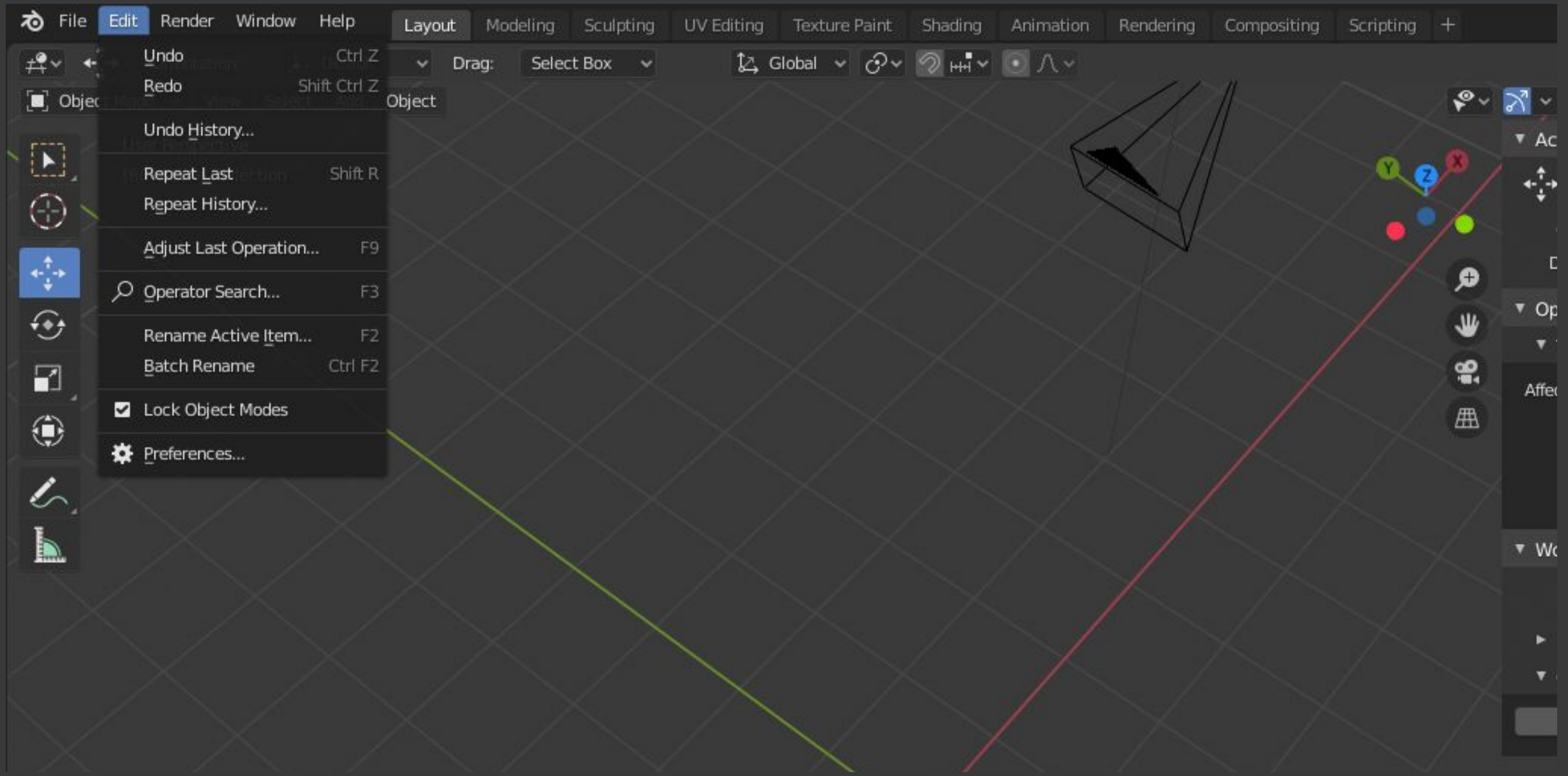
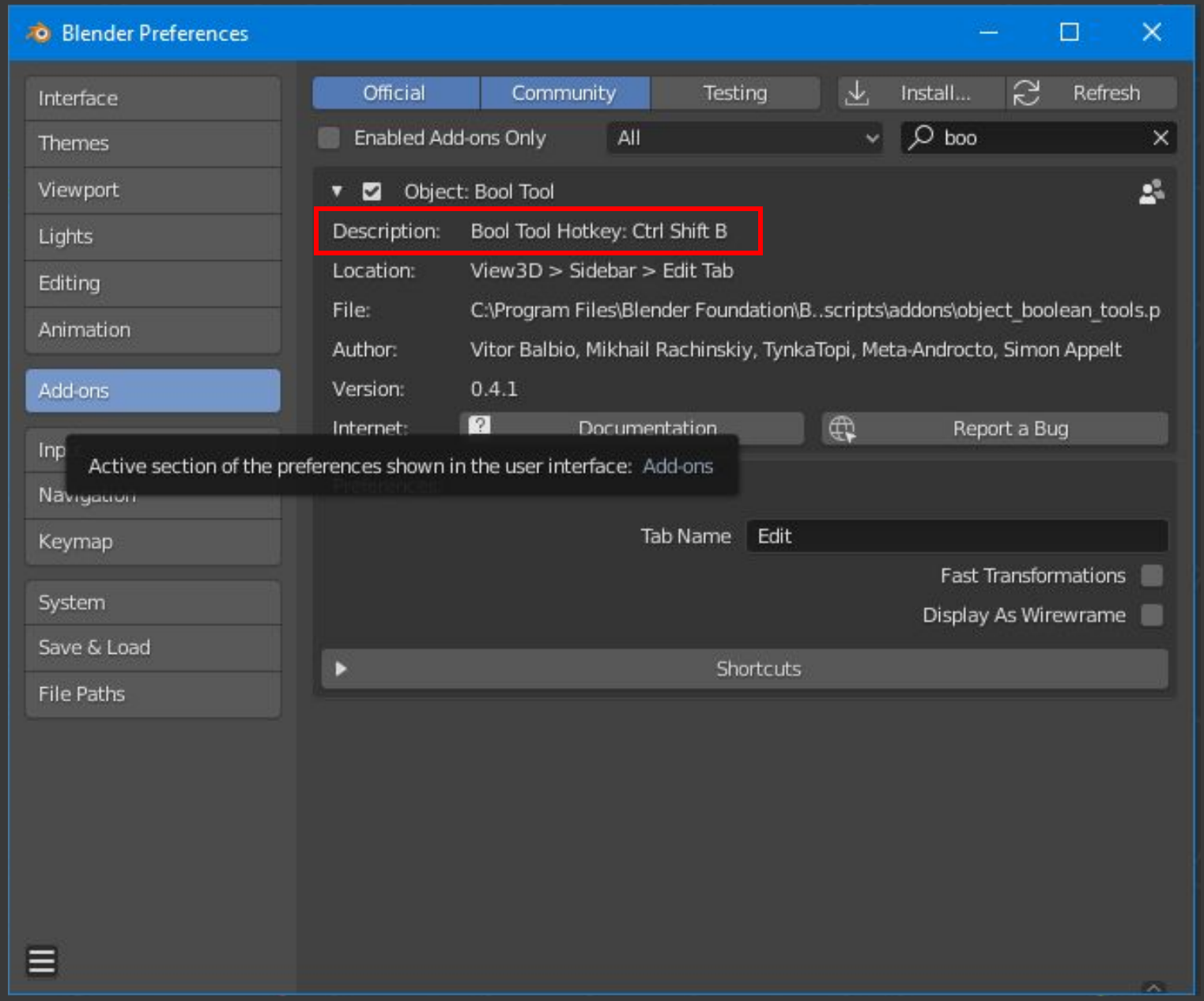
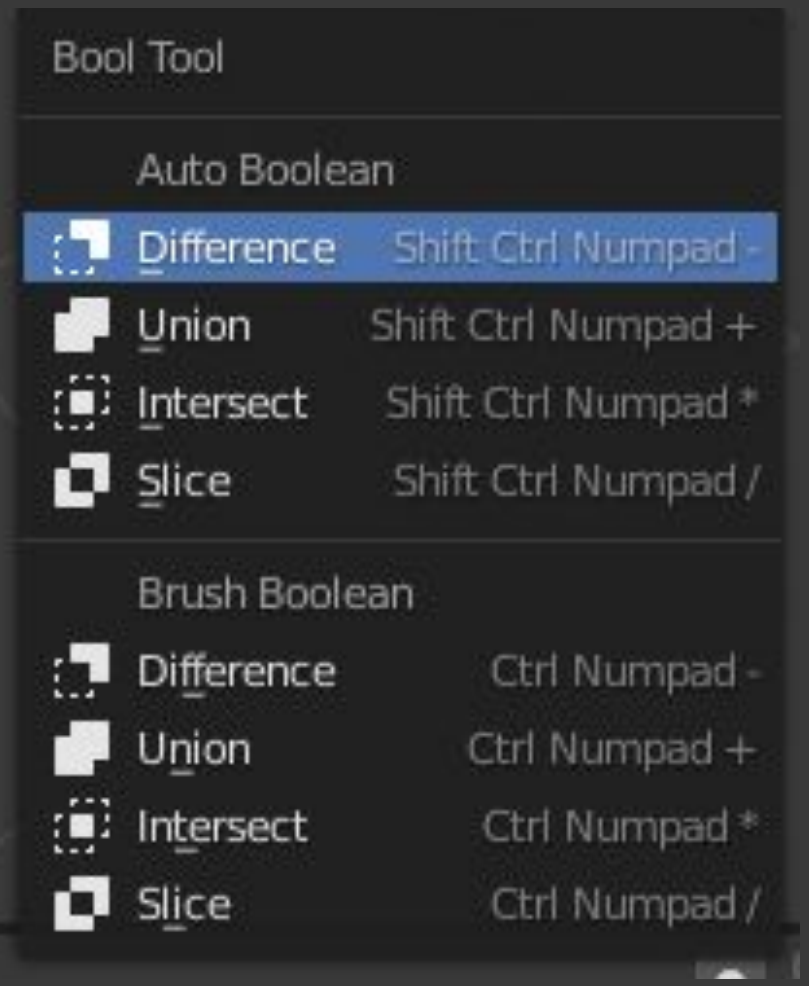
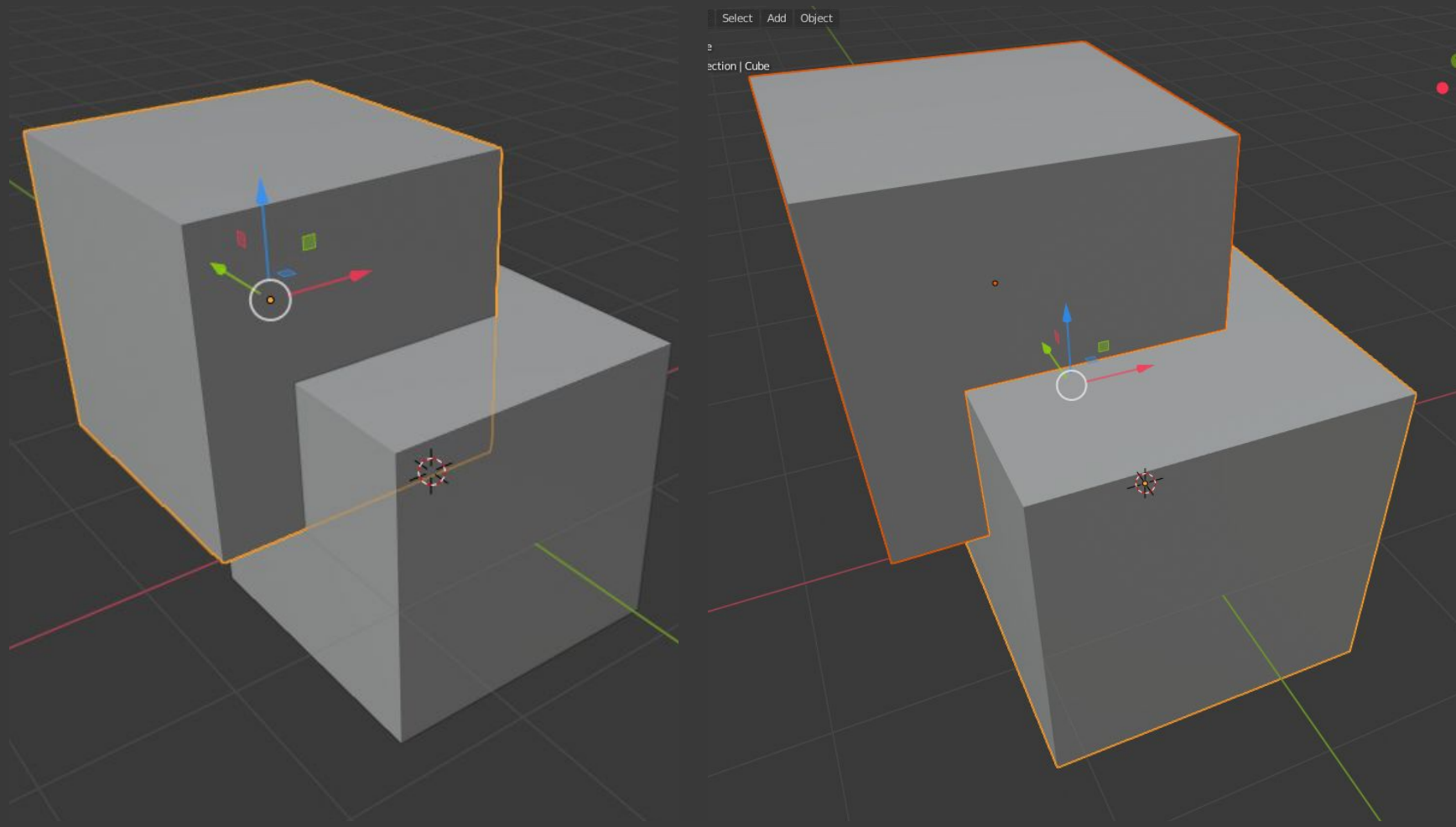
Bool tool

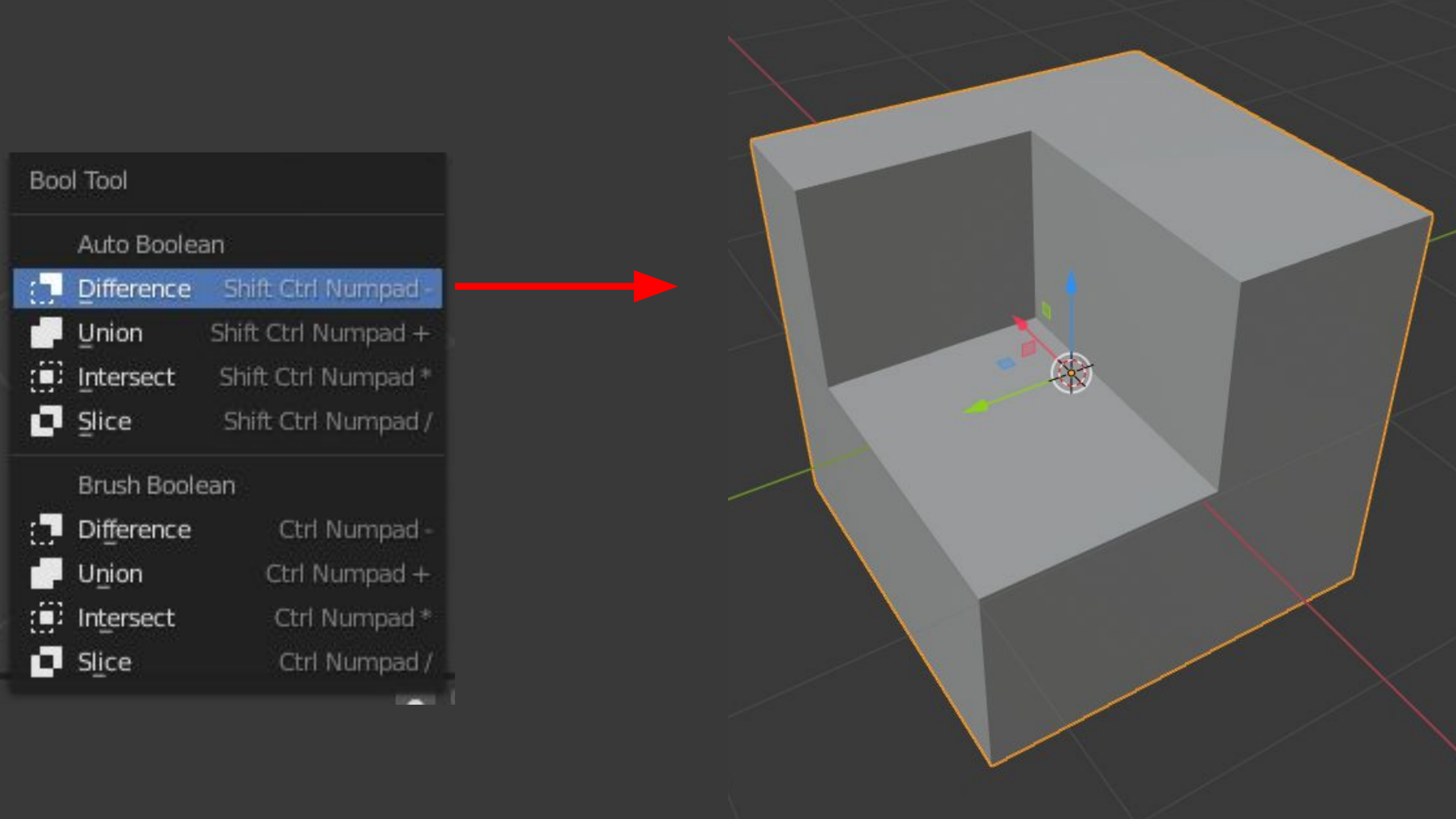

File
Edit
Render
Window
Help
Layout
Modeling
Sculpting
UV Editing
Texture Paint
Shading
Animation
Rendering
Compositing
Scripting
Undo Ctrl Z
Redo Shift Ctrl Z
Undo History...
Repeat Last Shift R
Repeat History...
Adjust Last Operation... F9
Operator Search... F3
Rename Active Item... F2
Batch Rename Ctrl F2
Lock Object Modes
Preferences...
Drag:
Select Box
Global
Object

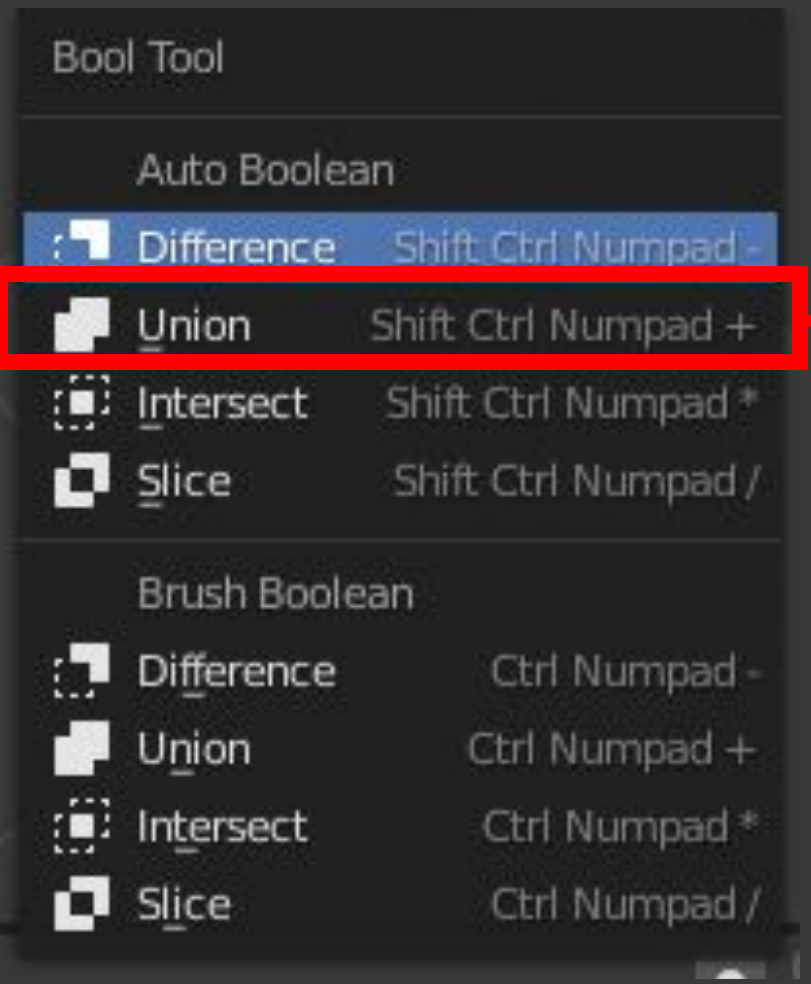

Blender Preferences
Interface
Themes
Viewport
Lights
Editing
Animation
Add-ons
Keymap
System
Save & Load
File Paths
Official
Community
Testing
Install...
Refresh
Enabled Add-ons Only
All
boo
Object: Bool Tool
Description: Bool Tool Hotkey: Ctrl Shift B
Location: View3D > Sidebar > Edit Tab
File: C:\Program Files\Blender Foundation\B..scripts\addons\object_boolean_tools.p
Author: Vitor Balbio, Mikhail Rachinskiy, TynkaTopi, Meta-Androcto, Simon Appelt
Version: 0.4.1
Internet:
Documentation
Report a Bug
Active section of the preferences shown in the user interface: Add-ons
Tab Name
Edit
Fast Transformations
Display As Wirewrame
Shortcuts

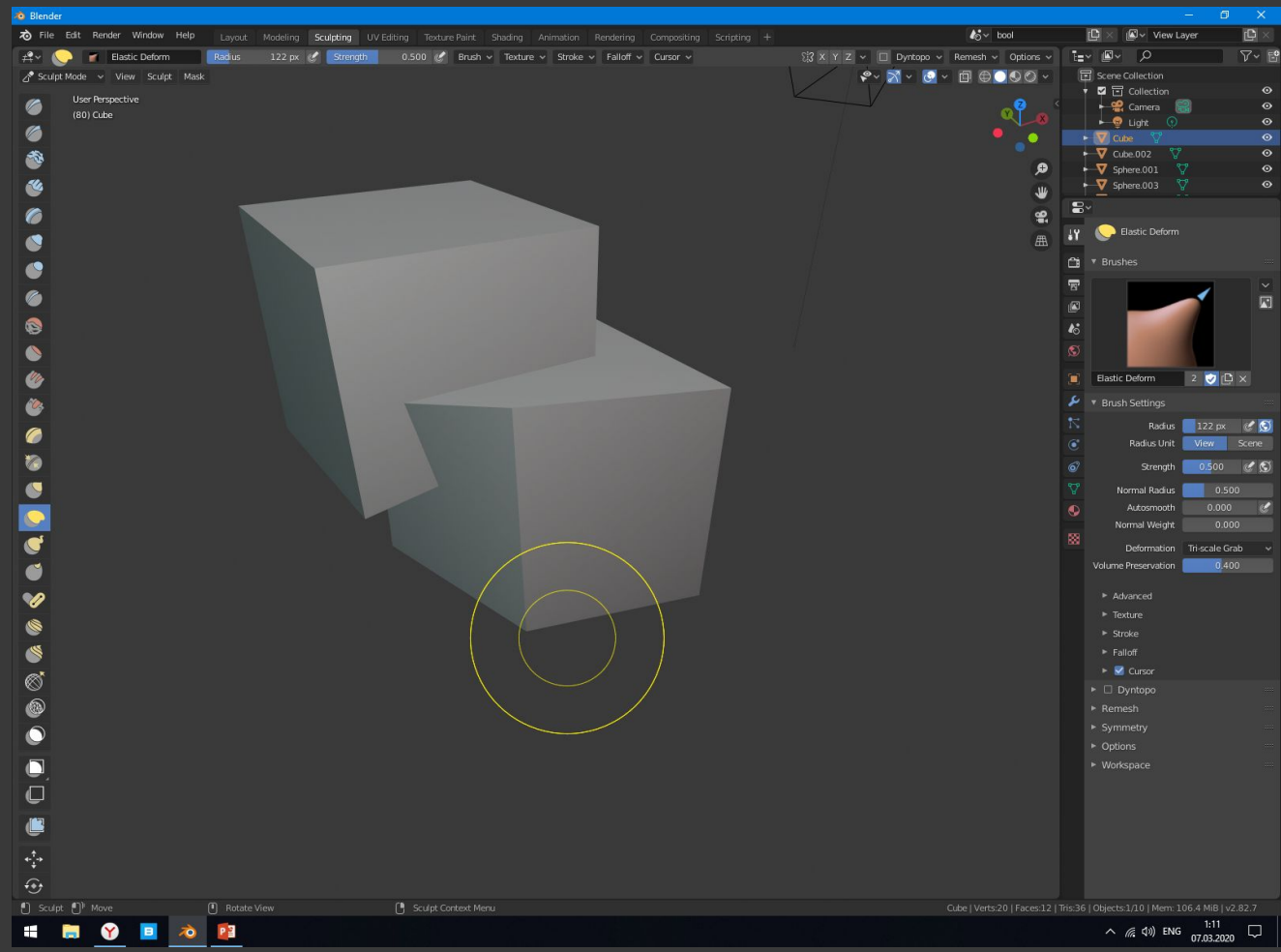
CTRL+Shift+B

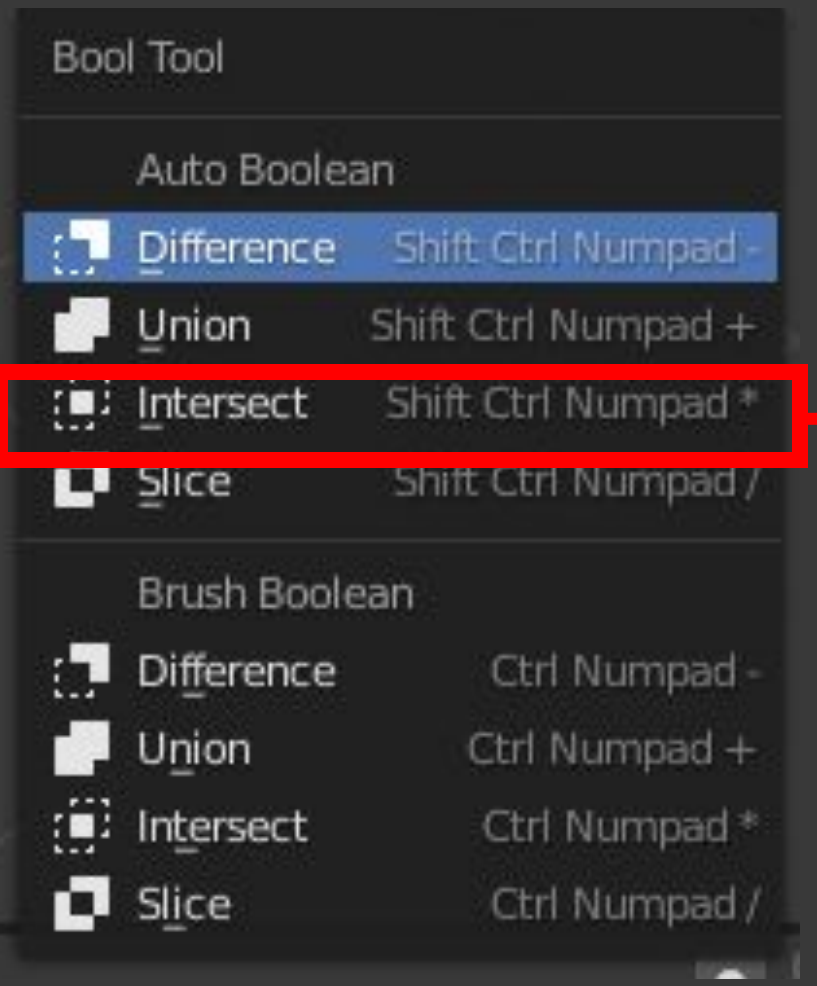

Bool Tool
Auto Boolean
Difference Shift Ctrl Numpad -
Union Shift Ctrl Numpad +
Intersect Shift Ctrl Numpad *
Slice Shift Ctrl Numpad /
Brush Boolean
Difference Ctrl Numpad -
Union Ctrl Numpad +
Intersect Ctrl Numpad *
Slice Ctrl Numpad /

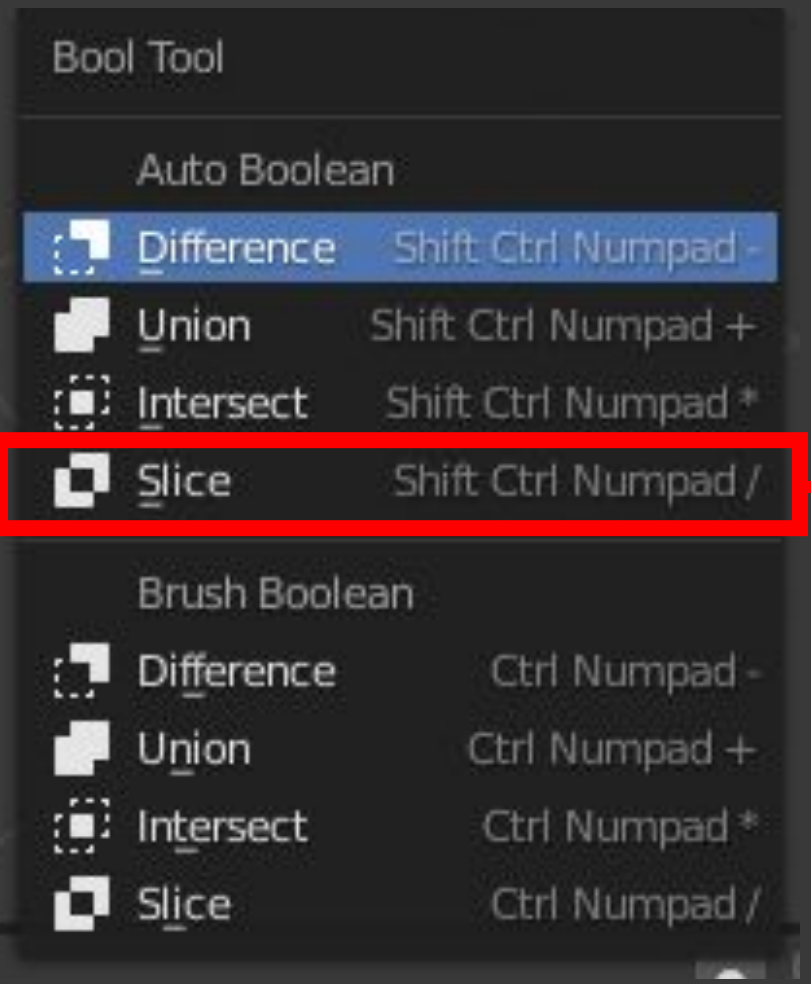

Select
Add
Object

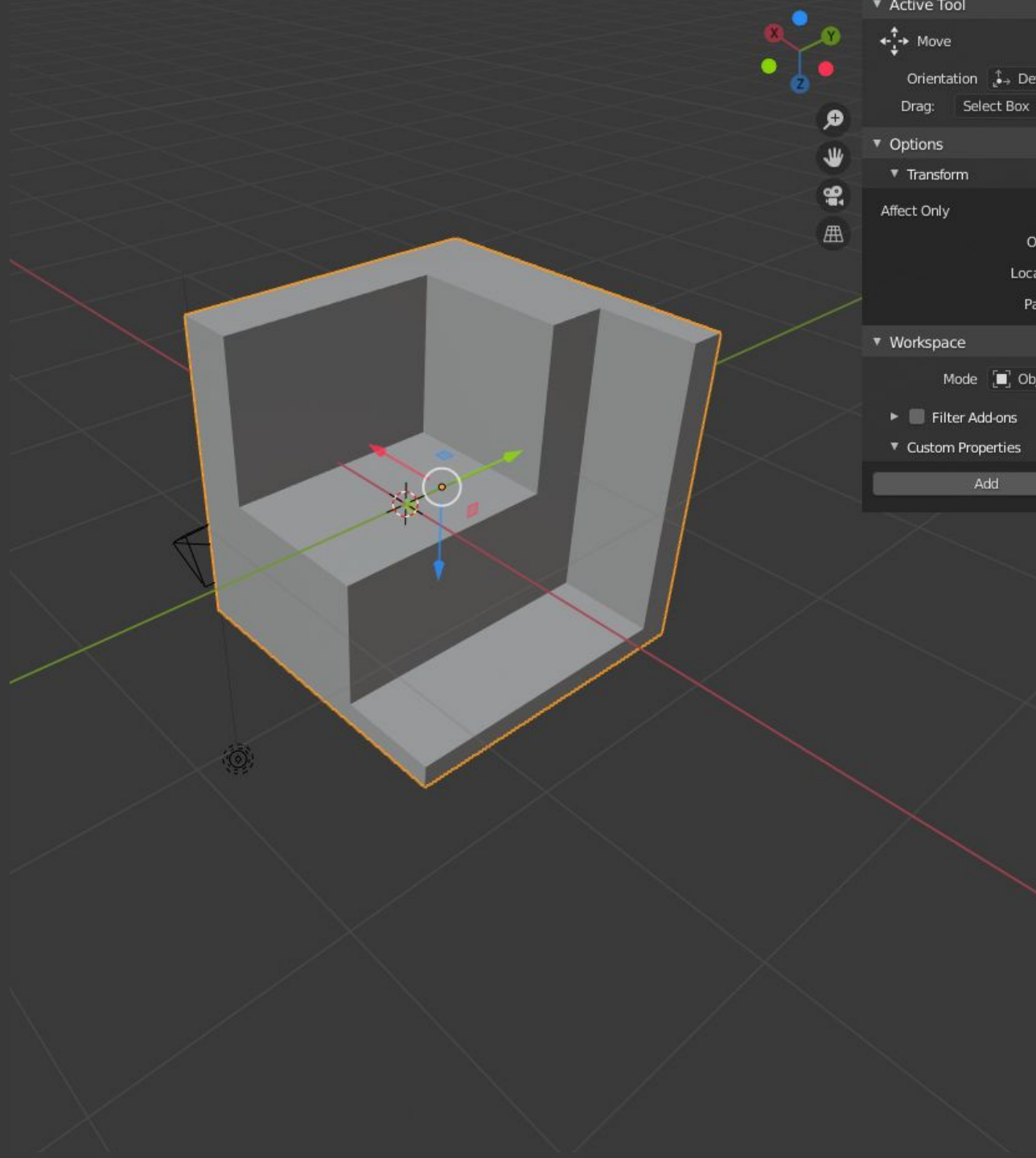

Bool Tool
Auto Boolean
Difference Shift Ctrl Numpad -
Union Shift Ctrl Numpad +
Intersect Shift Ctrl Numpad *
Slice Shift Ctrl Numpad /
Brush Boolean
Difference Ctrl Numpad -
Union Ctrl Numpad +
Intersect Ctrl Numpad *
Slice Ctrl Numpad /

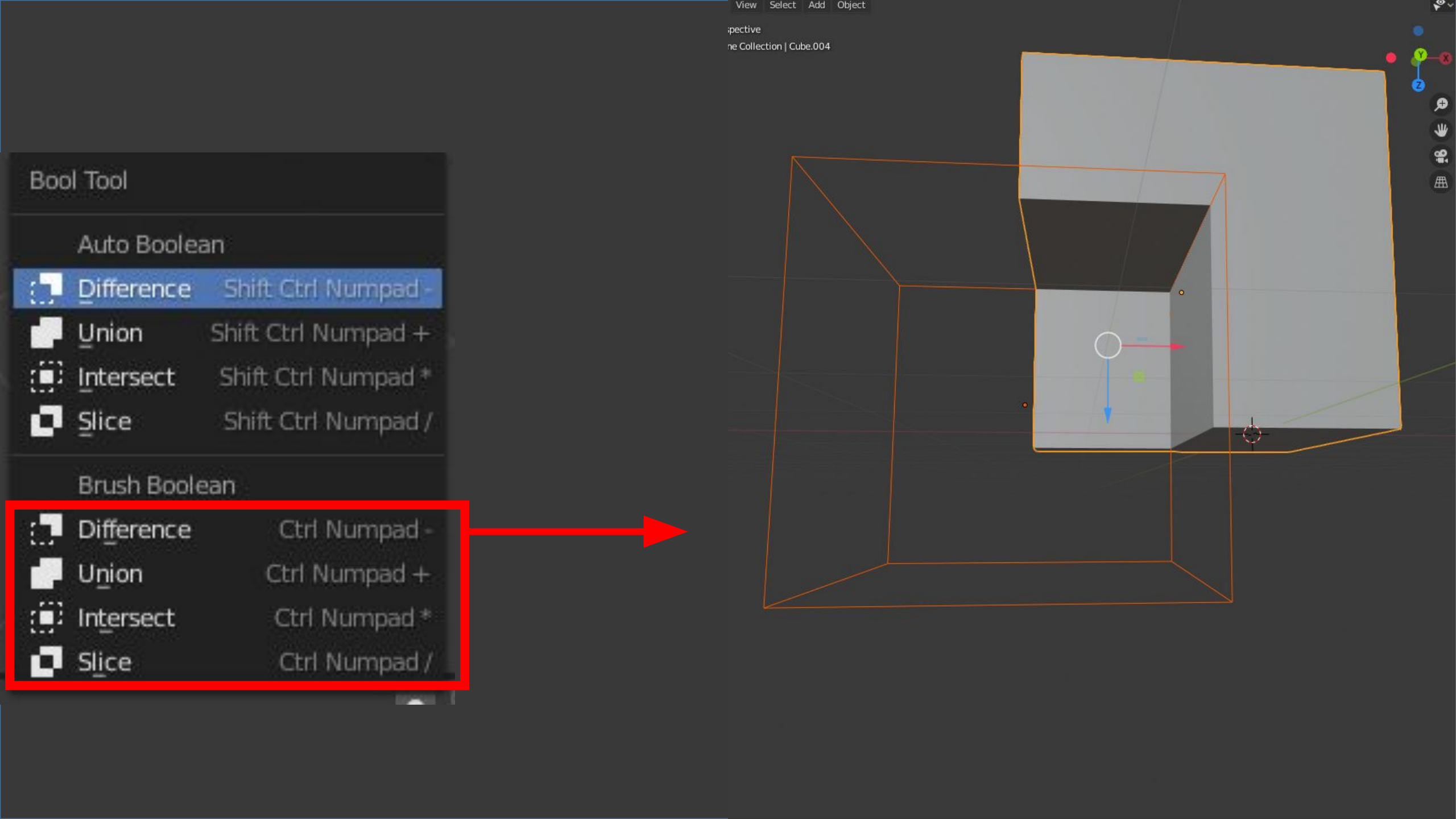

Bool Tool
Auto Boolean
Difference Shift Ctrl Numpad -
Union Shift Ctrl Numpad +
Intersect Shift Ctrl Numpad *
Slice Shift Ctrl Numpad /
Brush Boolean
Difference Ctrl Numpad -
Union Ctrl Numpad +
Intersect Ctrl Numpad *
Slice Ctrl Numpad /

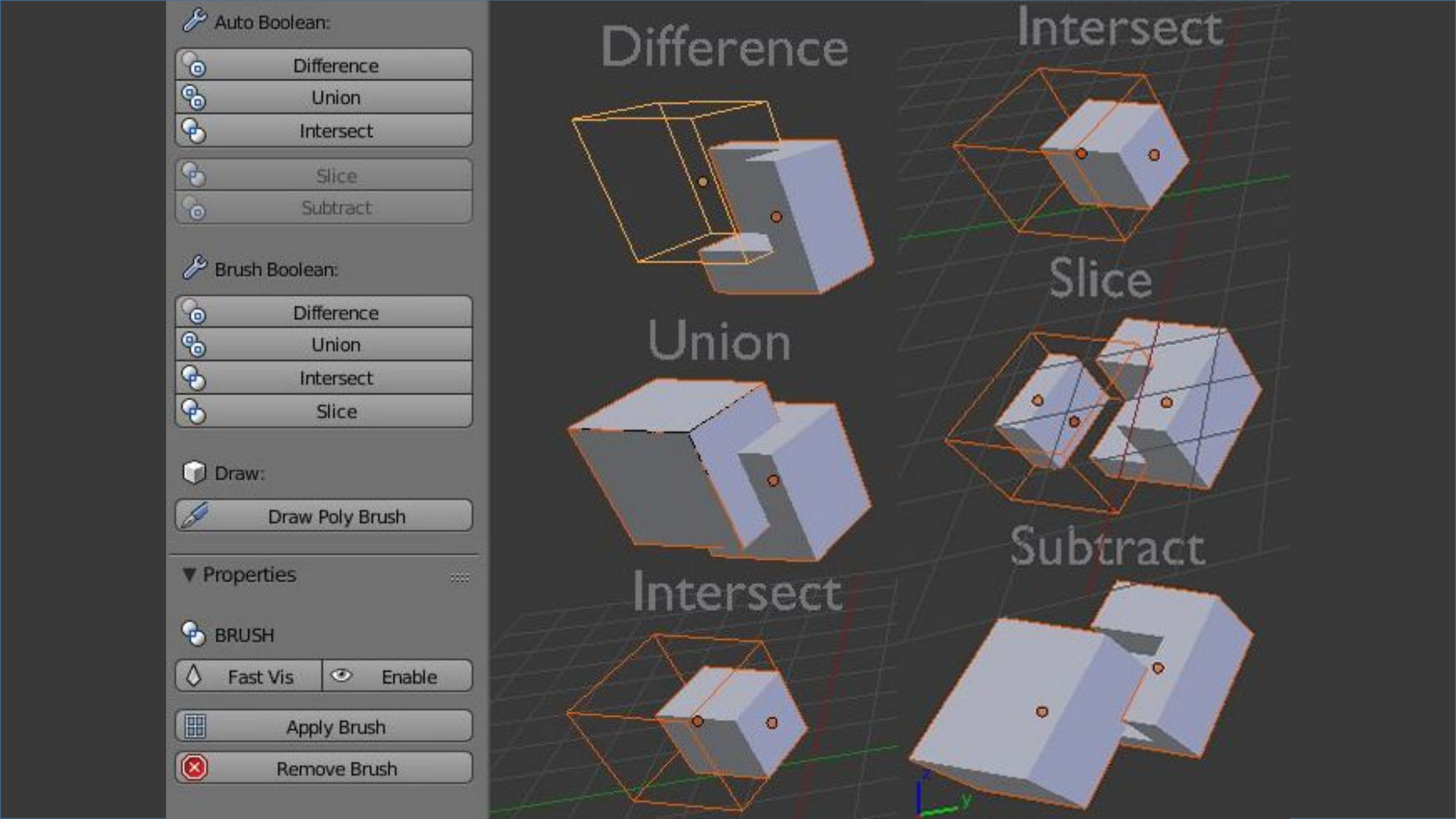

Blender
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting
Elastic Deform Radius 122 px Strength 0.500 Brush Texture Stroke Falloff Cursor
Sculpt Mode View Sculpt Mask
User Perspective
(80) Cube
Scene Collection
Collection
Camera
Light
Cube
Cube.002
Sphere.001
Sphere.003
Brushes
Elastic Deform
Brush Settings
Radius 122 px
Radius Unit View Scene
Strength 0.500
Normal Radius 0.500
Autosmooth 0.000
Normal Weight 0.000
Deformation Tri-scale Grab
Volume Preservation 0.400
Advanced
Texture
Stroke
Falloff
Cursor
Dyntopo
Remesh
Symmetry
Options
Workspace
Sculpt Move Rotate View Sculpt Context Menu
Cube | Verts:20 | Faces:12 | Tris:36 | Objects:1/10 | Mem: 106.4 MiB | v2.82.7
ENG
1:11
07.03.2020

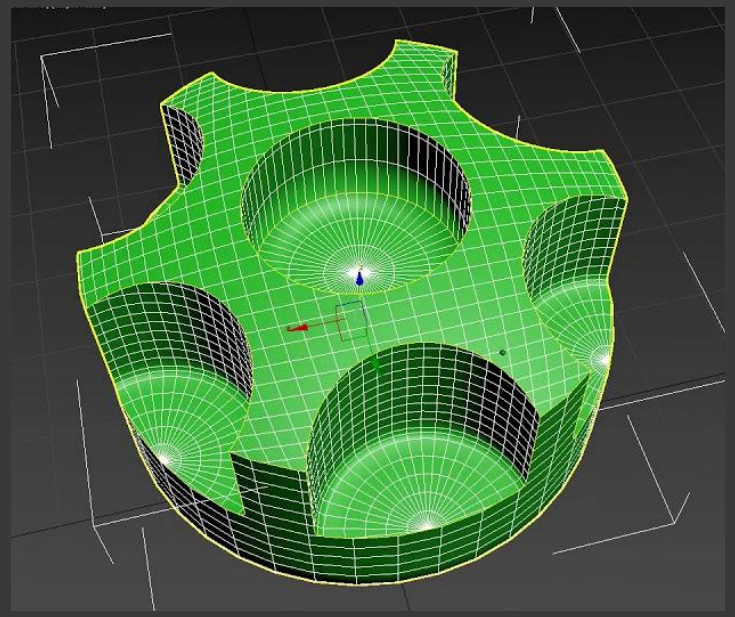

Bool Tool
Auto Boolean
Difference Shift Ctrl Numpad -
Union Shift Ctrl Numpad +
Intersect Shift Ctrl Numpad *
Slice Shift Ctrl Numpad /
Brush Boolean
Difference Ctrl Numpad -
Union Ctrl Numpad +
Intersect Ctrl Numpad *
Slice Ctrl Numpad /


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 /

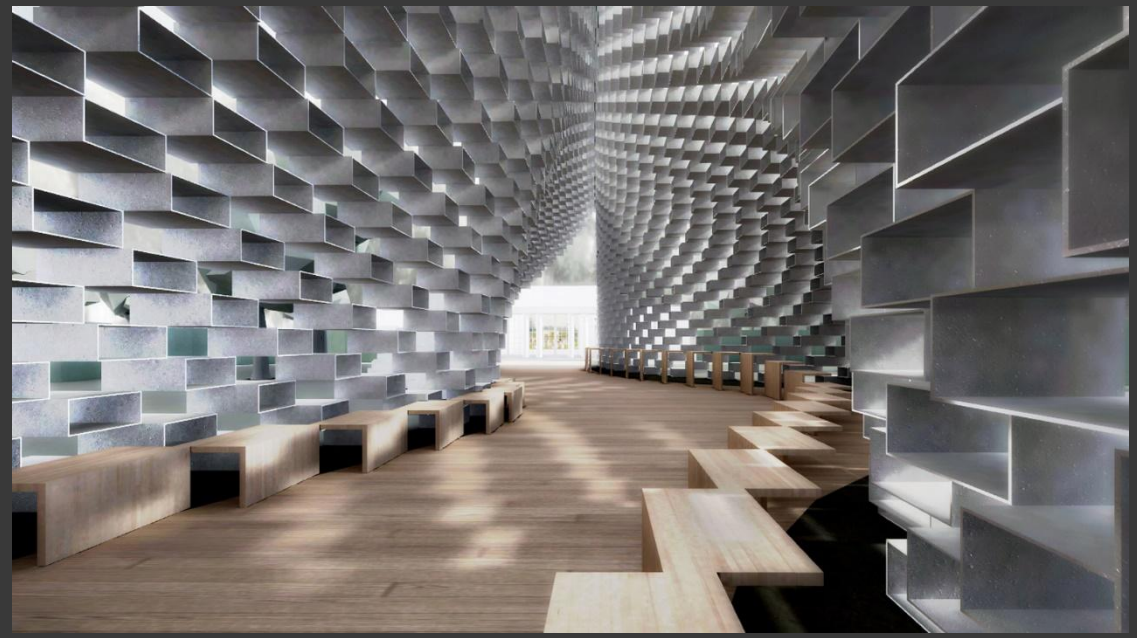

Active Tool
Move
Orientation
Drag:
Select Box
Options
Transform
Affect Only
Workspace
Mode
Filter Add-ons
Custom Properties
Add


View
Select
Add
Object
spective
ne Collection | Cube.004
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
Union
Slice
Intersect
Subtract

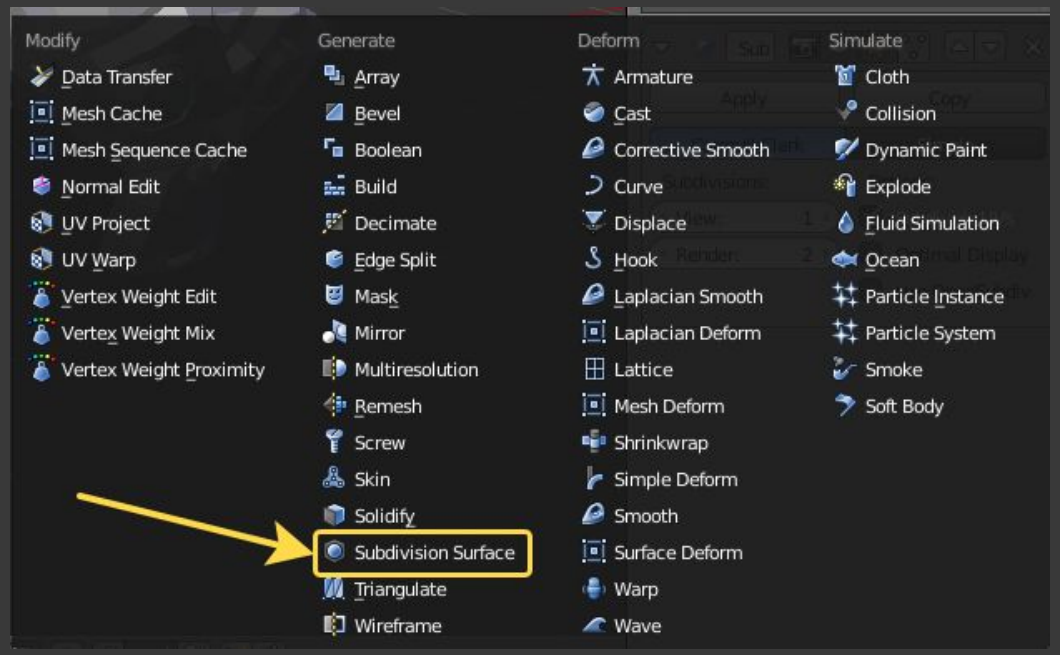


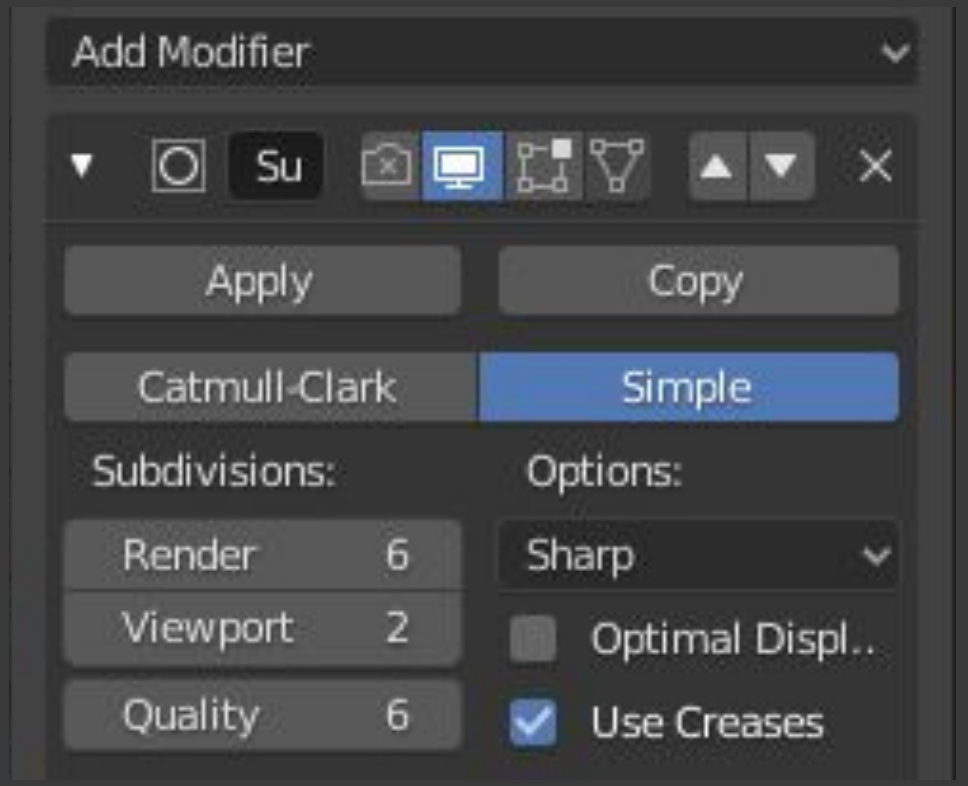
ПОСЕТИ ПРОСТРАНСТВО
ВИРТУАЛЬНЫХ
РАЗВЛЕЧЕНИЙ
ARENA



Задание: павильон VR

Модификатор Subdivision Surface

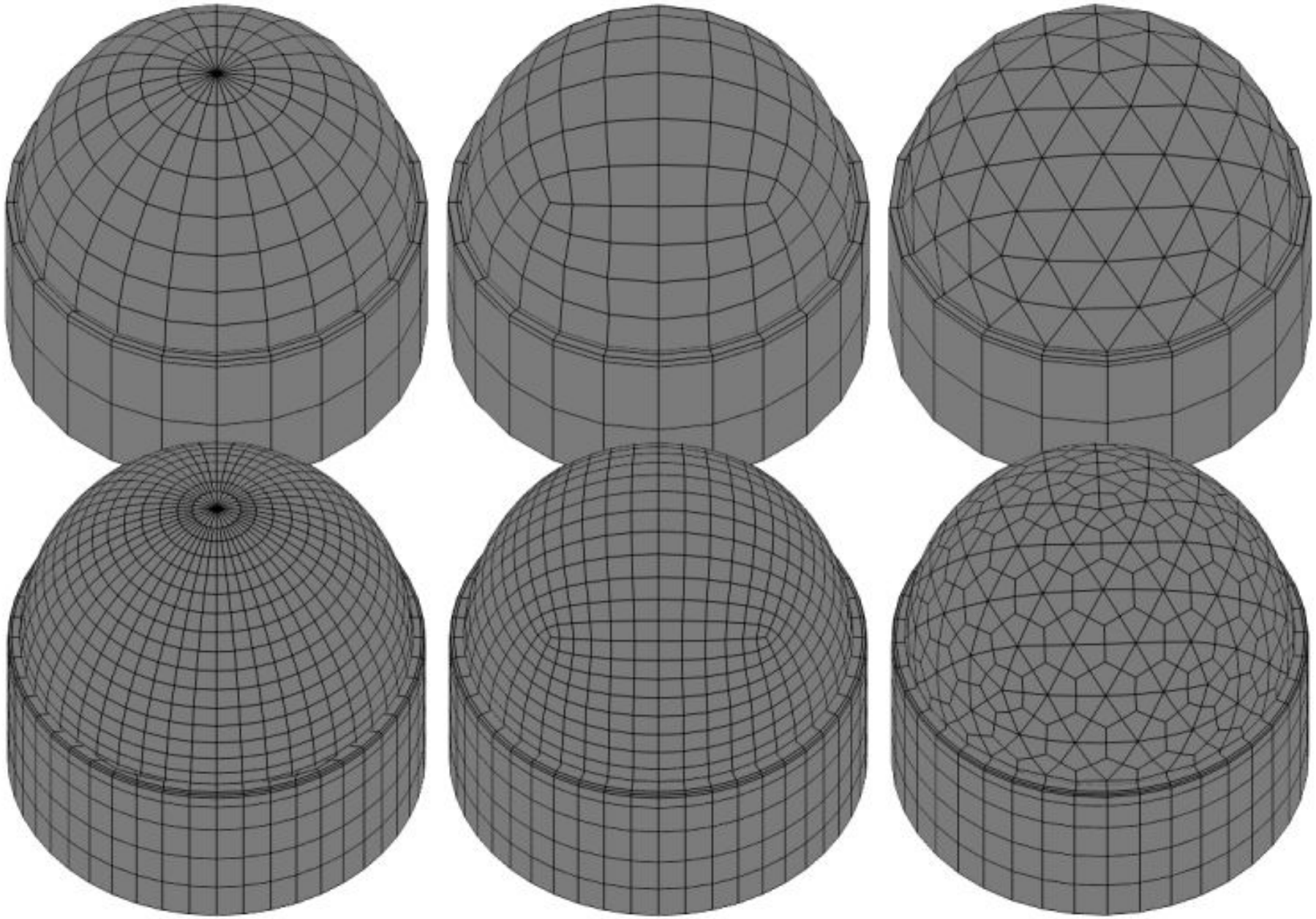




За степень сглаживания отвечают параметры **View и Render** и **Quality**
View — это степень сглаживания во время просмотре в 3D View.
Render — это степень сглаживания при рендеринге.
Quality – качество

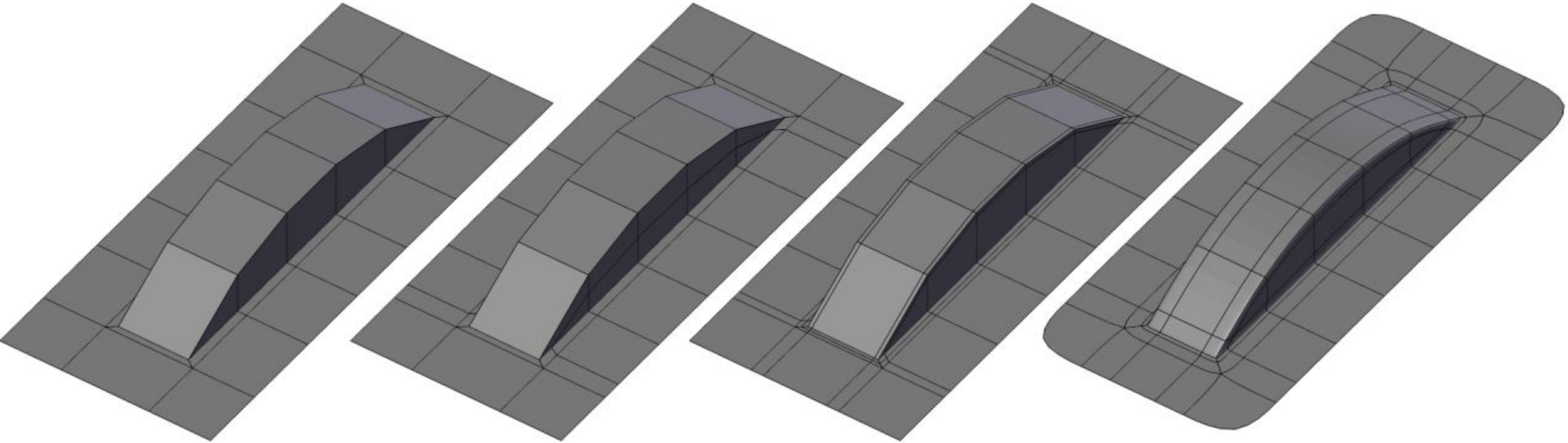
Базовая геометрия

Sub-Surf



Начните с простой геометрии

Добавьте по разрезу с каждой стороны

Добавьте дополнительные разрезы и отрегулируйте их положение

Модификатор Sub-Surf