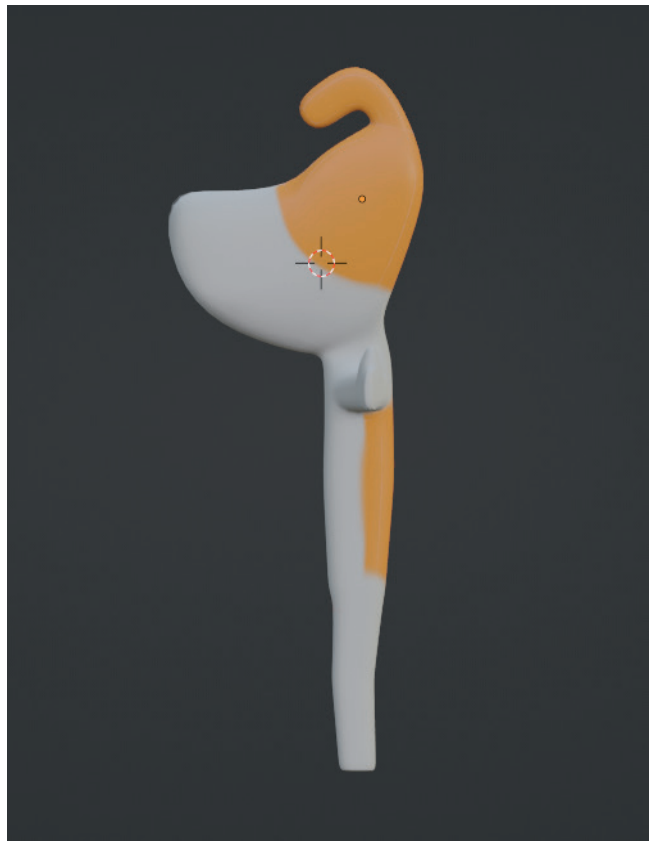
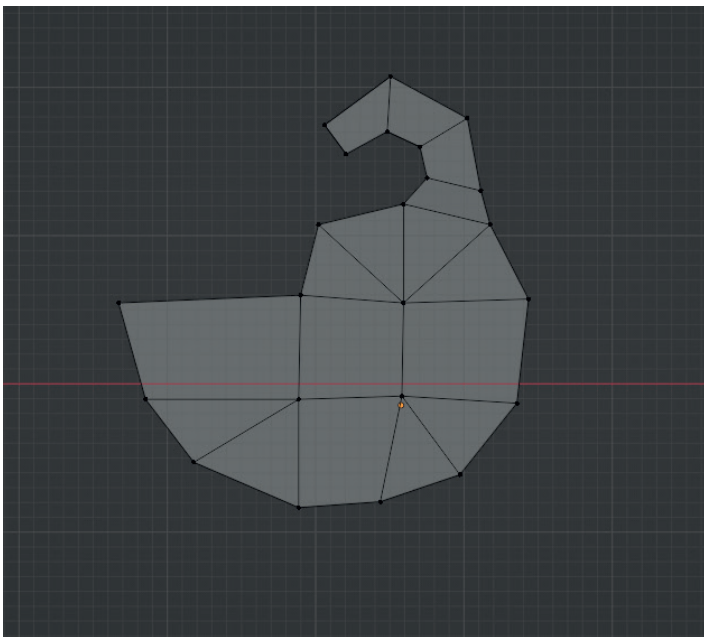
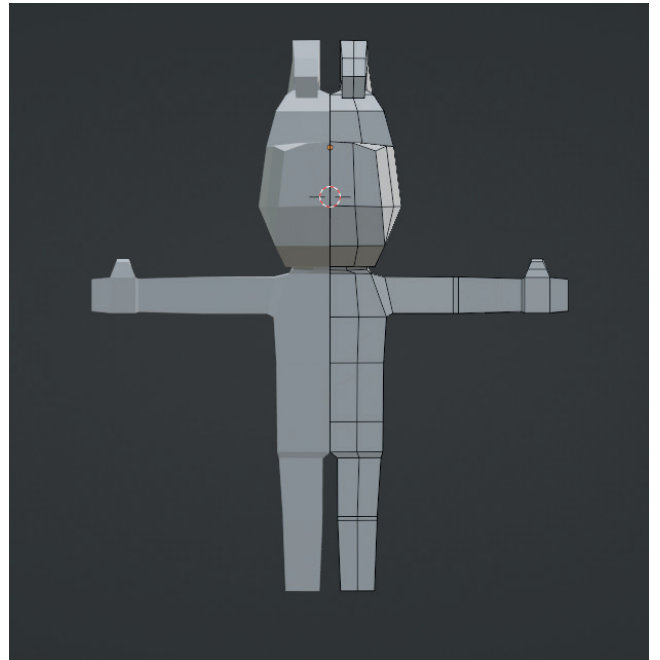
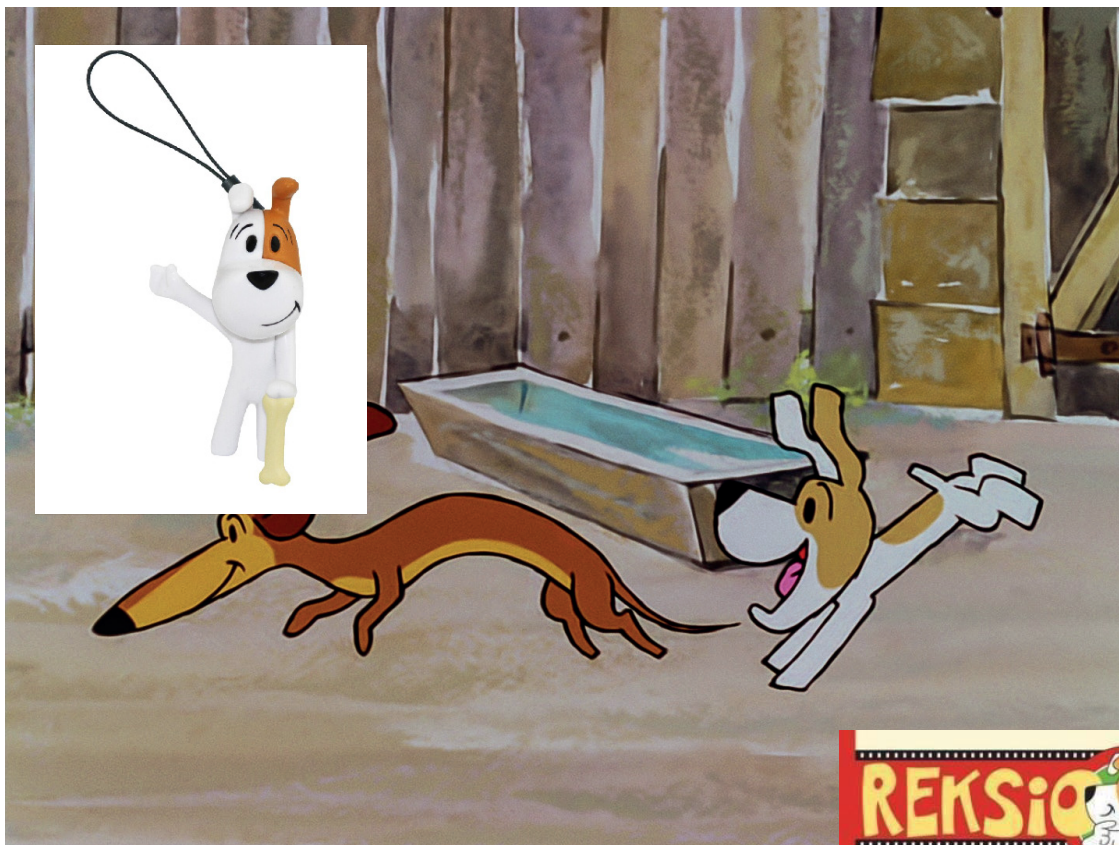


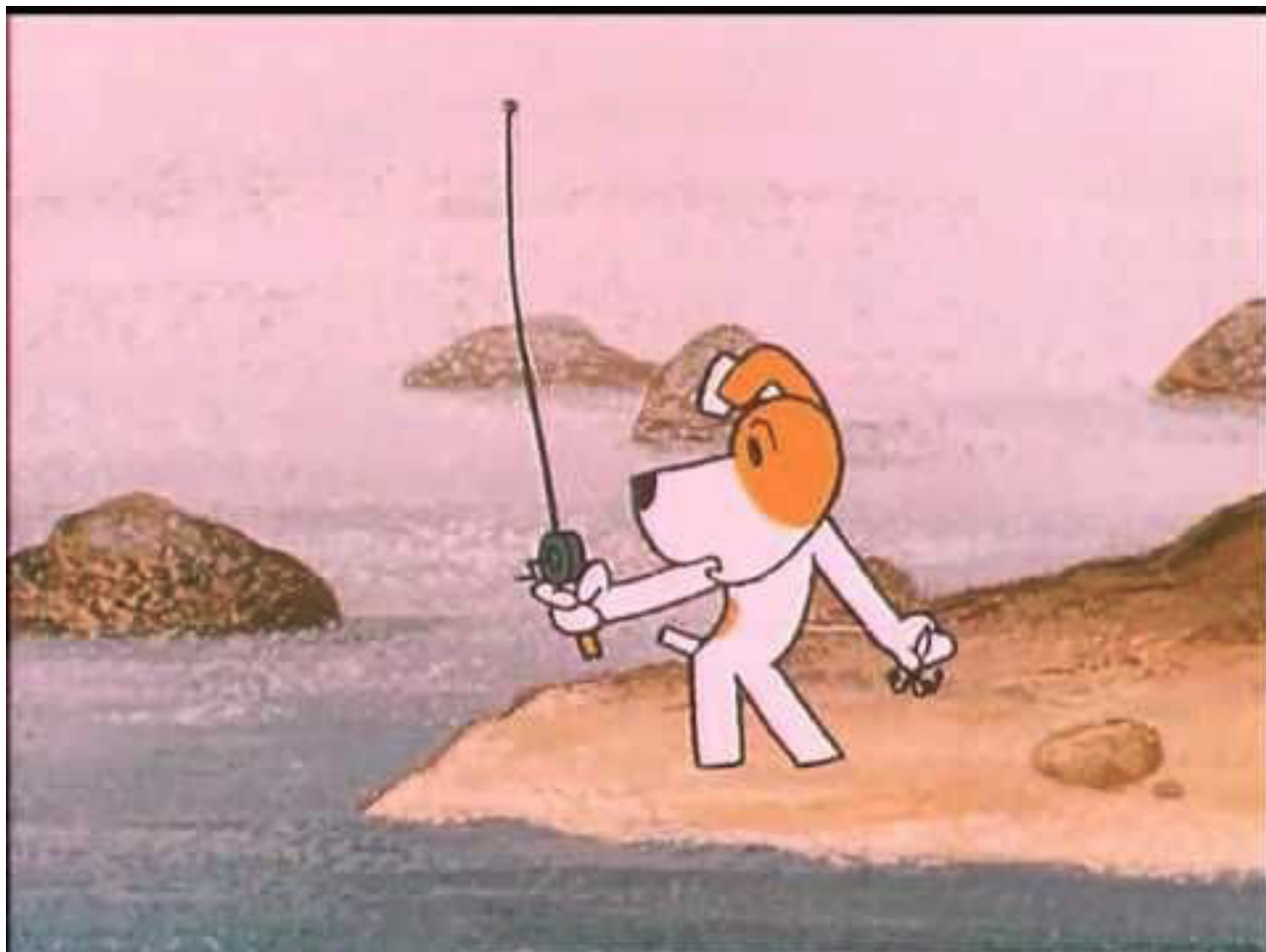
modelowanie postaci 3D Reksia

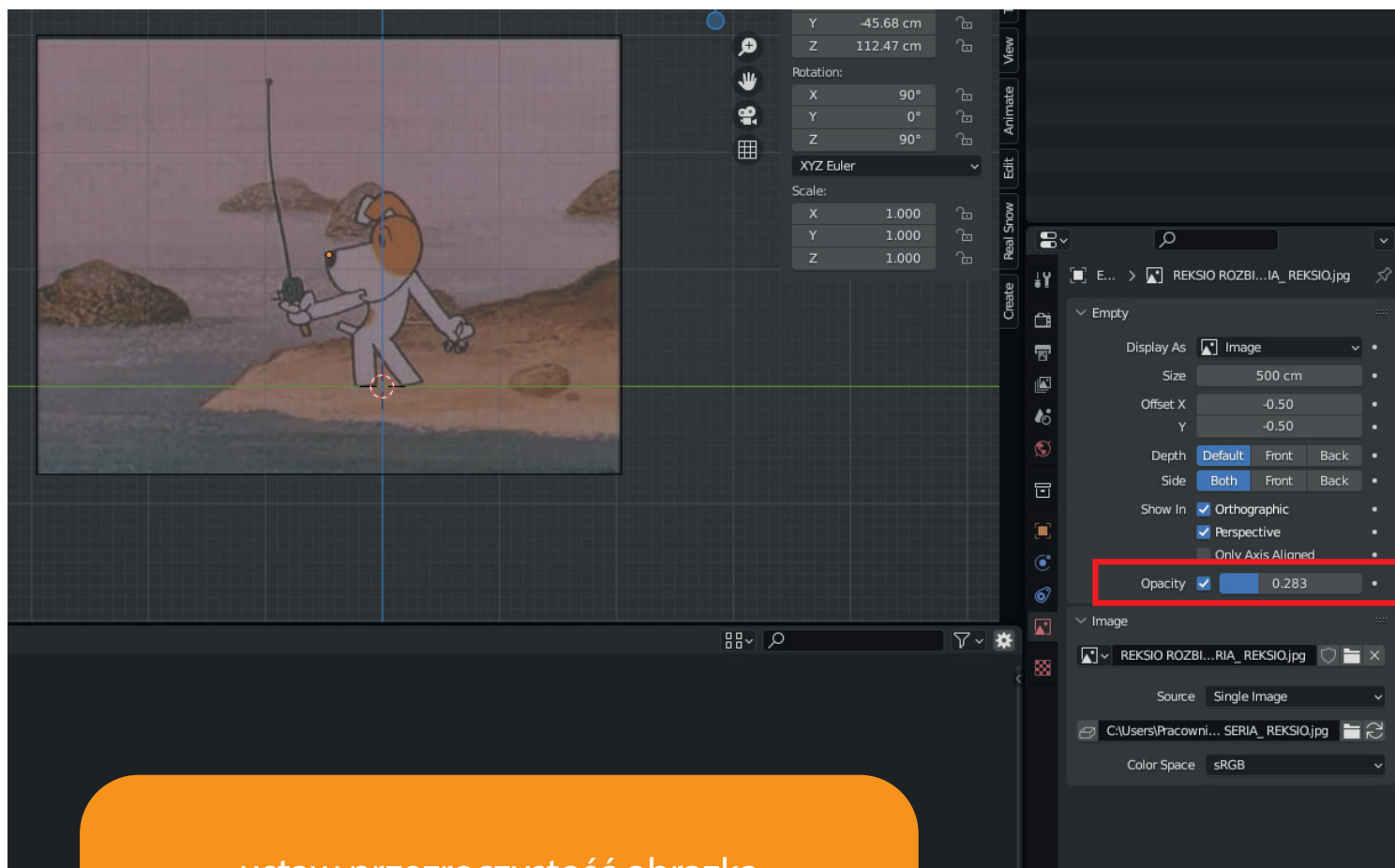


najpierw zbierz materiały referencyjne



obrazki gdzie widać Reksia z boku
szczególnie będą pomocne przy
modelowaniu głowy

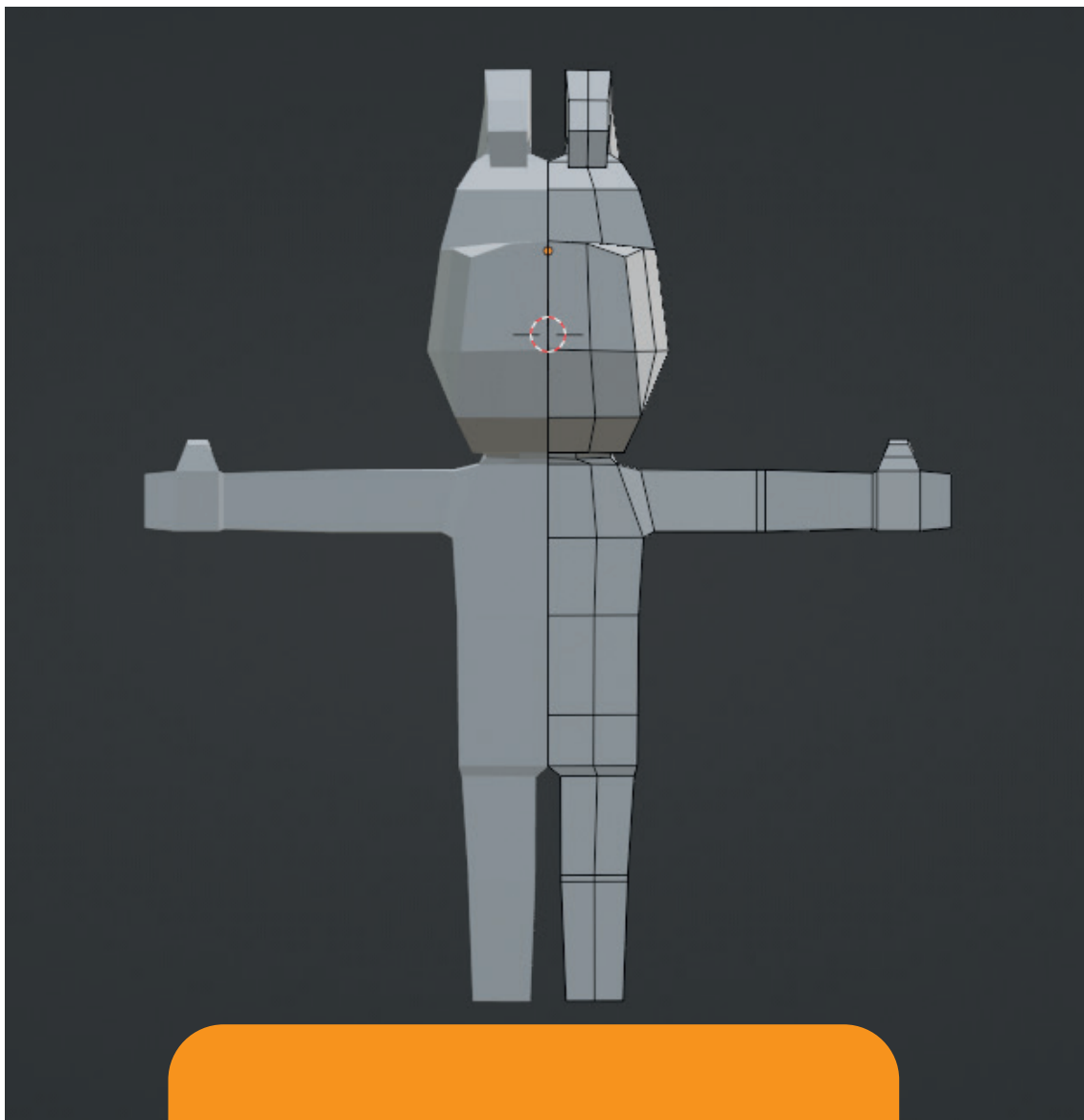




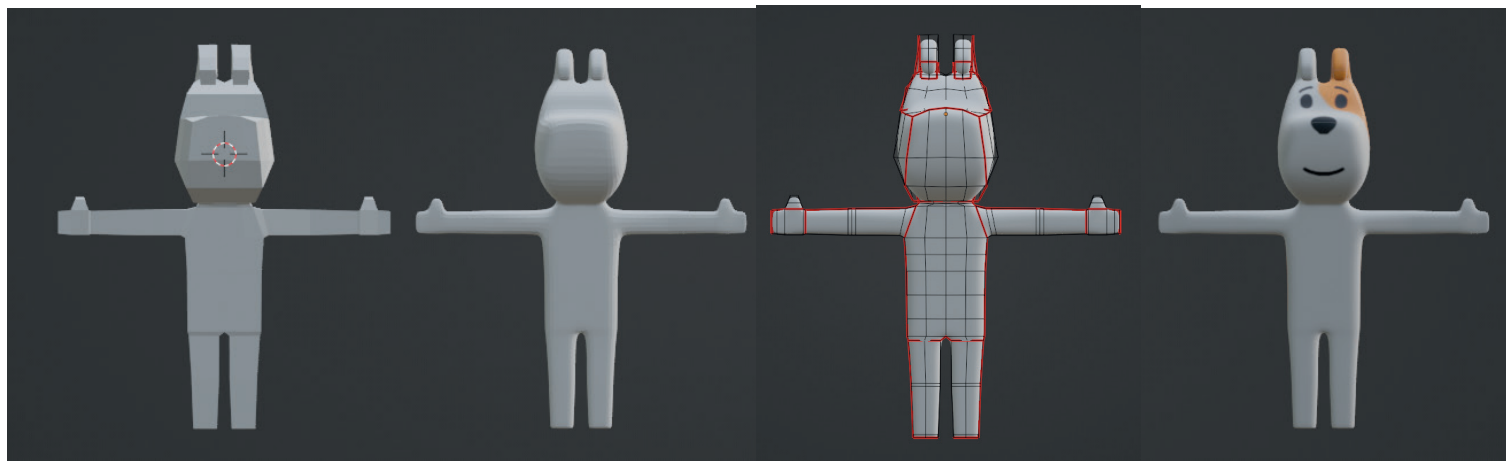
- ustaw przezroczystość obrazka
- ustaw Reksia na osi X,Y



1-przód
3-bok
7-góra



poniżej etapy pracy

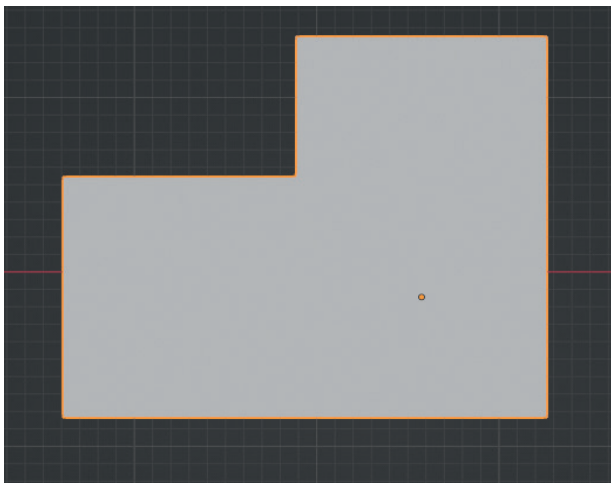


low poly

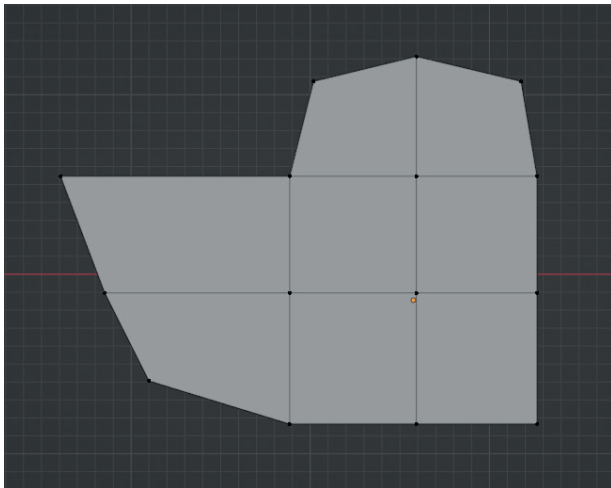
po dodaniu
modyfikatora
subdivision

UV

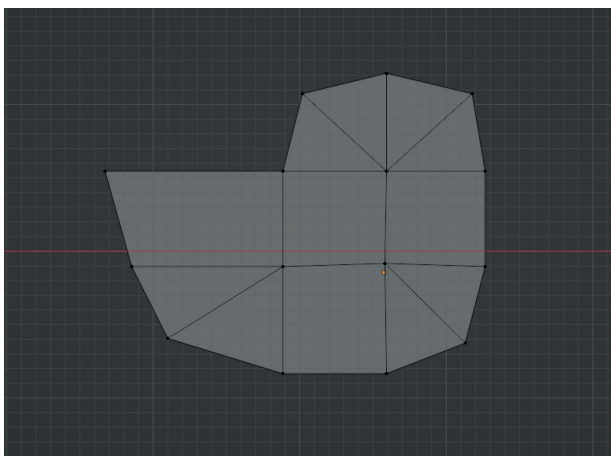
Texture Paint



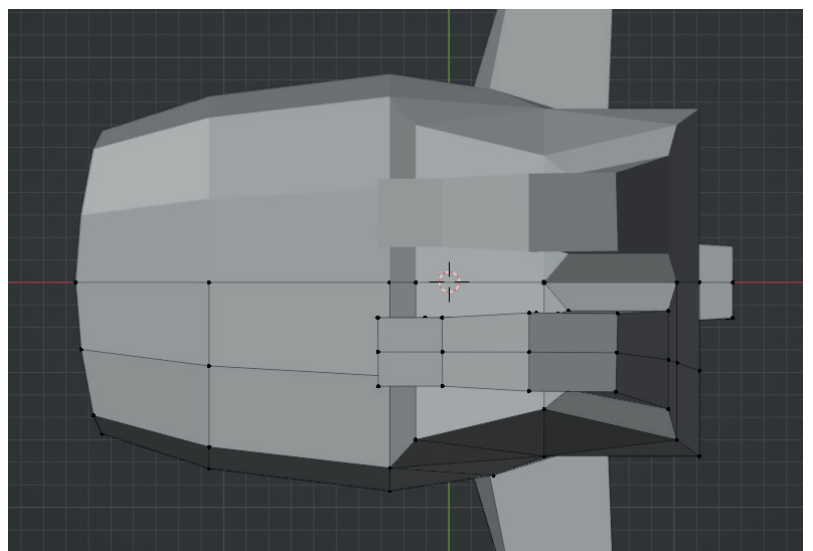
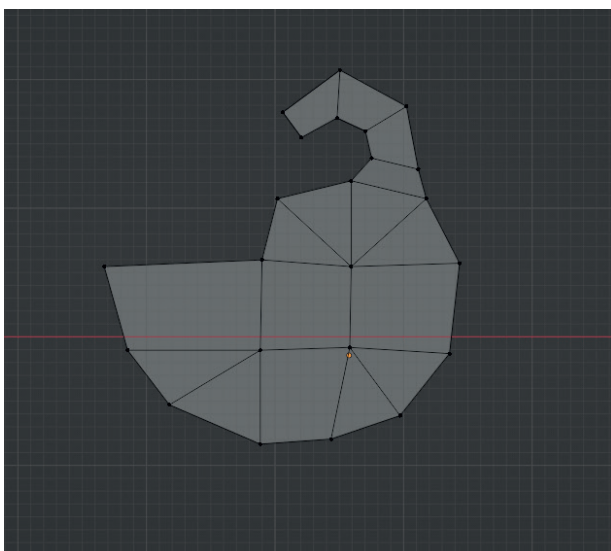
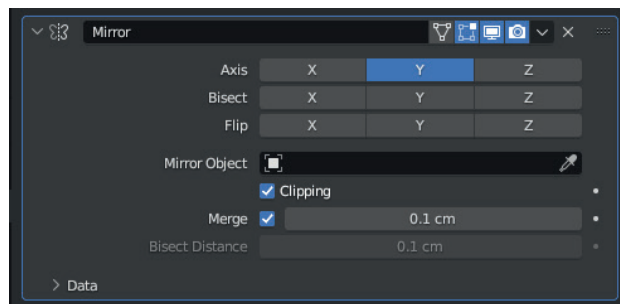
zaczniij od najprostszego cuba

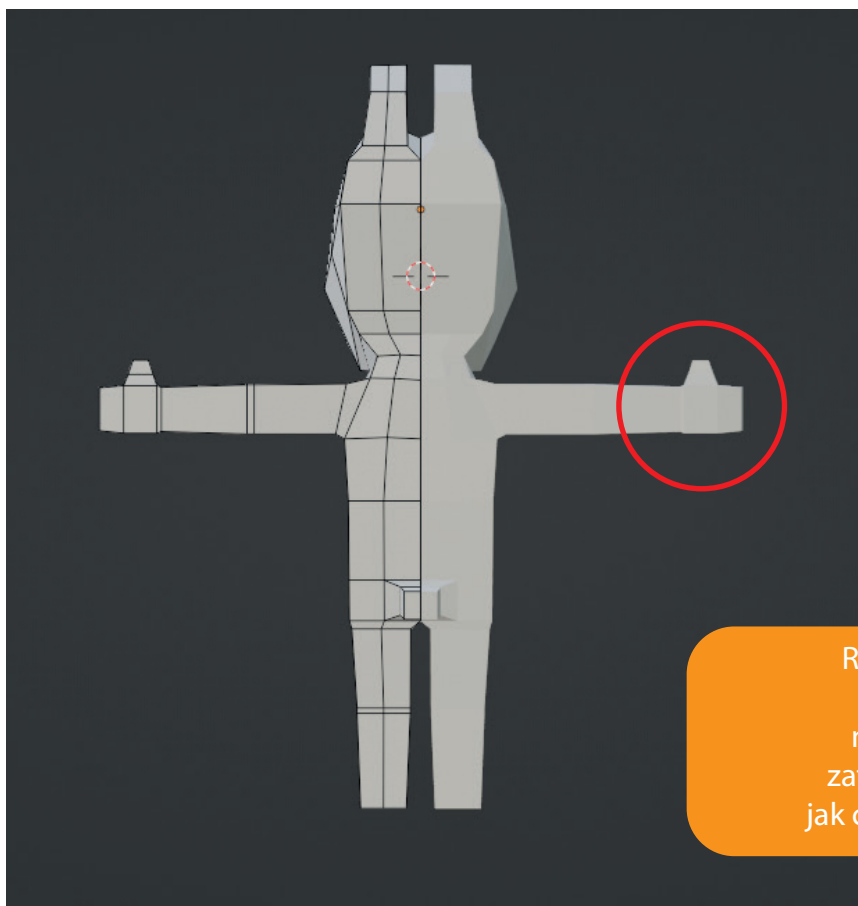


Ctrl + r - loop cut

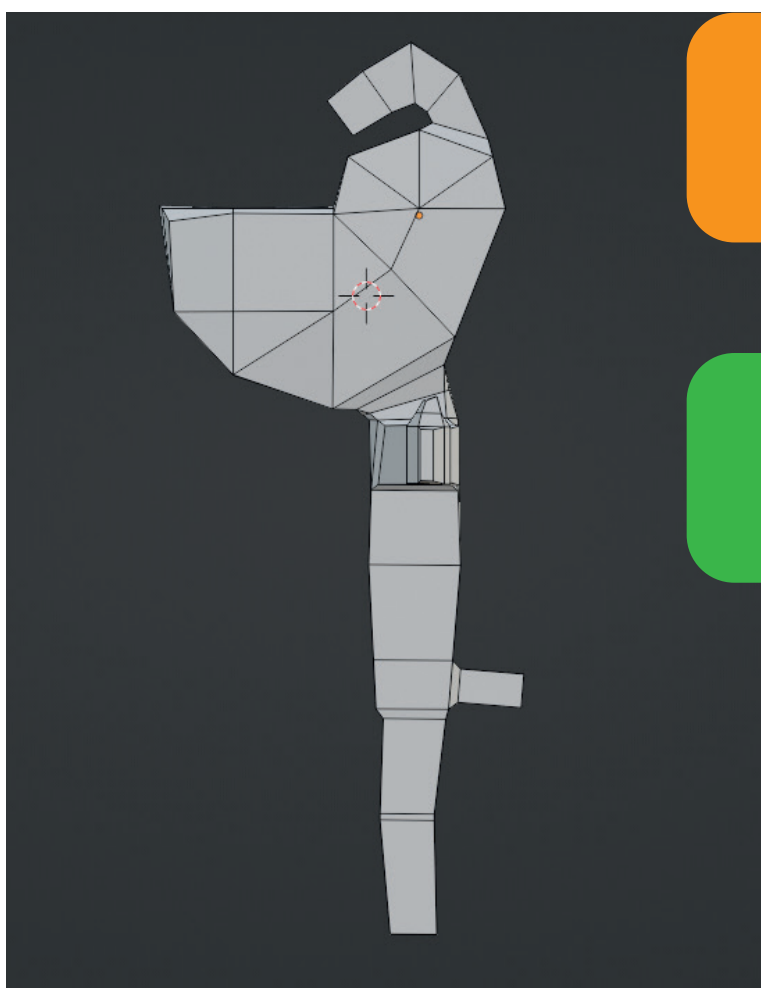


użyj modyfikatora mirror



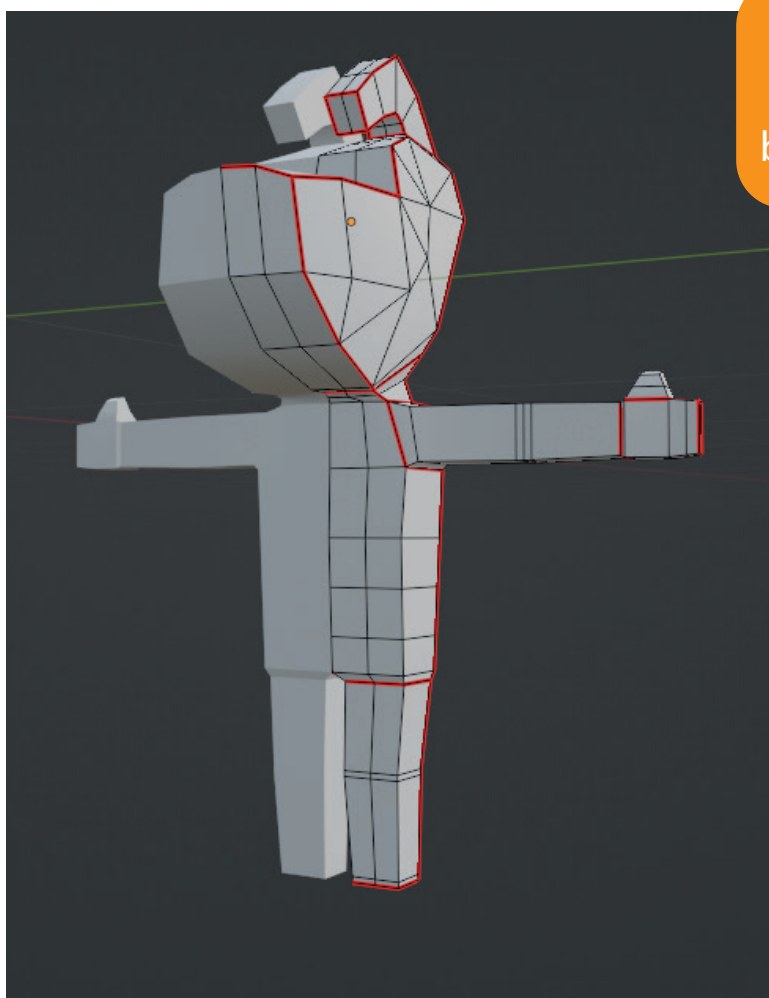
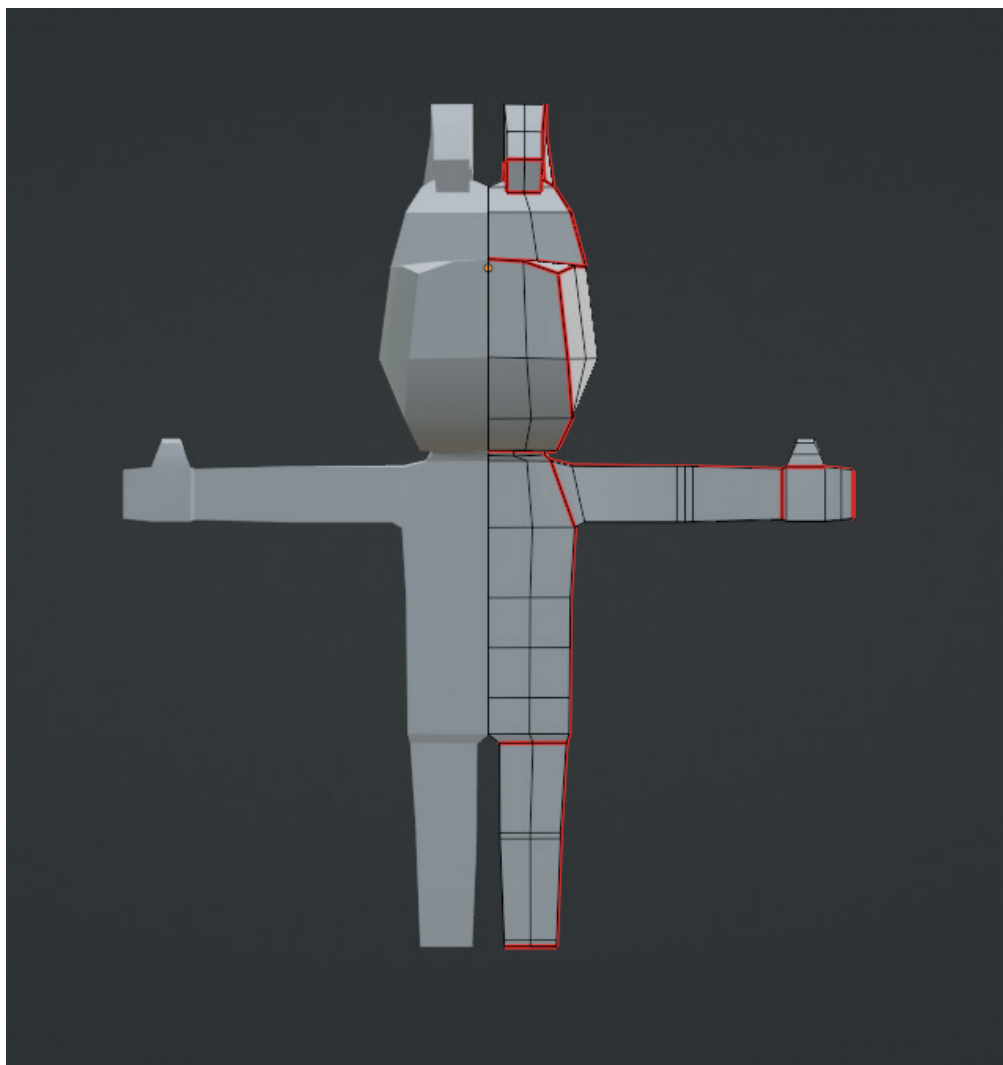


Reksio w animacjach
ma bardzo różne
narysowane łapy....
zatem sam /a zdecyduj
jak chcesz żeby wyglądały

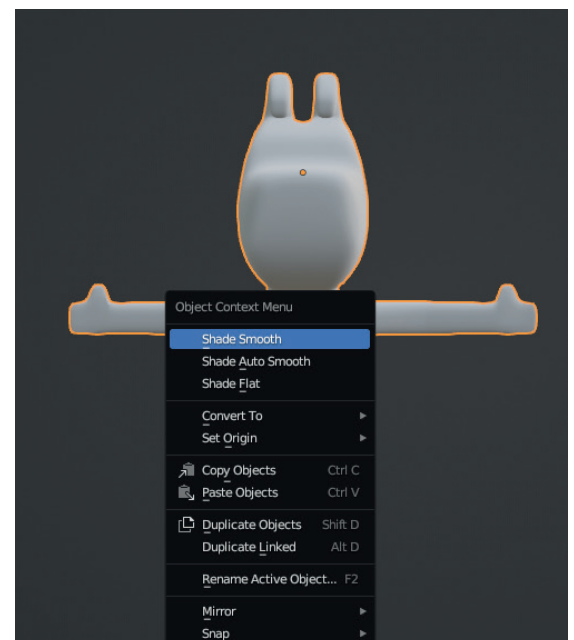
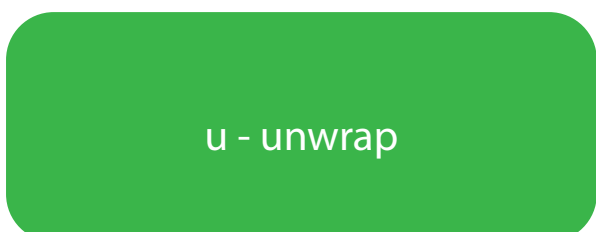
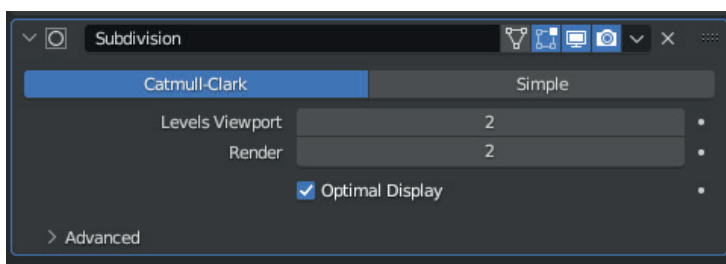
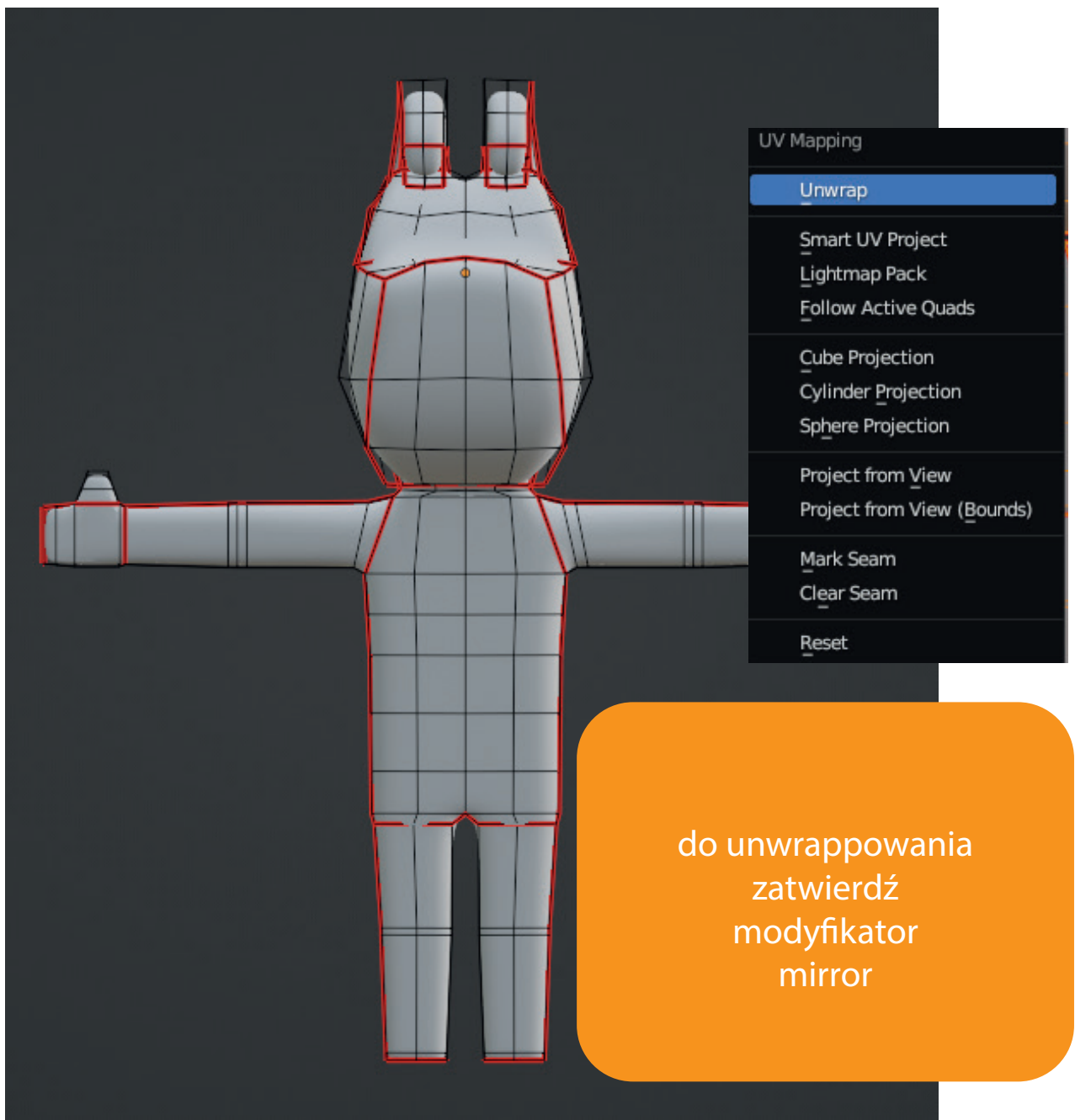


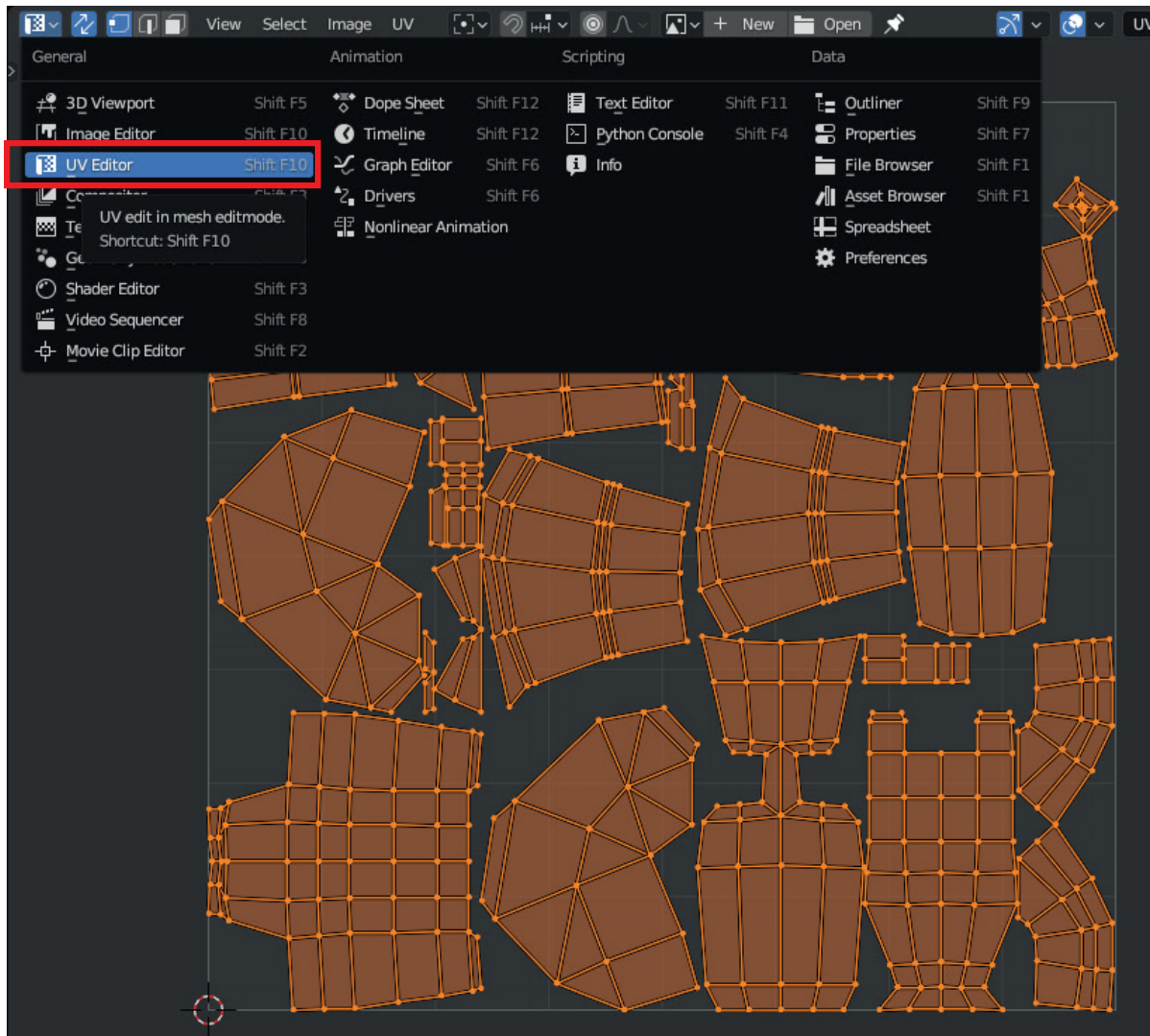
nie zapomnij
o budowaniu postaci
z przodu jak i boku

ctrl+alt+q

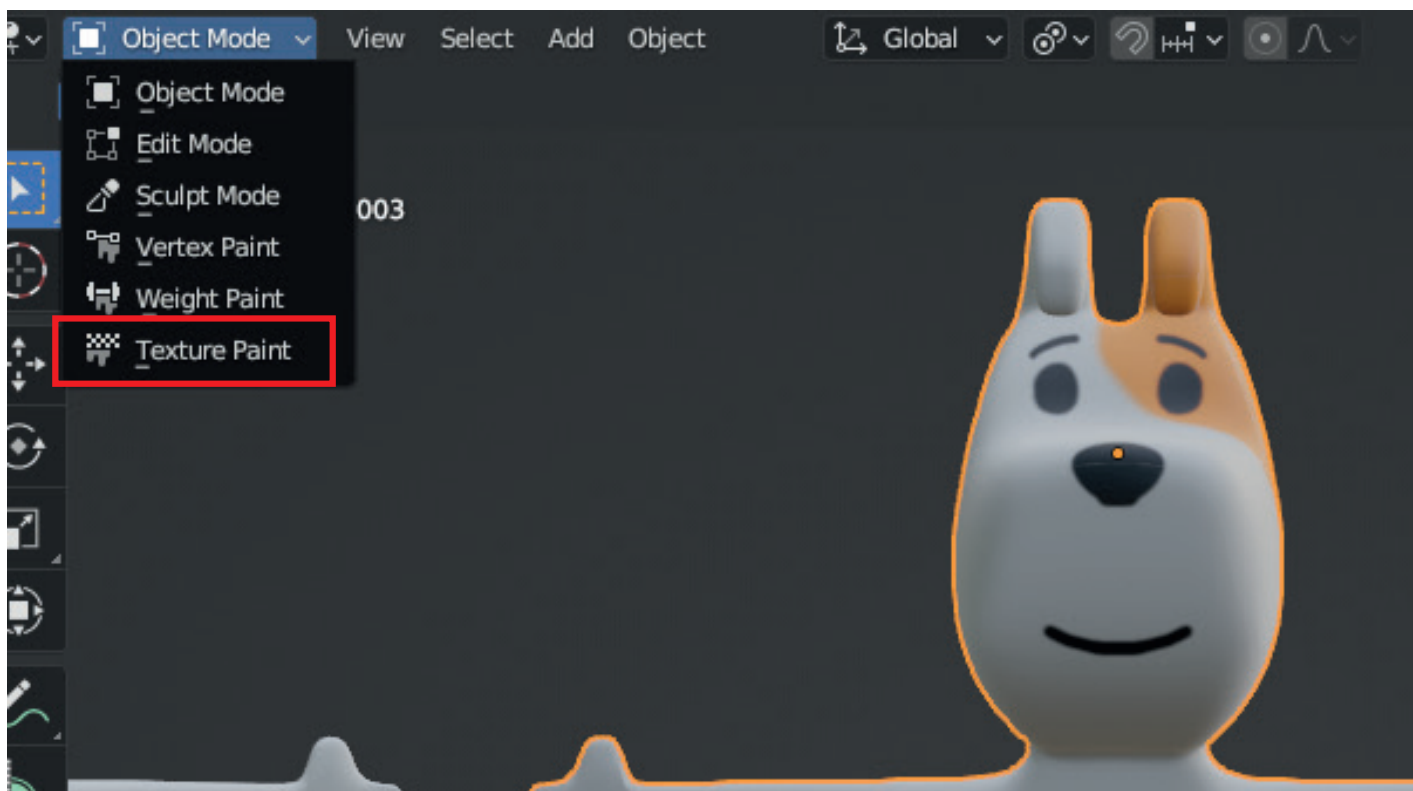


tworzenie szwów
możesz zacząć
będąc w modyfikatorze mirror

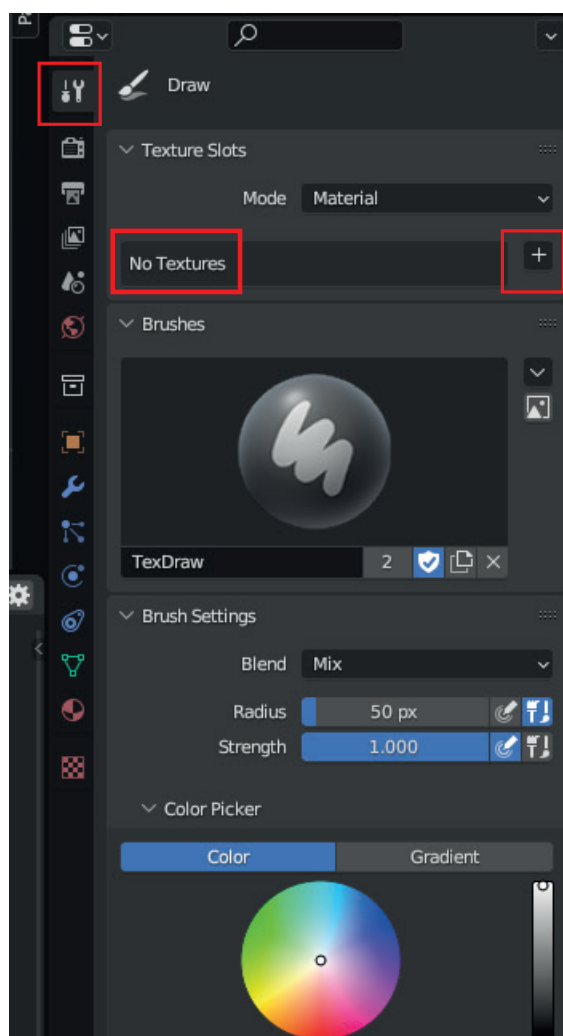




w okienku UV Editor
znajdziesz swoją
siatkę



aby zacząć malować
po obiekcie 3D
musisz wejść w Texture Paint
i utworzyć swoją
własną teksturę

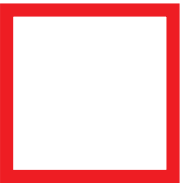


Add Paint Slot

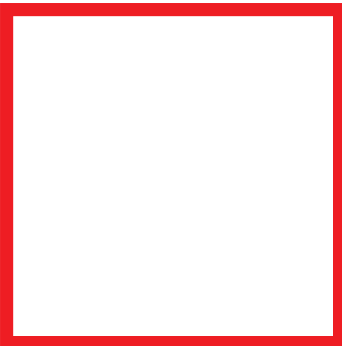
Name	Material Base Color
Width	1024 px
Height	1024 px
	☒ Alpha
Generated Type	Blank
	☐ 32-bit Float
Color	
OK	

tutaj ustaw
rozdzielczość tekstury

bazowy kolor



1K - 1024x1024 px



2 K - 2048x2048 px



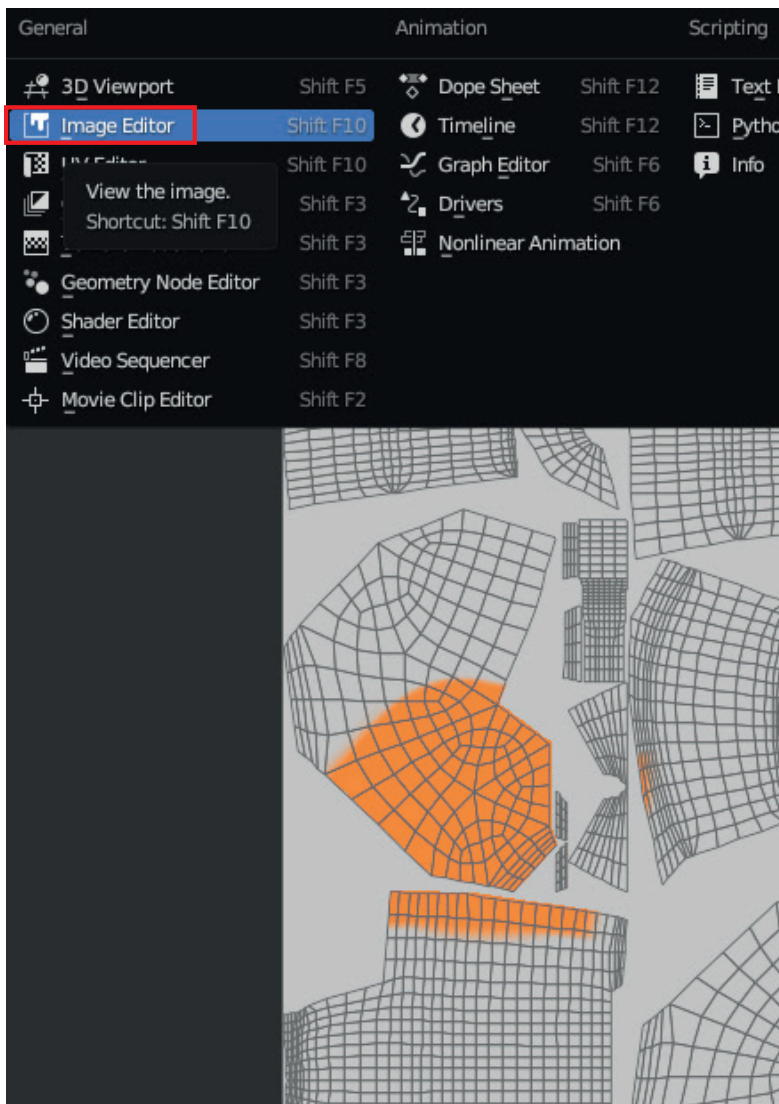
4 K - 4096x4096 px

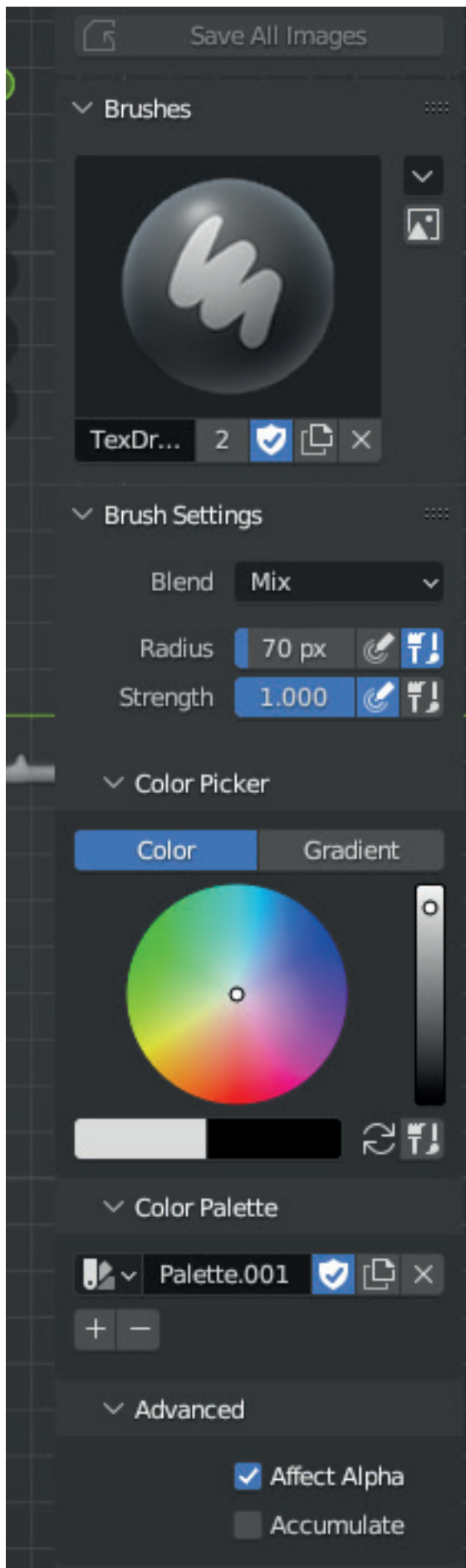
optymalna tekstura gdzie
otrzymasz dobrą jakość to 2K



pora na malowanie

możesz tworzyć w widoku 3D
oraz malować po siatce
w Image Editor wybierając
Paint



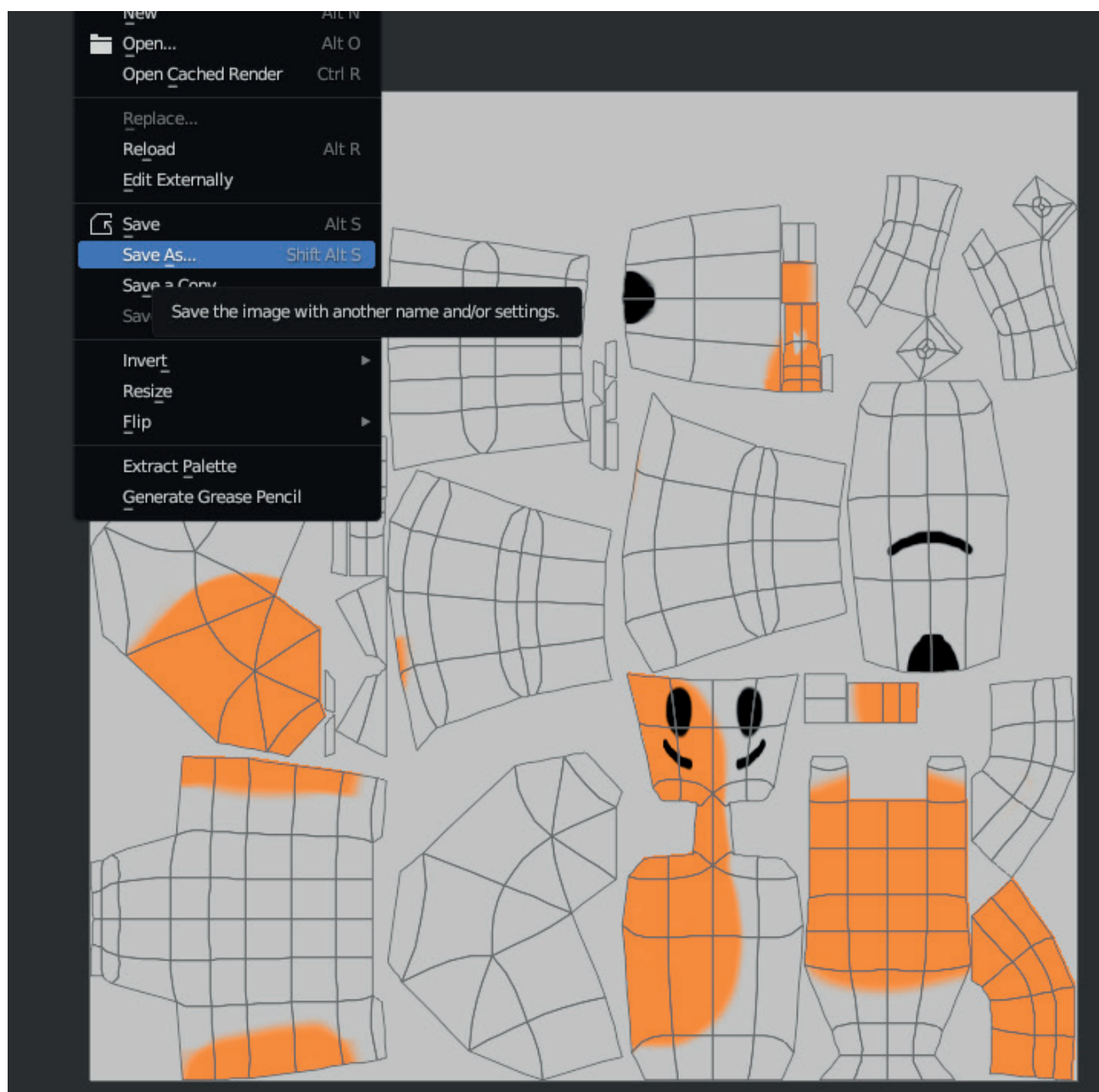


n - okienko właściwości

(- zmniejszanie pędzla

) - zwiększanie pędzla

t - panel narzędzi



nie zapomnij zapisać
swojej tekstury



finalny plik zapisz jako
.blend