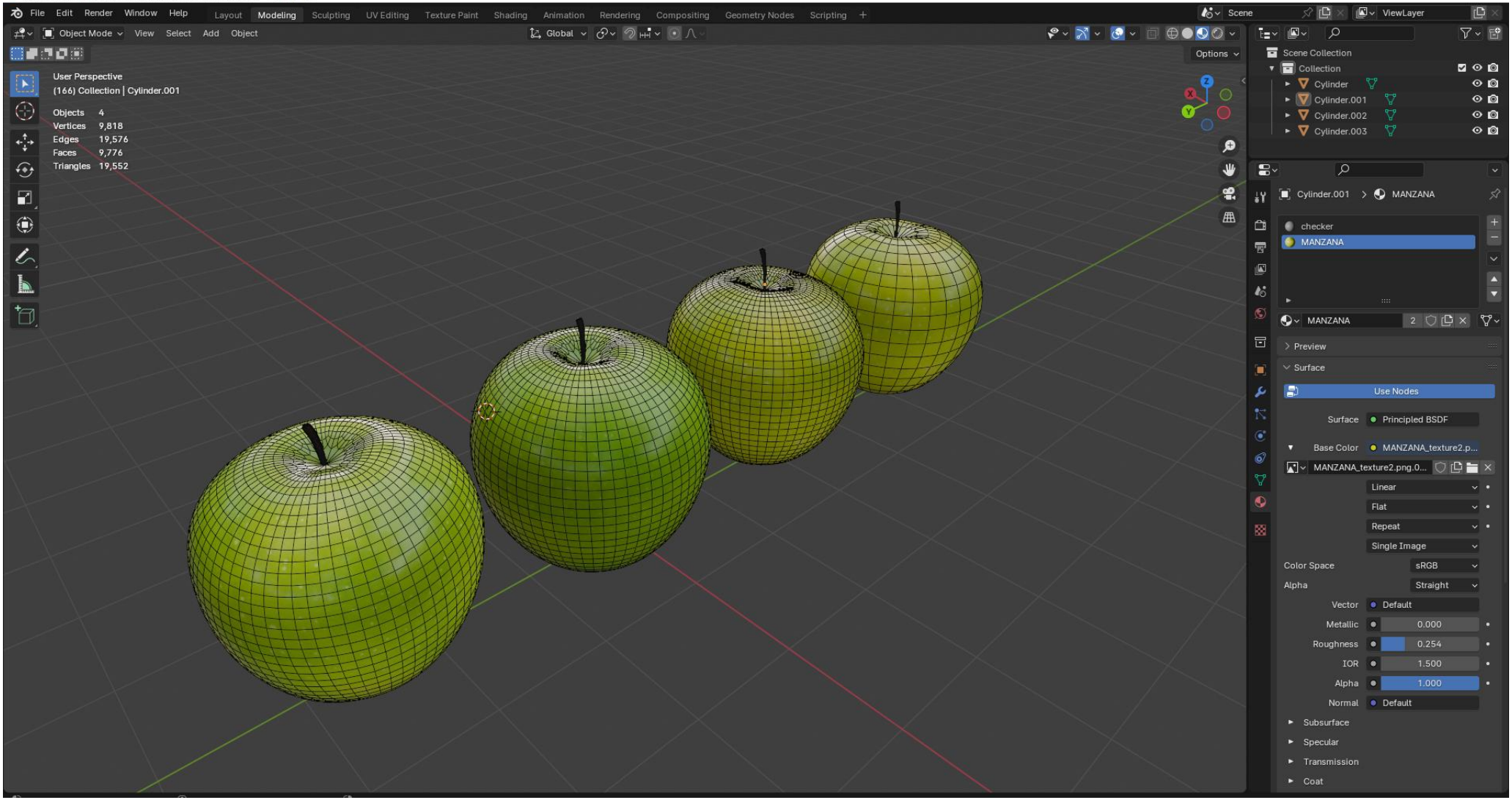
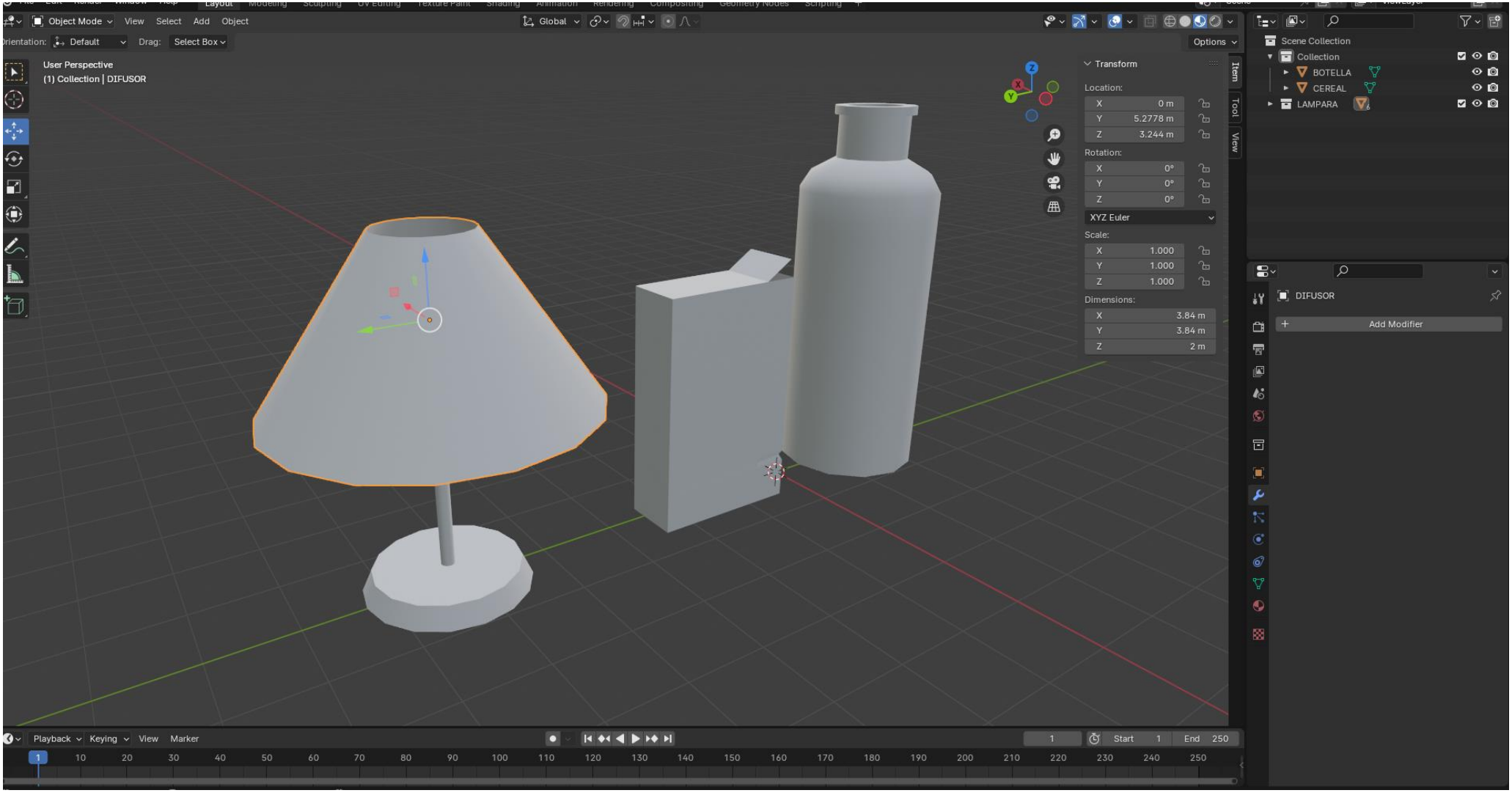
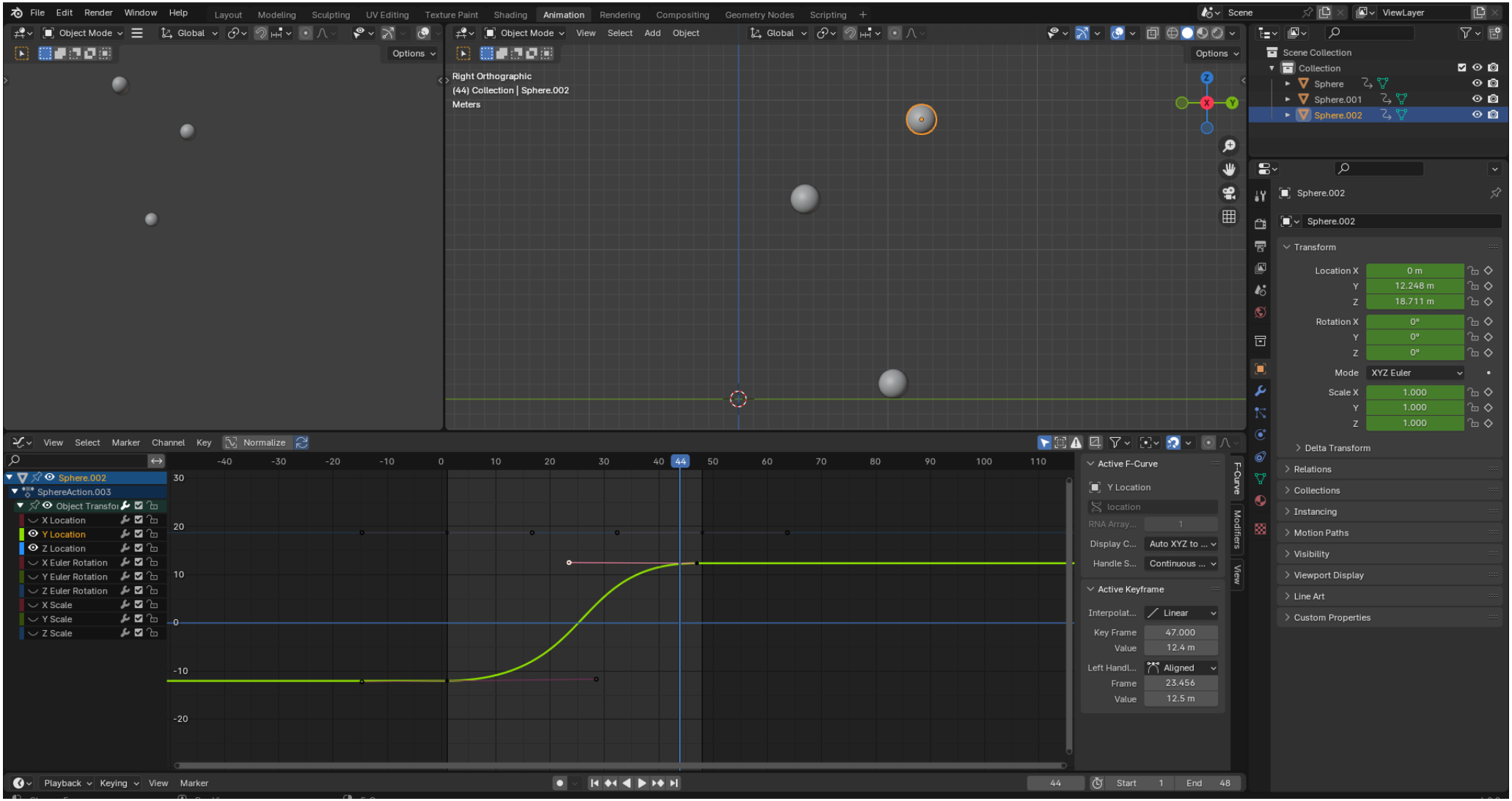
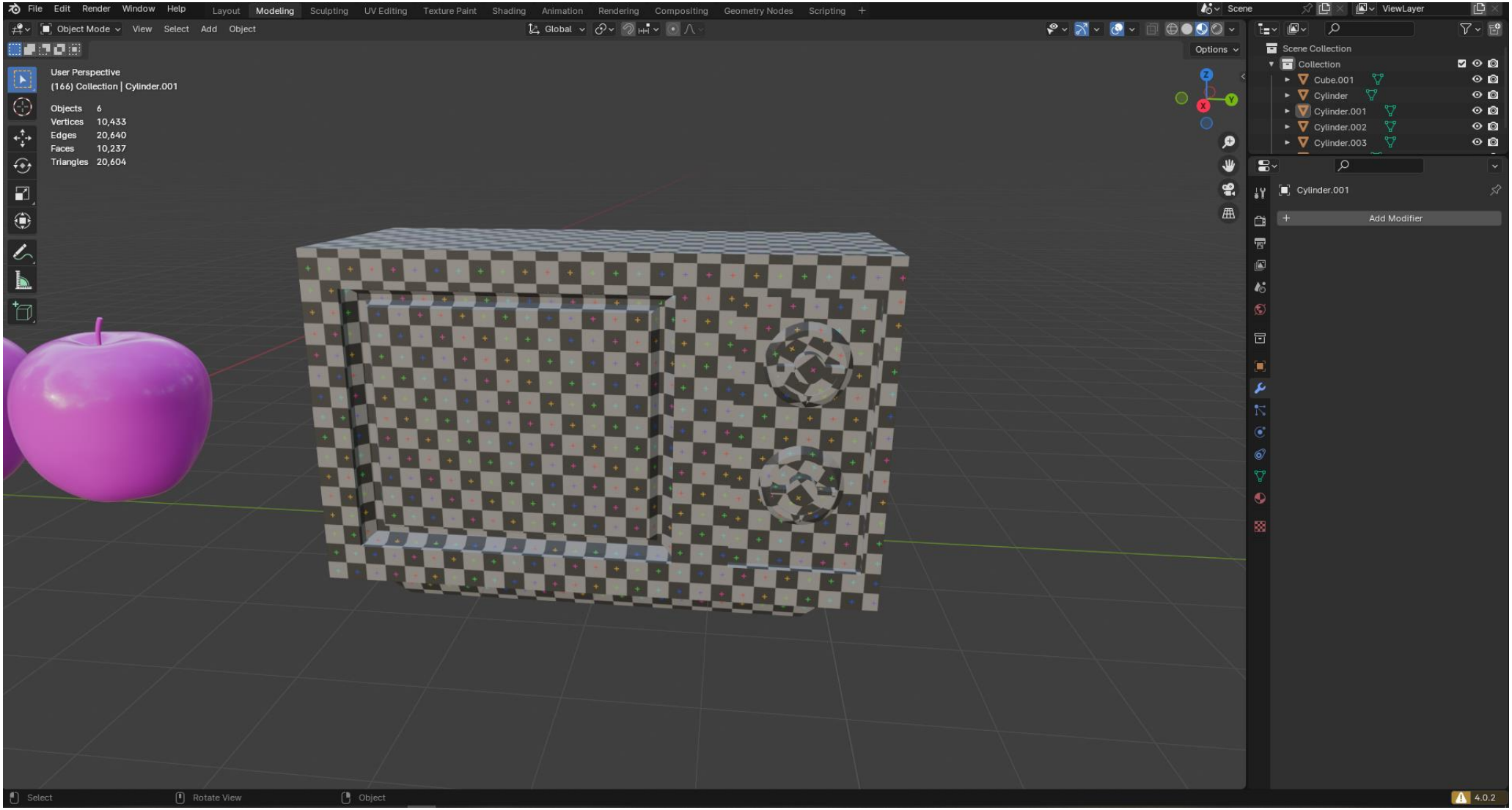
Ejercicios de modelado low polygon, Se abordaron todos los conceptos del uso de herramientas de modelado y uv los resultados de los aprendices fueron excelentes demostrando aprendizaje autónomo y colaborativo.

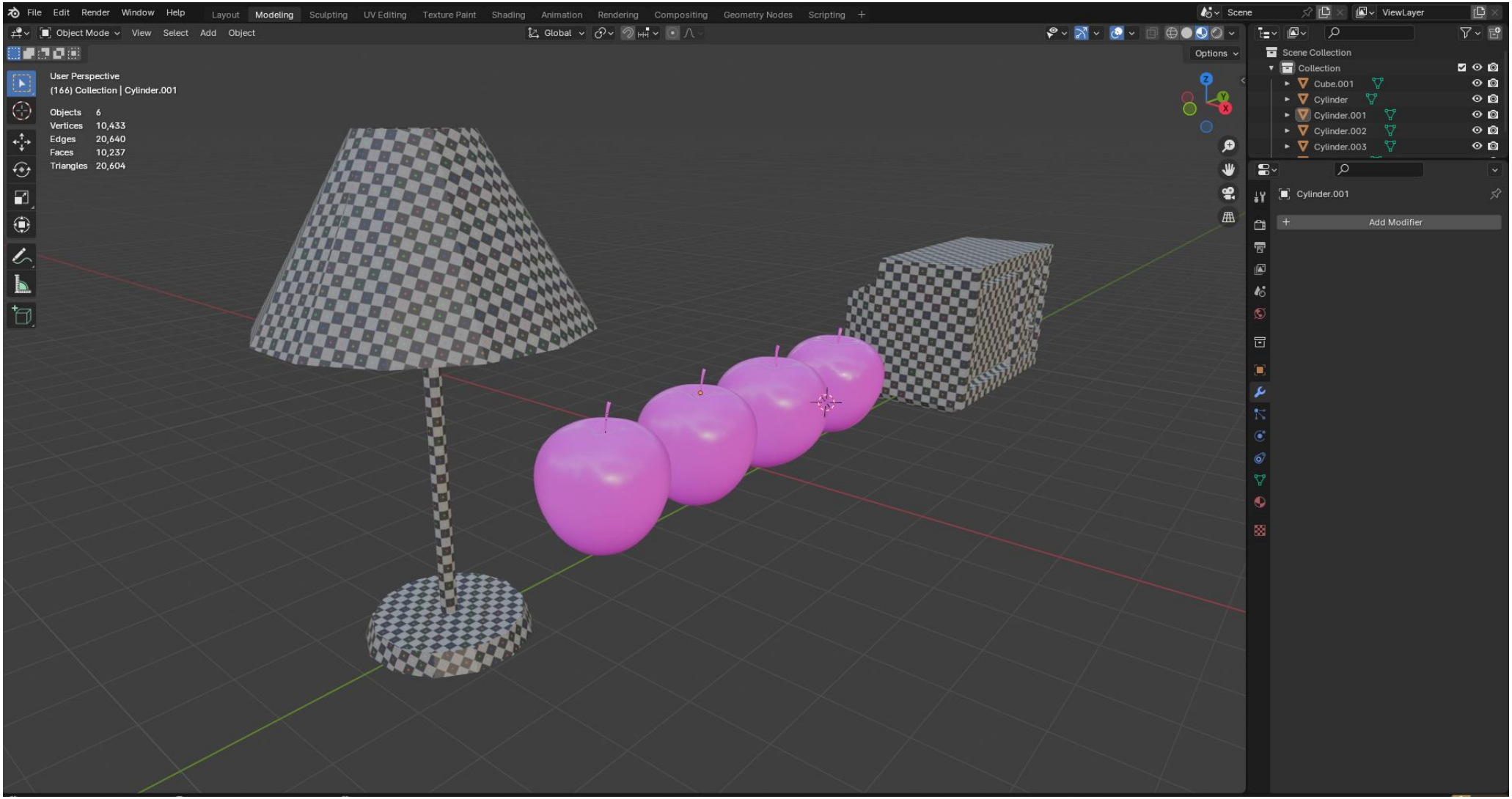



File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Options
User Perspective
(166) Collection | Cylinder.001
Objects 4
Vertices 9,818
Edges 19,576
Faces 9,776
Triangles 19,552
Scene
ViewLayer
Scene Collection
Collection
Cylinder
Cylinder.001
Cylinder.002
Cylinder.003
Cylinder.001 MANZANA
checker
MANZANA
Preview
Surface
Use Nodes
Surface Principled BSDF
Base Color MANZANA_texture2.p...
Linear
Flat
Repeat
Single Image
Color Space sRGB
Alpha Straight
Vector Default
Metallic 0.000
Roughness 0.254
IOR 1.500
Alpha 1.000
Normal Default
Subsurface
Specular
Transmission
Coat


Object Mode
View
Select
Add
Object
Global
Options
Default
Drag:
Select Box
User Perspective
(1) Collection | DIFUSOR
Transform
Location:
X 0 m
Y 5.2778 m
Z 3.244 m
Rotation:
X 0°
Y 0°
Z 0°
XYZ Euler
Scale:
X 1.000
Y 1.000
Z 1.000
Dimensions:
X 3.84 m
Y 3.84 m
Z 2 m
Item
Tool
View
Scene Collection
Collection
BOTELLA
CEREAL
LAMPARA
DIFUSOR
Add Modifier
Playback
Keying
View
Marker
Start 1
End 250


File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Scene
ViewLayer
Object Mode
Global
Options
View Select Add Object
Right Orthographic
(44) Collection | Sphere.002
Meters
Scene Collection
Collection
Sphere
Sphere.001
Sphere.002
Transform
Location X 0 m
Y 12.248 m
Z 18.711 m
Rotation X 0°
Y 0°
Z 0°
Mode XYZ Euler
Scale X 1.000
Y 1.000
Z 1.000
Delta Transform
Relations
Collections
Instancing
Motion Paths
Visibility
Viewport Display
Line Art
Custom Properties
View Select Marker Channel Key Normalize
Sphere.002
SphereAction.003
Object Transfor
X Location
Y Location
Z Location
X Euler Rotation
Y Euler Rotation
Z Euler Rotation
X Scale
Y Scale
Z Scale
Active F-Curve
Y Location
location
RNA Array... 1
Display C... Auto XYZ to ...
Handle S... Continuous ...
Active Keyframe
Interpolat... Linear
Key Frame 47.000
Value 12.4 m
Left Handl... Aligned
Frame 23.456
Value 12.5 m
F-Curve
Modifiers
View
Playback Keying View Marker
44
Start 1
End 48


File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Scene
ViewLayer
Object Mode View Select Add Object
Global
Options
User Perspective
(166) Collection | Cylinder.001
Objects 6
Vertices 10,433
Edges 20,640
Faces 10,237
Triangles 20,604
Scene Collection
Collection
Cube.001
Cylinder
Cylinder.001
Cylinder.002
Cylinder.003
Cylinder.001
Add Modifier
Select
Rotate View
Object
4.0.2


File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Scene
ViewLayer
Object Mode View Select Add Object
Global
Options
User Perspective
(166) Collection | Cylinder.001
Objects 6
Vertices 10,433
Edges 20,640
Faces 10,237
Triangles 20,604
Scene Collection
Collection
Cube.001
Cylinder
Cylinder.001
Cylinder.002
Cylinder.003
Cylinder.001
Add Modifier