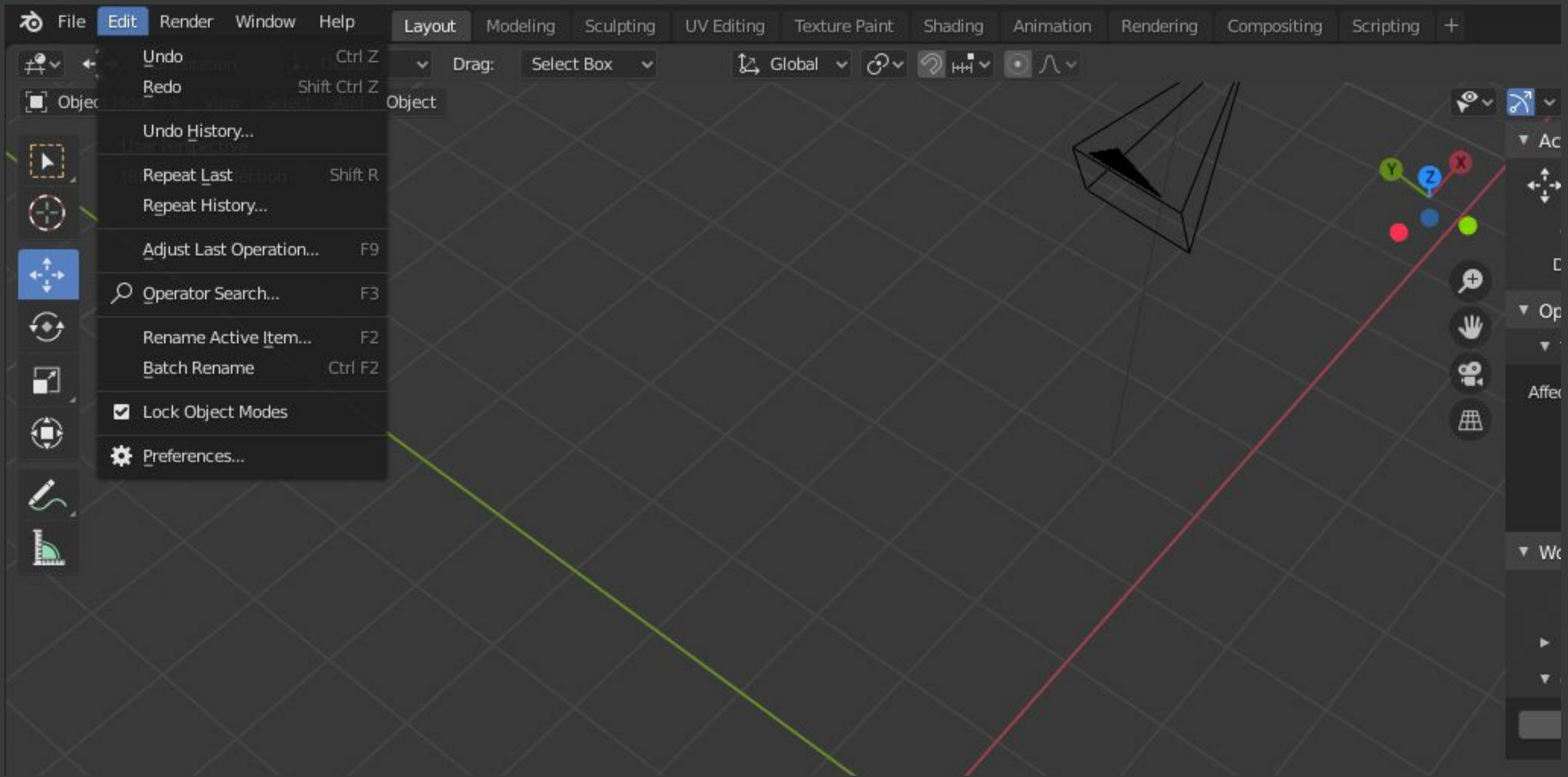
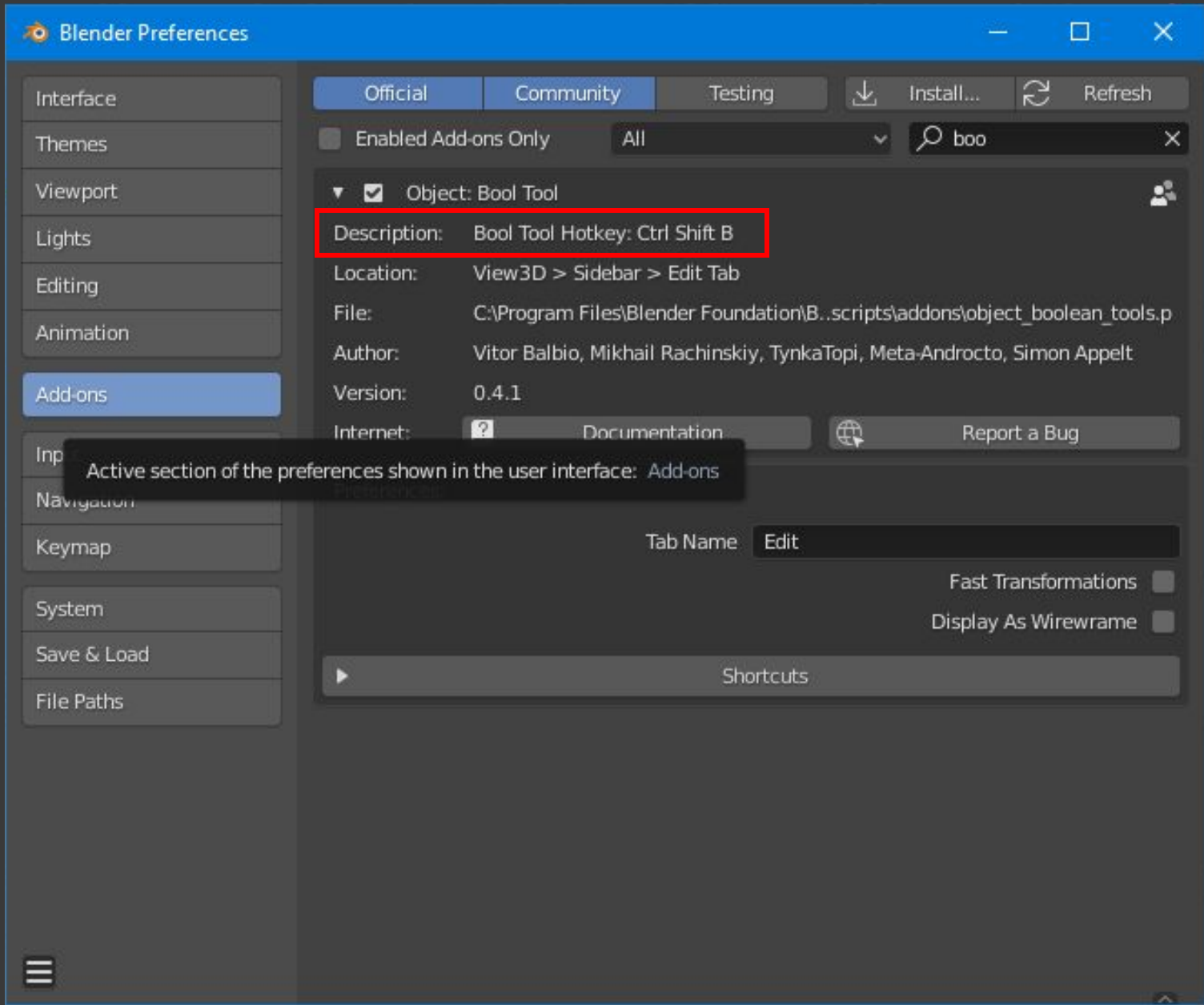


Bool tool













CTRL+Shift+B

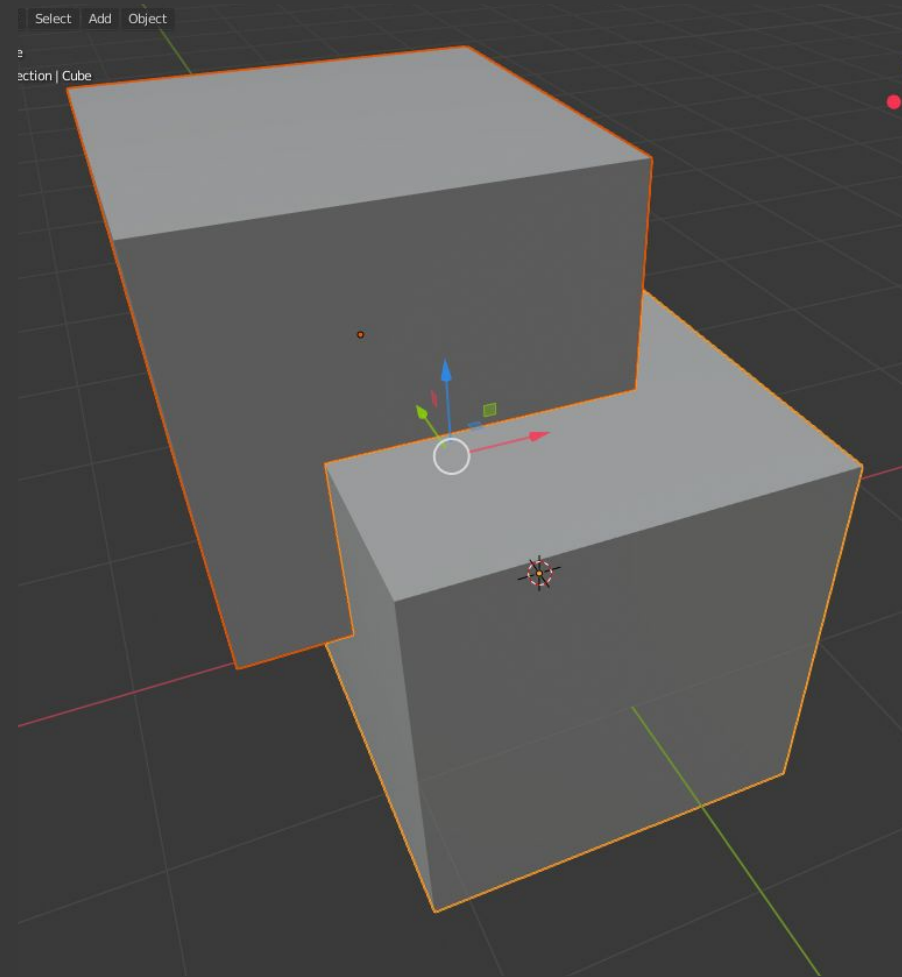
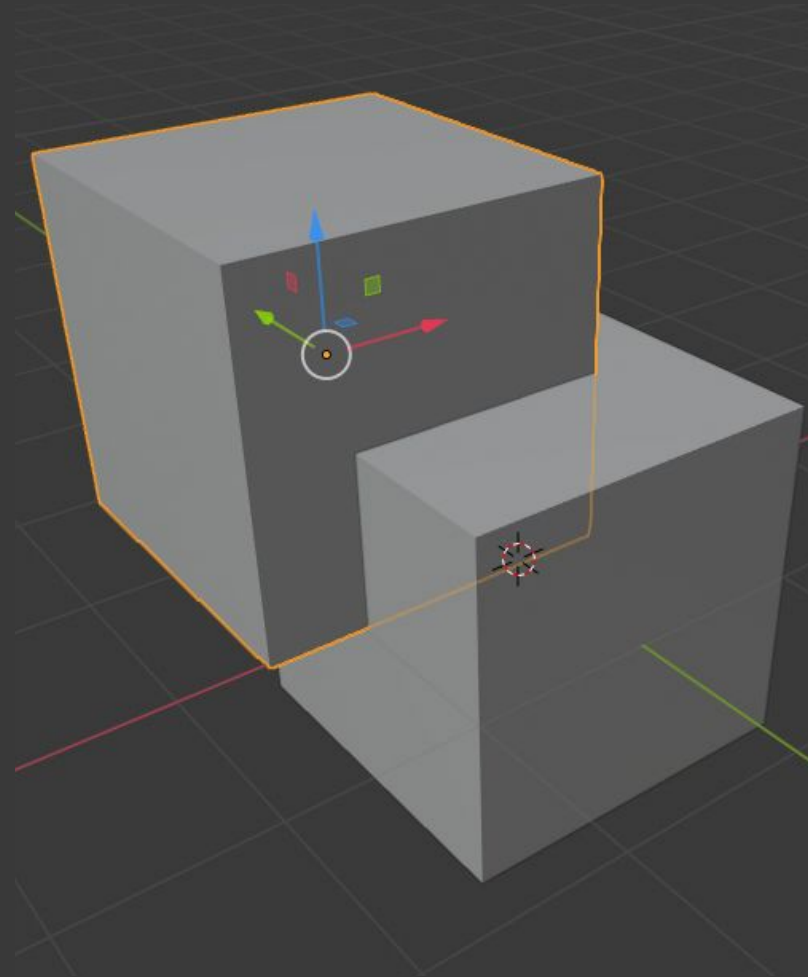
Bool Tool

Auto Boolean

-  Difference Shift Ctrl Numpad -
-  Union Shift Ctrl Numpad +
-  Intersect Shift Ctrl Numpad *
-  Slice Shift Ctrl Numpad /


Brush Boolean


-  Difference Ctrl Numpad -
-  Union Ctrl Numpad +
-  Intersect Ctrl Numpad *
-  Slice Ctrl Numpad /





Bool Tool

Auto Boolean

 Difference Shift Ctrl Numpad -


 Union Shift Ctrl Numpad +

 Intersect Shift Ctrl Numpad *

 Slice Shift Ctrl Numpad /

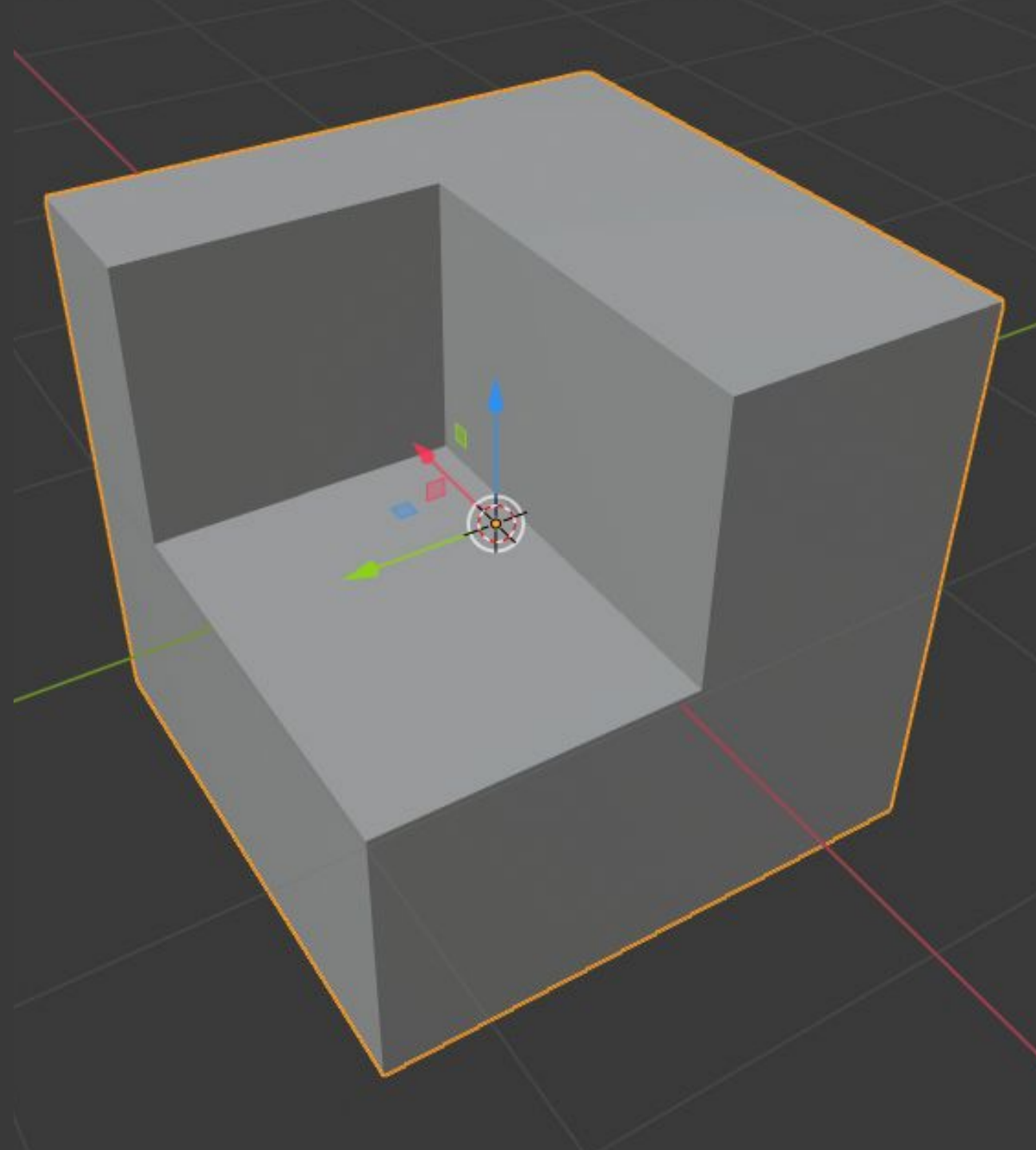
Brush Boolean

 Difference Ctrl Numpad -

 Union Ctrl Numpad +





 Intersect Ctrl Numpad *

 Slice Ctrl Numpad /







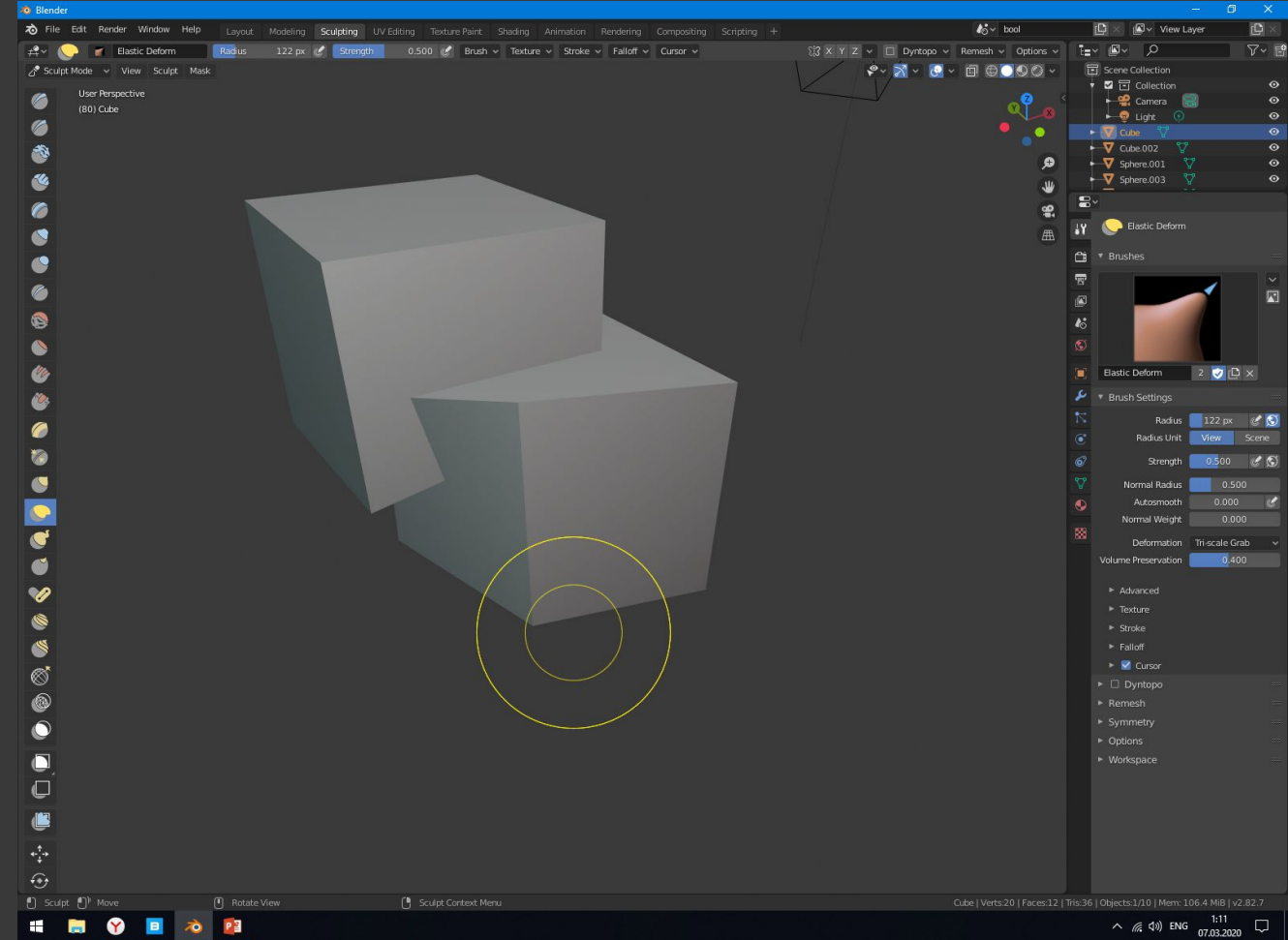
Bool Tool

Auto Boolean

-  Difference Shift Ctrl Numpad -
-  **Union** Shift Ctrl Numpad +
-  Intersect Shift Ctrl Numpad *
-  Slice Shift Ctrl Numpad /


Brush Boolean


-  Difference Ctrl Numpad -
-  Union Ctrl Numpad +
-  Intersect Ctrl Numpad *
-  Slice Ctrl Numpad /





Bool Tool

Auto Boolean

 Difference Shift Ctrl Numpad -

 Union Shift Ctrl Numpad +

 Intersect Shift Ctrl Numpad *

 Slice Shift Ctrl Numpad /

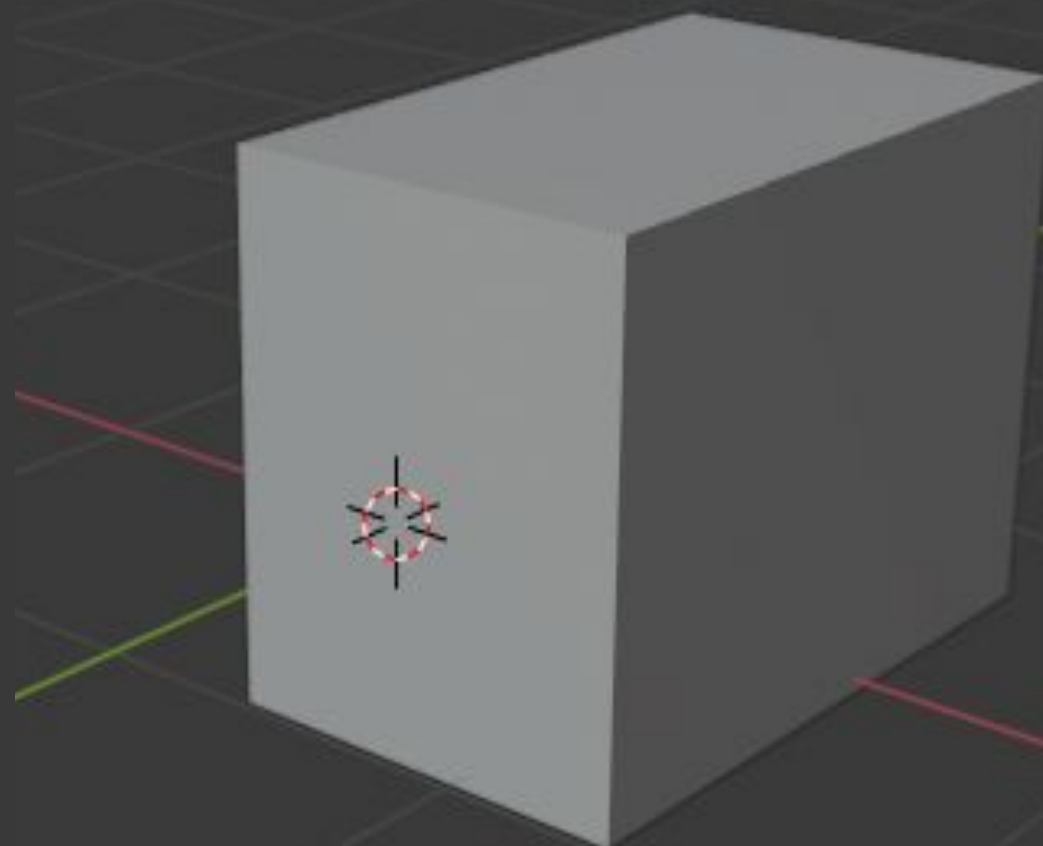
Brush Boolean

 Difference Ctrl Numpad -

 Union Ctrl Numpad +


 Intersect Ctrl Numpad *


 Slice Ctrl Numpad /





Bool Tool

Auto Boolean

 Difference Shift Ctrl Numpad -

 Union Shift Ctrl Numpad +

 Intersect Shift Ctrl Numpad *

 Slice Shift Ctrl Numpad /

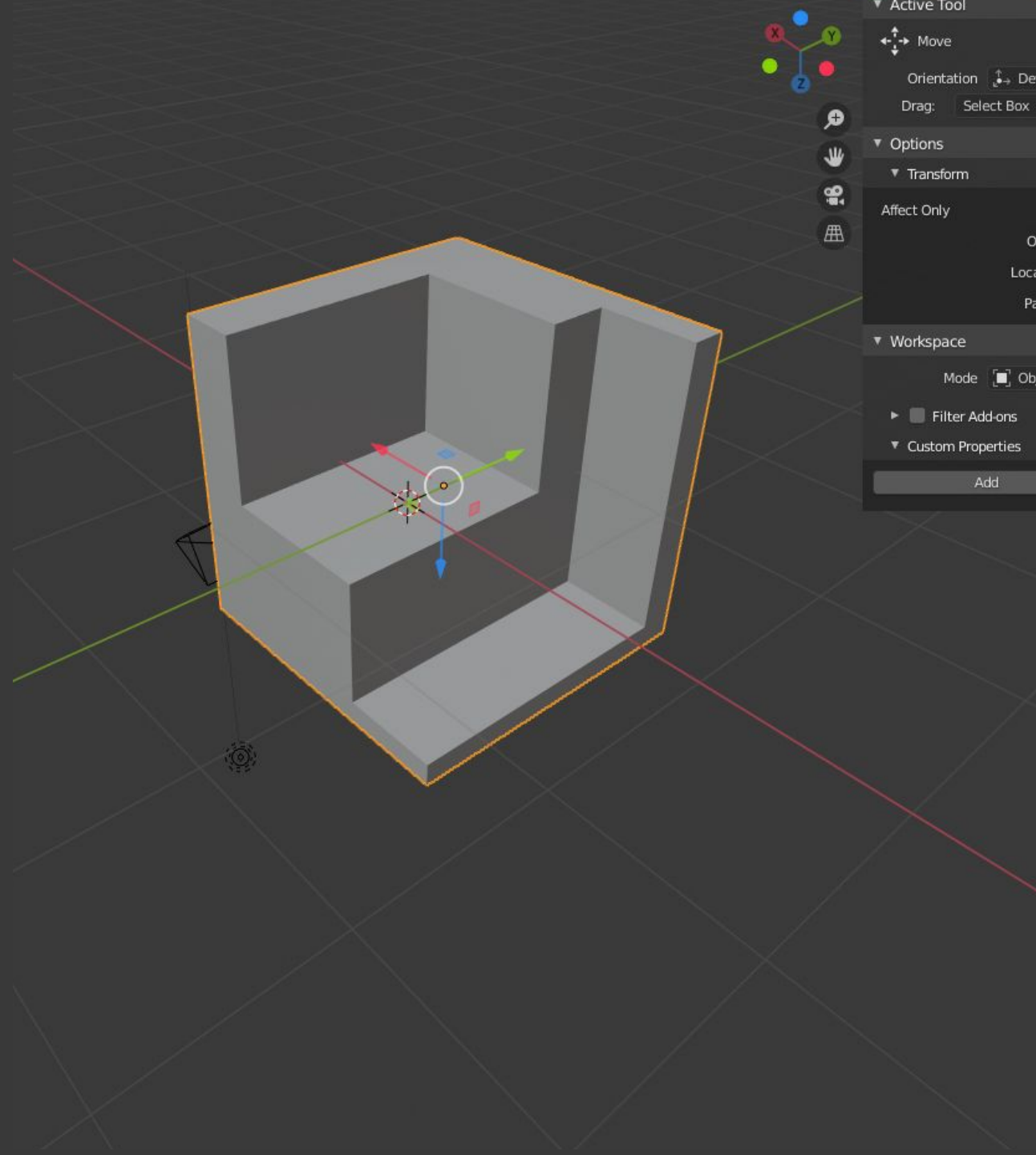
Brush Boolean

 Difference Ctrl Numpad -

 Union Ctrl Numpad +

 Intersect Ctrl Numpad *





 Slice Ctrl Numpad /









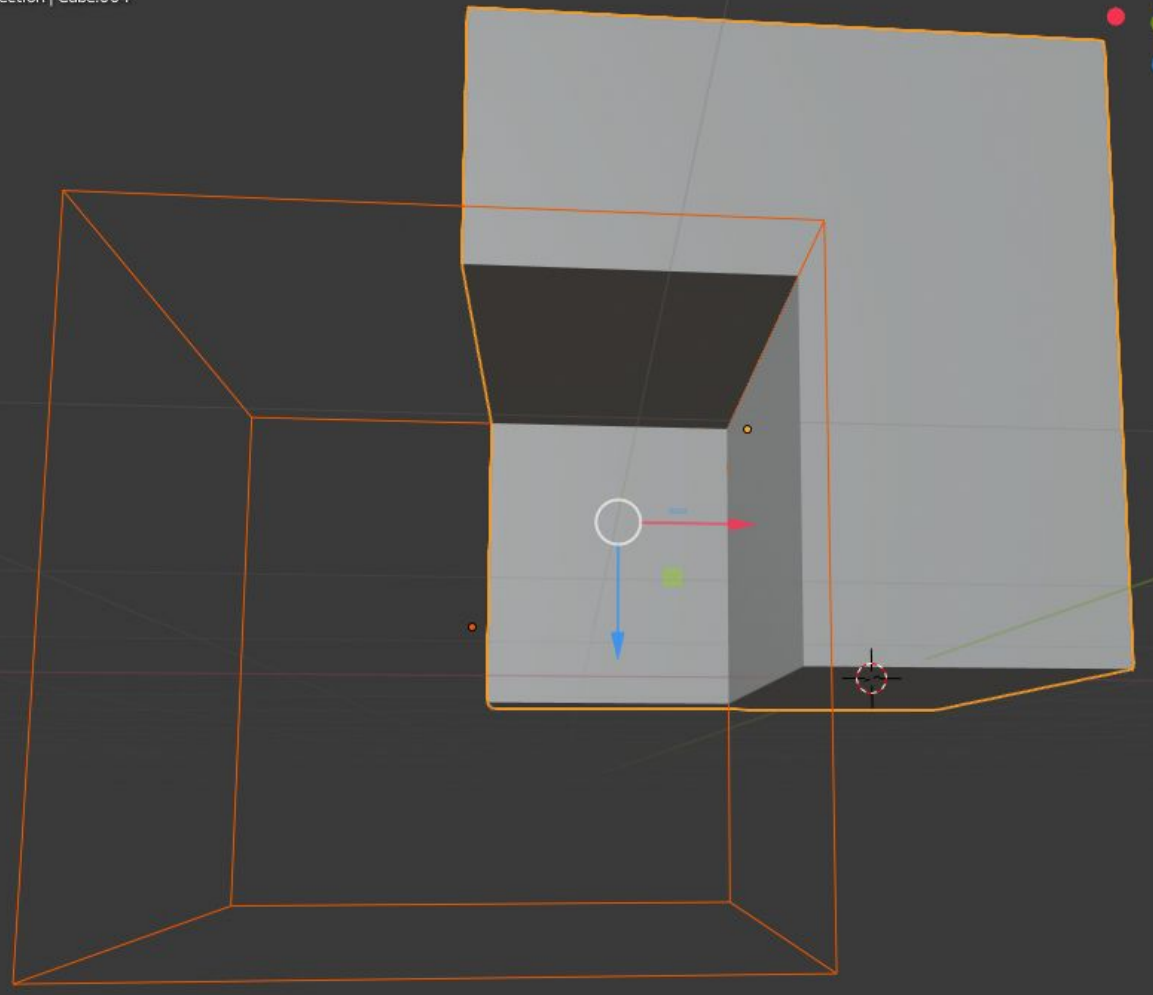
Bool Tool

Auto Boolean

-  Difference Shift Ctrl Numpad -
-  Union Shift Ctrl Numpad +
-  Intersect Shift Ctrl Numpad *
-  Slice Shift Ctrl Numpad /

Brush Boolean

-  Difference Ctrl Numpad -
-  Union Ctrl Numpad +
-  Intersect Ctrl Numpad *
-  Slice Ctrl Numpad /



Auto Boolean:

- Difference
- Union
- Intersect
- Slice
- Subtract

Brush Boolean:

- Difference
- Union
- Intersect
- Slice

Draw:

- Draw Poly Brush

▼ Properties

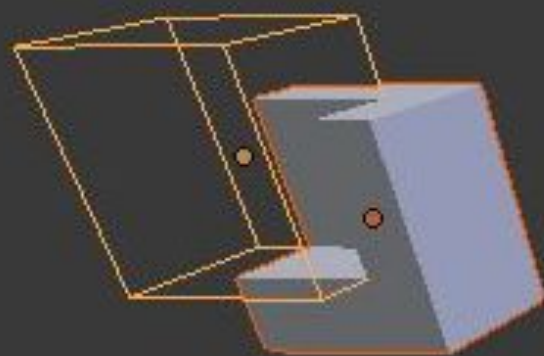
BRUSH

- Fast Vis Enable

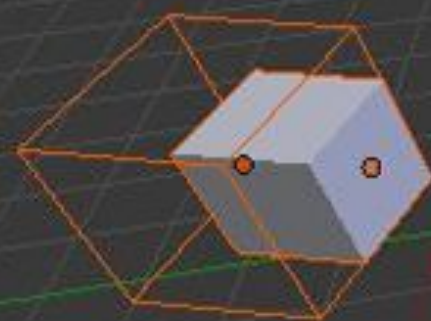
- Apply Brush

- Remove Brush

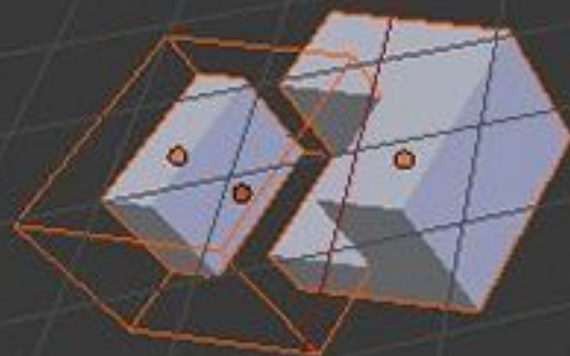
Difference



Intersect



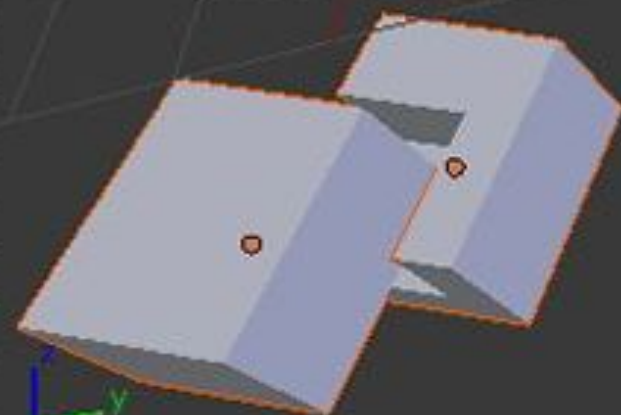
Slice



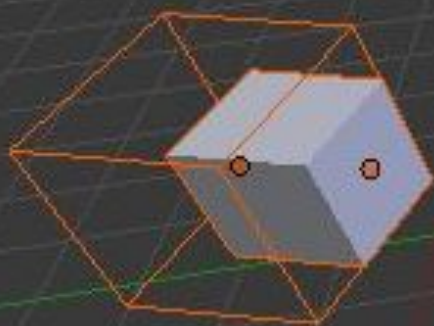
Union

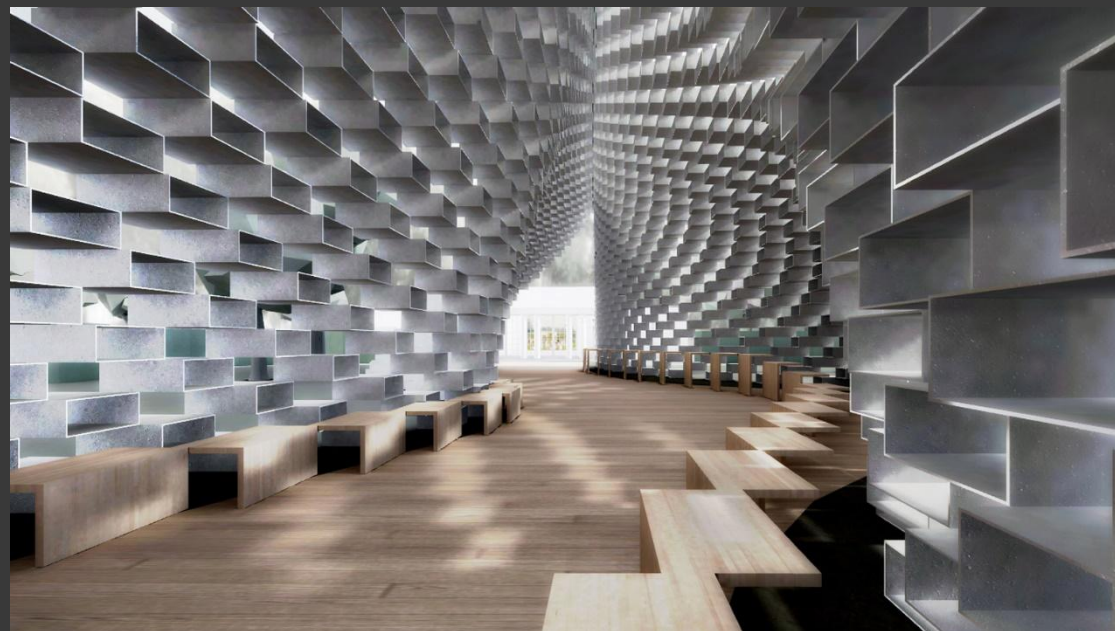
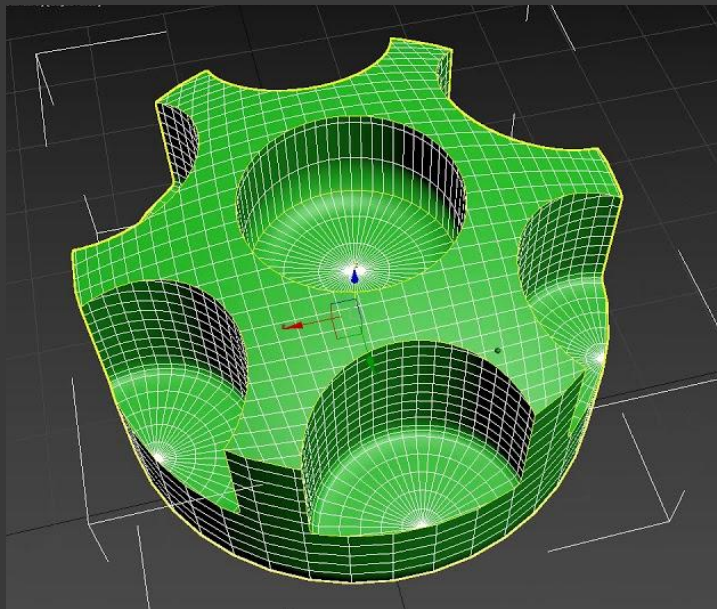


Subtract



Intersect



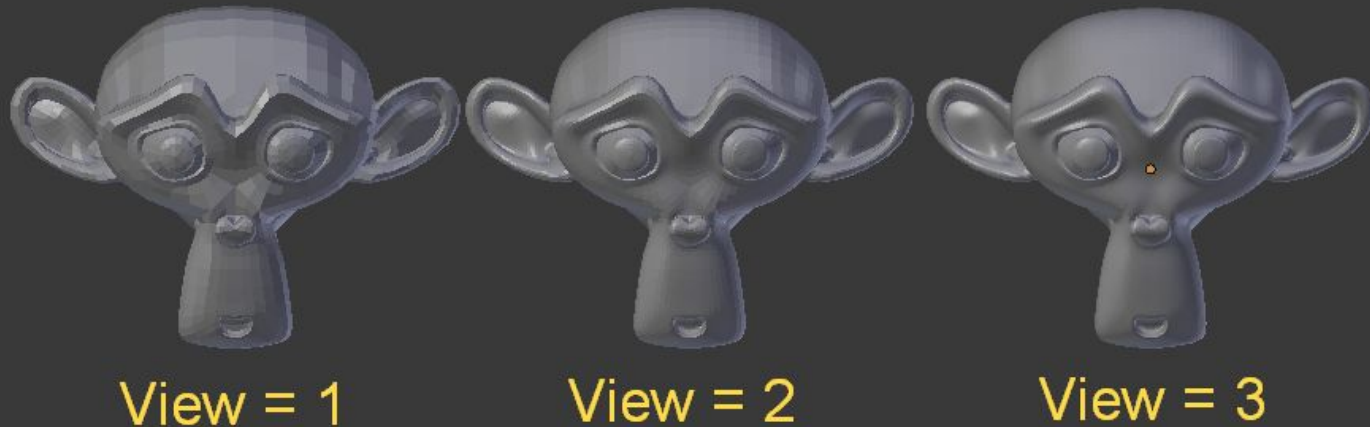
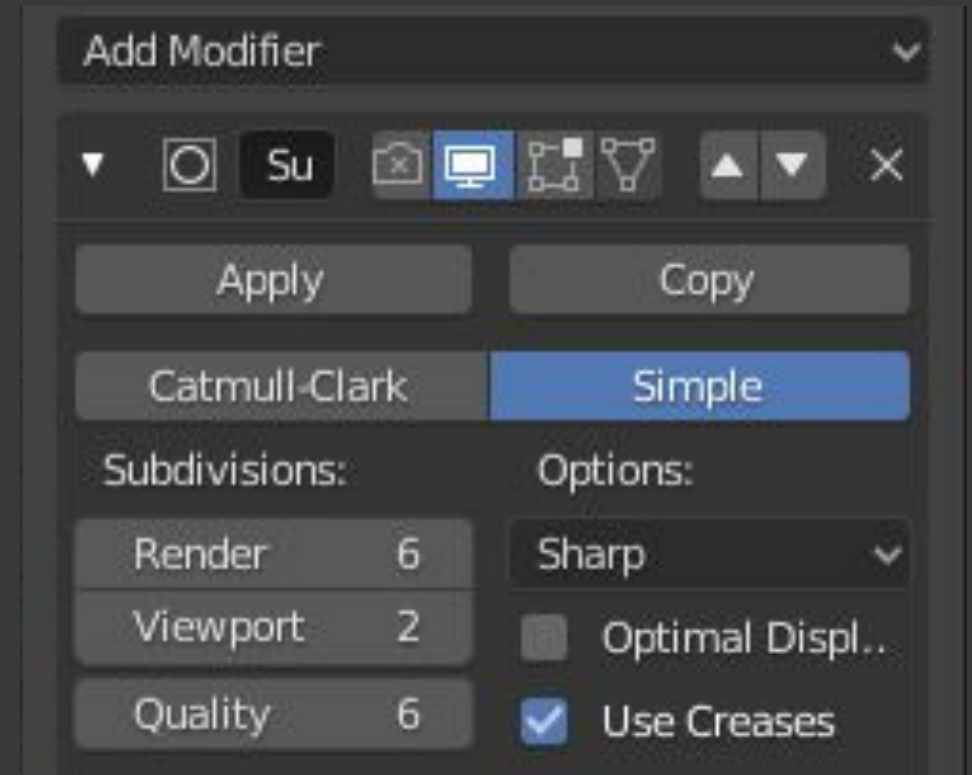
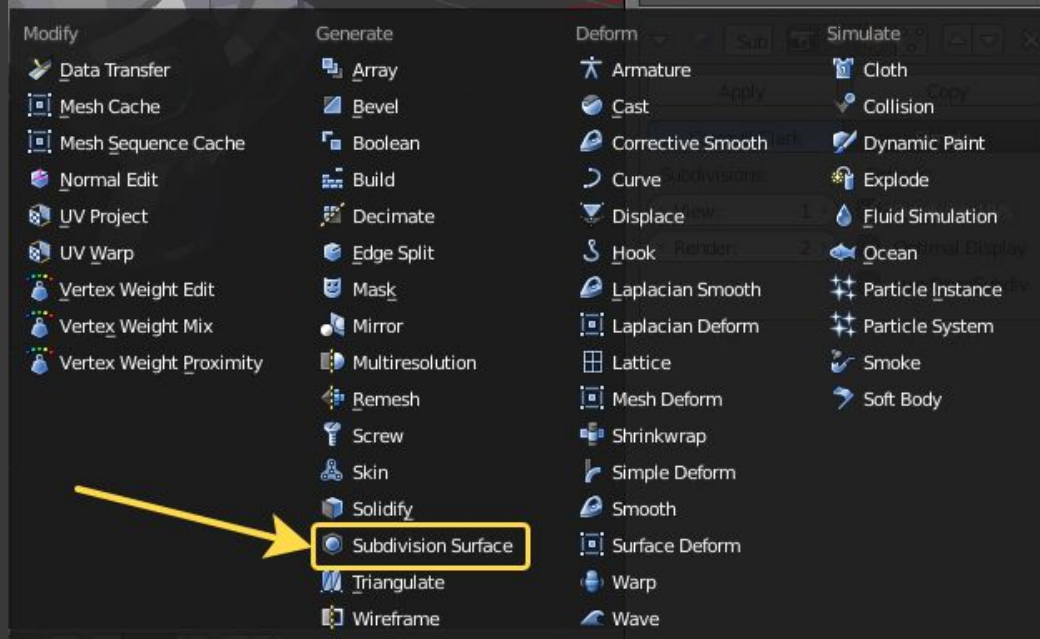


Задание: павильон

VR

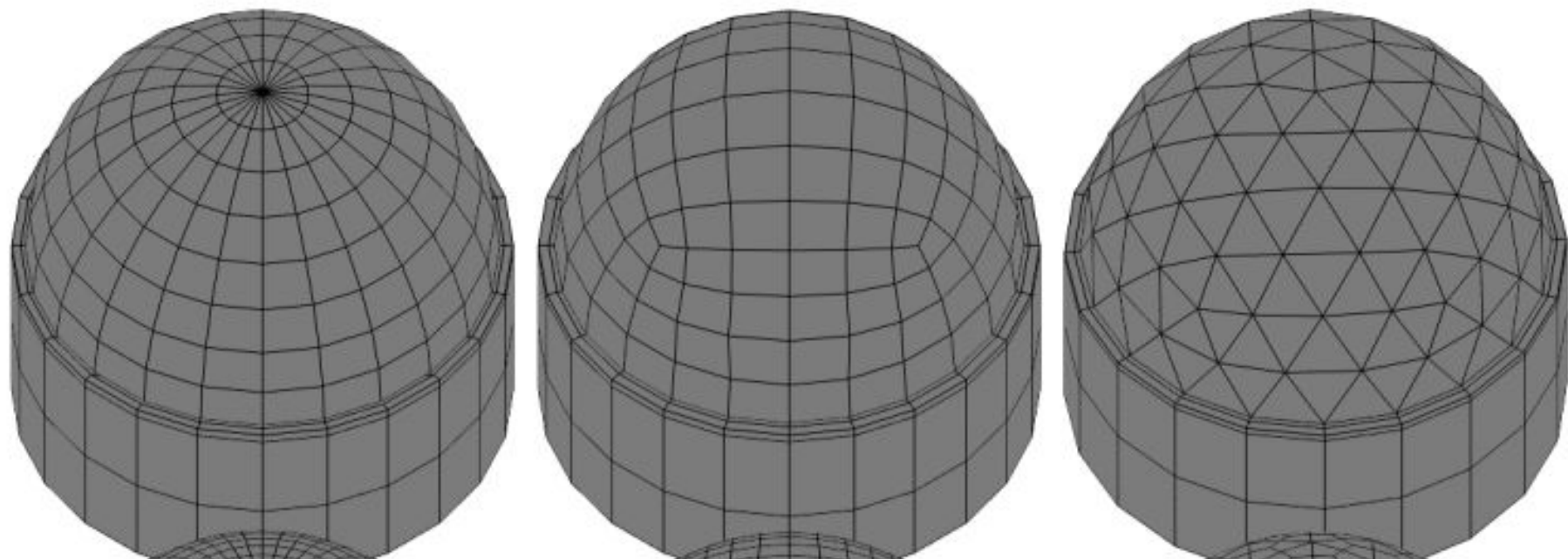


Модификатор Subdivision Surface

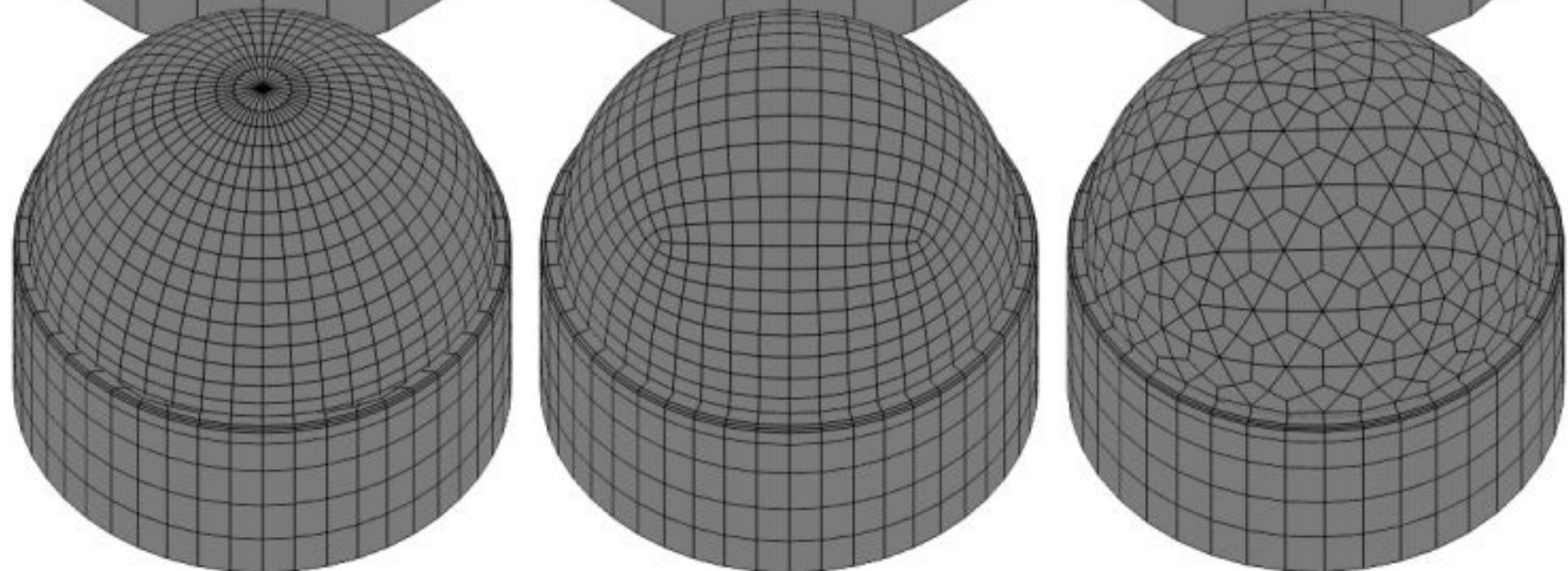


За степень сглаживания отвечают параметры **View** и **Render** и **Quality View** — это степень сглаживания во время просмотра в 3D View. **Render** — это степень сглаживания при рендеринге. **Quality** – качество

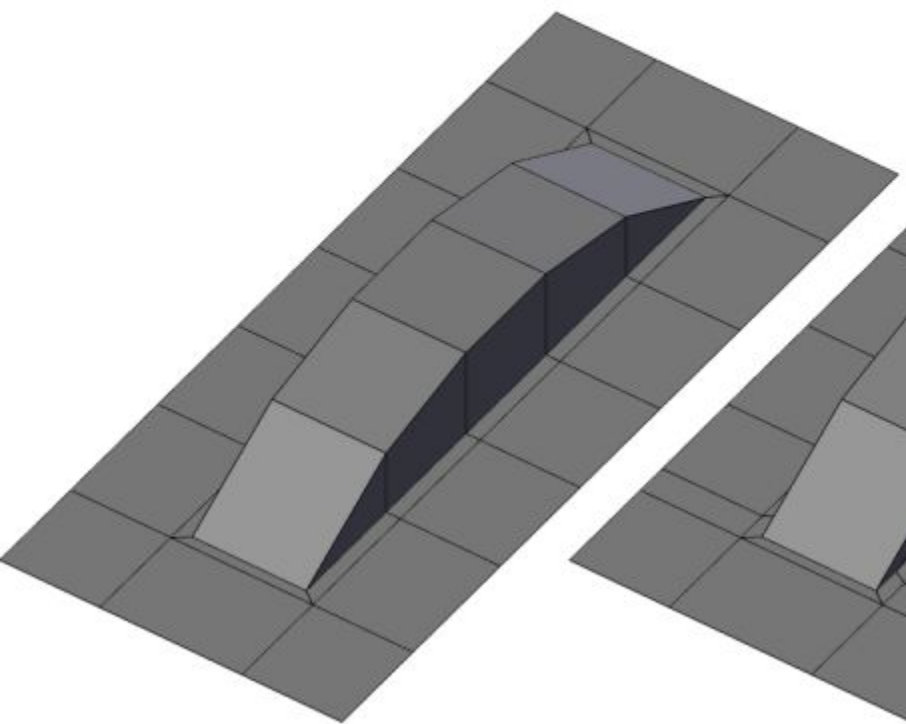
Базовая
геометрия



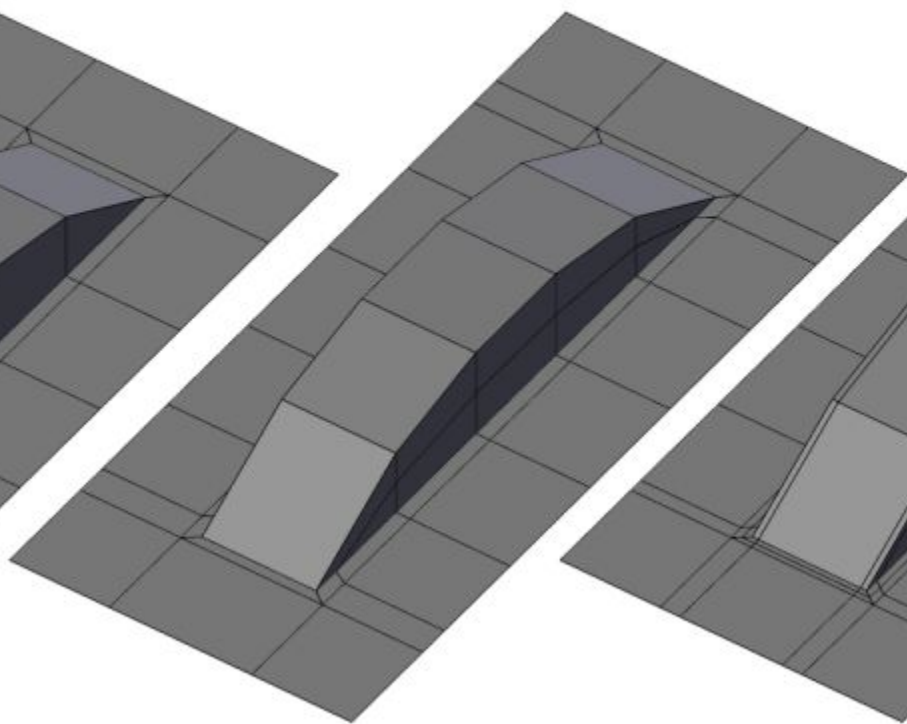
Sub-Surf



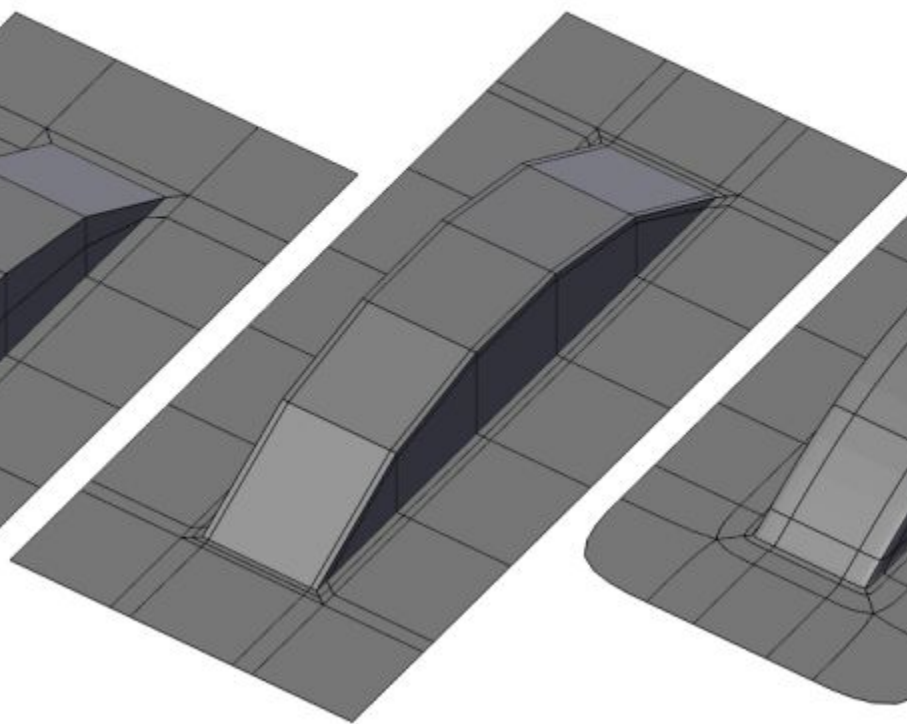
Начните с простой
геометрии



Добавьте по разрезу
с каждой стороны



Добавьте дополнительные
разрезы и отрегулируйте
их положение



Модификатор
Sub-Surf

