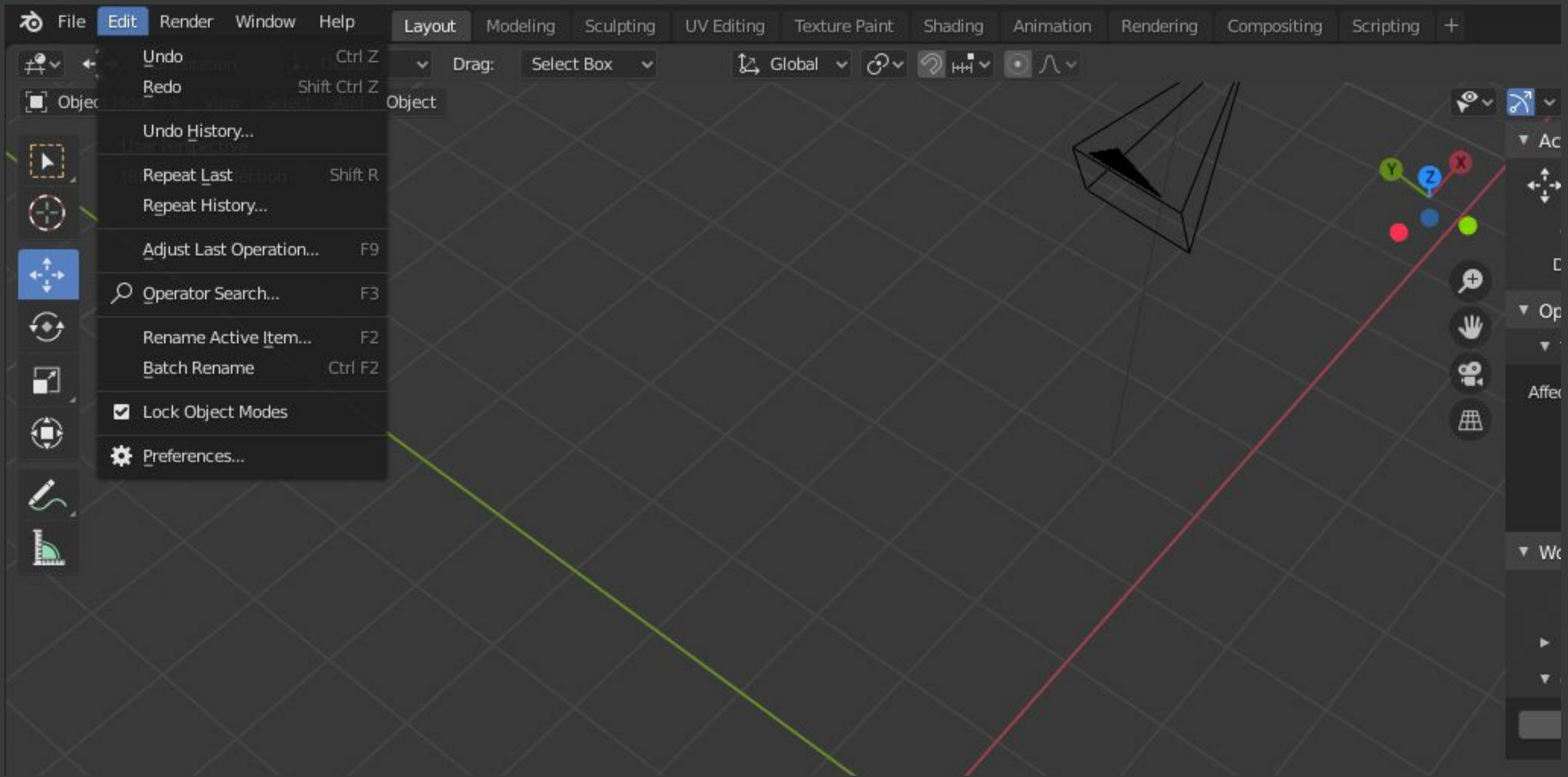
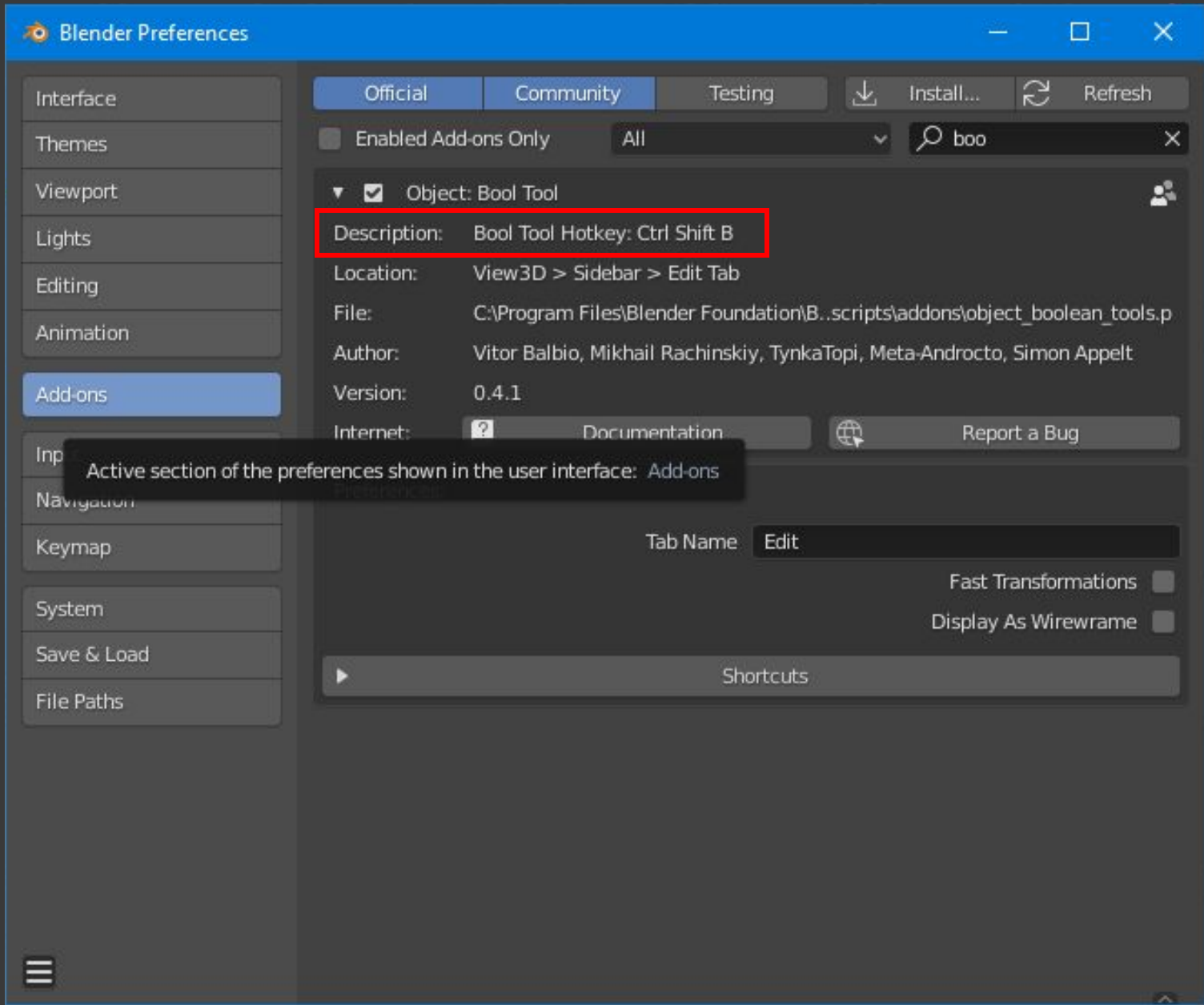


**Bool tool**













# CTRL+Shift+B

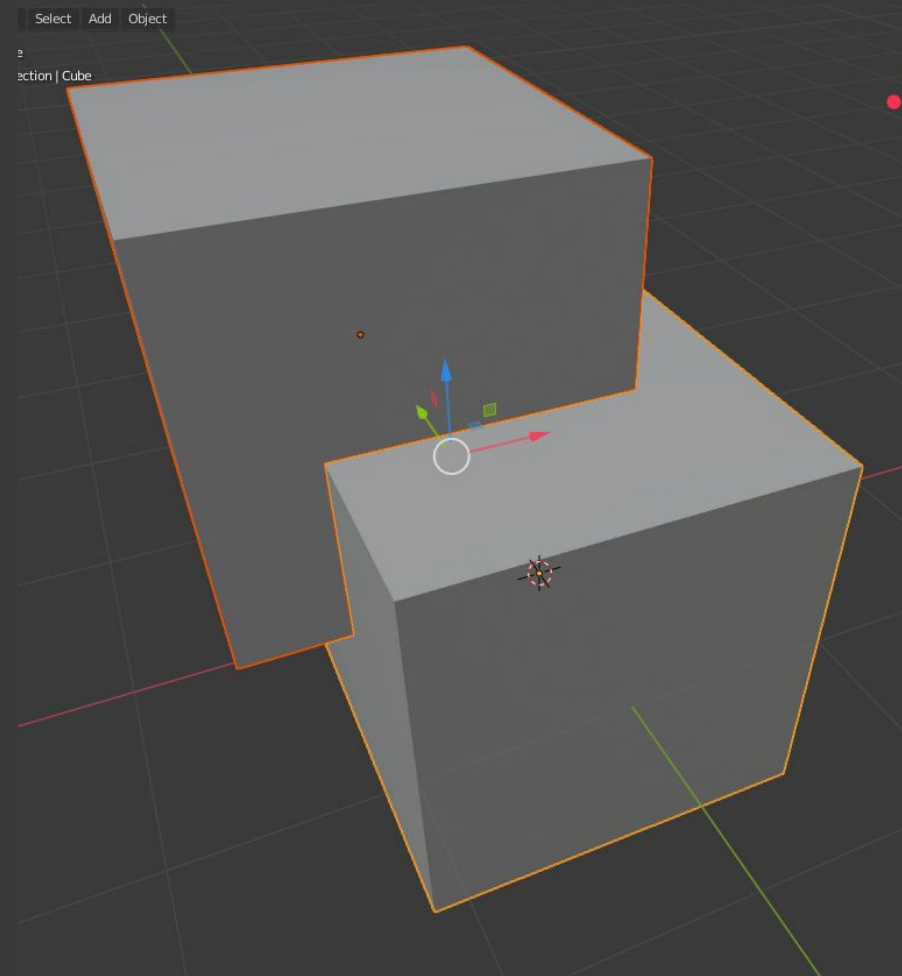
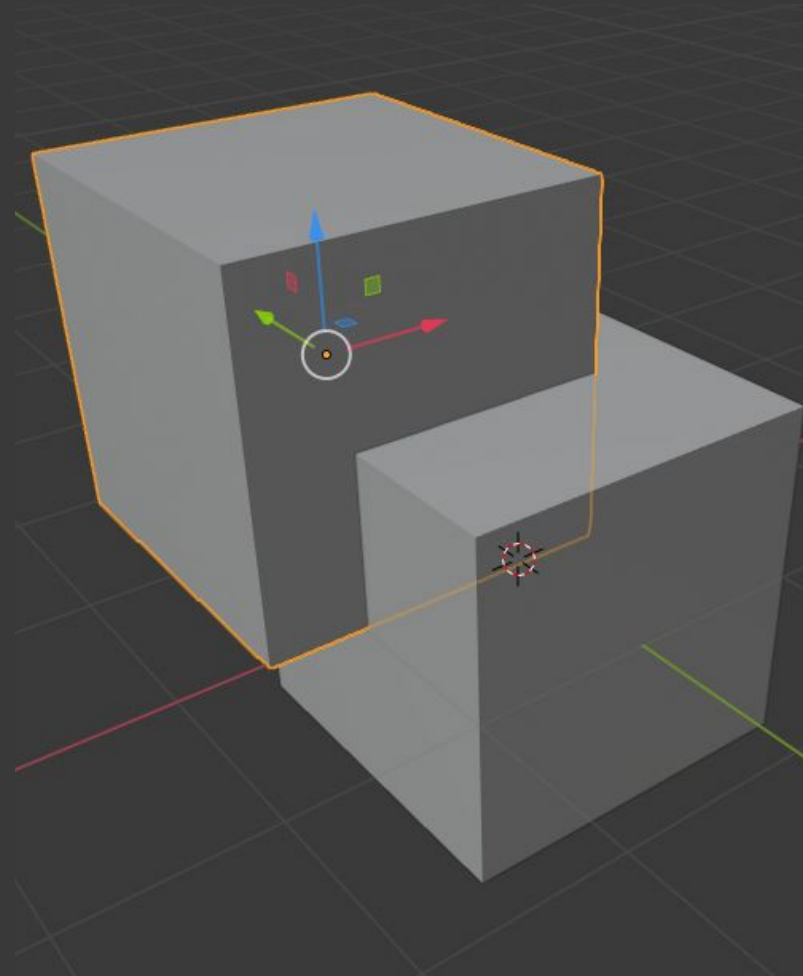
## Bool Tool

### 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 /

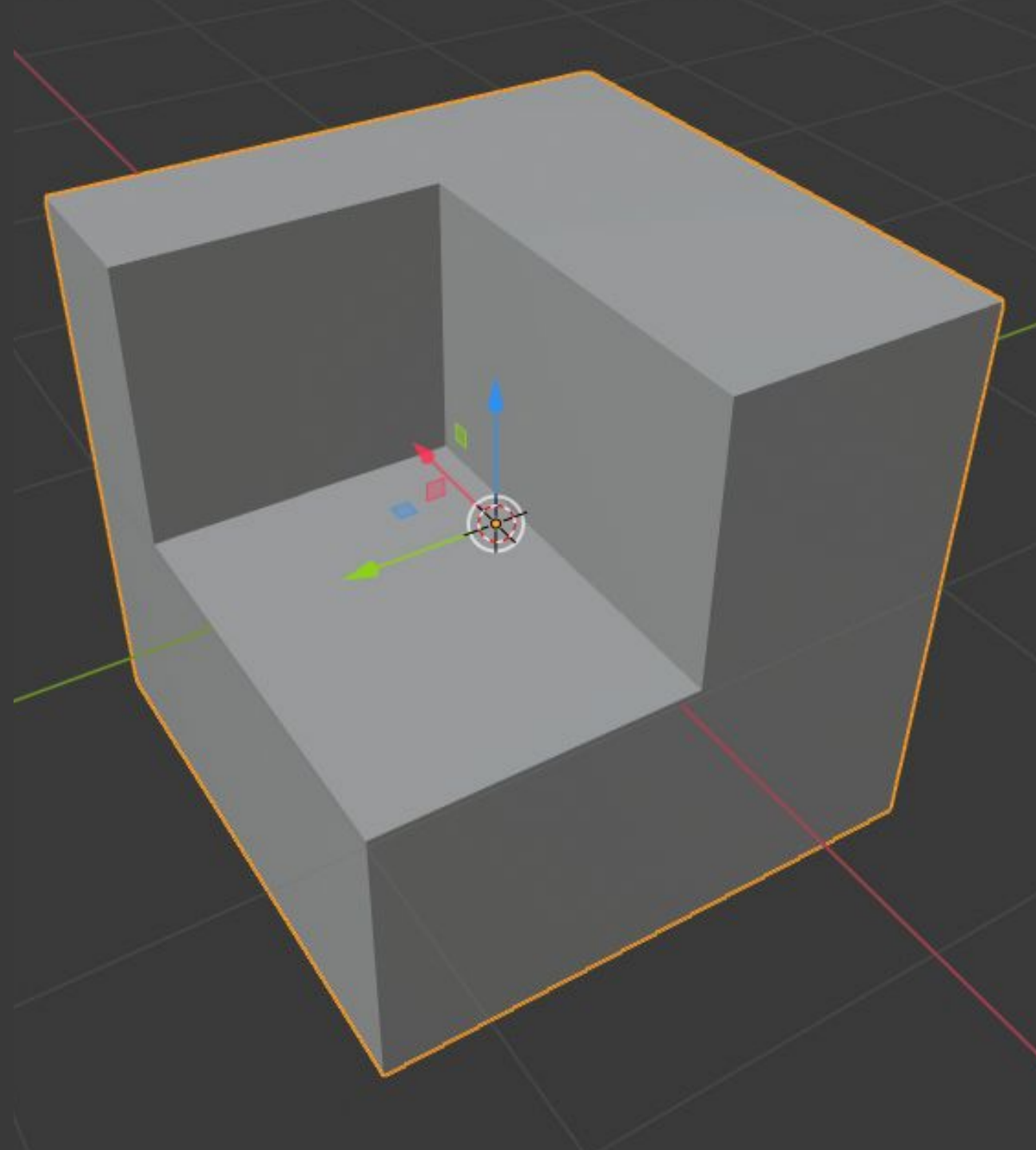
### Brush Boolean

 Difference    Ctrl Numpad -

 Union    Ctrl Numpad +





 Intersect    Ctrl Numpad \*

 Slice    Ctrl Numpad /







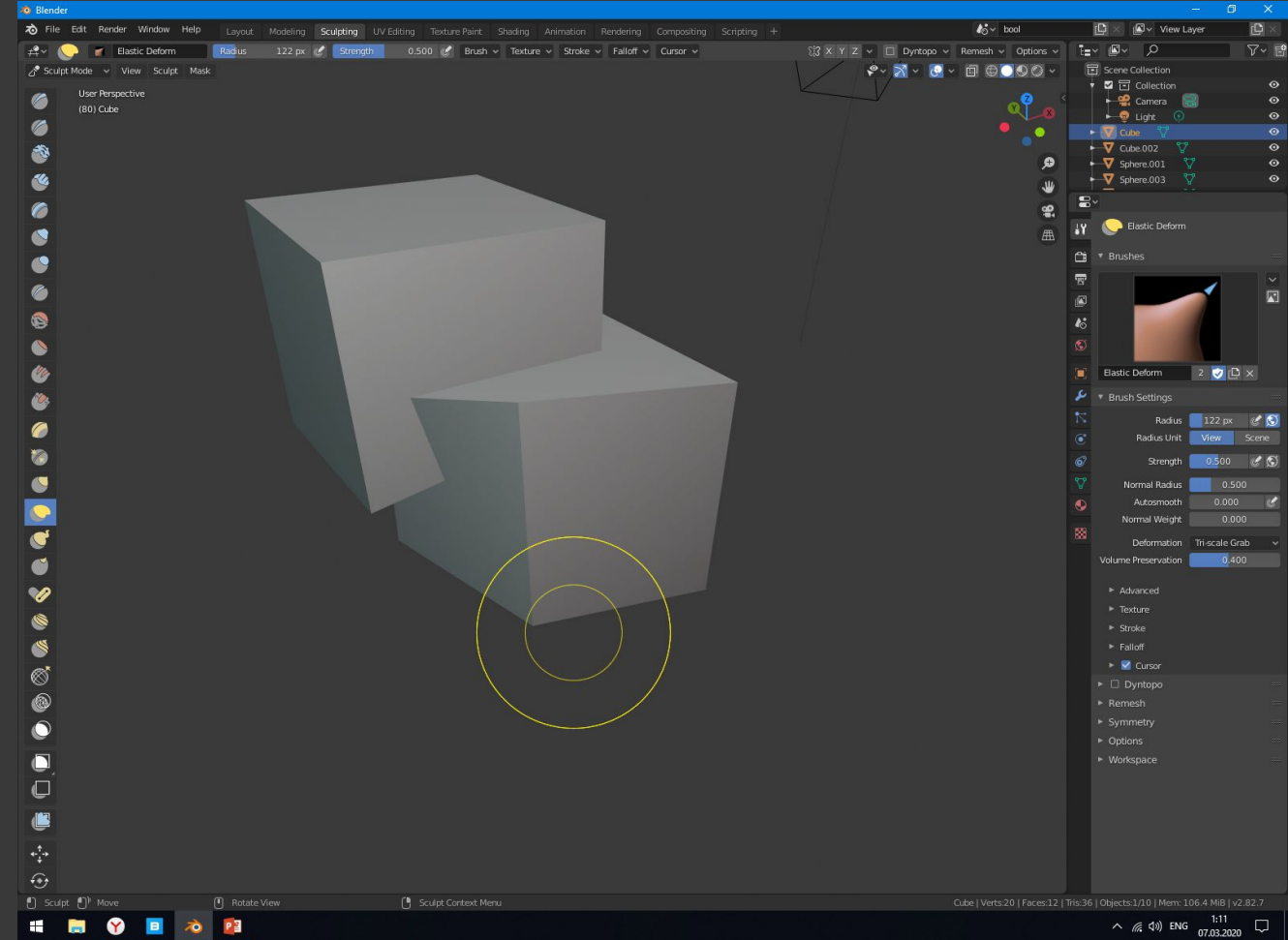
## Bool Tool

### 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 /

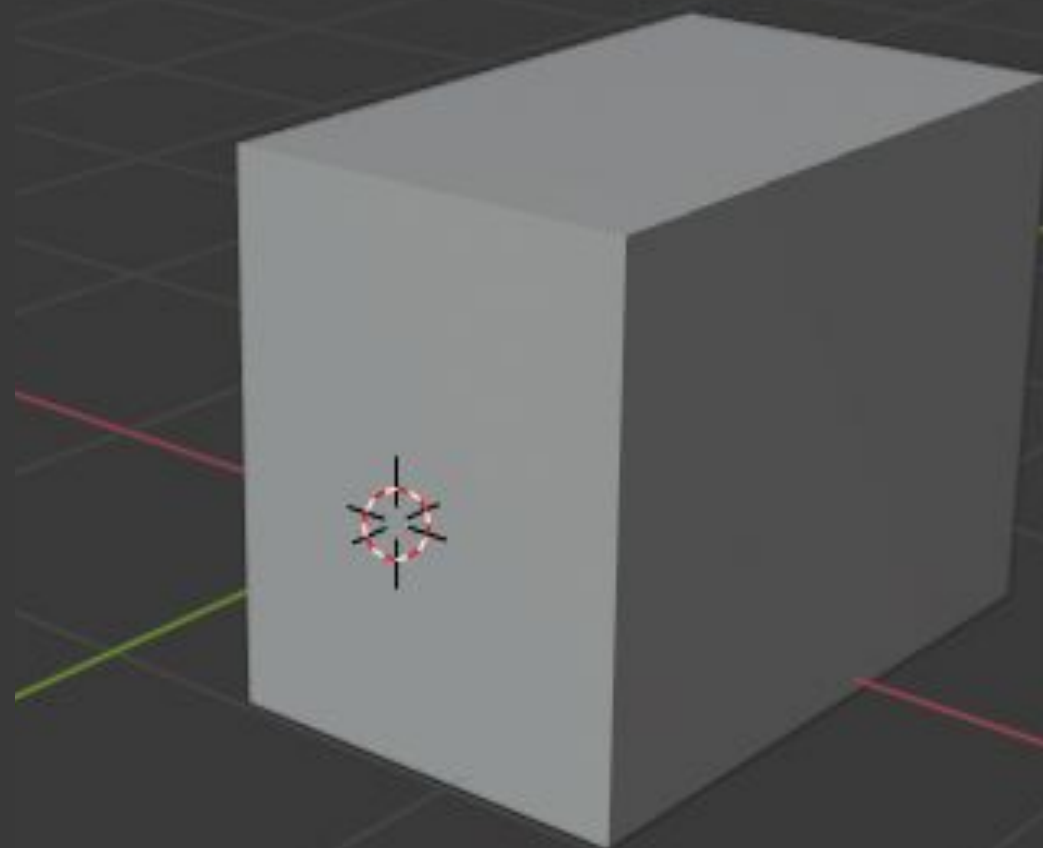
### Brush Boolean

 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 /

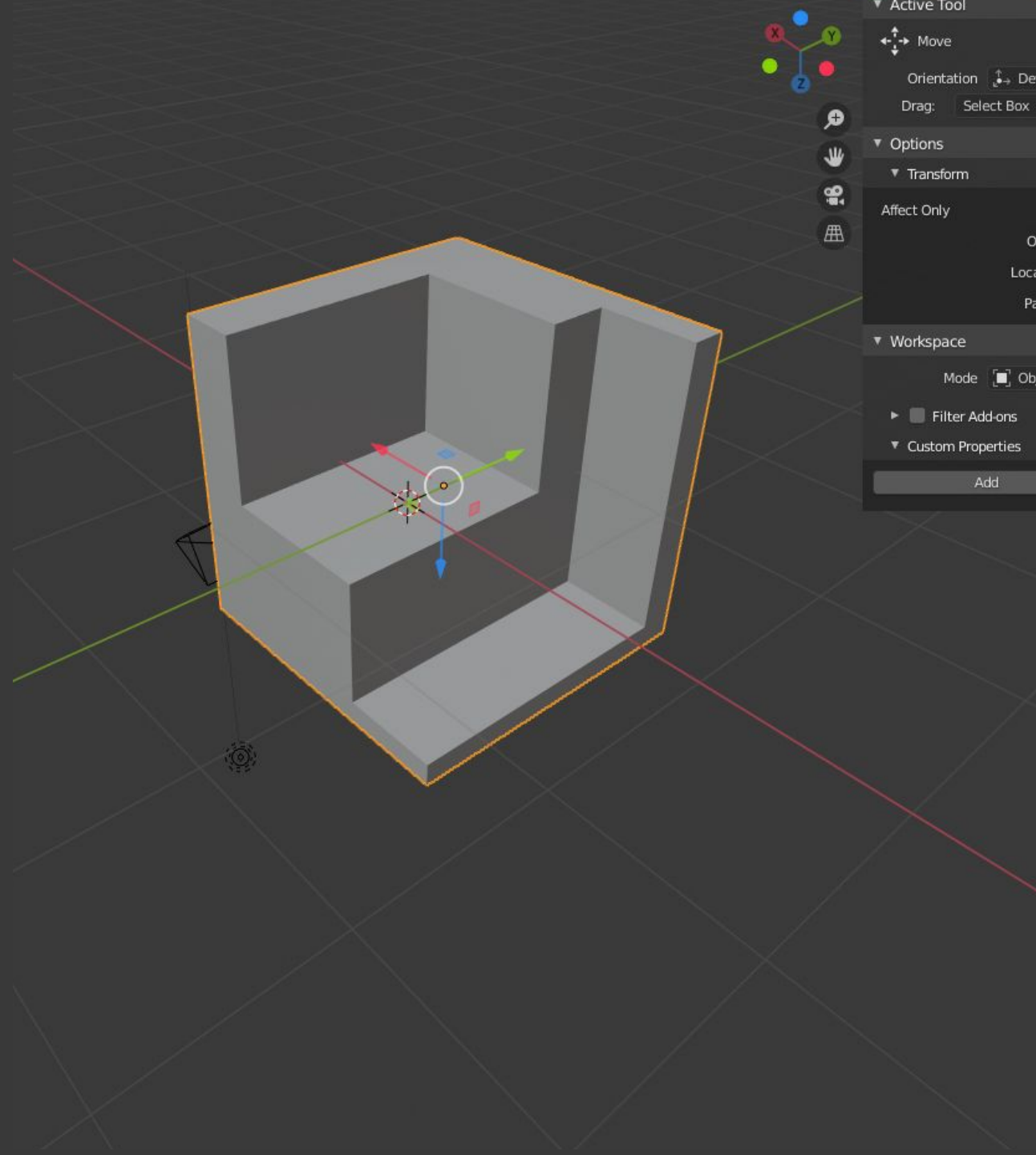
### Brush Boolean

 Difference    Ctrl Numpad -

 Union    Ctrl Numpad +

 Intersect    Ctrl Numpad \*

 Slice    Ctrl Numpad /















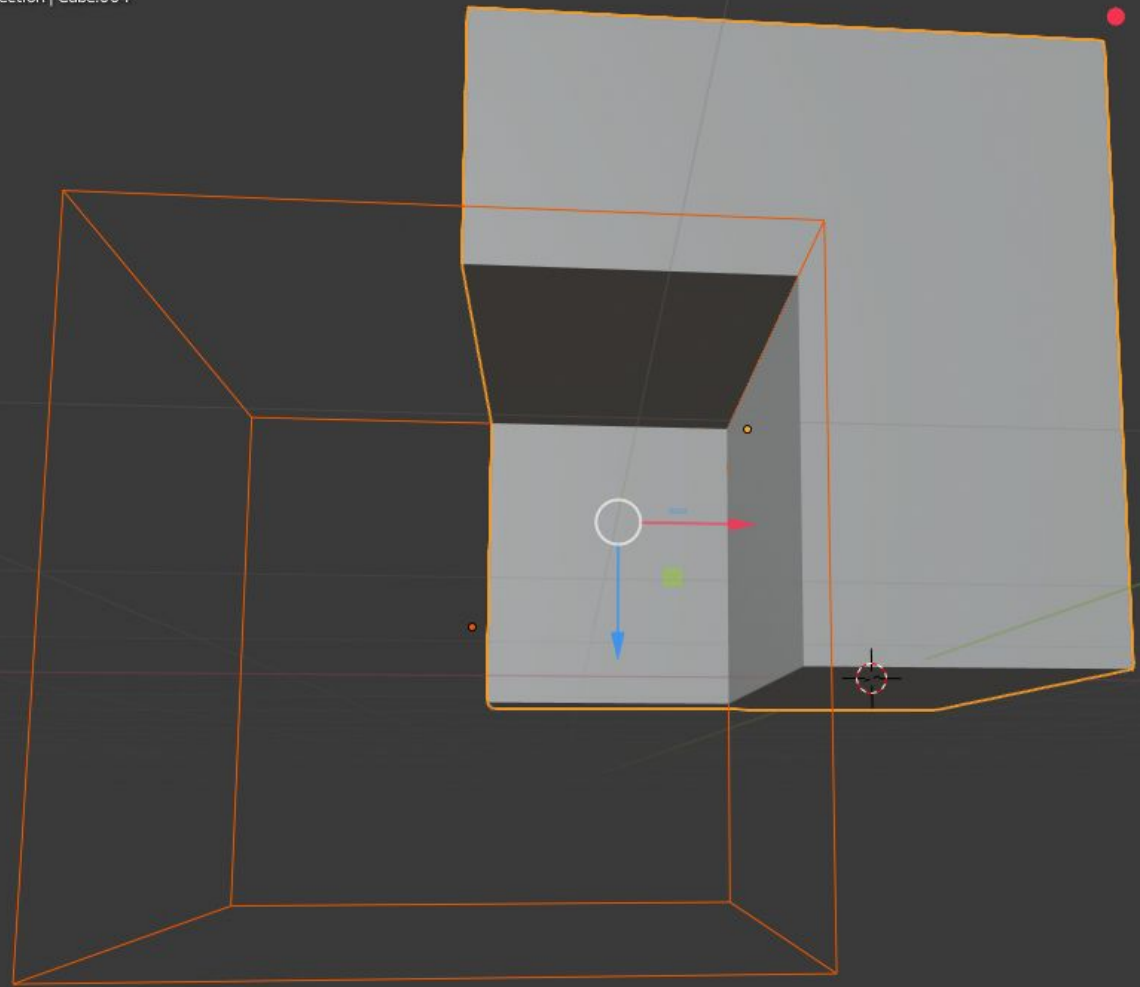
### Bool Tool

#### 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

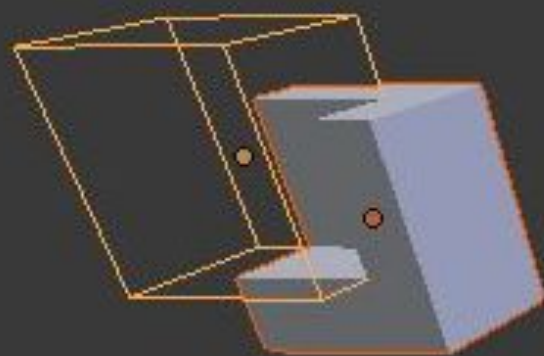
BRUSH

- Fast Vis  Enable

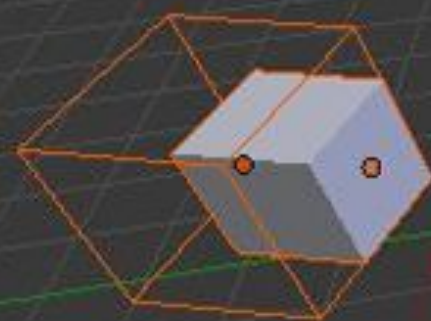
- Apply Brush

- Remove Brush

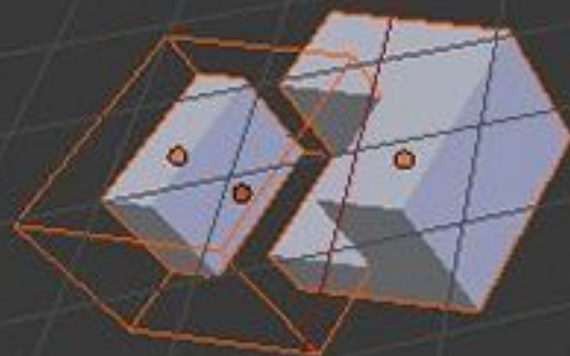
# Difference



# Intersect



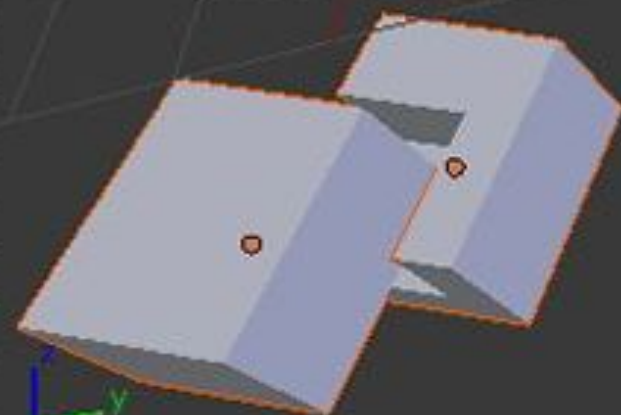
# Slice



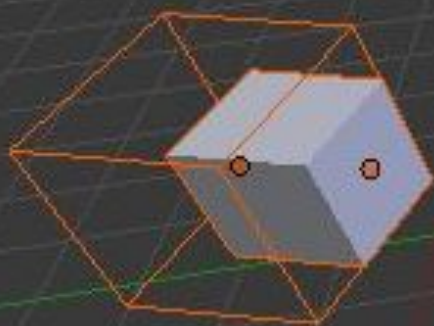
# Union

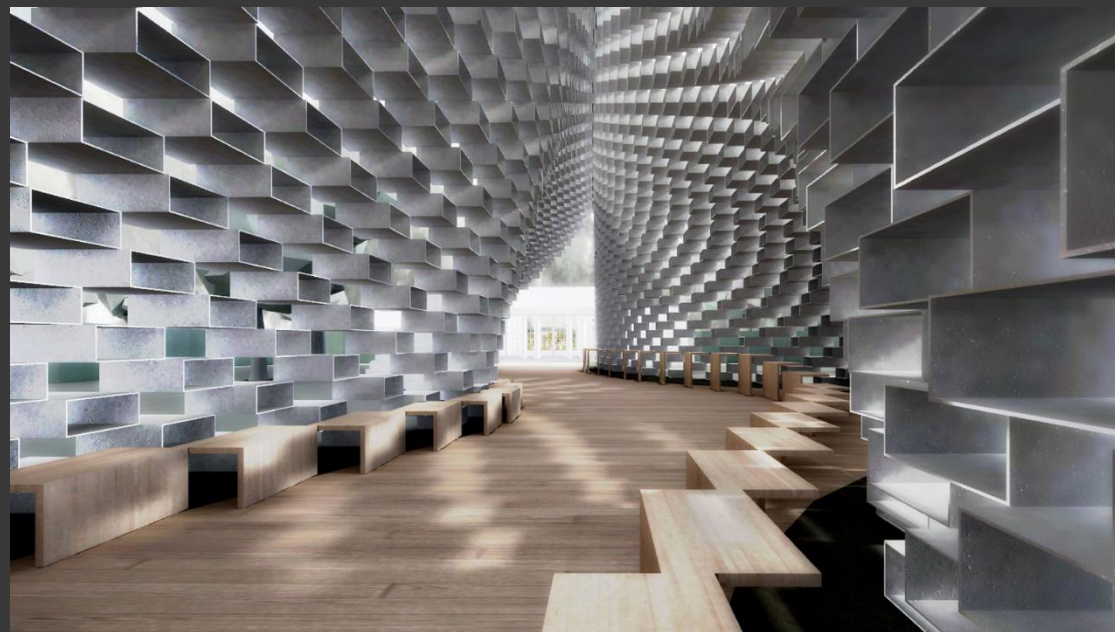
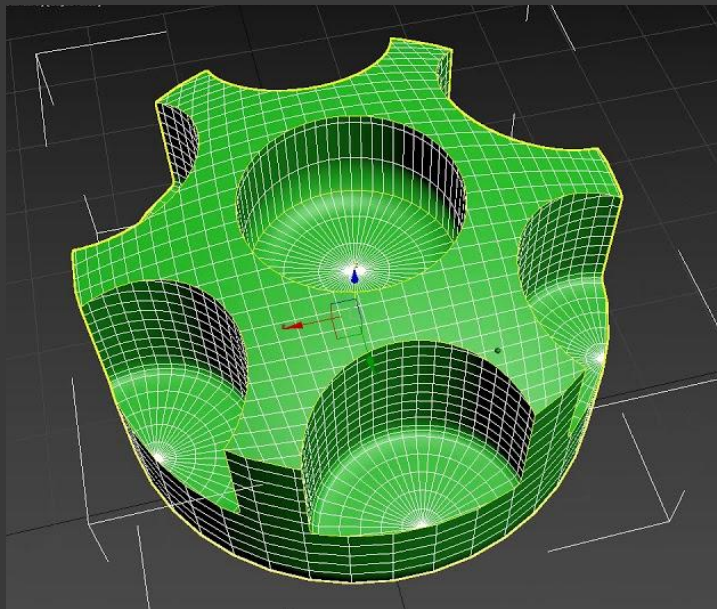


# Subtract



# Intersect



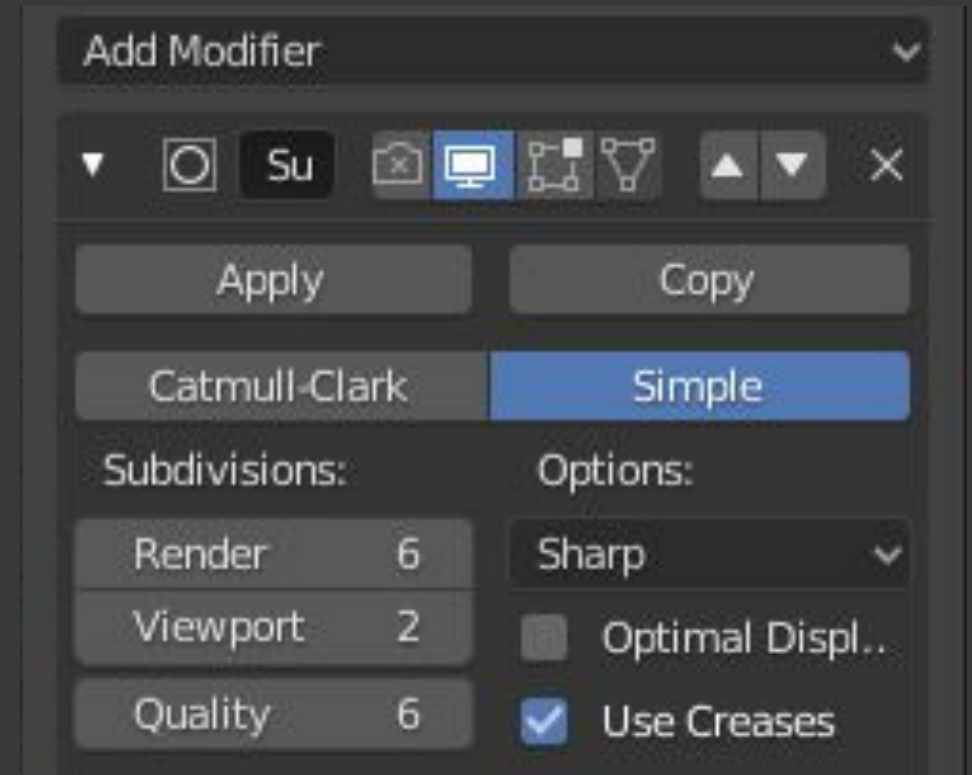
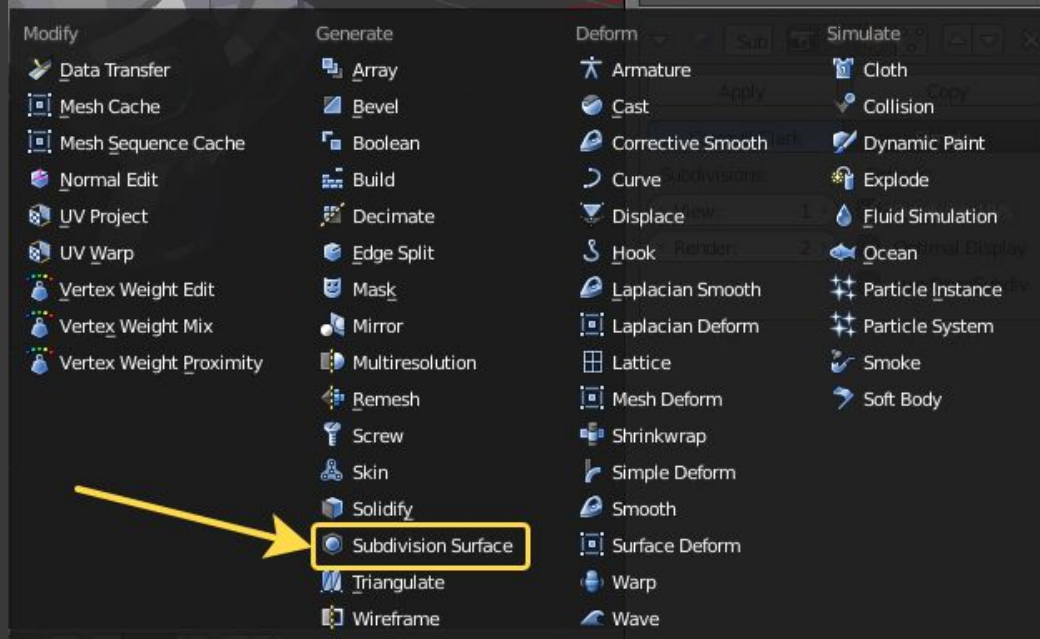


# Задание: павильон

VR



# Модификатор Subdivision Surface



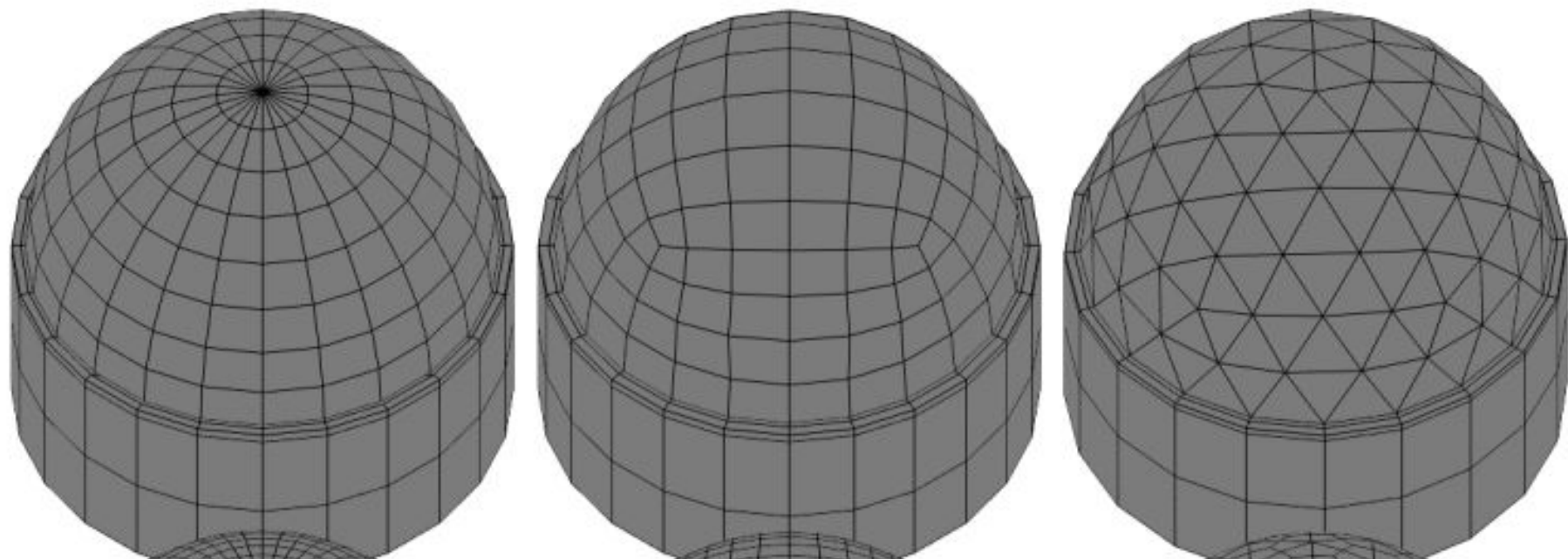
View = 1

View = 2

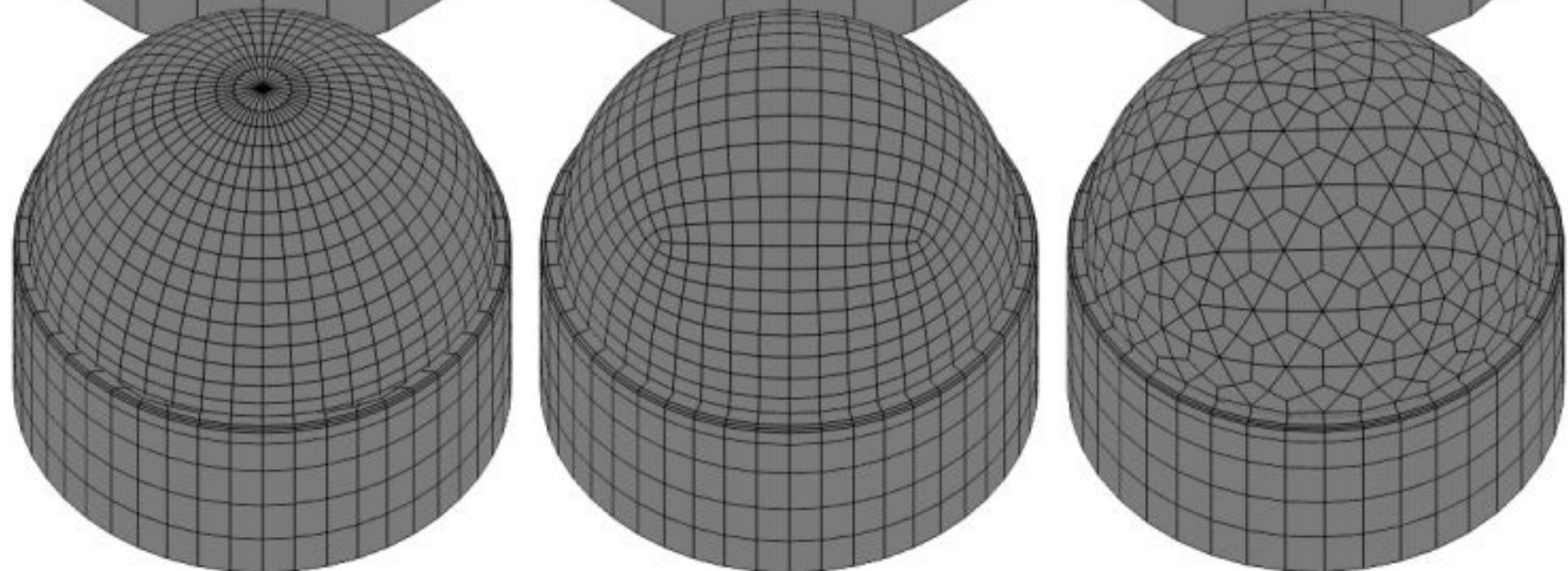
View = 3

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

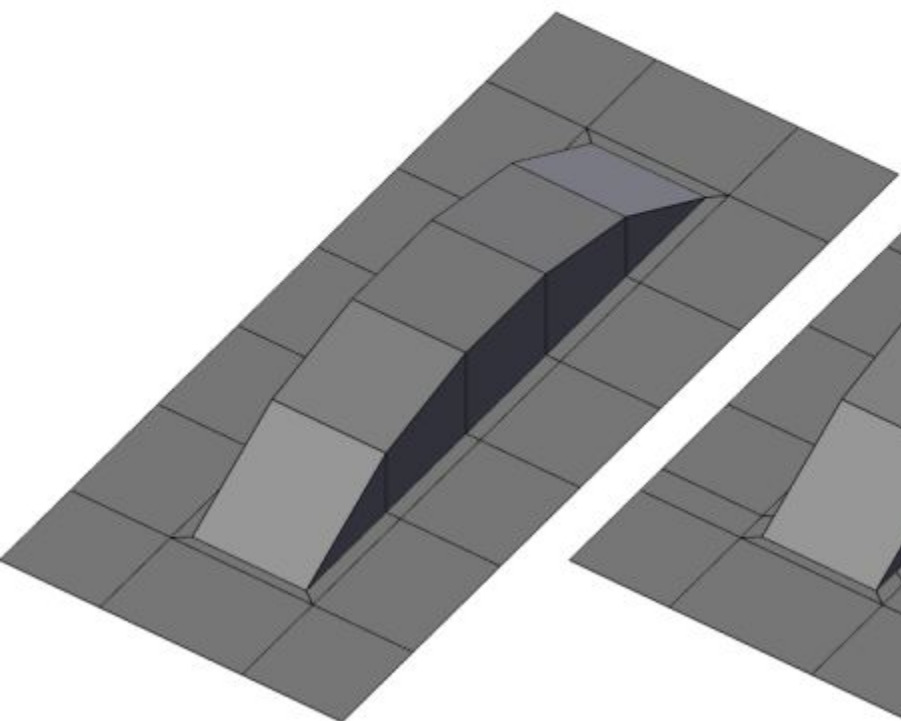
Базовая  
геометрия



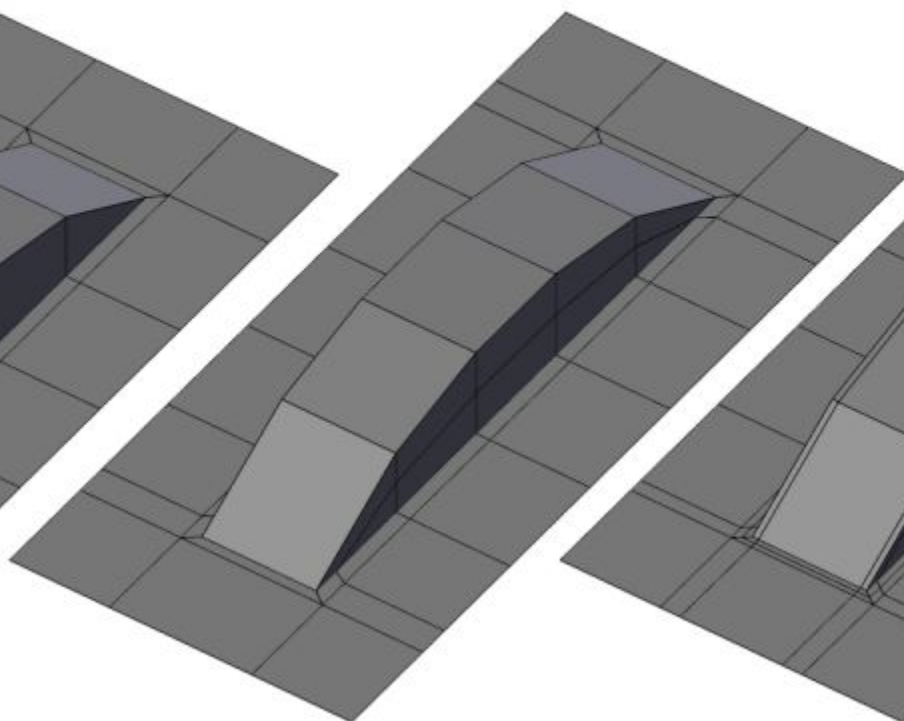
Sub-Surf



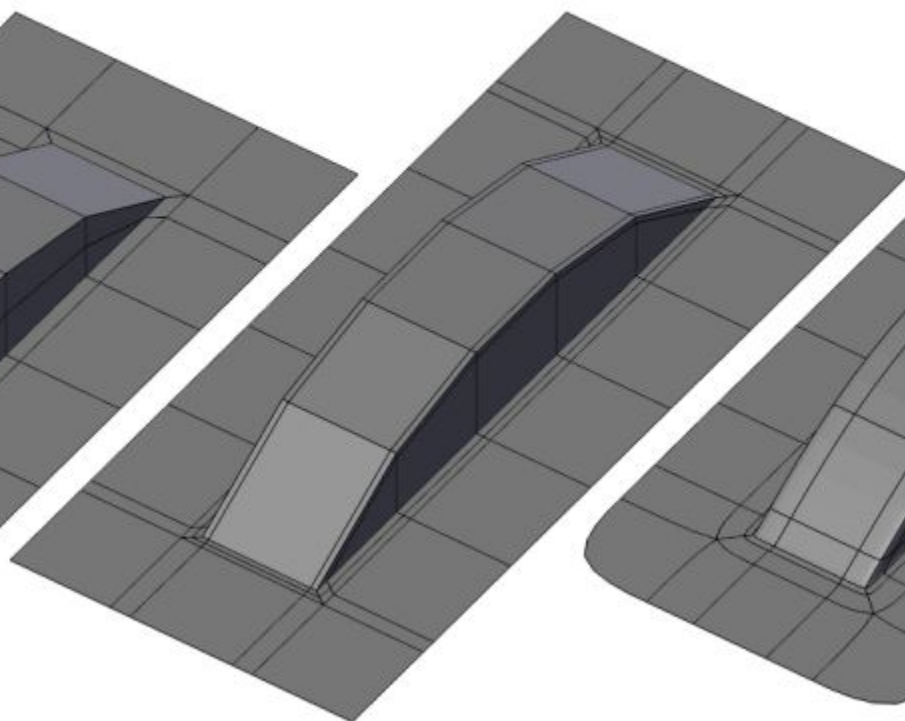
Начните с простой  
геометрии



Добавьте по разрезу  
с каждой стороны



Добавьте дополнительные  
разрезы и отрегулируйте  
их положение



Модификатор  
Sub-Surf

