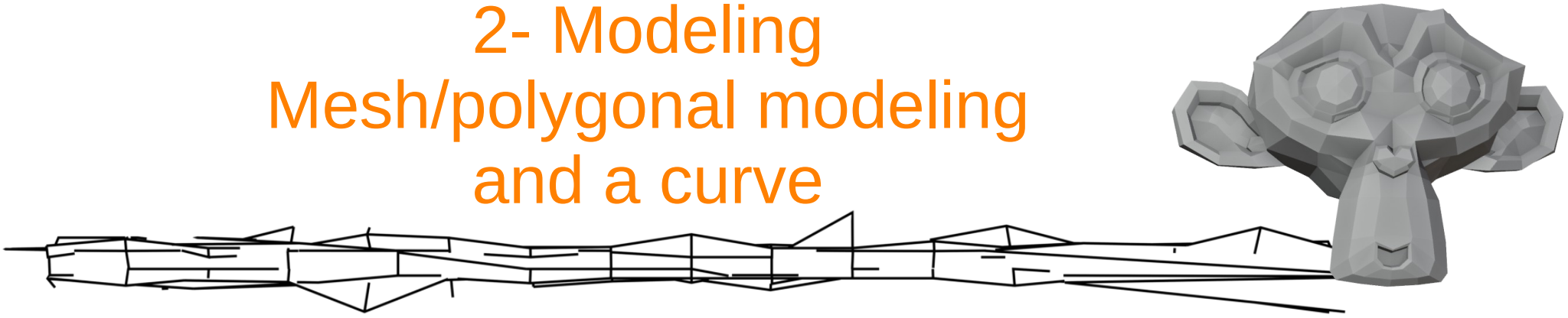
2- Modeling
Mesh/polygonal modeling and a curve

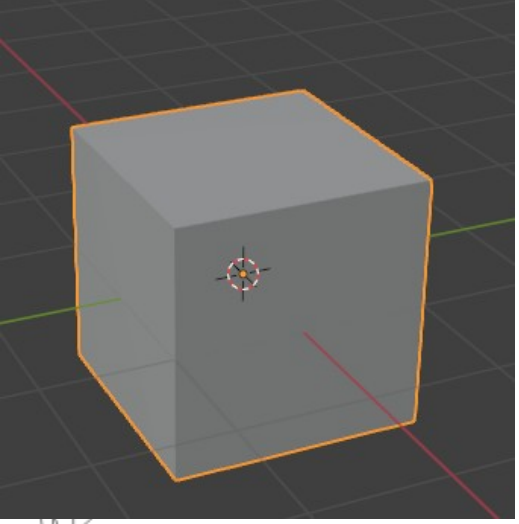
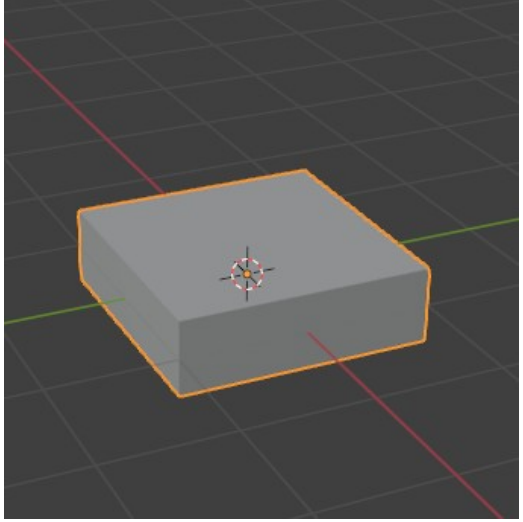
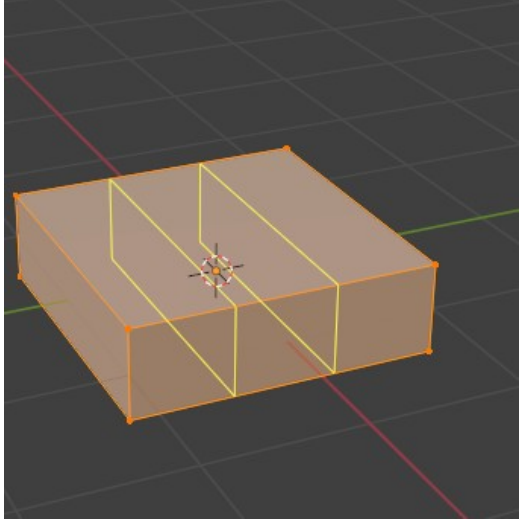
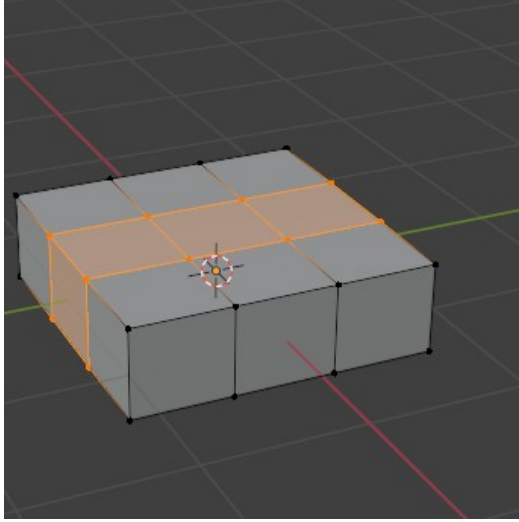
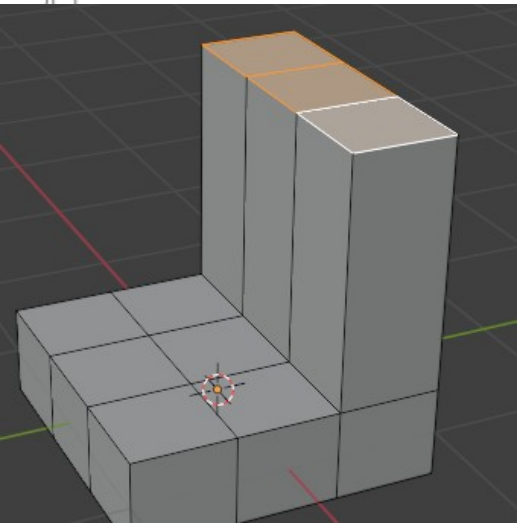
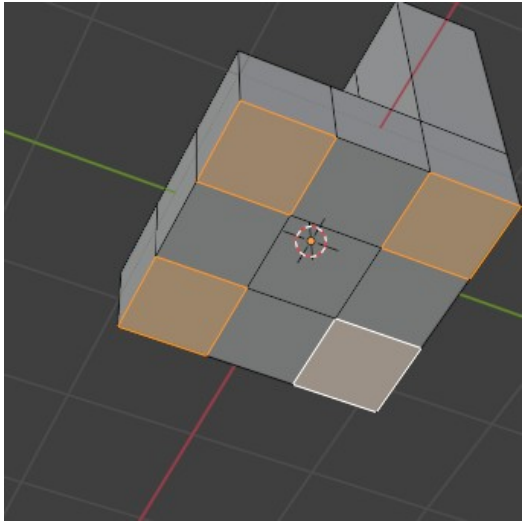
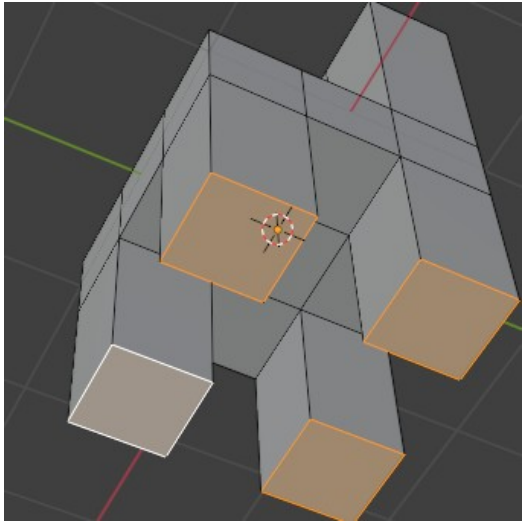
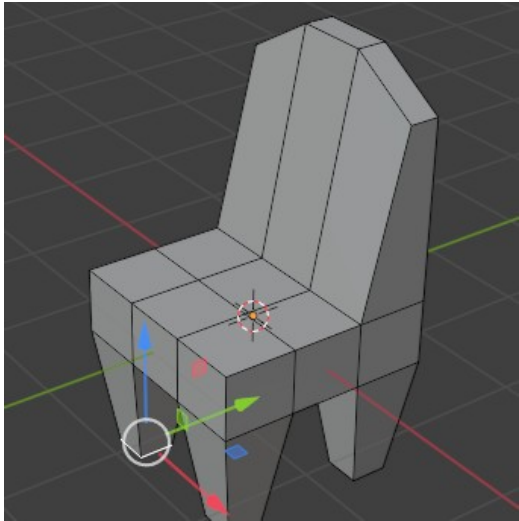


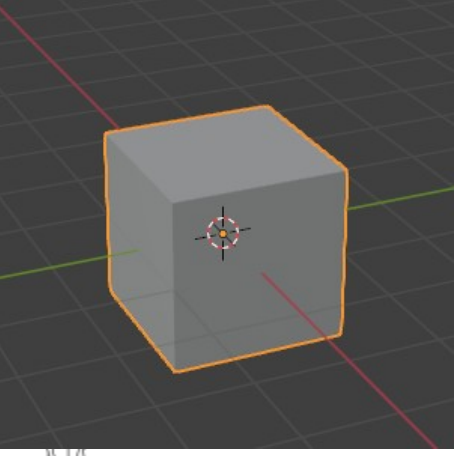
Ordu, 12.05 – 16.05 2025

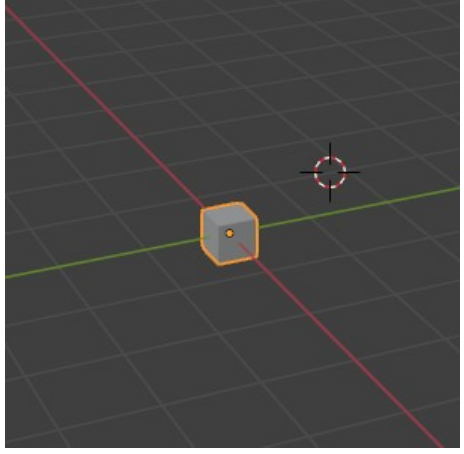
Outline

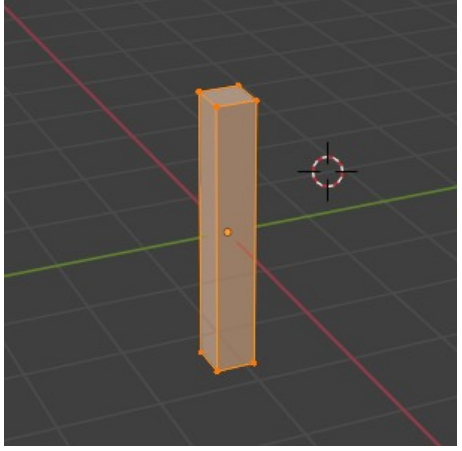
- Move, Rotate and Scale
- Views (numpad, camera, hide)
- Add, Delete and Duplicate
- Selections (mouse click, all, box, circle)
- 3D Cursor, Origin and Snap Menu
- Object Mode & Edit Mode
- Extrude & Inset
- Loop cuts and Subdivide
- Fill, Merge, Linked
- Proportional edit, Modifiers
- Copy/paste and Append

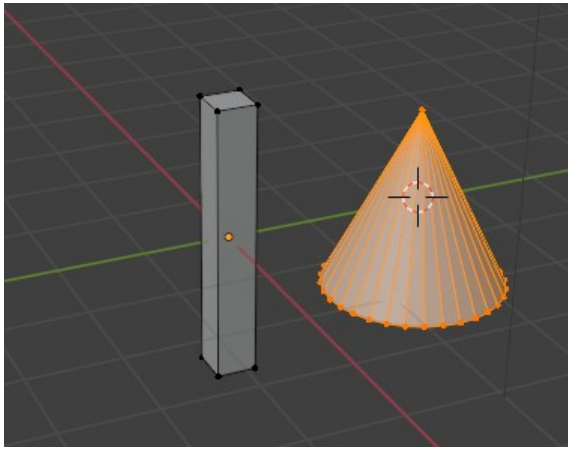
LET'S MODEL STUFF!!!

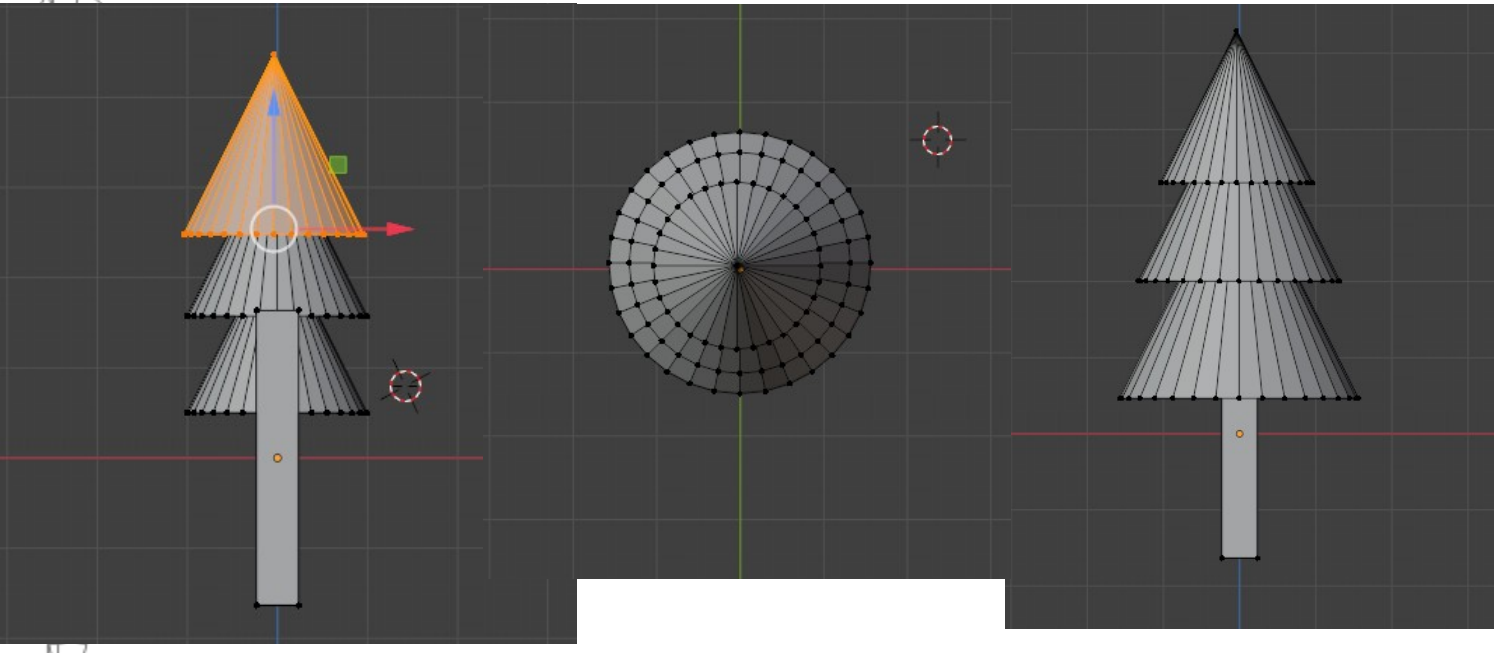

















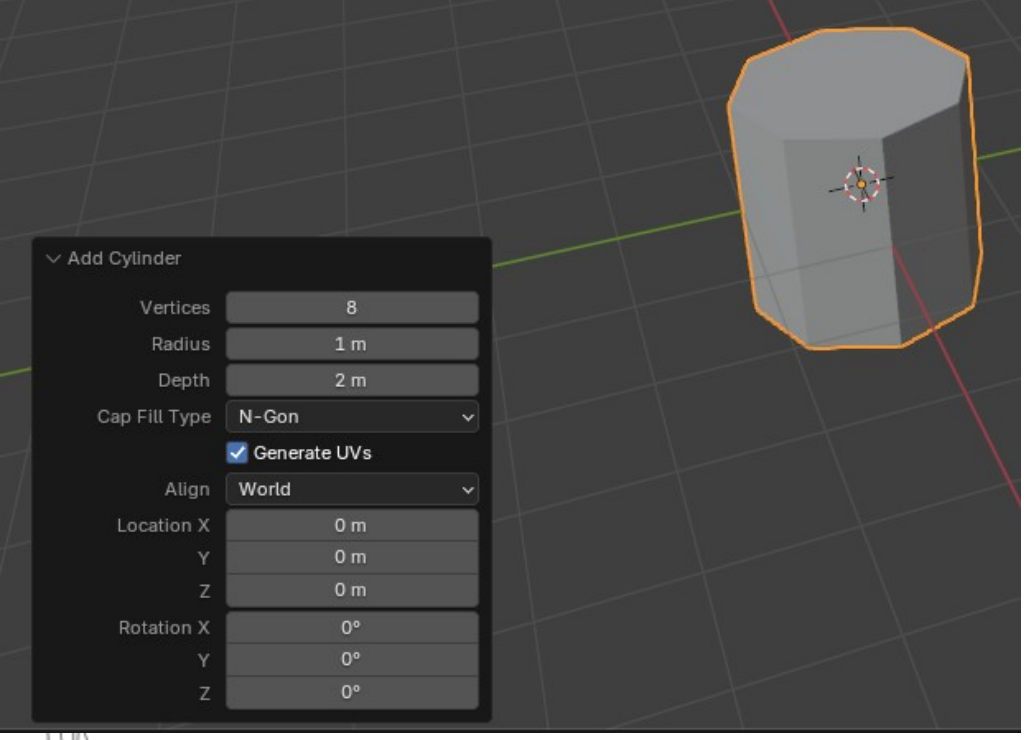


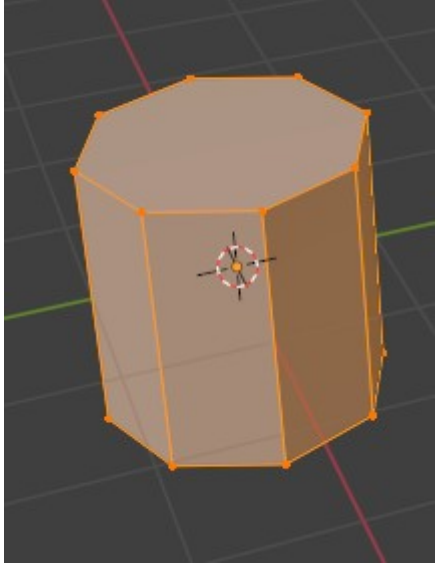
Shift+D to duplicate

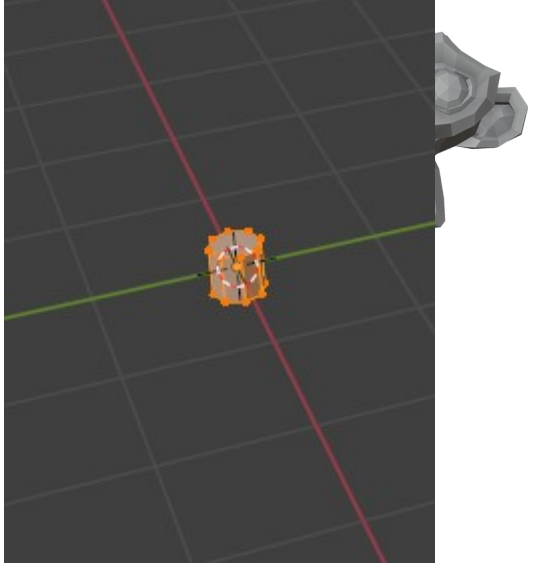
Mouse over cone and press **L** to select all vertices of that cone

Move cones to align

Scale up or down



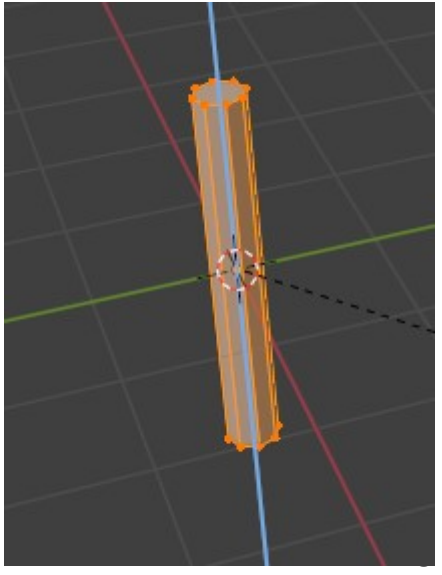


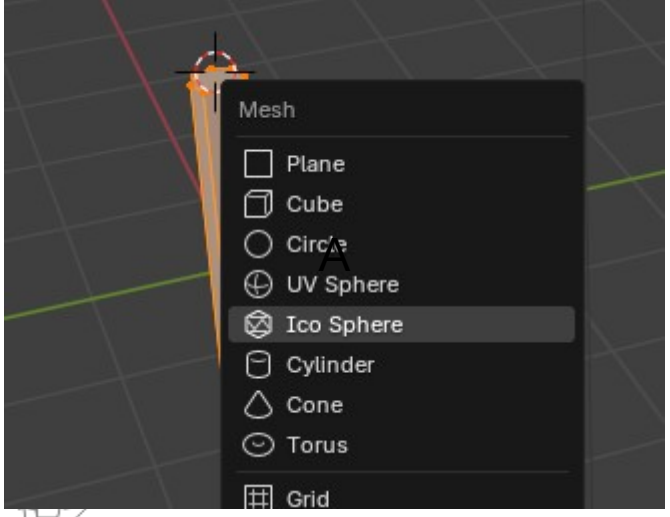


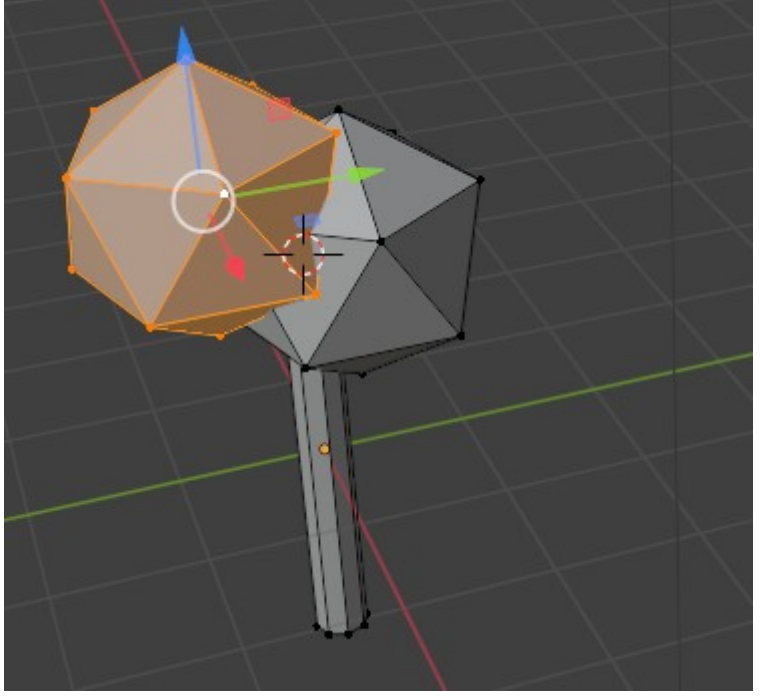
Add a cylinder with 8 Vertices

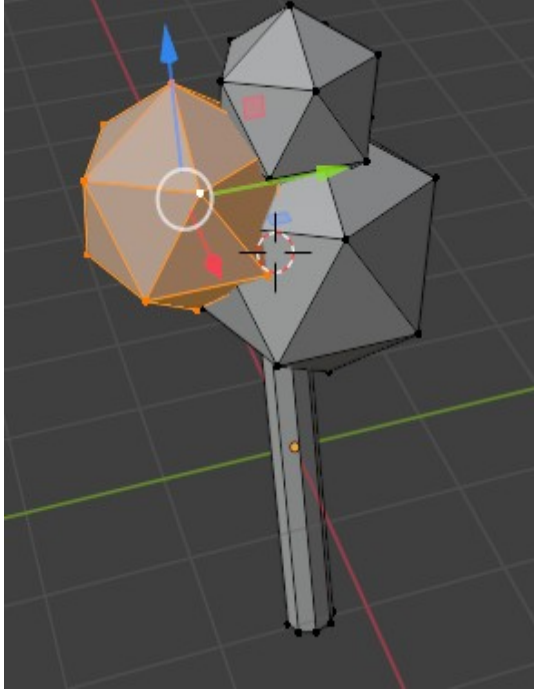
Scale all axis down

Scale Z up





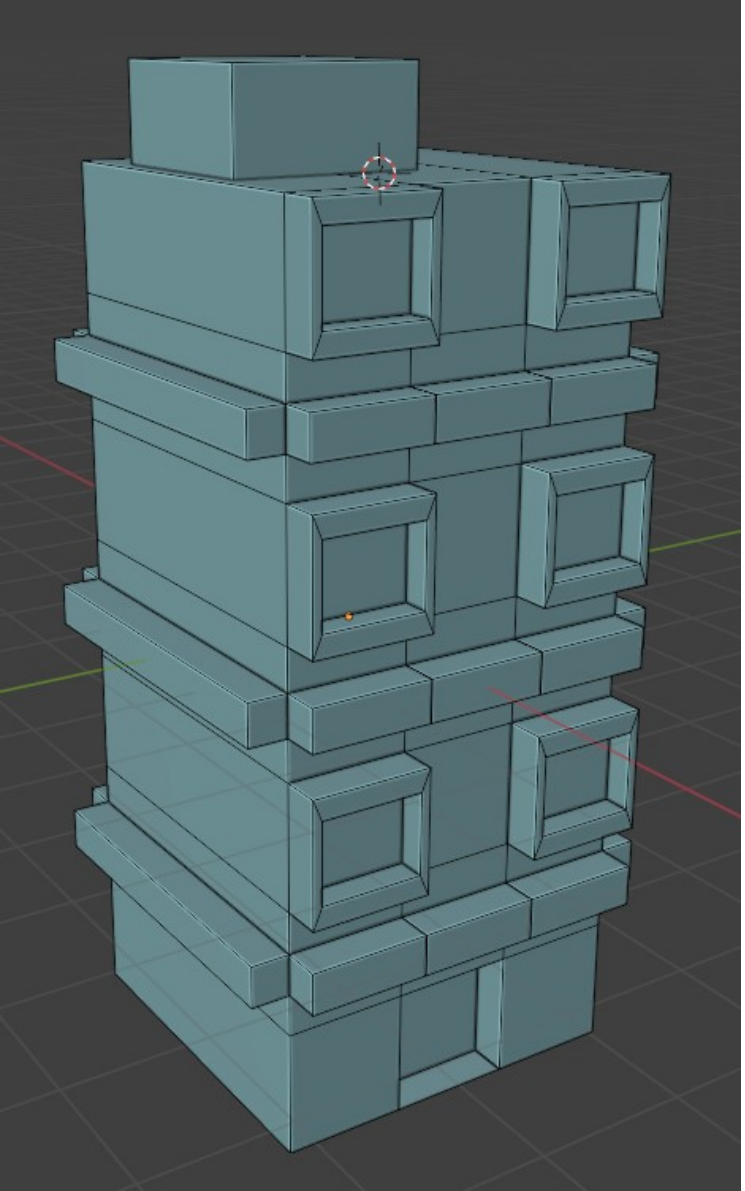


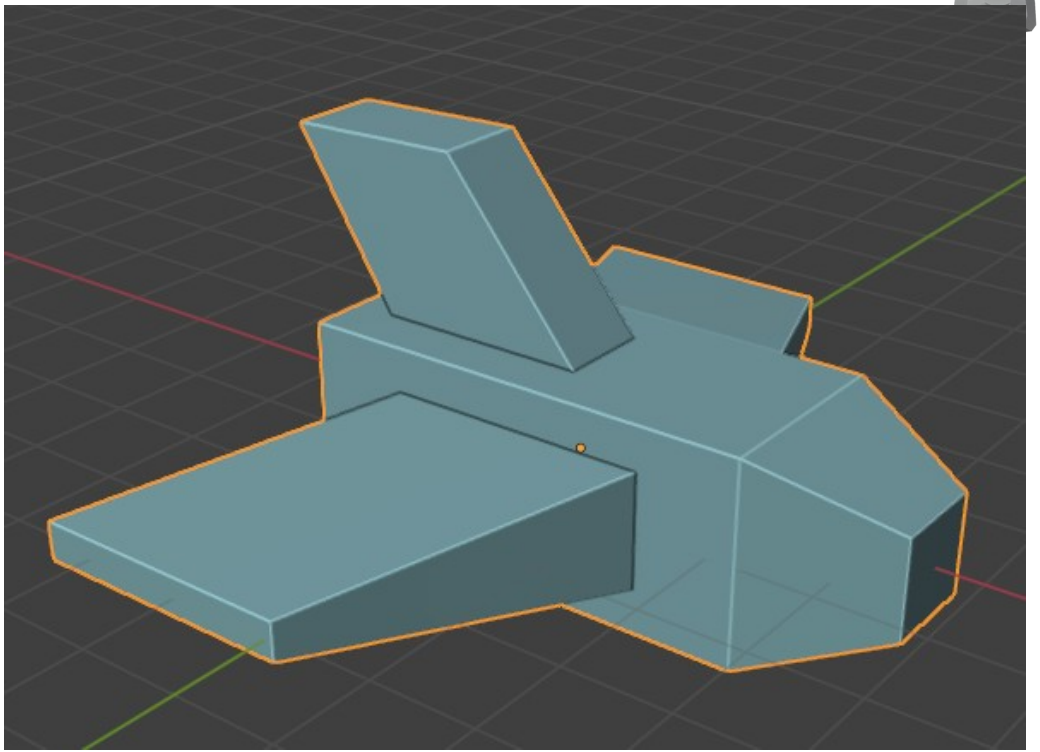


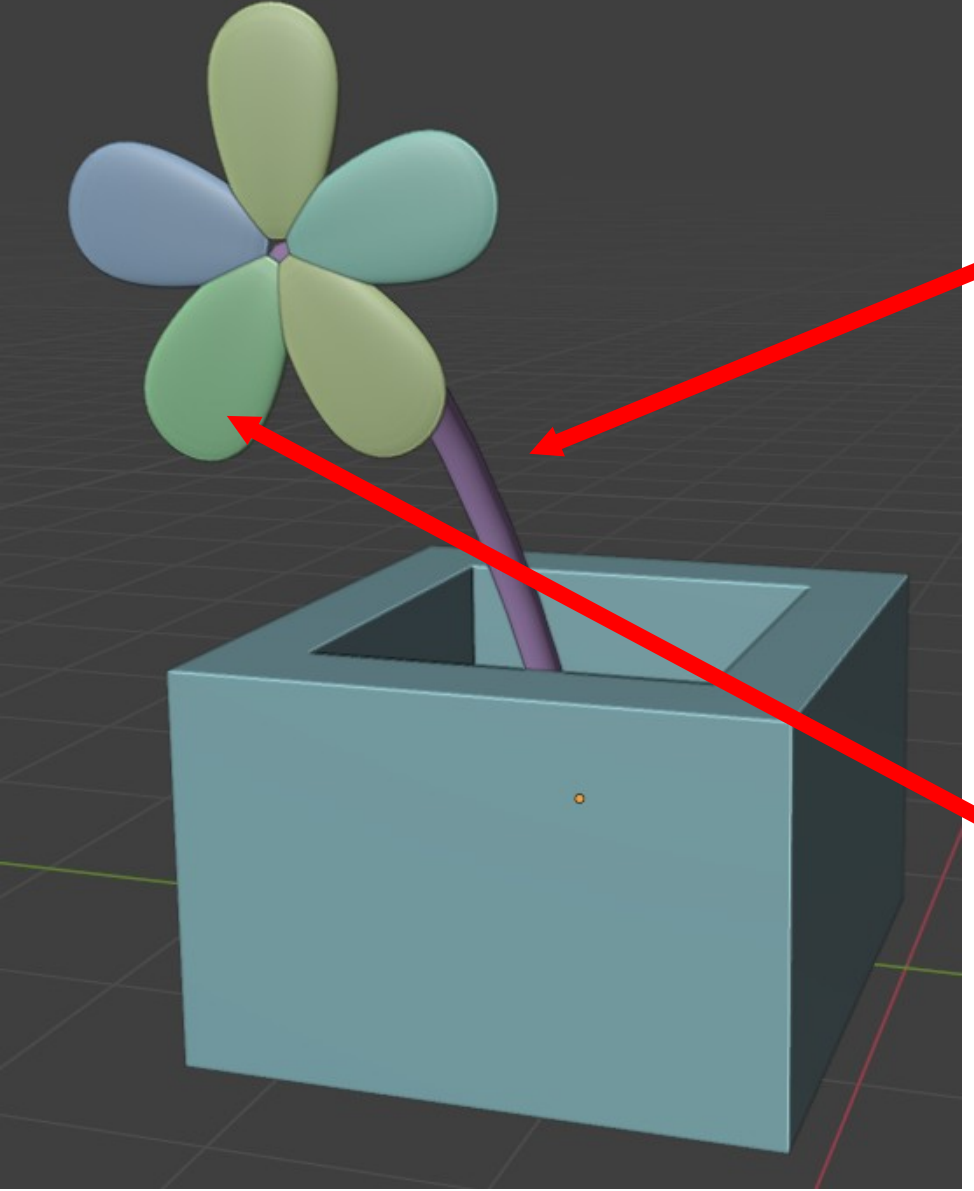
Add Ico Spheres (these have 1 Subdivision)

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

Scale up or down

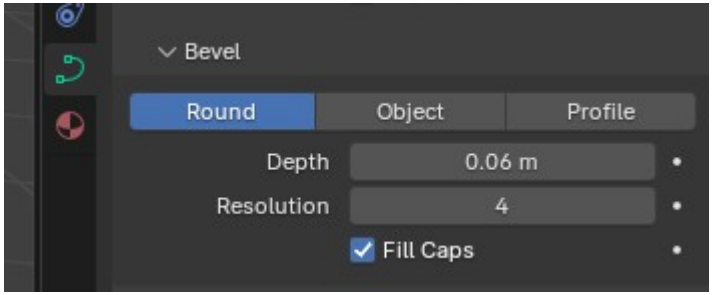


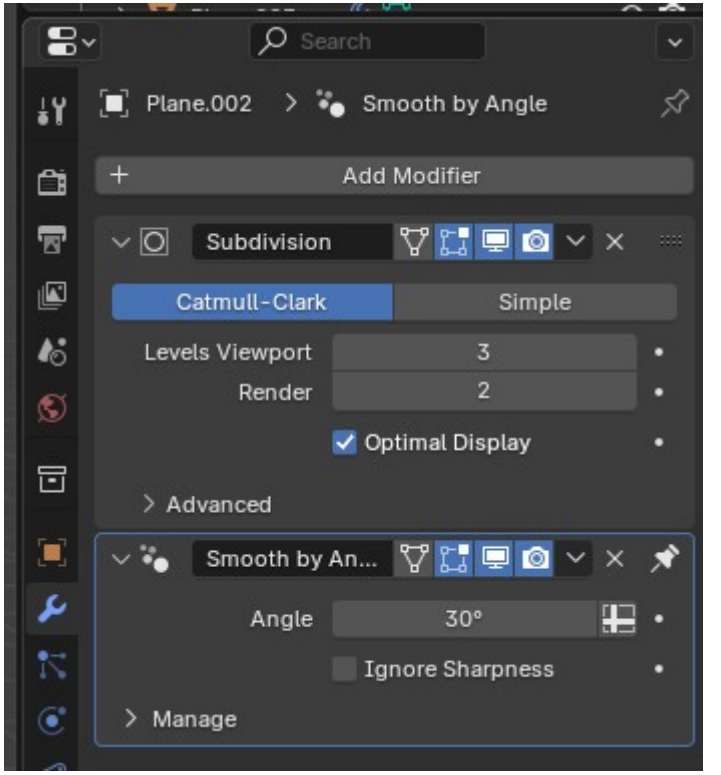


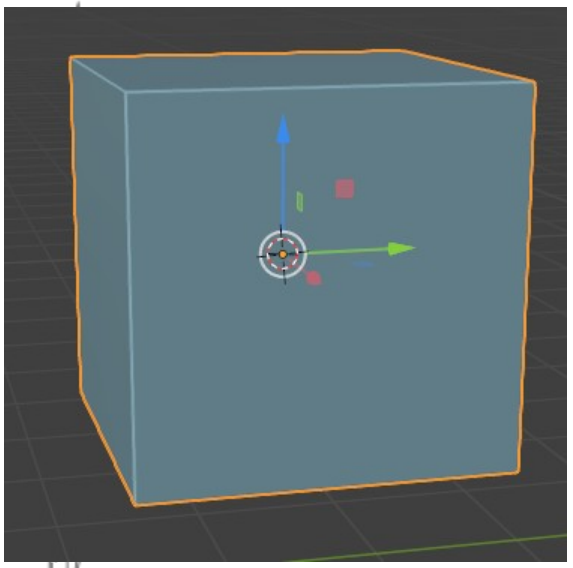


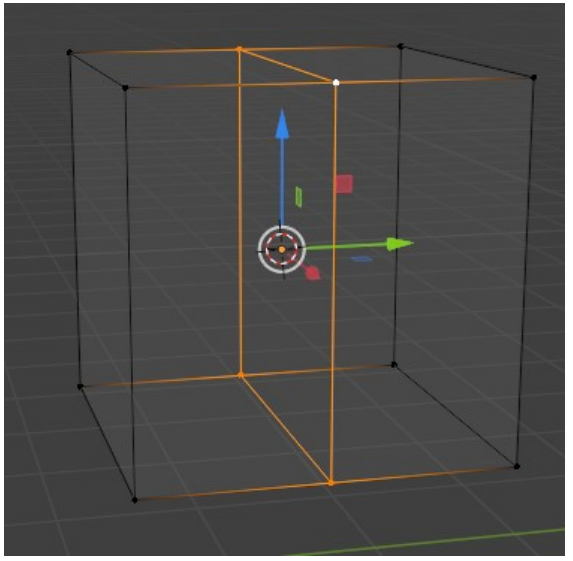
Bézier
Curve

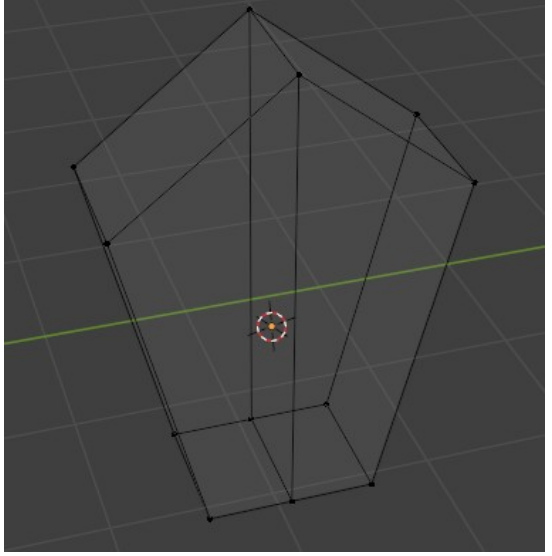
Cube

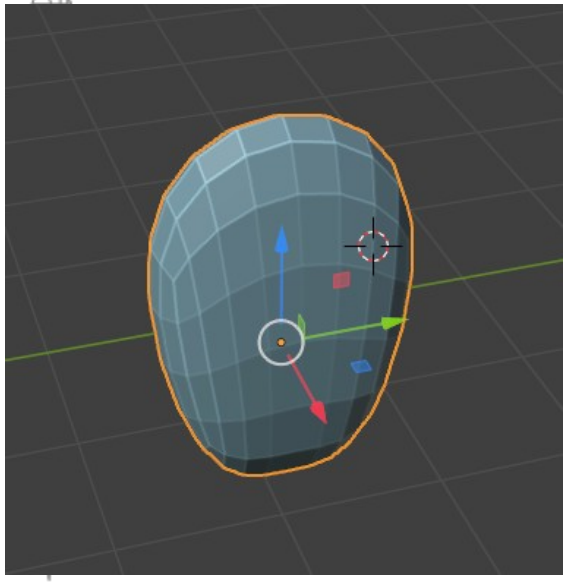


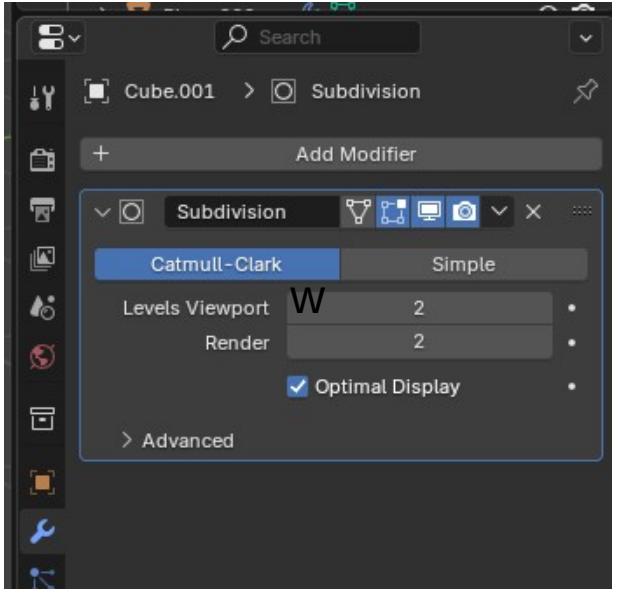








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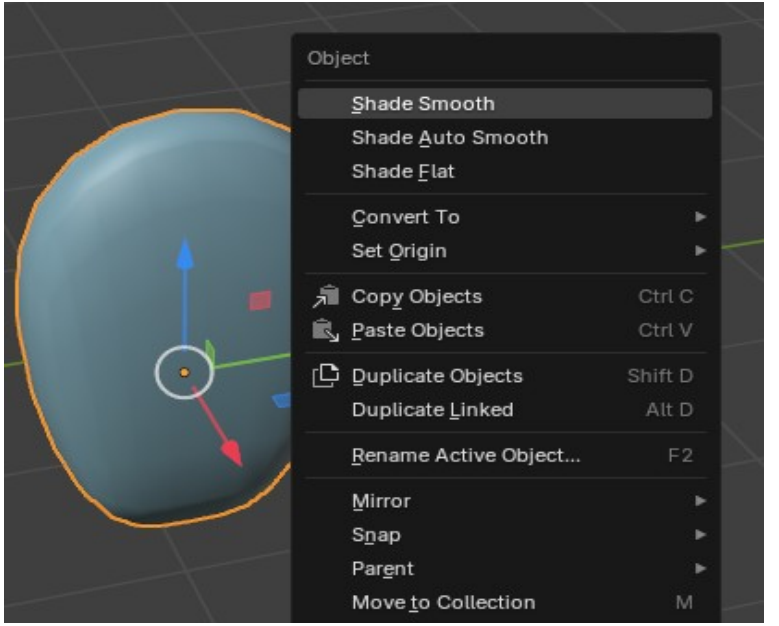
2
Render
2
Optimal Display
Advanced


Object
Shade Smooth
Shade Auto Smooth
Shade Flat
Convert To
Set Origin
Copy Objects Ctrl C
Paste Objects Ctrl V
Duplicate Objects Shift D
Duplicate Linked Alt D
Rename Active Object... F2
Mirror
Snap
Parent
Move to Collection M