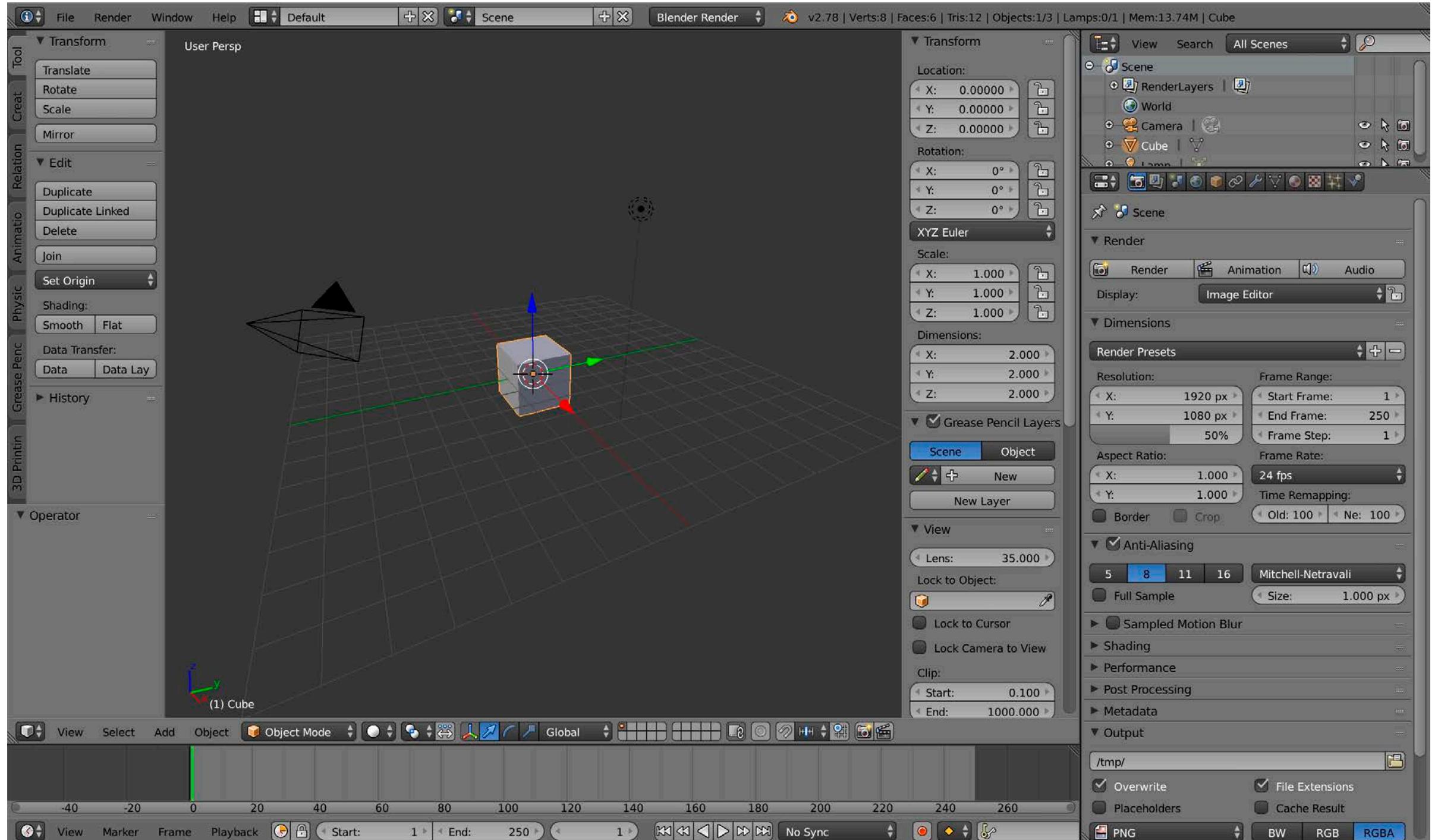
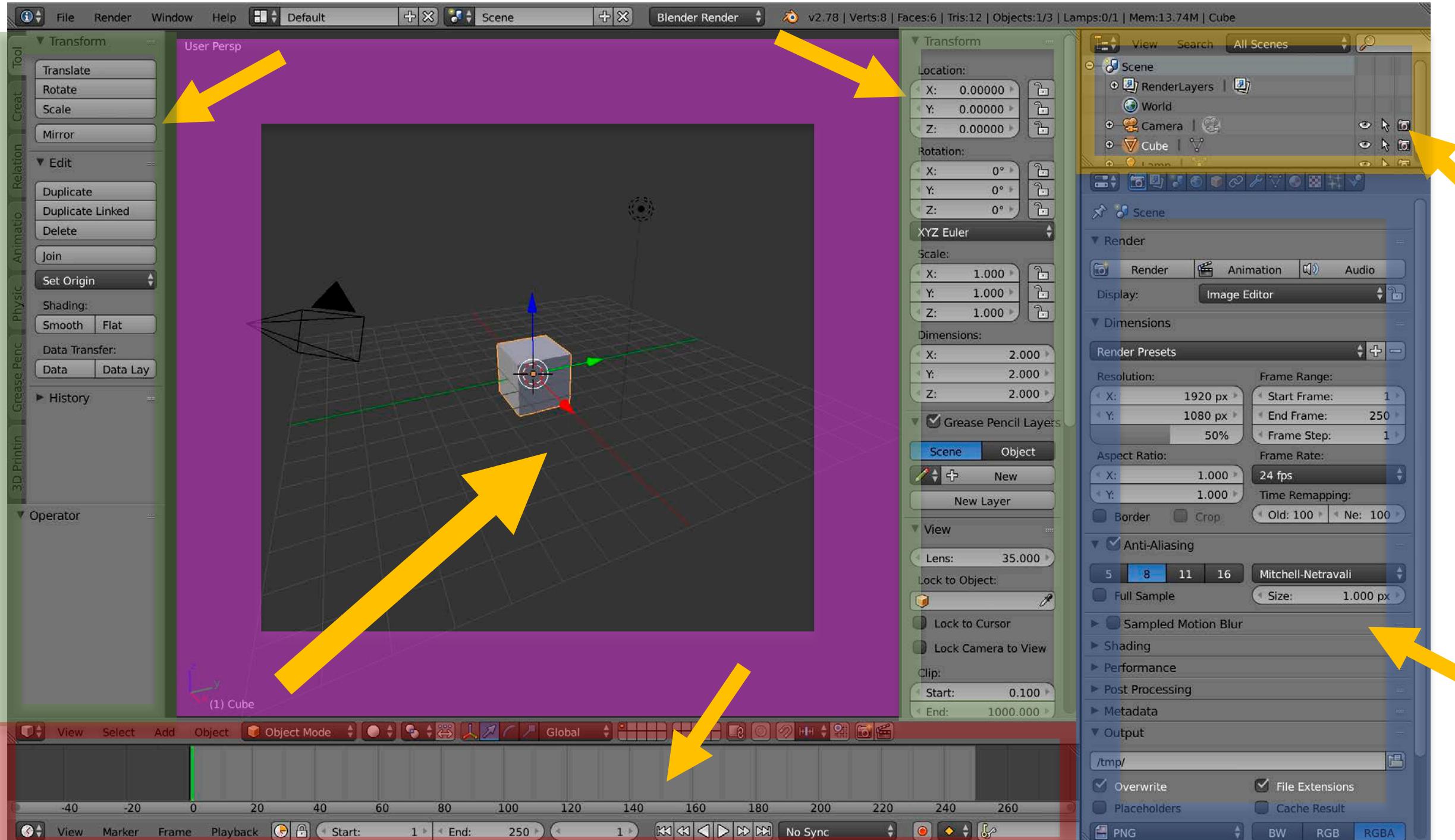


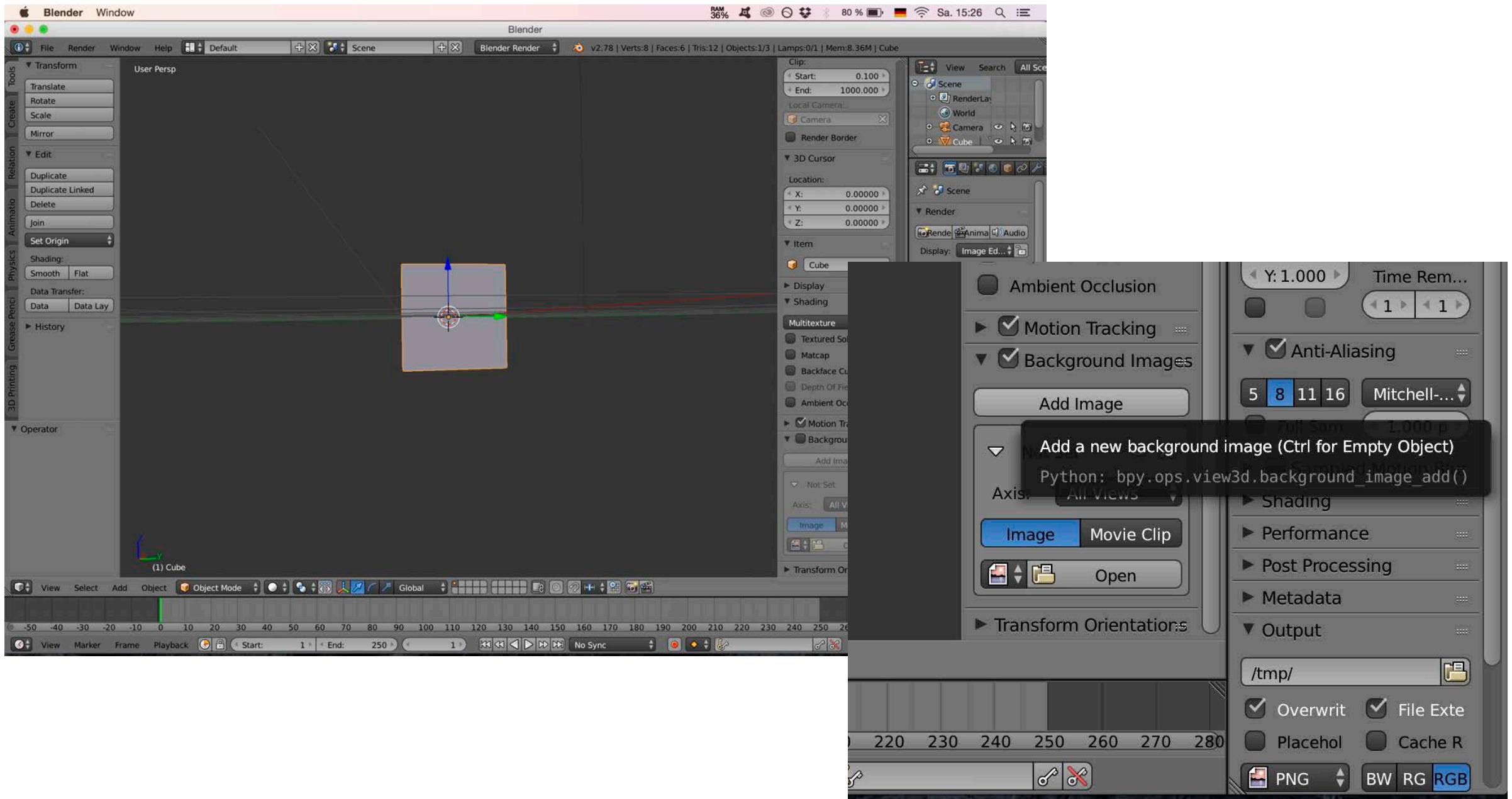
Blender: Modellieren einer Quietsche-Ente

Was möglich ist...

- **Blender** is a professional, free and open-source 3D computer graphics software toolset used for creating animated films, visual effects, art, 3D printed models, interactive 3D applications and video games. Blender's features include 3D modeling, UV unwrapping, texturing, raster graphics editing, rigging and skinning, fluid and smoke simulation, particle simulation, soft body simulation, sculpting, animating, match moving, camera tracking, rendering, motion graphics, video editing and compositing. It further features an integrated game engine.(Wikipedia)

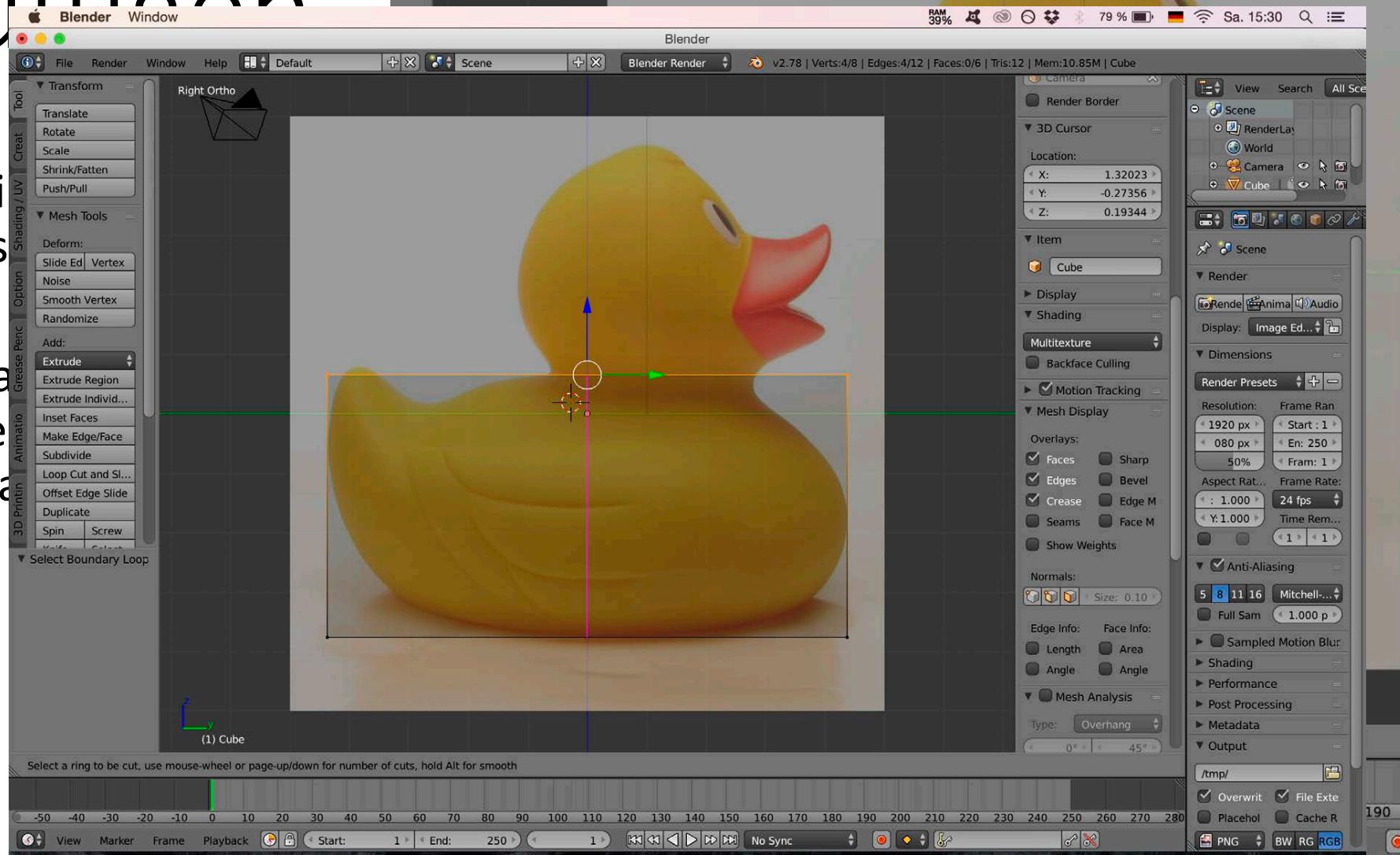




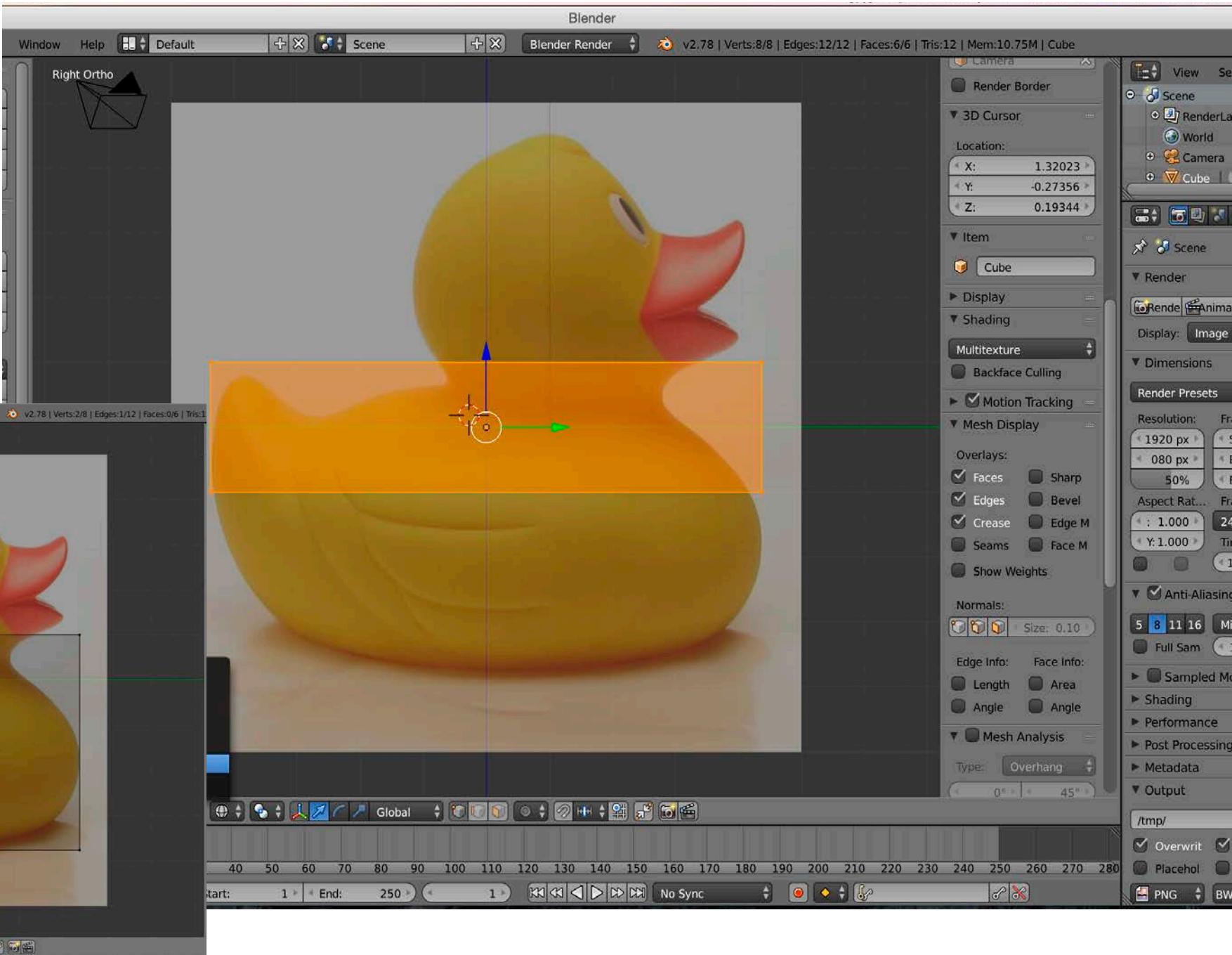
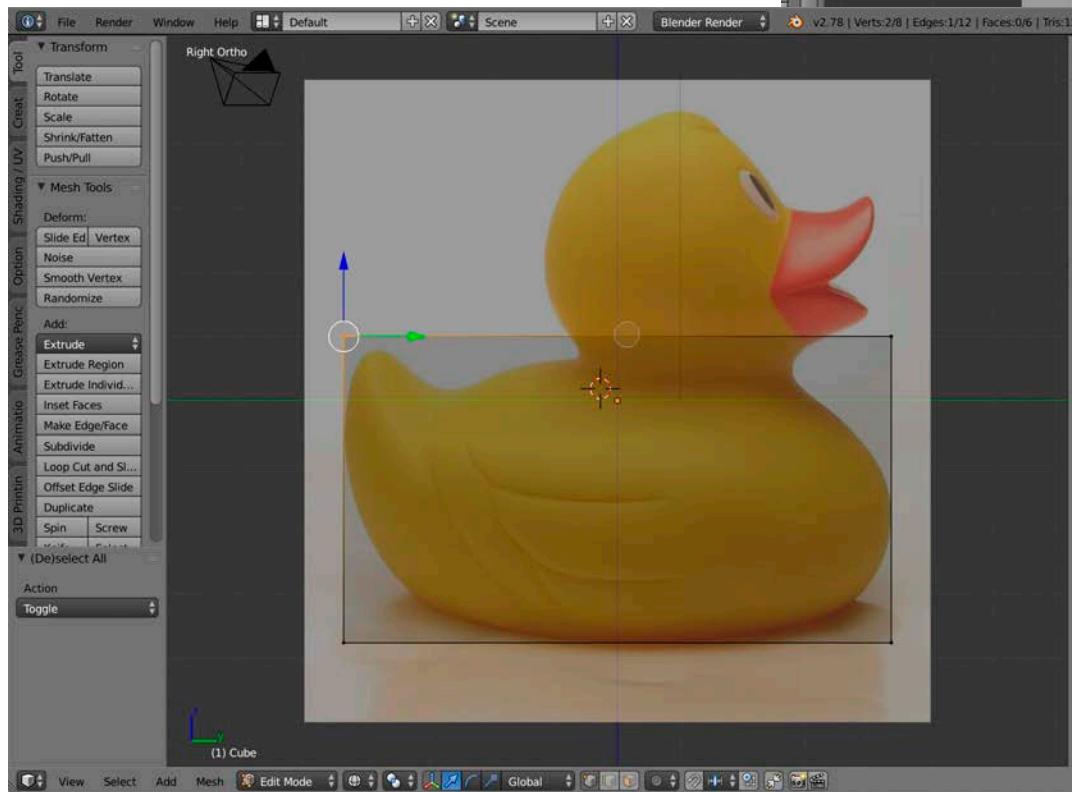


Vorlage hinzufügen

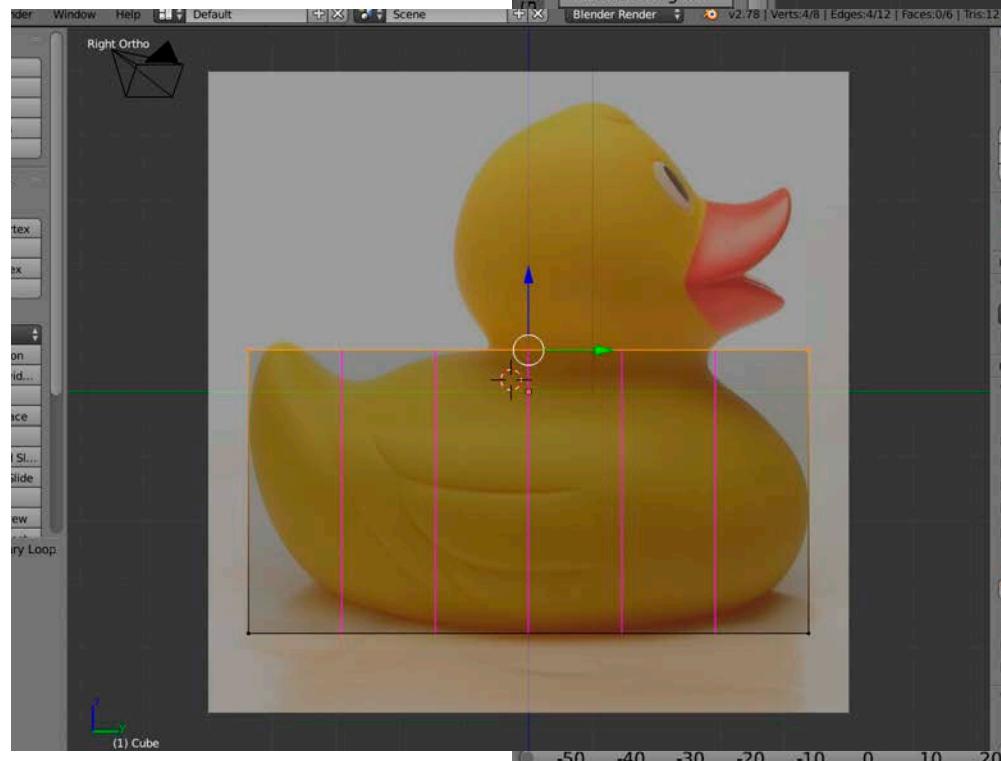
- Bild sollte in orthografischer Ansicht sein
- Mit NumPad kann die verschiedenen Ansichten angepasst werden



Grundmuster herstellen



Edge Loops



Blender v2.78 | Verts:4/8 | Edges:4/12 | Faces:0/6 | Tris:12 | Mem:10.85M

File Render Window Help Default Scene Blender Render Camera Render Border

Transform Tools Create Shading/UV Option Pencil Mesh Tools Deform: Slide Ed Vertex Noise Smooth Vertex Randomize Add: Extrude Extrude Region

Right Ortho

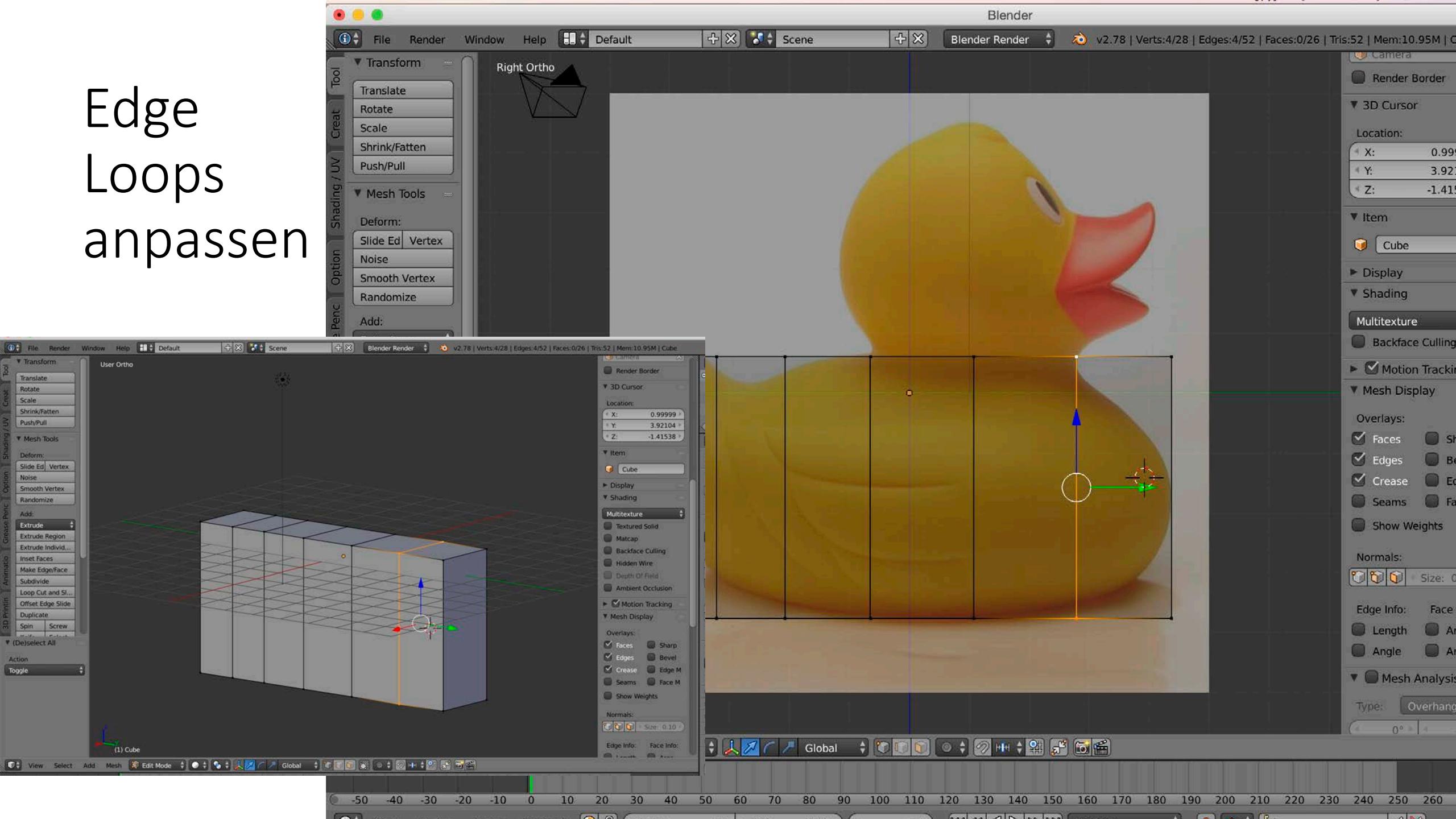
3D Cursor Location: X: 1 Y: -0 Z: 0 Item Cube Display Shading Multitexture Backface Cull Motion Tra Mesh Display Overlays: Faces Edges Crease Seams Show Weight Normals Edge Info: Length Angle Mesh Analysis Type: Overlays

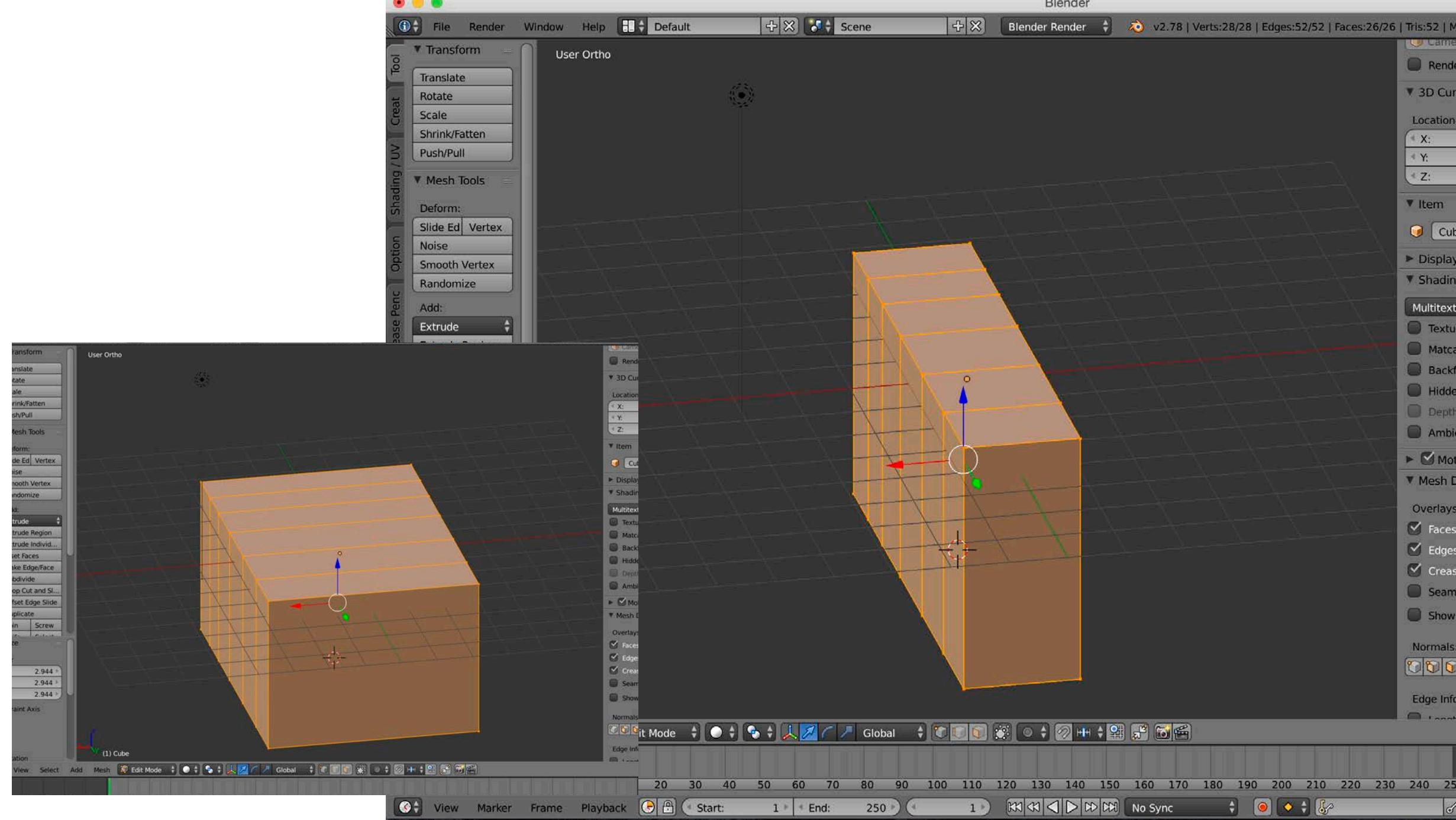
number of cuts, hold Alt for smooth

View Marker Frame Playback Start: 1 End: 250 No Sync

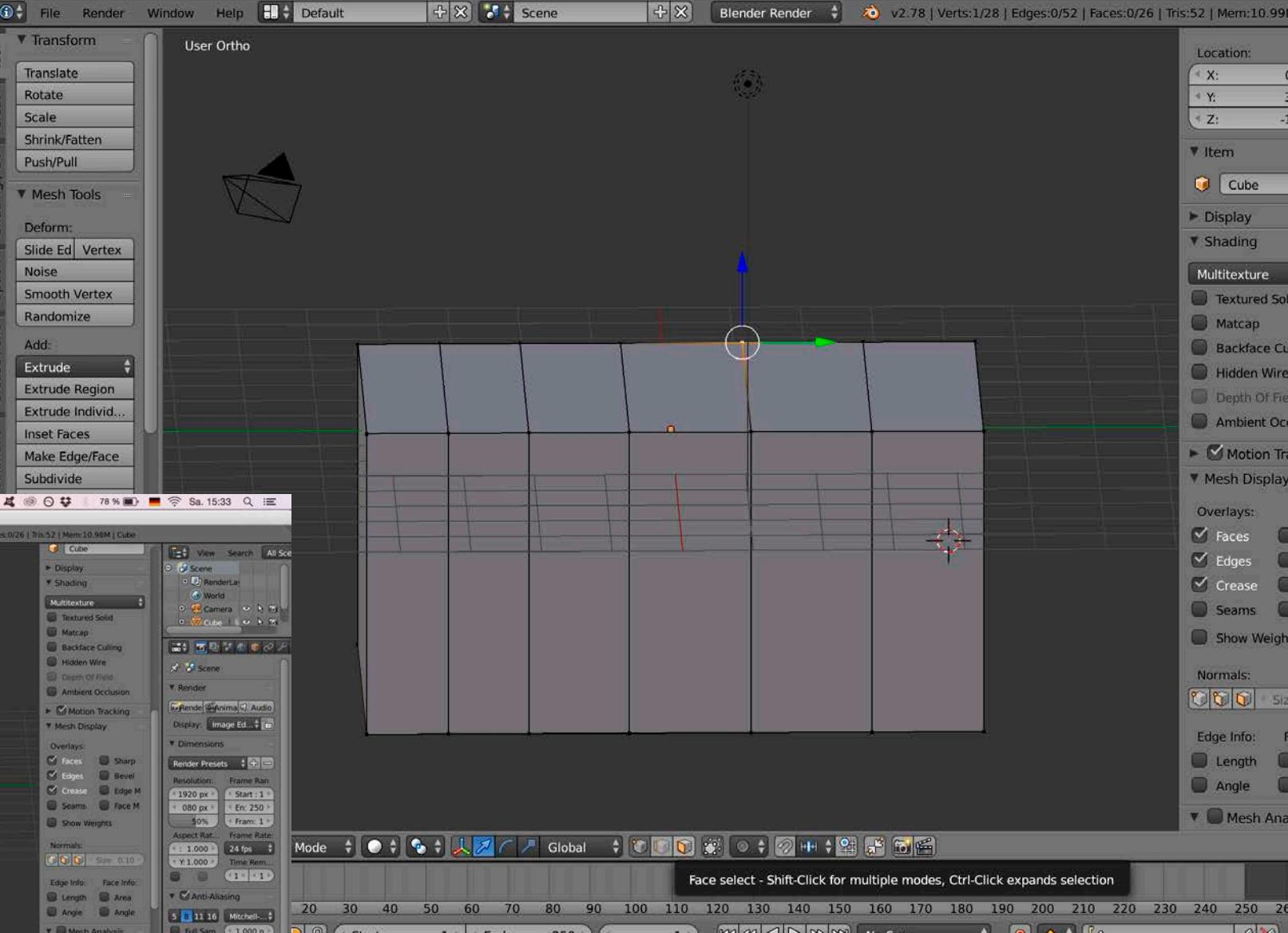
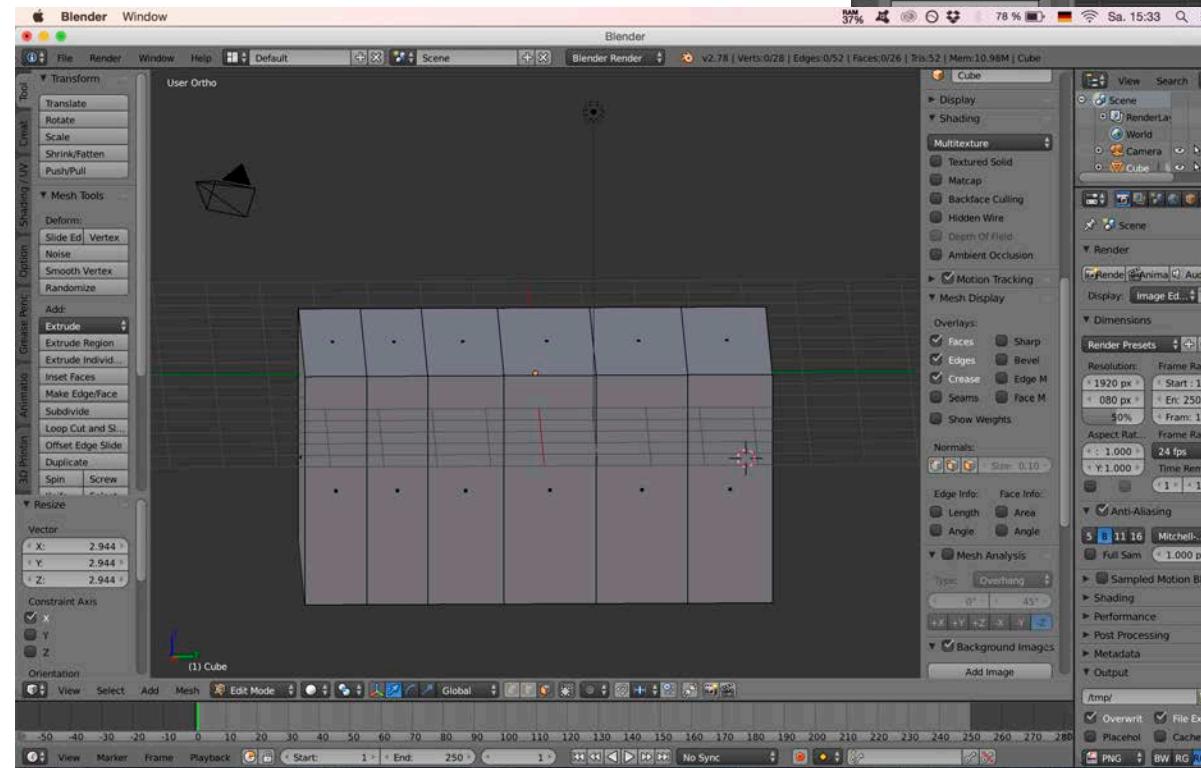
This screenshot shows the Blender interface with the 3D Viewport active. The main view shows a yellow rubber duck model. In the top-left corner of the 3D Viewport, there is a smaller preview window showing the same scene from a different perspective. The right side of the screen contains the Blender Properties panel, which is set to the 'Mesh' tab. Under the 'Mesh Tools' section, the 'Extrude' tool is selected. The 'Overlays' section is expanded, showing checkboxes for 'Faces' (checked), 'Edges' (checked), 'Crease' (checked), and 'Seams' (unchecked). The 'Normals' section is also visible. At the bottom of the Properties panel, there is a note: 'number of cuts, hold Alt for smooth'. The bottom of the screen features the Blender timeline with frame 1 and 250, and playback controls.

Edge Loops anpassen

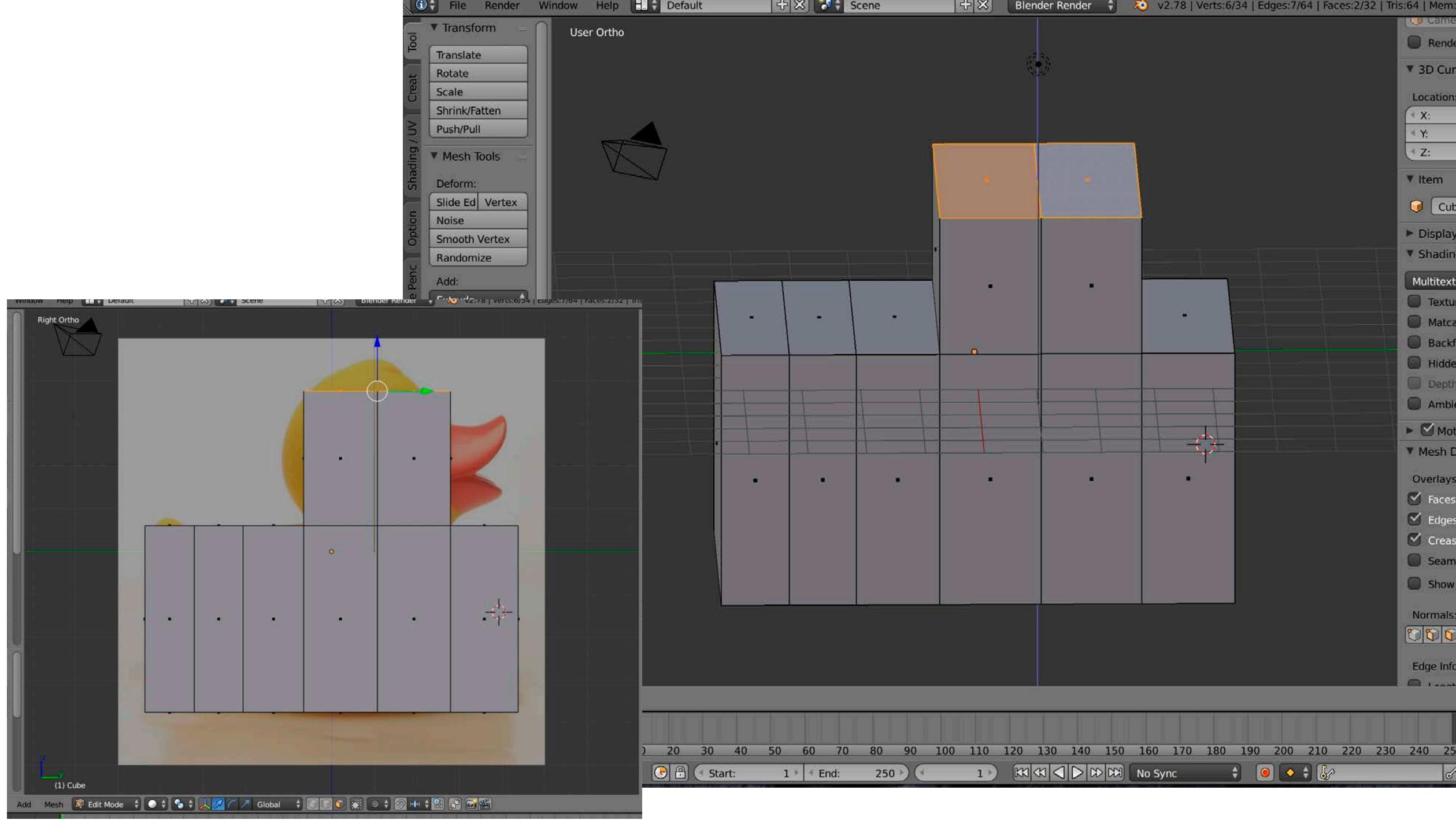


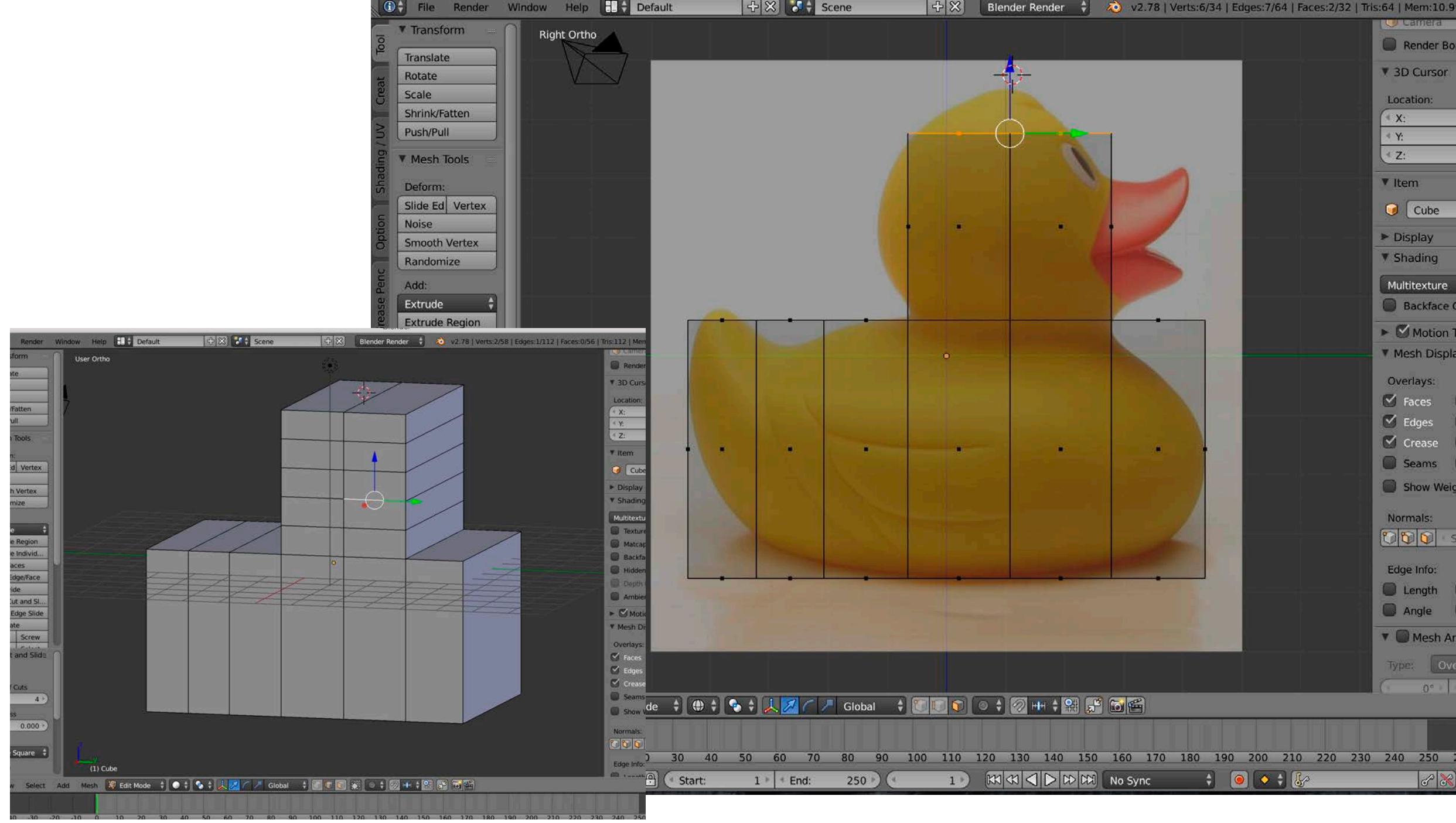


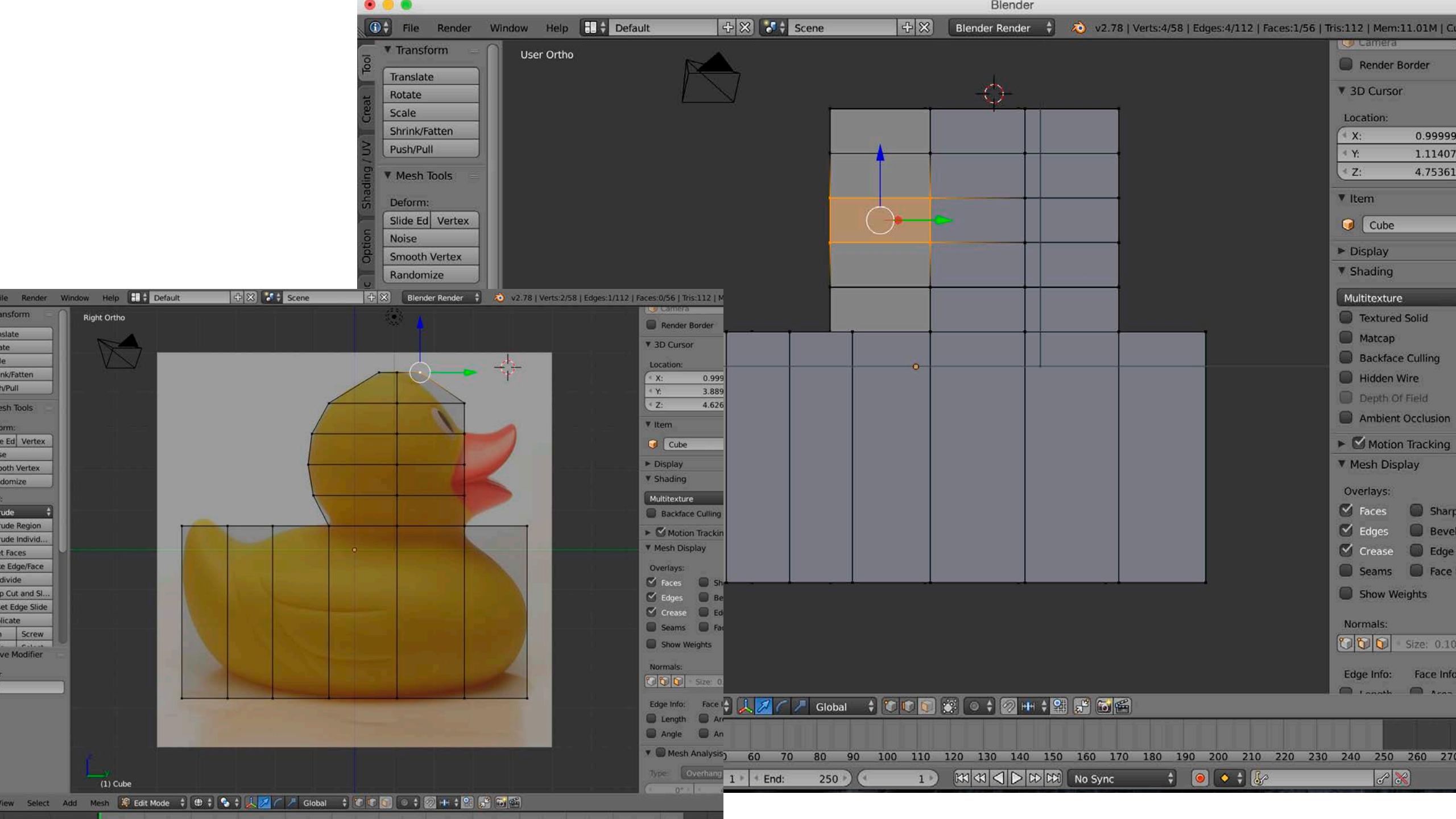
Face Select Mode

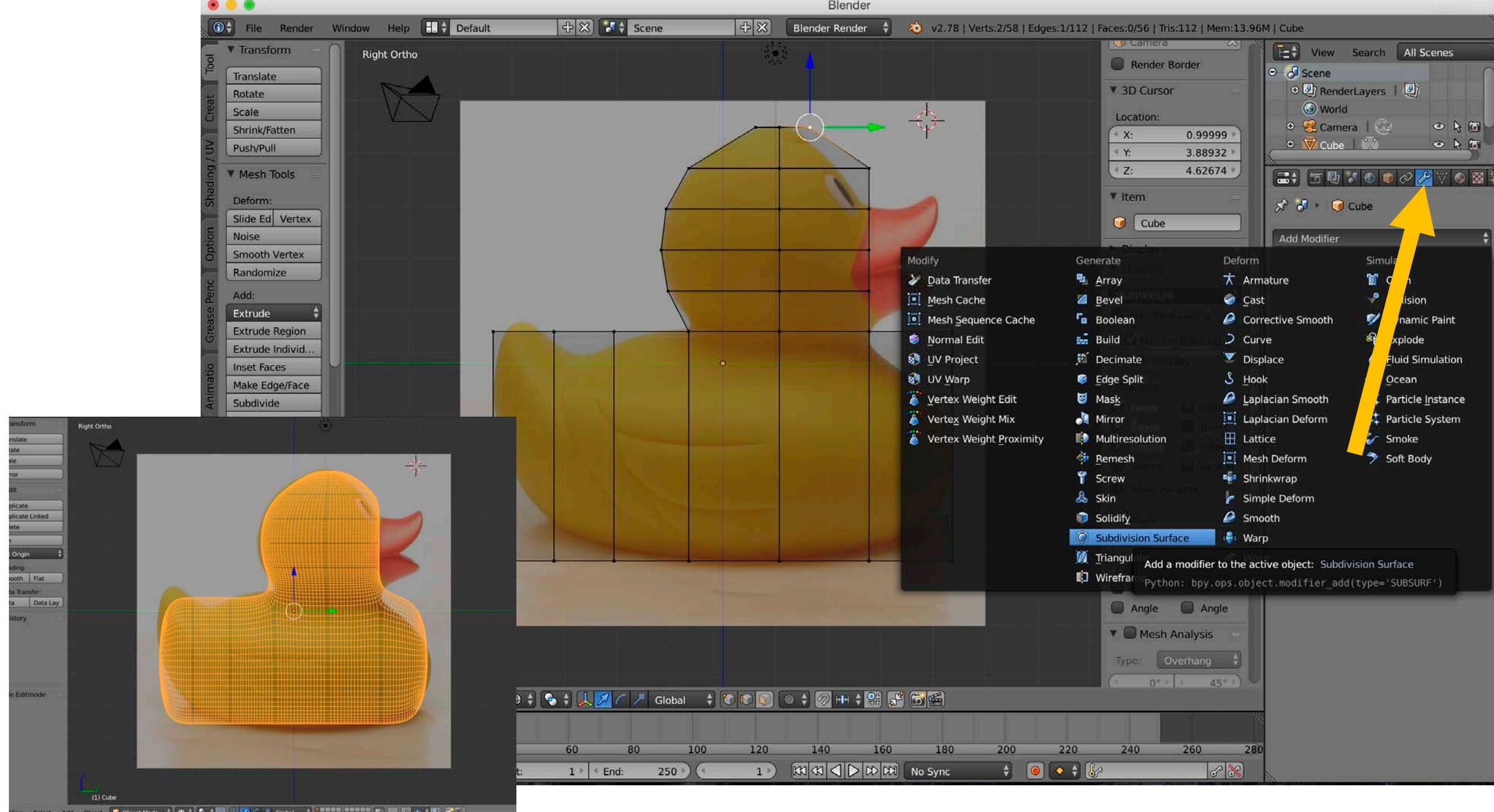


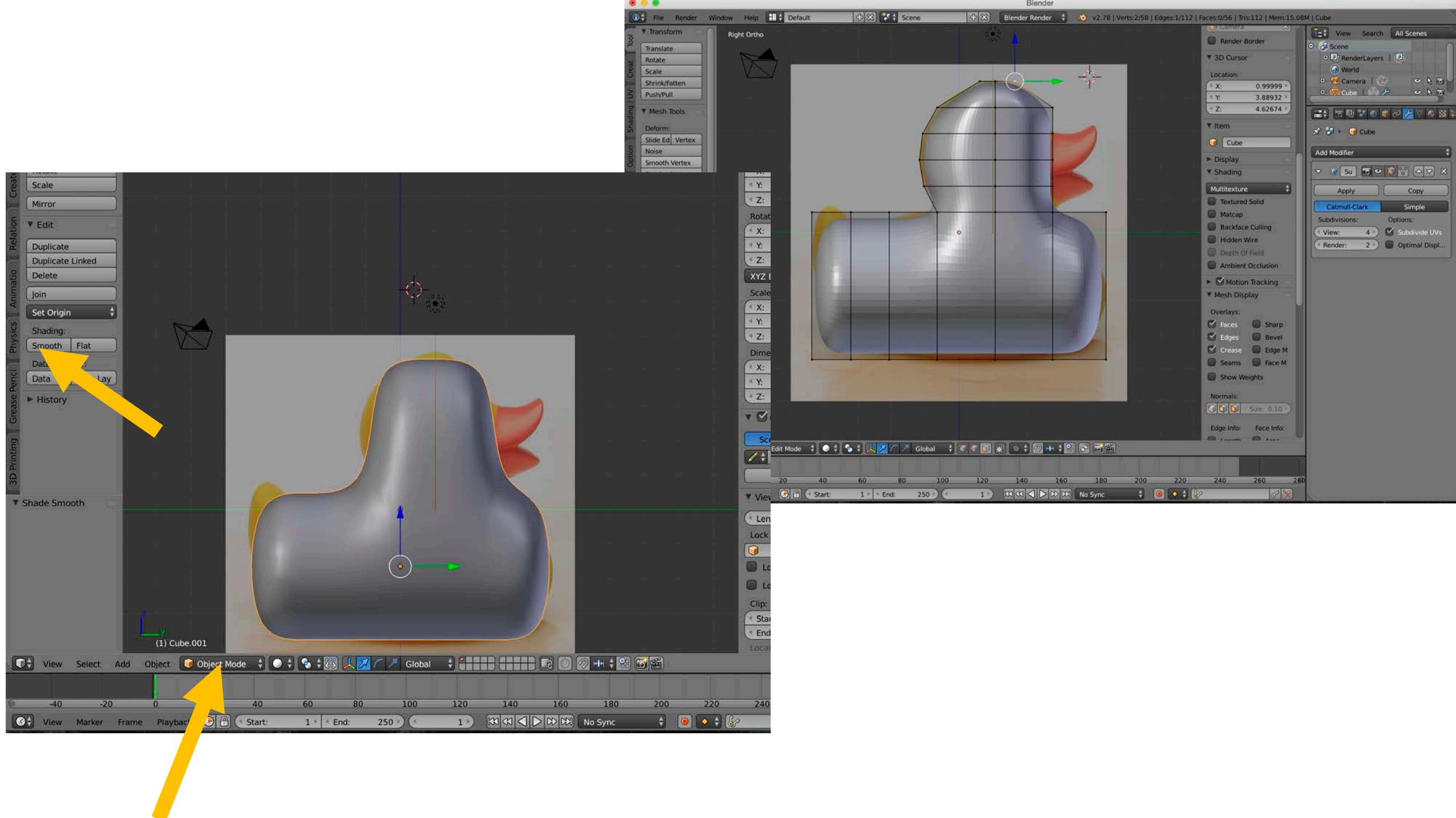
Location:
X: 0
Y: 0
Z: -1
Item
Cube
Display
Shading
Multitexture
Textured Solid
Matcap
Backface Culling
Hidden Wire
Depth Of Field
Ambient Occlusion
Motion Tracking
Mesh Display
Overlays:
Faces
Edges
Crease
Seams
Show Weights
Normals:
Edge Info:
Length
Angle
Mesh Analysis
Face select - Shift-Click for multiple modes, Ctrl-Click expands selection
Start: 1 End: 250 No Sync

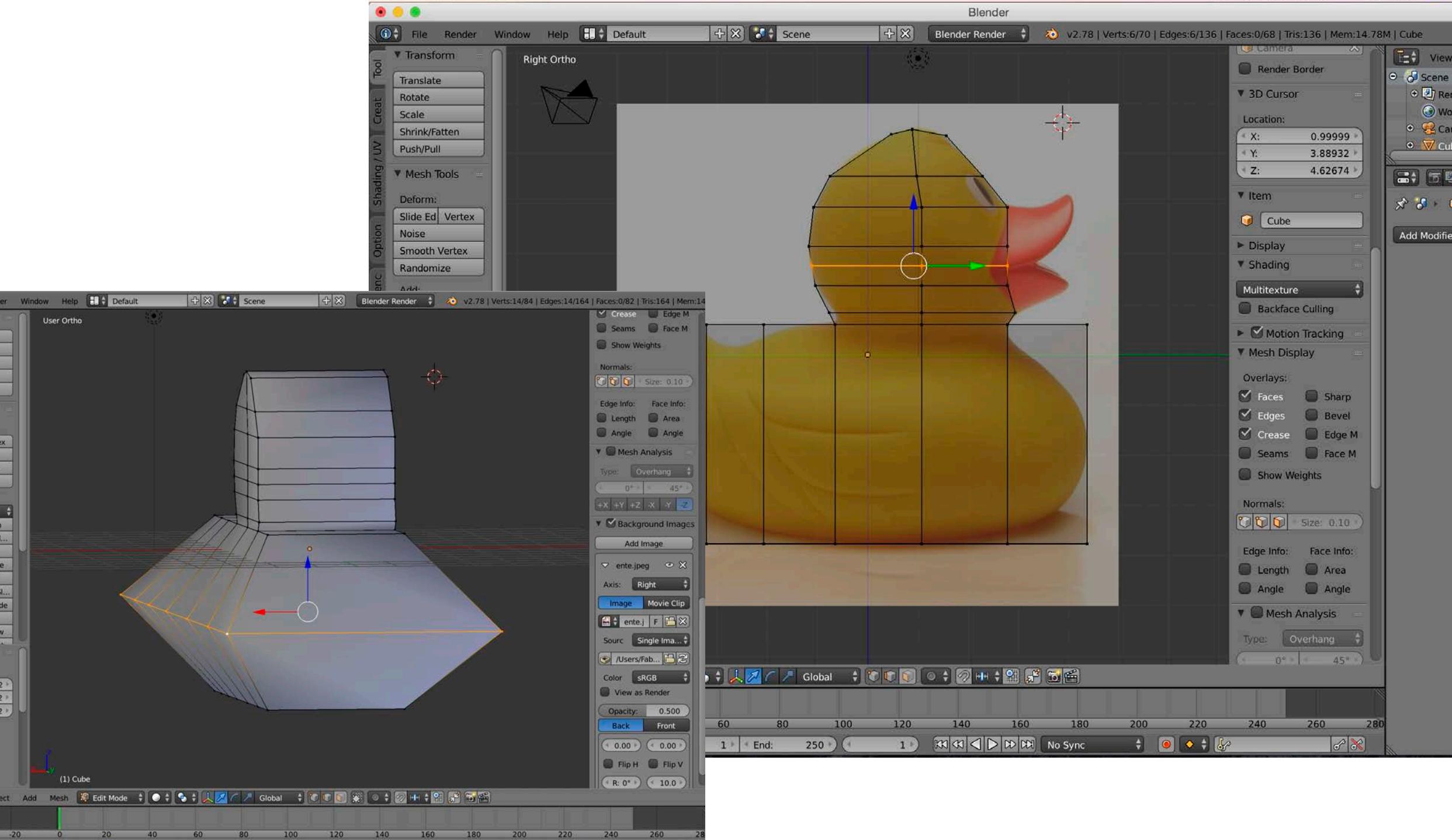


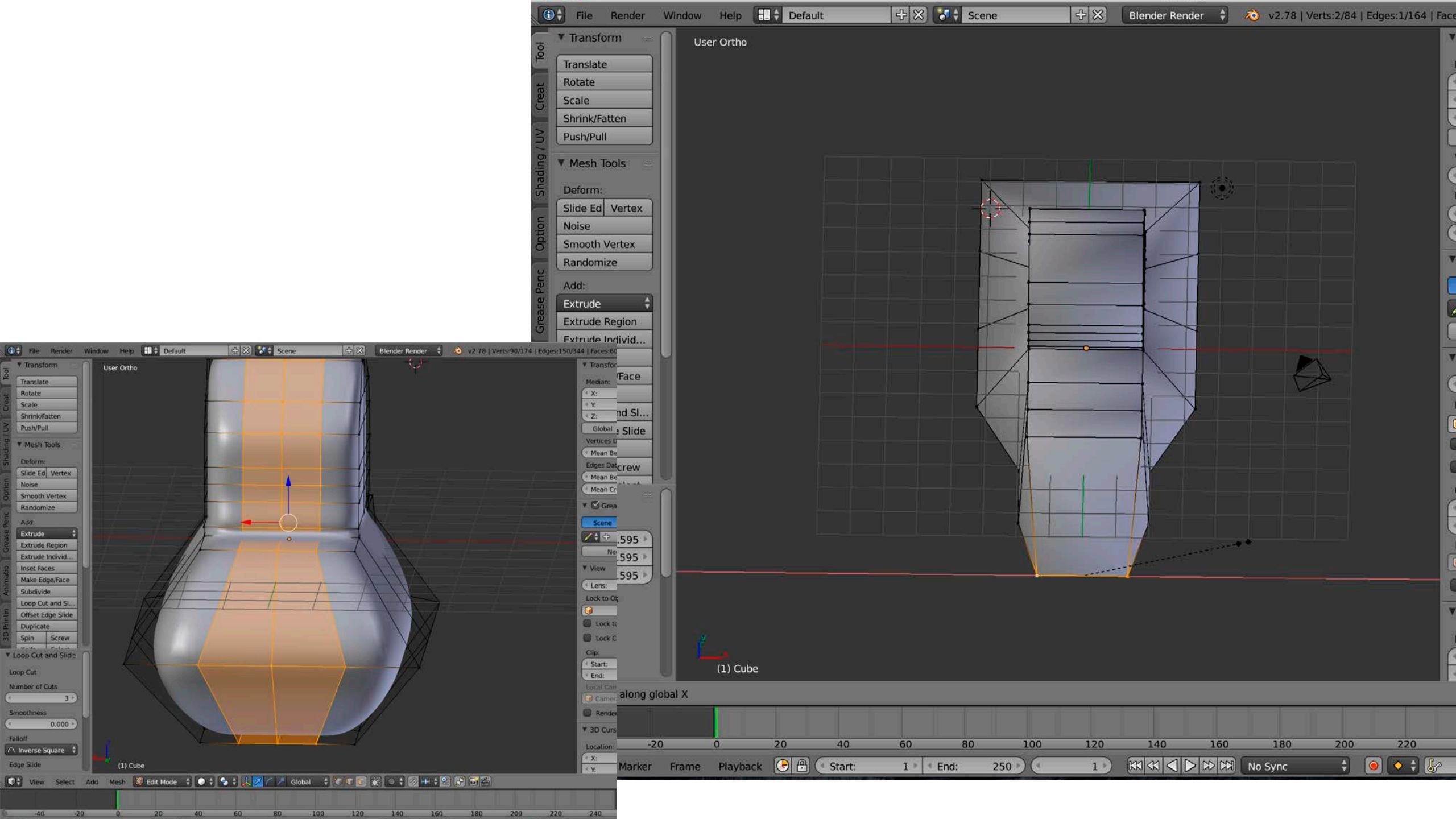


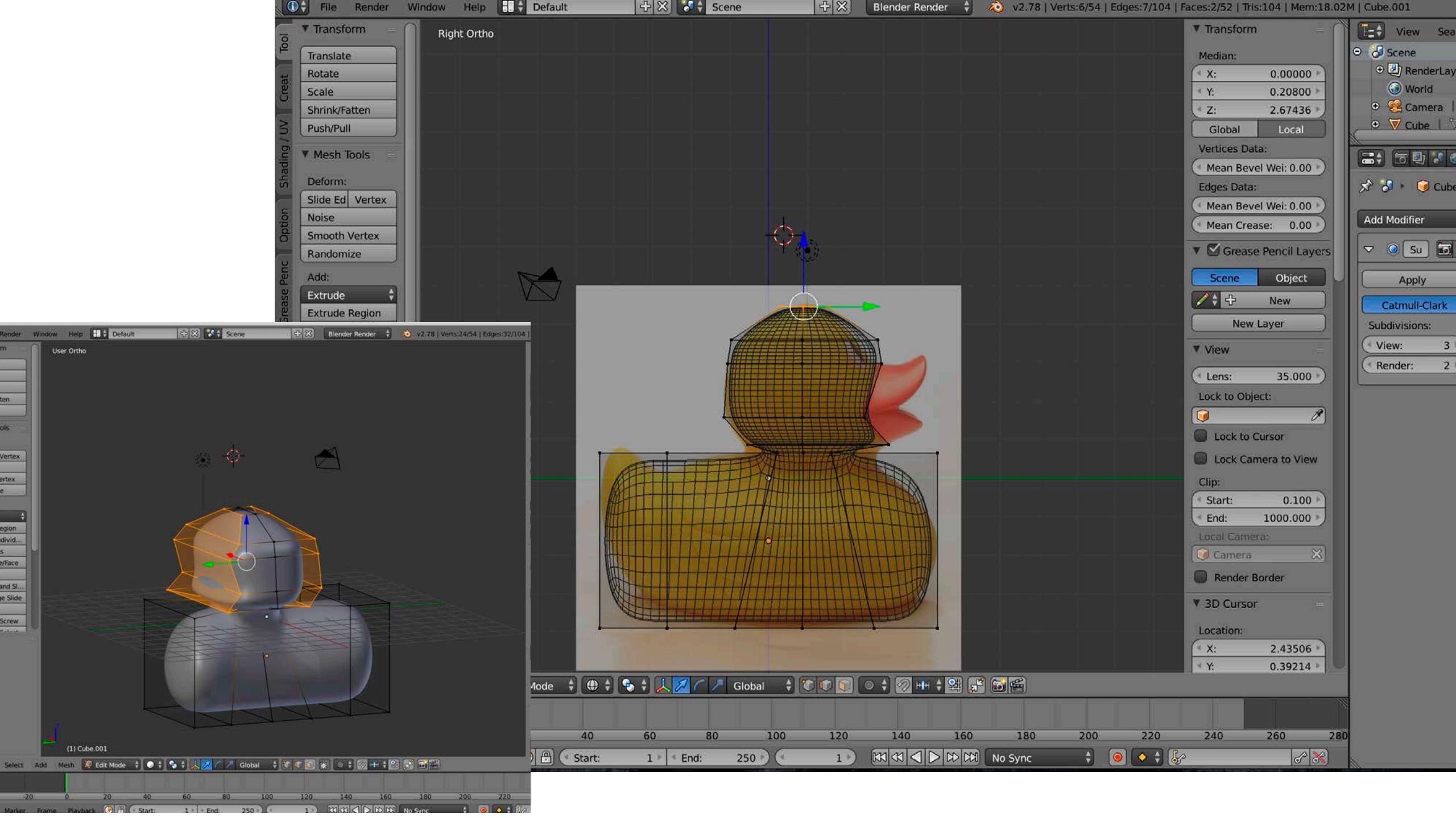


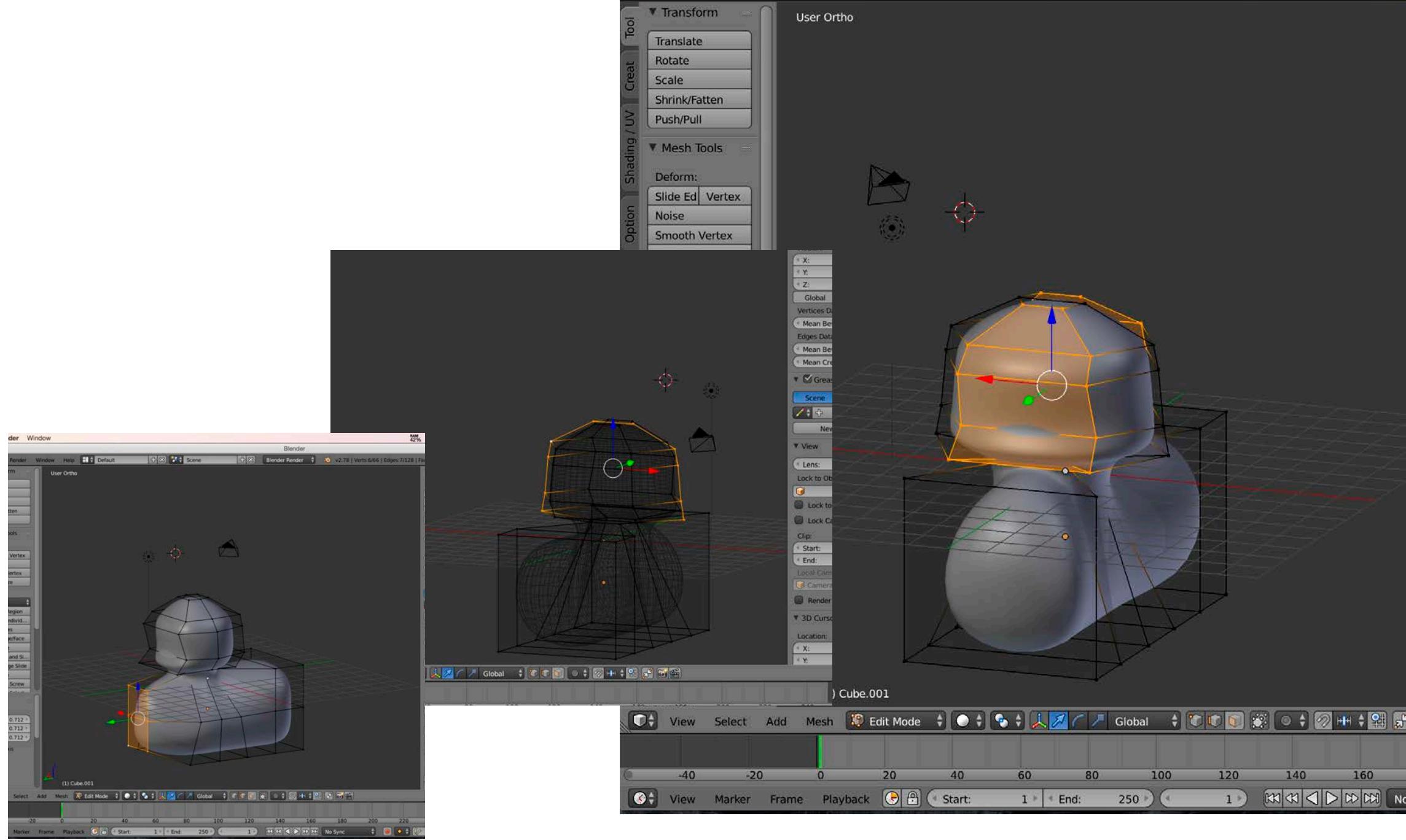


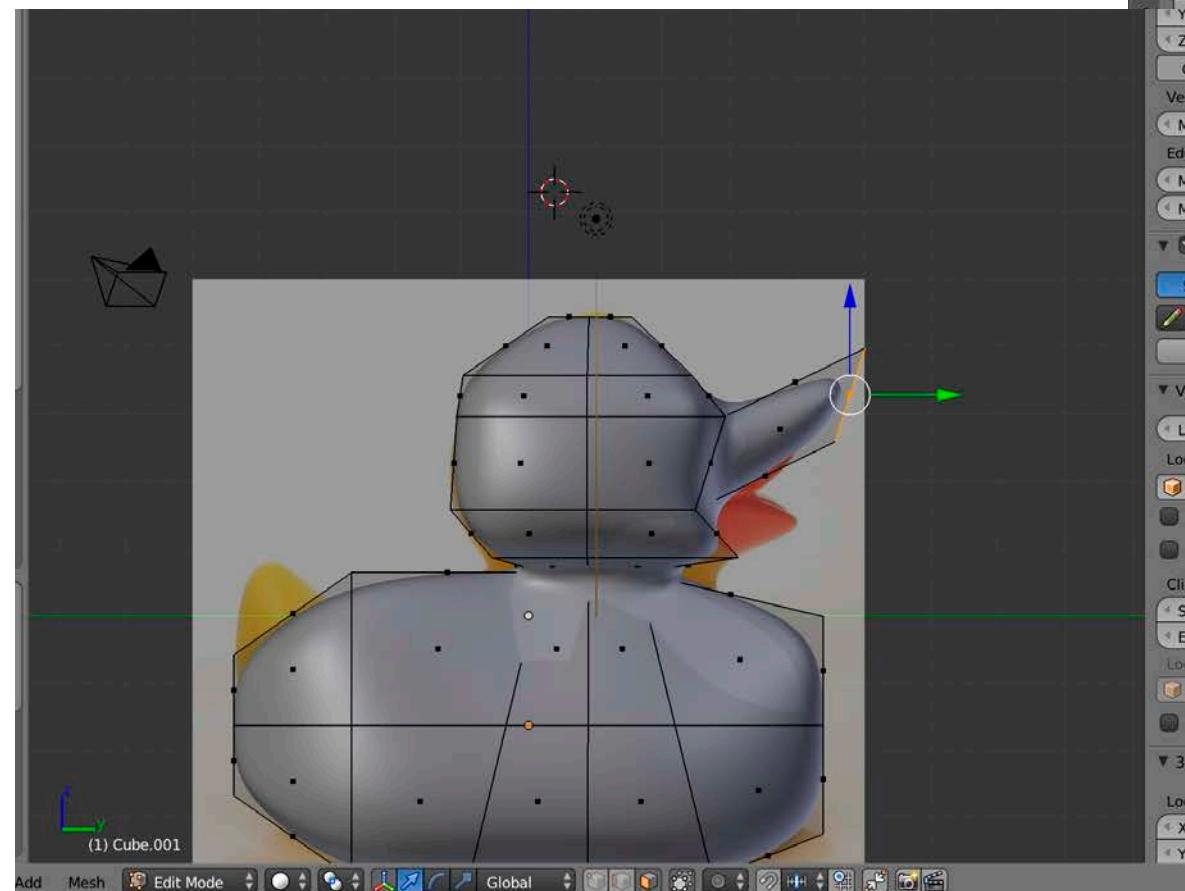












Translate
Rotate
Scale
Shrink/Fatten
Push/Pull

▼ Mesh Tools

Deform:
Slide Ed Vertex
Noise
Smooth Vertex
Randomize

Add:

Extrude
Extrude Region
Extrude Individ...

Y: Faces

Z: Edge/Face

Global Side

Vertices Cut and Sl...

Mean Be Edge Slide

Mean Beate

Mean Cr Screw

Grease

Scene

1.270

Ne

1.270

View

1.270

Lens: Axis

Lock to OI

Lock to

Lock C

Clip:

Start: W

Select

Add

Mesh

Edit Mode

Local Can

Camera: 0

-20

0

20

40

60

80

100

120

140

160

180

Marker

Frame

Playback

Start: 1

End: 250

1

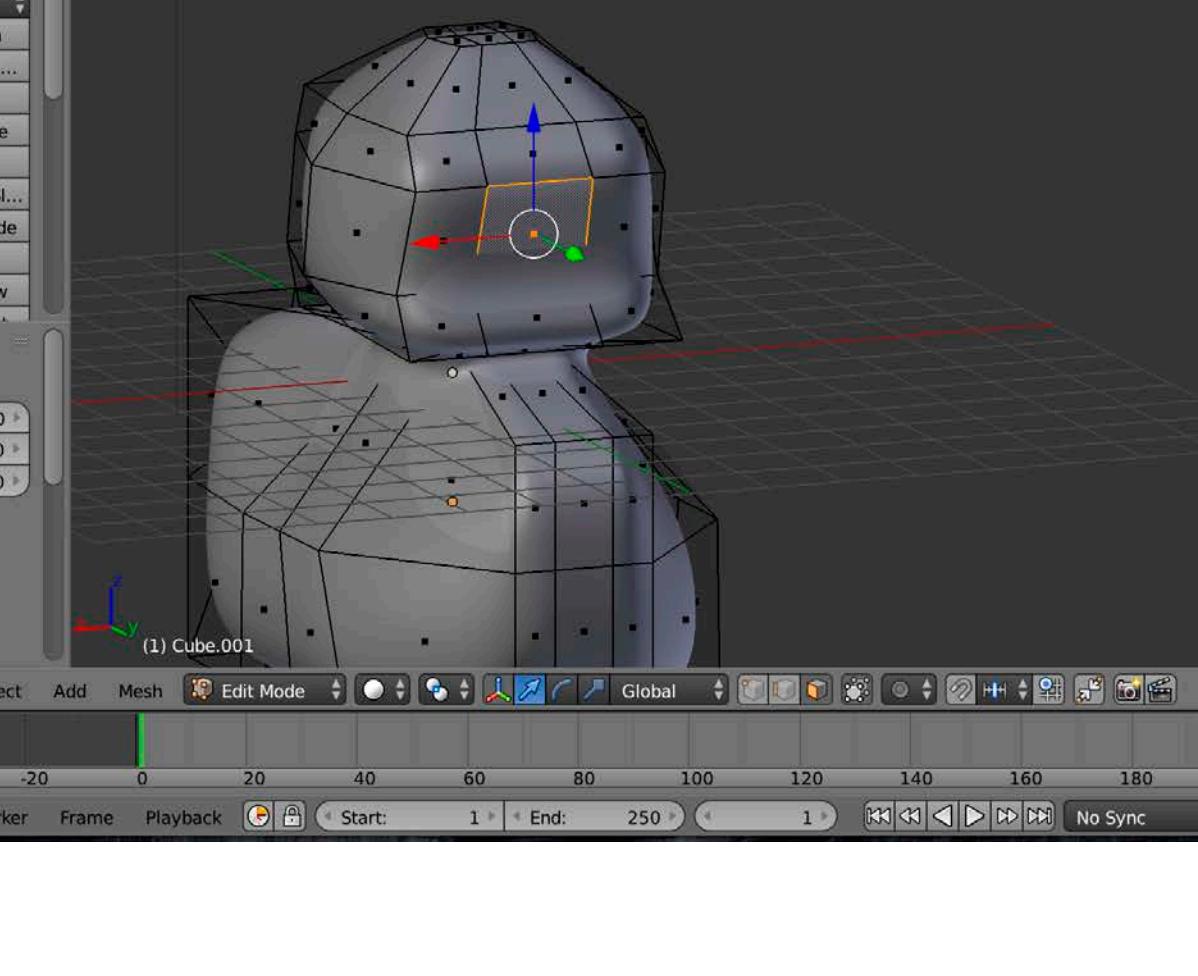
No Sync

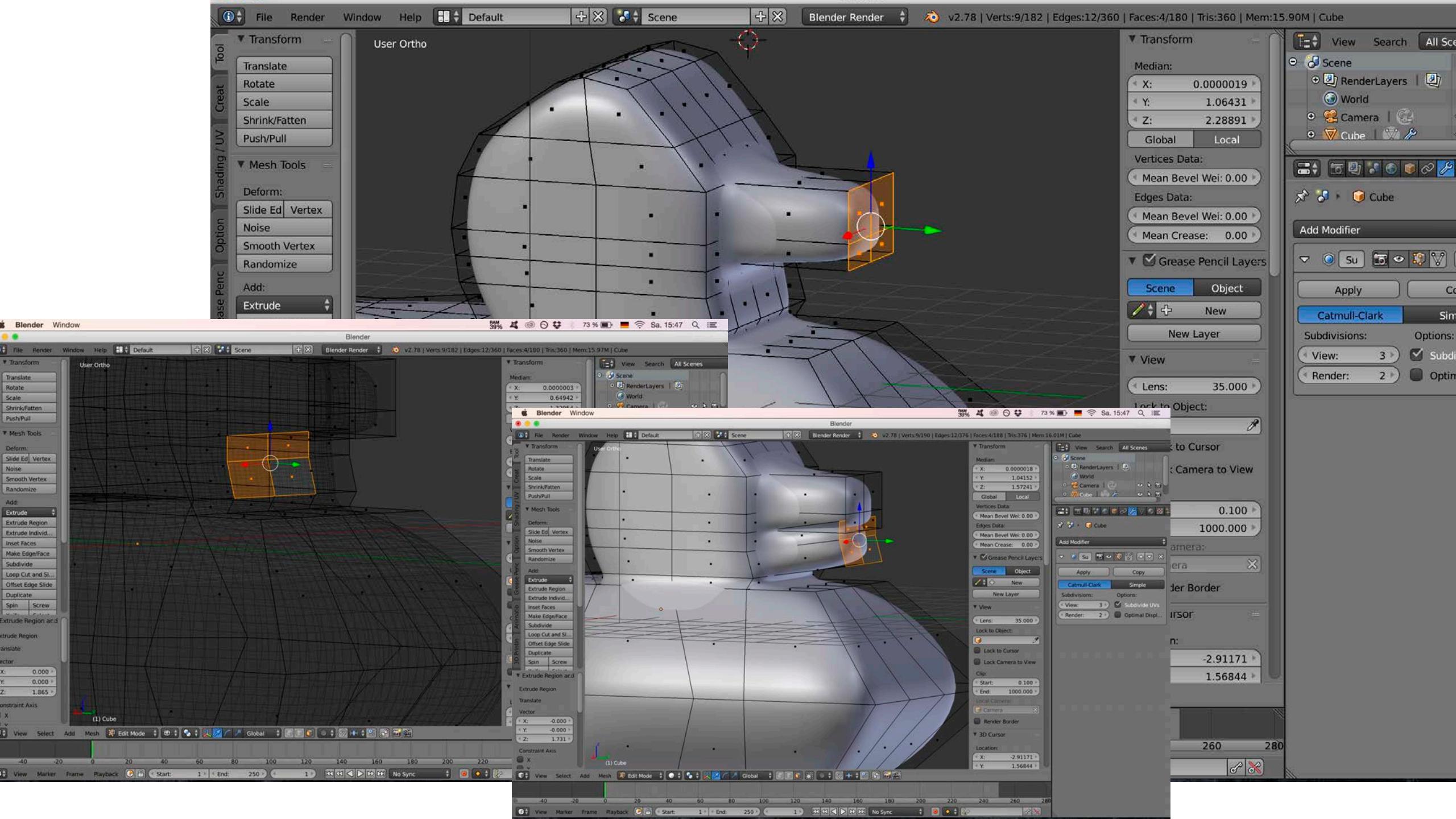
3D Curs

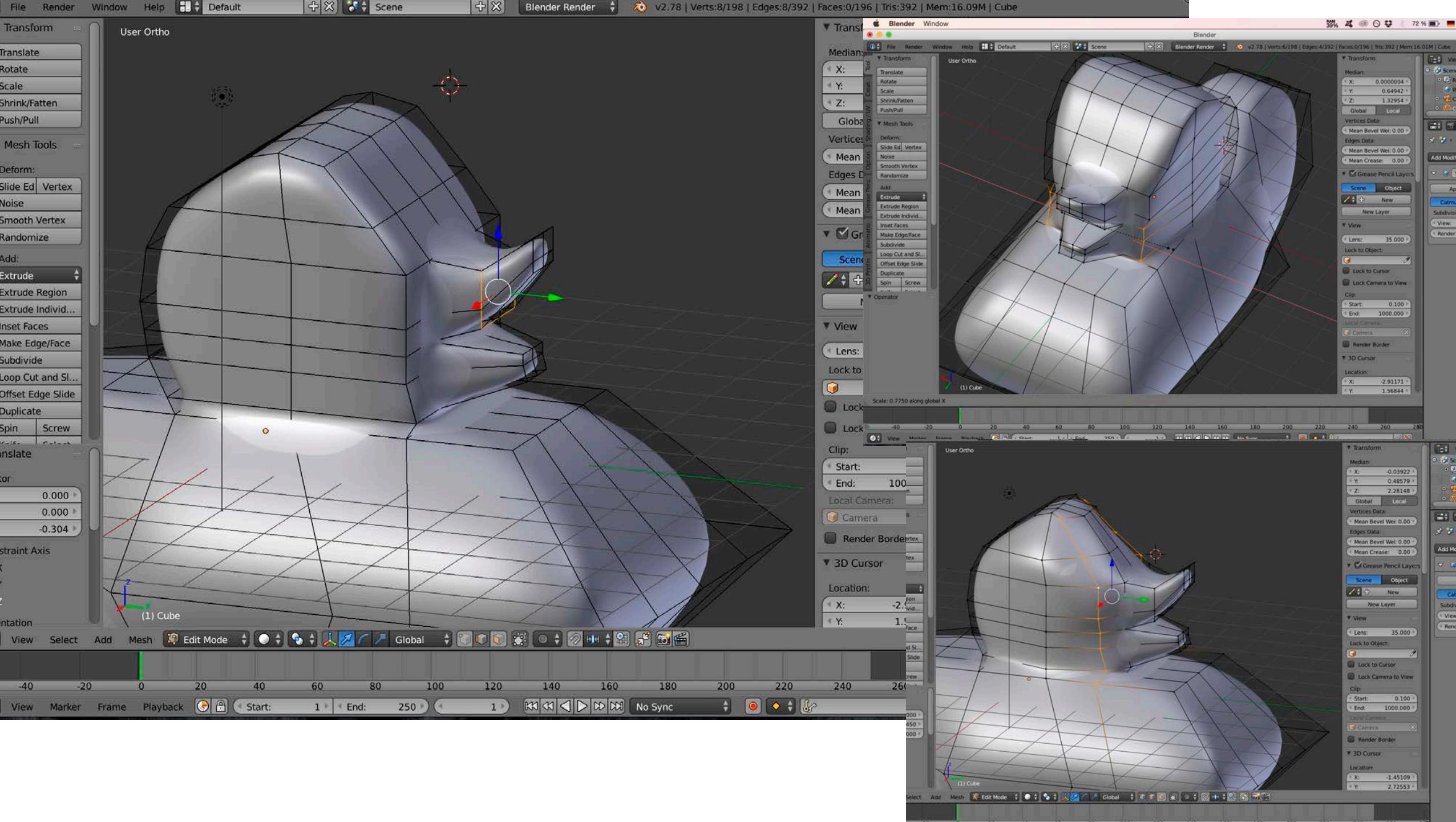
Location:

X:

Y:







Blender v2.78 | Verts:4/146 | Edges:3/288 | Faces:0/144 | Tris:288 | Mem:19.19M | Cube.001

Right Ortho

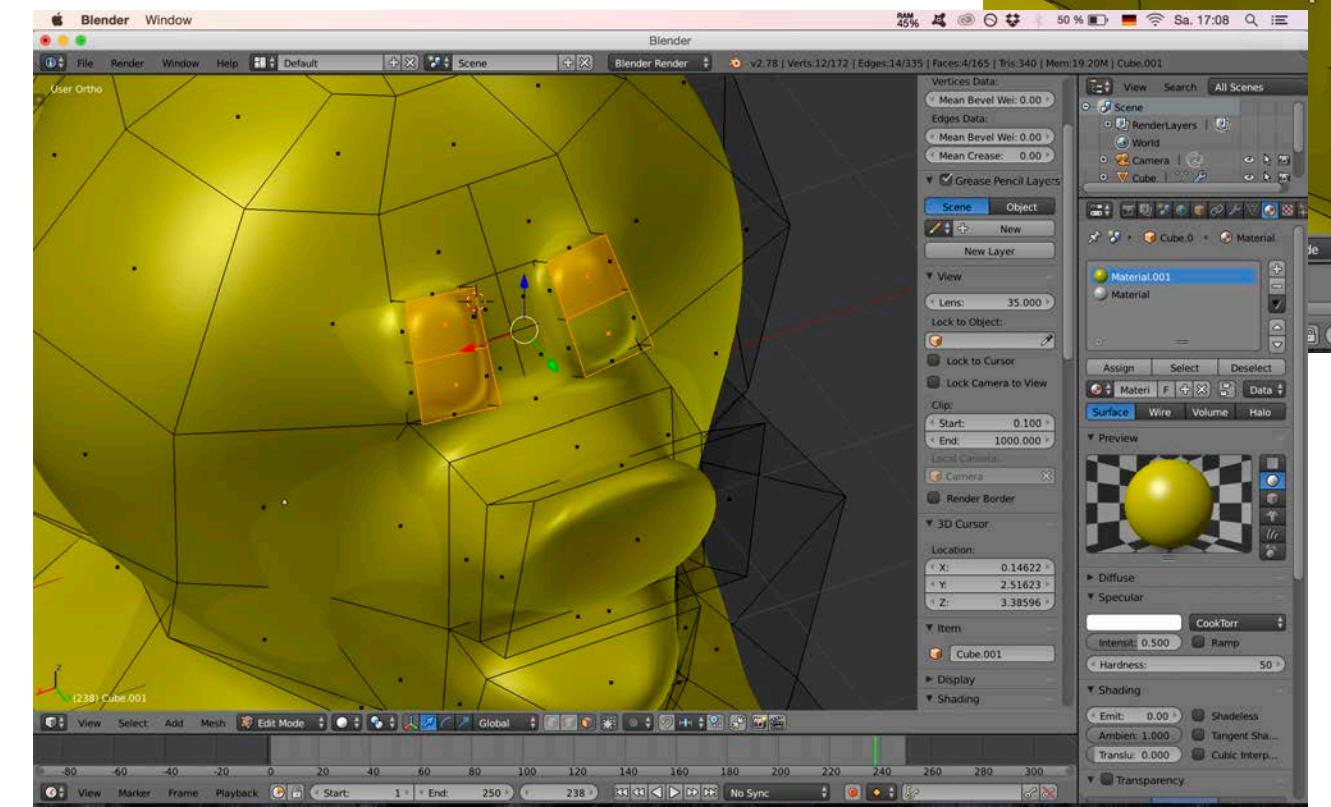
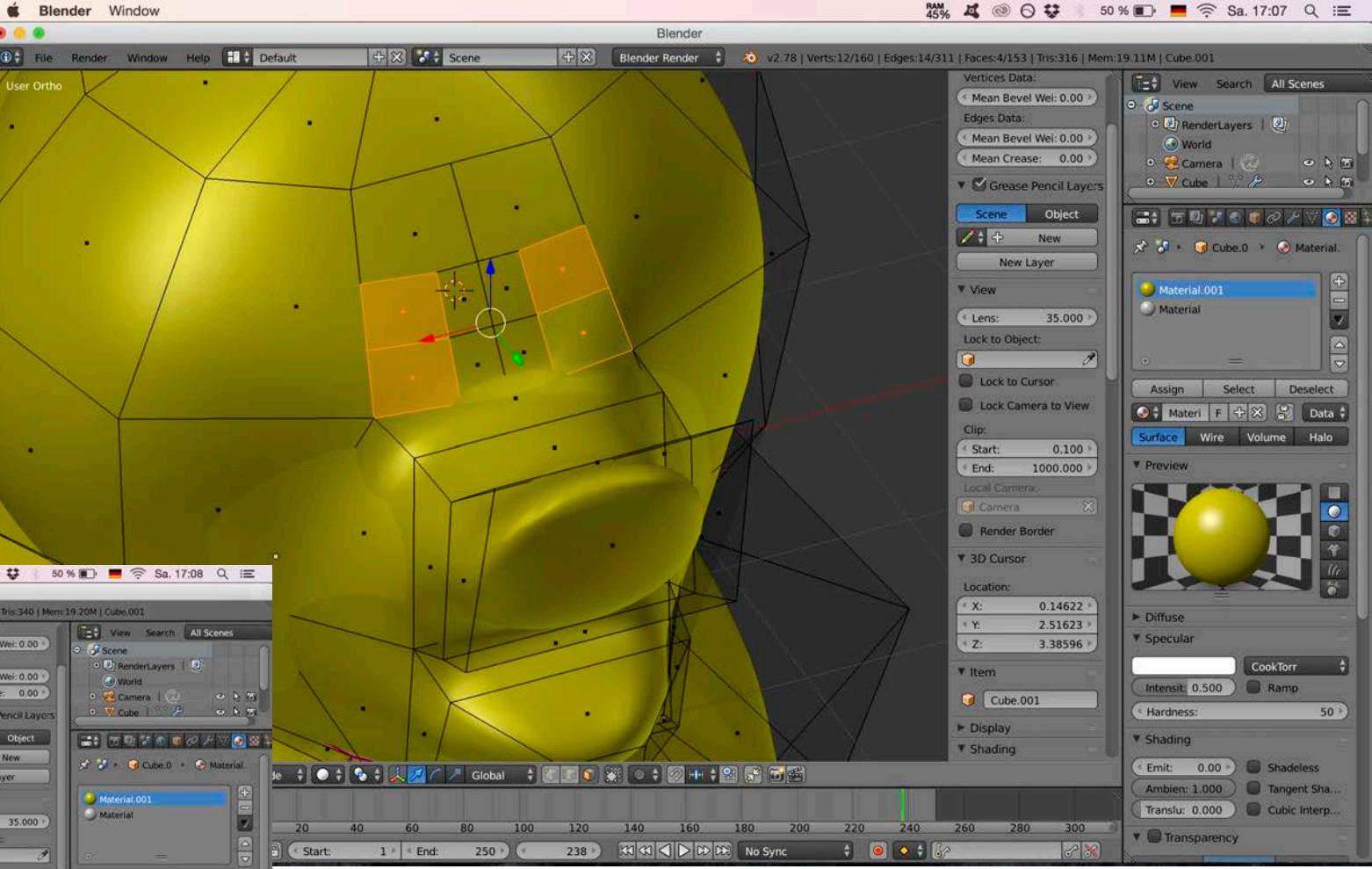
Transform
Median:
X: 0.00005
Y: 0.83312
Z: 0.71208
Global Local
Vertices Data:
Mean Bevel Wei: 0.00
Edges Data:
Mean Bevel Wei: 0.00
Mean Crease: 0.00
Grease Pencil Layers
Scene Object
New New Layer
View
Lens: 35.000
Lock to Object:
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 1000.000
Local Camera: Camera
Render Border
3D Cursor
Location:
X: 0.67408
Y: 1.57748

Scene
RenderLayers
World
Camera
Cube
Cube.001

Add Modifier
Su Apply Copy
Catmull-Clark Simple
Subdivisions: Options:
View: 3 Subdivide UVs
Render: 2 Optimal Displ...

View Select Add Mesh Edit Mode Global

Frame Playback Start: 1 End: 250 No Sync



Blender v2.78 | Verts:12/172 | Edges:14/335 | Faces:4/165 | Tris:340 | Mem:19.20M | Cube.001

User Ortho

Vertices Data:
Mean Bevel Wei: 0.00
Edges Data:
Mean Bevel Wei: 0.00
Mean Crease: 0.00
Grease Pencil Layers
Scene Object
New New Layer
View
Lens: 35.000
Lock to Object:
Lock to Cursor
Lock Camera to View
Clip
Start: 0.100
End: 1000.000
Local Camera: Camera
Render Border
3D Cursor
Location:
X: 0.14622
Y: 2.51623
Z: 3.38596
Item: Cube.001
Display
Shading

View Search All Scenes
Scene RenderLayers World Camera Cube
Cube.001 Material
Material.001 Material
Assign Select Deselect
Surface Wire Volume Halo
Preview
Diffuse CookTorr Intensit: 0.500 Ramp Hardness: 50
Shading Emit: 0.00 Shadeless Ambien: 1.000 Tangent Sha... Translu: 0.000 Cubic Interp...
Transparency

(238) Cube.001

View Select Add Mesh Edit Mode Global

-80 -60 -40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260 280 300

View Marker Frame Playback Start: 1 End: 250 238 No Sync

