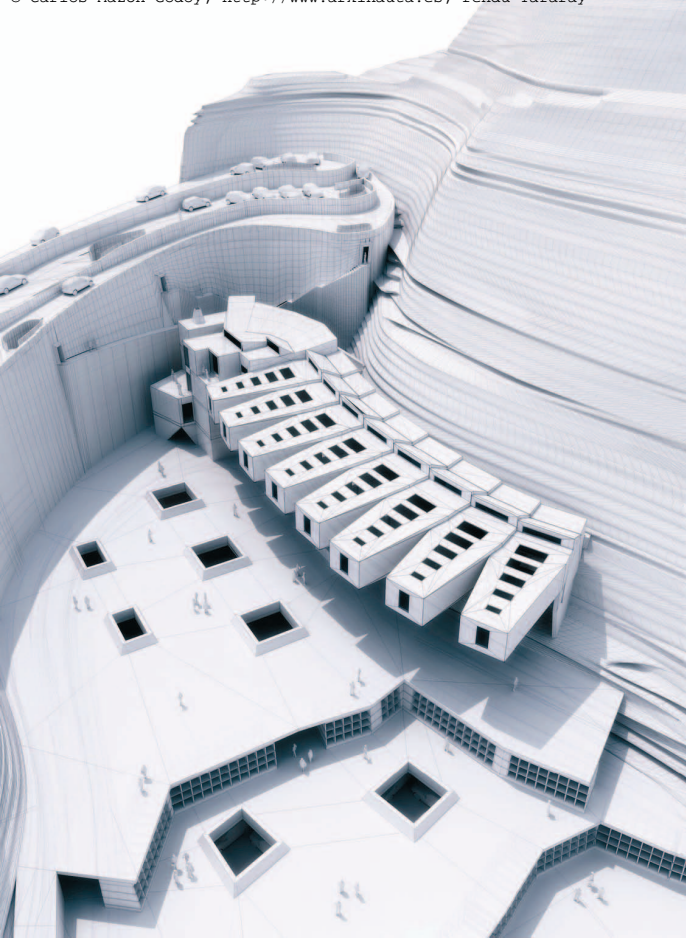
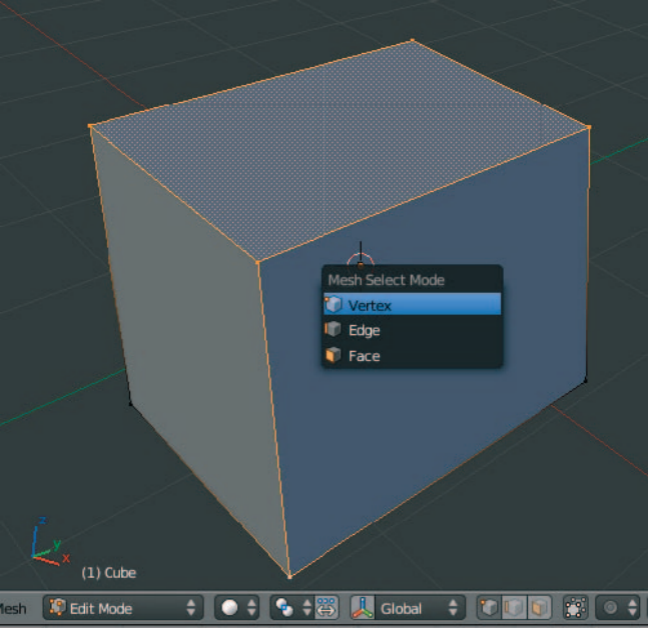


New Morgue in Orinuela (Jose Antonio Gomez Almira arquitecto),  
© Carlos Mazón Godoy, <http://www.arkinauta.es>, rendu Yafaray





Mesh Select Mode

 Vertex

 Edge

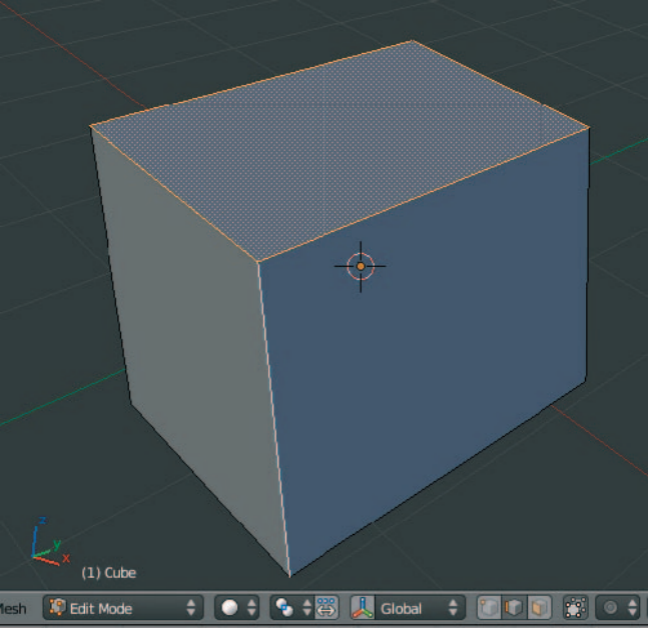
 Face

(1) Cube

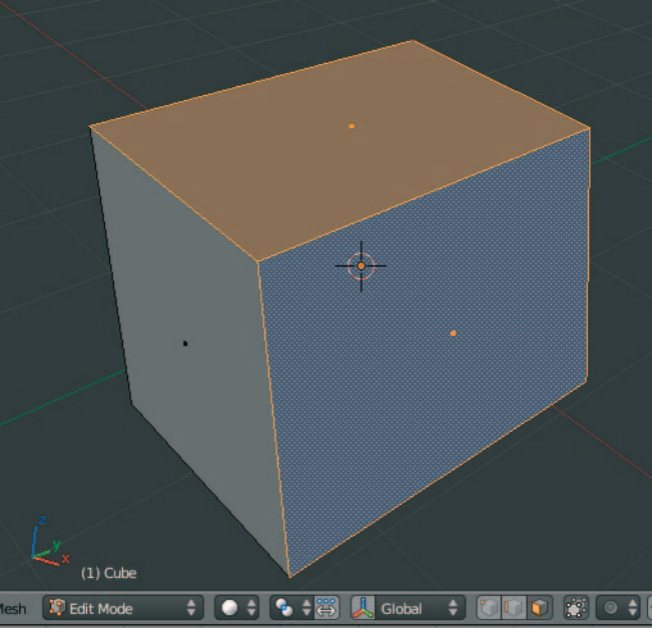
Mesh

Edit Mode

Global



(1) Cube

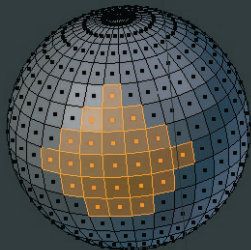
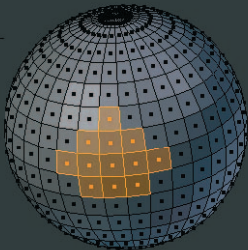
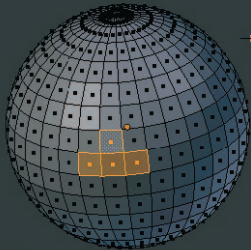


(1) Cube

Mesh

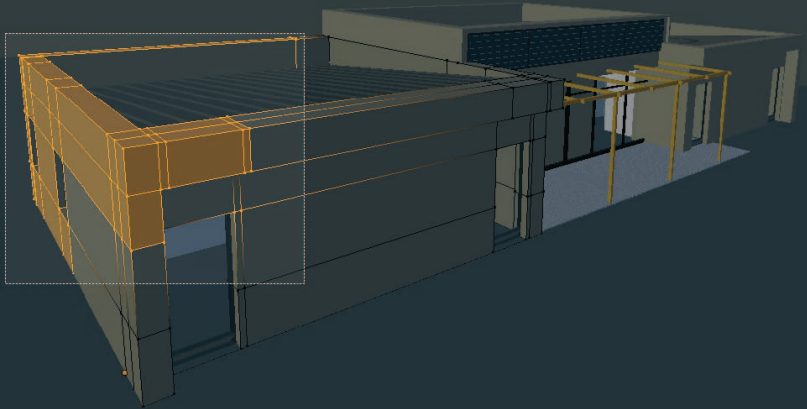
Edit Mode

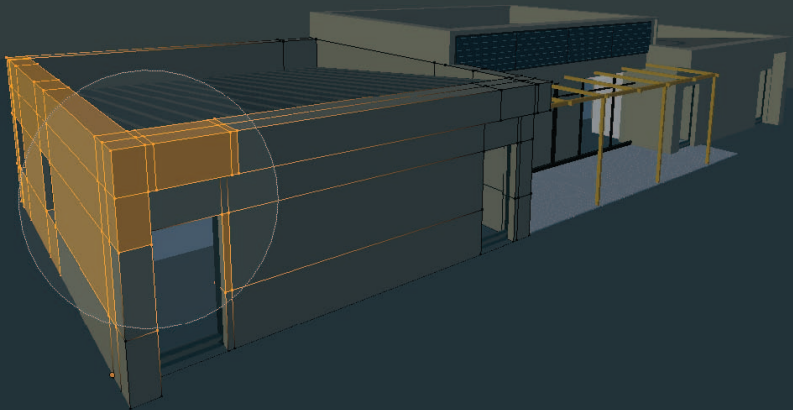
Global

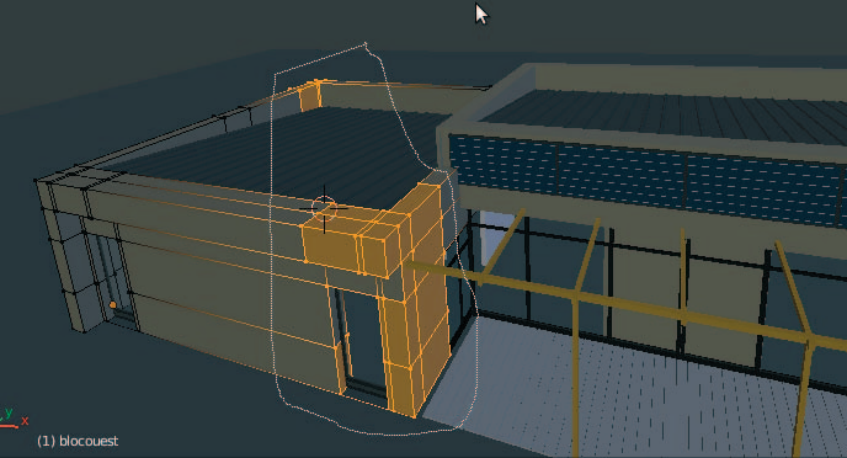


(1) Sphere





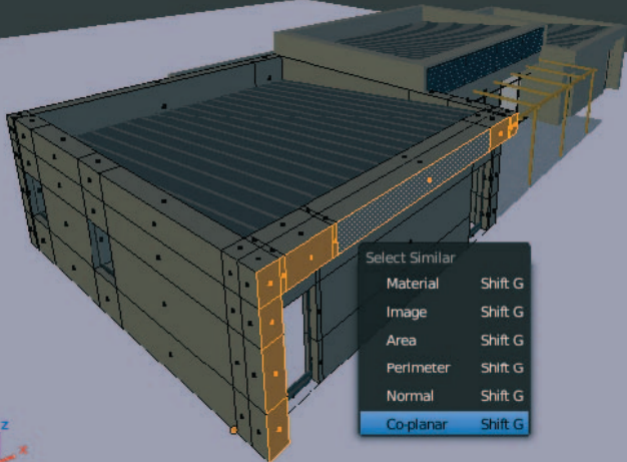




(1) blocouest



- Region to Loop
- Loop to Region
- Edge Ring
- Edge Loop
- Vertex Path
- Linked Ctrl L
- Mirror
- More Ctrl Numpad +
- Less Ctrl Numpad -
- Similar Shift G
- Loose Verts/Edges
- Non Manifold Shift Ctrl Alt M
- Quads
- Triangles
- Side of Active
- Interior Faces
- Linked Flat Faces Shift Ctrl Alt F
- Sharp Edges
- Every N Number of Verts
- Random
- Inverse Ctrl I
- Select/Deselect All A
- Circle Select C
- Border Select B



Select Similar

Material Shift G

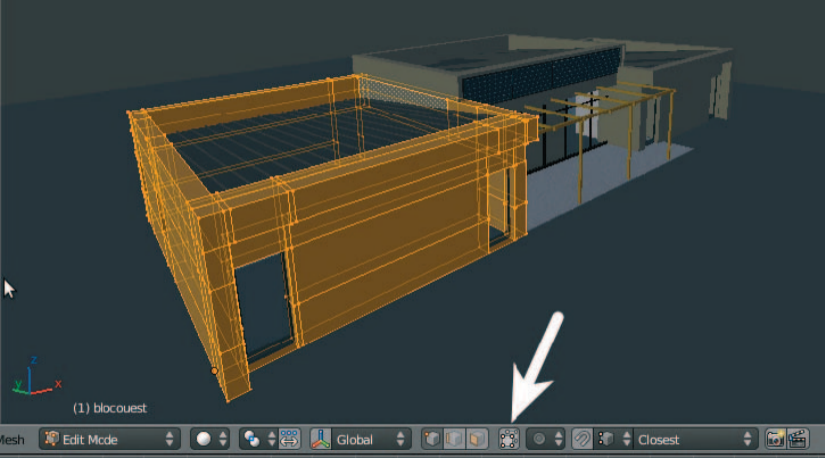
Image Shift G

Area Shift G

Perimeter Shift G

Normal Shift G

Co-planar Shift G



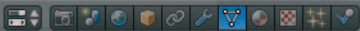
(1) blocouest

Mesh

Edit Mode

Global

Closest



mursuv maison

maison F

▶ Normals

▶ Texture Space

▼ Vertex Groups






facadesud
Pignon



Name:

Weight: 1.000

## Pivot Point

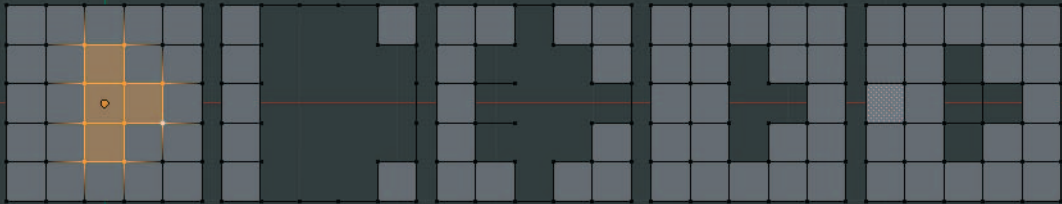
-  Active Element
-  Median Point
-  Individual Origins
-  3D Cursor
-  Bounding Box Center

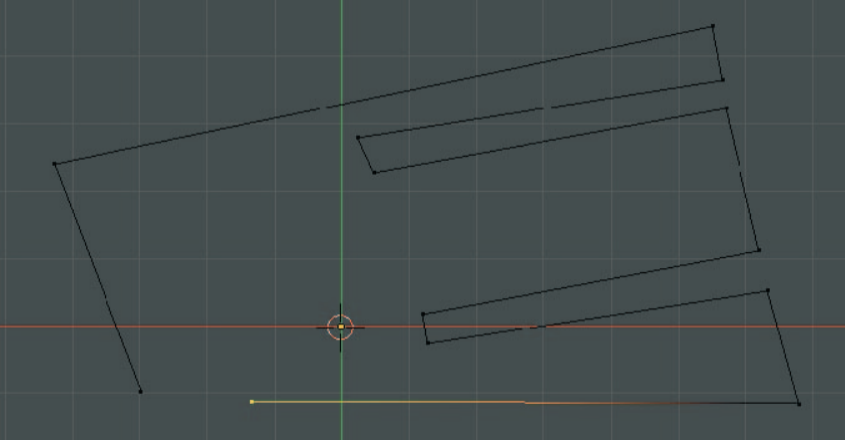


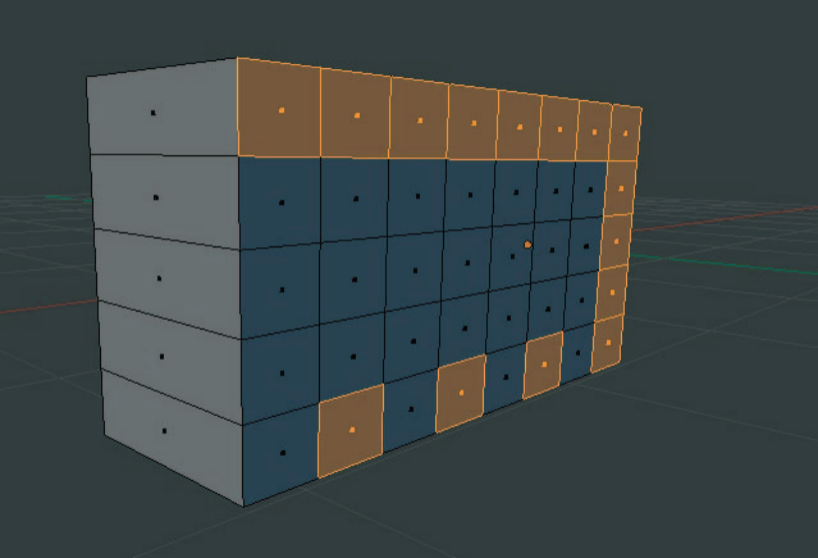
Global



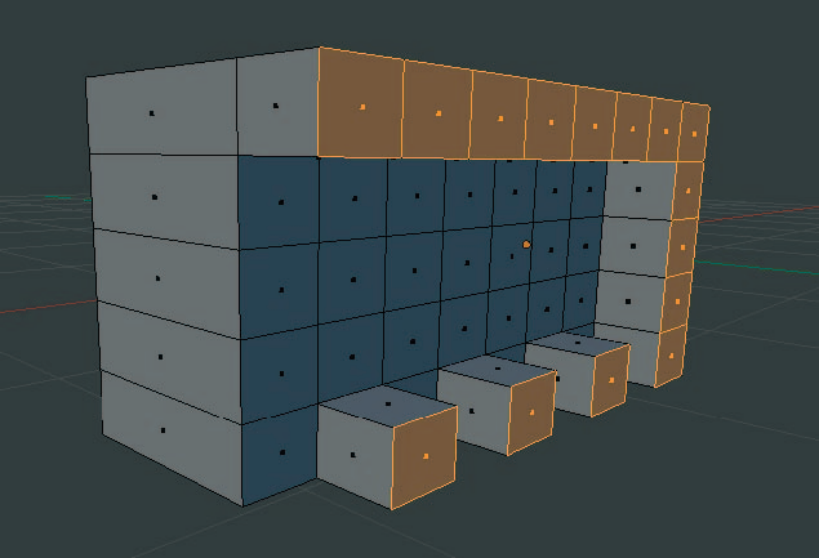
- Delete
- Vertices** X
- Edges X
- Faces X
- All X
- Edges & Faces X
- Only Faces X
- Edge Loop X

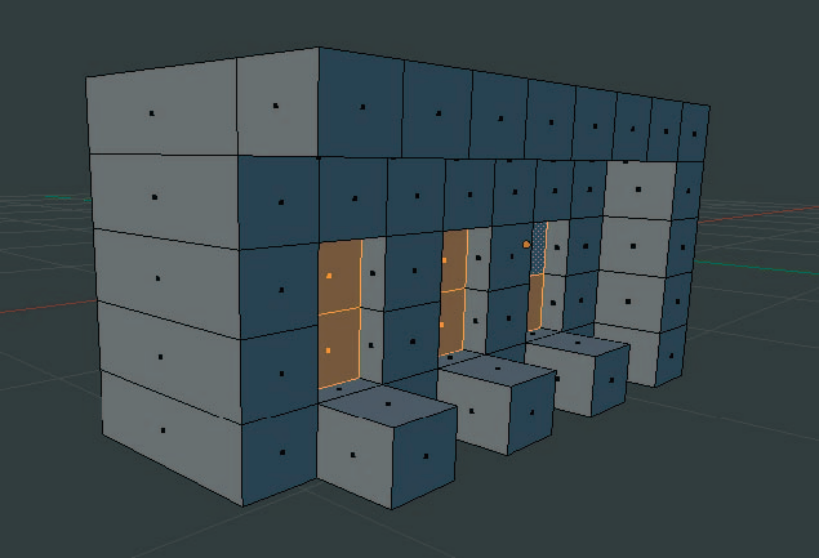


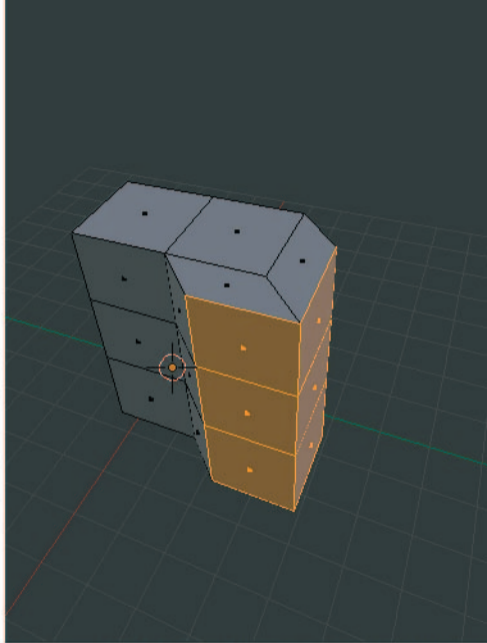
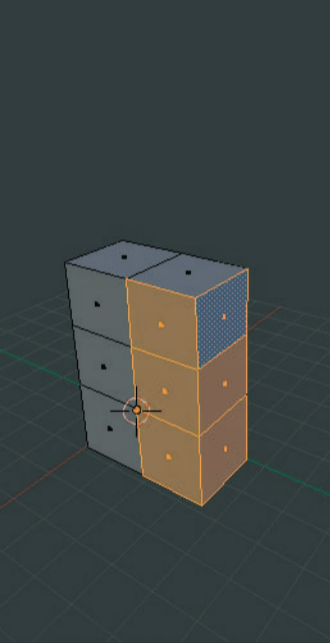


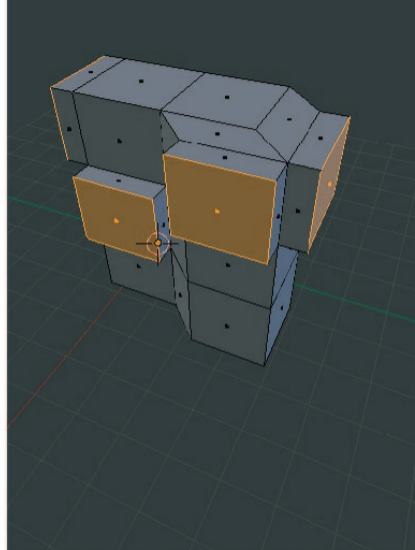
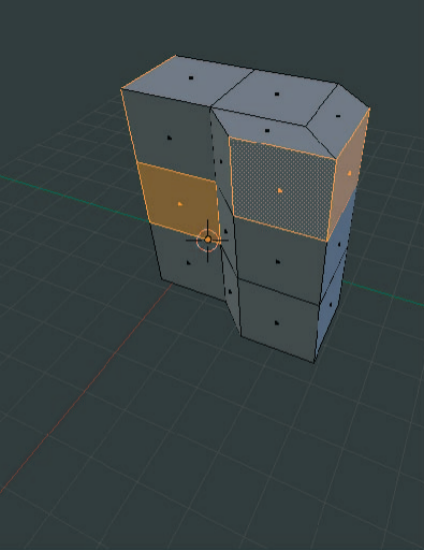


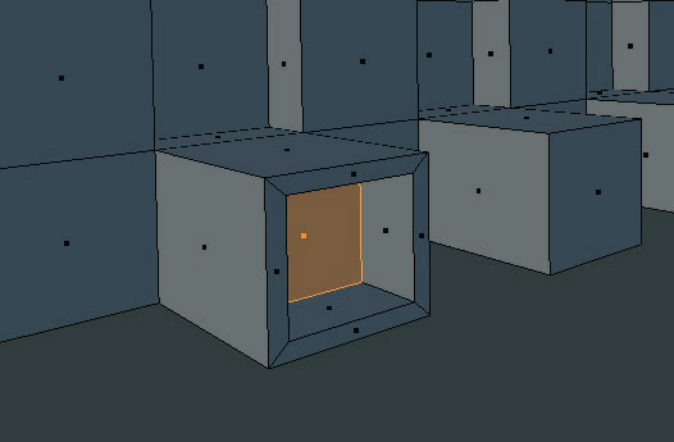


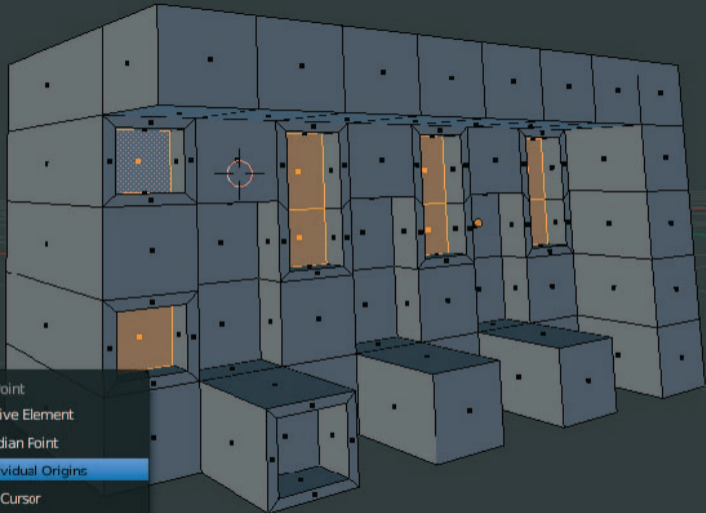















Pivot Point


 Active Element

 Median Point

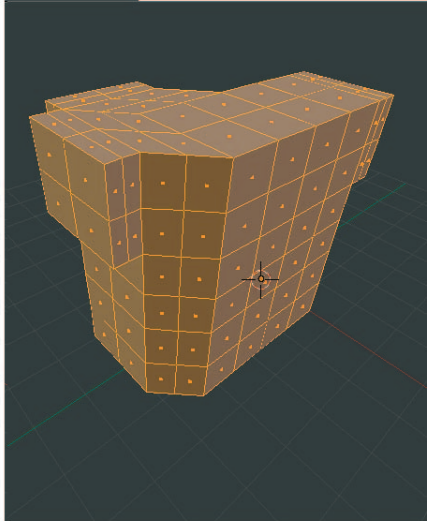
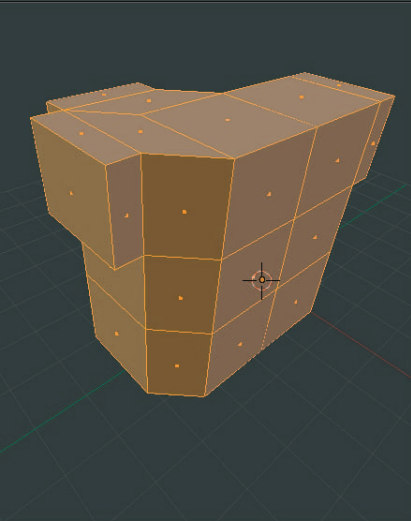
 Individual Origins

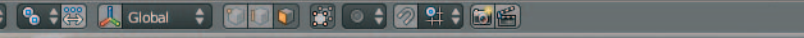
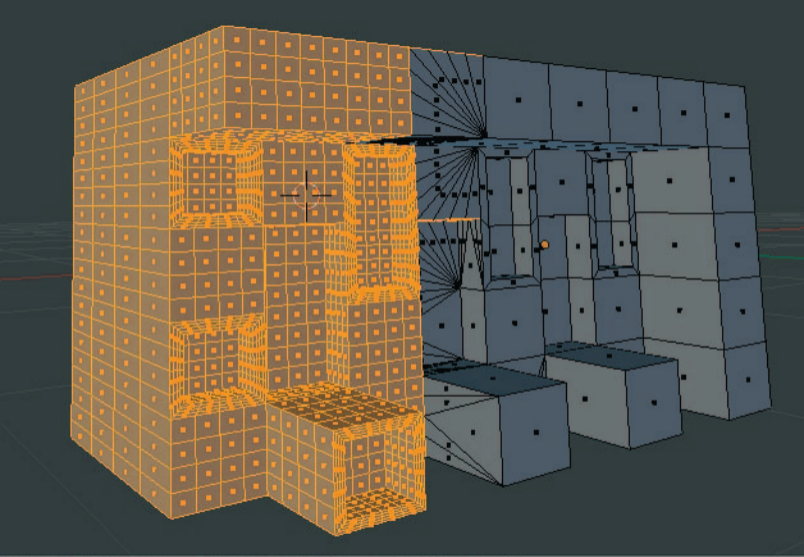
 3D Cursor

 Bounding Box Center

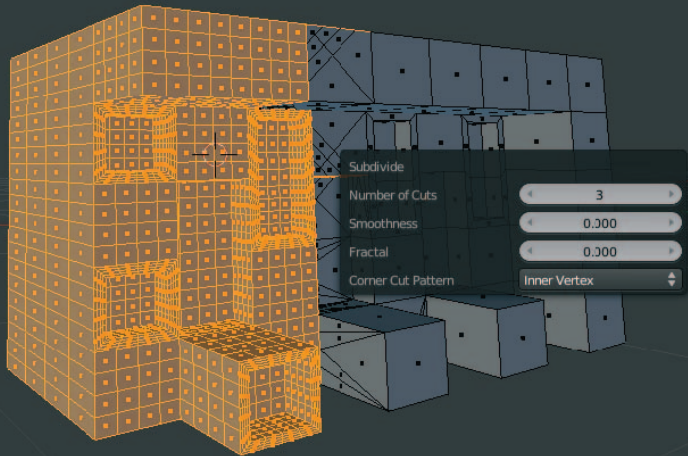
   Global 

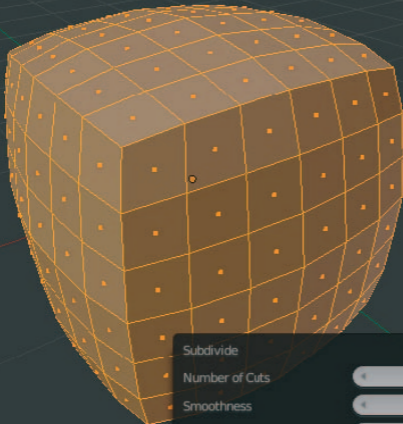












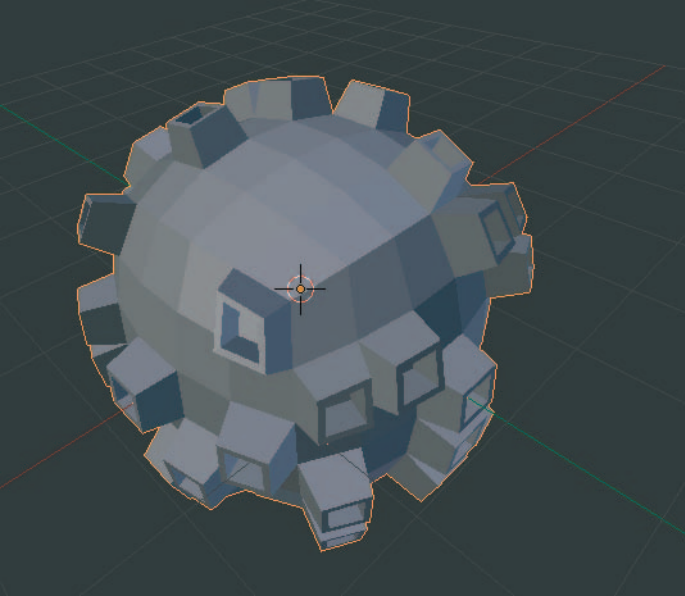
Subdivide

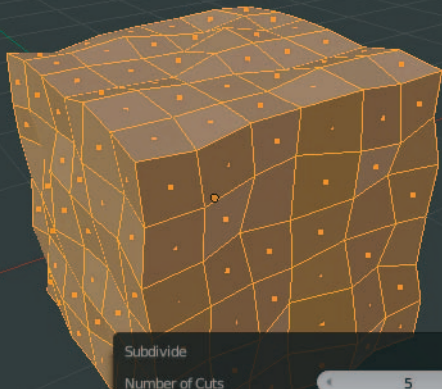
Number of Cuts

Smoothness

Fractal

Corner Cut Pattern





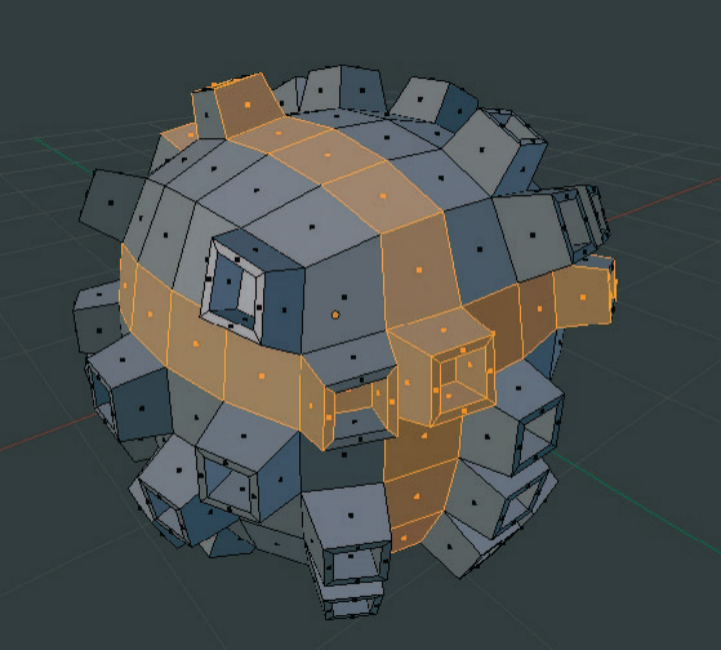
Subdivide

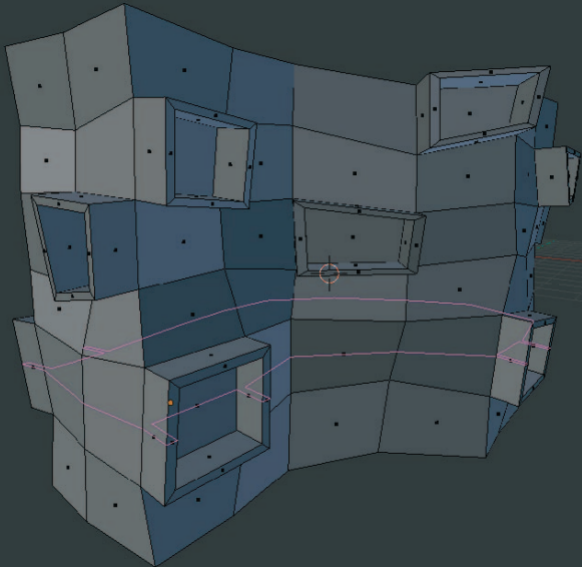
Number of Cuts

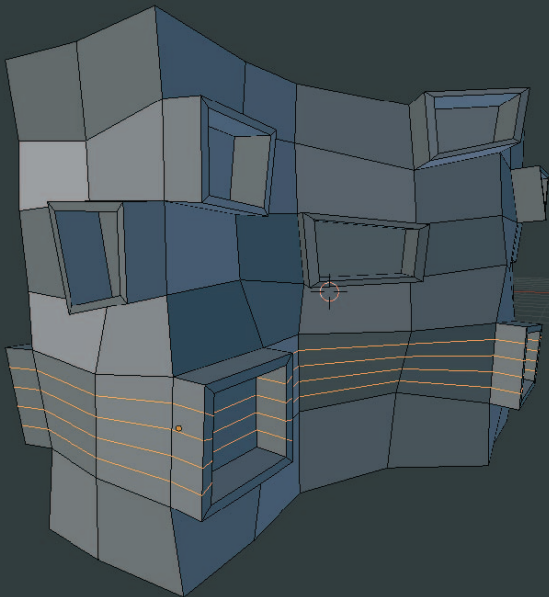
Smoothness

Fractal

Corner Cut Pattern







## Proportional Editing

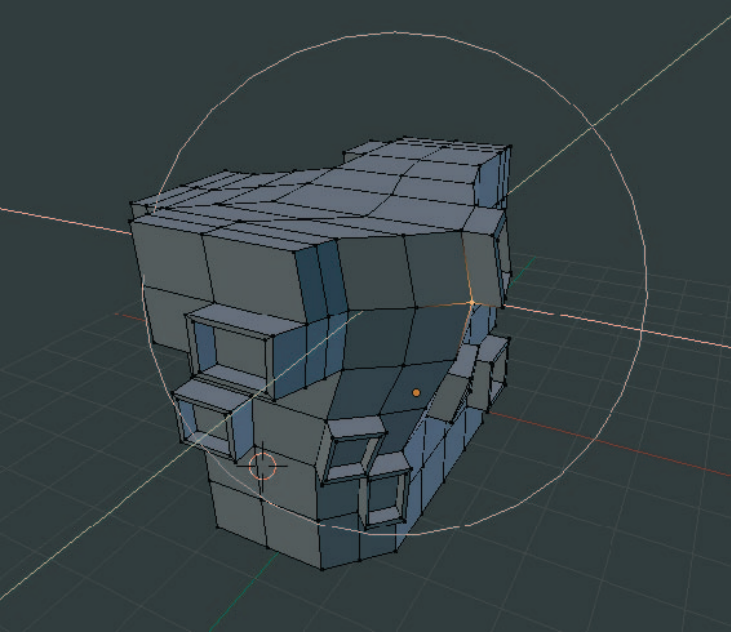
Connected

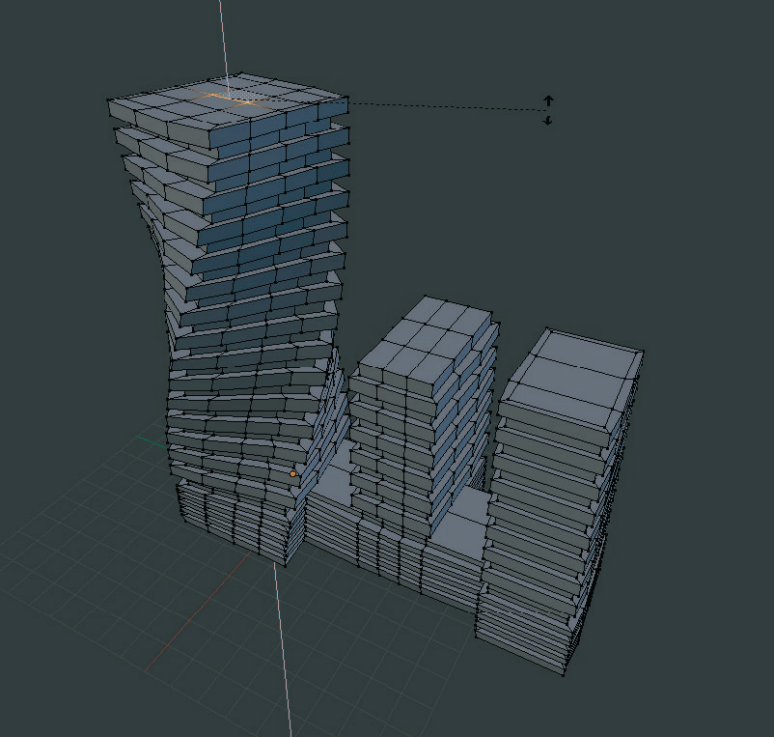
Enable

Disable









## Proportional Editing Falloff

 Random

 Constant

 Linear

 Sharp

 Root

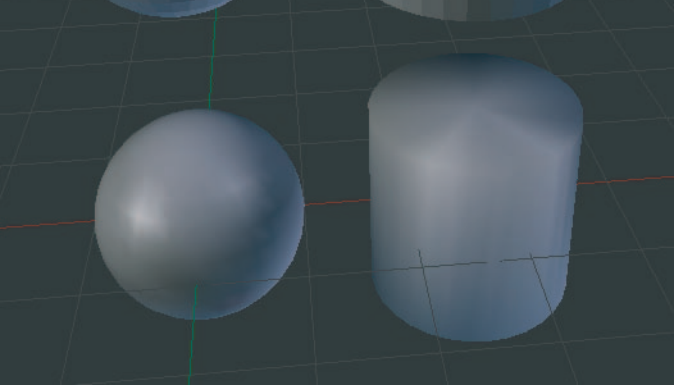
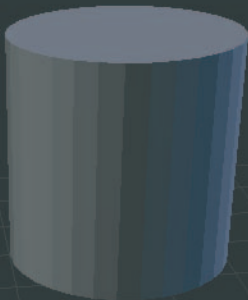
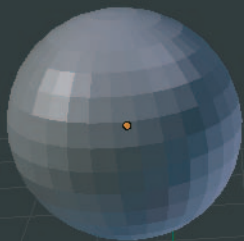
 Sphere

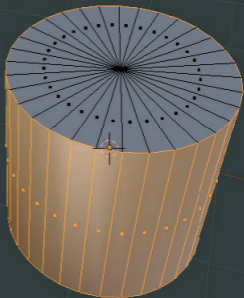
 Smooth



Closest







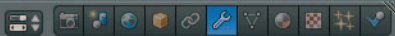


batimentsphere

▼ Modifiers

Add Modifier

- Generate
- Array
- Bevel
- Boolean
- Build
- Decimate
- Edge Split**
- Mask
- Mirror
- Multiresolution
- Screw
- Solidify
- Subdivision Surface
- UV Project
- Deform
- Armature
- Cast
- Curve
- Displace
- Hook
- Lattice
- Mesh Deform
- Shrinkwrap
- Simple Deform
- Smooth
- Wave
- Simulate
- Cloth
- Collision
- Explode
- Fluid Simulation
- Particle Instance
- Particle System
- Smoke
- Soft Body



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### Modifiers

Add Modifier



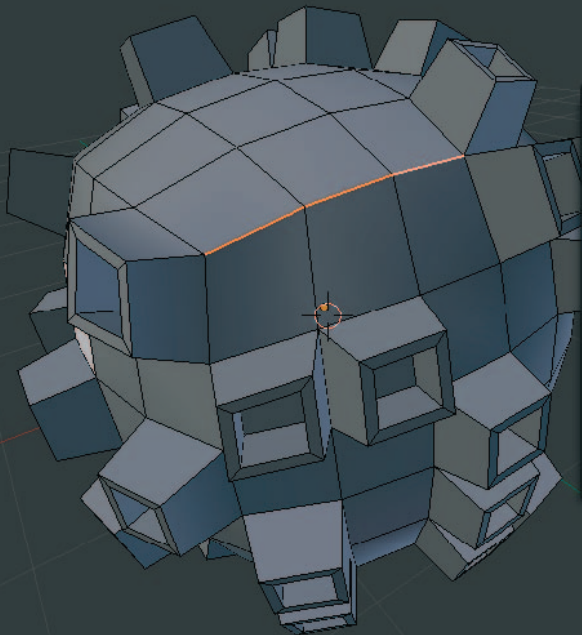
Apply

Copy

Edge Angle

Sharp Edges

Split Angle: 54.00



Edges

Make Edge/Face F

Subdivide

Mark Seam

Clear Seam

Mark Sharp

Clear Sharp

Rotate Edge CW

Rotate Edge CCW

Edge Slide

Edge Crease Shift E

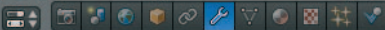
Edge Loop

Edge Ring

Loop to Region

Region to Loop





Cube.008

▼ Modifiers

Add Modifier

Generate

Array

Bevel

Boolean

Build

Decimate

Edge Split

Mask

Mirror

Multiresolution

Screw

Solidify

Subdivision Surface

UV Project

Deform

Armature

Cast

Curve

Displace

Hook

Lattice

Mesh Deform

Shrinkwrap

Simple Deform

Smooth

Wave

Simulate

Cloth

Collision

Explode

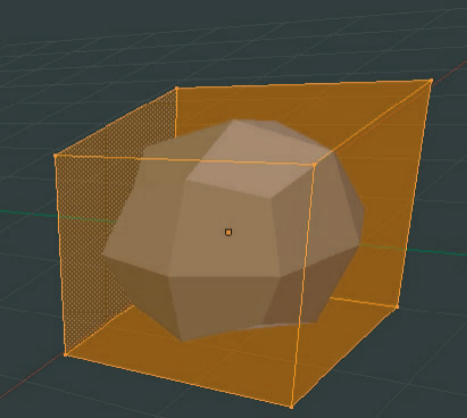
Fluid Simulation

Particle Instance

Particle System

Smoke

Soft Body



Top toolbar icons:

Object Name: Cube.008

▼ Modifiers

Add Modifier

bsurf

Apply Copy

**Catmull-Clark** Simple

Subdivisions: View: 1 Render: 2

Options:  Subdivide UVs  Optimal Display



Top toolbar icons:

Object Name: Cube.008

▼ Modifiers

Add Modifier

▼ bsurf ▲ ▼ ✕

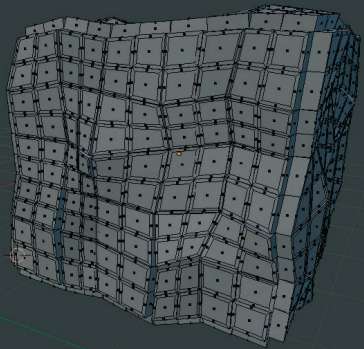
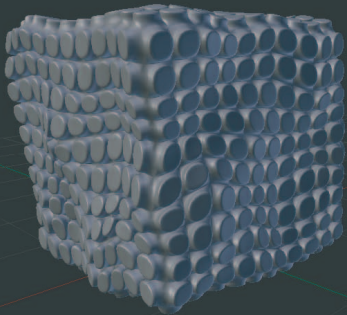
Apply Copy

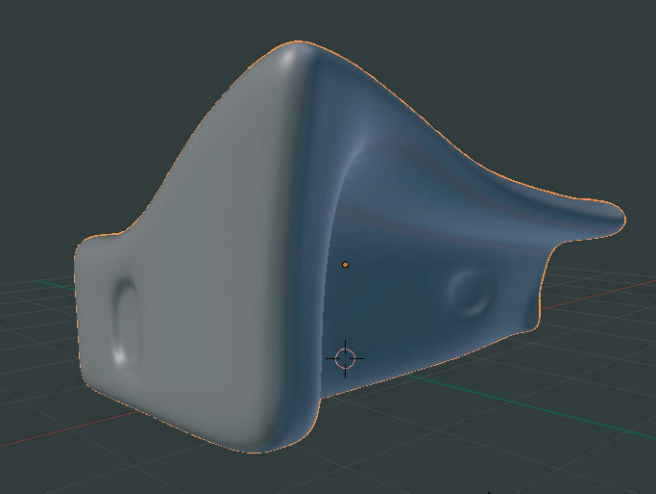
Catmull-Clark Simple

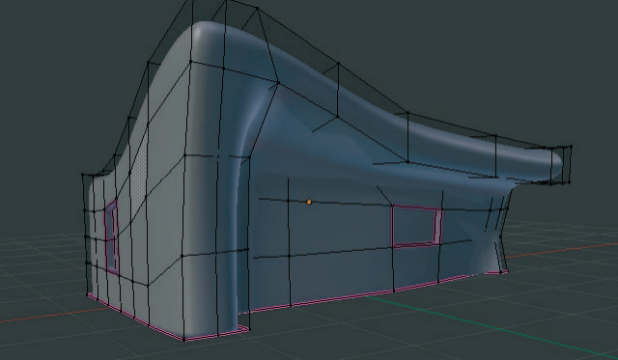
Subdivisions: Options:

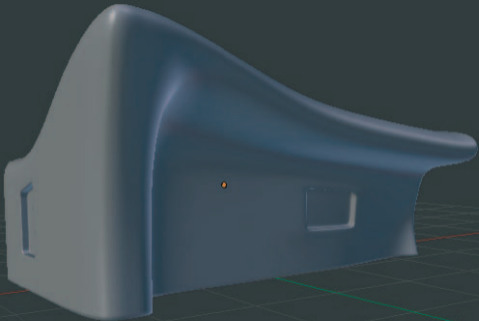
View: 4  Subdivide LVs

Render: 4  Optimal Display









Make Links

Objects to Scene... ▶

Object Data

Materials

Animation Data

DupliGroup

Modifiers

Join as UVs





batimentEst

Transform

Location:	Rotation:	Scale:
3.579	0°	1.000
0.508	0°	1.000
2.189	0°	1.000

Rotation M: XYZ Euler

Delta Transform

Transform Locks

Relations

Layers: [ ] [ ]

Parent: Object

Pass Index: 0

batiment > Cub

Cube 2 F

Custom Properties

Normals

Auto Smooth  Double Sided

Angle: 30°

Texture Space

Vertex Groups

Shape Keys