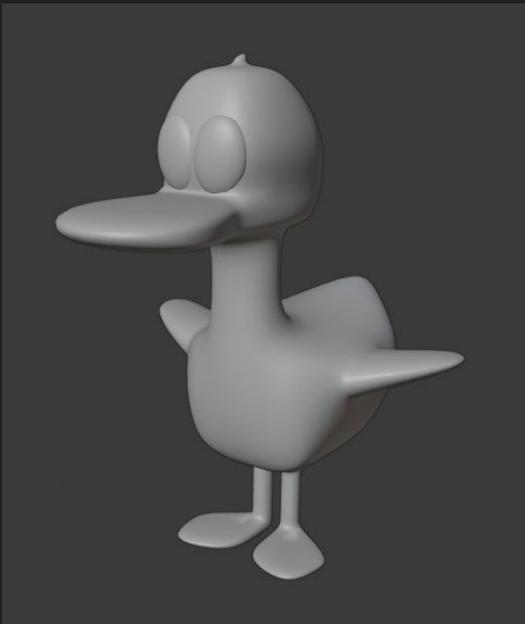
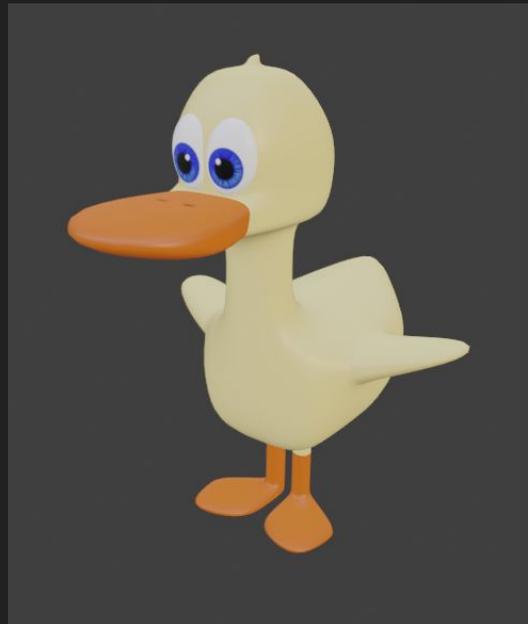


Heute:

Modellieren



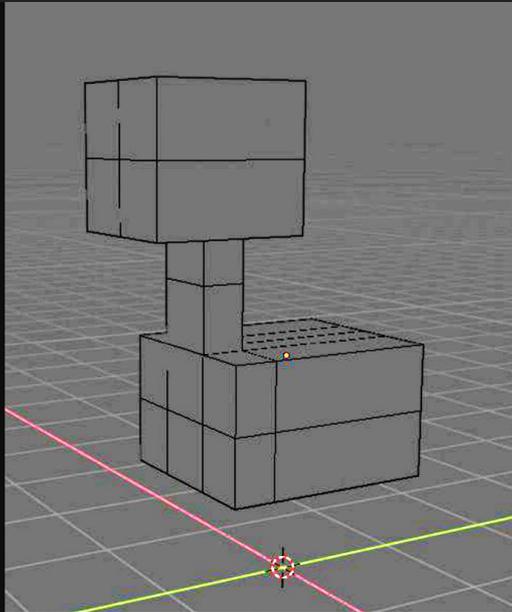
Texturieren



Ziel:

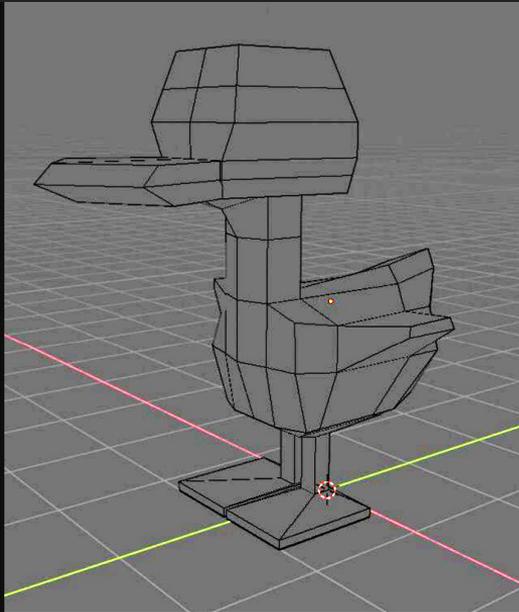
base mesh

Grundkörper



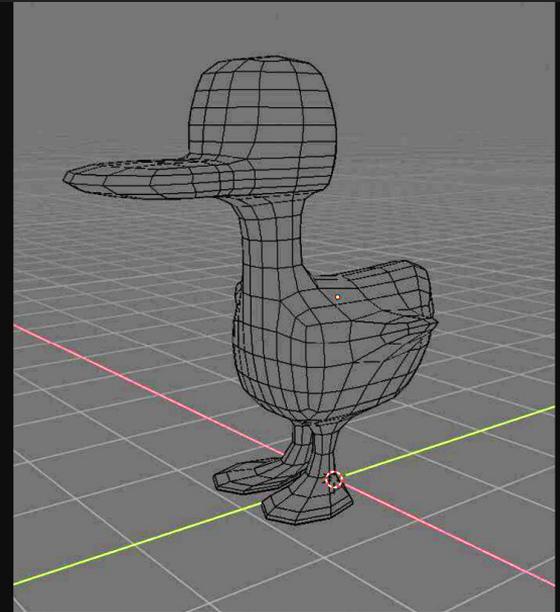
low poly

niedrige Auflösung

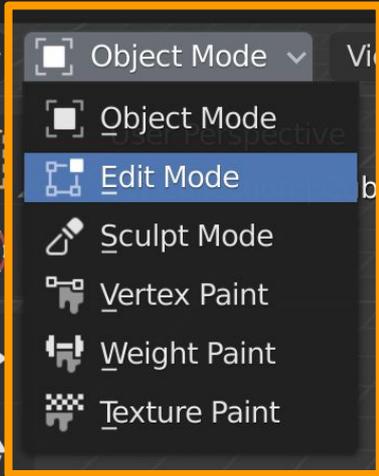


high poly

hohe Auflösung



Steuerung

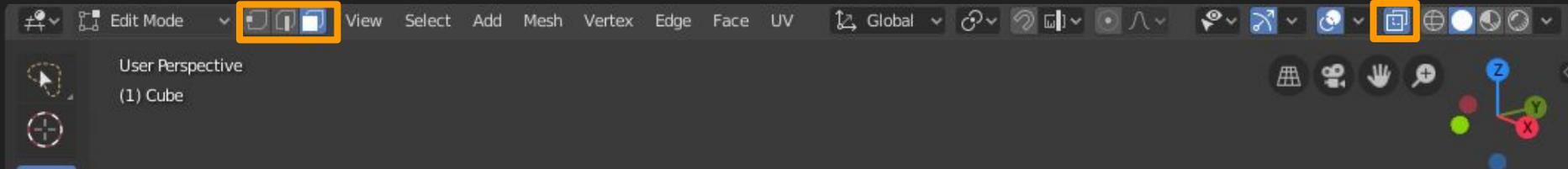


Modus wechseln

Edit Mode

Punkte, Kanten, Flächen

Durchsichtig



Edit Mode



Edit Mode



View

Select

Add

Mesh

Vertex

Edge

Face

UV



Global



User Perspective

(1) Cube



- **Extrudieren (E)**



- **Loop Cut (Strg+R)**



shading

Principled BSDF

BSDF

GGX

Christensen-Burley

Base Color

Subsurface: 0.000

Subsurface Radius

Subsurface Color

Metallic: 0.000

Specular: 0.500

Specular Tint: 0.000

Roughness: 0.400

Anisotropic: 0.000

Anisotropic Rotation: 0.000

Sheen: 0.000

Sheen Tint: 0.500

Clearcoat: 0.000

Clearcoat Roughness: 0.030

IOR: 1.450

Transmission: 0.000

Transmission Roughness: 0.000

Emission

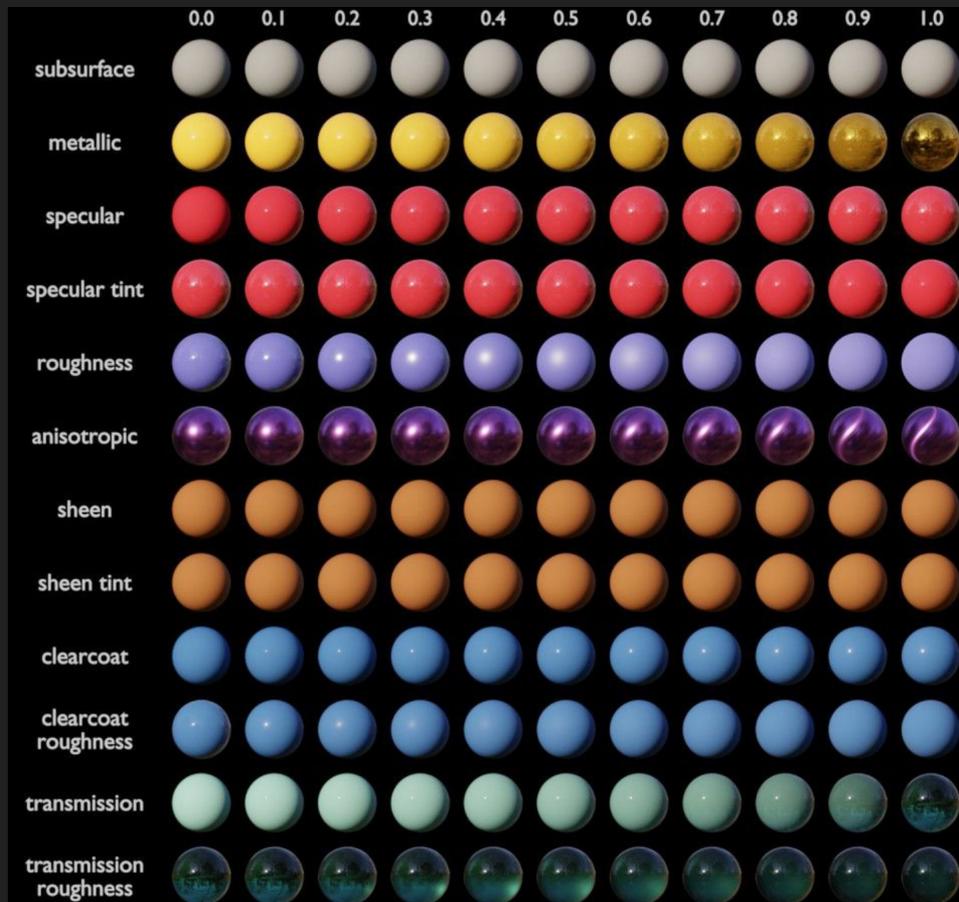
Alpha: 1.000

Normal

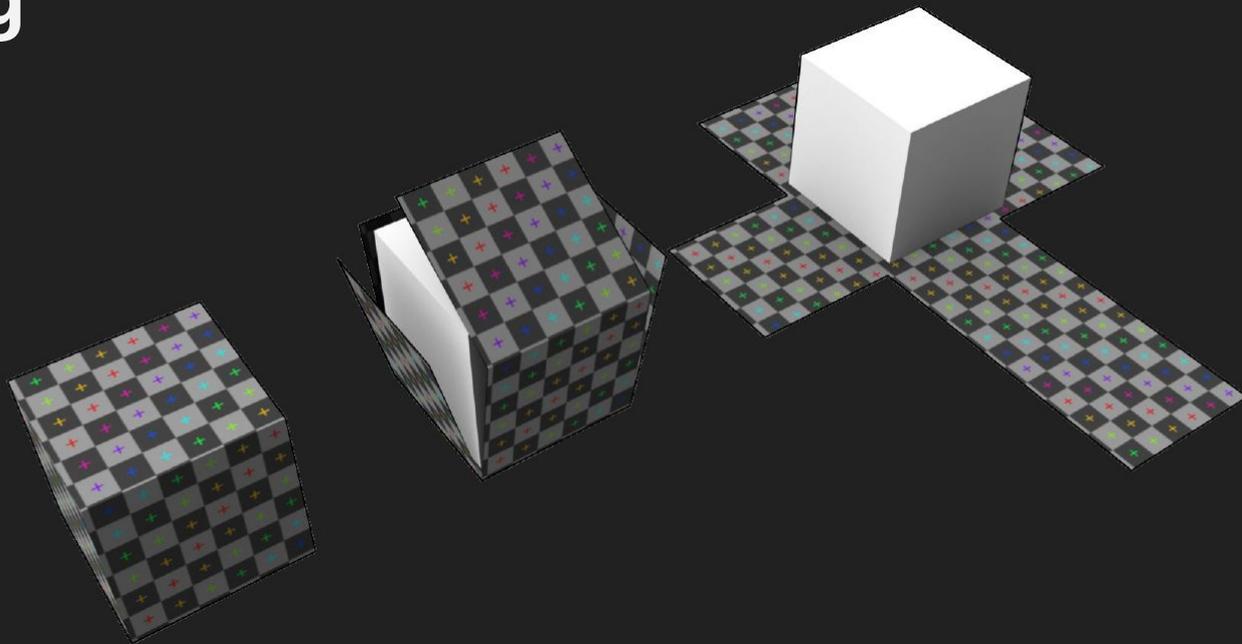
Clearcoat Normal

Tangent

relevant
nicht relevant

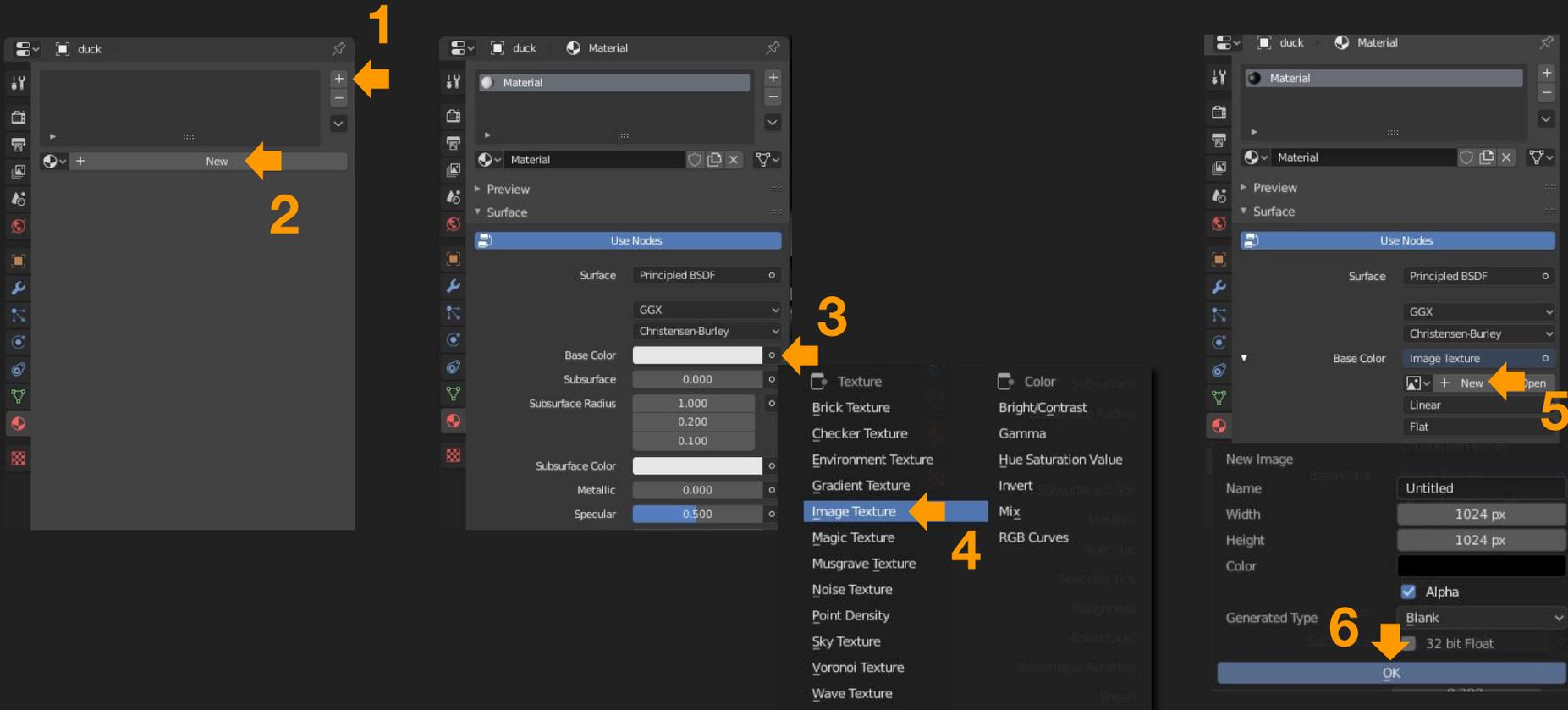


texturing

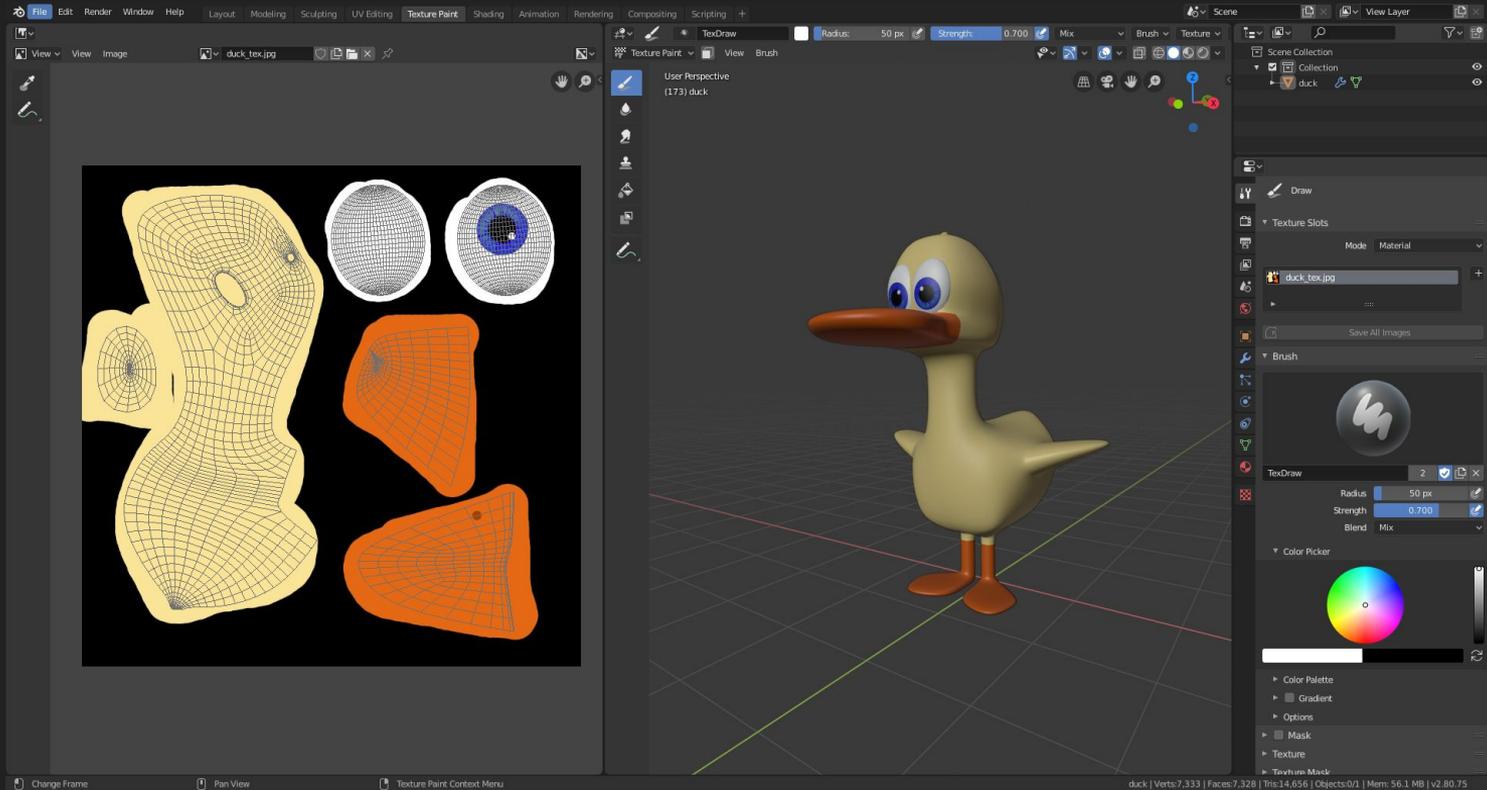


UV unwrapping = “abwickeln”

1. Textur hinzufügen



2. Texture Paint



Tastaturkürzel:

Objekte

bewegen: **G**
rotieren: **R**
skalieren: **S**
löschen: **X**
duplizieren: **Shift+D**

Allgemein

Rückgängig: **Strg+Z**
Speichern: **Strg+S**

Texturing

Abwickeln: **U**

Ansicht

vorne: **1**
seitlich: **3**
oben: **7**
parallel: **5**

Editieren

extrudieren: **E**
Loop Cut: **Strg+R**

Animation

abspielen: **Leertaste**
Keyframe: **I**