

F12 → snapshot from camera view

G → Grab (+ axis (X, Y, Z) to snap to it)

G + middle mouse button ⇒ snap to different axis

R → Rotate

S → Scale

Alt + Ctrl → Zoom

Alt → Rotate

Alt + Shift → Rotate but different

↳ Pan / Shift view

} Good for tablet

Number pad "." to focus on object !

Align view to axis : number pad

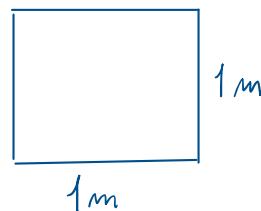
Shift + D → Duplicate

number pad 0 → view through camera

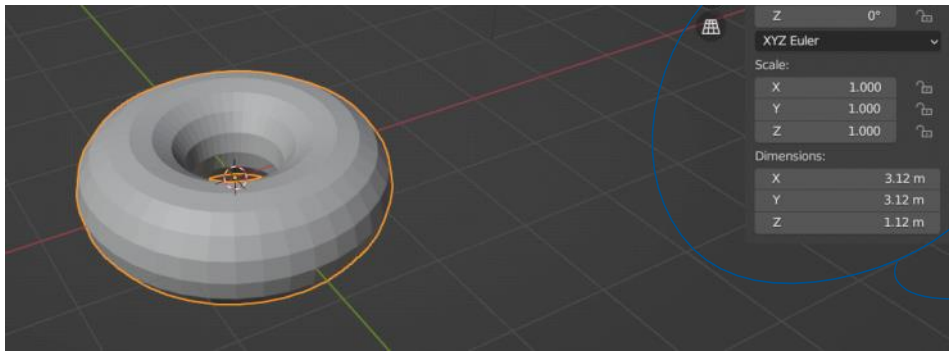
Shift + A → add object

↳ F9 : OPTIONS

Blender Squares:



3 meter  
~ 1



3 meter  
Donut

→ Specs ("m")

Scale should always be 1

CTRL + A ... scale → scale values to 1 ⚠

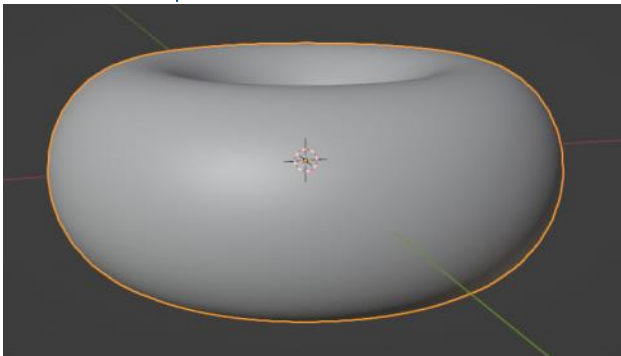
Right click + shade smooth

→ then :

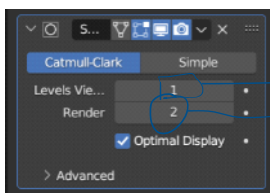
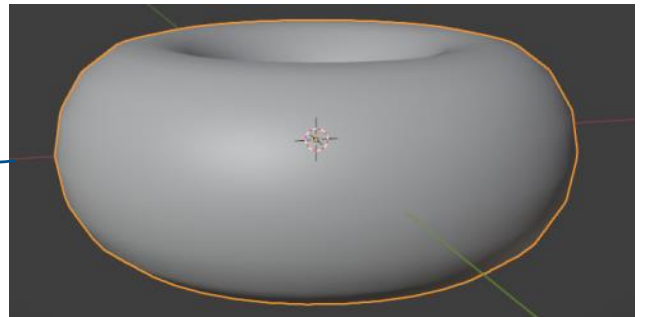


to smooth the  
silhouette (a little)

With:



Without:




→ normal view  
→ when rendered

Tab → switch to Edit Mode

Ctrl + Tab → choose mode

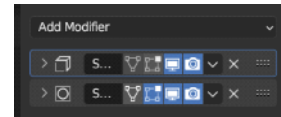
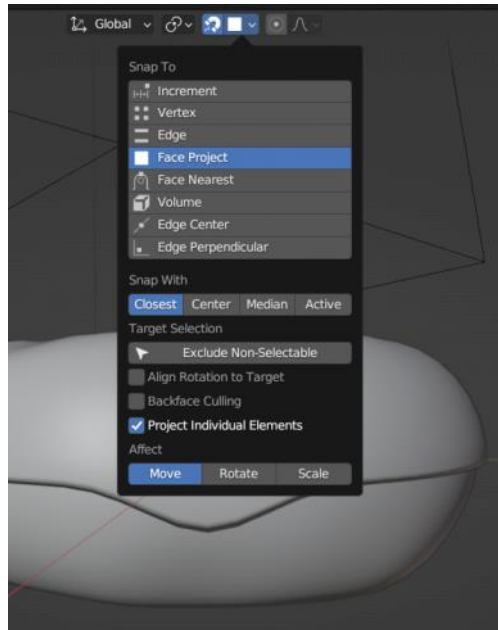
Alt + S on edit mode → "normative warp area"


Alt + Z or  for X-Ray ; P → Separate

Alt + Z or  for X-Ray ; P → Separate by selection

Modifiers work from top to bottom

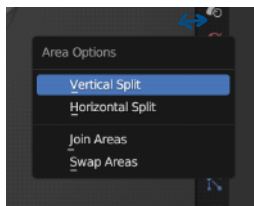
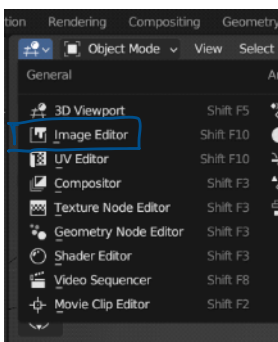
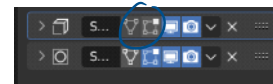
Snap to the donut :



() → Proportional editing

Import image :

Remove display in edit mode



H → hide something

Alt + H → unhide

Apply all the modifiers before starting to sculpt

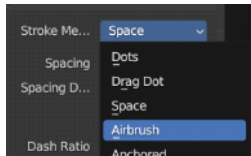
Sculpt mode (Ctrl + Tab)

1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9 - 0 - . - , - -

Sculpt mode (CTRL + TAB)

↳ F : change area

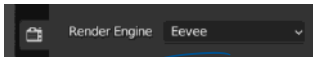
Shift + F : change strength



→ inflate mode  
(just click in place)



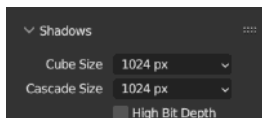
→ Rendered View Mode



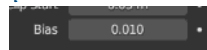
→ built-in render engine

↳ Cycle calculates light bounces ⇒ more realistic  
(not Eevee)

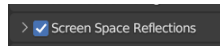
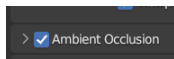
With Eevee :



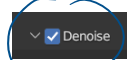
; Light :



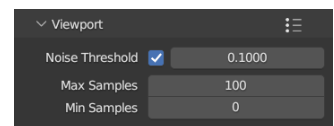
← [This doesn't  
é frequeno]



With Cycle



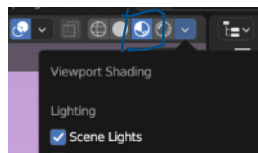
→ Uses AI



↳ Utilizar GPU ao vez de CPU !!!

Material View :

↳

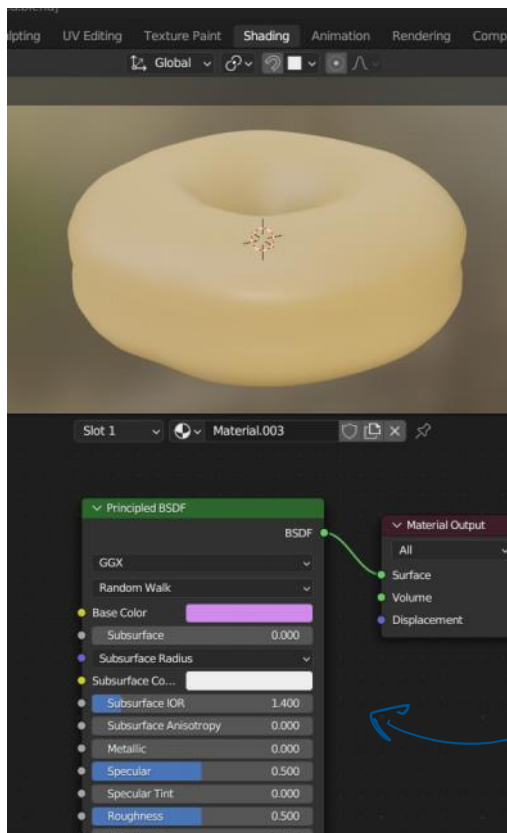


(Download PureRef) ~> canvas

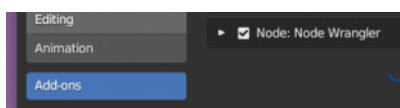
Render :



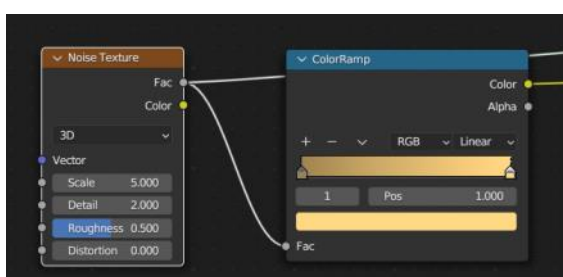
Next: TEXTURING



NODES



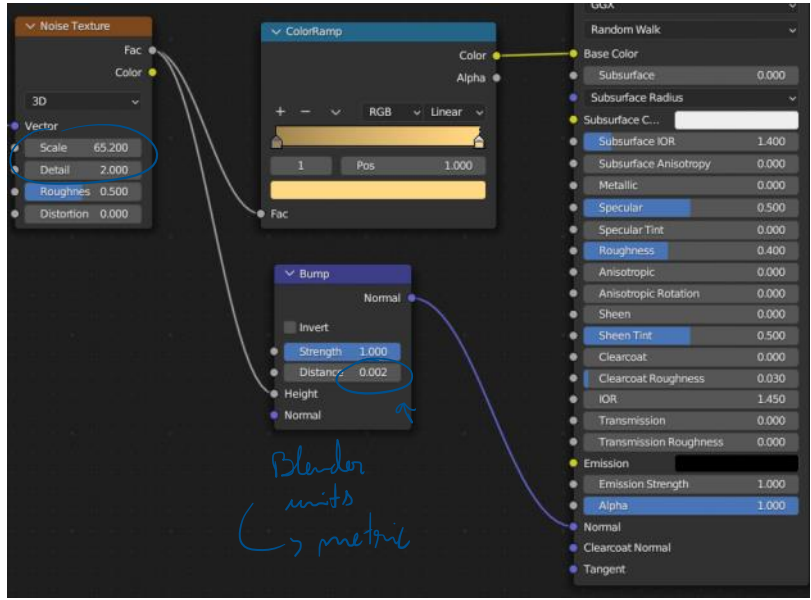
⇒ CTRL+Shift on a node



Noise



Normal →   
 (to generate bumps and stuff)

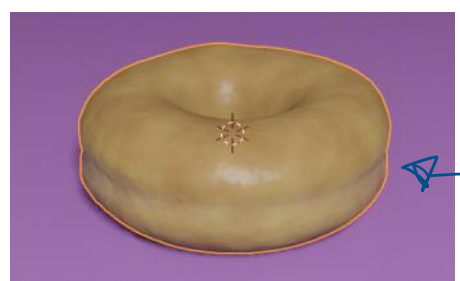


BUMPS!



(Fake details tho)  
 ↳ does not increase render times

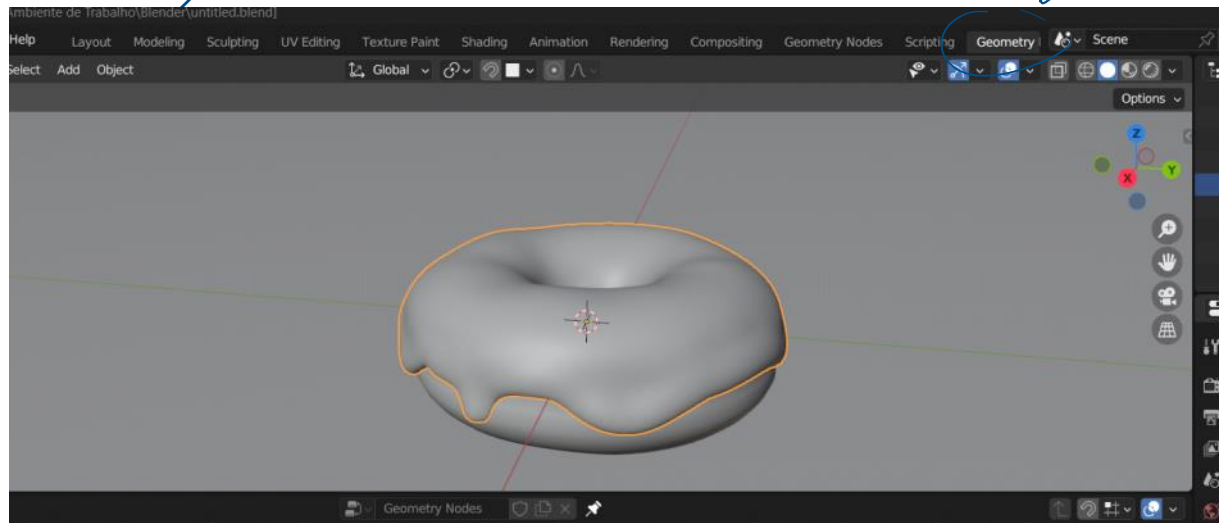
• Texture painting

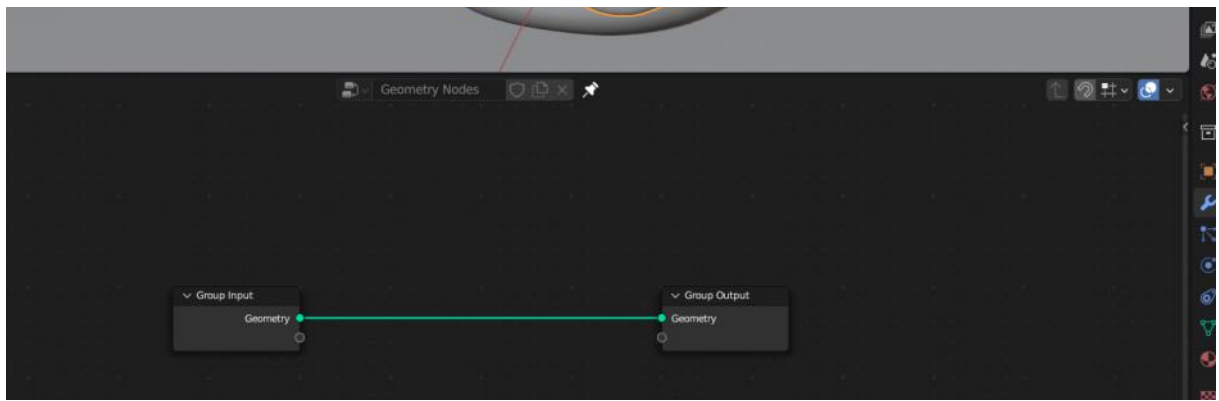


mais claro no meio  
 (com image texture)  
 "Donut Base"

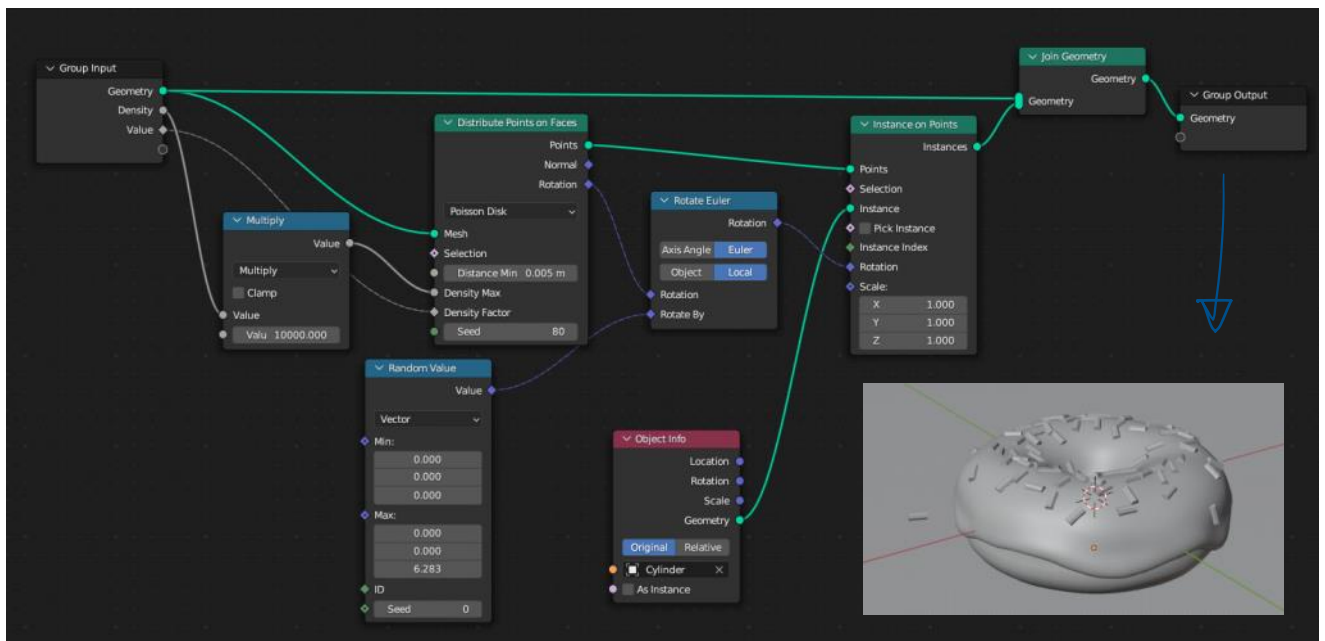
• Geometry Node

[+] Add ↴



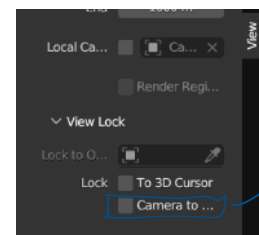


Random generation of sprinklers:



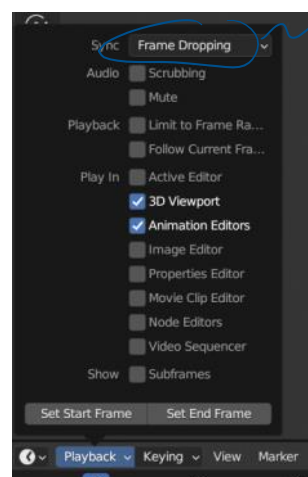
 → change focal length

High focal length ⇒ Flatten



Lock camera to view

Animation:



True speed

