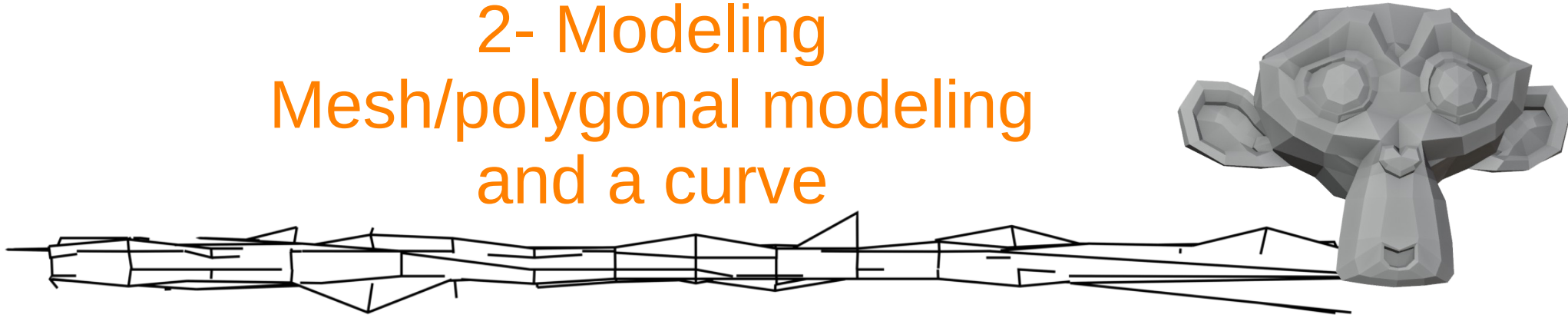


2- Modeling Mesh/polygonal modeling and a curve



Ordu, 12.05 – 16.05 2025

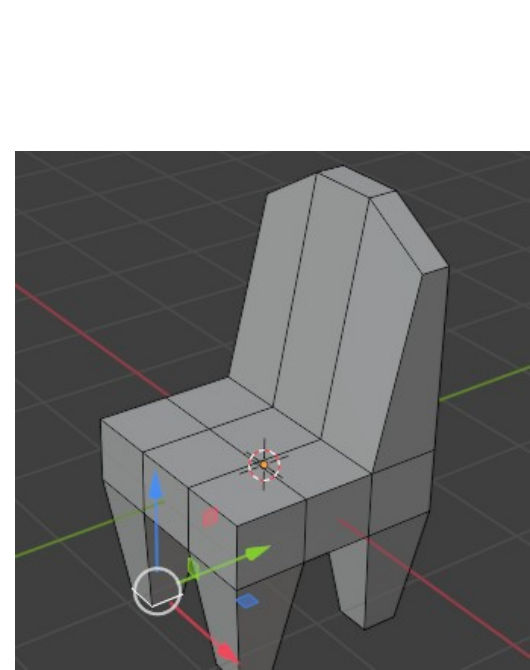
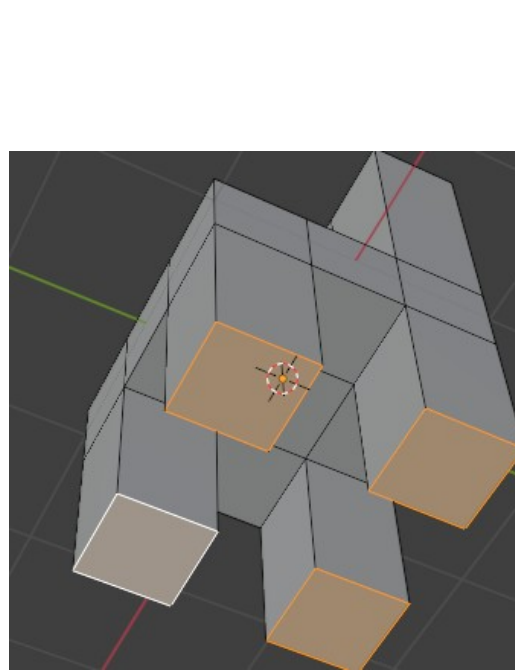
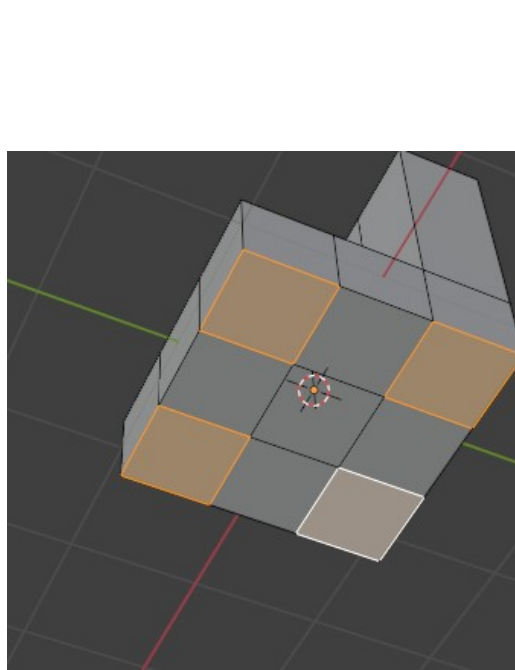
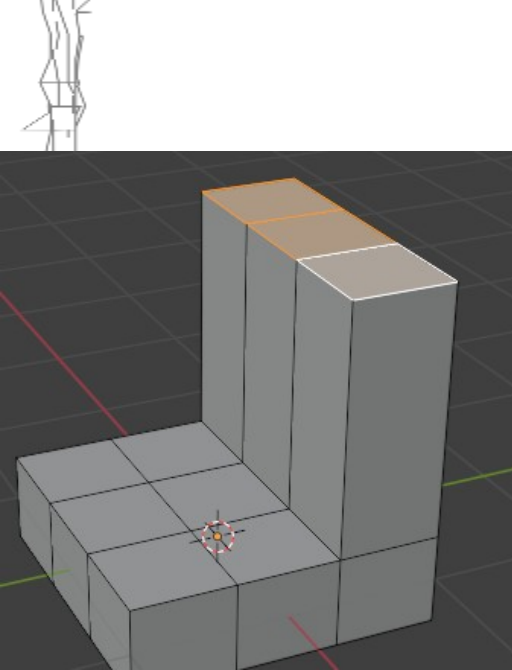
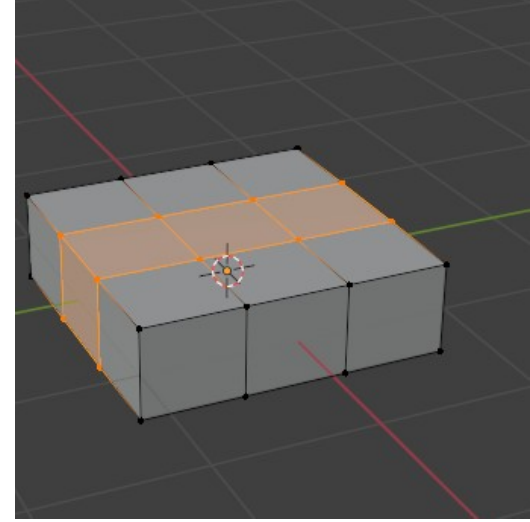
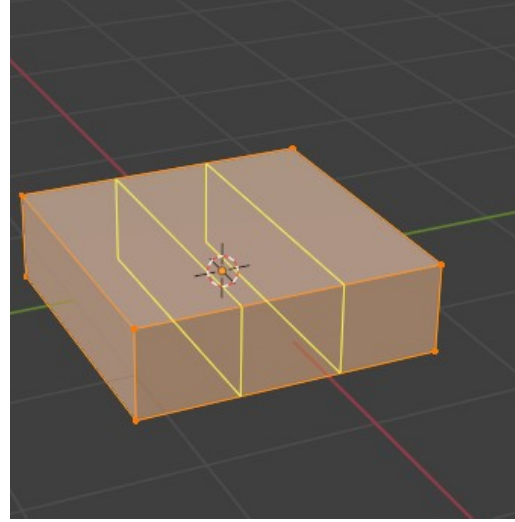
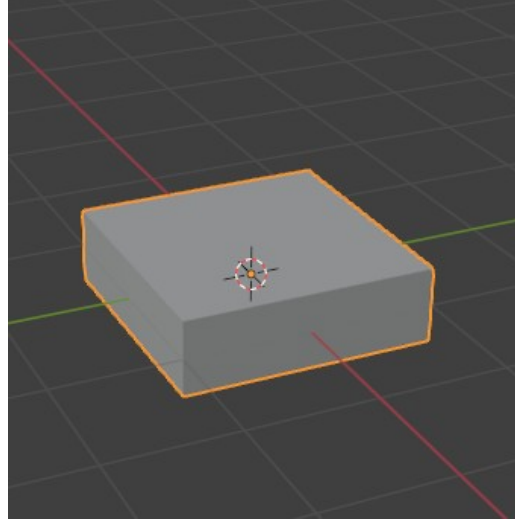
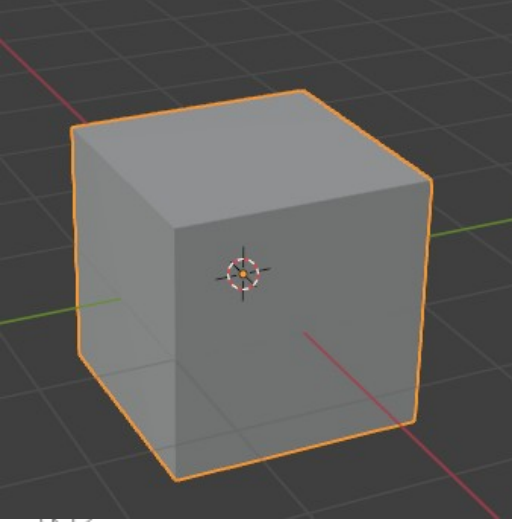
Outline

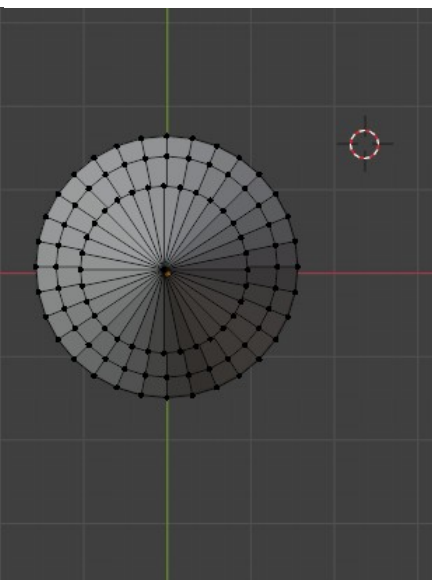
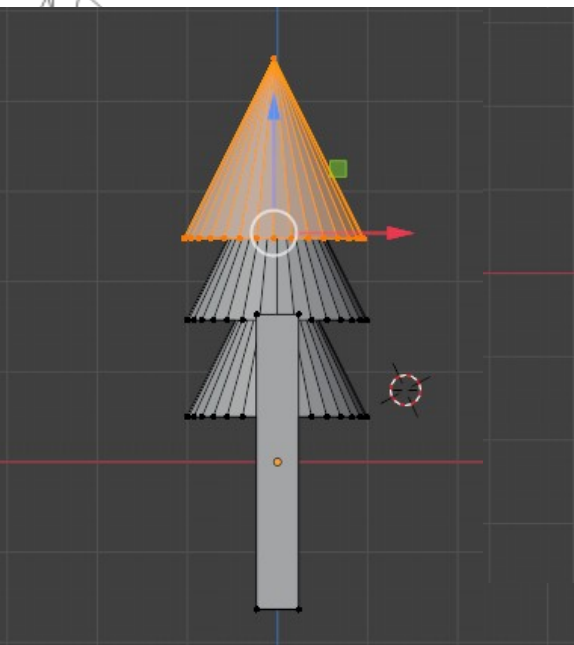
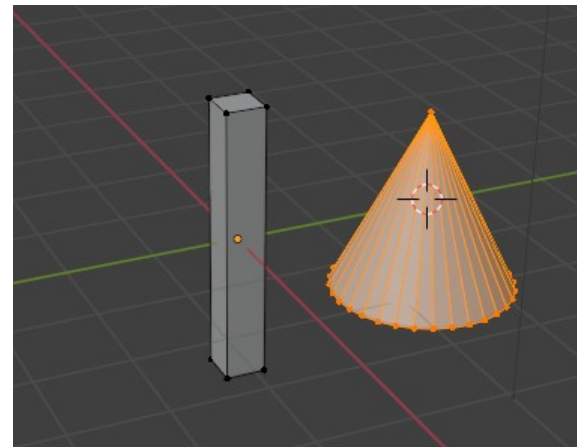
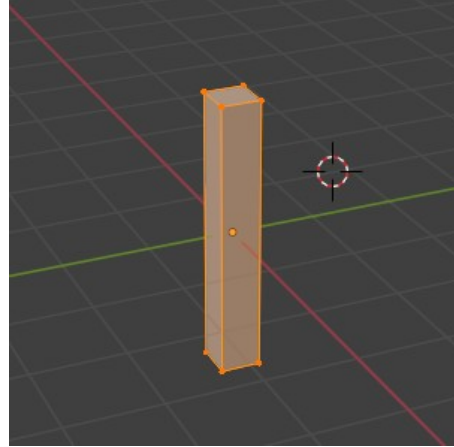
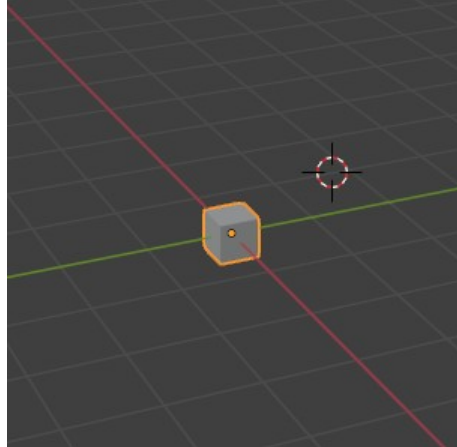
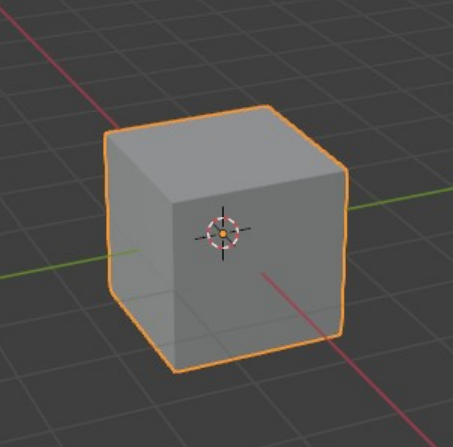


- Move, Rotate and Scale
- Views (numpad, camera, local, hide)
- Add, Delete and Duplicate
- Selections (mouse click, all, box, circle)
- 3D Cursor, Origin and Snap Menu
- Child-parent
- Object Mode & Edit Mode
- Vertex, edge and face
- Extrude & Inset
- Loop cuts and Subdivide
- Fill, Merge, Linked
- Proportional edit
- Modifiers (Bevel, Mirror, SubSurf)
- (Auto)Smooth and Flat
- Curve (Depth)
- Copy/paste and Append



**LET'S
MODEL
STUFF!!!**



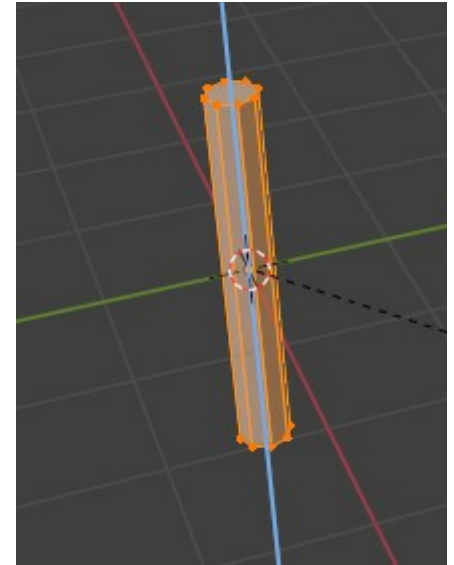
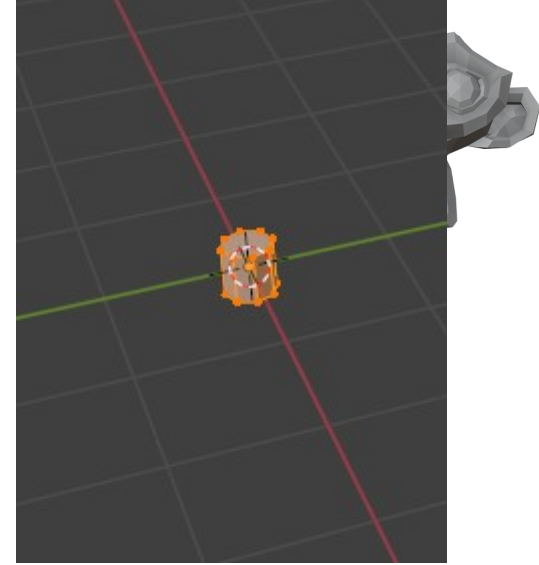
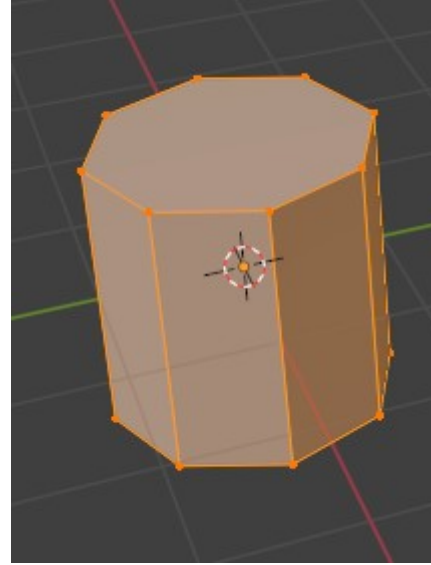
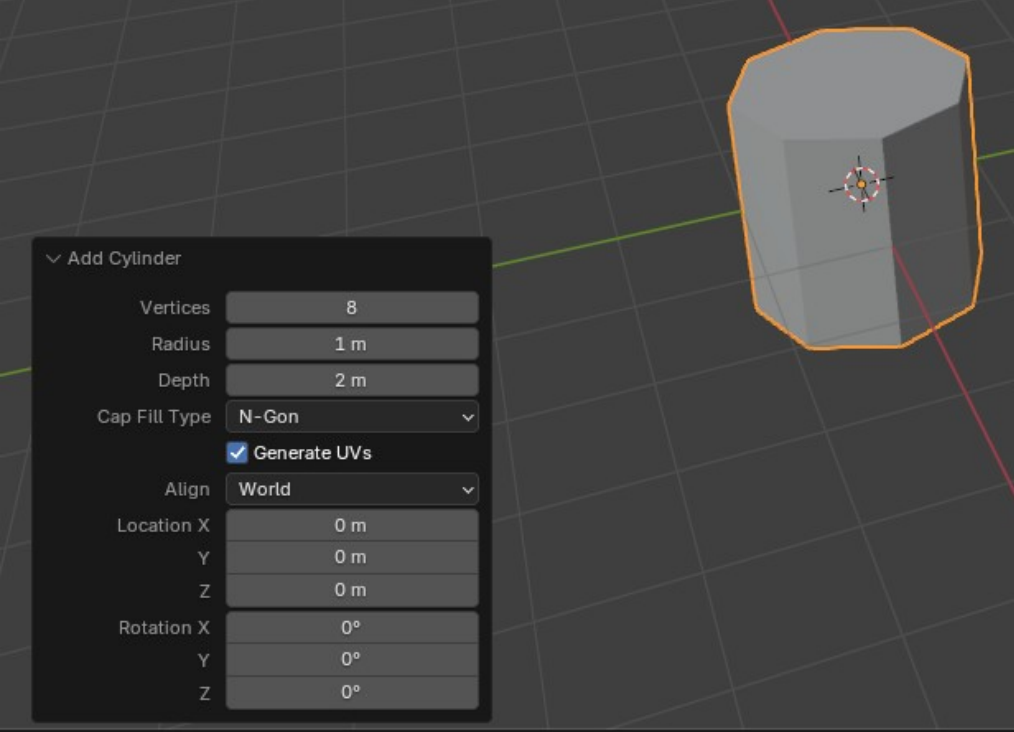


Shift+D to duplicate

Mouse over cone
and press **L** to
select all vertices of
that cone

Move cones to align

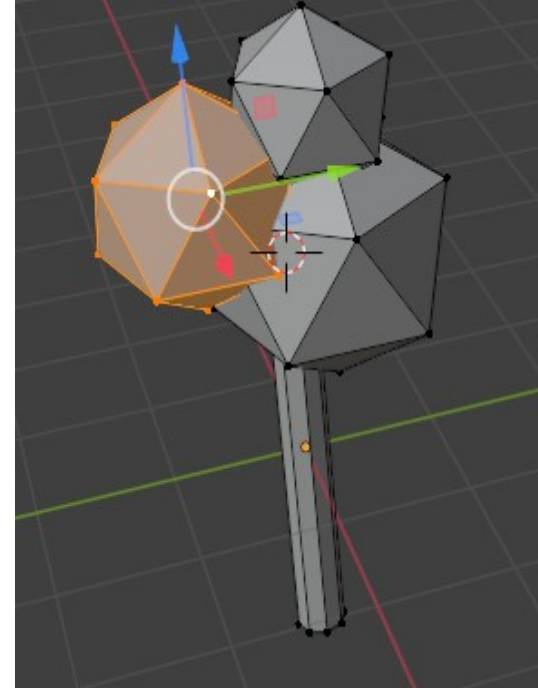
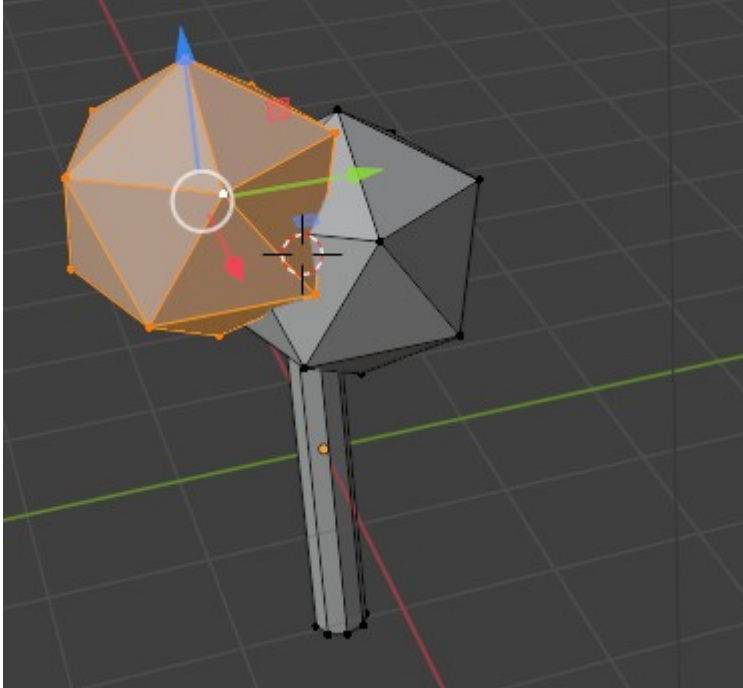
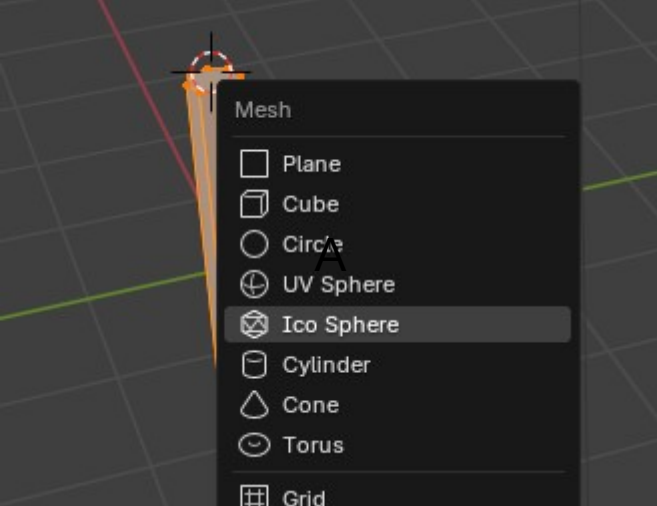
Scale up or down



Add a cylinder with 8 Vertices

Scale all axis down

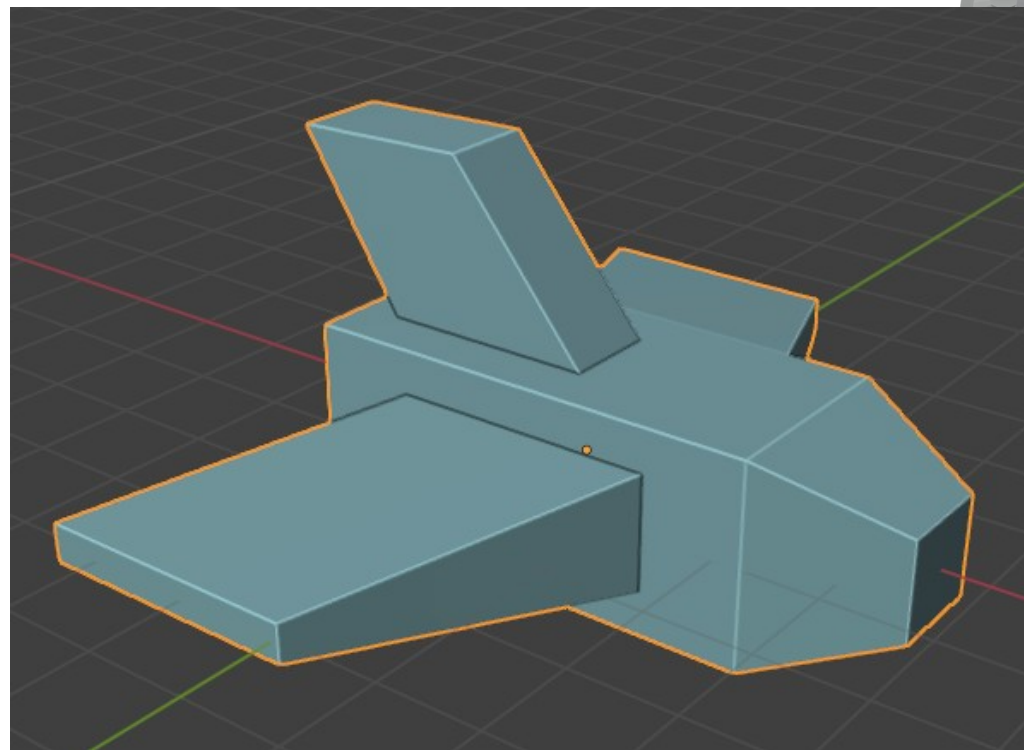
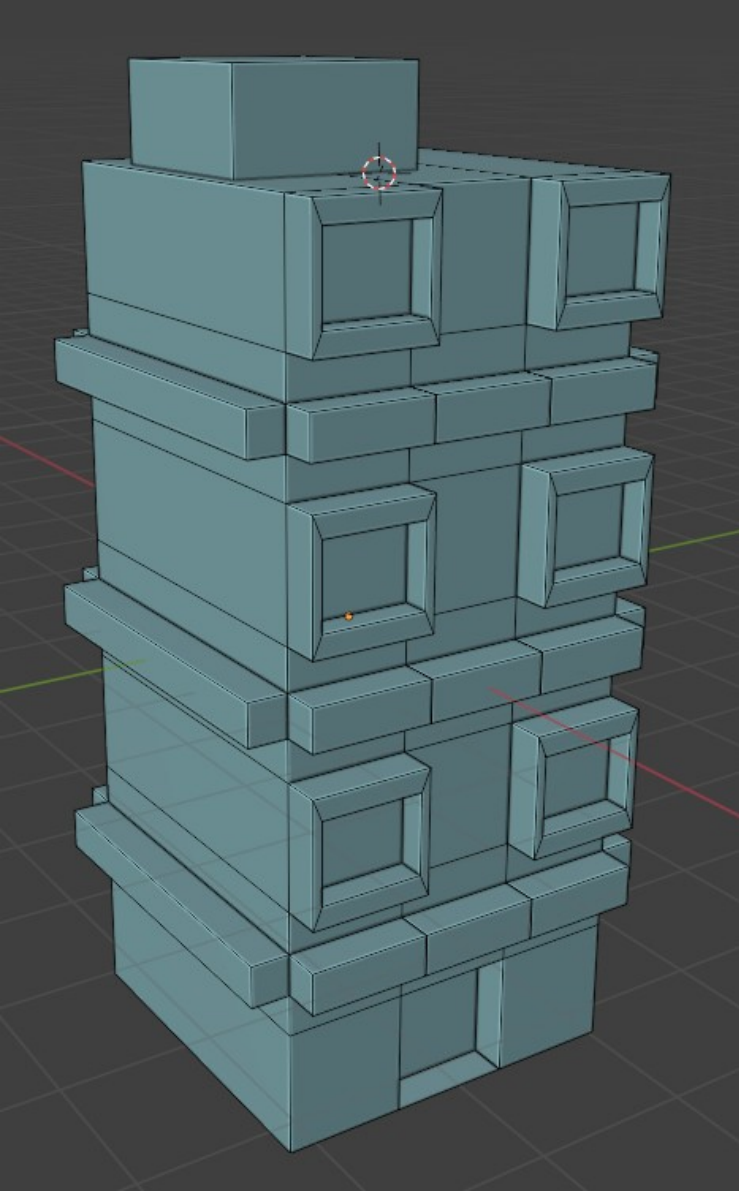
Scale Z up

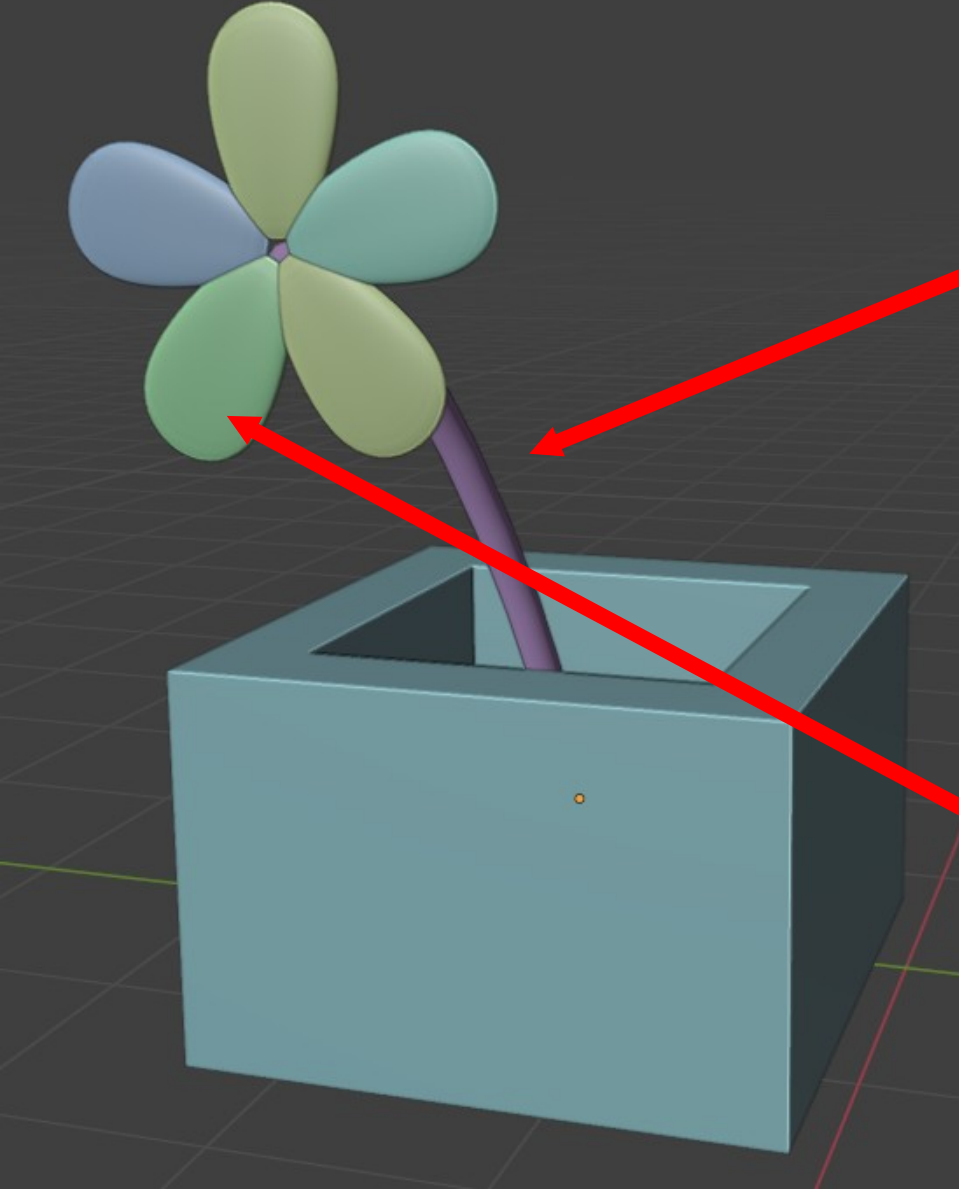


Add Ico Spheres (these have 1 Subdivision)

Mouse over Ico Sphere and press **L** to select all vertices of the Sphere

Scale up or down





Bézier
Curve

Cube

