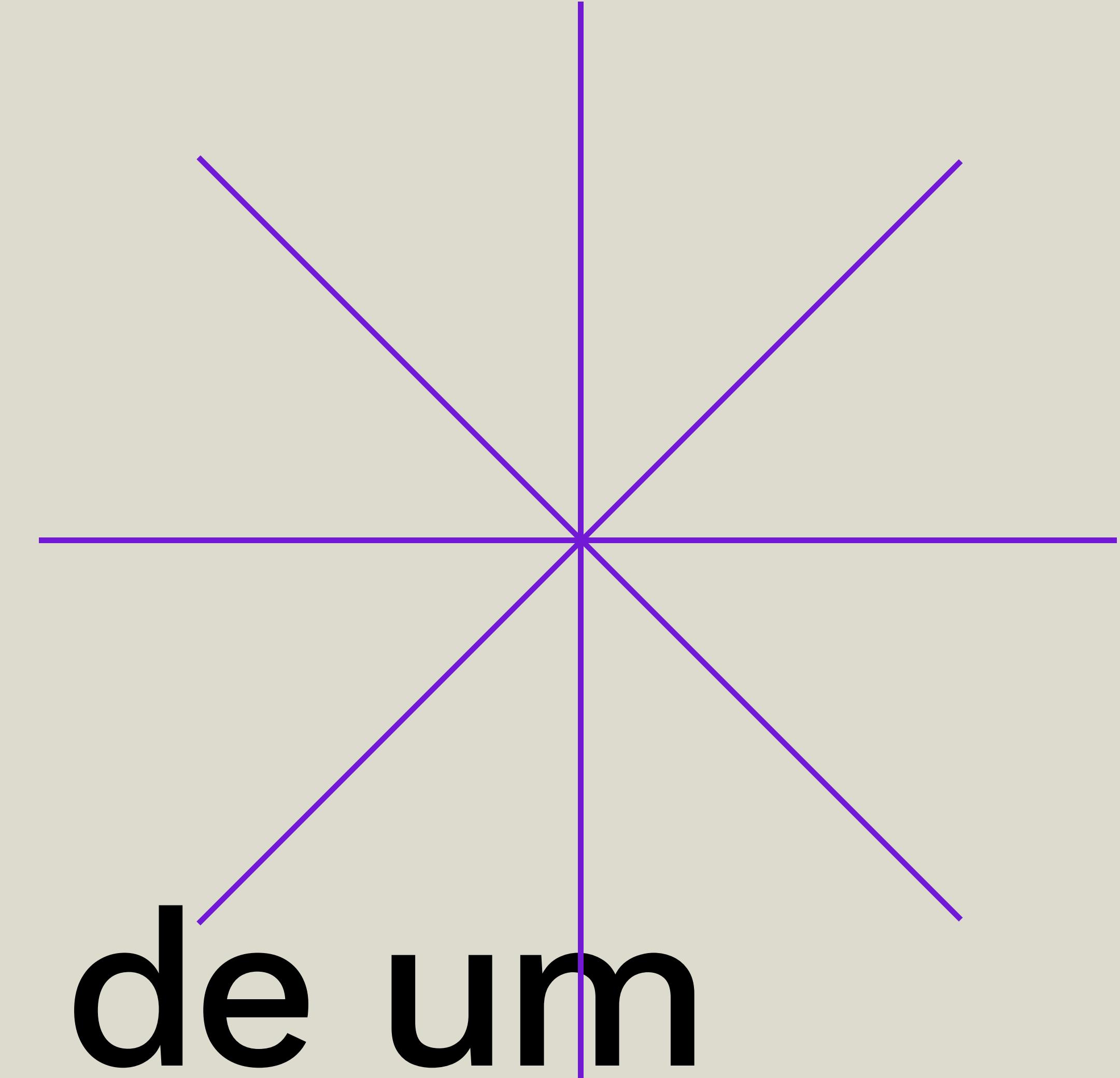
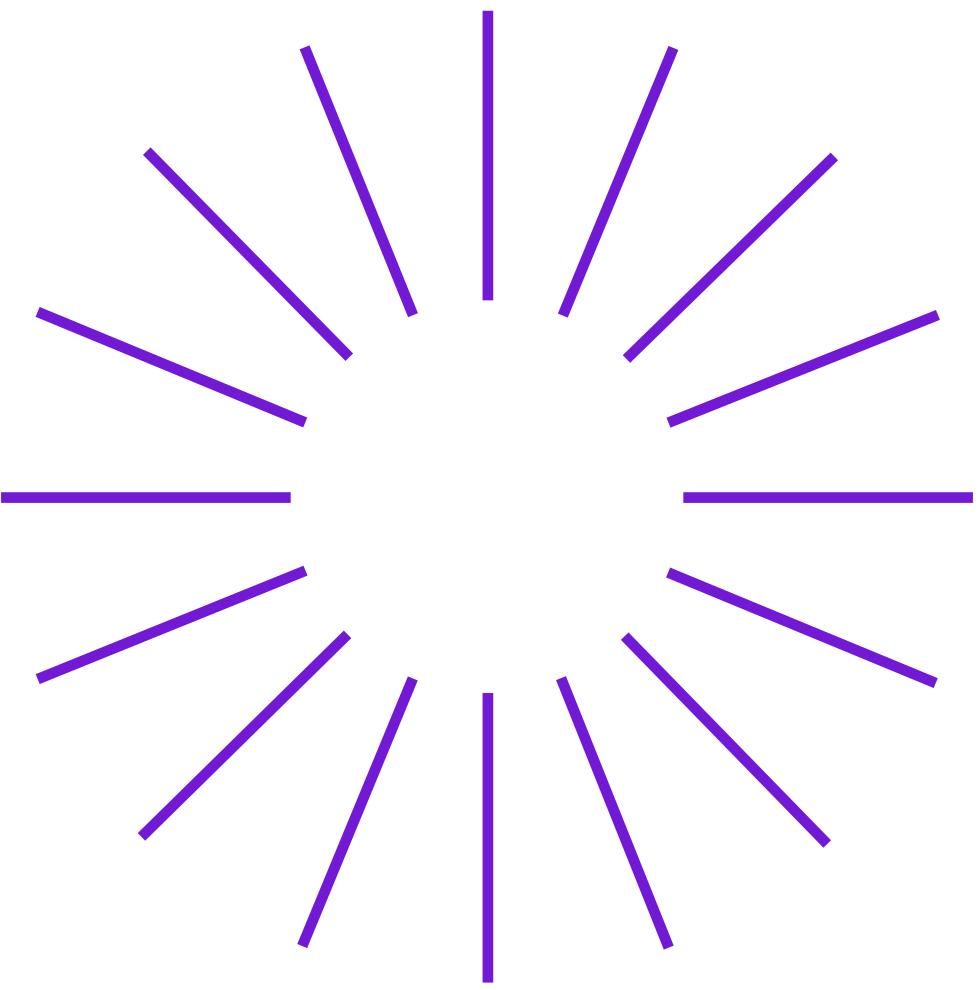


# 07. Modelação de um Quarto no Blender



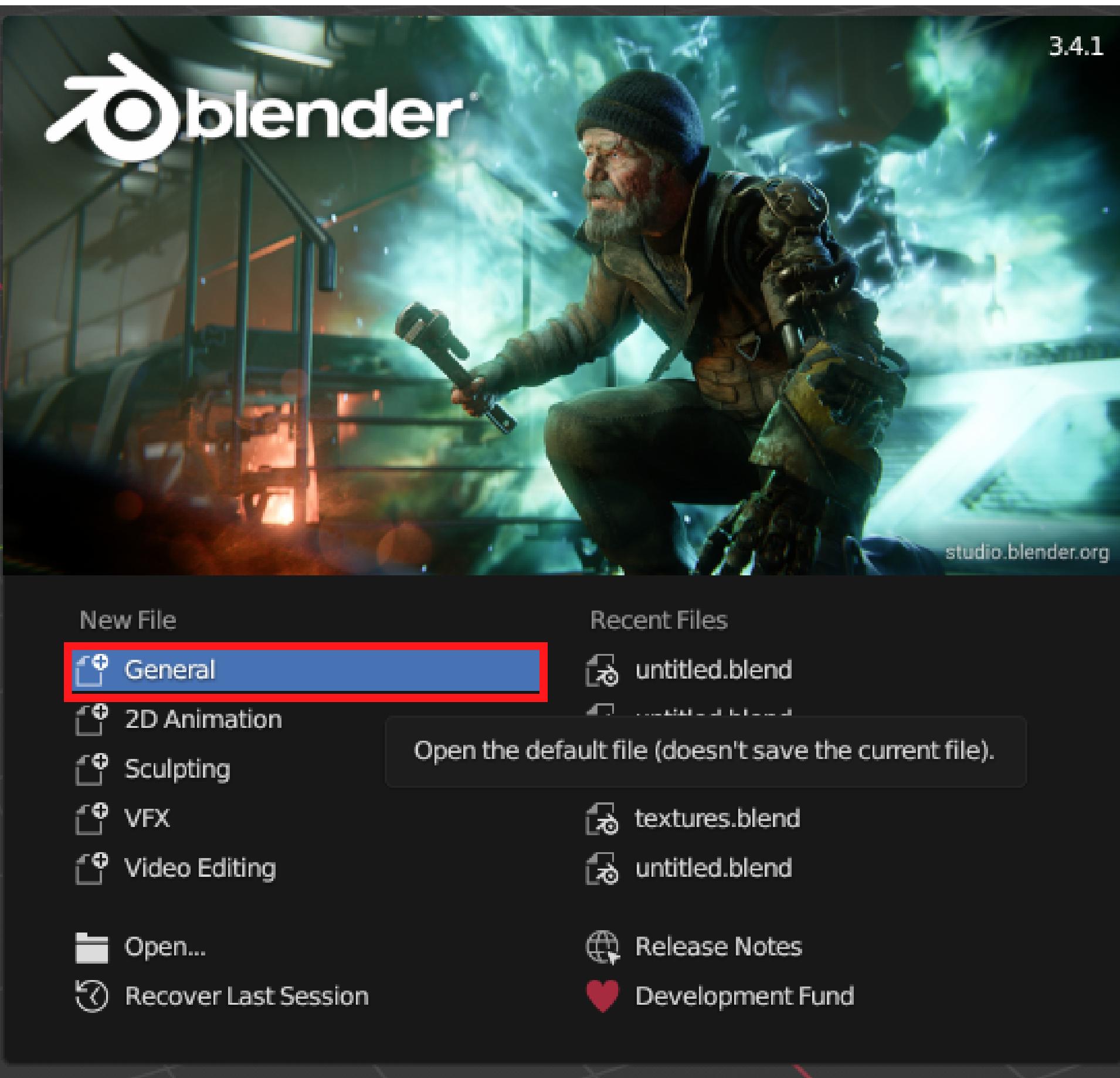
# ÍNDICE



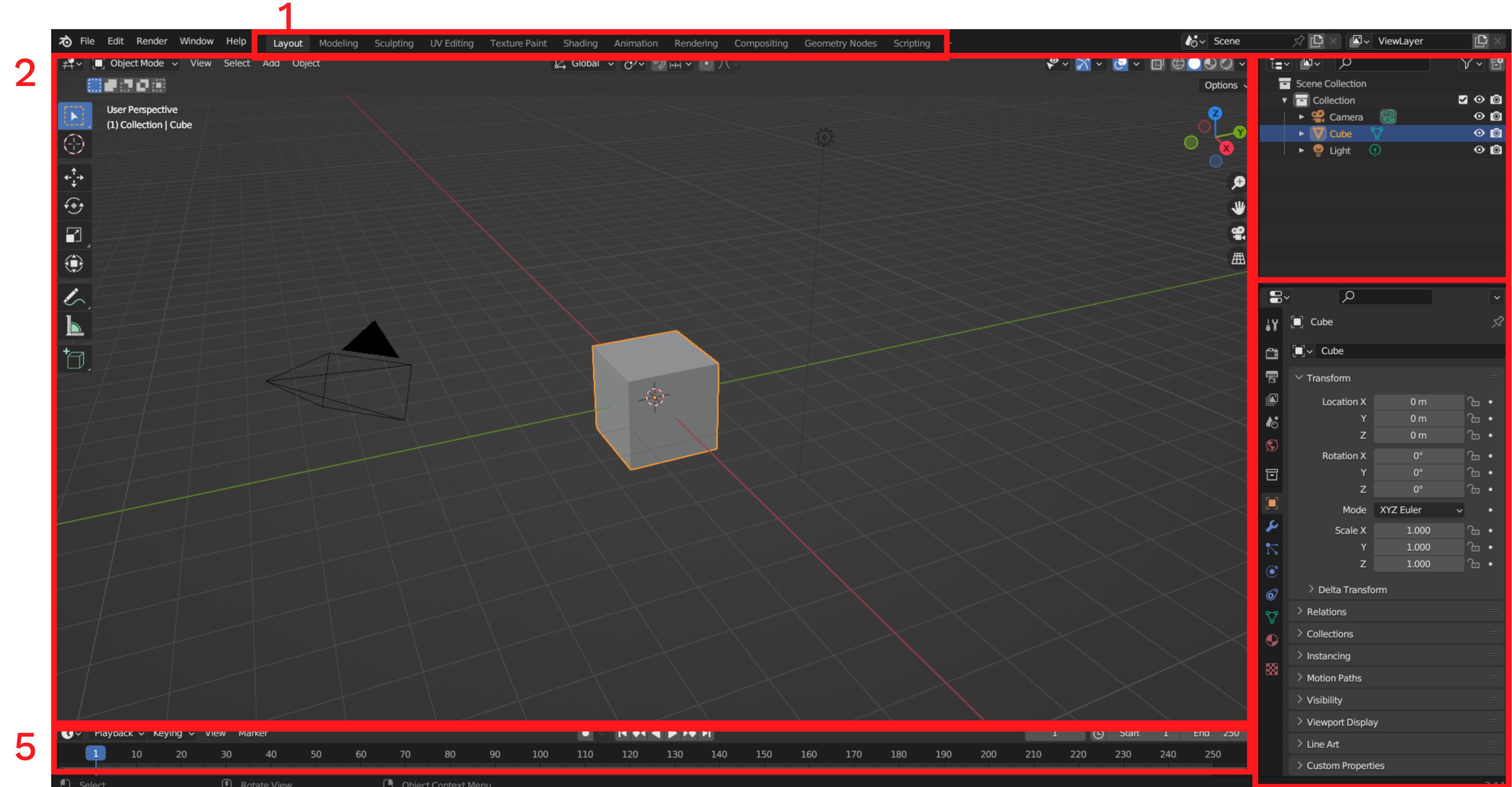
- 01. Sobre a Interface**
- 02. Modificar a Forma do Cubo**
- 03. Criar um Mapa UV**
- 04. Criar uma Textura**

# 01 Sobre a Interface

# CRIA UM NOVO PROJETO



# A INTERFACE



1→ Cada tab corresponde a cada workspace.

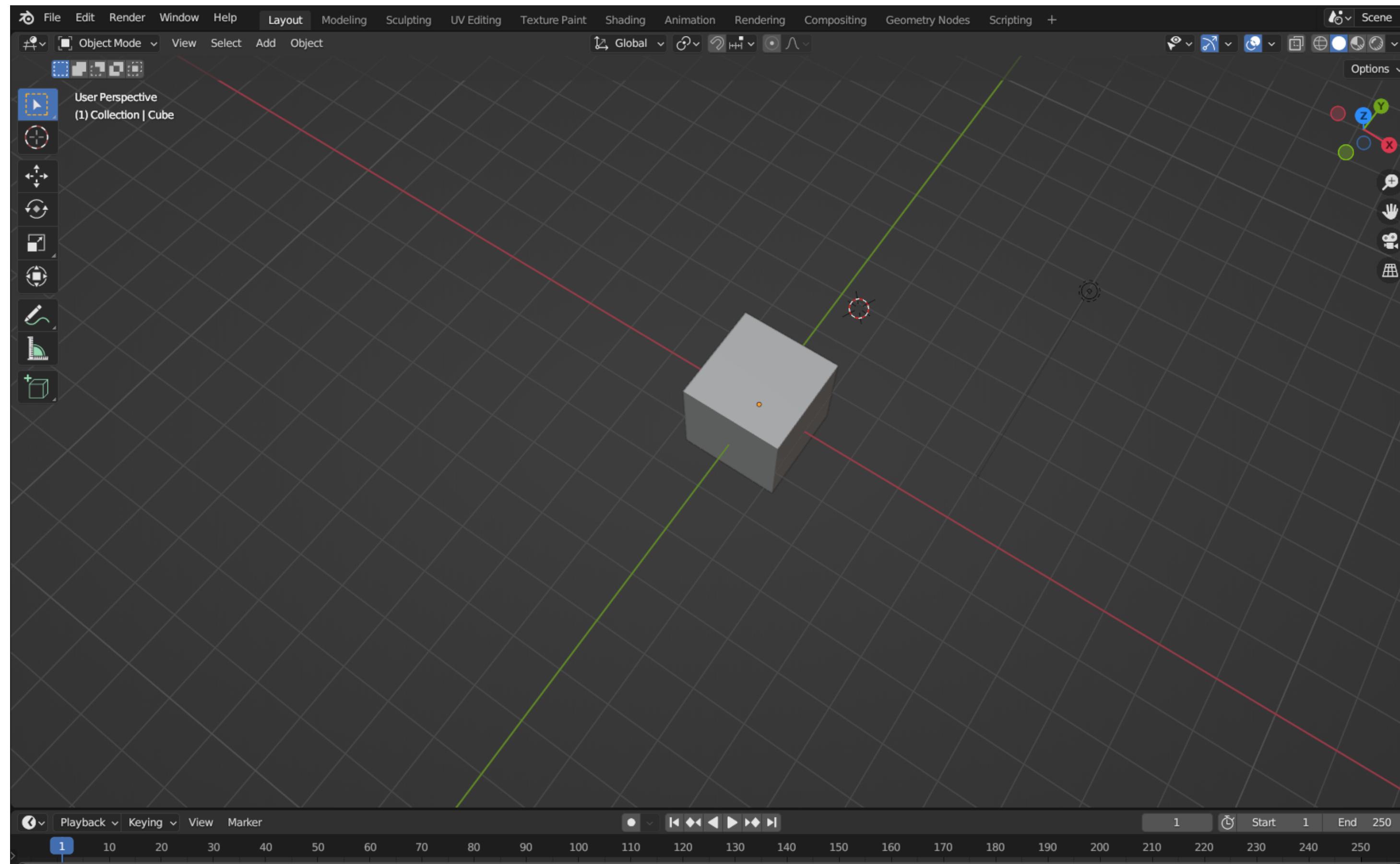
2→ ViewPort: Representação visual dos objetos na cena, semelhante à tab ‘Scene’ do Unity.

3→ Outliner: uma lista de todos os objetos na cena, semelhante à hierarquia do Unity.

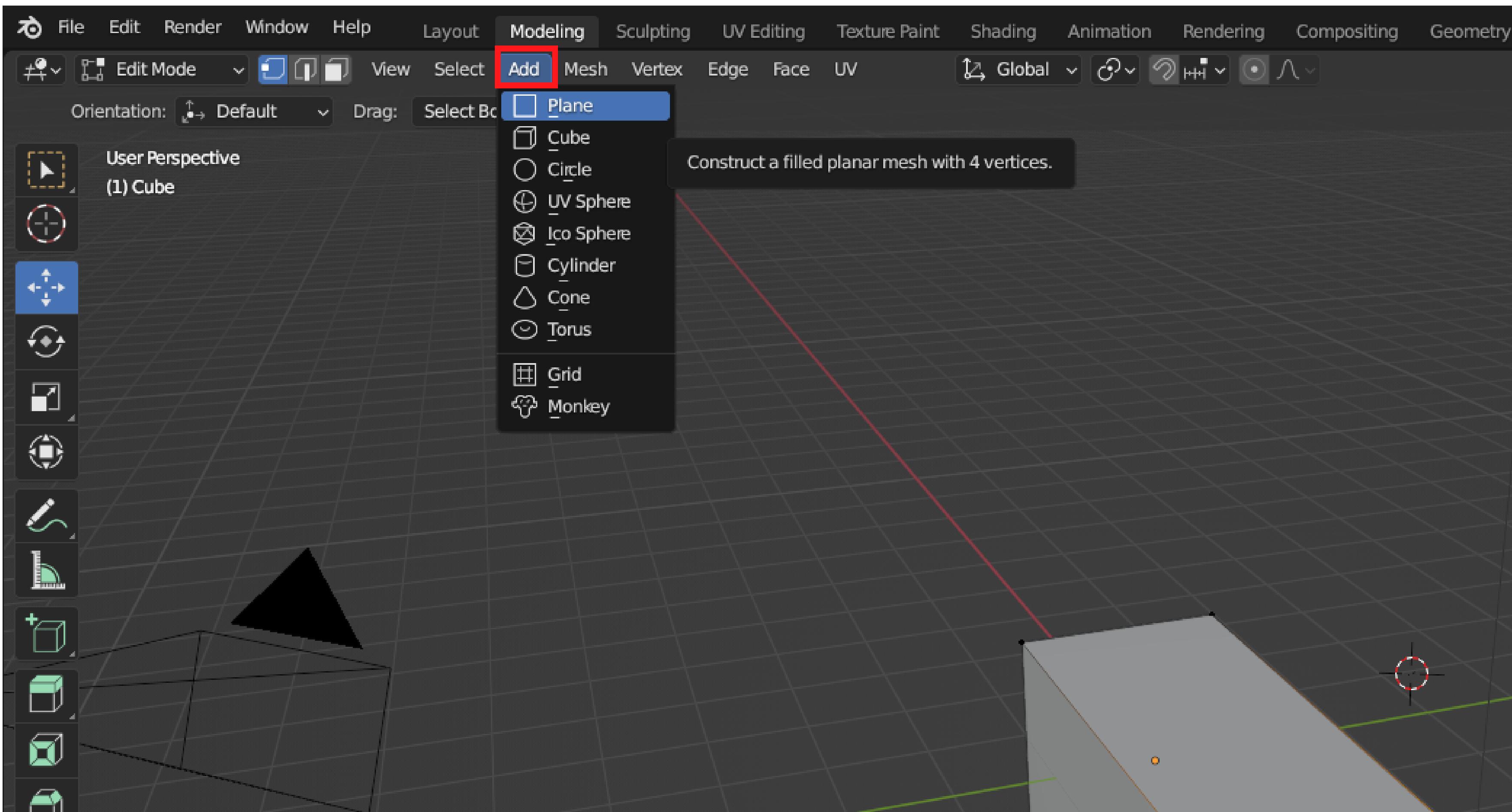
4→ Propriedades: Lista de todas as propriedades de um objeto selecionado, semelhante ao inspetor do Unity.

5→ Timeline: Semelhante à tab ‘Animation’ do Unity.

# SEGURA NO SHIFT E FAZ ZOOM PARA TE MOVIMENTARES NO VIEWPORT

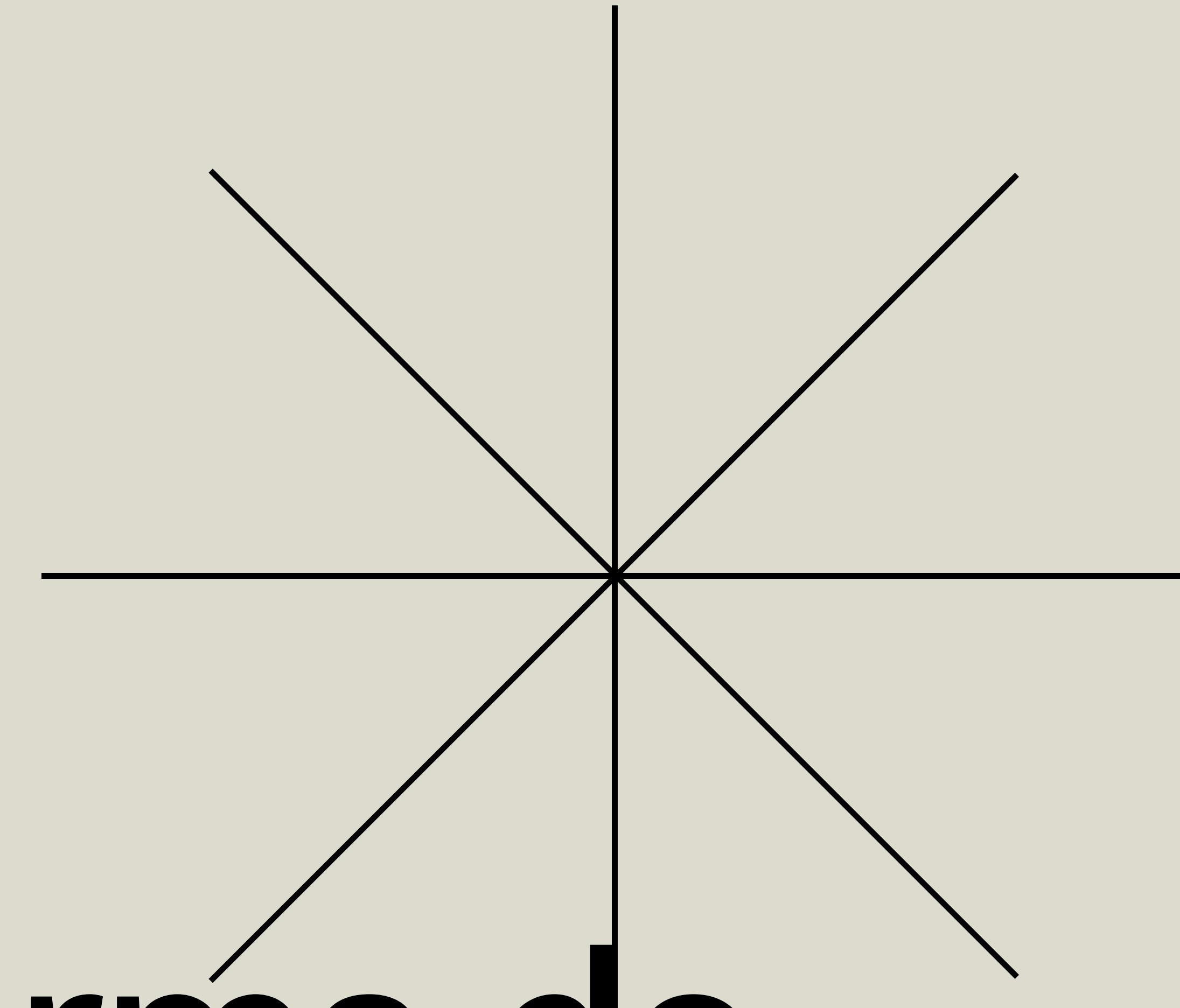


# PARA ADICIONAR UM NOVO OBJETO À CENA (SHIFT +A)

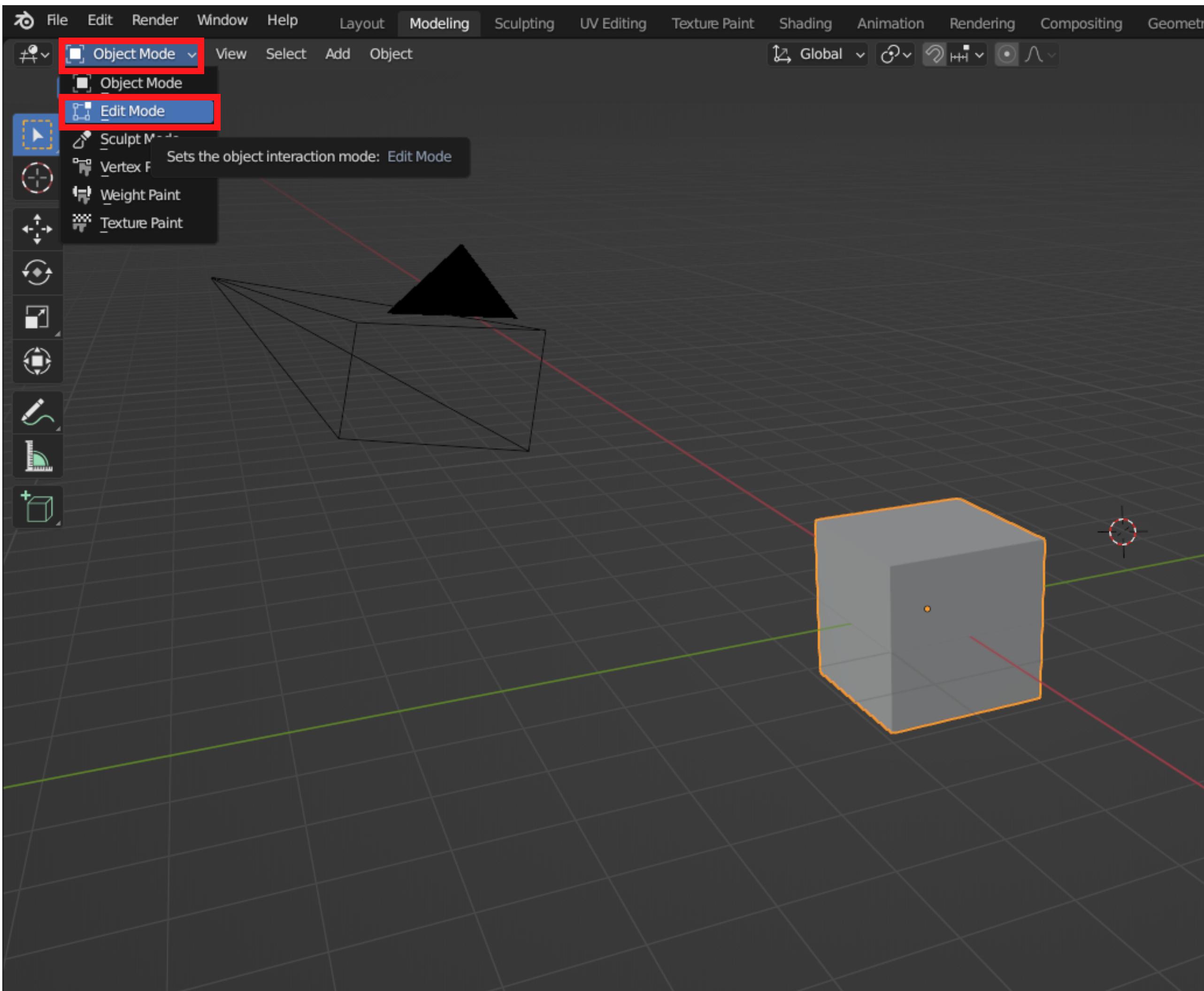


# 02

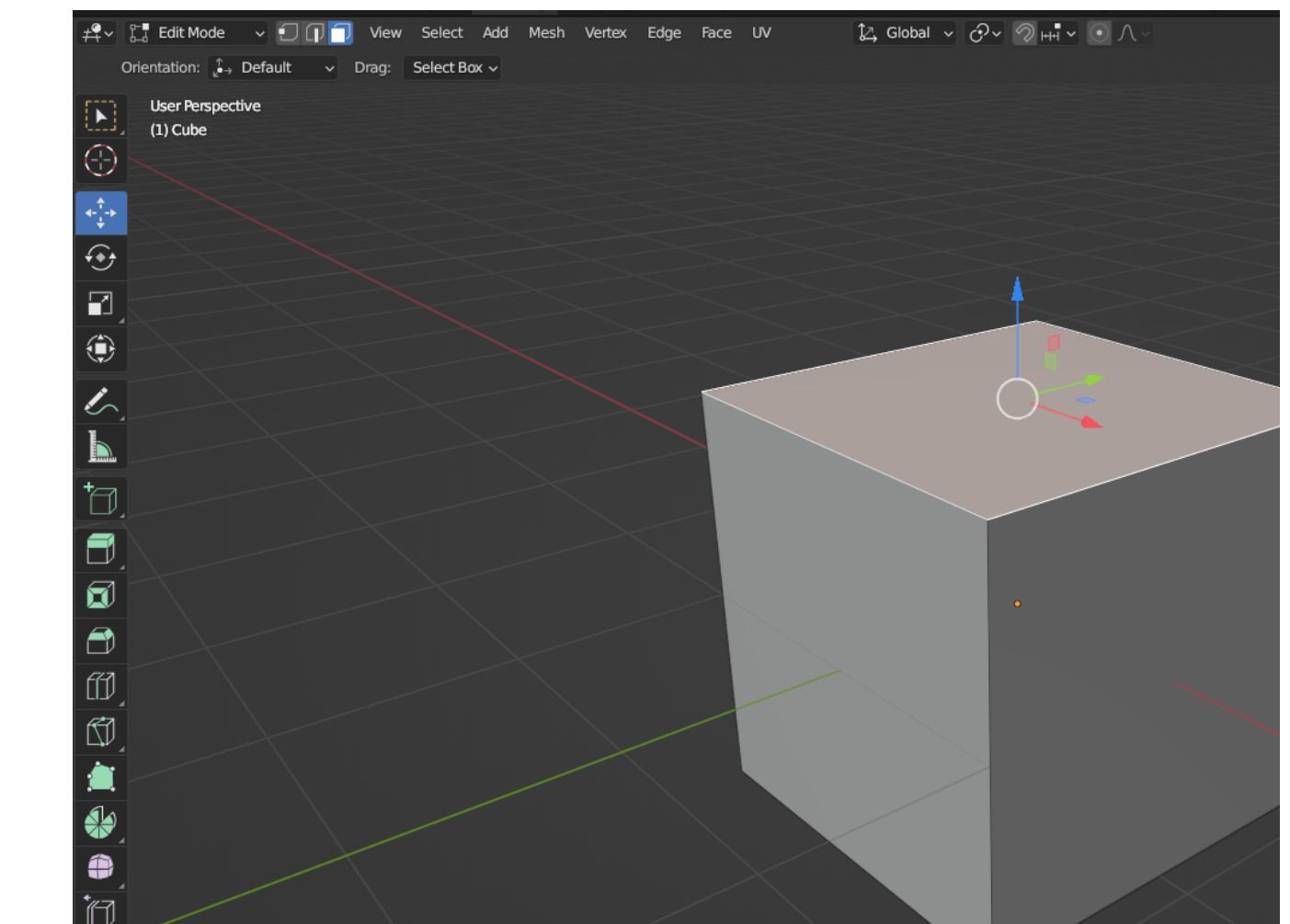
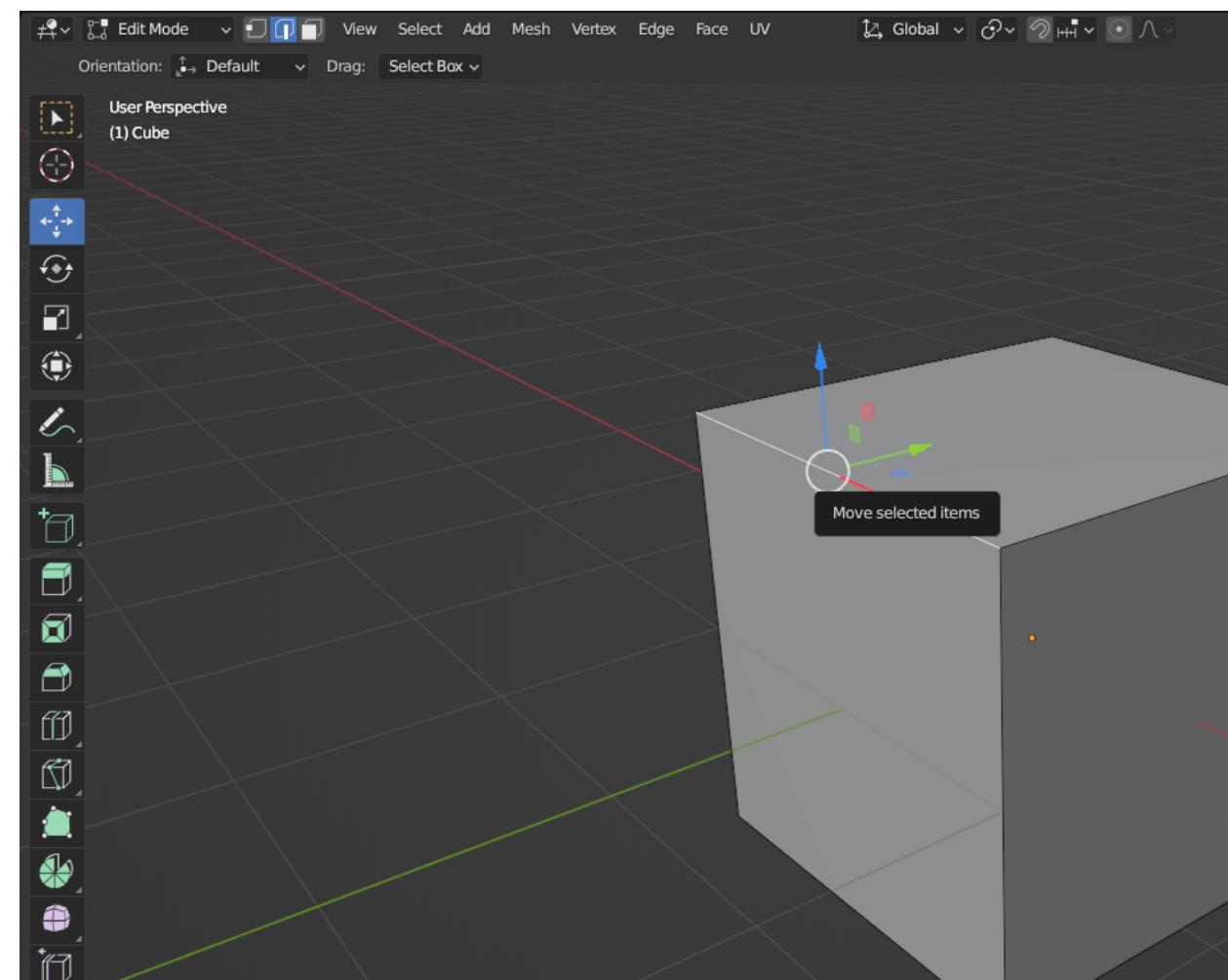
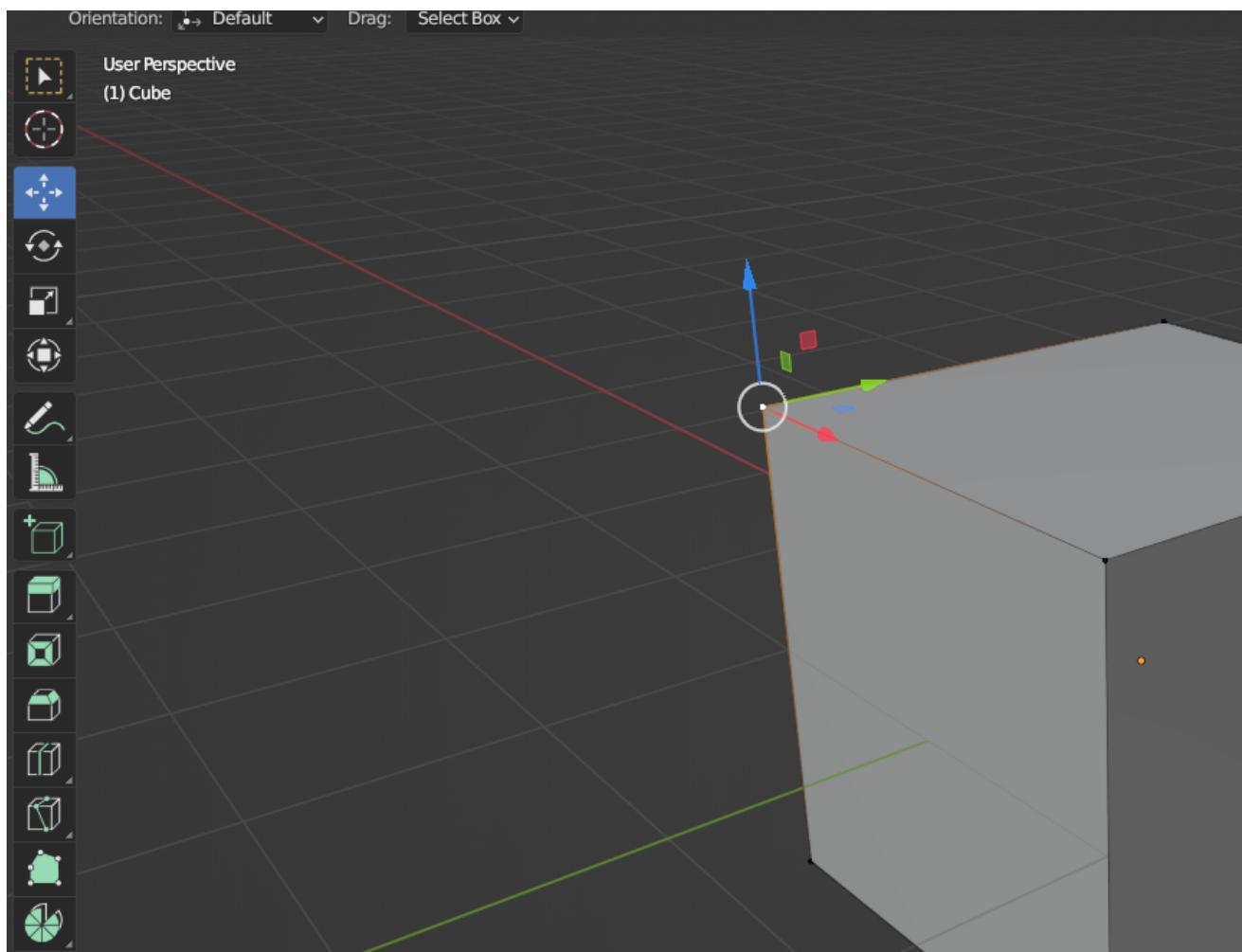
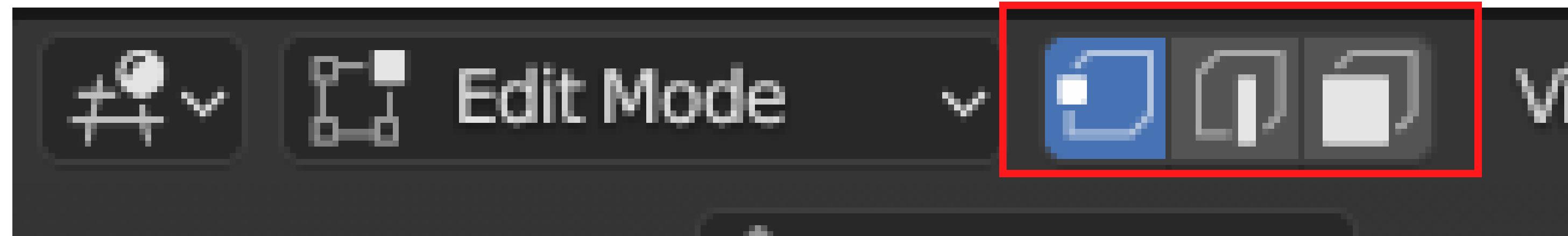
# Modificar a Forma do Cubo



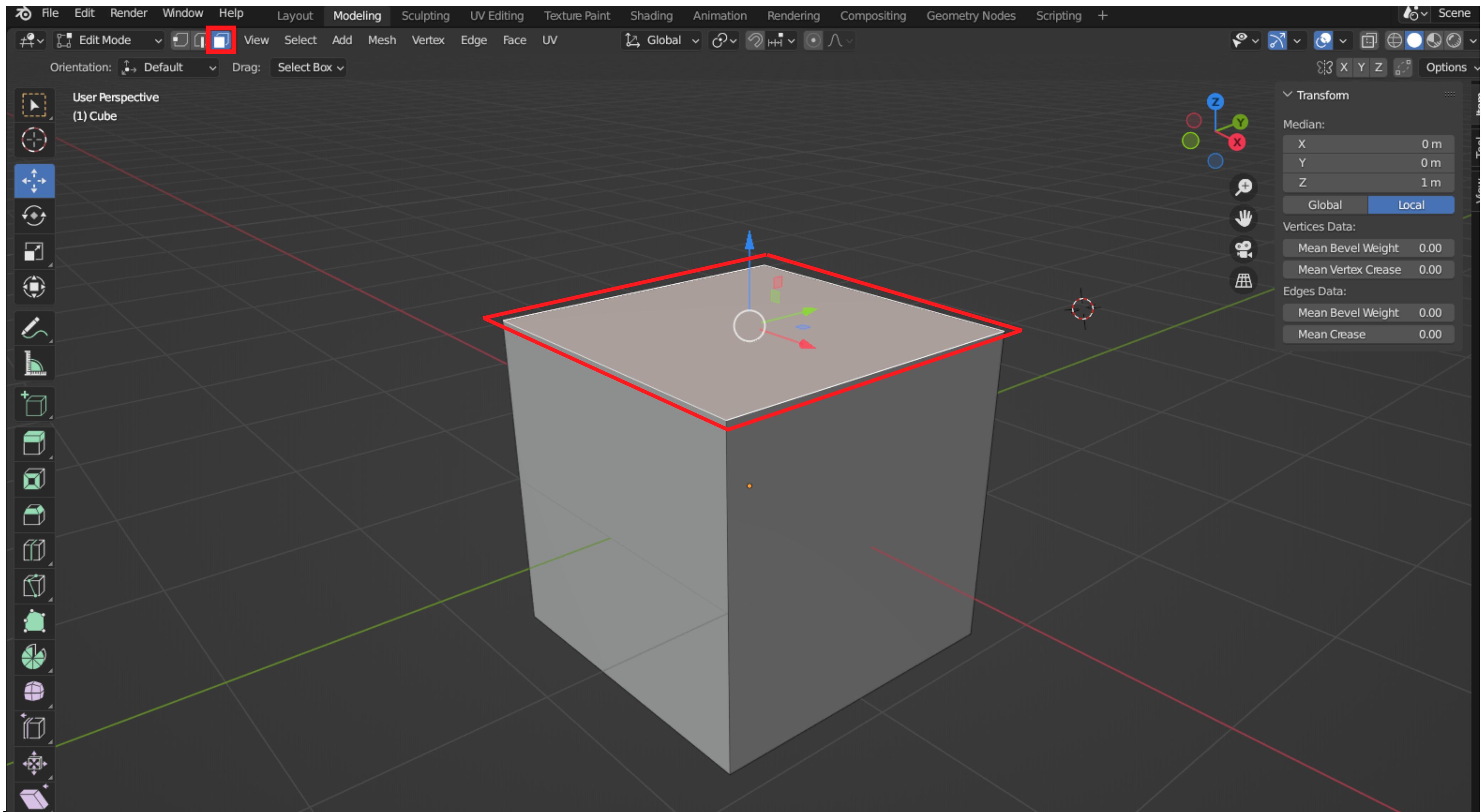
# SELECIONA O MODO “EDIT MODE”



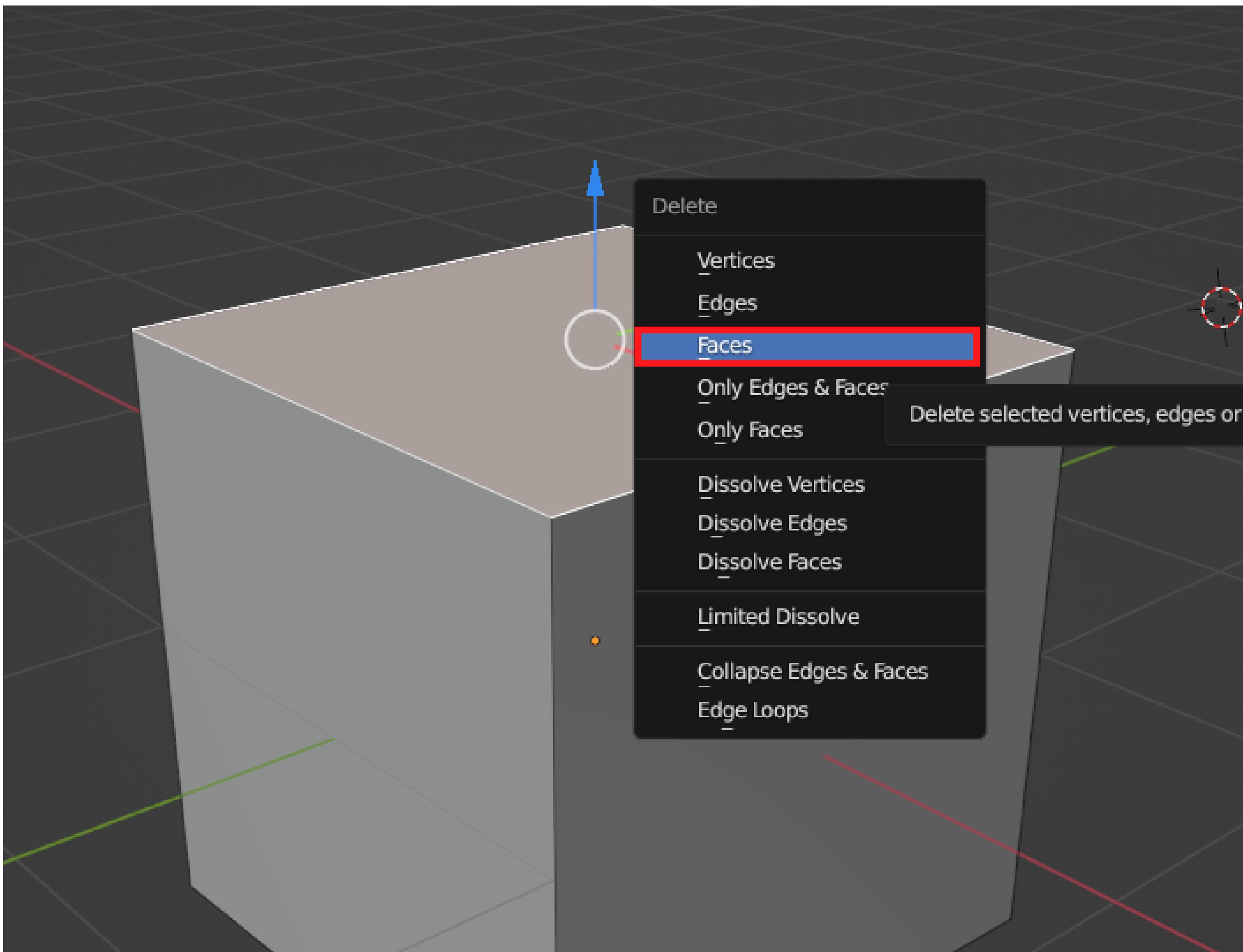
# EXISTEM 3 MODOS DE SELEÇÃO (VÉRTICES, ARESTAS E FACES)



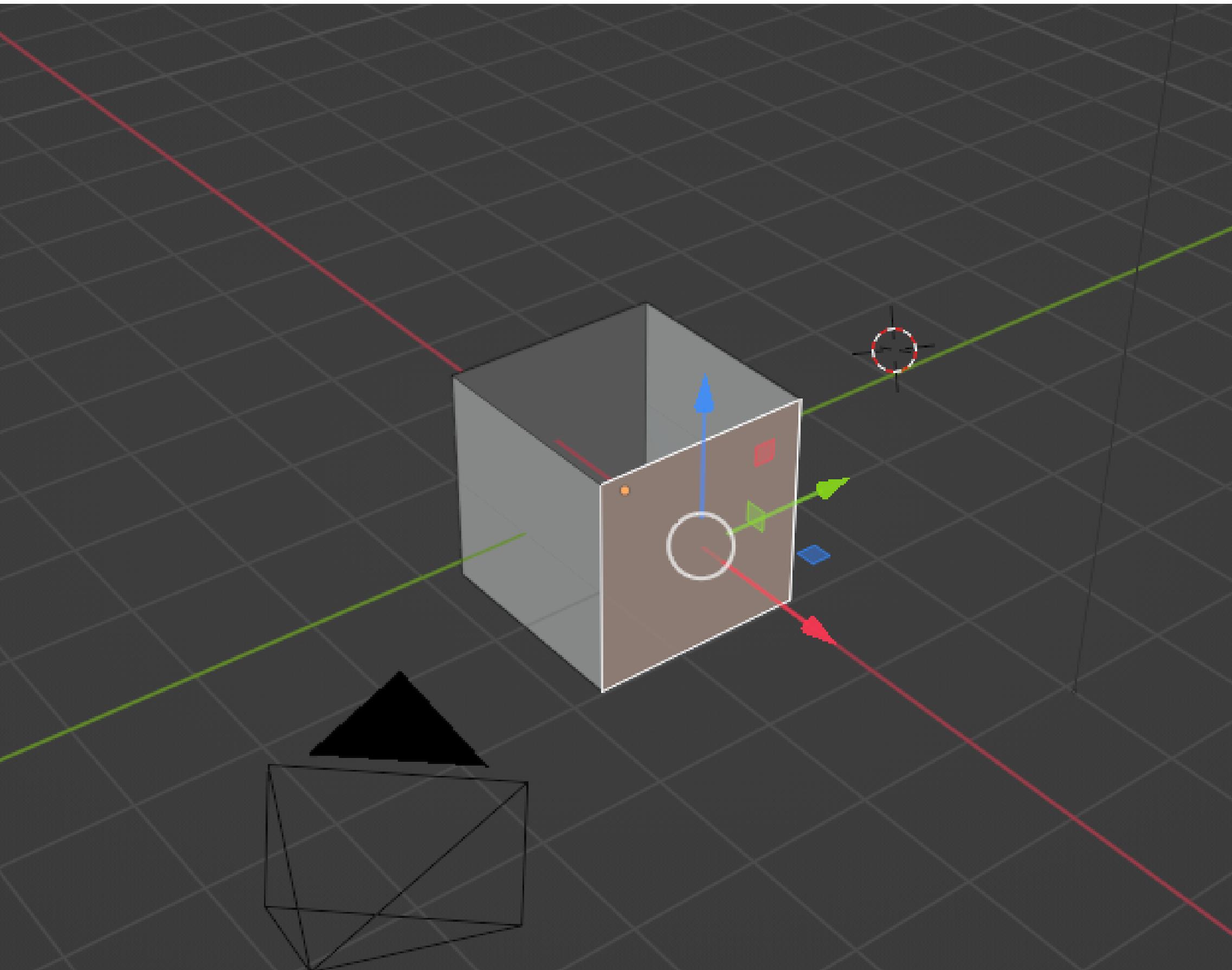
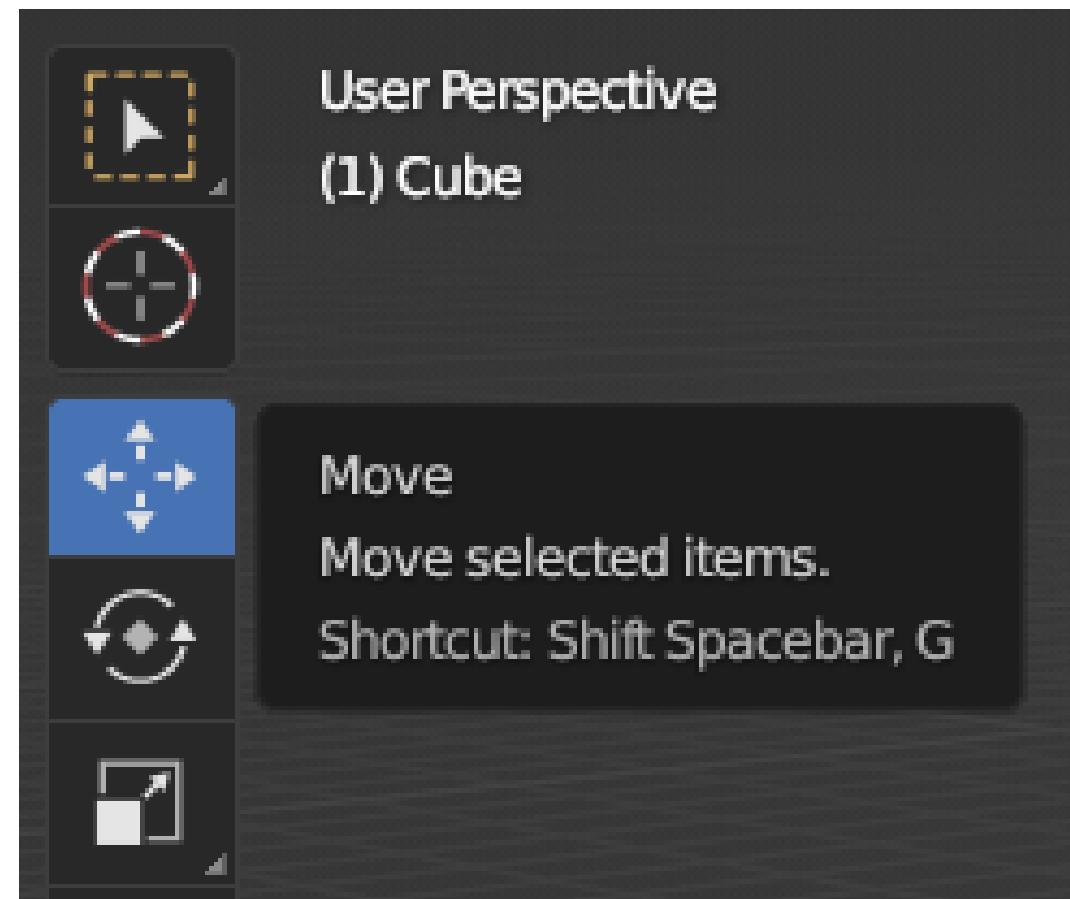
# SELECIONA A FACE DE CIMA DO CUBO



# ELIMINA A FACE (DELETE)

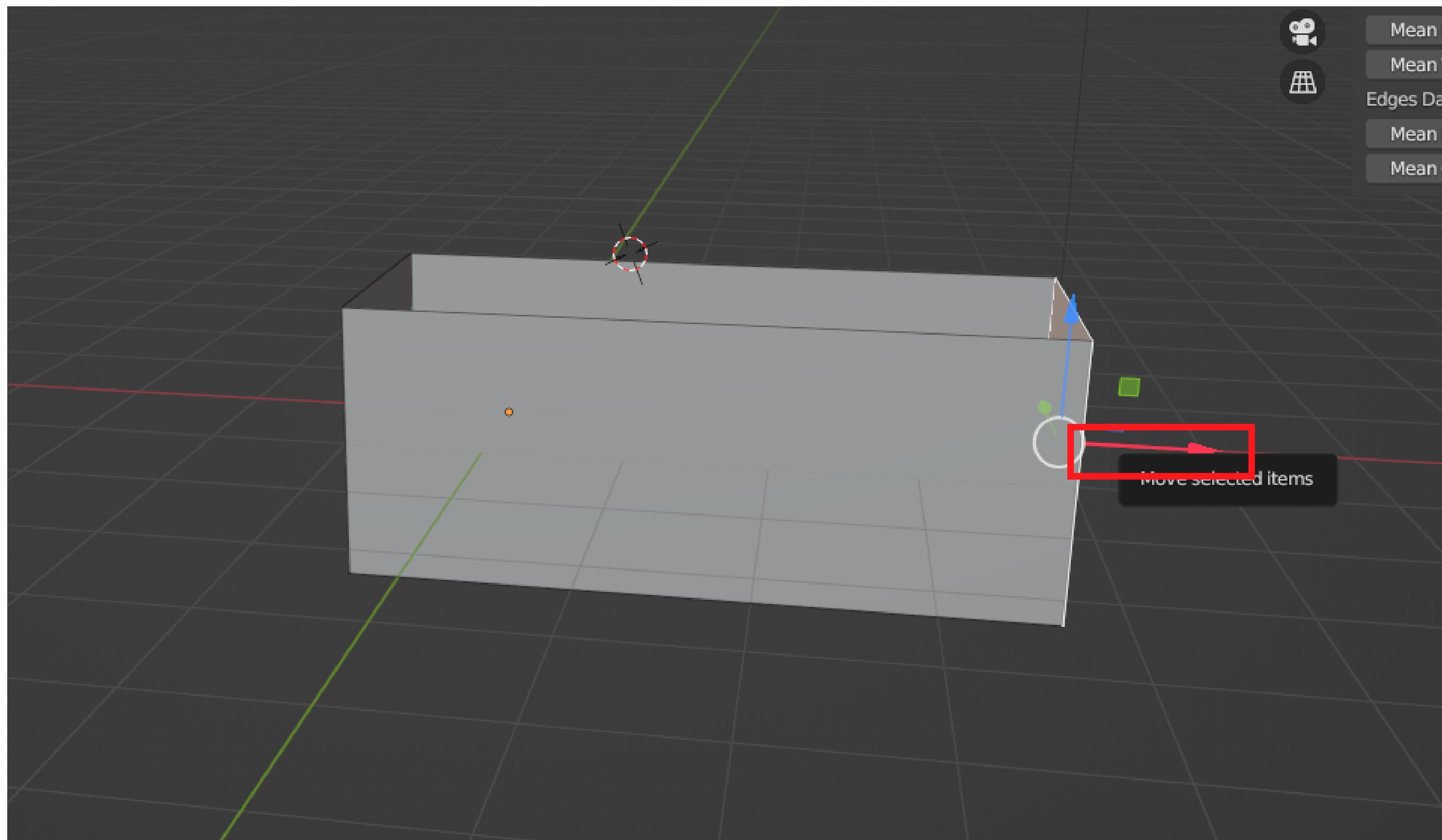


# SELECIONA UMA DAS FACES LATERAIS

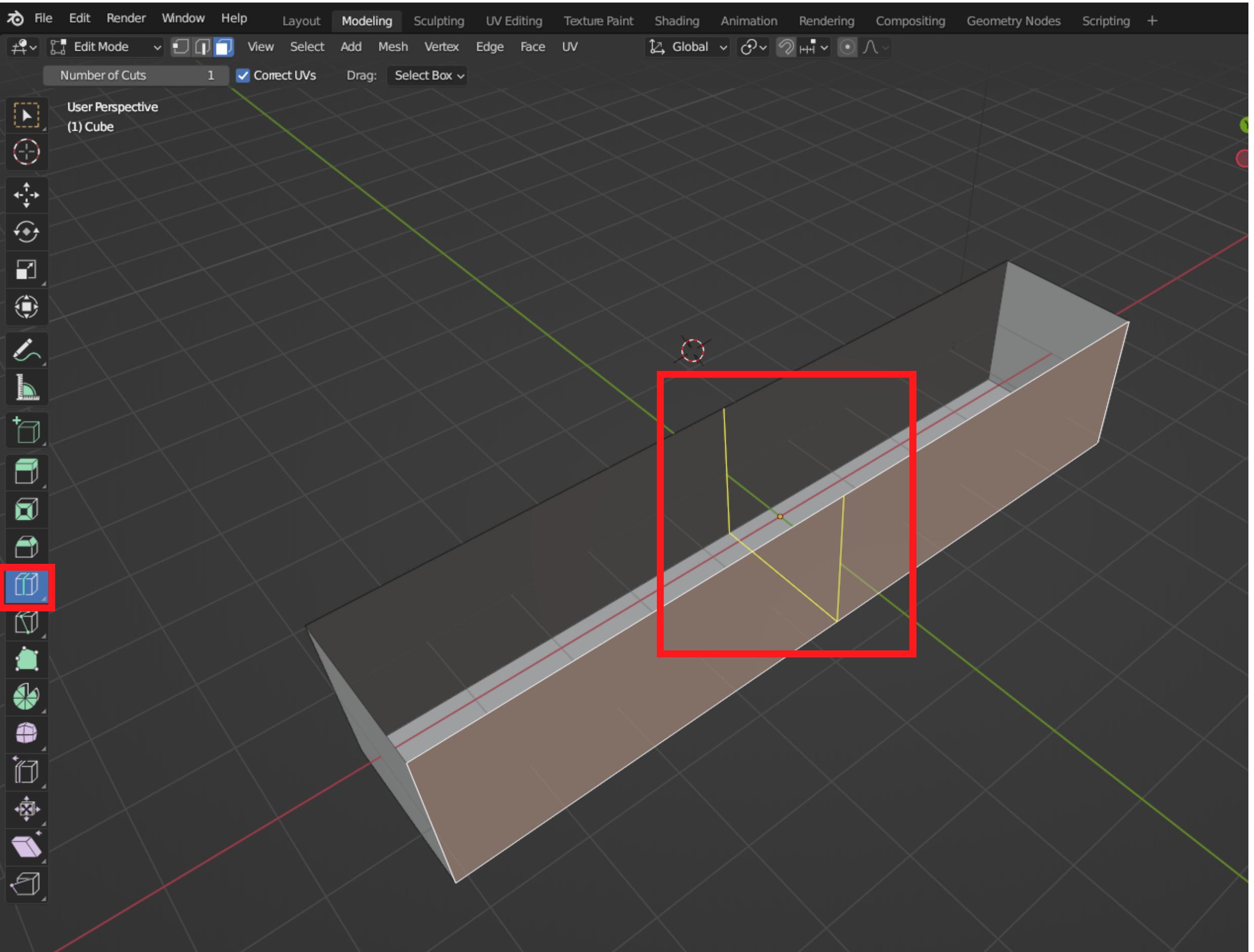


MOVE A FACE PARA A EXTENDER

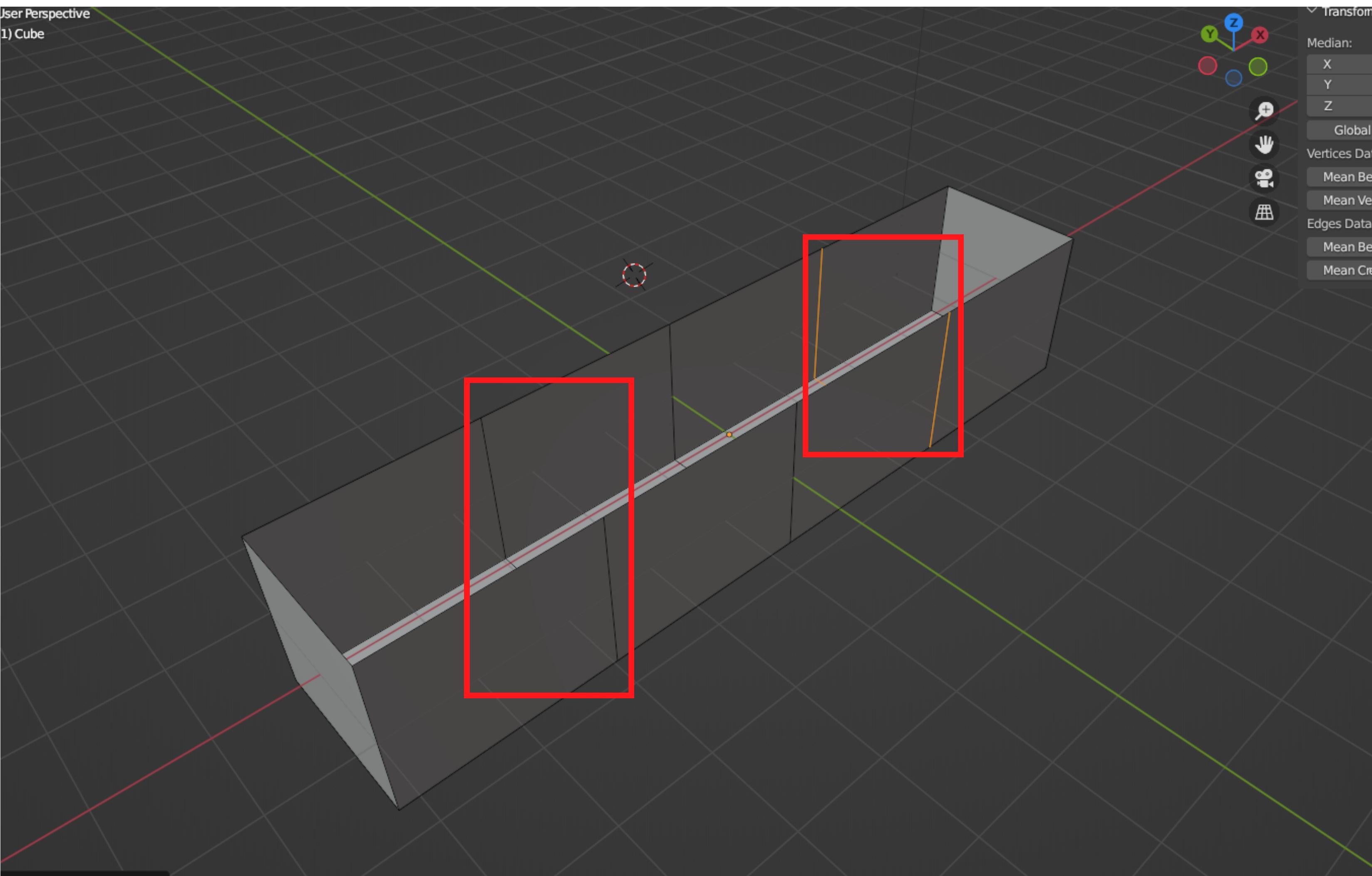
NOTA: PRESSIONA O CTRL PARA QUE A FACE FIQUE ALINHADA COM A GRELHA



# FAZ UM CORTE AO CORREDOR

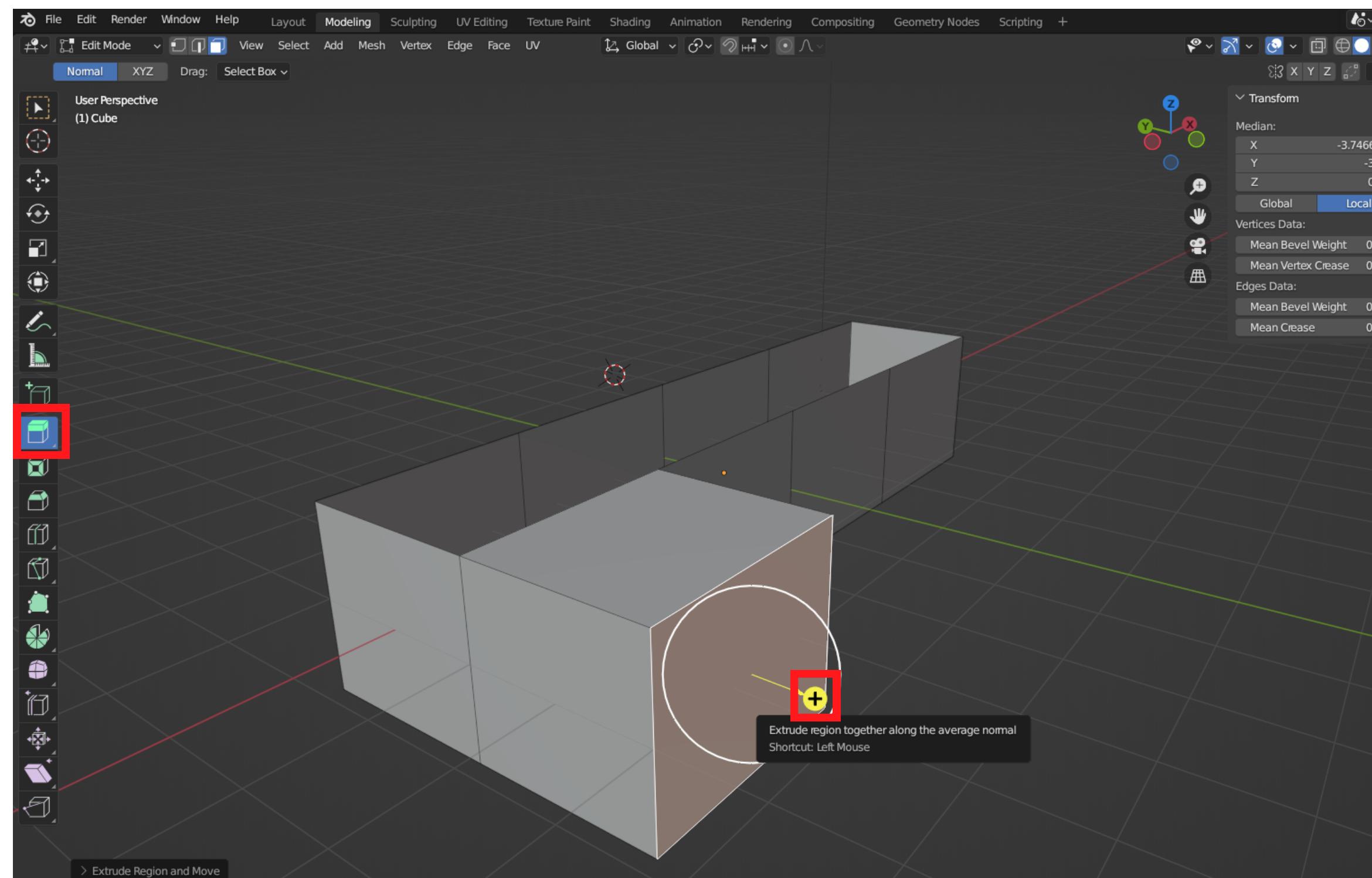


# REPETE O CORTE MAIS 2 VEZES

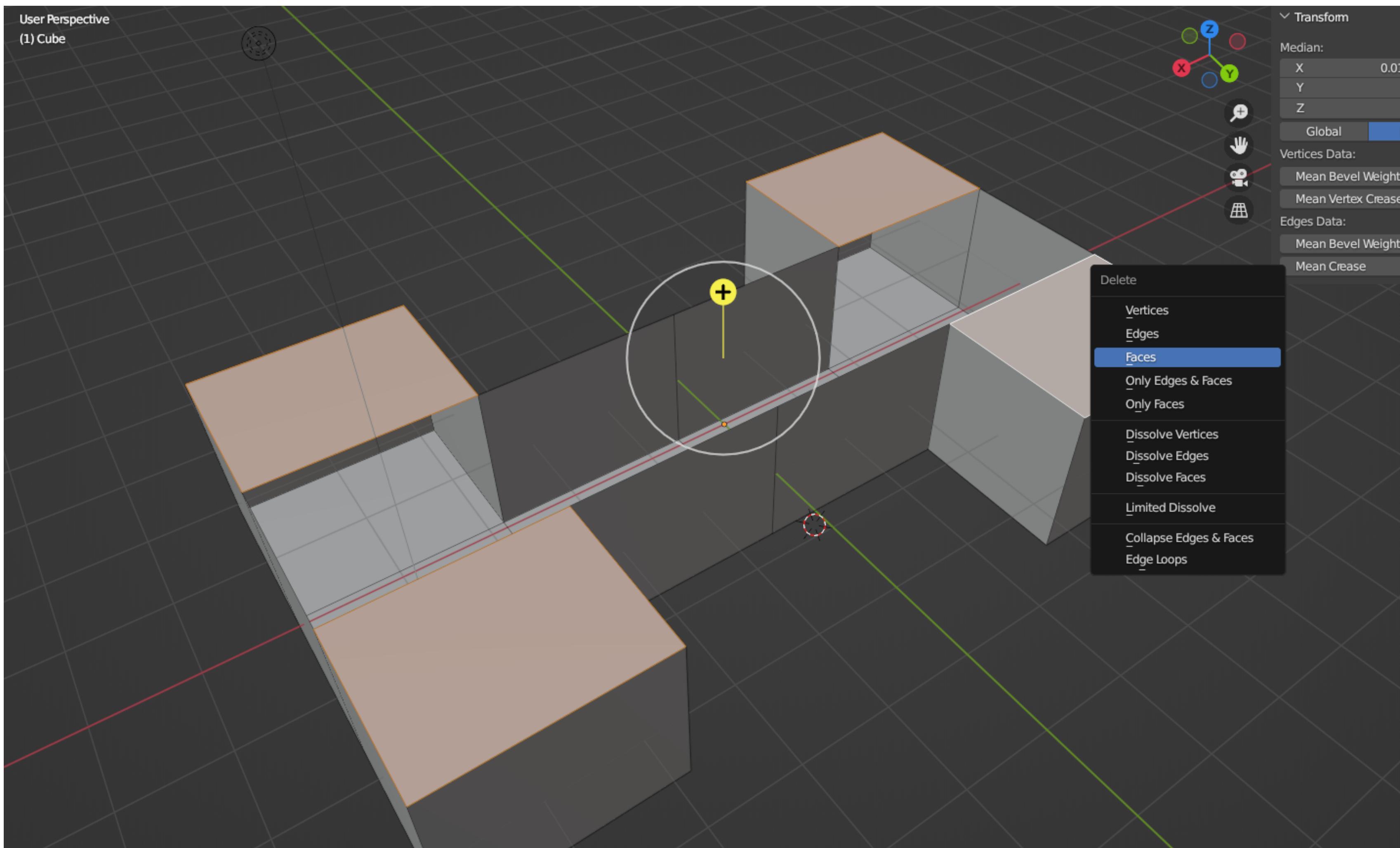


# EXTENDE AS FACES EXTERNAS DO CORREDOR PARA CRIAR 2 ESPAÇOS

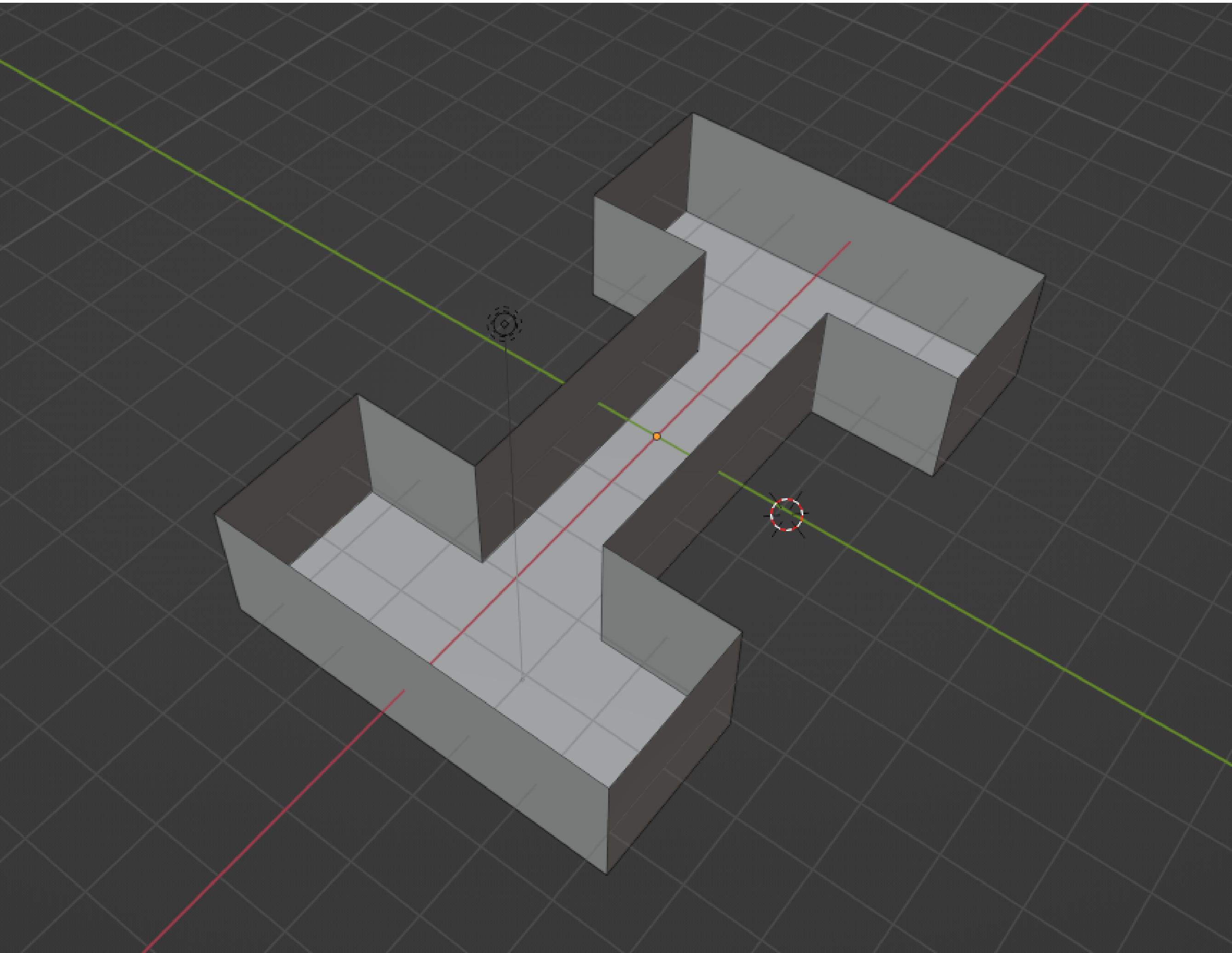
**NOTA: PRESSIONA O CTRL PARA QUE A FACE FIQUE  
ALINHADA COM A GRELHA**



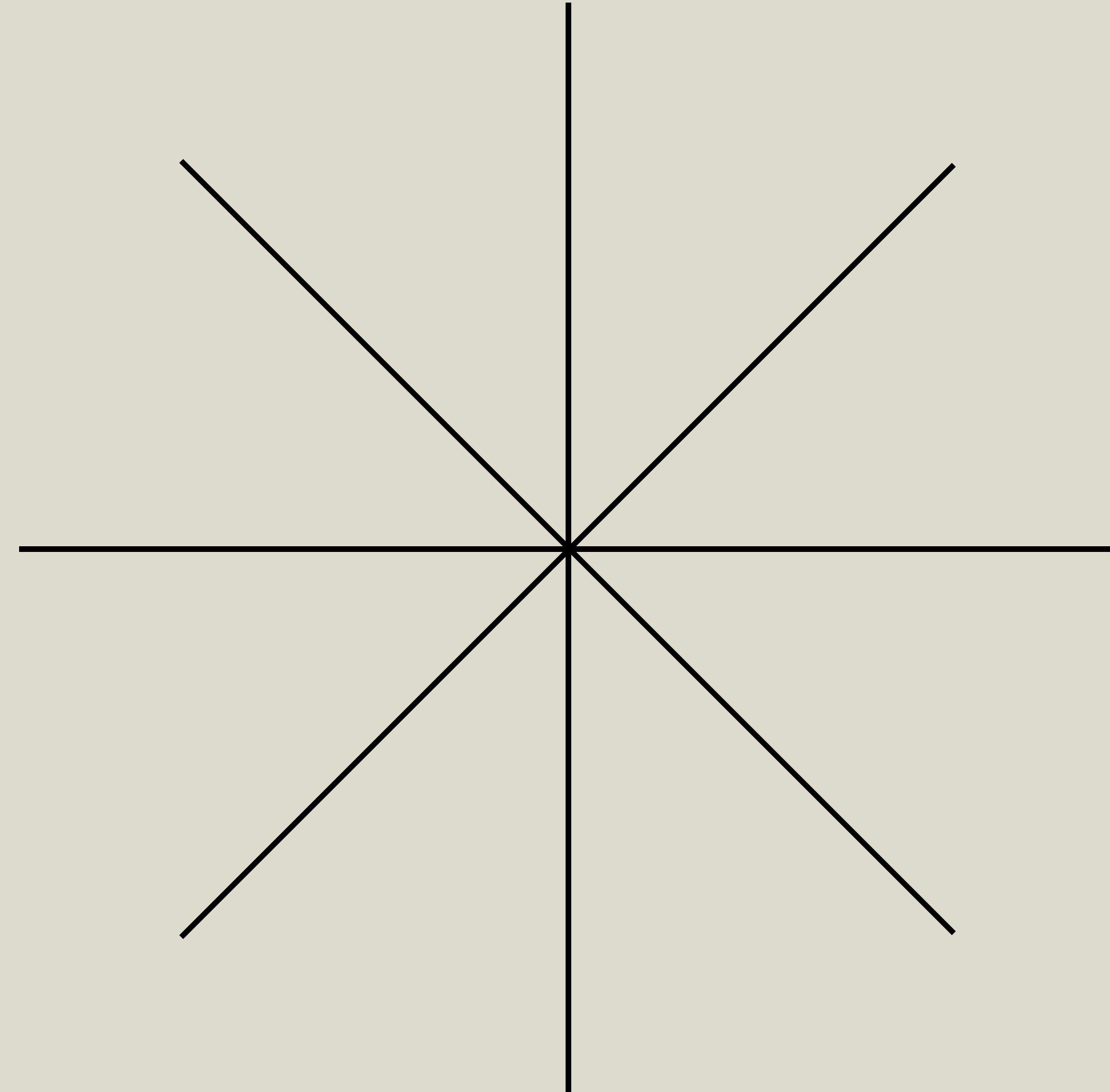
# ELIMINA AS FACES SUPERIORES



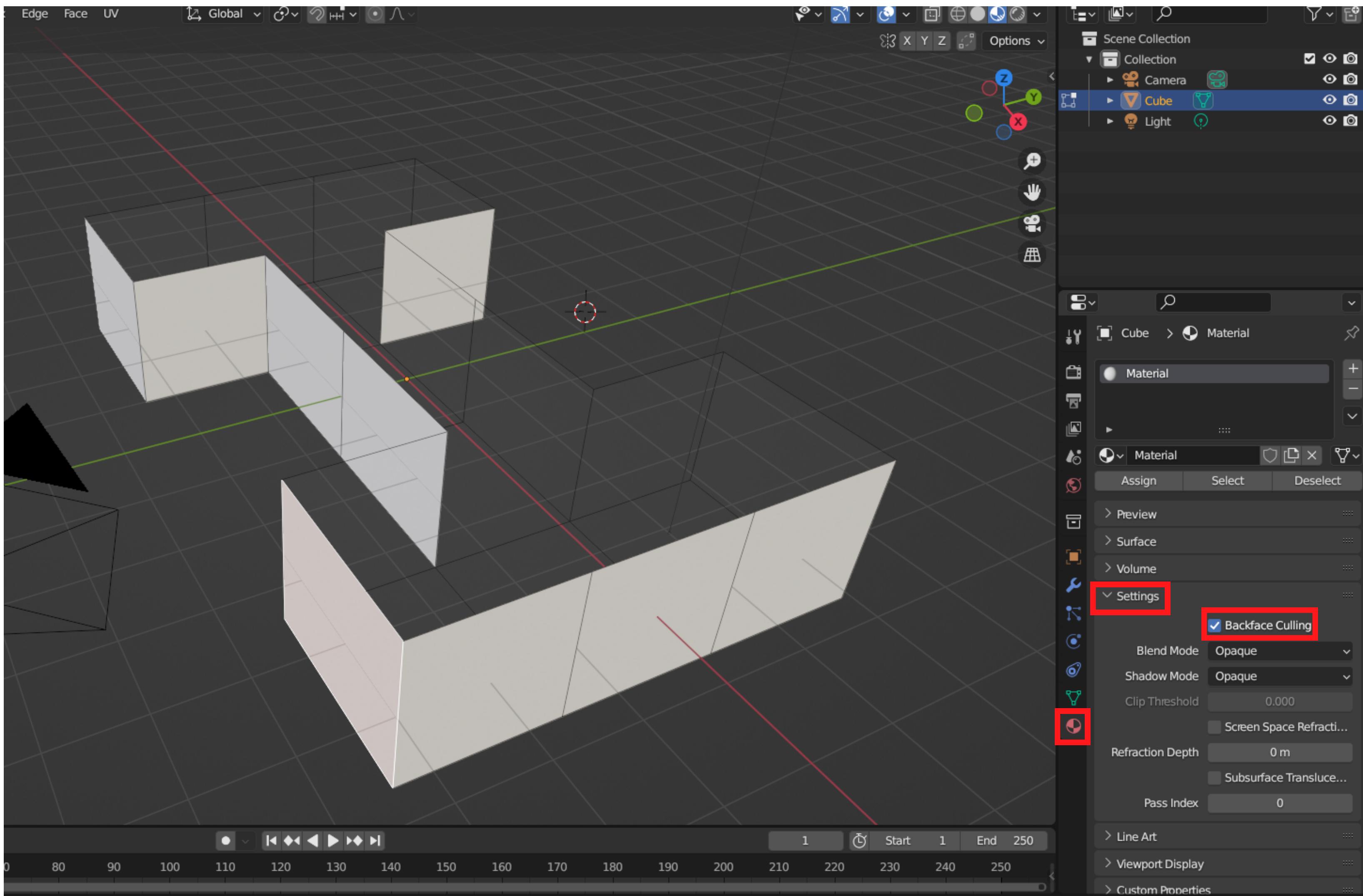
# AGORA TENS UM QUARTO NA FORMA DE UM !!



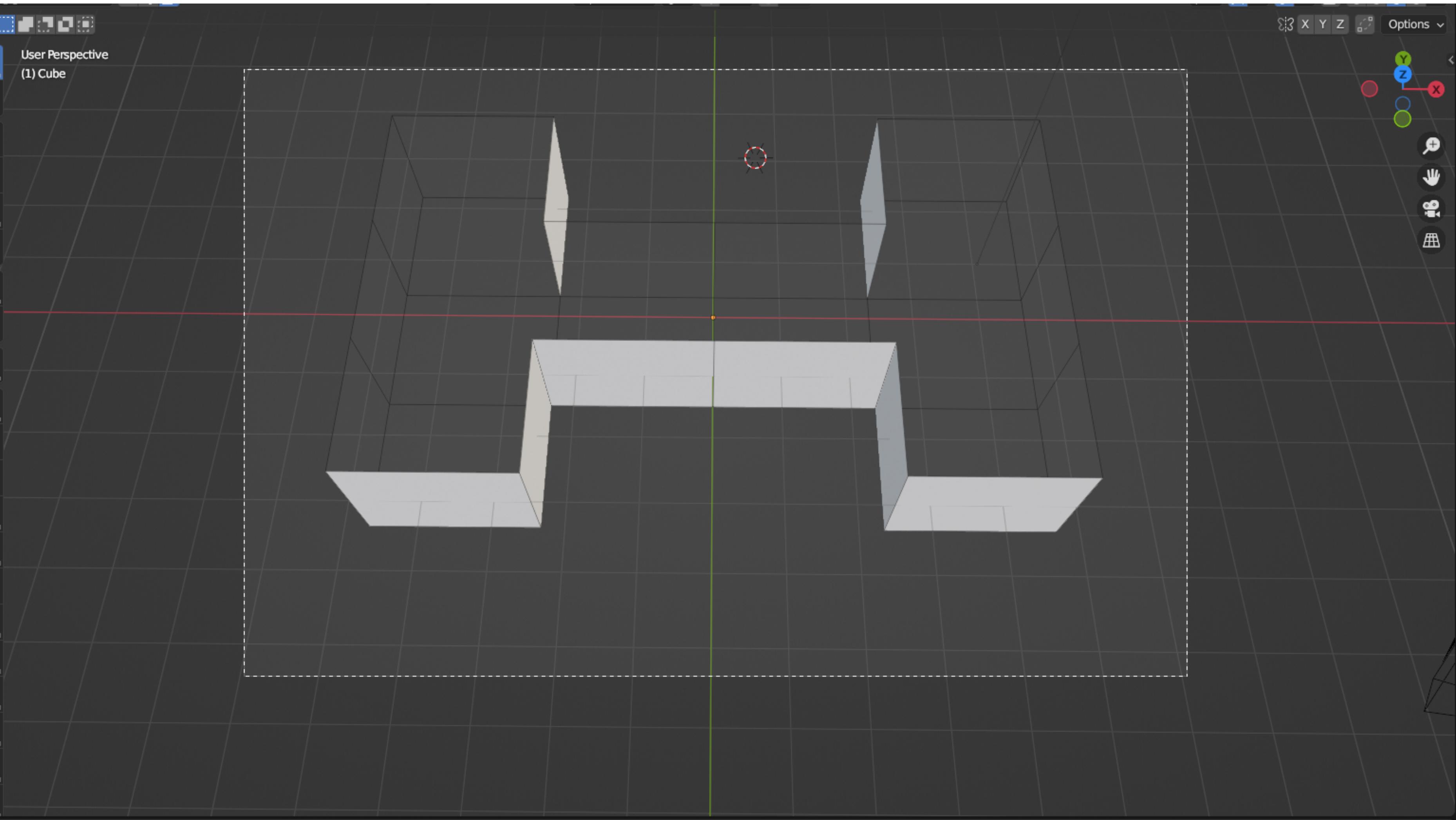
# 03 Criar um Mapa UV



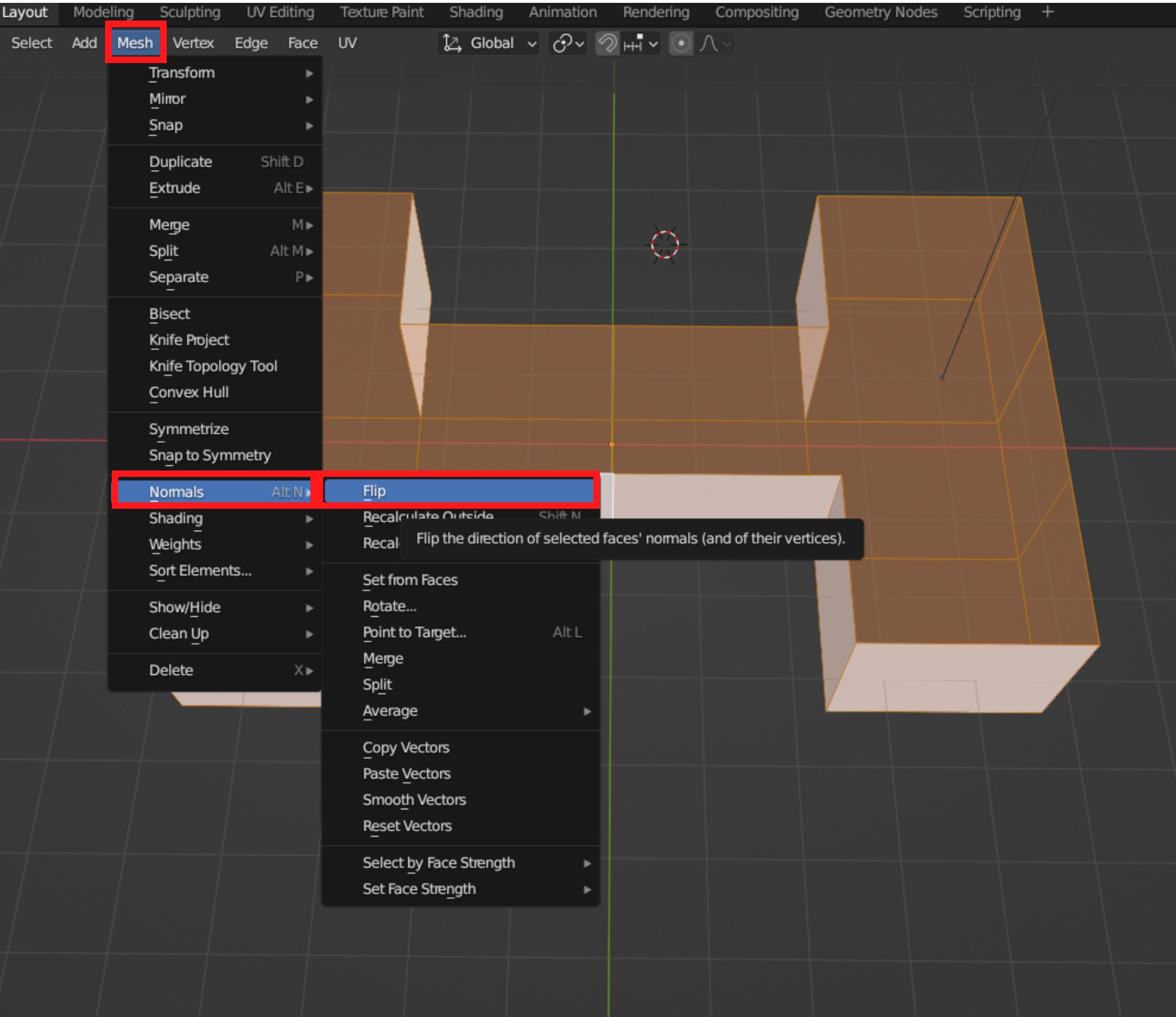
# TORNA AS FACES UNILATERAIS



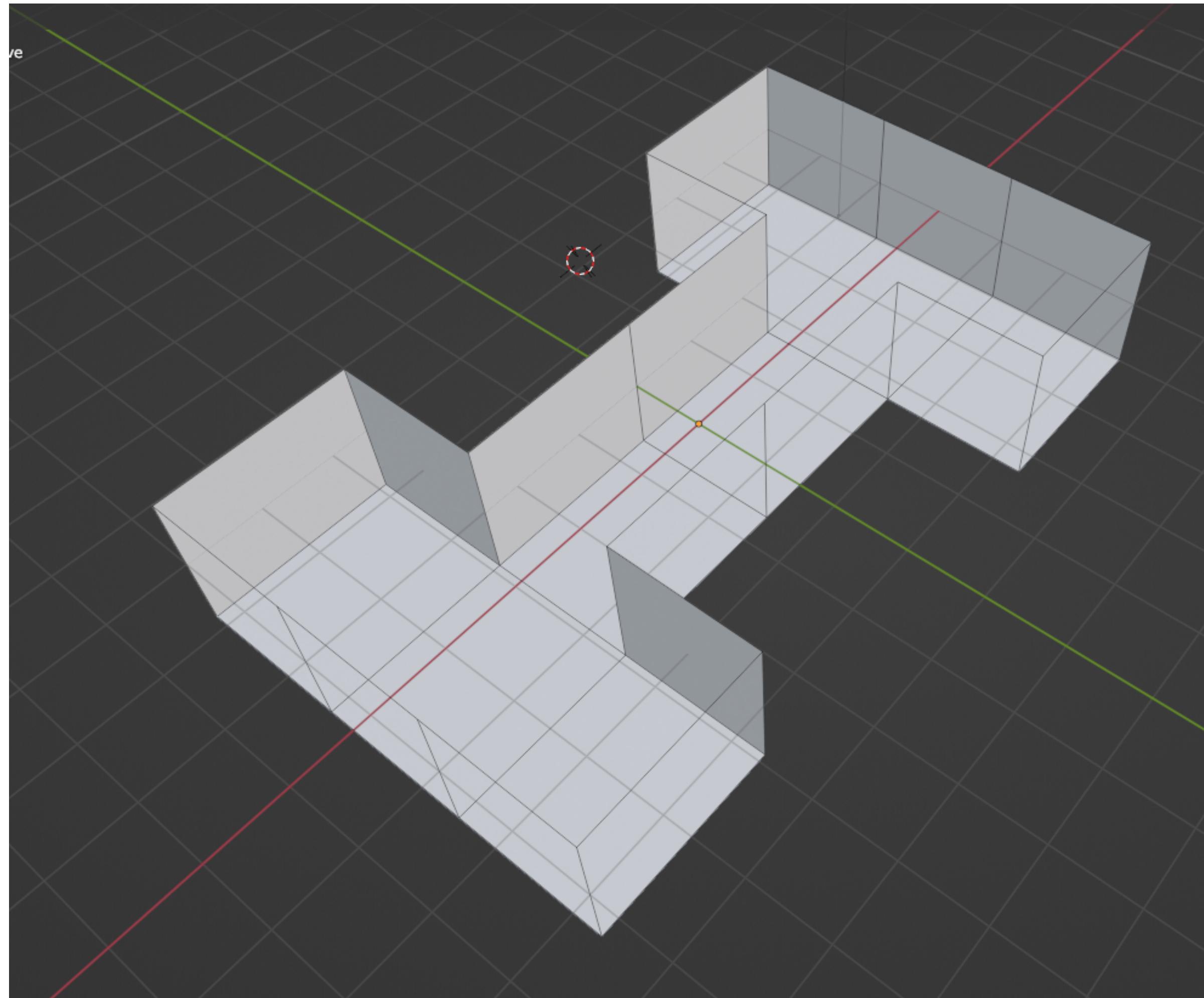
# SELECIONA TODAS AS FACES



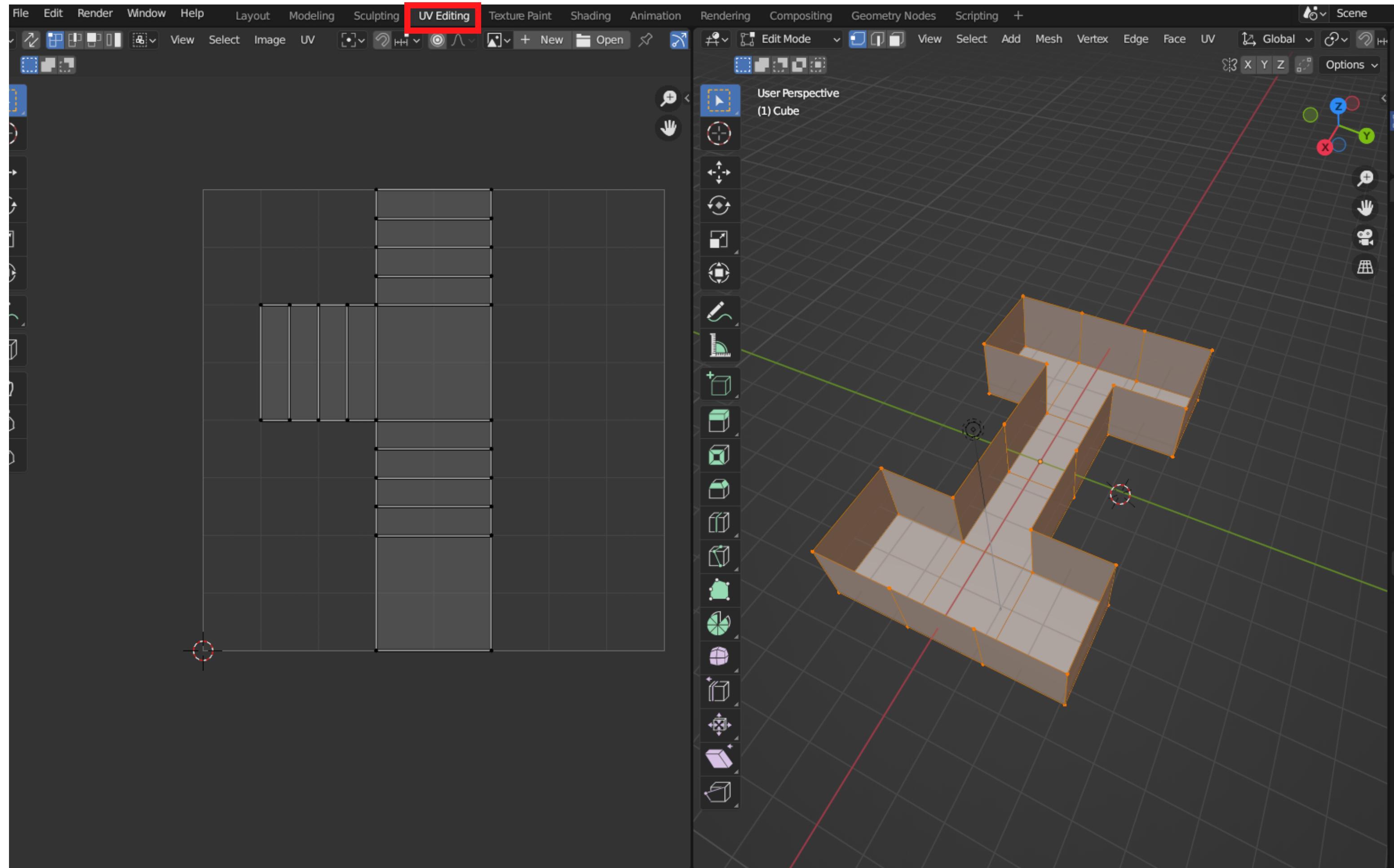
# INVERTE AS NORMAIS DAS FACES



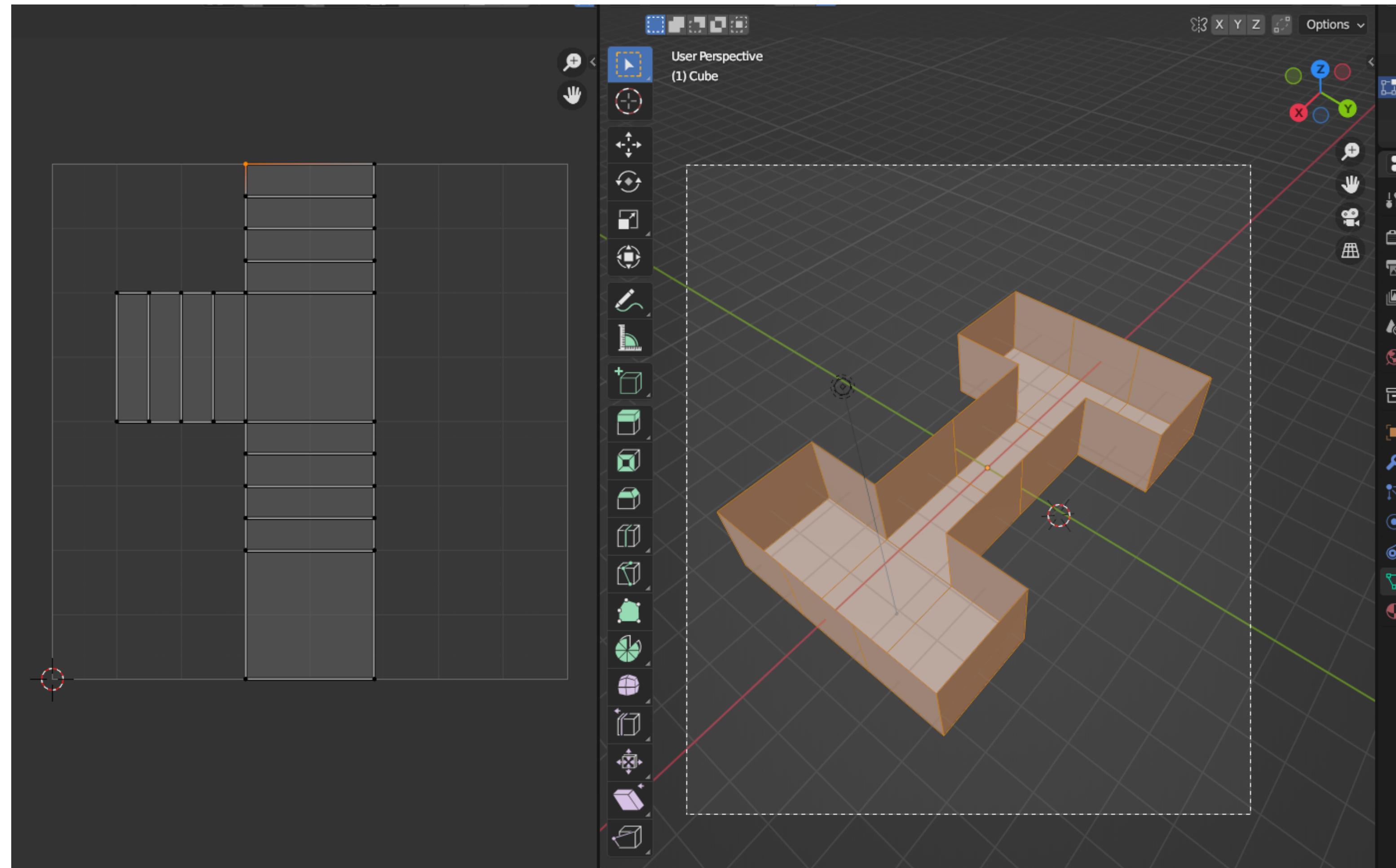
# AGORA AS TUAS FACES SÃO APENAS VISÍVEIS POR DENTRO!



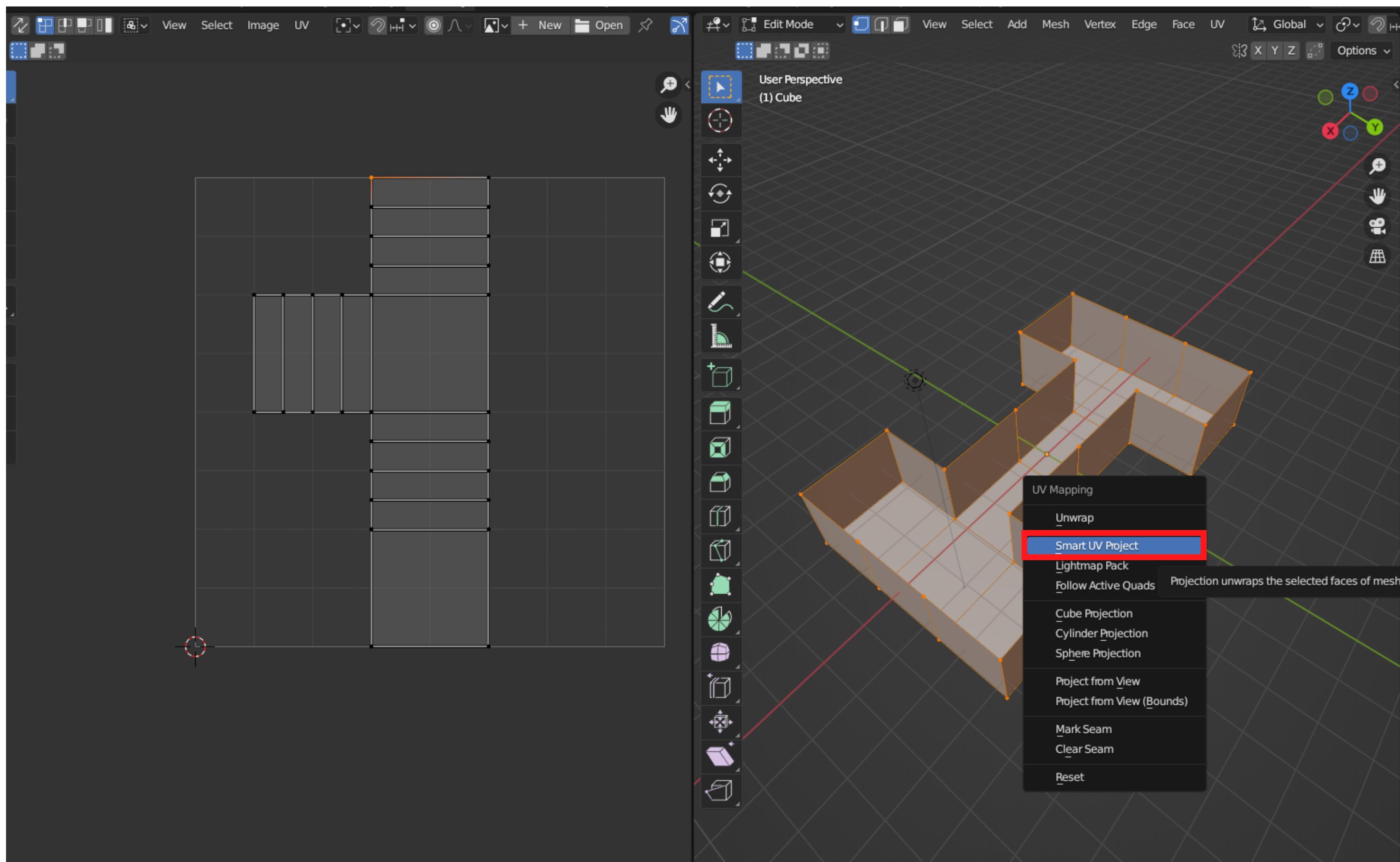
# SELECIONA A TAB ‘UV EDITING’



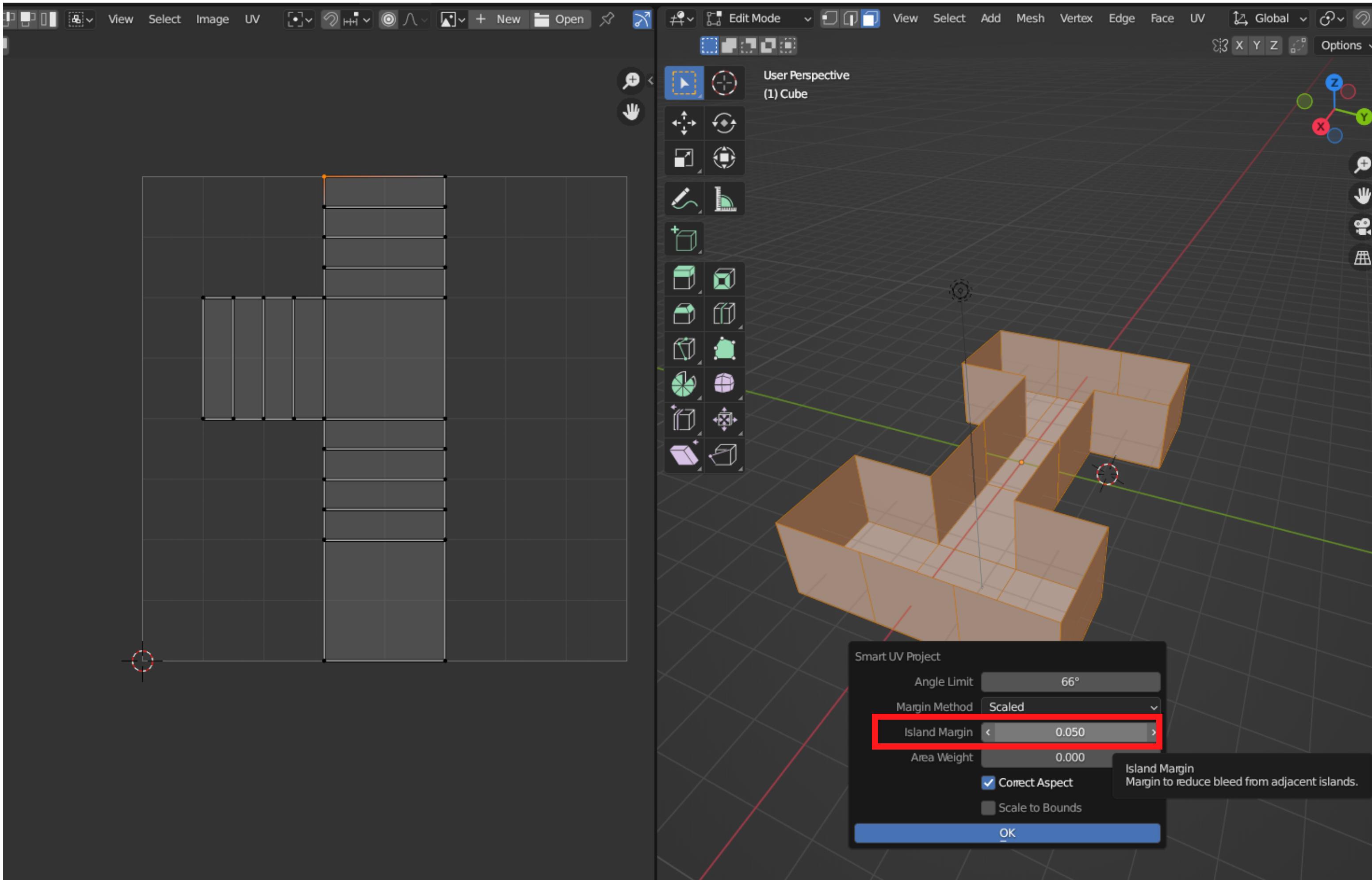
# SELECIONA TODAS AS FACES



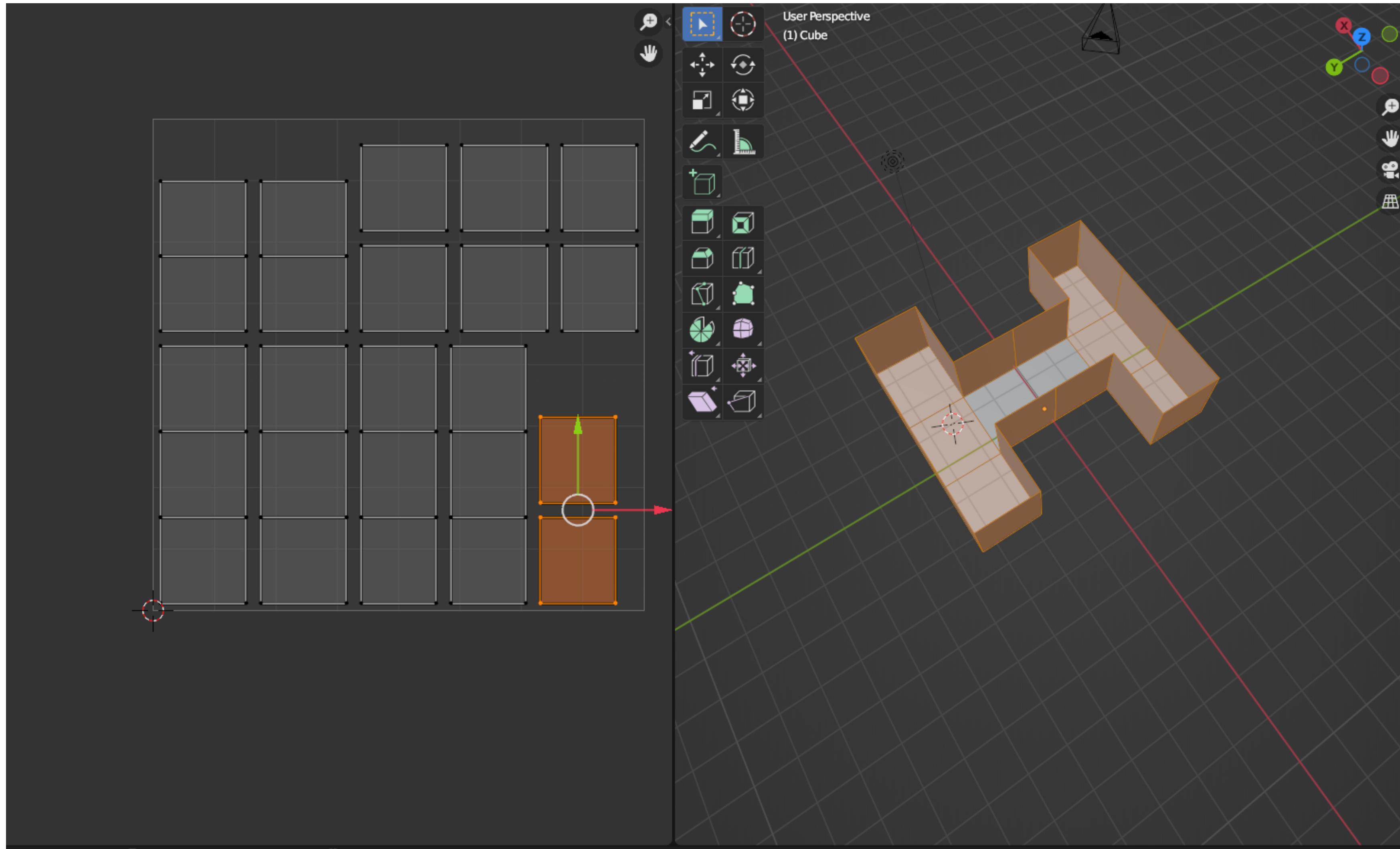
# CRIA UM MAPA UV (CLICA EM U)



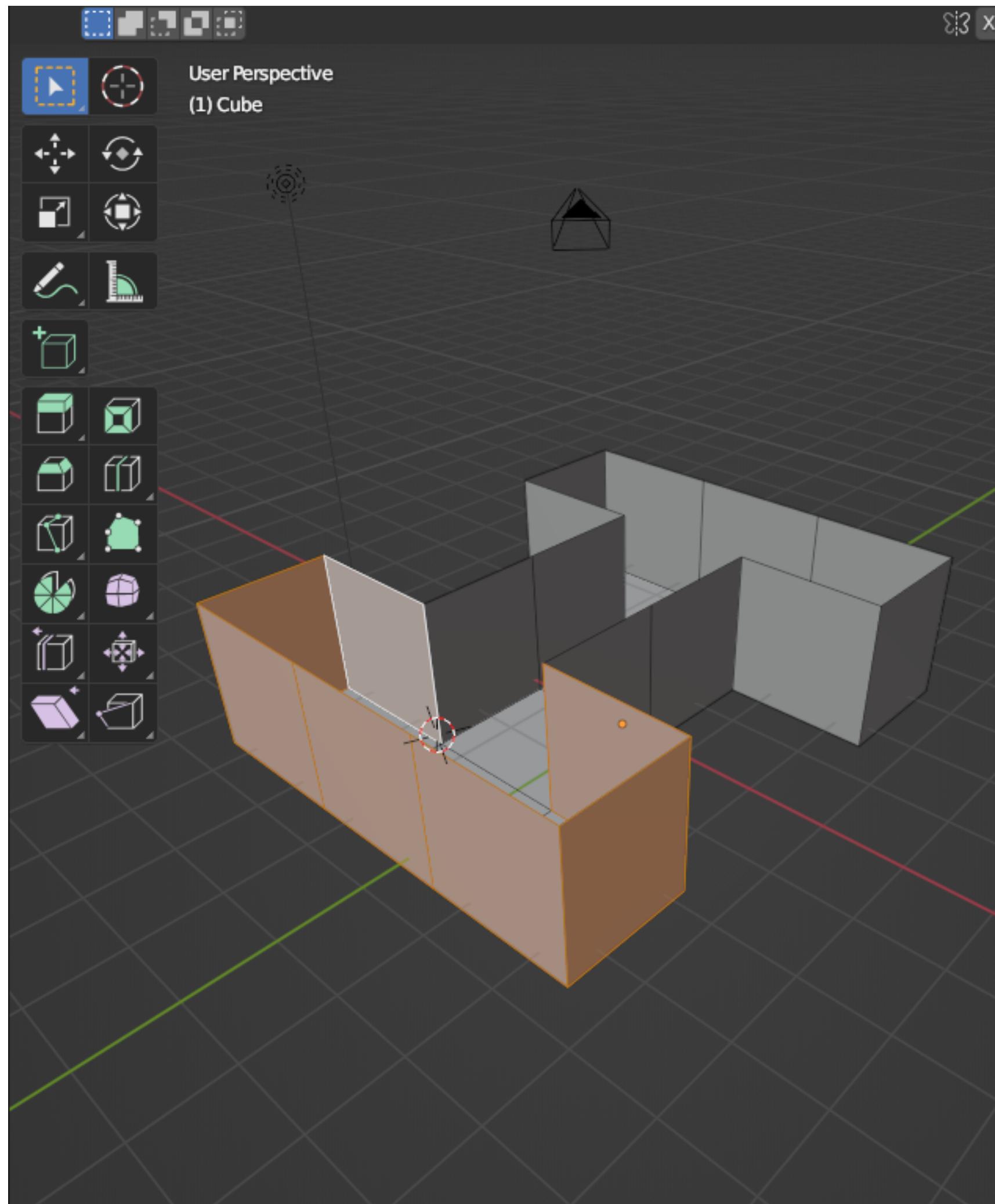
# MUDIFICA A ‘ISLAND MARGIN’ PARA 0.5



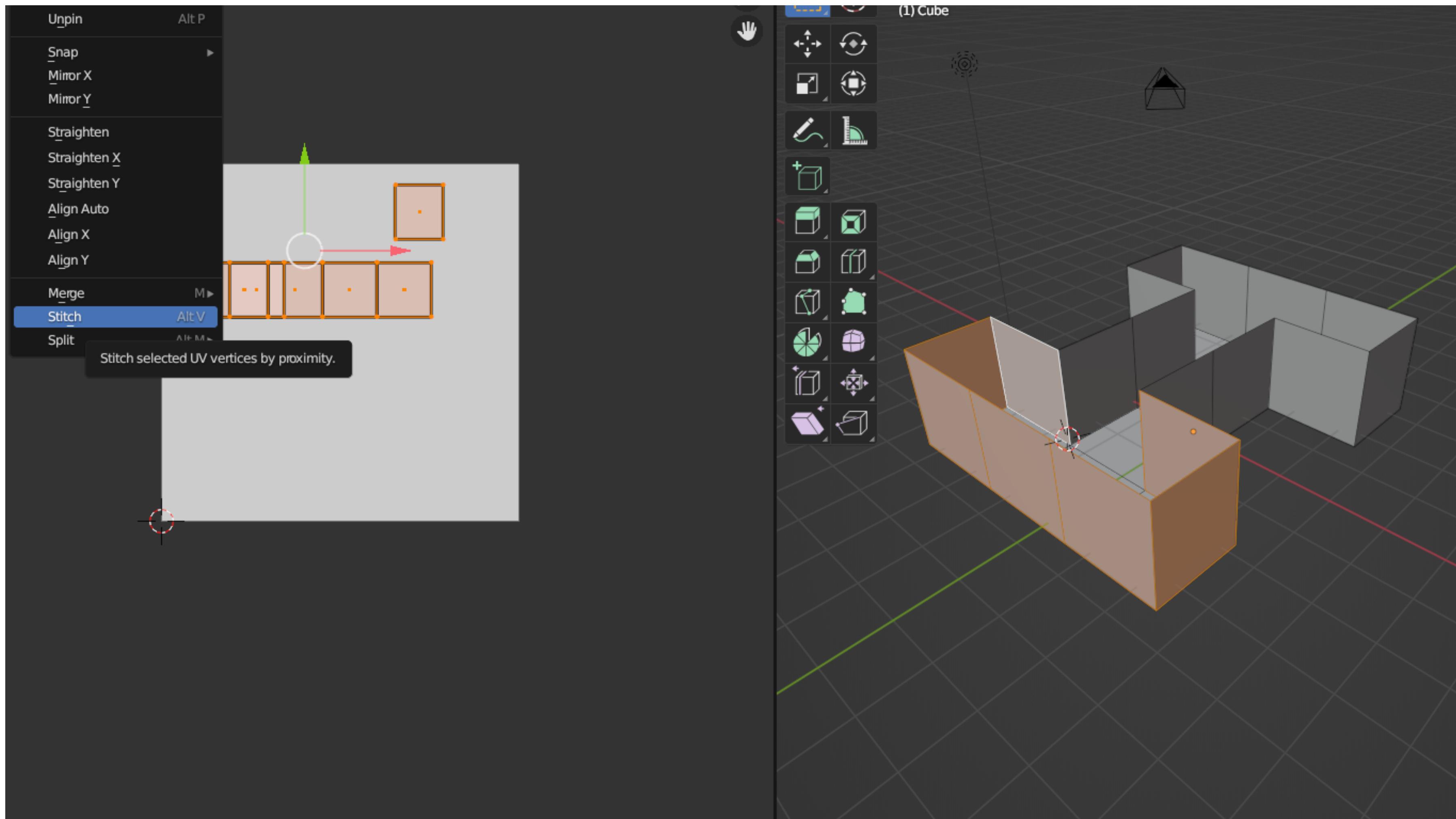
# AGORA TENS UM MAPA UV DO TEU QUARTO!



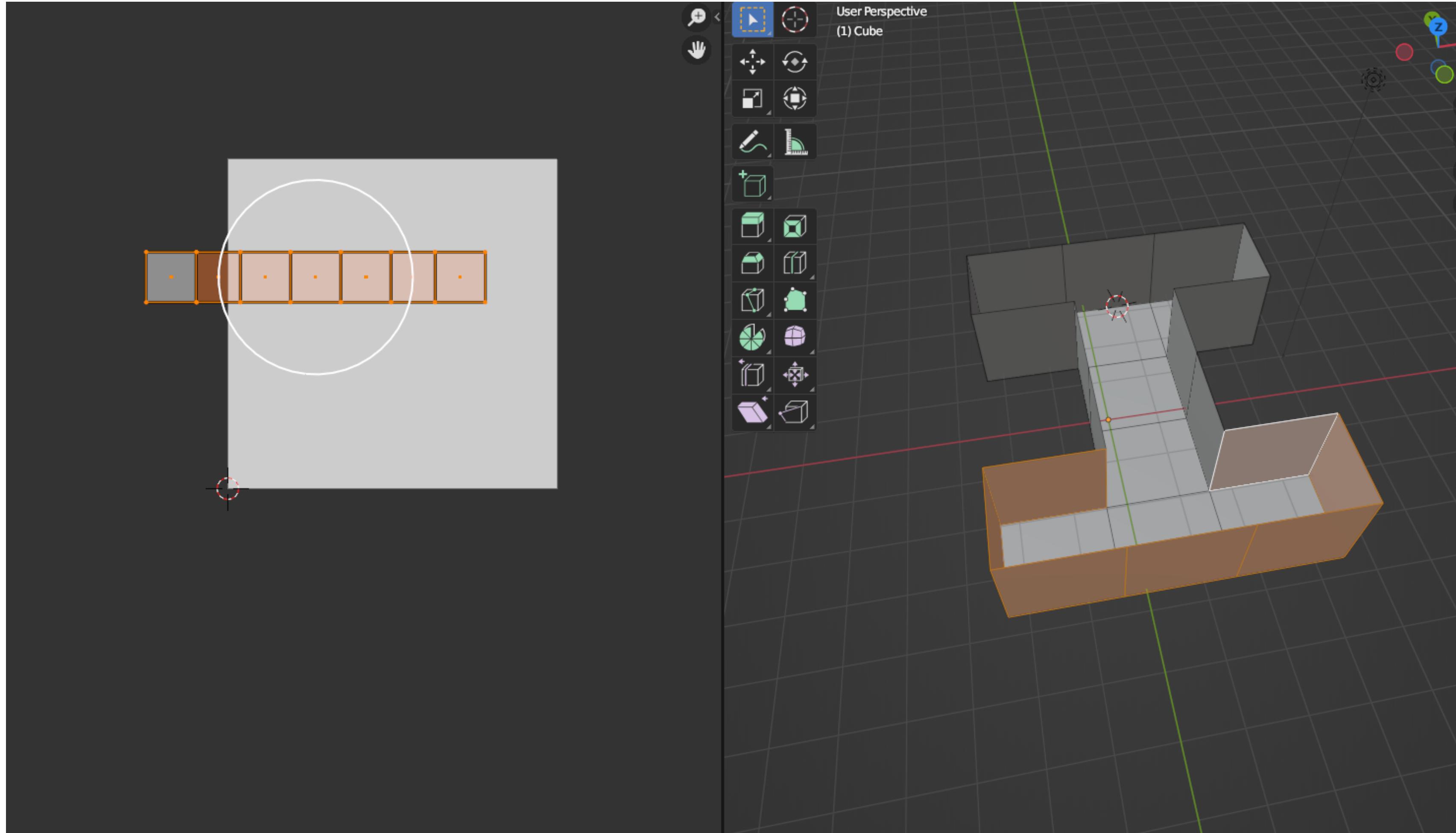
# SELECIONA AS FACES DAS PAREDES DE UM DOS QUARTOS



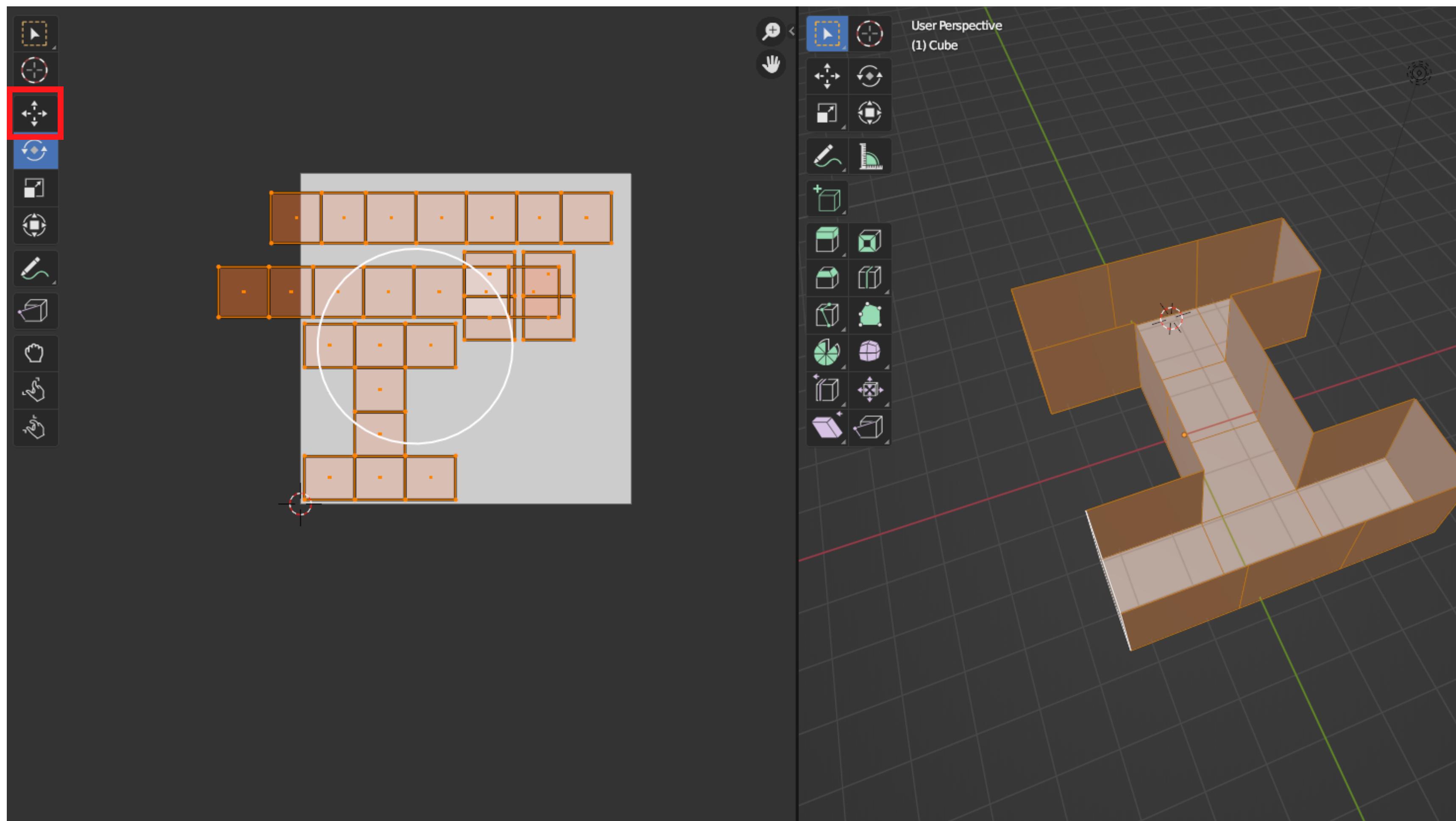
# RIGHT CLICK E SELCIONA ‘STICH’



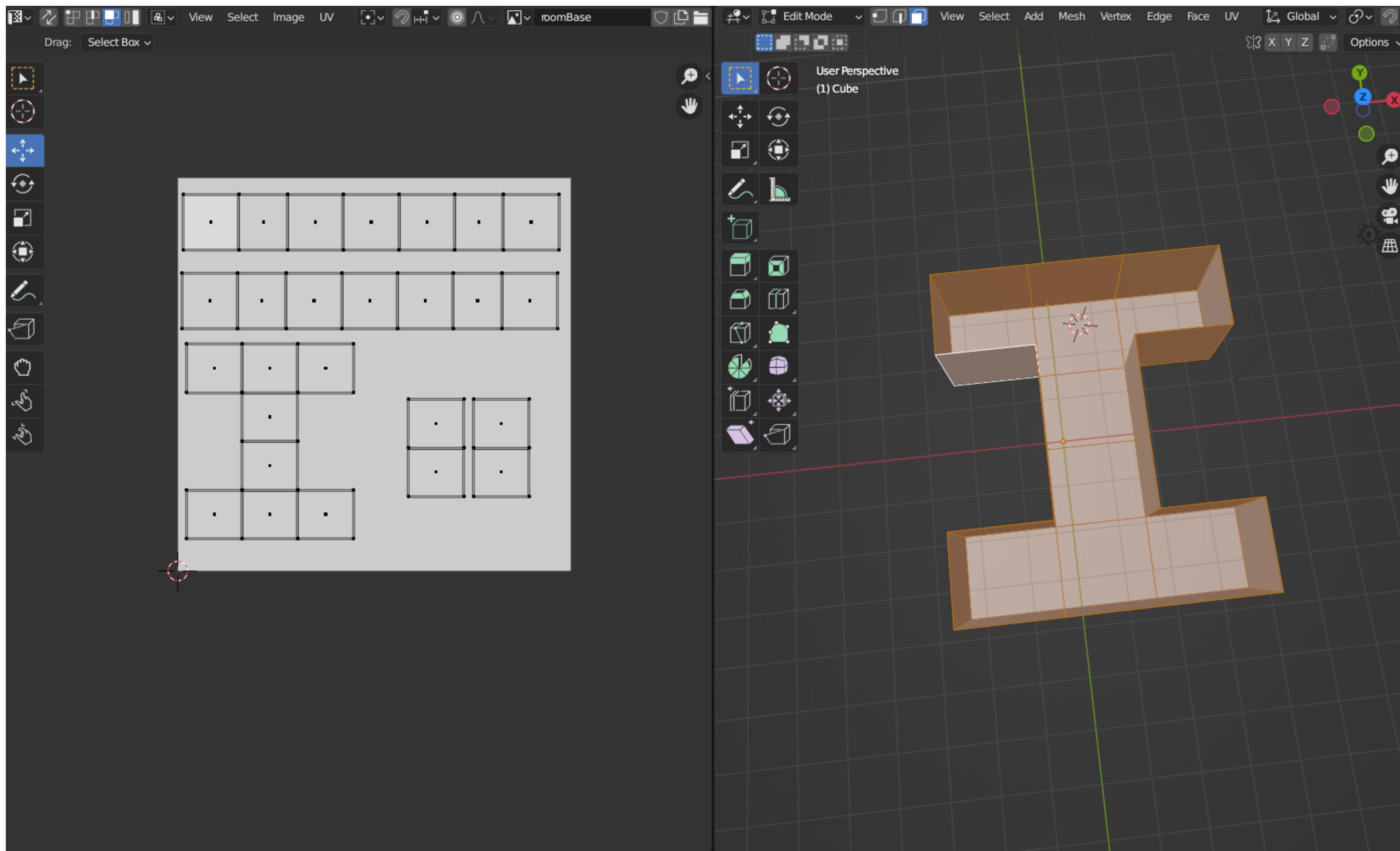
# FAZ O MESMO COM AS PAREDES DO SEGUNDO QUARTO



# MOVE A POSIÇÃO NO MAPA UV

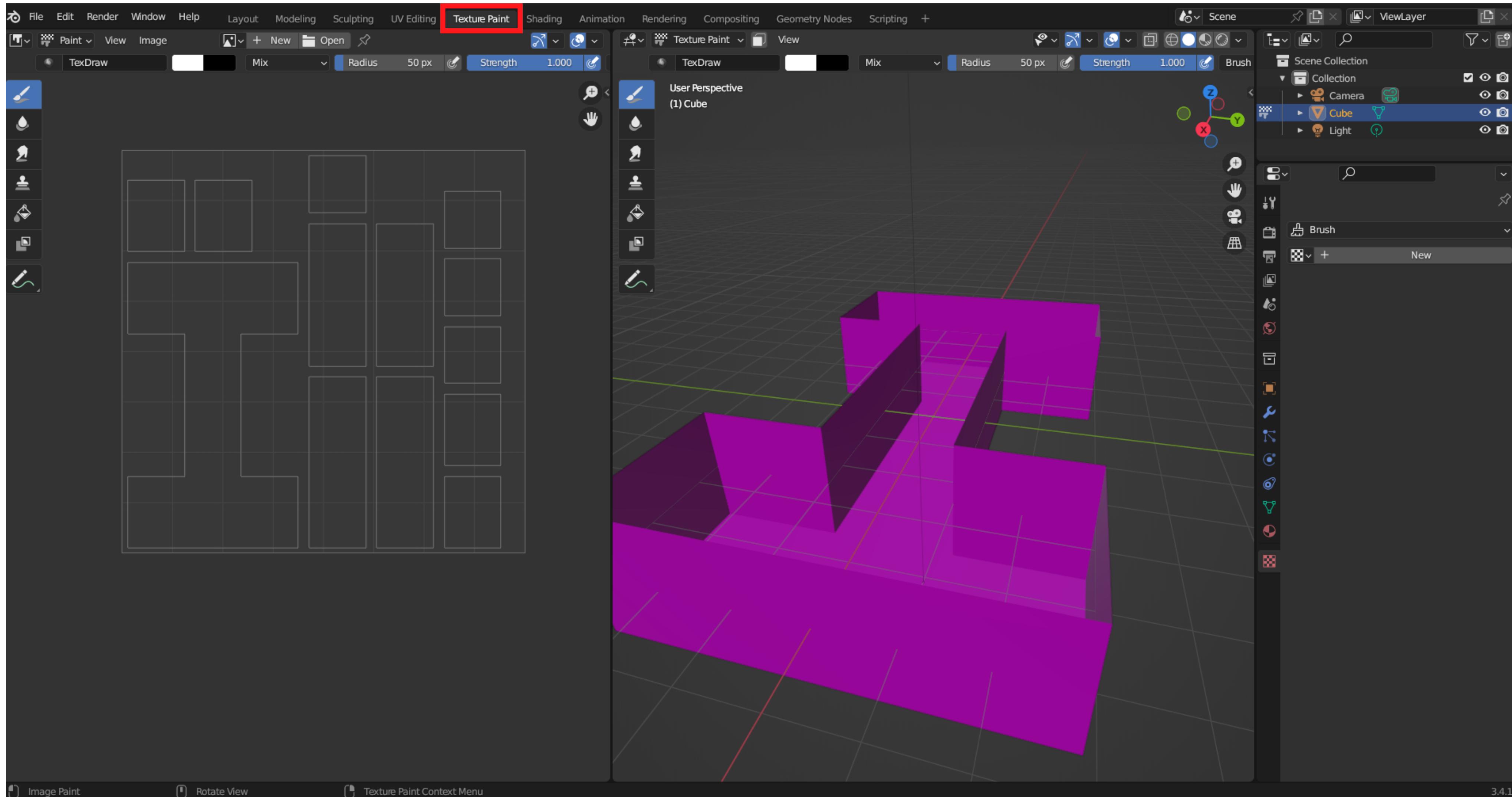


# AGORA JÁ TENS UM MAPA UV ORGANIZADO!

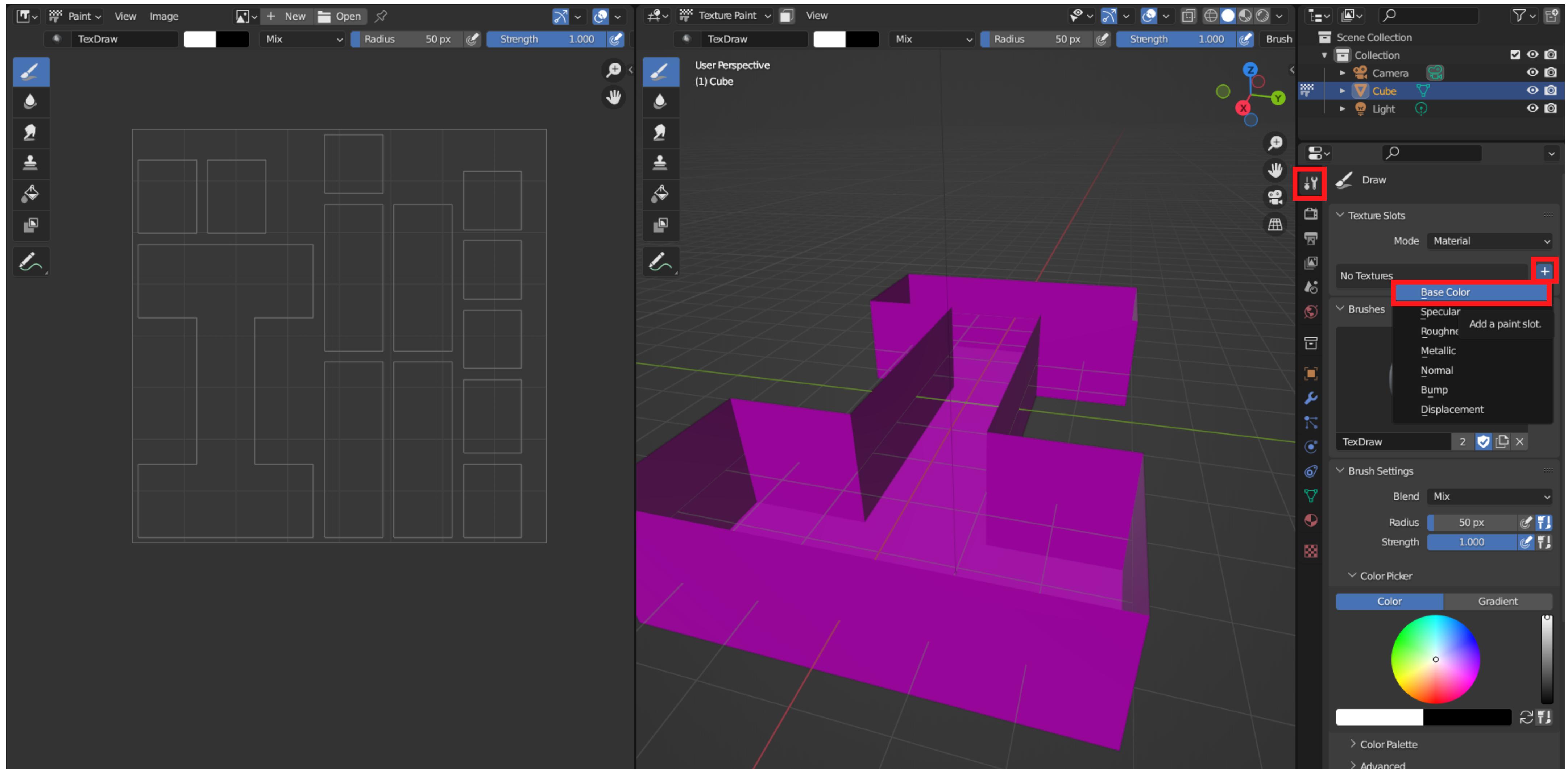


# 04 Criar uma Textura

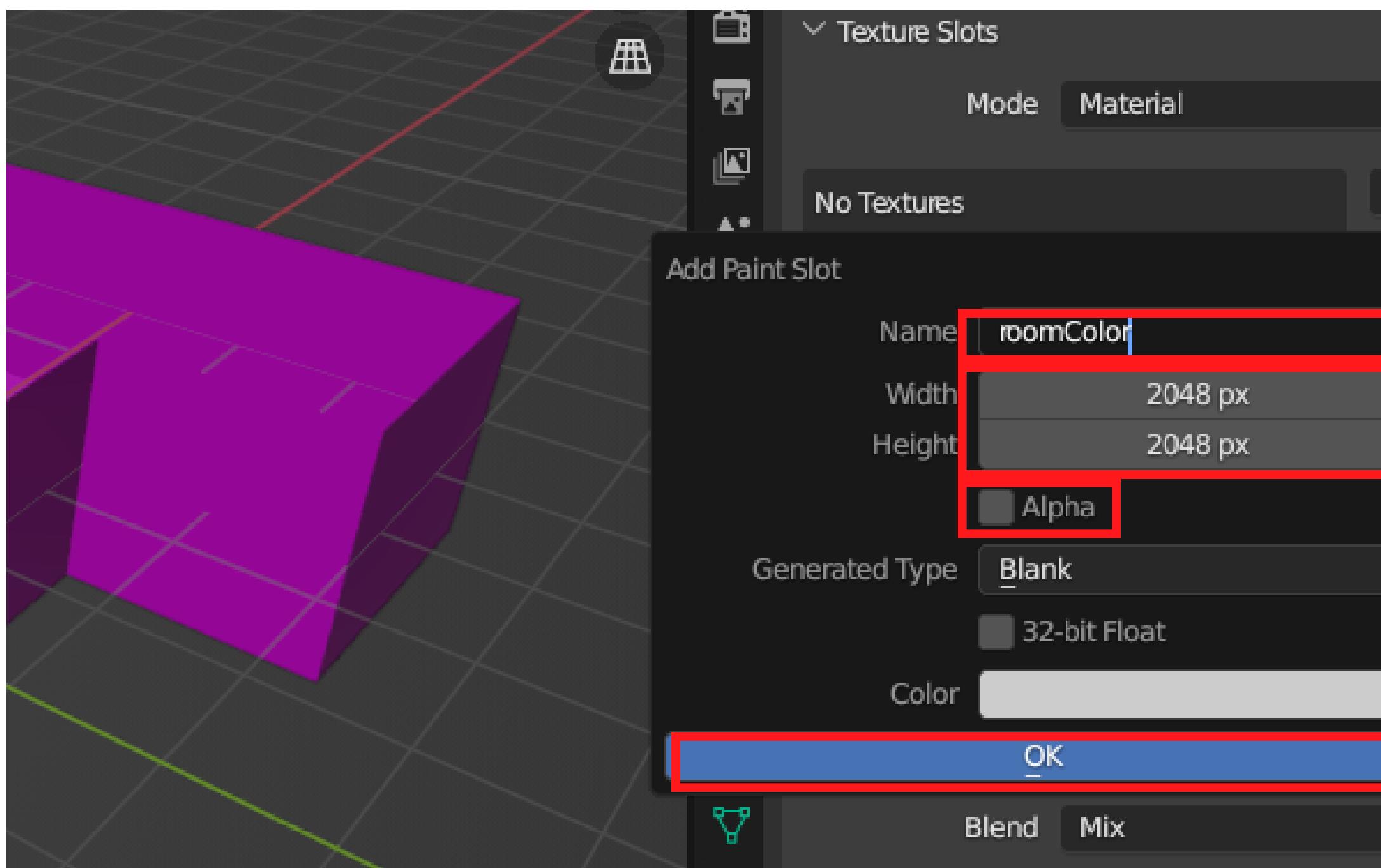
# SELECIONA A TAB ‘TEXTURE PAINT’



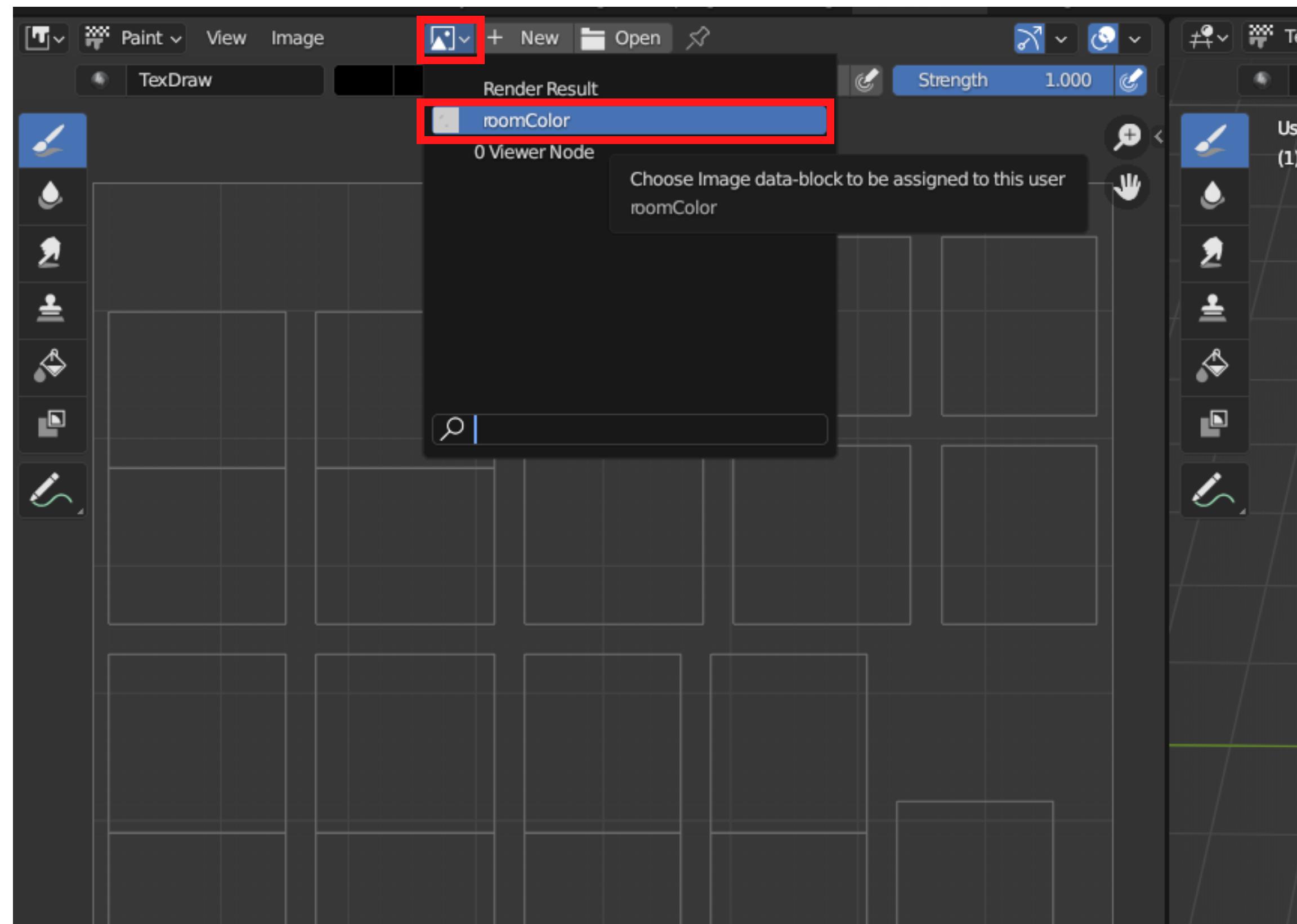
# ADICIONA UMA TEXTURA



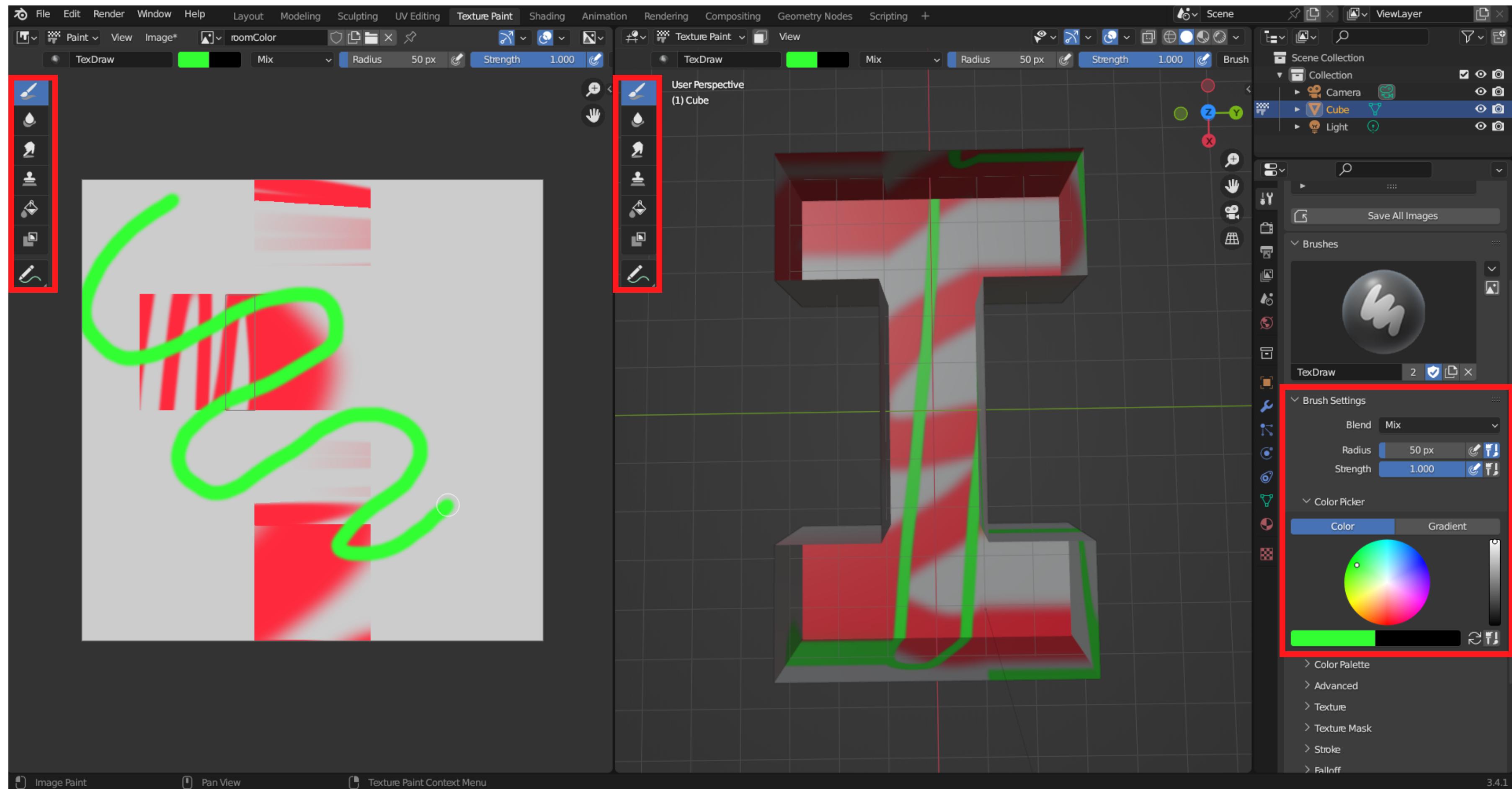
# MODIFICA O NOME E O TAMANHO E DESATIVA A OPÇÃO ‘ALPHA’



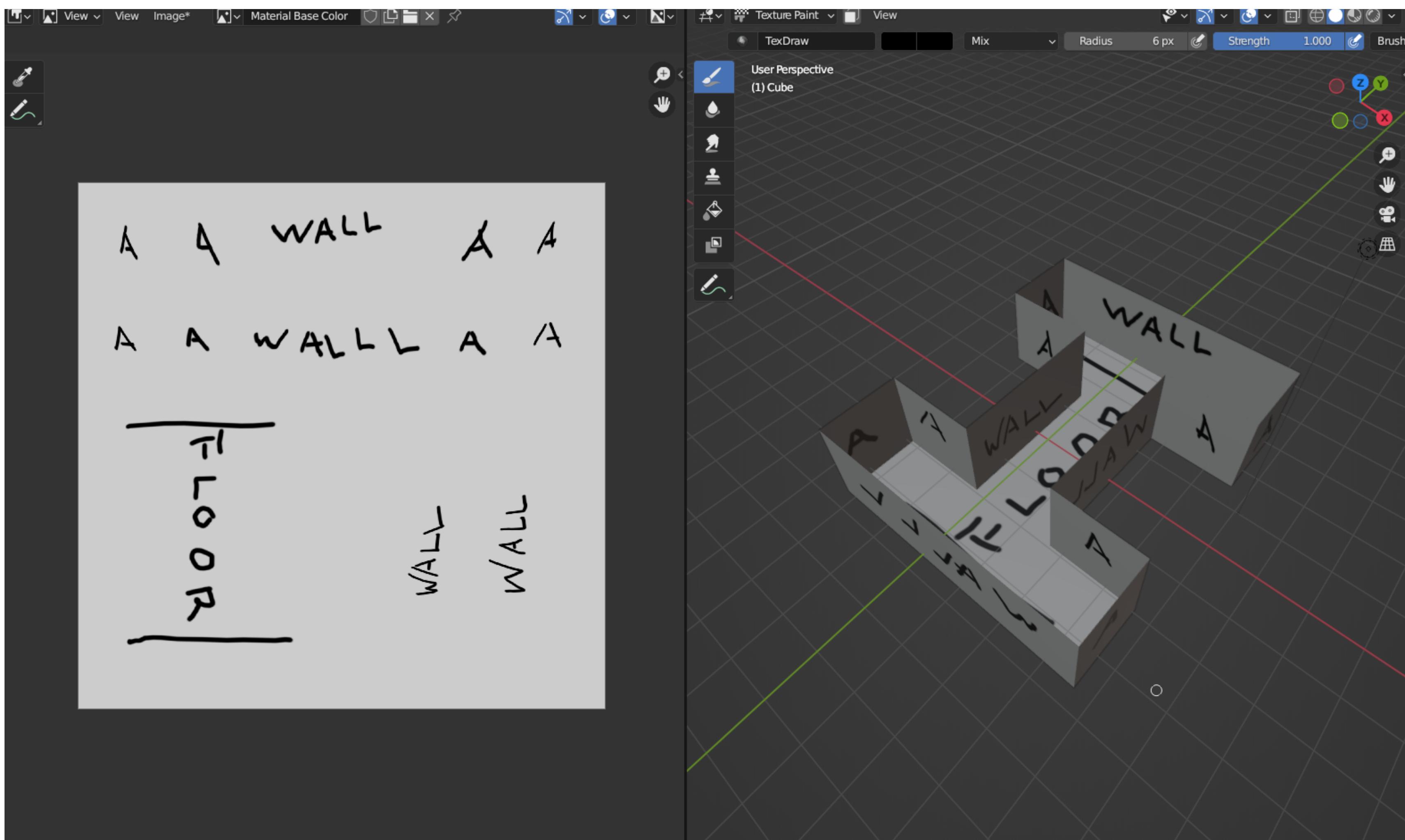
# ABRE A TEXTURA QUE ACABASTE DE CRIAR



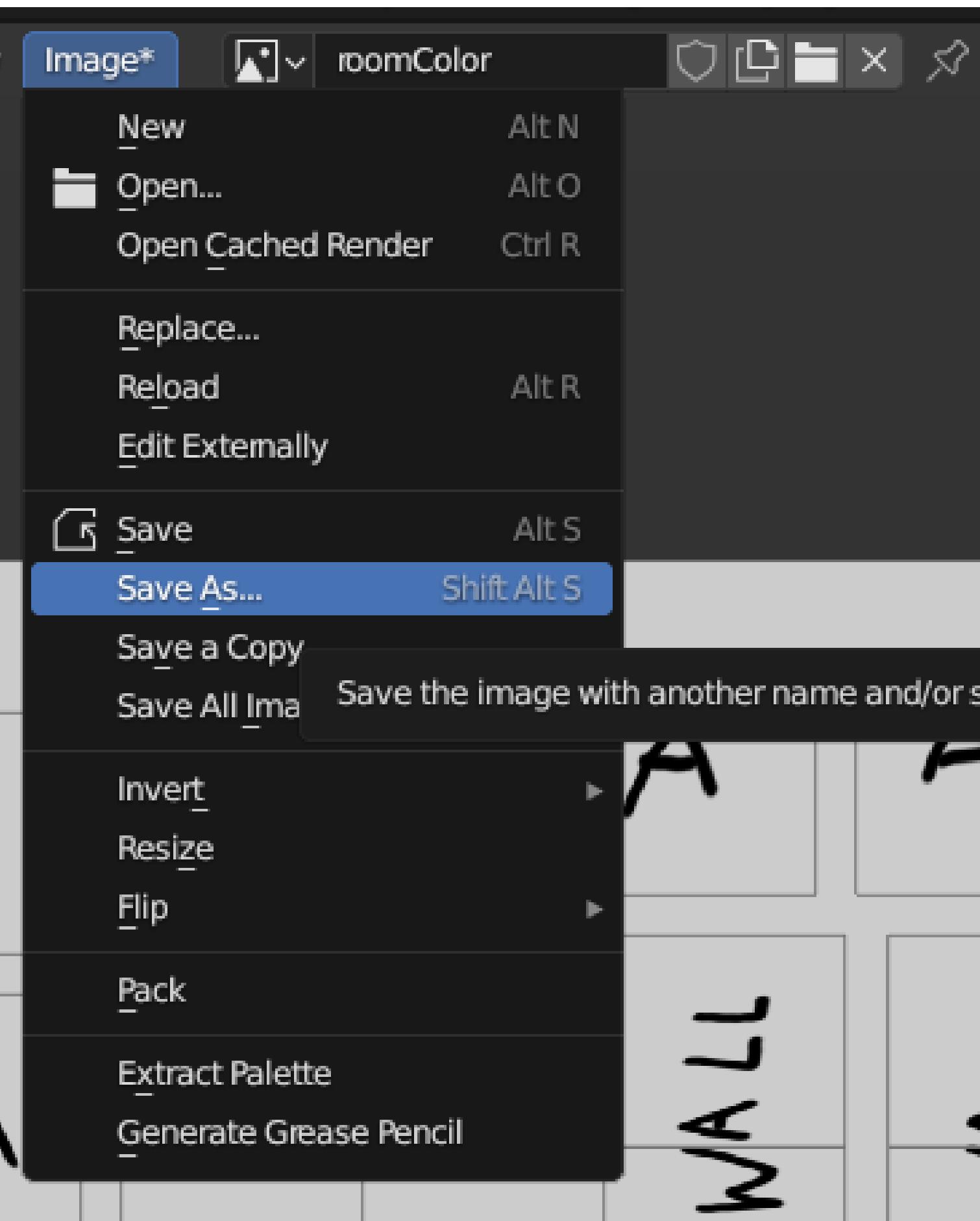
# É POSSÍVEL PINTAR EM QUALQUER DOS LADOS



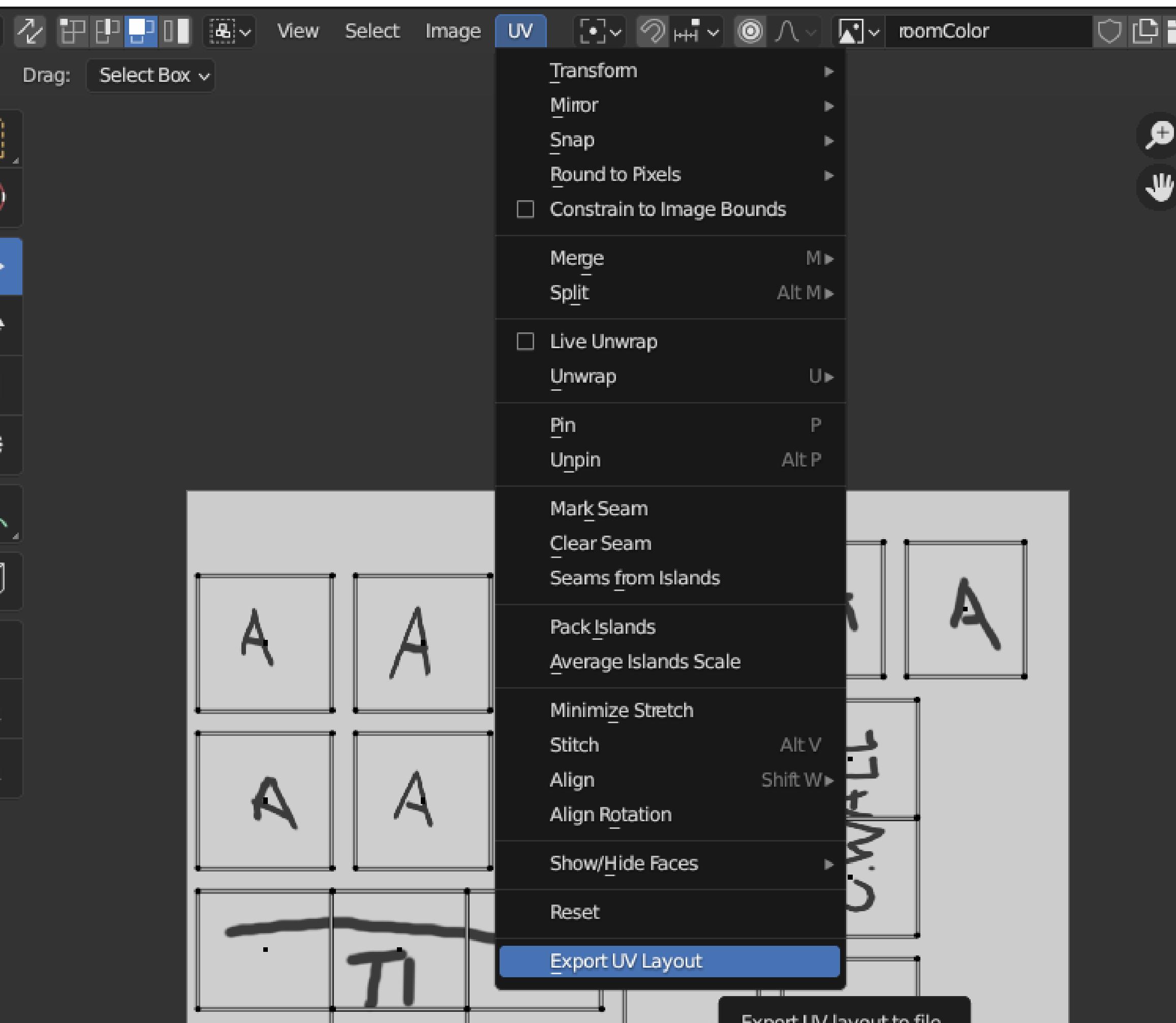
# MARCA TODAS AS FACES



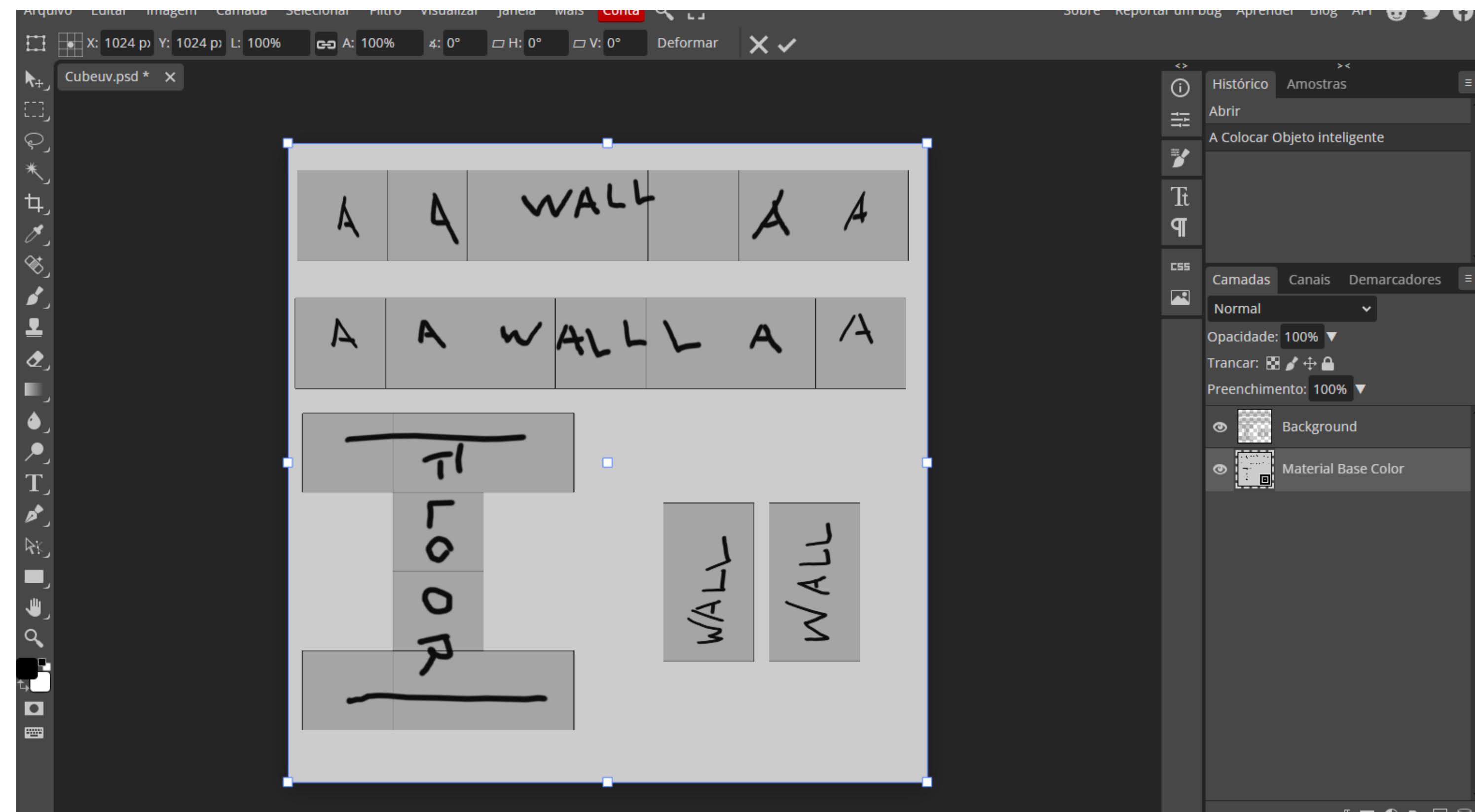
# GUARDA A IMAGEM



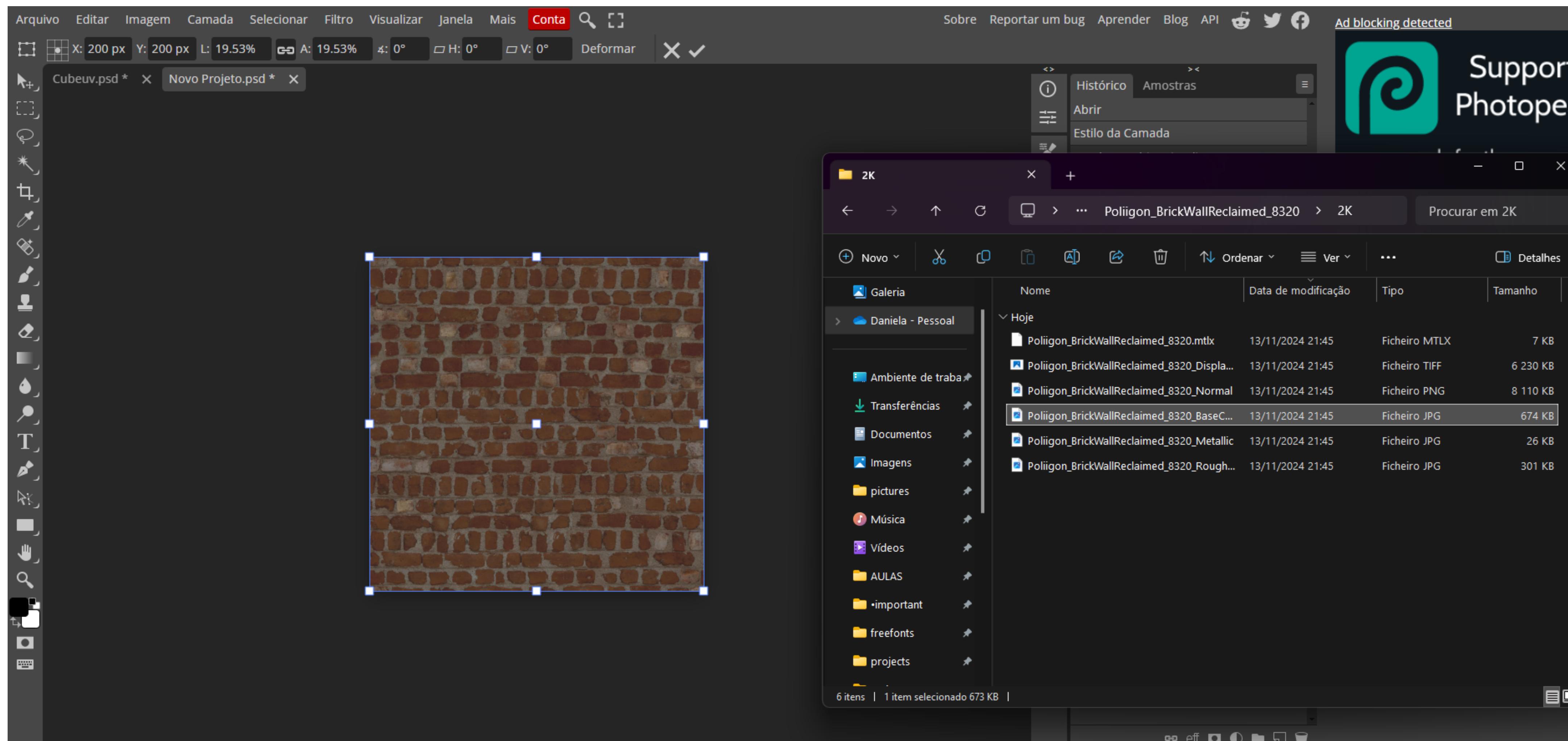
# EXPORTA O MAPA UV



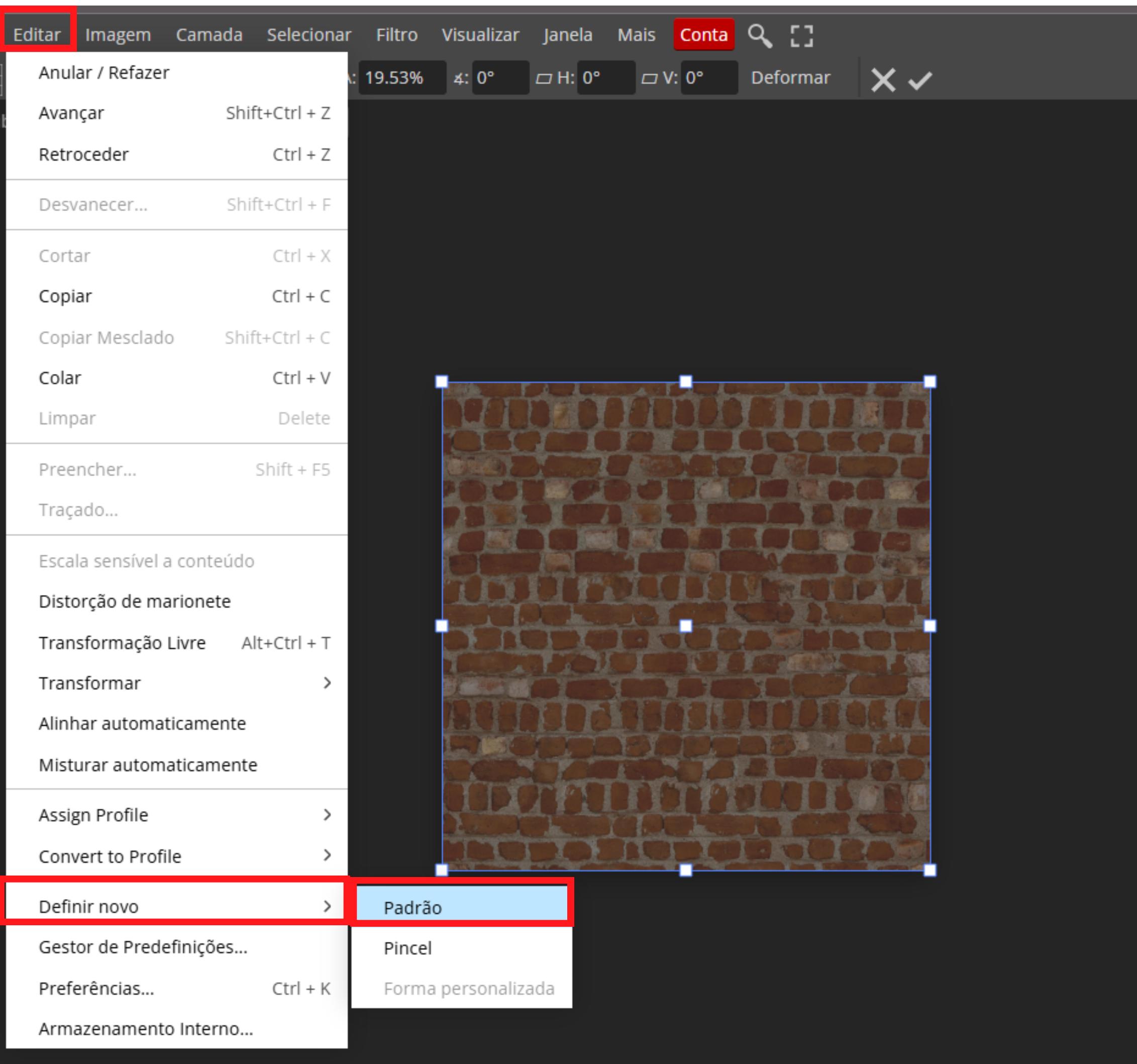
**UTILIZA UM SOFTWARE DE EDIÇÃO DE IMAGEM E  
SUBREPÓE O MAPA E A TEXTURA  
SUGESTÃO: [WWW.PHOTOPEA.COM](http://WWW.PHOTOPEA.COM)**



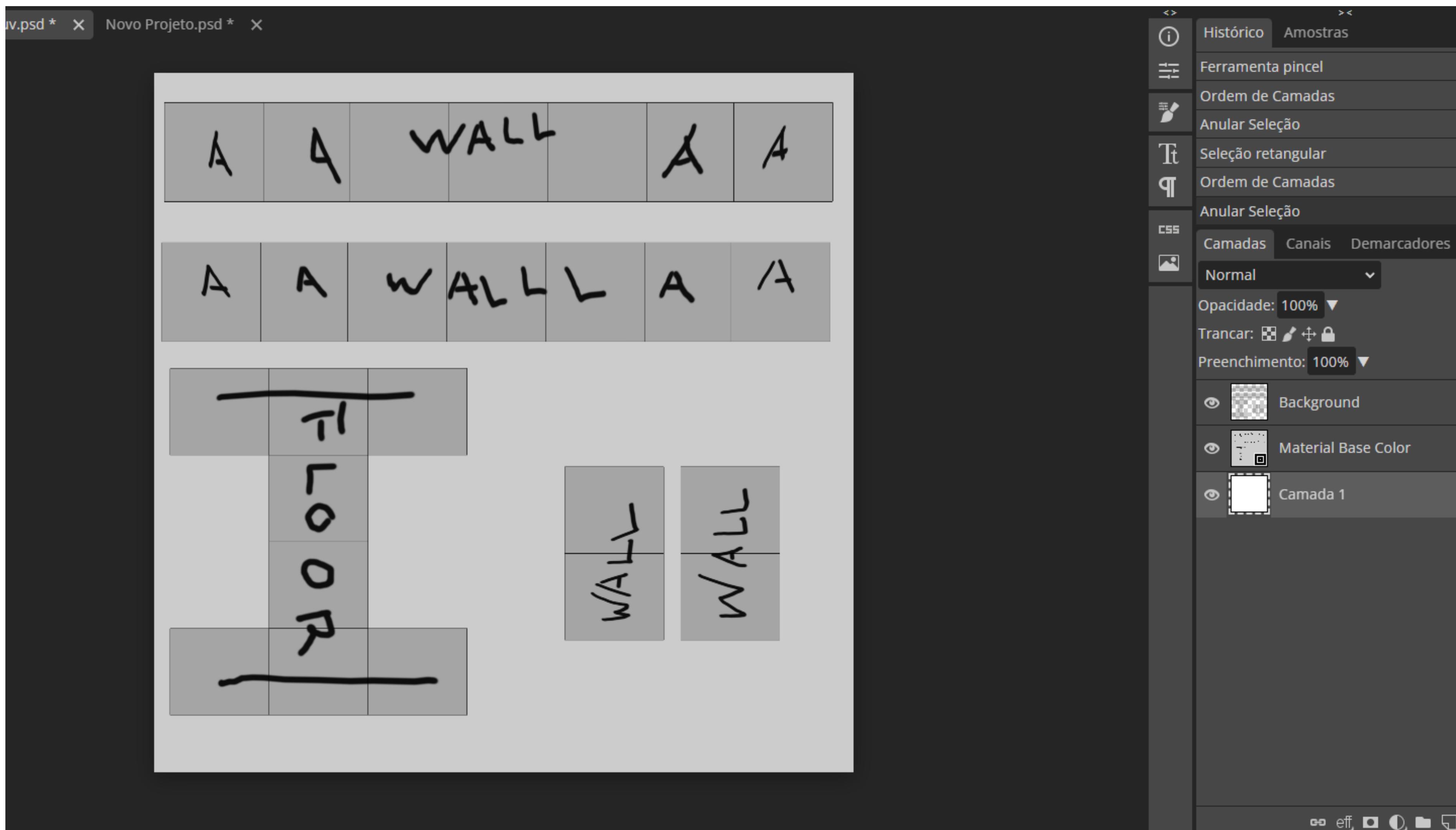
# ABRE A TUA IMAGEM NO PHOTOPAEA



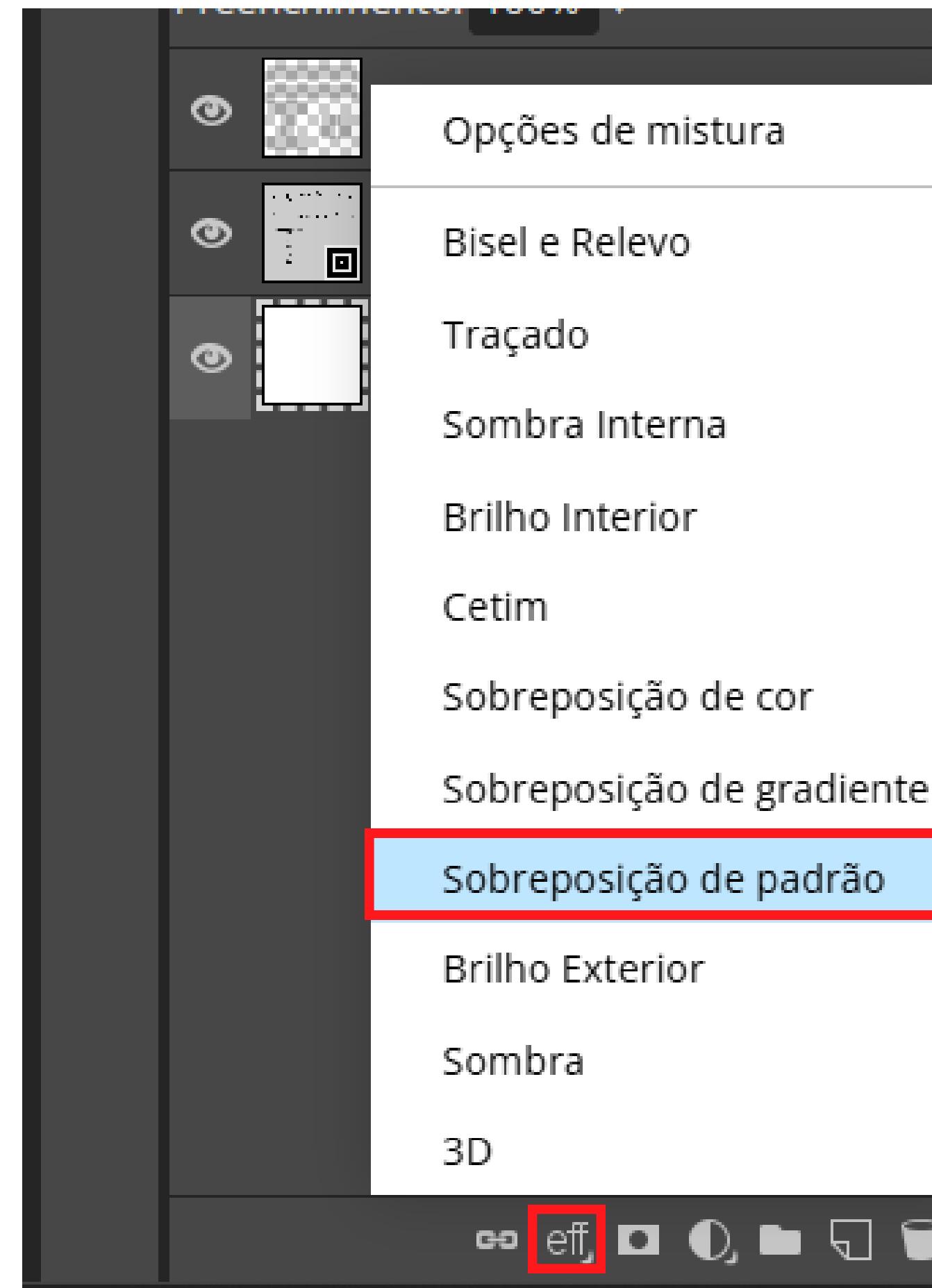
# DEFINE UM NOVO PADRÃO



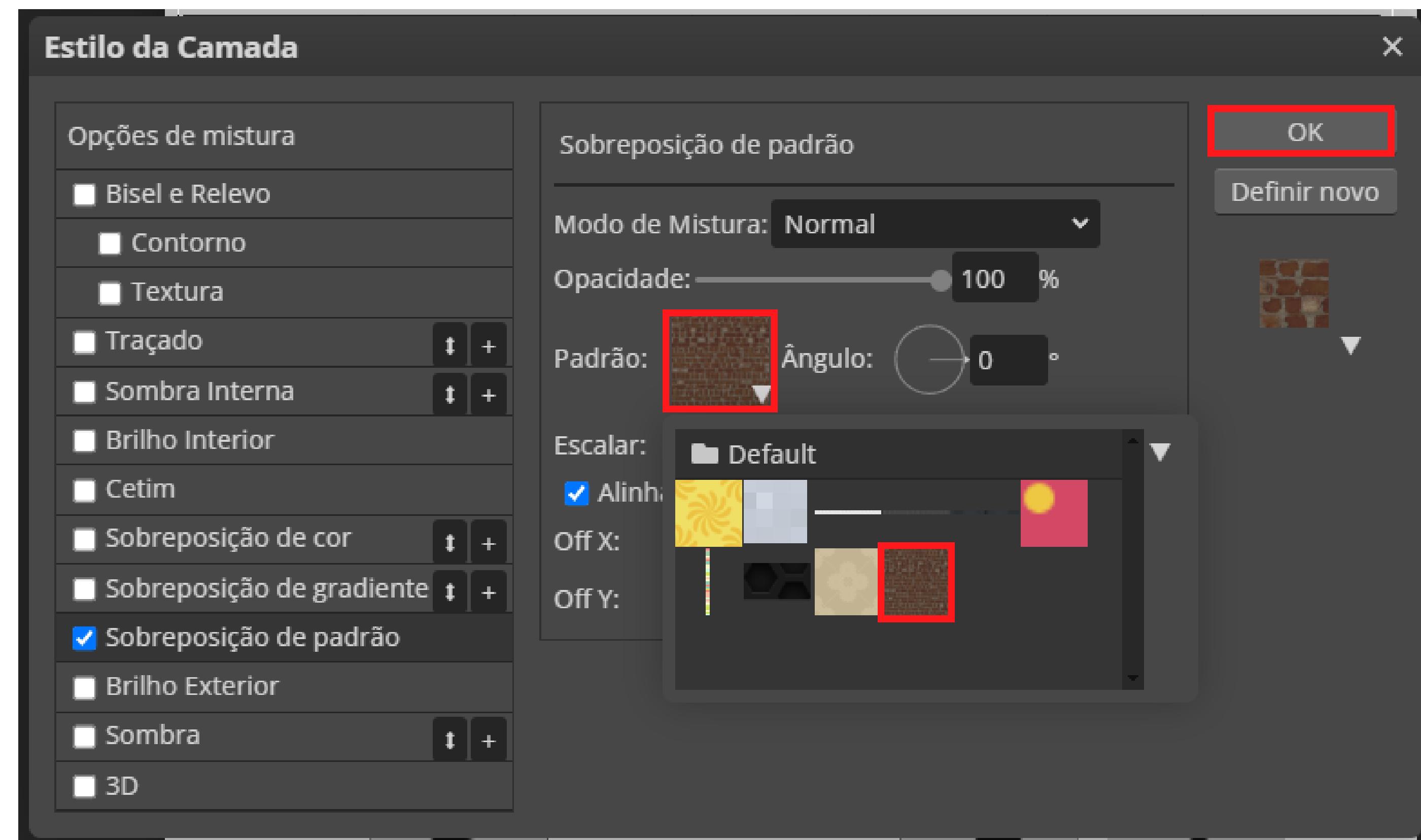
# ADICIONA UMA CAMADA BRANCA



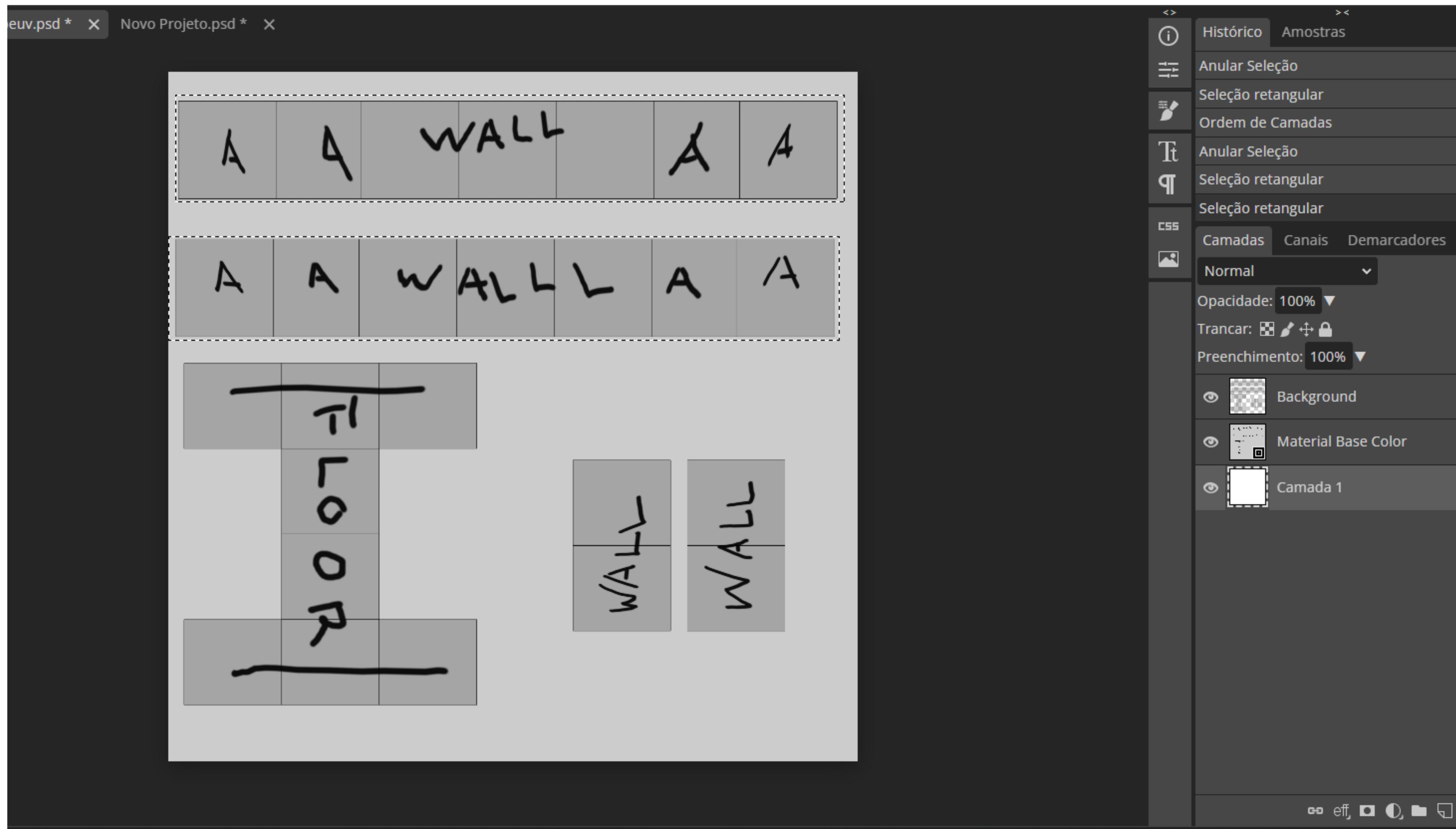
# ADICIONA O EFEITO DE SOBREPOSIÇÃO DE PADRÃO



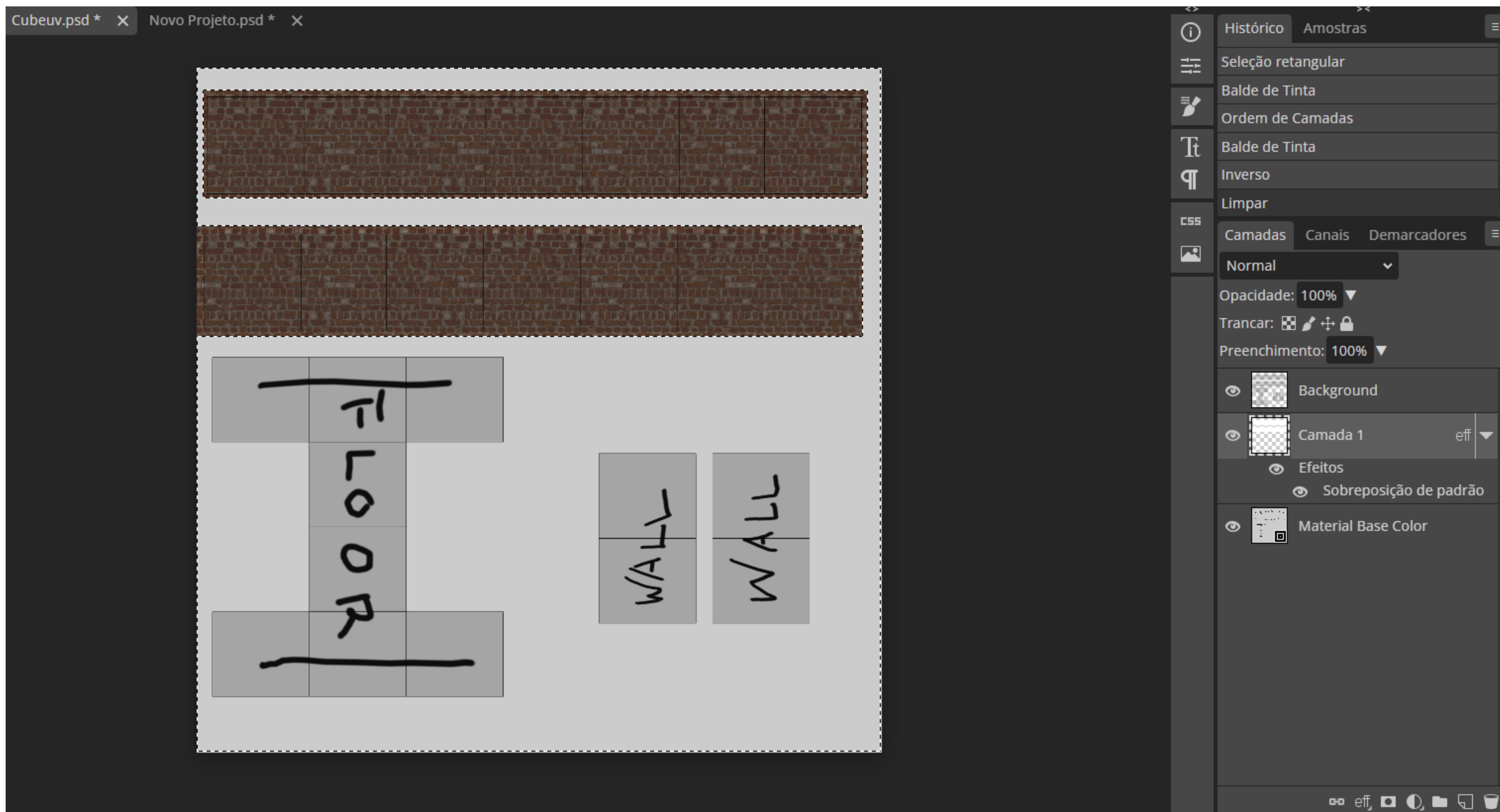
# SELECIONA O PADRÃO CRIADO



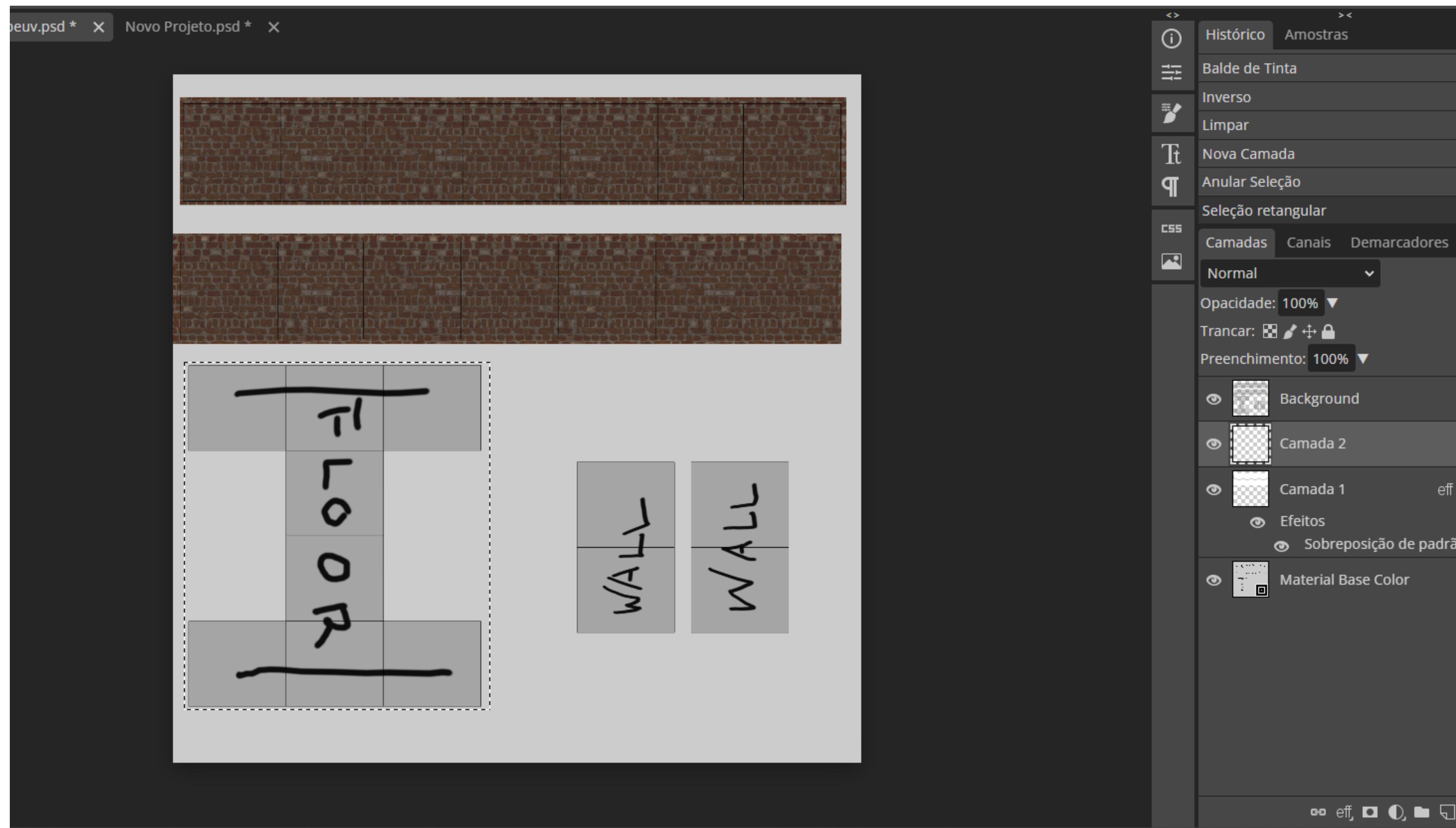
# SELECIONA AS PAREDES NA CAMADA BRANCA



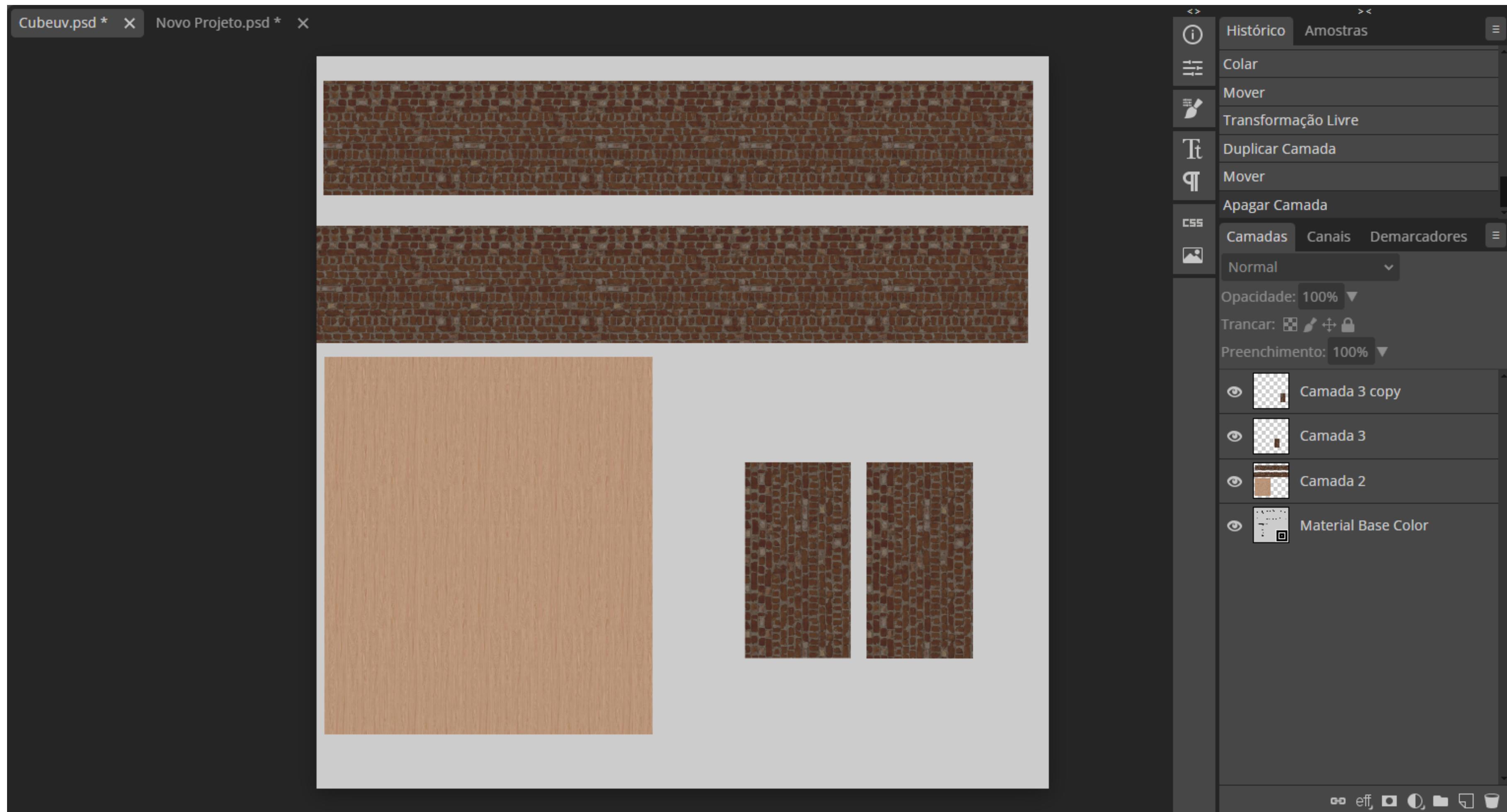
# ELIMINA



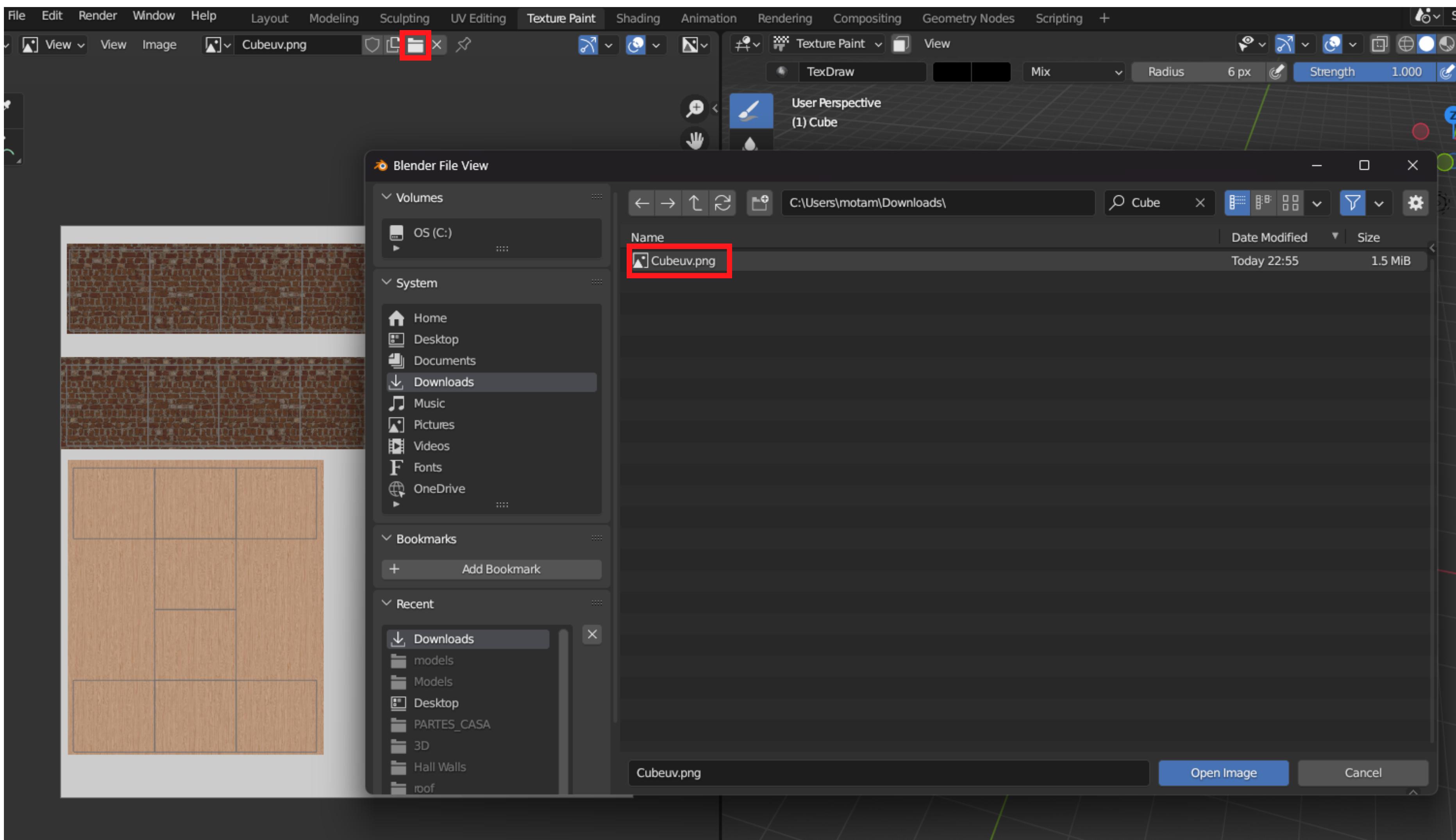
# CRIA OUTRA CAMADA E REPETE O PROCESSO PARA O CHÃO



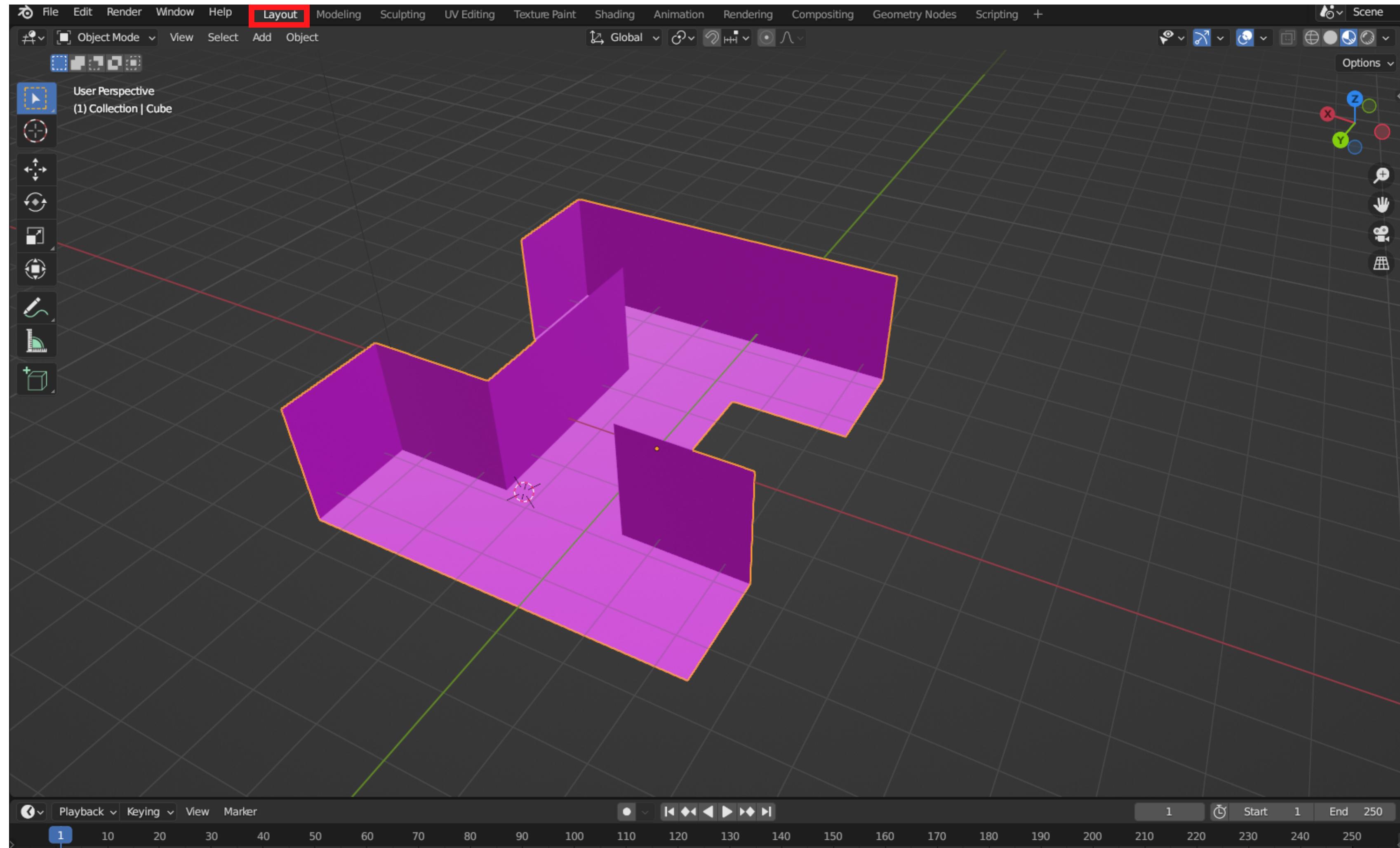
# NO FINAL ELIMINA A CAMADA COM O MAPA UV E GUARDA A NOVA IMAGEM



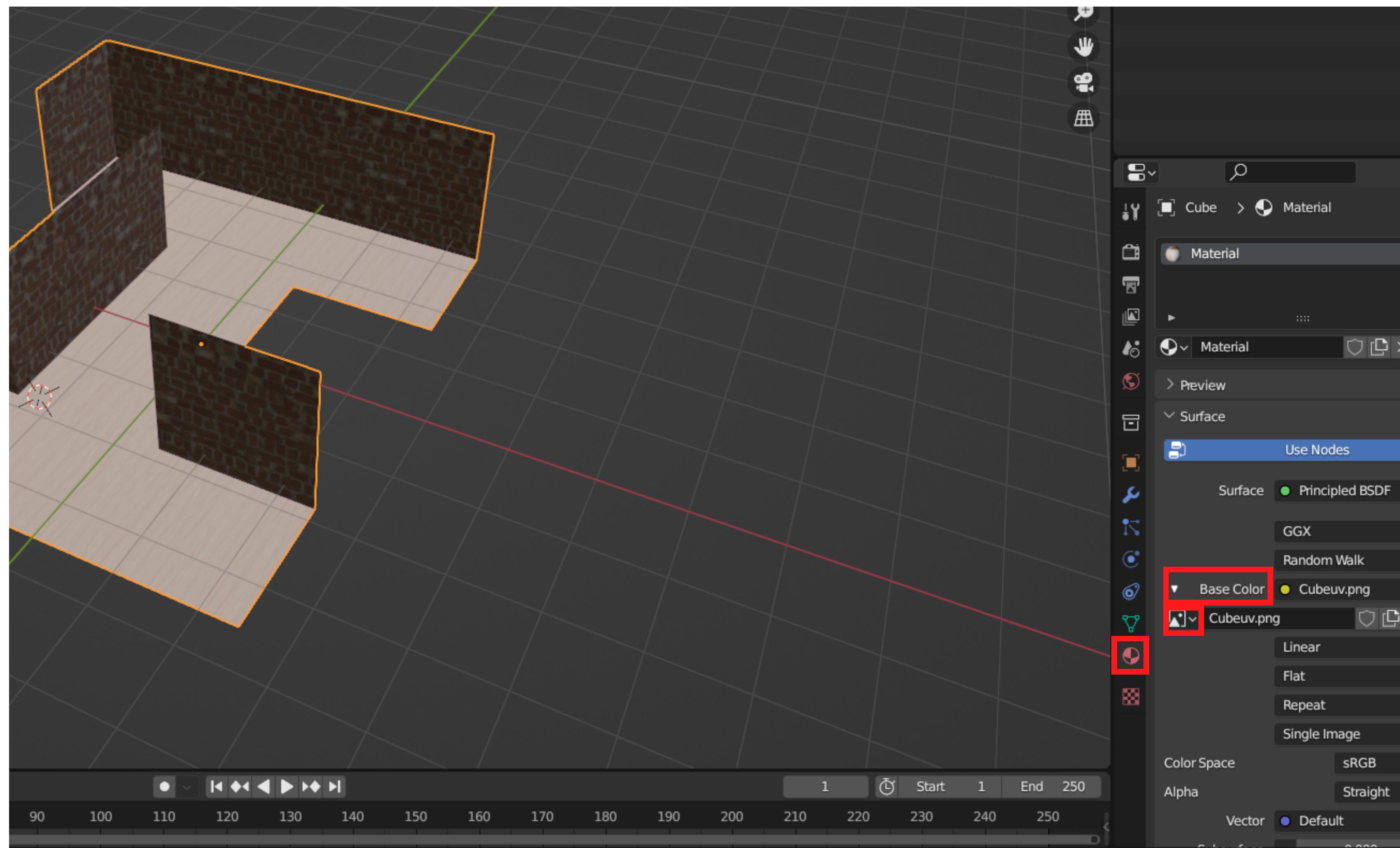
# NO AO BLENDER, IMPORTAMOS A IMAGEM



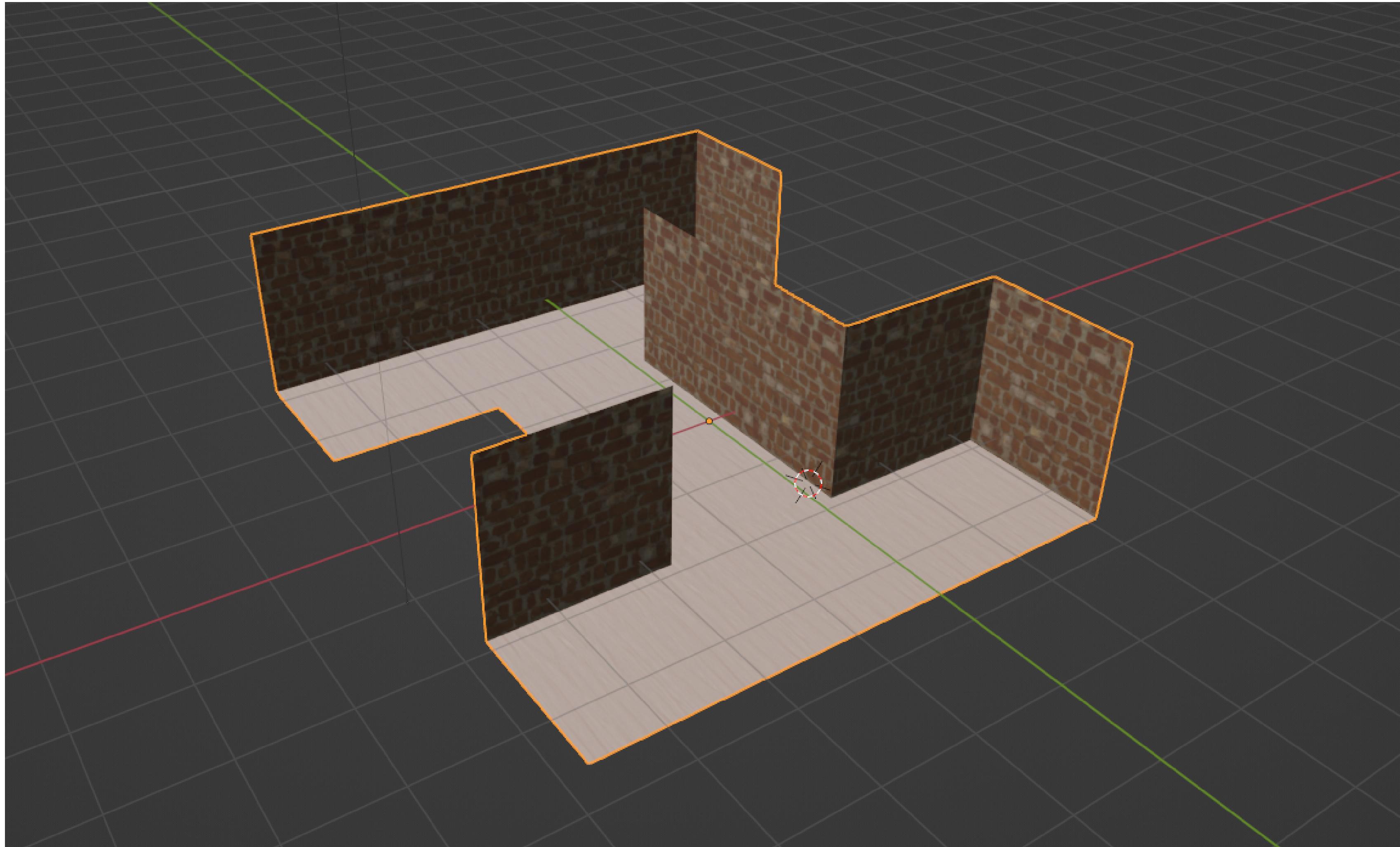
# SELECIONA A TAB ‘LAYOUT’



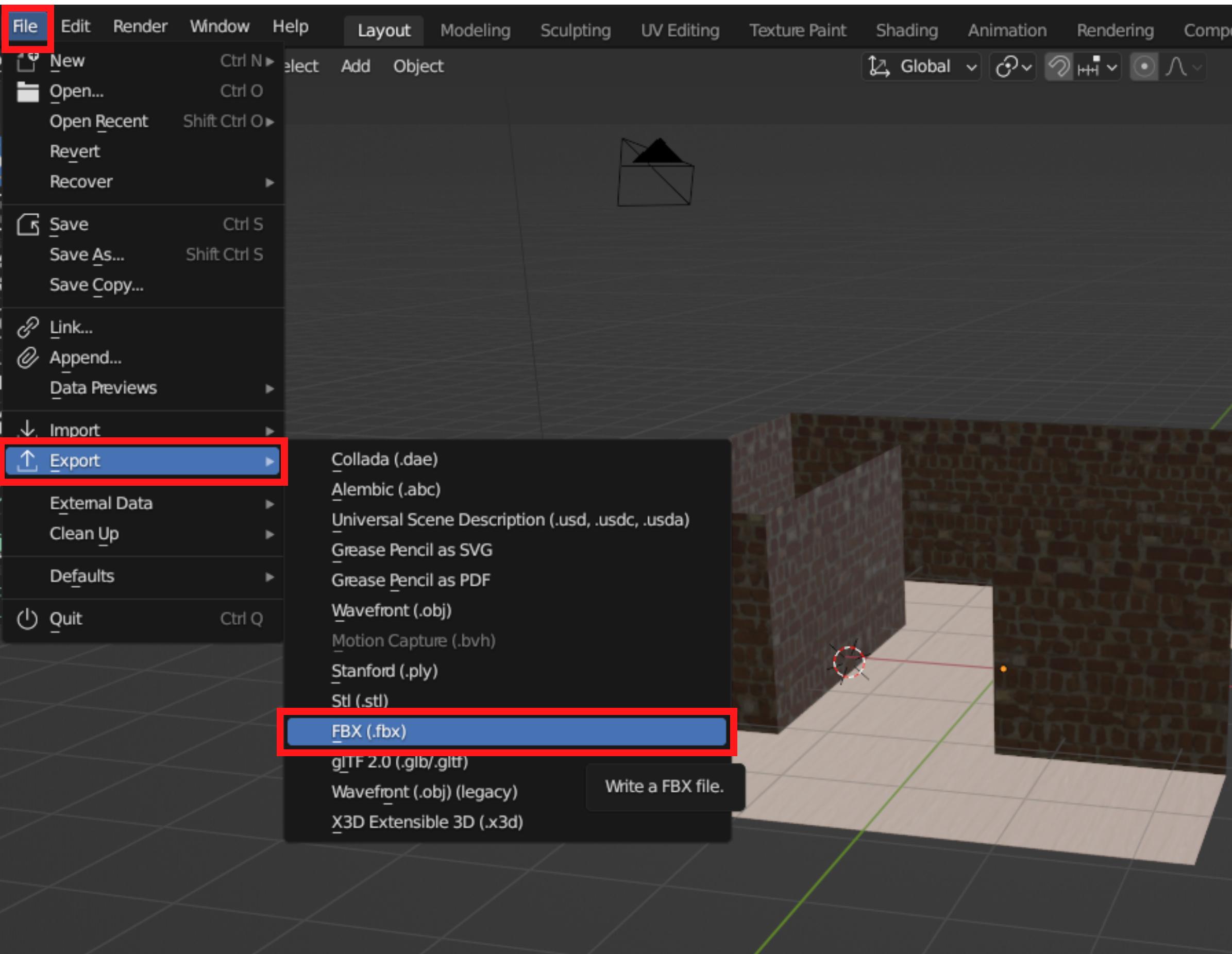
# MUDIFICA O MATERIAL

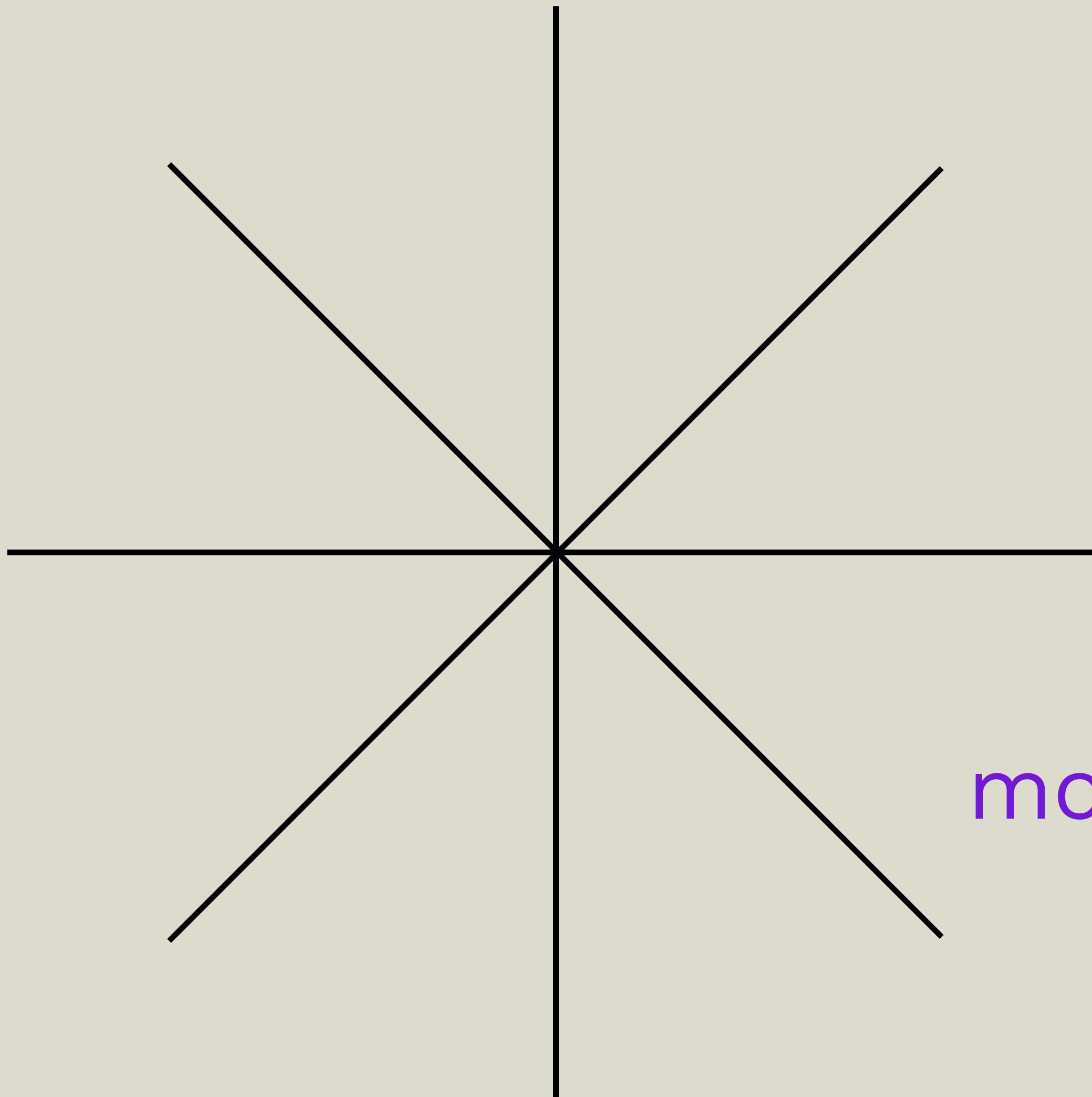


# AGORA TENS UM QUARTO COM TEXTURA



# EXPORTA O TEU OBJETO





# Obrigada!

Não te esqueças onde  
encontrar este ppt:

[motamdaniela.github.io/tajd](https://motamdaniela.github.io/tajd)