

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)

Tool

▼ Transform

Translate

Rotate

Scale

Mirror

▼ Edit

Duplicate

Duplicate Linked

Delete

Join

Set Origin

Shading:

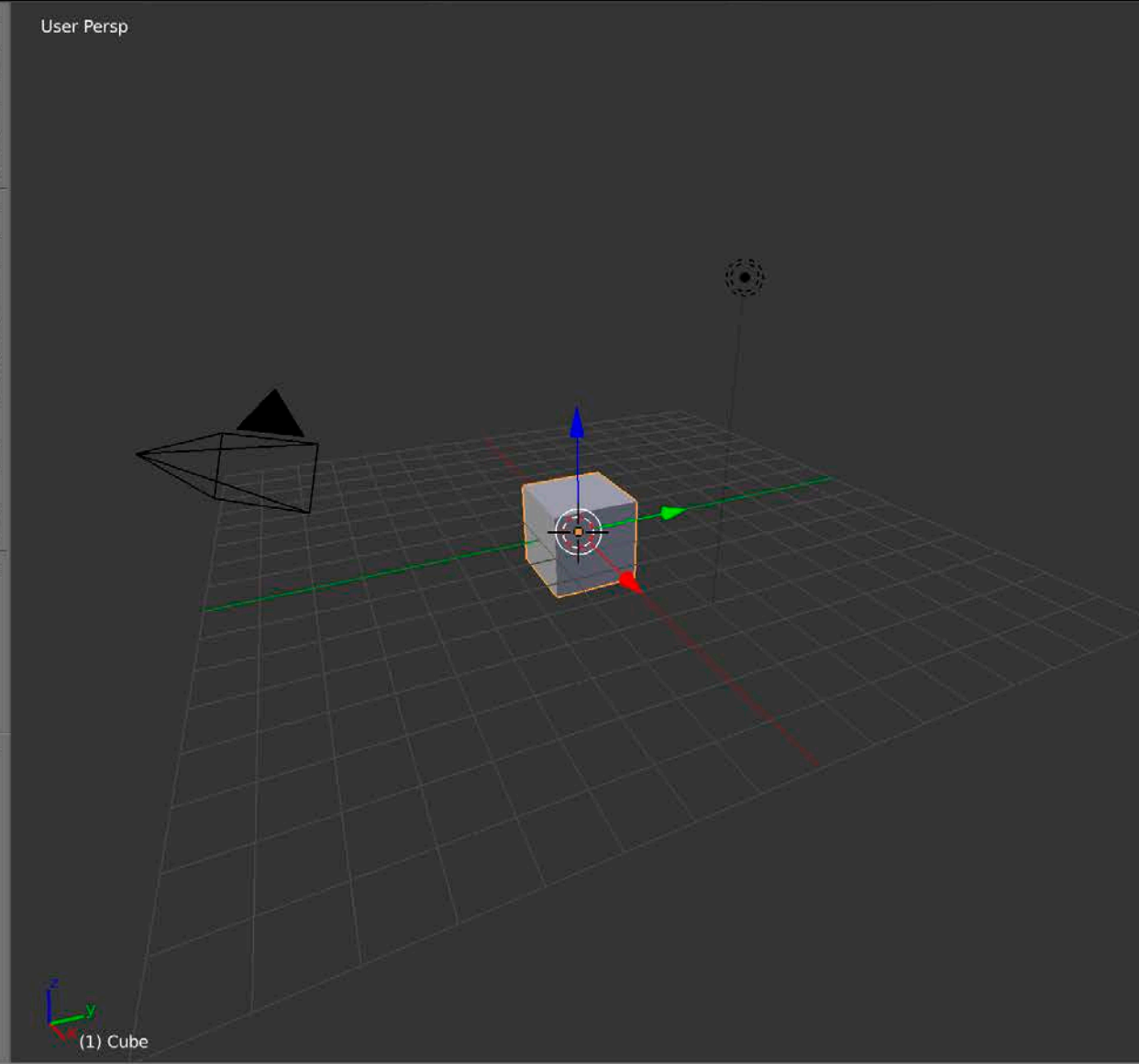
Smooth Flat

Data Transfer:

Data Data Lay

▼ History

3D Printin



▼ Transform

Location:

X: 0.00000 Y: 0.00000 Z: 0.00000

Rotation:

X: 0° Y: 0° Z: 0°

XYZ Euler

Scale:

X: 1.000 Y: 1.000 Z: 1.000

Dimensions:

X: 2.000 Y: 2.000 Z: 2.000

▼ 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

View Search All Scenes

Scene

- RenderLayers
- World
- Camera
- Cube
- Lamp

▼ Render

Render Animation Audio

Display: Image Editor

▼ Dimensions

Render Presets

Resolution:

X: 1920 px Y: 1080 px

Aspect Ratio:

X: 1.000 Y: 1.000

Frame Range:

Start Frame: 1 End Frame: 250 Frame Step: 1

Frame Rate:

24 fps

Time Remapping:

Old: 100 Ne: 100

Border Crop

▼ Anti-Aliasing

5 8 11 16 Mitchell-Netravali

Full Sample Size: 1.000 px

► Sampled Motion Blur

► Shading

► Performance

► Post Processing

► Metadata

▼ Output

/tmp/

Overwrite File Extensions

Placeholders Cache Result

PNG BW RGB RGBA

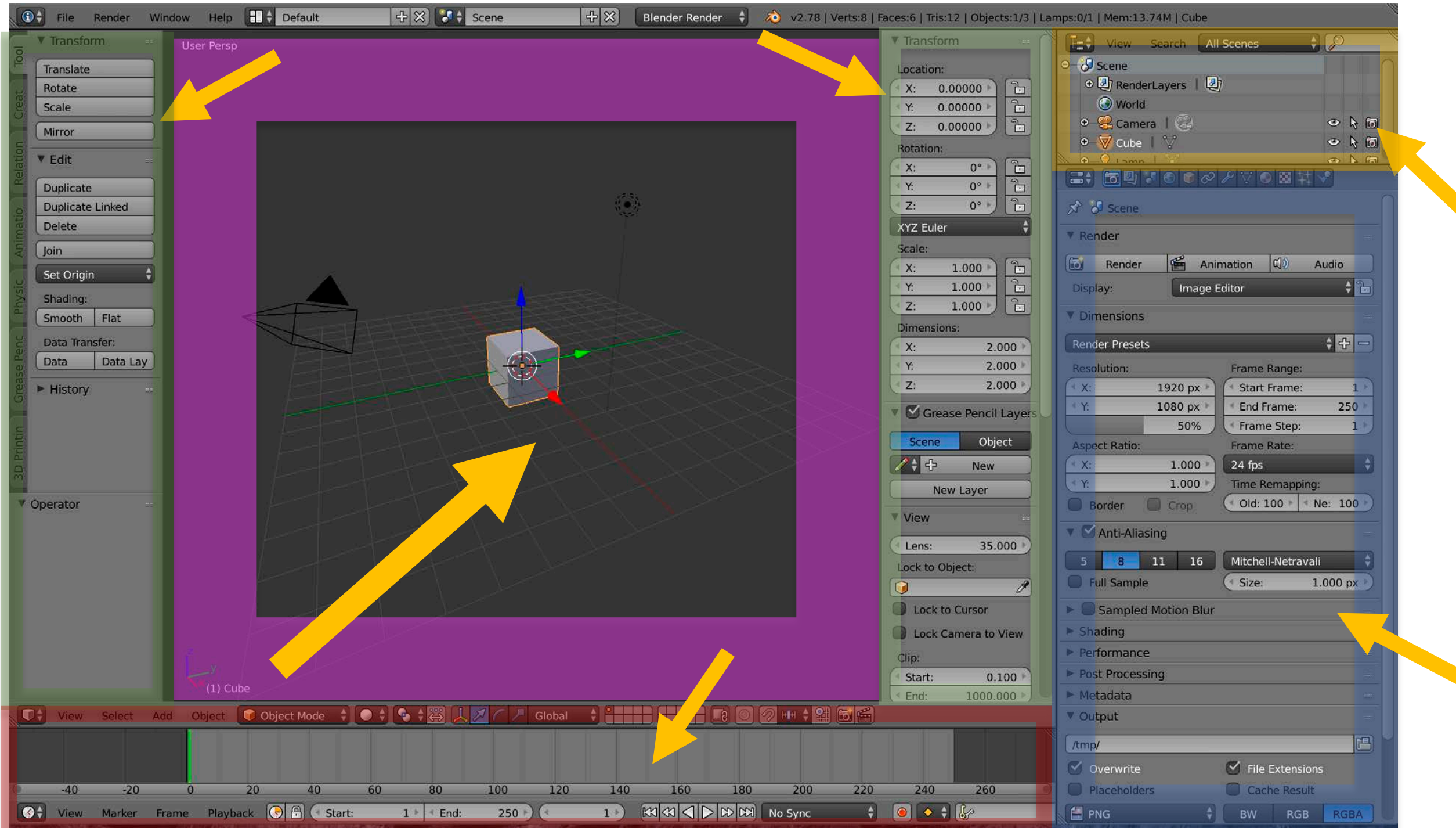
View Select Add Object Object Mode

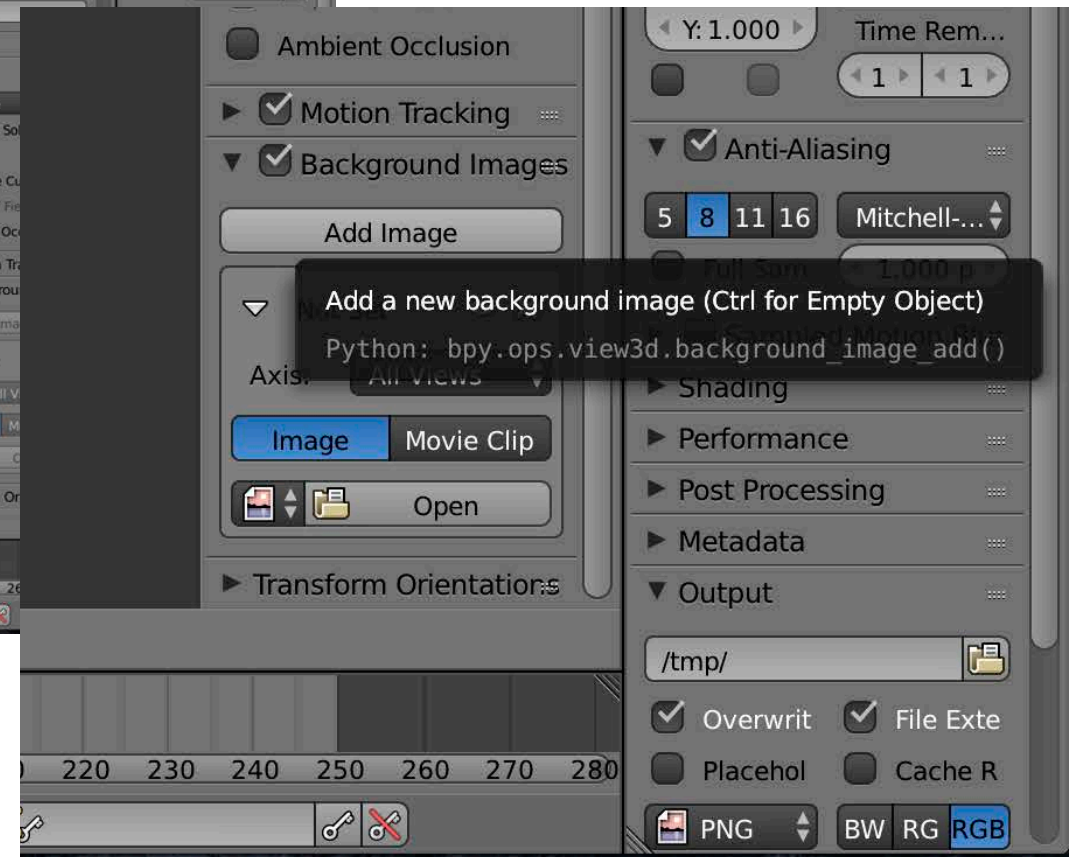
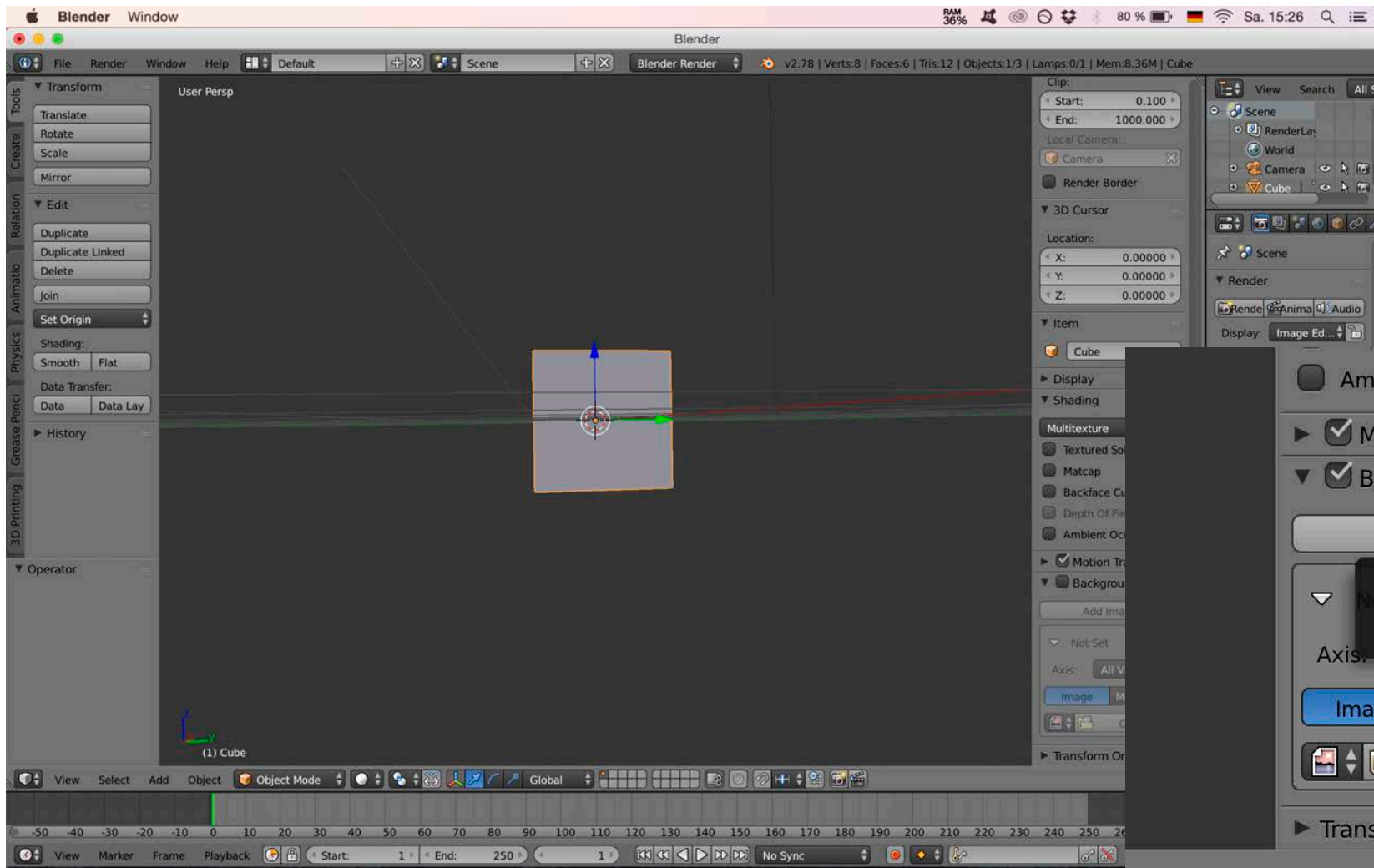
Global

Timeline: Start: 1 End: 250

Playback

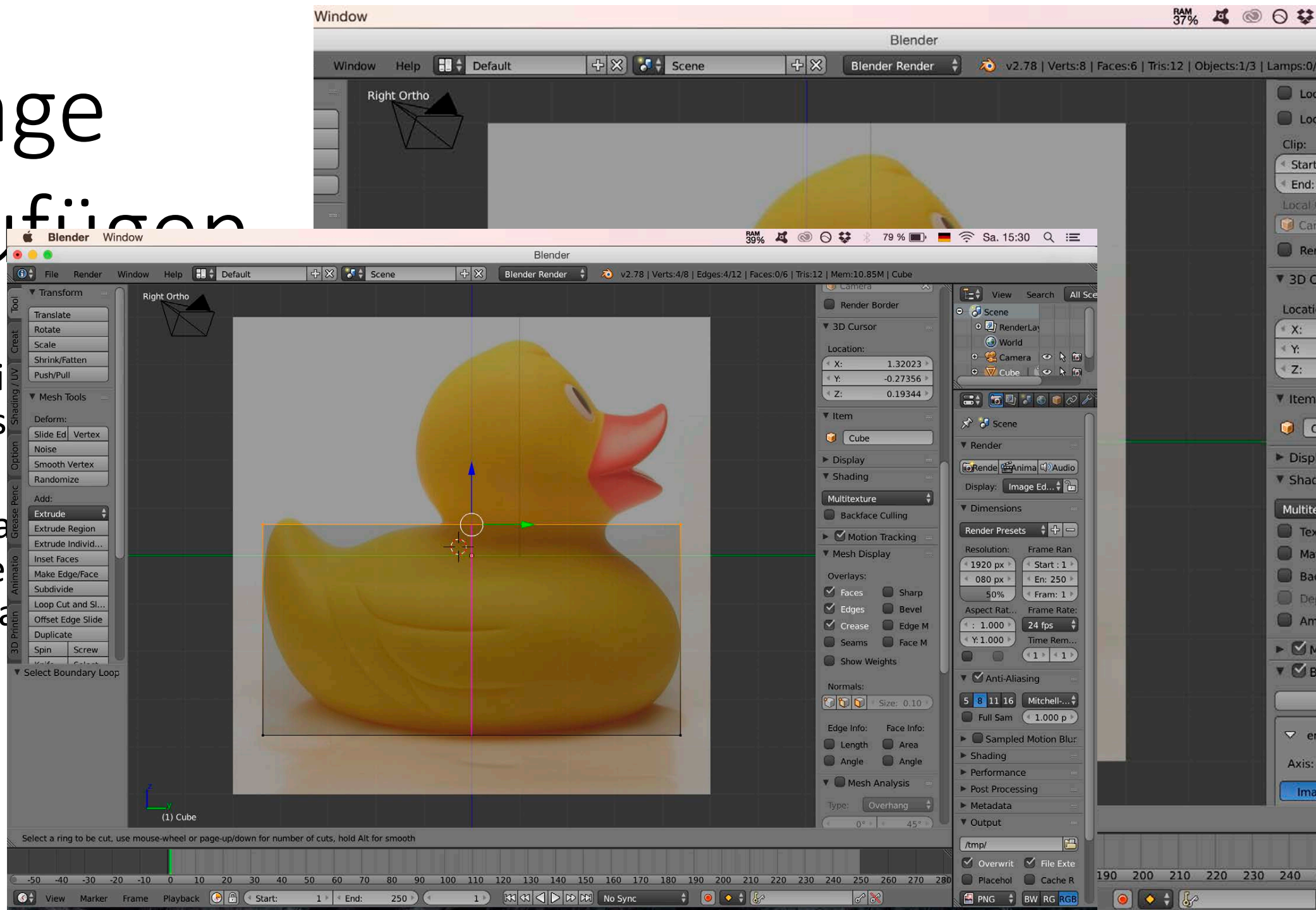
No Sync



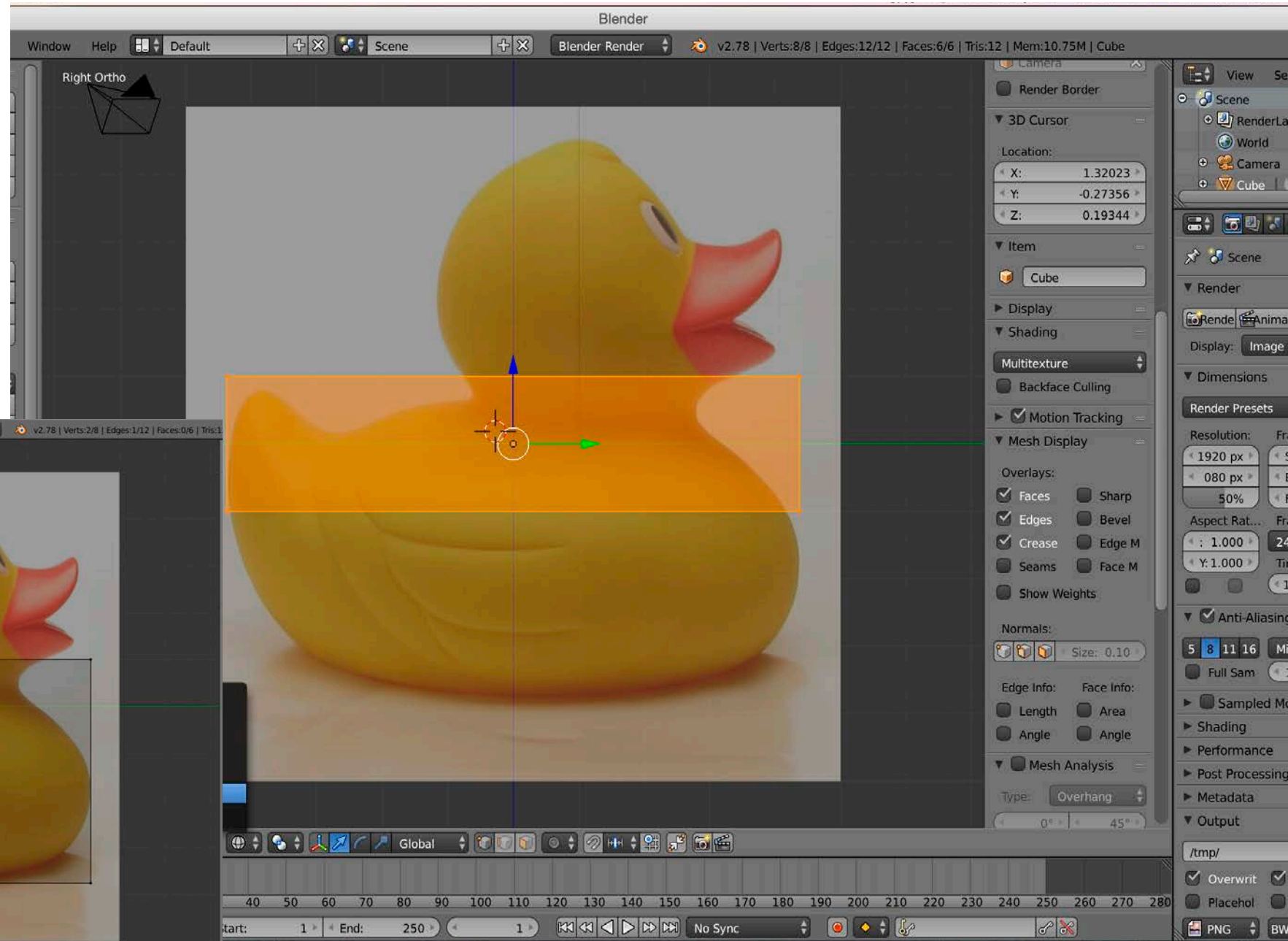
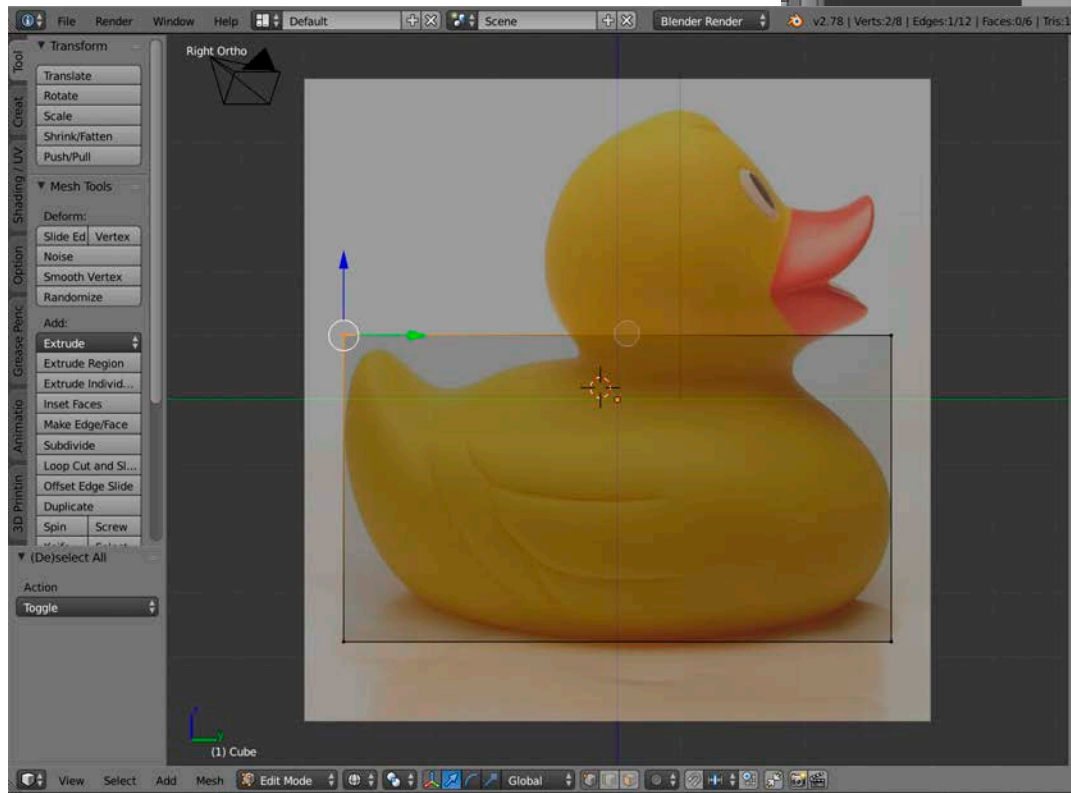


Vorlage hinzufügen

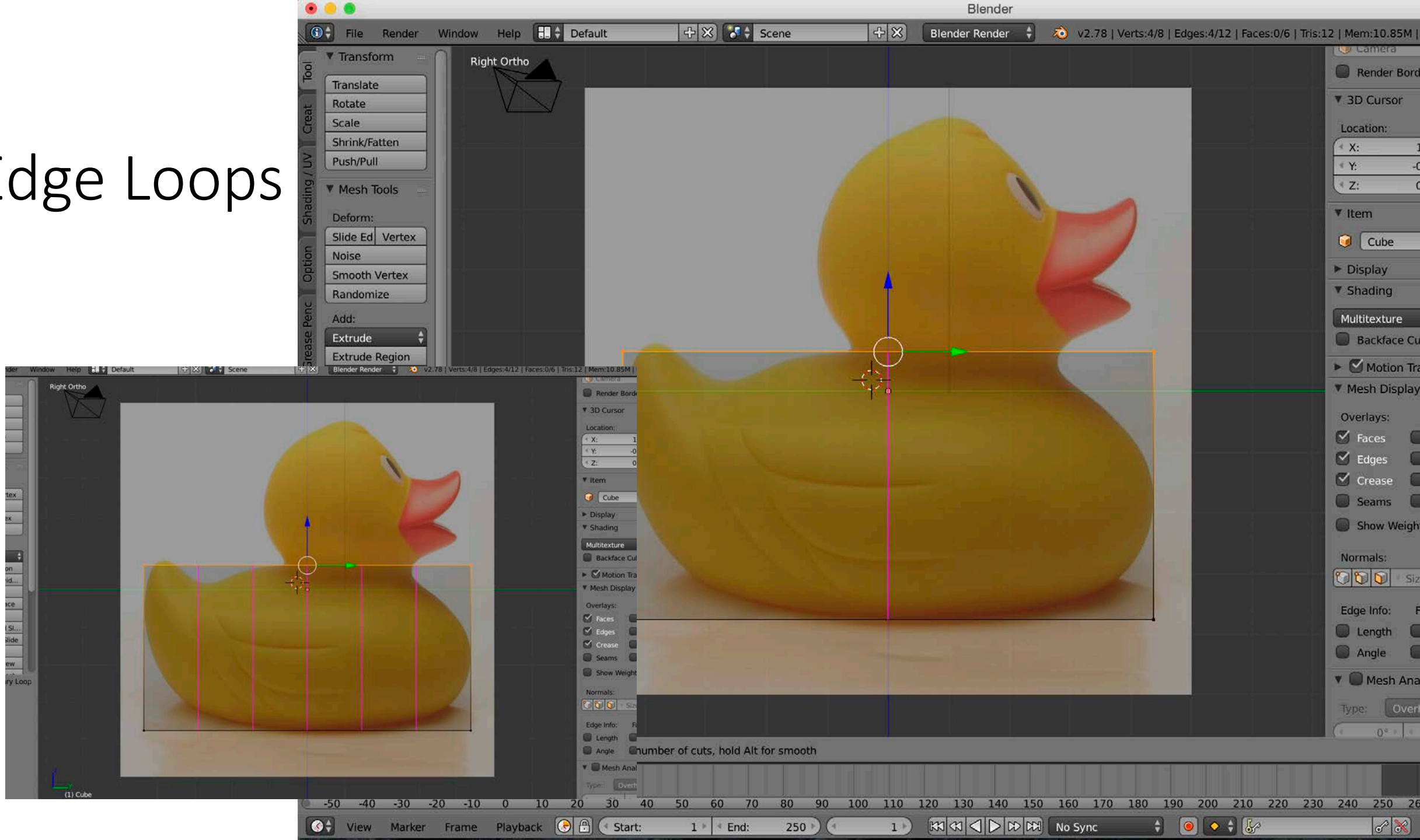
- Bild sollte in orthografischer Ansicht zu sehen sein
- Mit NumPad die verschiedenen Ansichten ausgewählt werden



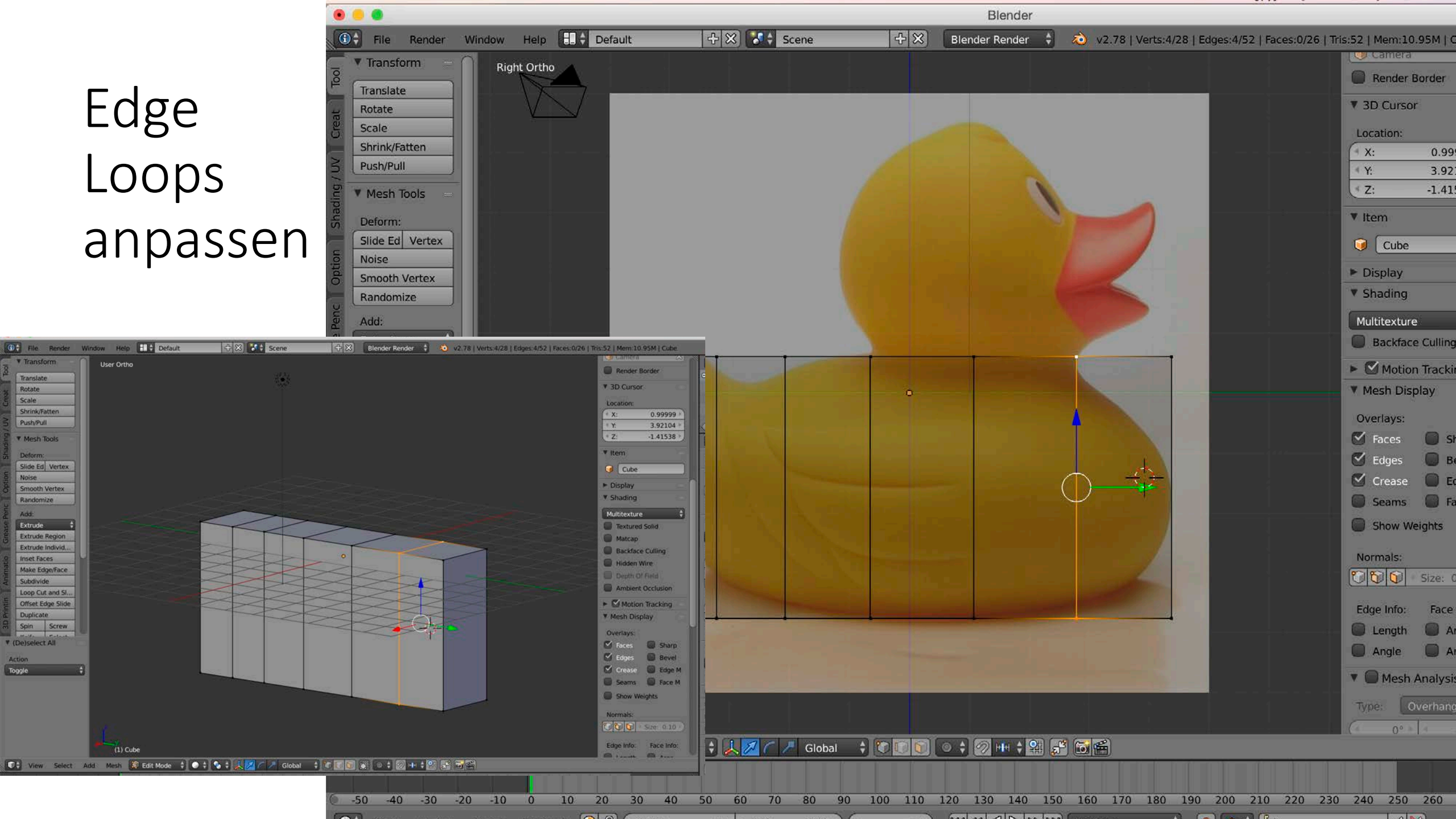
Grundmuster herstellen

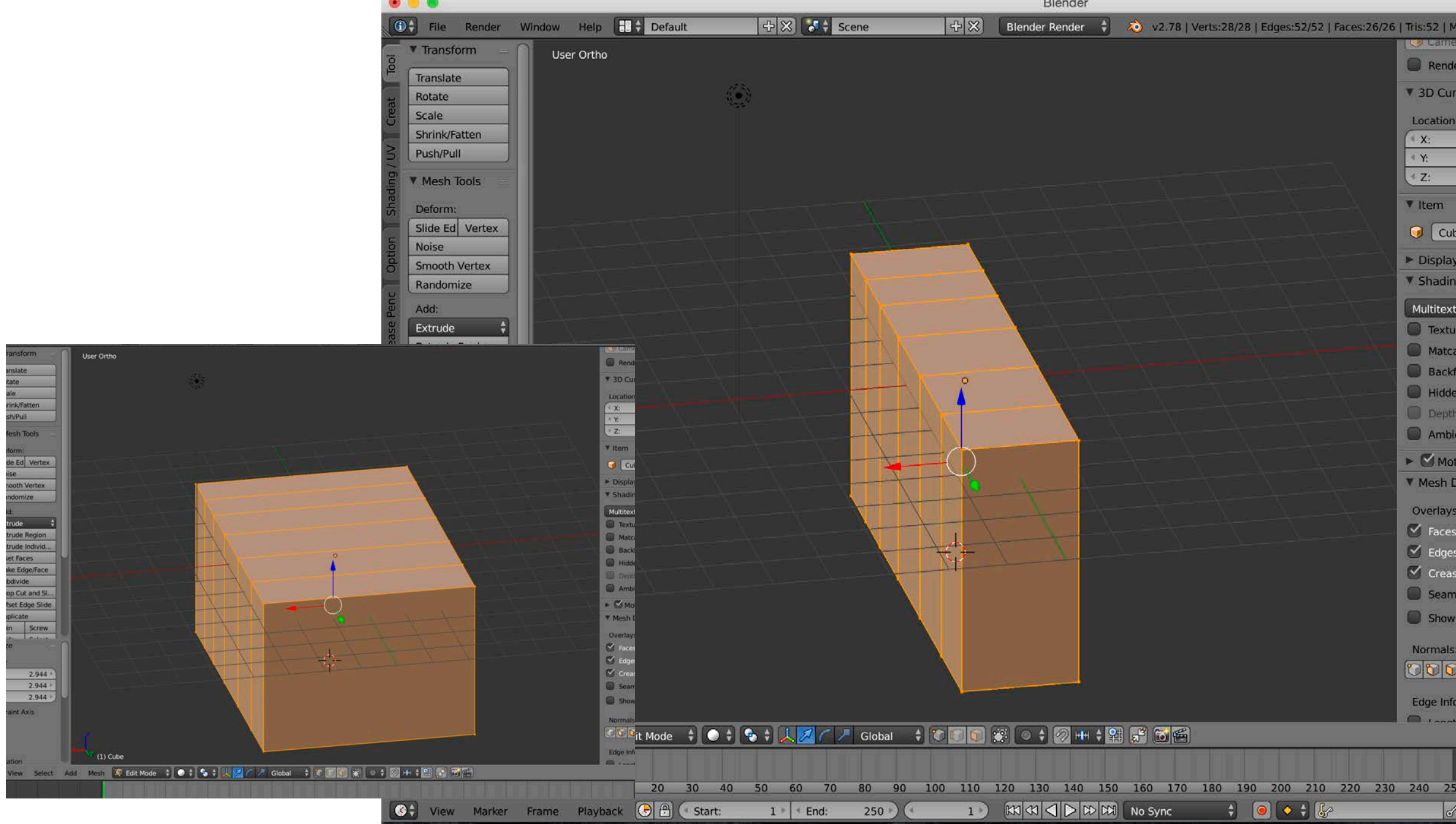


Edge Loops



Edge Loops anpassen





Face Select Mode

