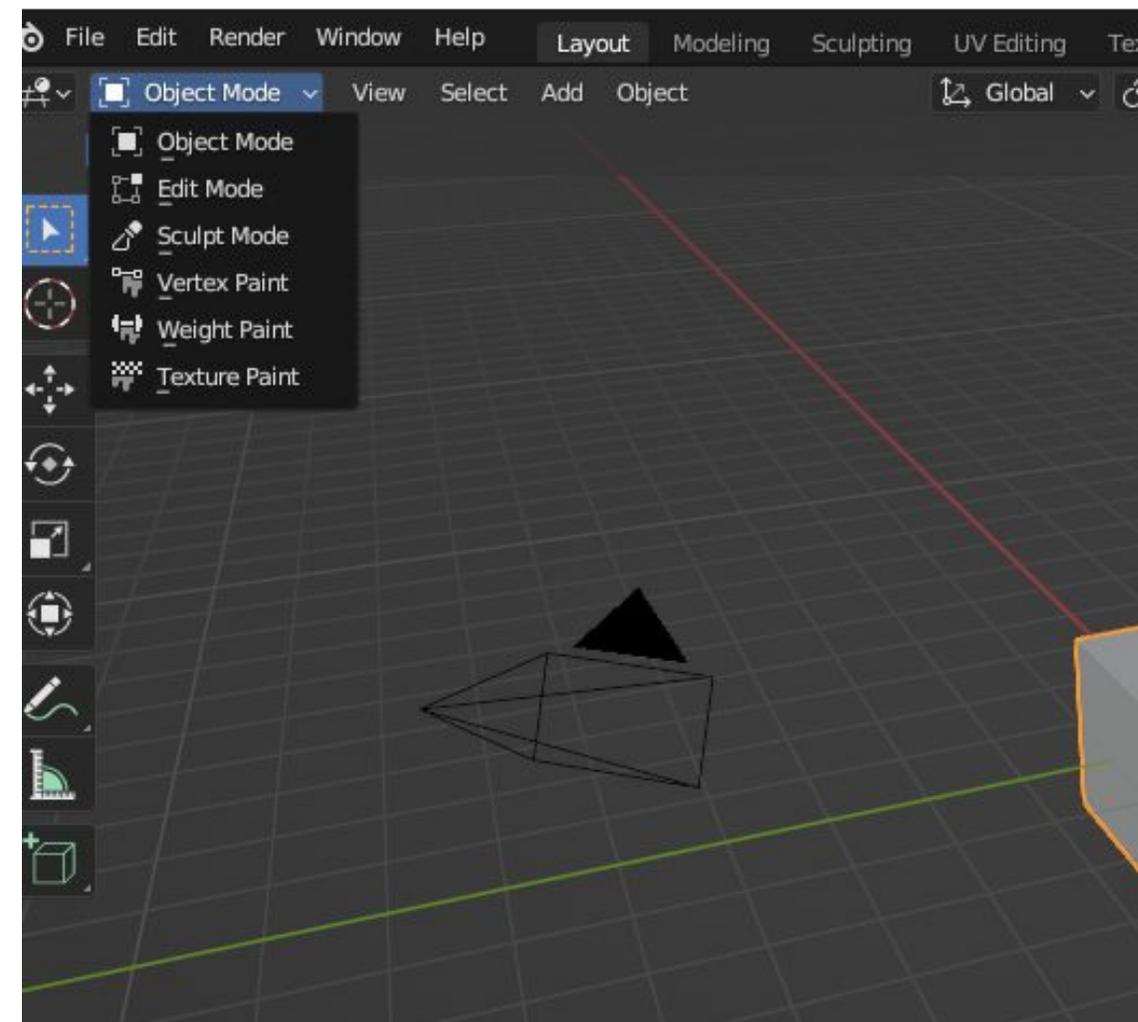


Для чего нужен Blender?

С помощью программы можно создавать:

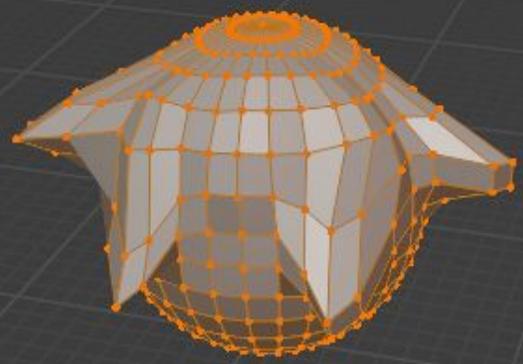
- трехмерную графику на сайте;
 - модели для игр;
 - архитектурные визуализации;
 - рекламные видеоролики;
 - модели для 3D-принтера и анимационные фильмы;
- и т.д.

Особенности и пользовательский интерфейс



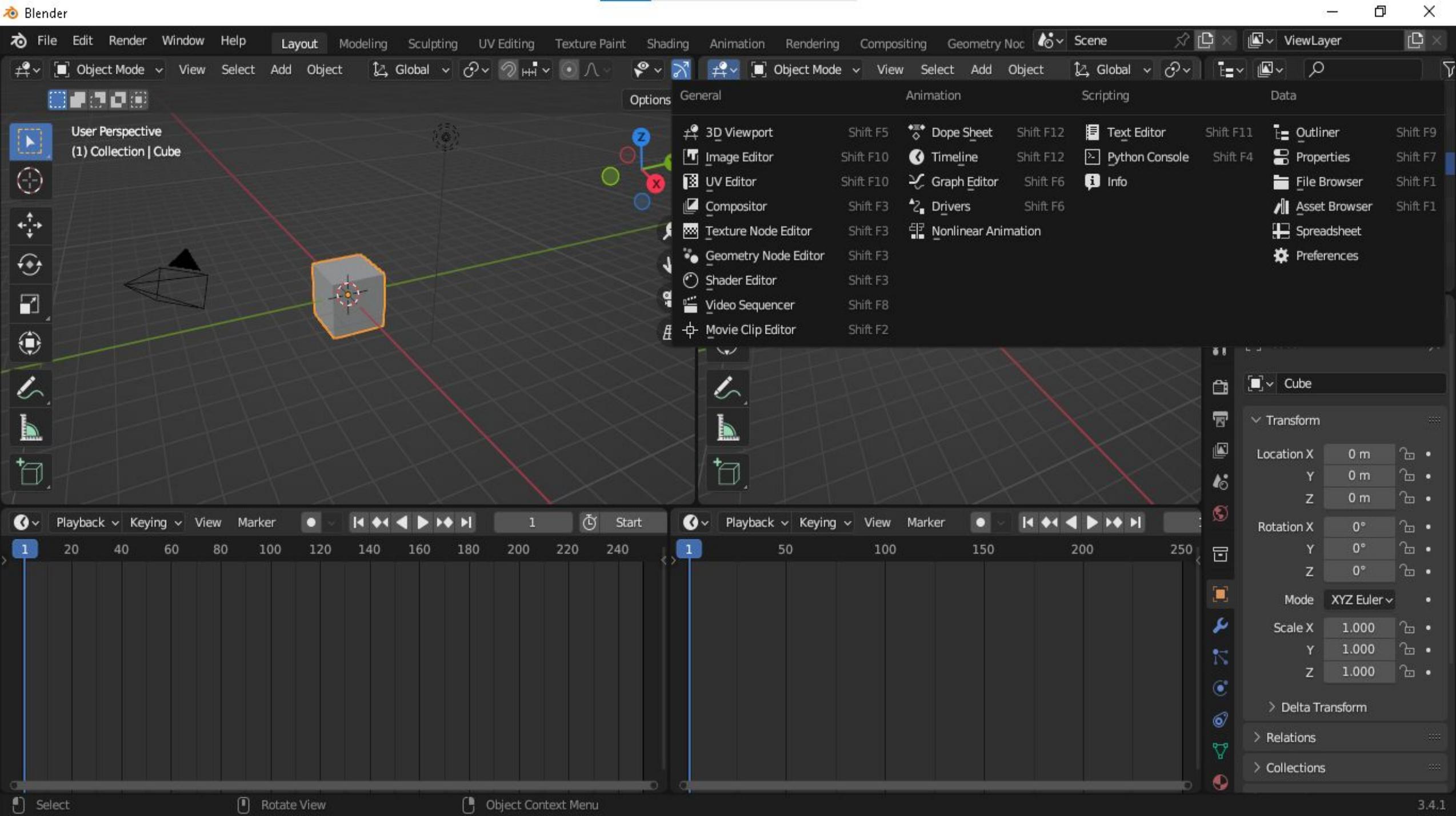
- Select Box
- Cursor
- Move
- Rotate
- Scale
- Transform
- Annotate
- Measure
- Add Cube
- Extrude Region
- Inset Faces
- Bevel
- Loop Cut
- Knife
- Poly Build
- Spin
- Smooth

User Perspective
(0) Sphere



- Collection
 - Camera
 - Cone.001
 - Cone.002

- Select Box
- Options
- Workspace



User Perspective
(1) Collection | Cube

3D Viewport
Image Editor
UV Editor
Compositor
Texture Node Editor
Geometry Node Editor
Shader Editor
Video Sequencer
Movie Clip Editor

3D Viewport	Shift F5	Dope Sheet	Shift F12	Text Editor	Shift F11
Image Editor	Shift F10	Timeline	Shift F12	Python Console	Shift F4
UV Editor	Shift F10	Graph Editor	Shift F6	Info	
Compositor	Shift F3	Drivers	Shift F6		
Texture Node Editor	Shift F3	Nonlinear Animation			
Geometry Node Editor	Shift F3				
Shader Editor	Shift F3				
Video Sequencer	Shift F8				
Movie Clip Editor	Shift F2				

Cube

Transform

Location X	0 m
Y	0 m
Z	0 m
Rotation X	0°
Y	0°
Z	0°
Mode	XYZ Euler
Scale X	1.000
Y	1.000
Z	1.000

Delta Transform

Relations

Collections

Playback Keying View Marker

1 Start

1 20 40 60 80 100 120 140 160 180 200 220 240

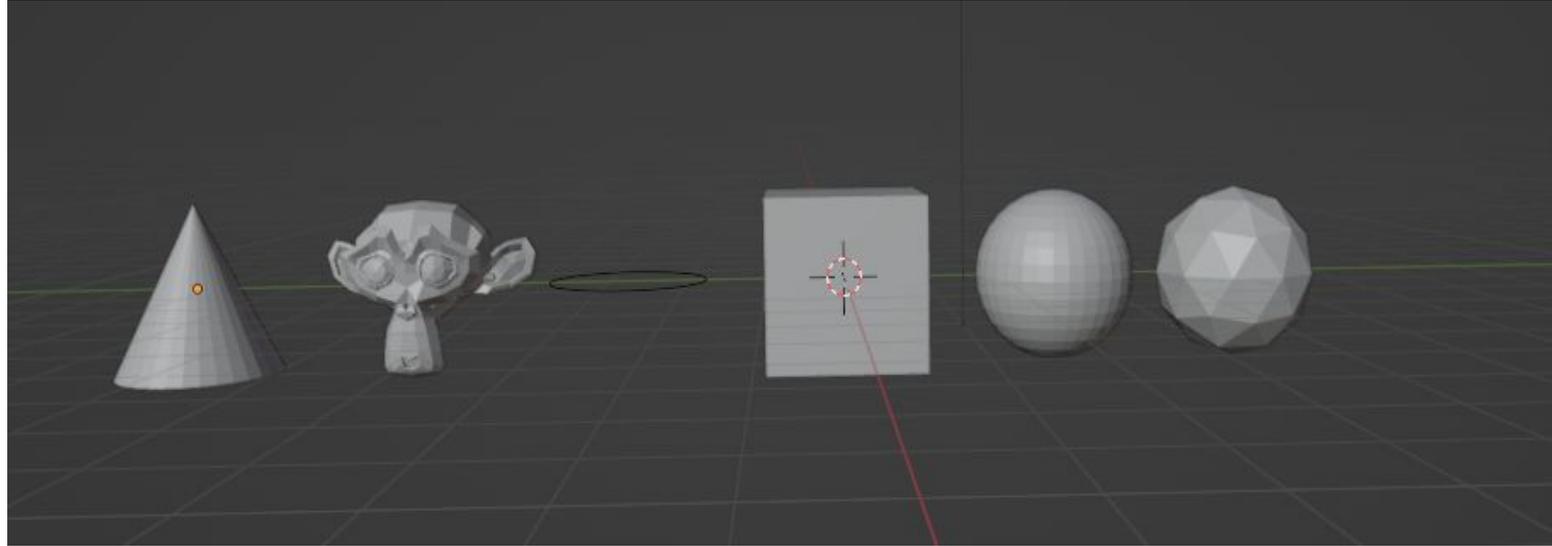
Playback Keying View Marker

1

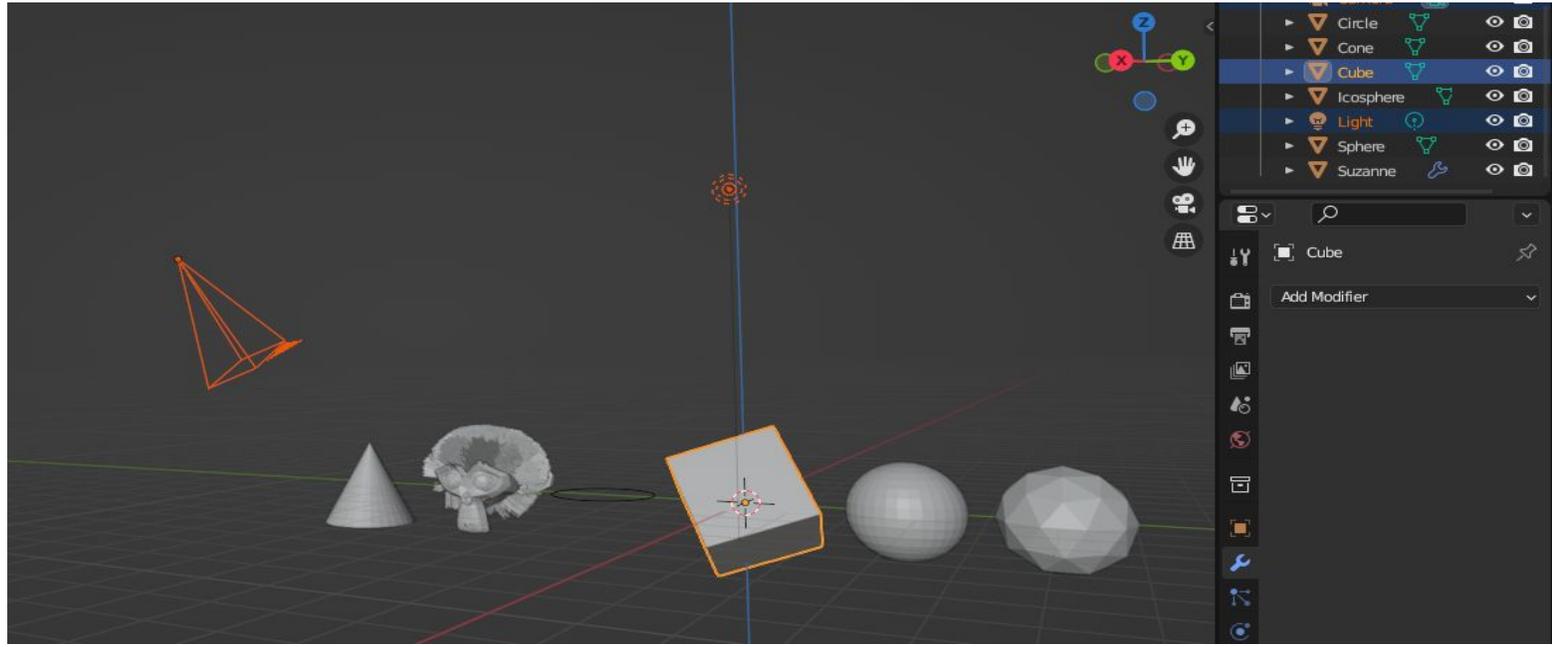
1 50 100 150 200 250

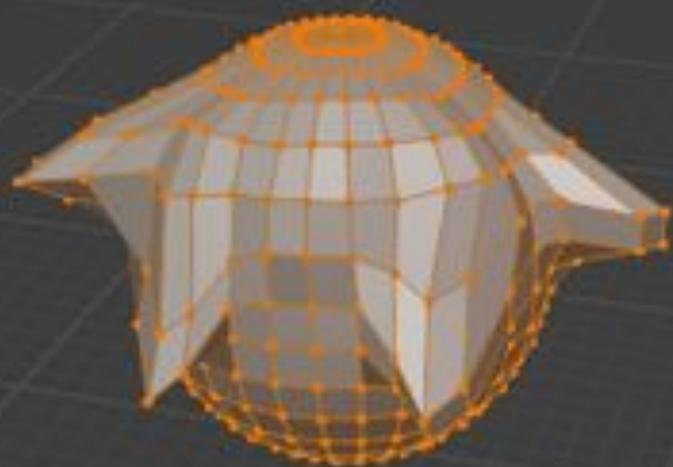
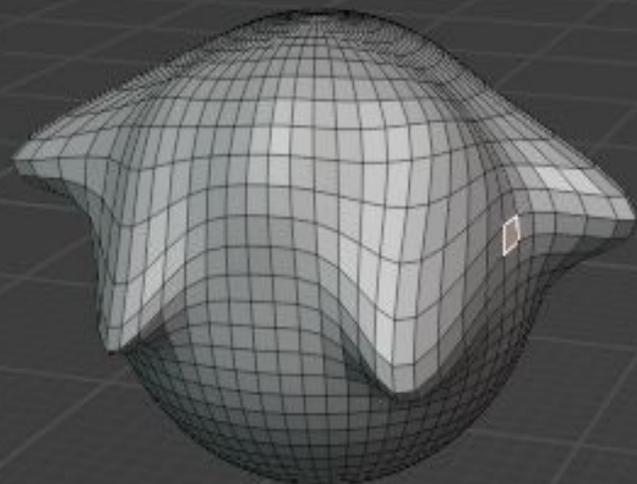
Возможности Blender

- Поддержка разнообразных геометрических примитивов



- Трекинг камеры и объектов.





Modify Generate Deform Physics

- Data Transfer
- Mesh Cache
- Mesh Sequence Cache
- Normal Edit
- Weighted Normal
- UV Project
- UV Warp
- Vertex Weight Edit
- Vertex Weight Mix
- Vertex Weight Proximity

Array

Bevel

Boolean

Build

Decimate

Edge Split

Geometry Nodes

Mask

Mirror

Multiresolution

Remesh

Screw

Skin

Solidify

Subdivision Surface

Triangulate

Vol

Weld

Wireframe

Amature

Cast

Curve

Displace

Hook

Laplacian Deform

Lattice

Mesh Deform

Shrinkwrap

Simple Deform

Smooth

Smooth Corrective

Smooth Laplacian

Surface Deform

Warp

Cloth

Collision

Dynamic Paint

Explode

Fluid

Ocean

Particle Instance

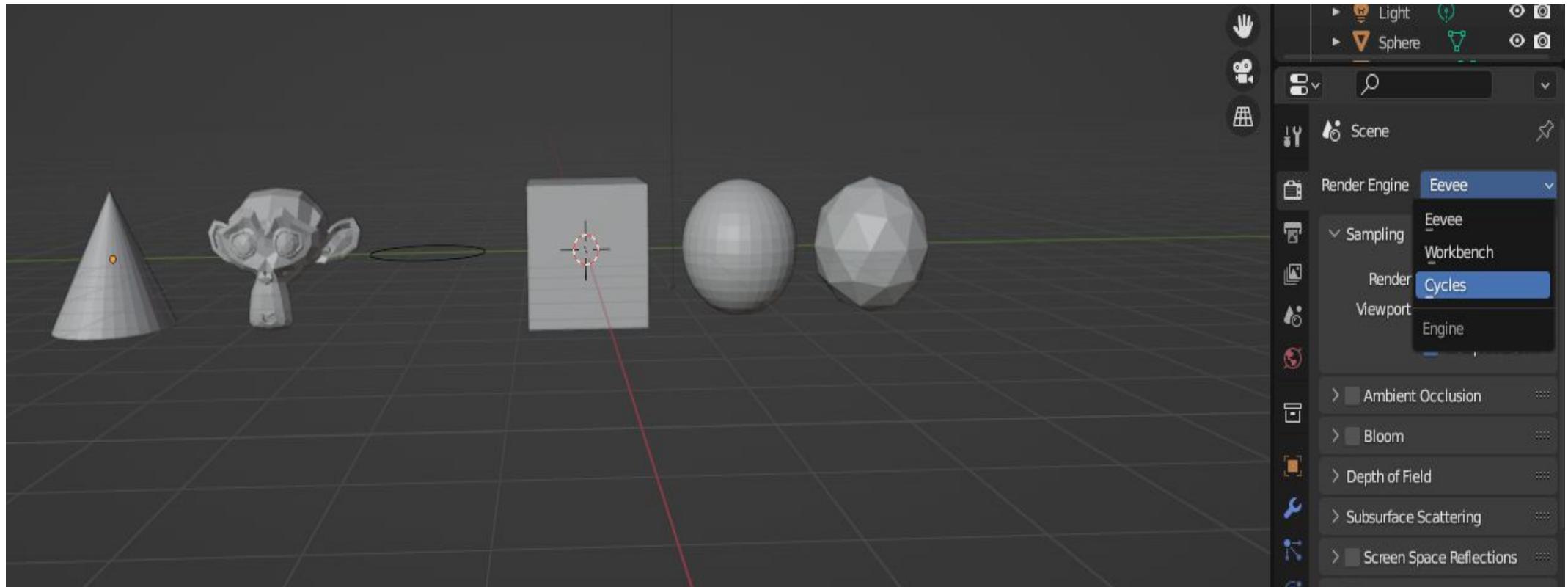
Particle System

Soft Body

Add a procedural operation/effect to the active object: Subdivision Surface
Split the faces into smaller parts, giving it a smoother appearance

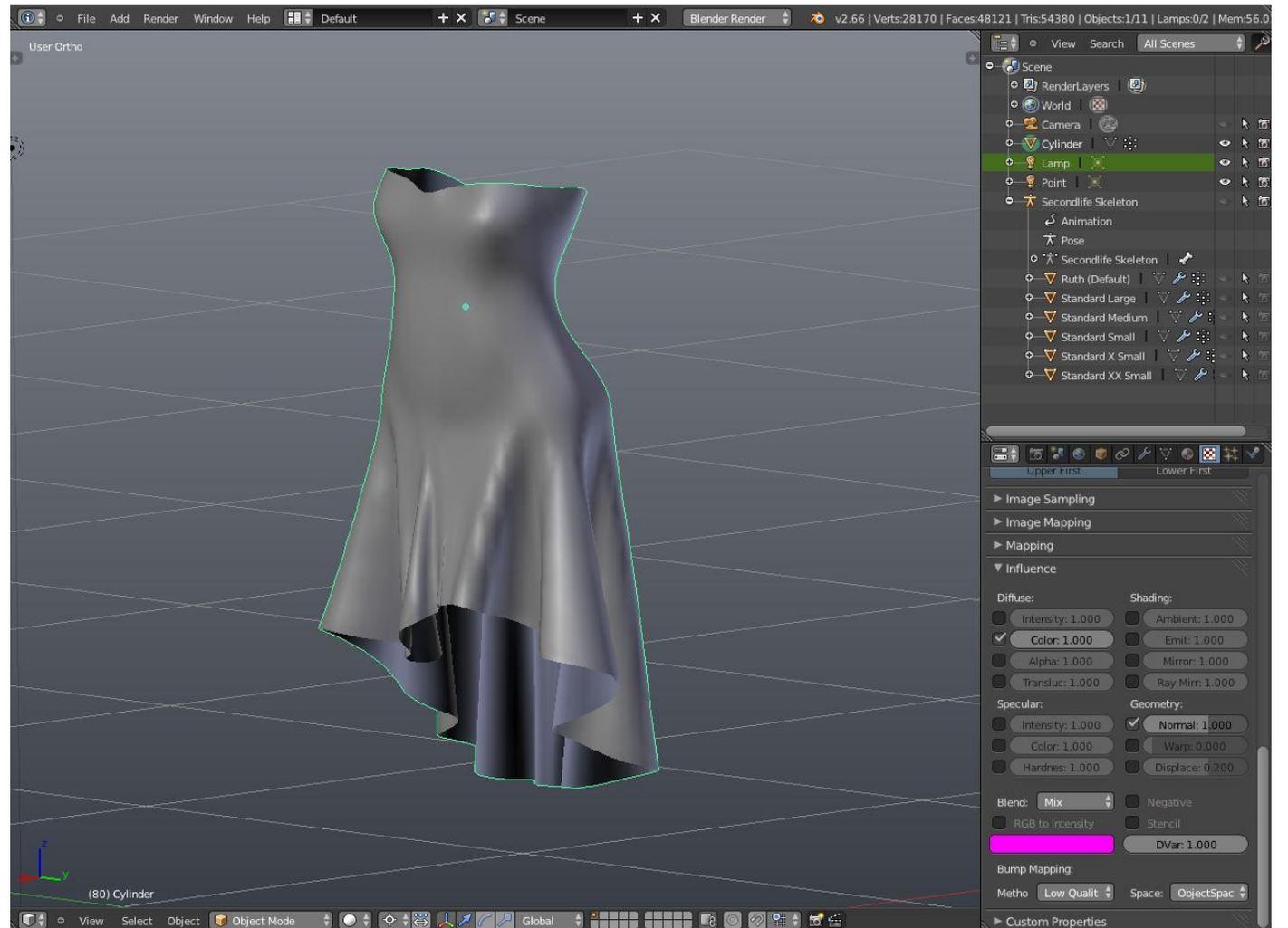
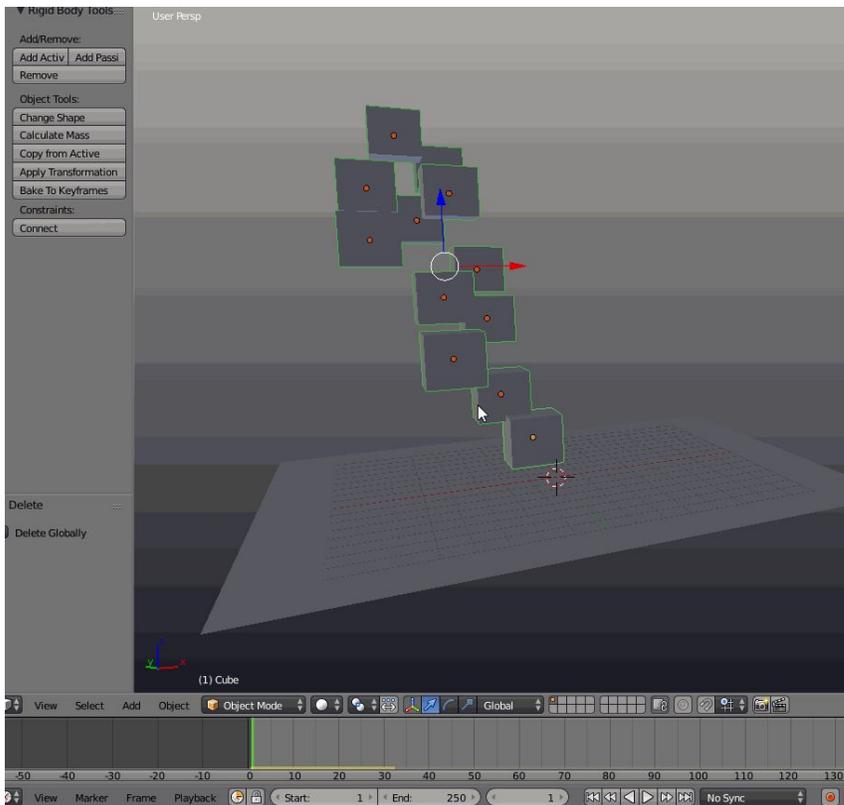
Возможности Blender

- встроенные механизмы рендеринга и интеграция с внешними рендерерами



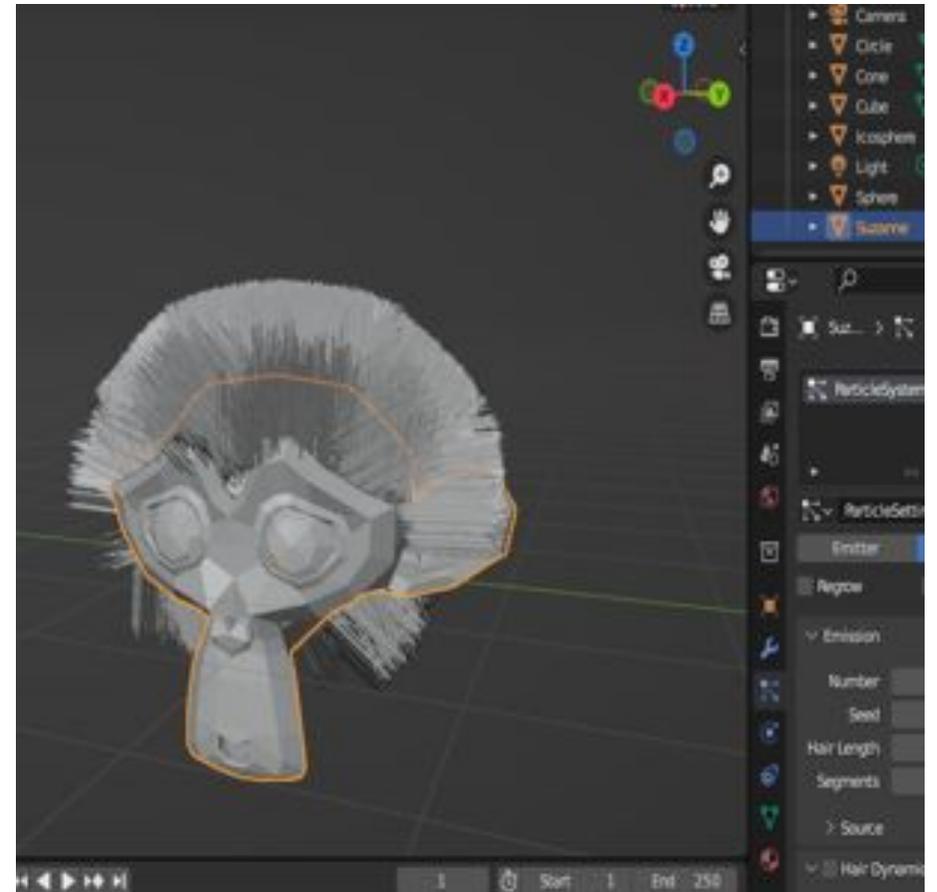
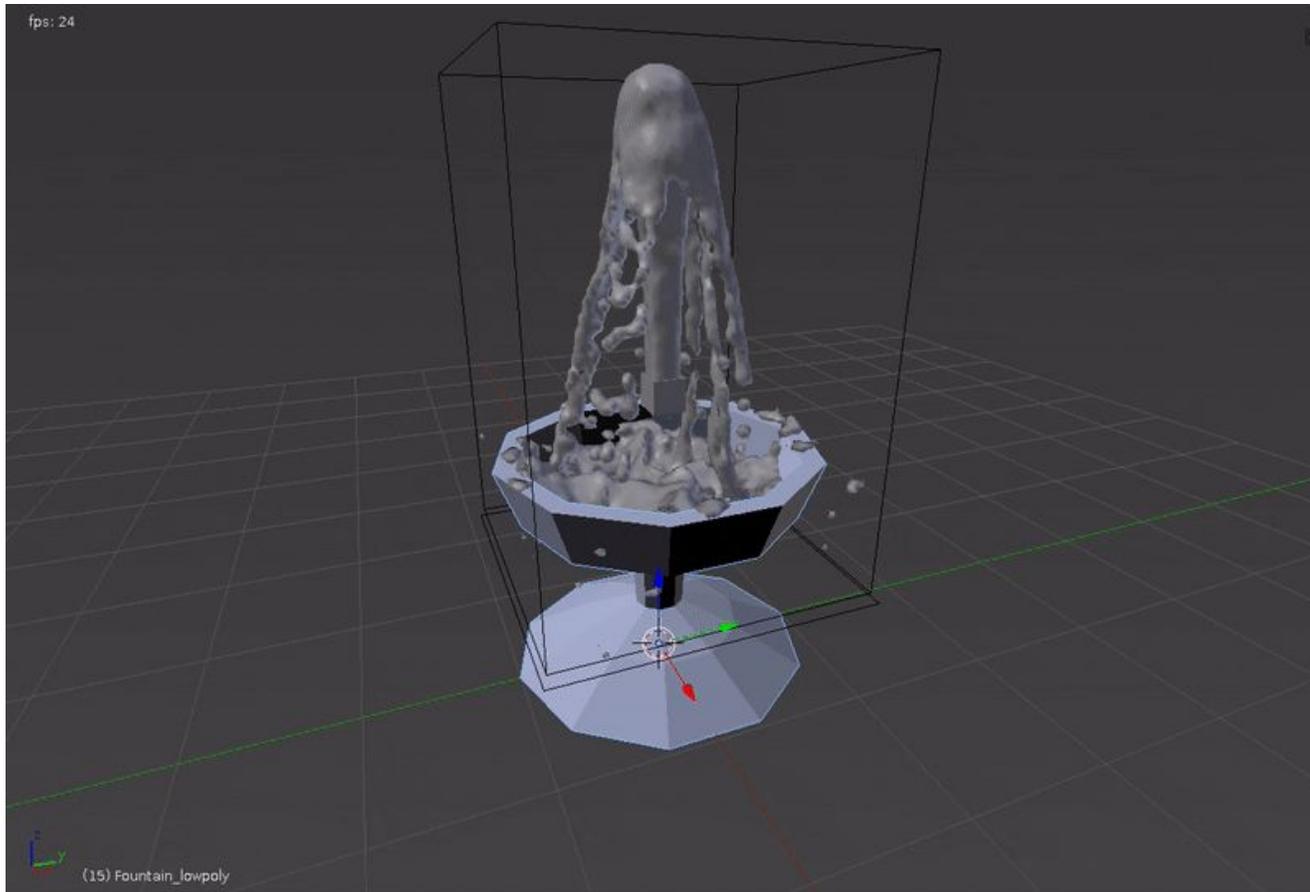
Возможности Blender

- Динамика мягких тел,
динамика твёрдых



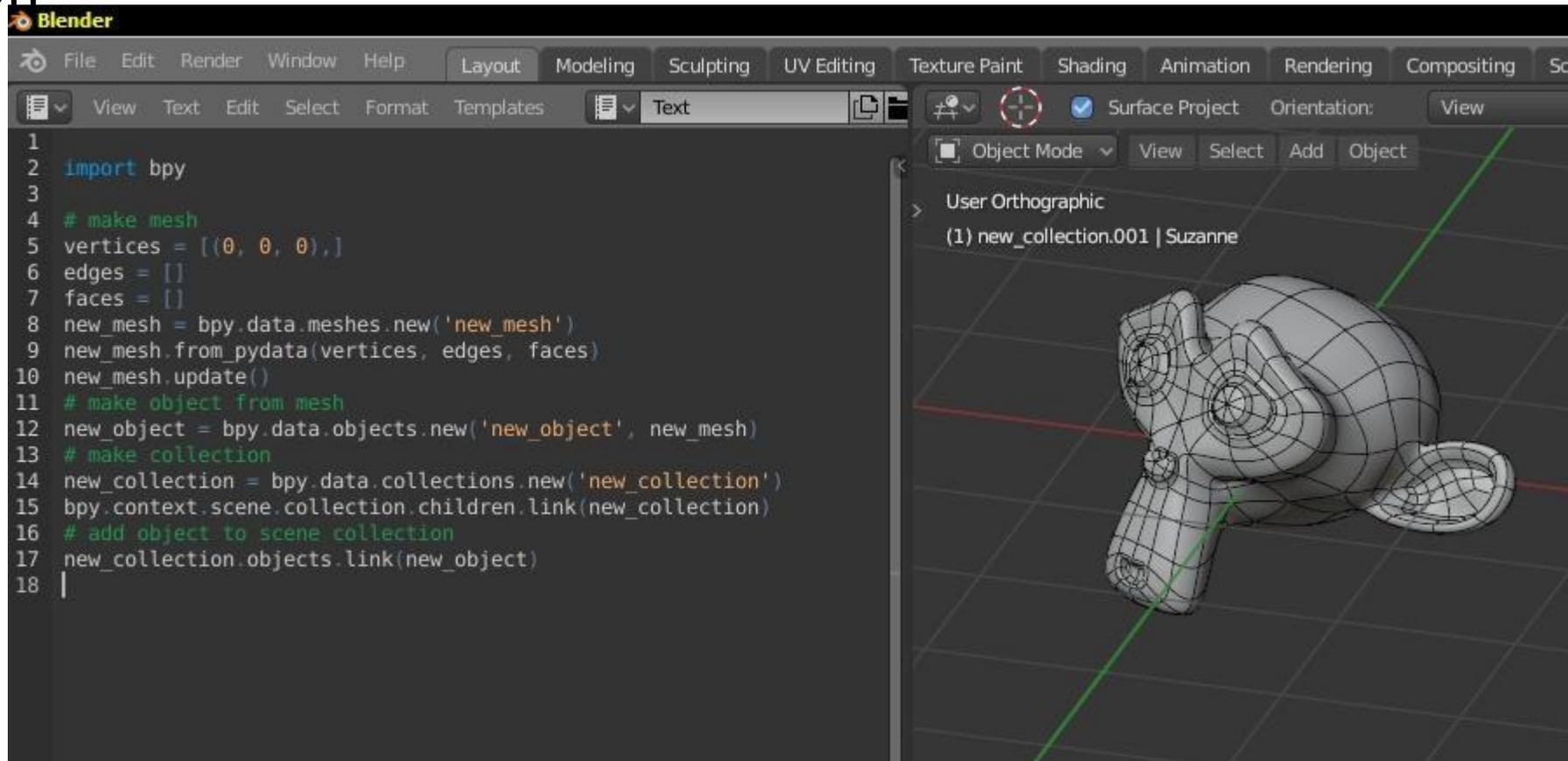
Возможности Blender

- Система частиц



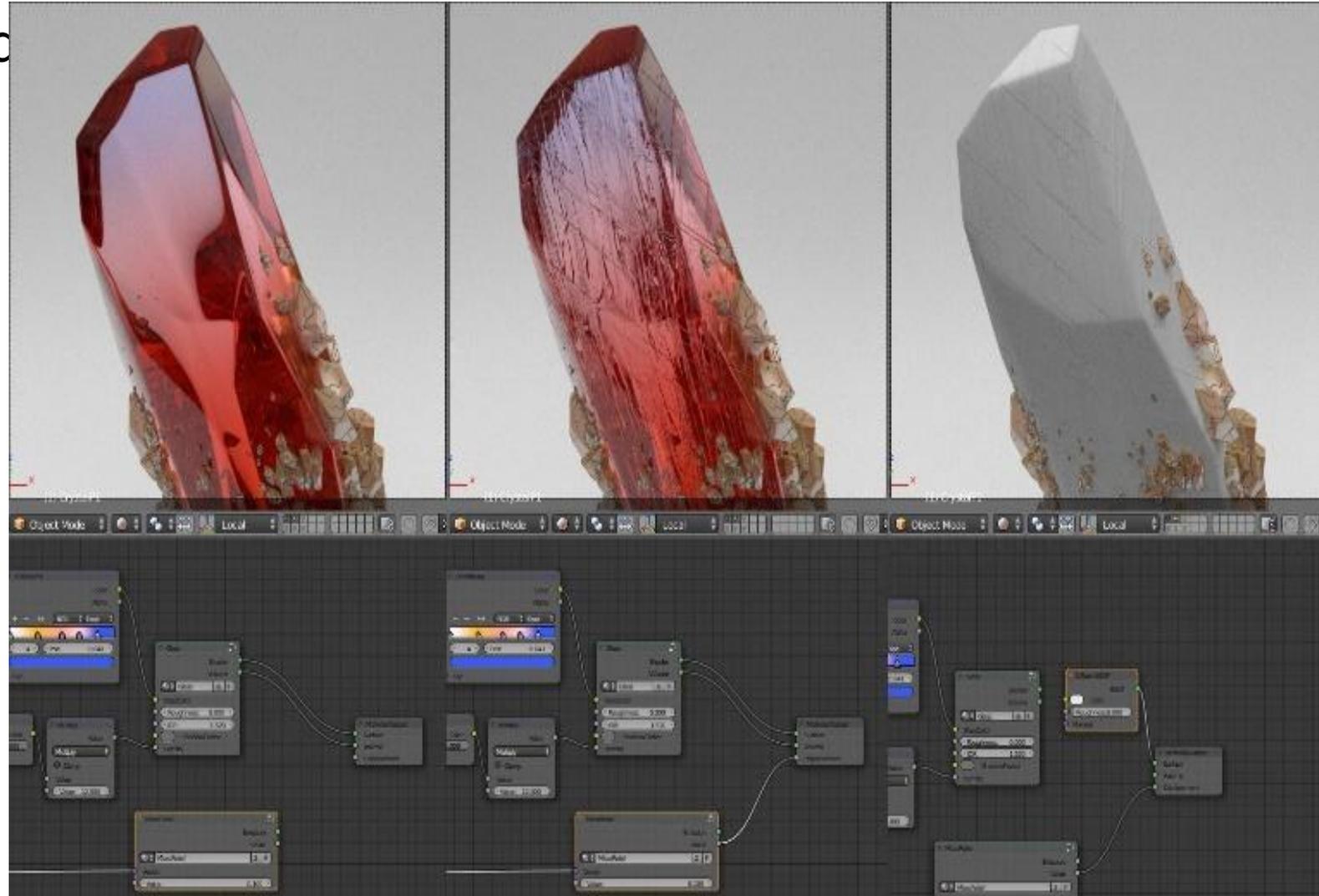
Возможности Blender

- Язык программирования Python



Возможности Blender

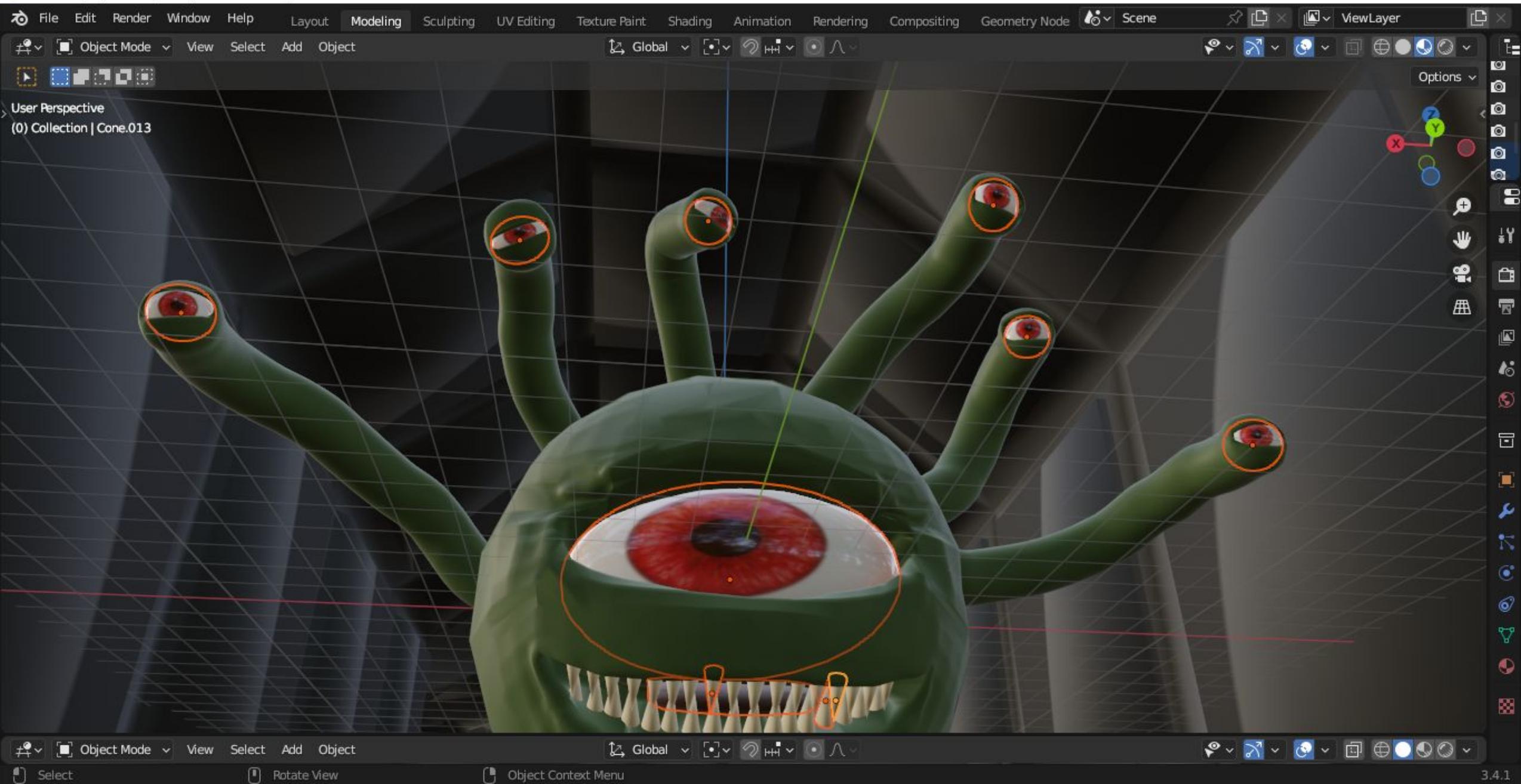
- Процедурное и node-based текстурирование



Возможности Blender

- Grease Pencil — инструмент для 2D-анимации в полном 3D-пайплайне.







User Perspective
(0) Collection | Sphere.003

Object View Select Add Node Use Nodes Slot 1 Material.008

Sphere.003 > Sphere.003 > Material.008

