

$\bar{B}/2$

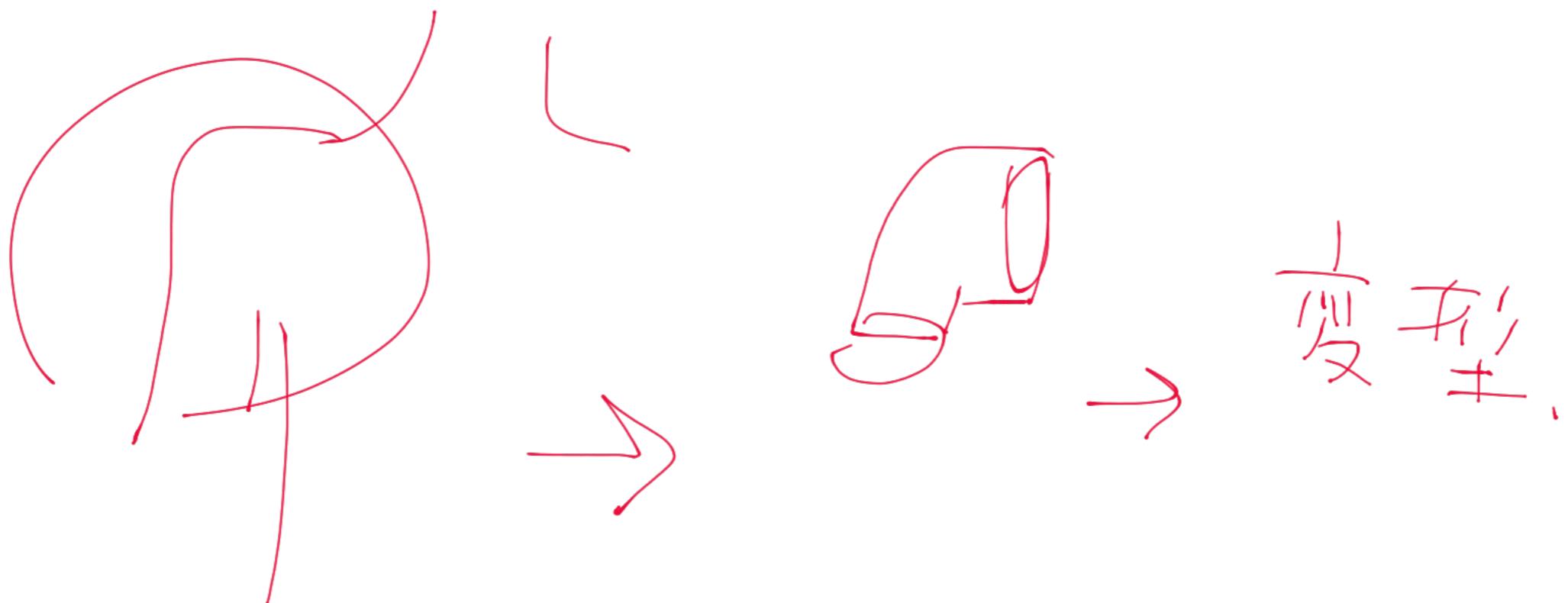
1. $\rightarrow^0 || \equiv \frac{1}{T} \langle \rangle^0$

1. $\text{Tr}(\delta^b \delta^c) = 1$

. Ex Tree $\langle \rangle^0$

, Dynamesh

为什么 $\alpha + \beta = 33$ [度]?



$\gamma^0| = \bar{\gamma} < \gamma^0$ も + さ

$\gamma^0| = \bar{\gamma} < \gamma^1$ 6 えじき .. \rightarrow

Tool > Primitive \rightarrow

Tool > Make Poly mesh 3D

$\gamma_{01} = \gamma_0 \gamma_1 \gamma_2 \gamma_3 \gamma_4 = 3$ の $\overline{\gamma}_0 \overline{\gamma}_1 \overline{\gamma}_2 \gamma_3$.

Initialize $|10\rangle_x - AP^{\dagger}, \frac{1}{\sqrt{2}}|0\rangle_x$.

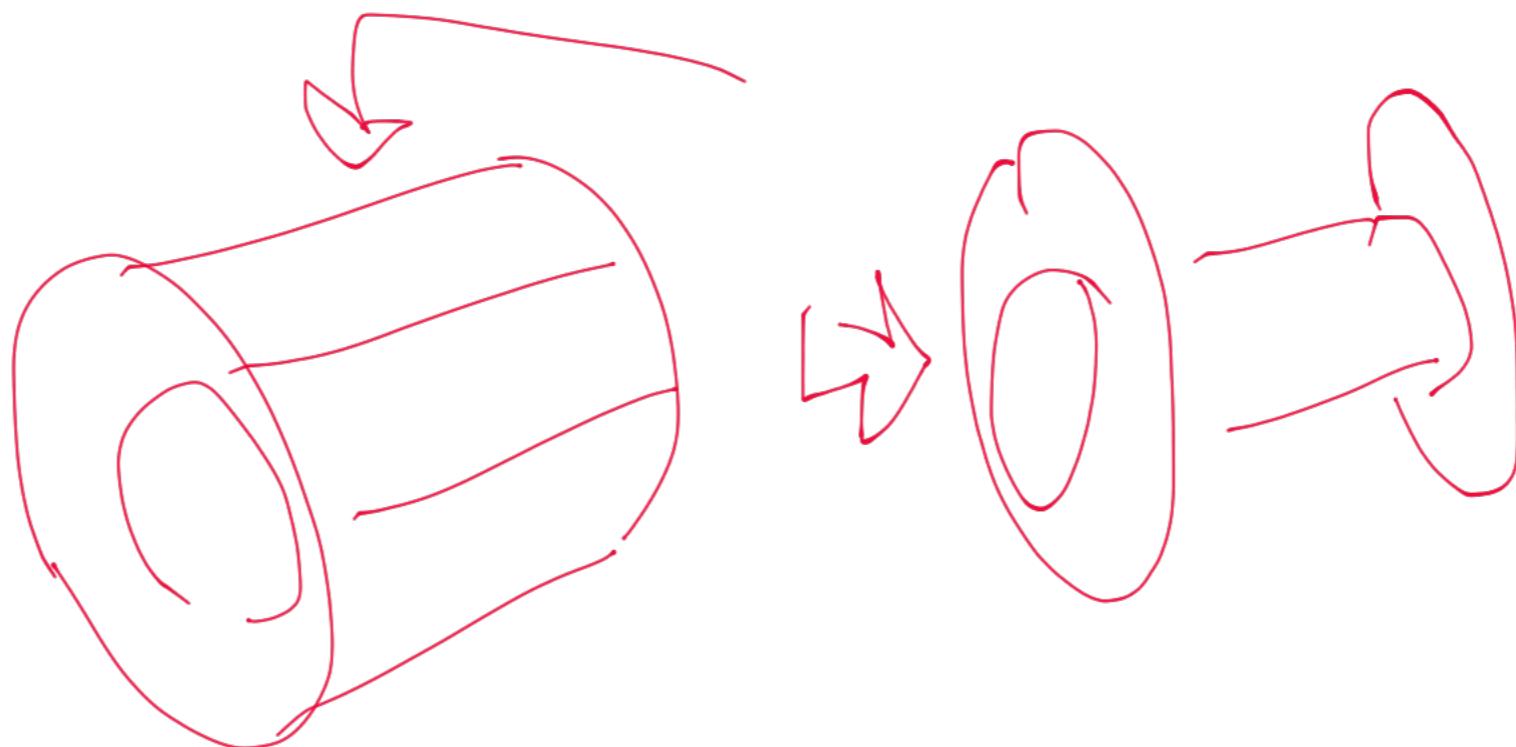
次に $\gamma_{01} = \gamma_0 \gamma_1 \gamma_2 \gamma_3 \gamma_4$

~~$\gamma_0 \gamma_1 \gamma_2 \gamma_3 \gamma_4$~~

\bar{s}_c

Ctrl + Shift + z', All, Del

選択中の複数要素 (複数選択) を削除



→ Front Z = 3?

Tool > Display Properties
> Double

~~平行~~ \perp

工具 -> "Print Preview" に "折り目" を選択

おでよ、

反映させた。PDF では (220)

→ Tool > Geometry > Crease

? Crease で "工具" に

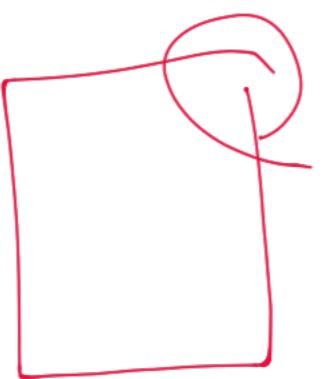
みこすだけでも

トランジット法と等価

Toul > Gornet > Cress

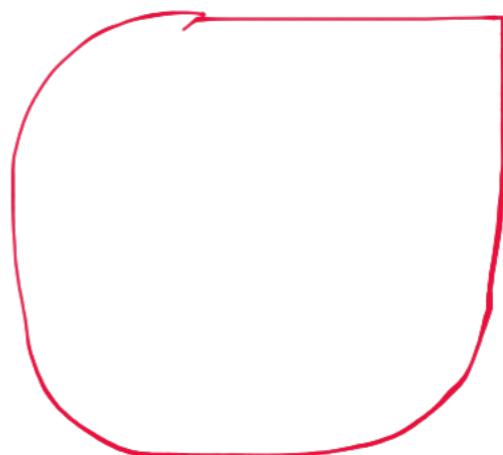
> Undercrease All

エラーメッセージ



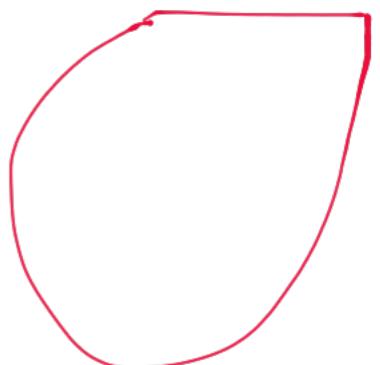
→ range

→ Div

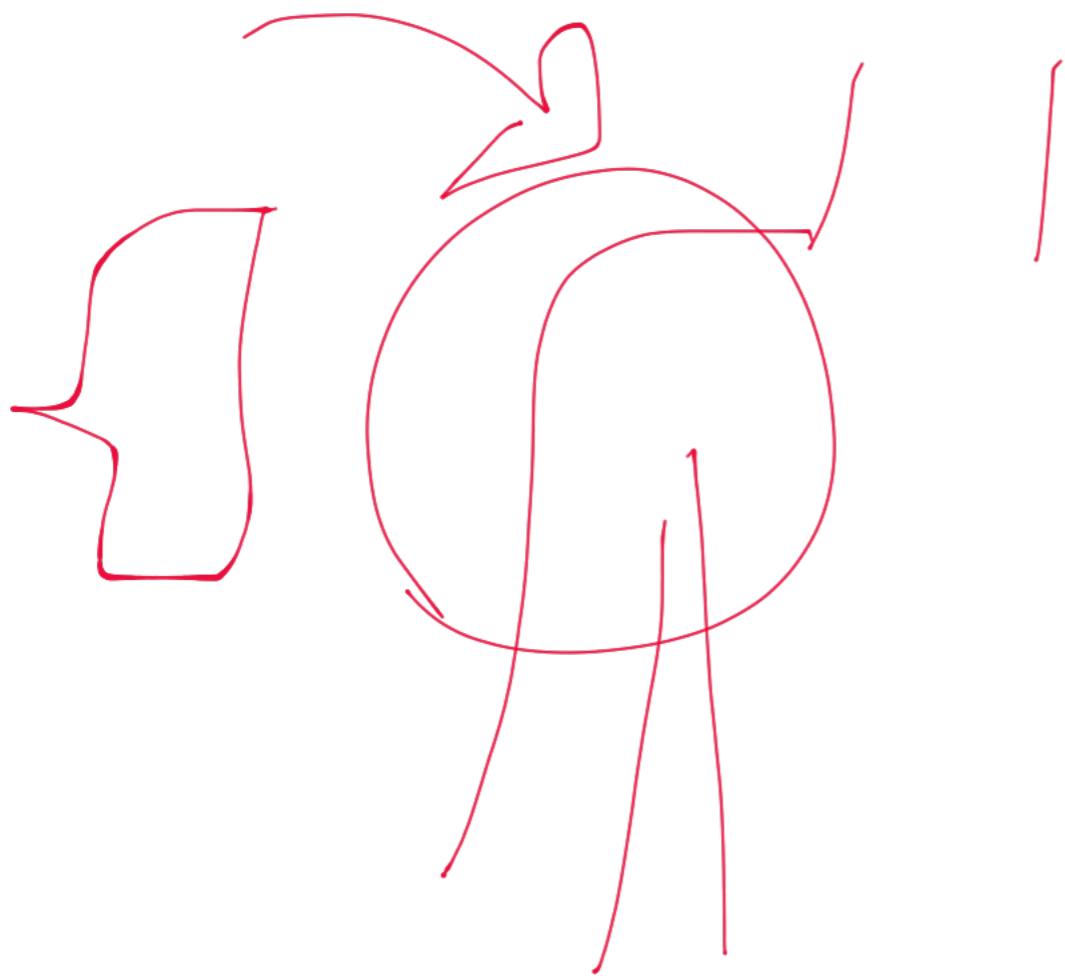


→ increase

→ Div



二 = ジー = 二



Topology ボリューム

• サイズ 10,

✓ 4個で大きめ

西、東(かうとう)に1つずつ

Solution needed?

$\overline{f} \rightarrow \mu v + \bar{v} \gamma \gamma \rightarrow \gamma \bar{\ell} \ell \bar{\nu} \nu$

o Shift $z^{\alpha\beta}$ from t_{ijkl}

o $\partial_\mu z^{\alpha\beta} \Gamma^\mu_{\alpha\beta} = \frac{1}{4} \partial_\mu z^{\alpha\beta} \Gamma^\mu_{\alpha\beta}$ mit z

$\cancel{\partial}_\mu z^{\alpha\beta} \Gamma^\mu_{\alpha\beta} = \frac{1}{4} \cancel{\partial}_\mu z^{\alpha\beta} \Gamma^\mu_{\alpha\beta}$

cancel a $\cancel{\partial}_\mu z^{\alpha\beta} \Gamma^\mu_{\alpha\beta}$.

$\cancel{\partial}_\mu z^{\alpha\beta} \Gamma^\mu_{\alpha\beta} = \frac{1}{4} \cancel{\partial}_\mu z^{\alpha\beta} \Gamma^\mu_{\alpha\beta}$

~~TSPL~~ $\alpha \beta \gamma \delta$

\rightarrow ~~HTA~~ $\alpha \beta \gamma \delta$ "split"

unmarked

marked

$\checkmark T_{00} | \rightarrow \Sigma_{\text{sub}} T_{00} |$

$\rightarrow \Sigma_p | \cdot \tau > \text{Split}$

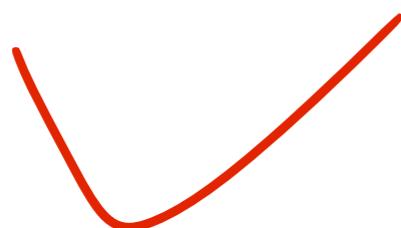
Marked
τ

unmarked

DI: $\lesssim \epsilon_\alpha$

Topology 4.

a) $\text{Aut}(\mathbb{Q})$ 左ノミナル
定義 - $\forall z_1, z_2 \in \mathbb{Z}$,



Trigonal - γ_0 が $\frac{1}{2}$ カタで Change

Tool > Geometry > Area +

> Create DG

∴ Trigonal - γ_0 の $\frac{1}{2}$ が

Create は?

Extract

$T_{\text{sol}} > \sum_{\text{sub}} T_{\text{sol}} > \text{Extract} > \text{Ex Tha} >$
 $> \text{vol}'_2 - \gamma' E_2 >$

Accept $\gamma' \cdot \sum_{\text{sub}} T_{\text{sol}} / \gamma_1 \cdot \gamma' \text{Ex}$

• Double check $s_{1,1} = T_{\text{sol}} / \gamma_0$

Extract 2

○トロリコ・シキミスコ

ヘーリー・ストウラ

アーヴィング・ブルース

Dynamisch

$\overline{F_{\text{Ges}}} \rightarrow \text{Geometrie} \rightarrow \text{Dynamisch}$

$\rightarrow F^1 \cdot \tilde{s} \rightarrow \text{Input} \rightarrow C(H) + " \tilde{s}_n "$
 $\rightarrow \text{f}(x) \rightarrow \tilde{s}_n \rightarrow \text{Zeichnung, Modell,}$

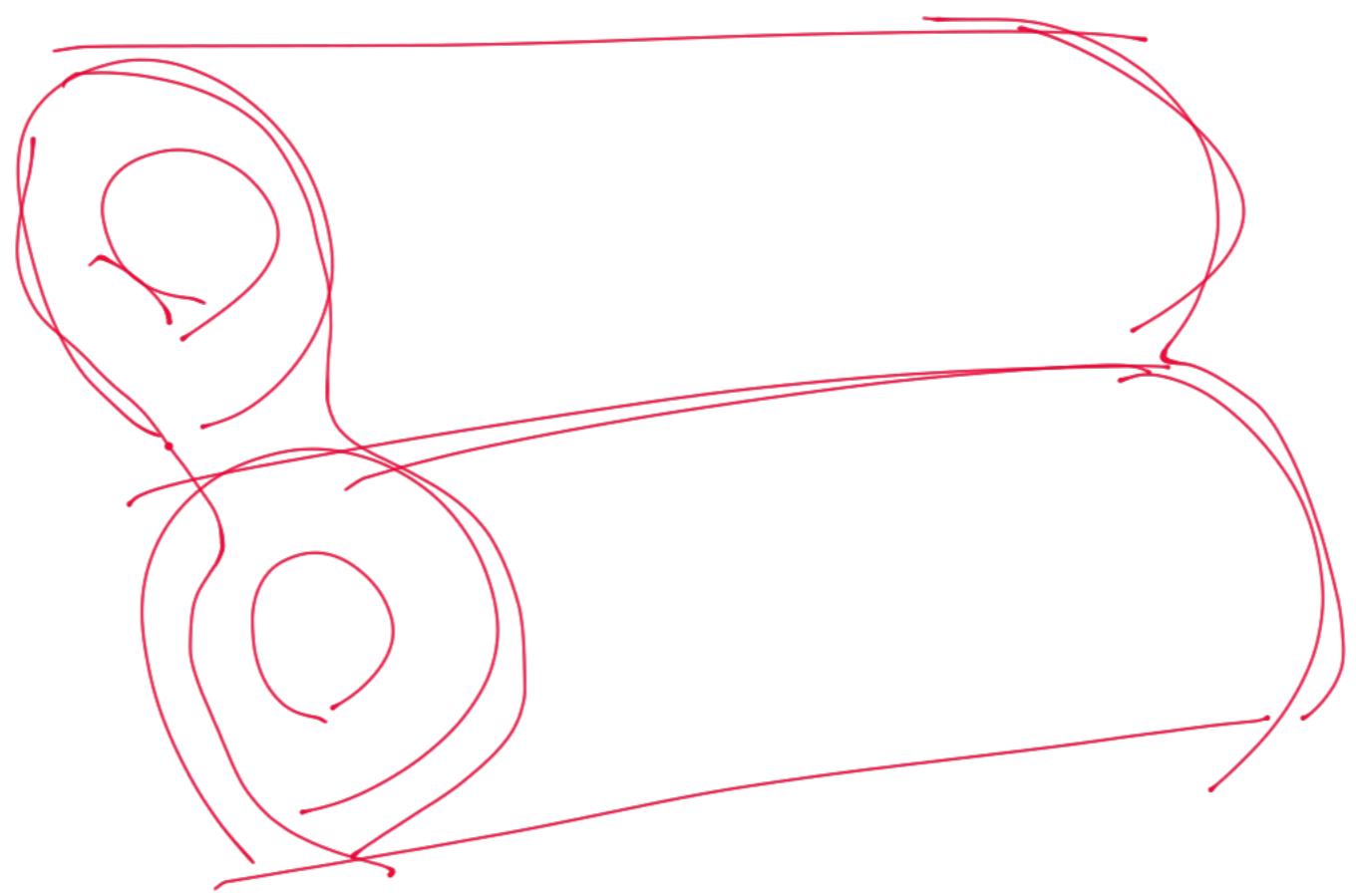
• \tilde{s} ist fest.

• \tilde{s} ist variabel.

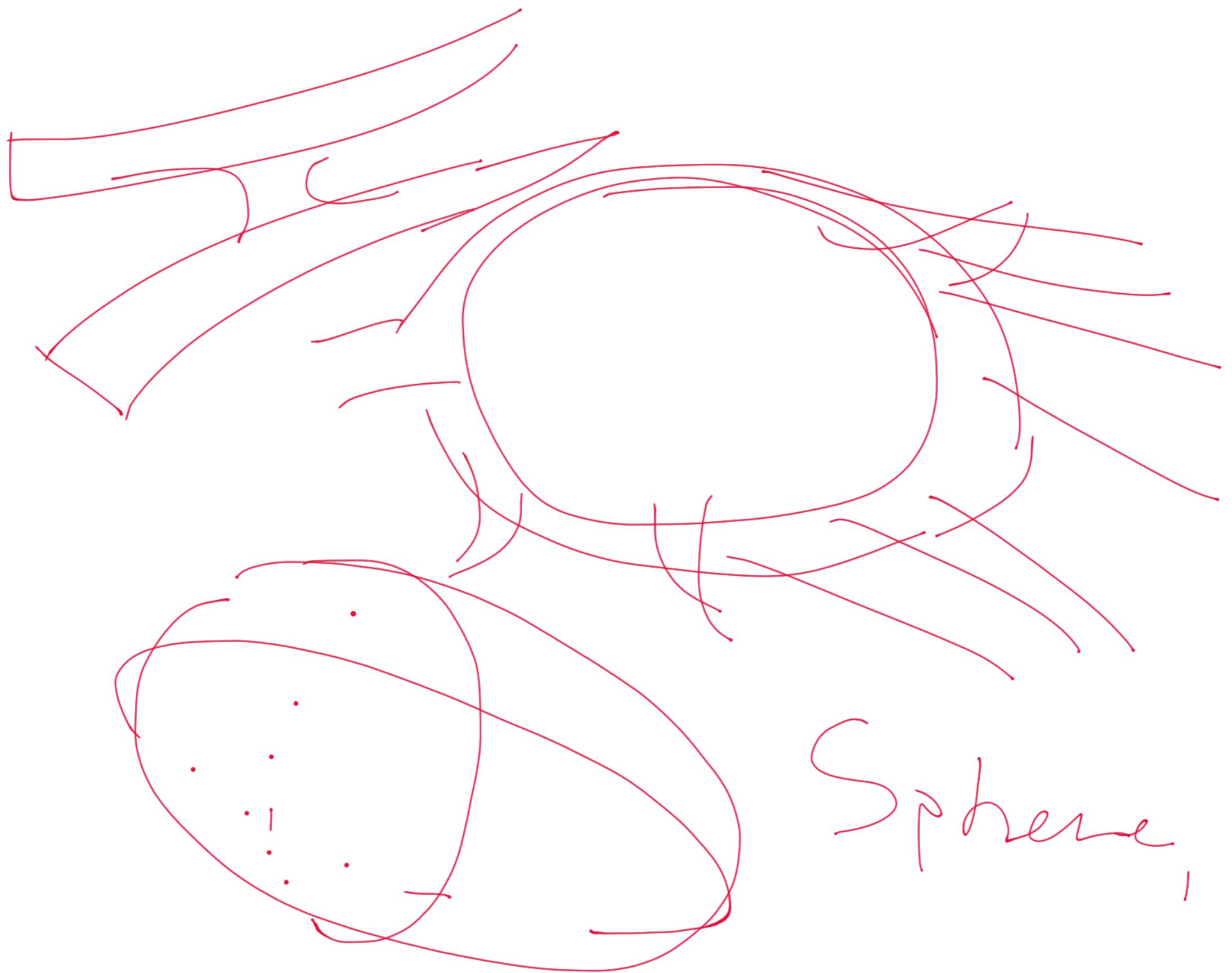
THerefore $\alpha = 2$ plus ..

Finalizing the diagram

→ Thin Hydrostatic.



Z Model or



Gorby > Mag > Welf

Δ

Z Medo (es) Bi. rigge

Z hutez Ez 213.

~~8~~ -> Brush LRD, ~~Eff~~ FWS
L
DTELS

Znotes

ϕ

\geq Rollenes $\gamma' \tilde{\gamma} = /$

$\rightarrow \gamma \gamma - \gamma, \gamma^*$

Clip Concrete Trim Cuts

Chiral Curve \rightarrow $\overline{F_L}$ $\overline{F_R}$

$C + R \{ \neg \exists h \cdot f(x) + f(y), h \}$

→ " " - 27 ⋯ 2 (2 ⋯ 3)

→ Shift → ~~左~~ 右を動かす

Z Plugin > sub7solMaster
> Invert Visibility

Z .1

Visibility の全範囲

DI .1

= 411

Clip Curve, Trim Curve

→ hammer < オブハマー

Fit button: フィット

Clip Cwile やはり 由緒れ

① Alt + 0

Q Ctrl + h:

Shift + N

~~Alt~~ Alt

Alt + L + I + O!

Alt + 2(0)

② Alt + L + I + S + T + Z.

Trim-Dynamic



HP Polish

YD!

Pinch Polish

Two | > something > Chay
Rulish

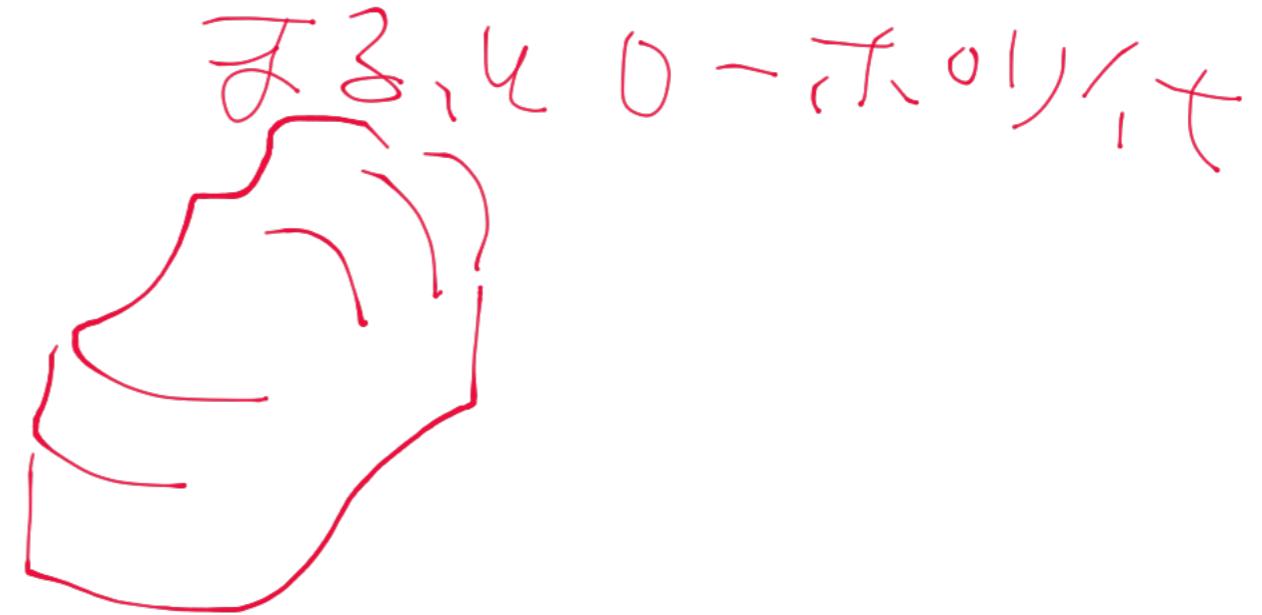
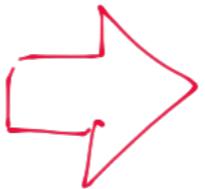
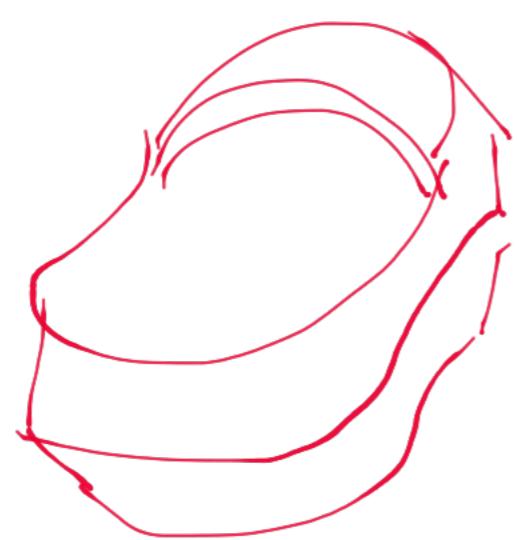
? .

2111-172

Z Remember

Z "γ-alkylate

Duplicate position



Project All

Todo > SubTask > A (active)

B {X, Y}.

Todo > SubTask > Project > Project All

Z' A (= B ∩ I, $\overline{Z} \cap B \neq \emptyset$)
T <.

LT2 Project

Drawing → Sketch → Remodel

→ インターフェースのオリジナル性

Project → インターフェース!

$\pi_{\text{obj}} := \lambda \overline{\text{obj}}$ ~~is~~ $\in \mathcal{Z}$



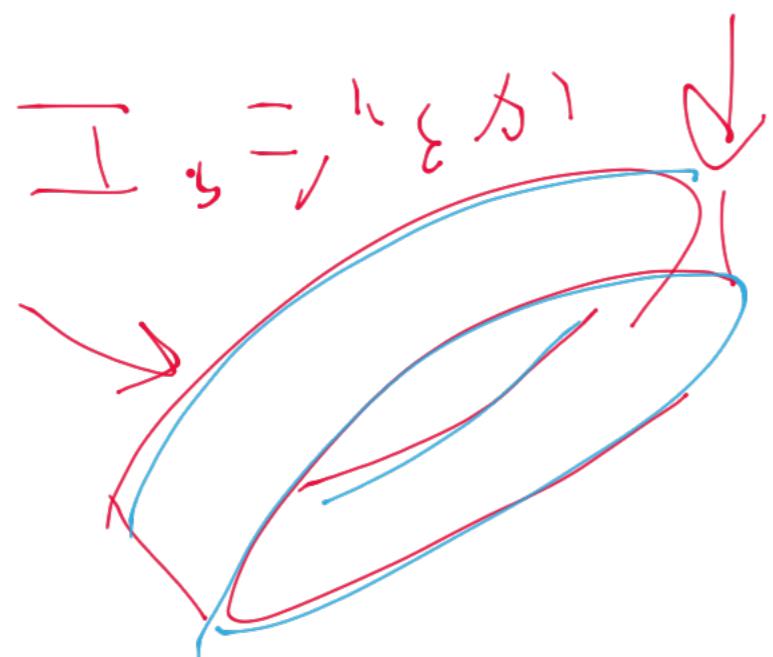
$\pi_{\text{obj}} \rightarrow \text{DisplayProperties}$

$\rightarrow \text{Double}$

マヌ) $\hat{f}_i \in \hat{\mathcal{F}}($

CTR + Shift + Lasso
 $\hat{f}_i \hat{f}_j$

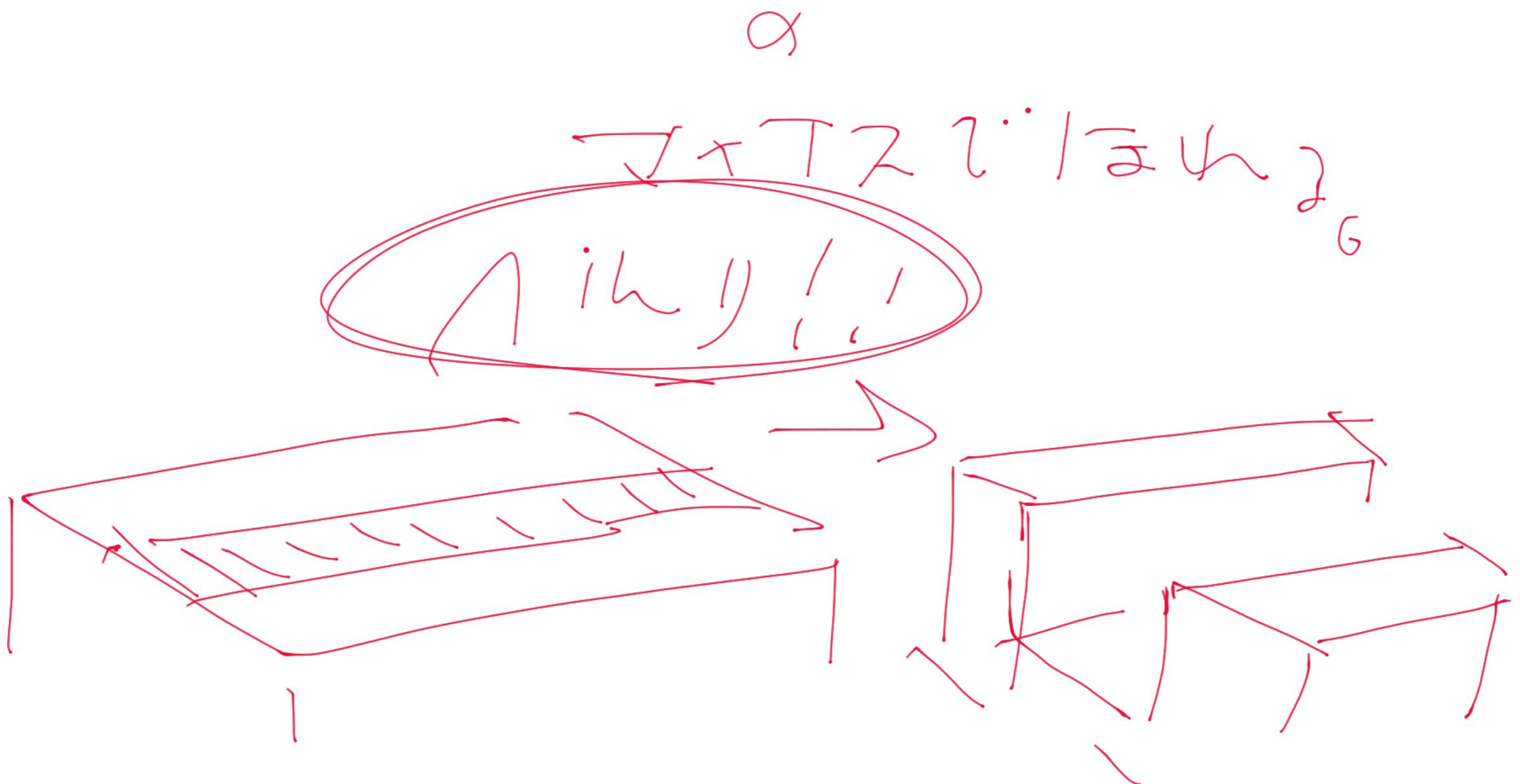
特征が「相似度」
を取る



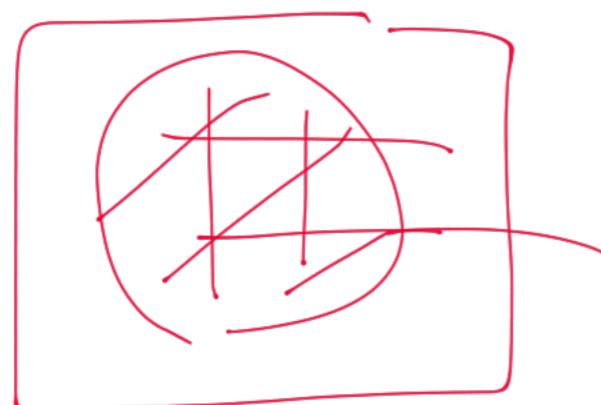
Top \rightarrow Matching \rightarrow mask B \rightarrow Feature
 \rightarrow Box Order

I β ?

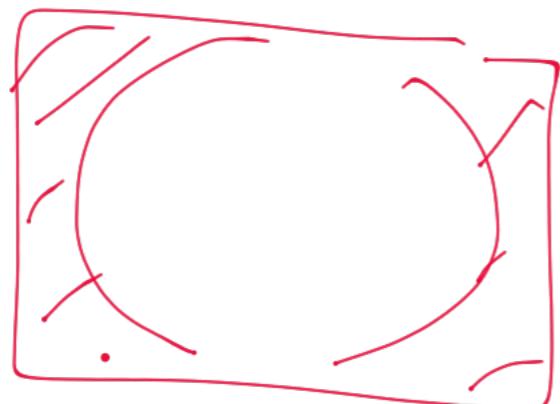
Tub Deformation \rightarrow Inflate



- ~~Finite~~ size \mathbb{Z}_n



to \mathbb{A}^n



~~Finite~~

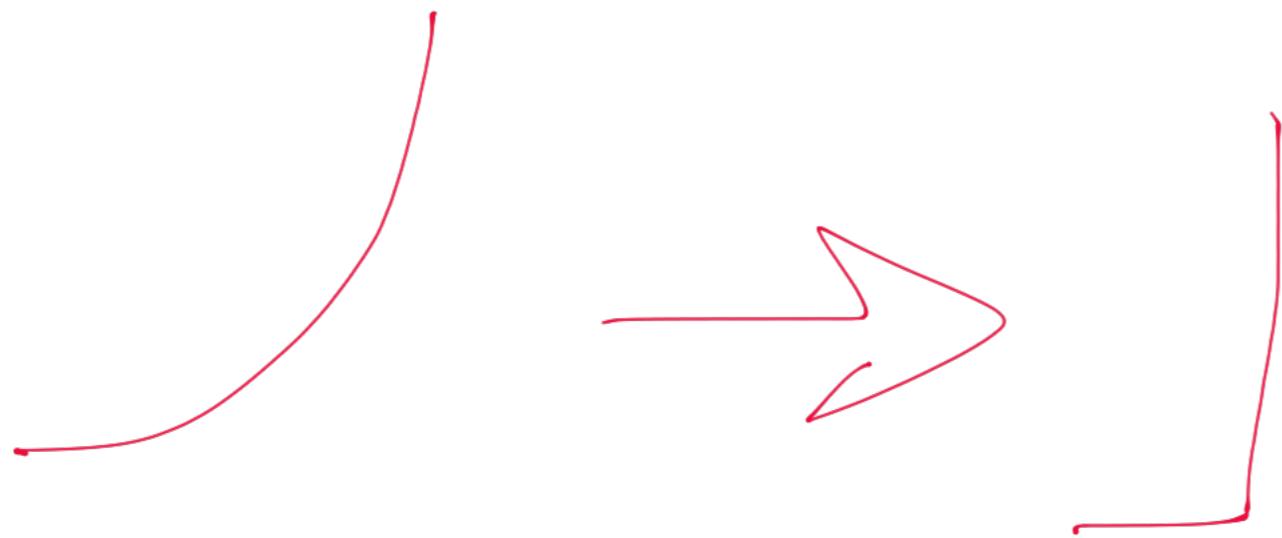
Infinite

To $\mathbb{S}^1 \rightarrow \text{Deform}(i_*) > \cancel{\text{Infinite}}$

トモ 立て子

→ Move と おじい

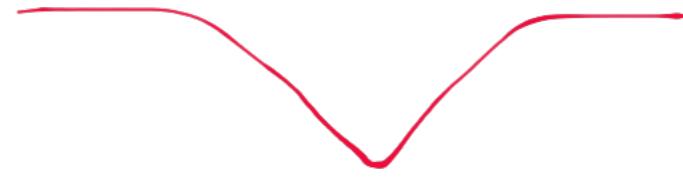
おじい?



→ テーブル → データ → フィルタ

Ctrl + Alt + Shift + F7

→ テーブル → Lasso で 1つ選んで消す

 $\rightarrow \tan 11^\circ = \frac{1}{2}?$

DAM Standard

7' 5" 3/4

WORK) TAKEN

Preferences > Tablet Use Table