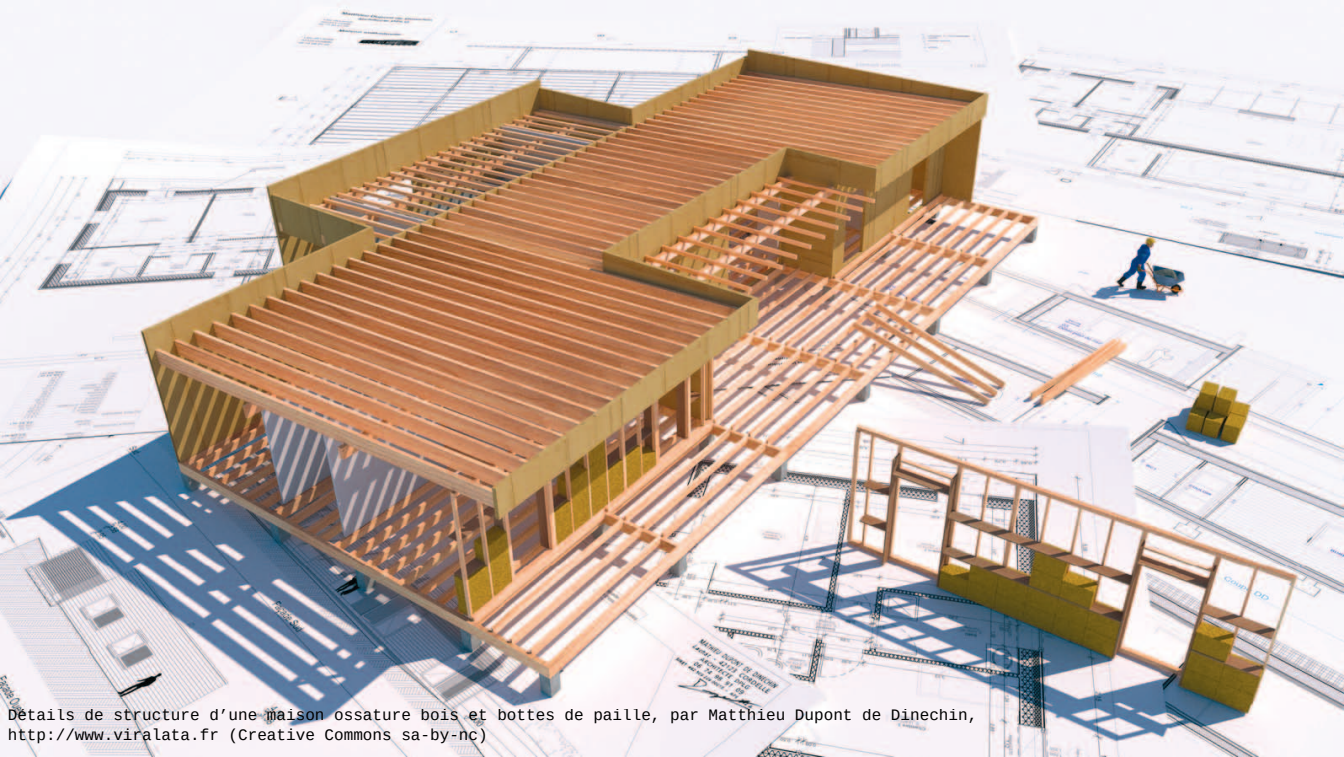
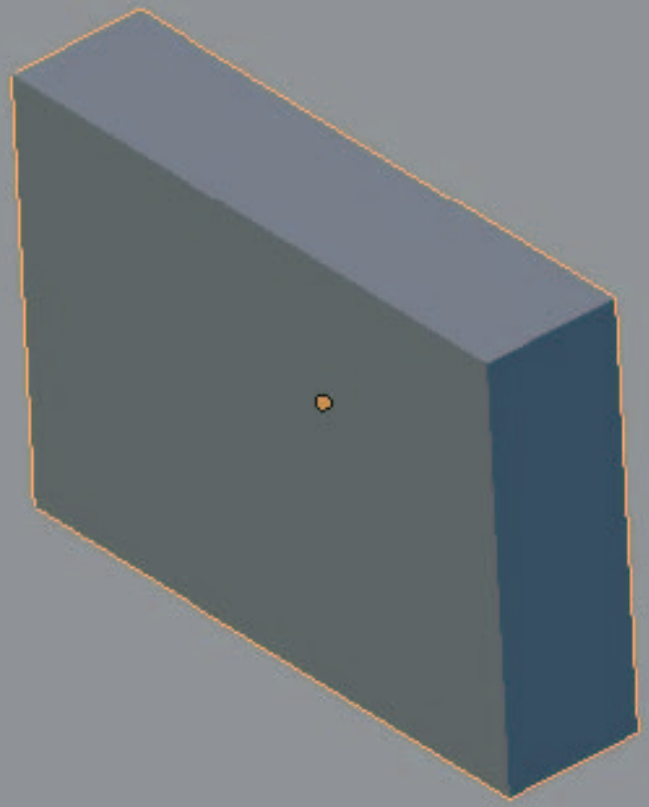


Détails de structure d’une maison ossature bois et bottes de paille, par Matthieu Dupont de Dinechin, http://www.viralata.fr (Creative Commons sa-by-nc)



▼ Transform

Location:

X: 1.002km

Y: 580m

Z: 16.242cm

Rotation:

X: 0°

Y: 0°

Z: 0°

XYZ Euler

Scale:

X: 1.000

Y: 1.000

Z: 1.000

Dimensions:

X: 8.695m

Y: 2m

Z: 6.194m

▼ Grease Pencil

New

New Layer

Delete Frame | Convert

▶ View

Scene

▶ Scene

▶ Audio

▼ Units

None | Metric | Imperial

Degrees | Radians

Scale: 1.000

Separate Units

▼ Keying Sets

▼ Gravity

X: 0m/s² | Y: 0m/s² | -9.81m/s²

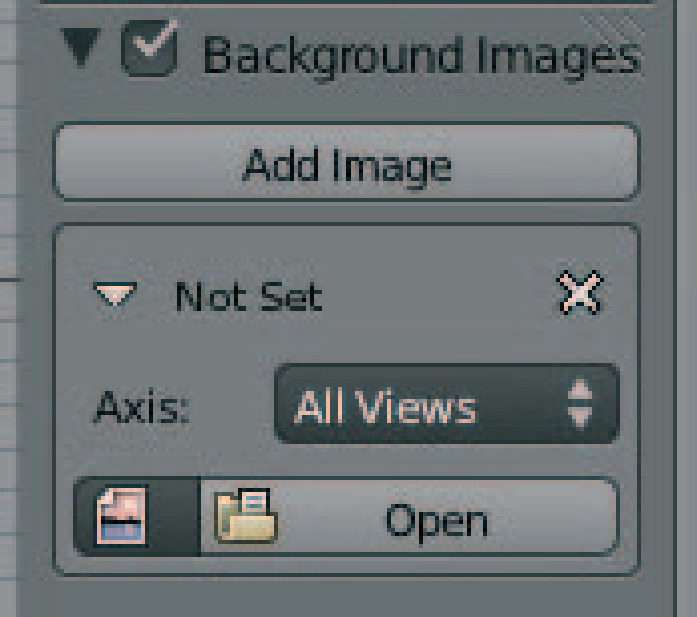
▼ Simplify

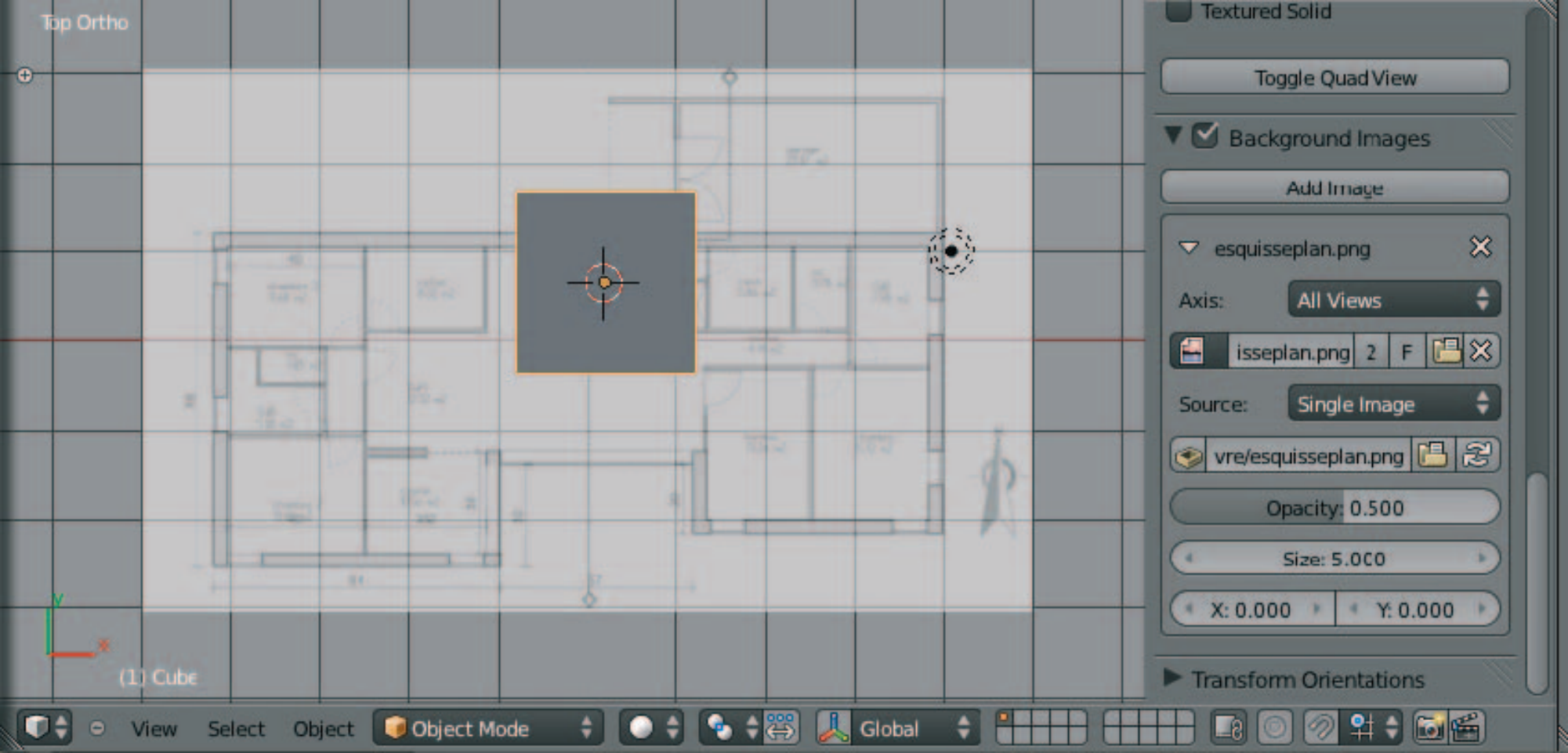
Subdivision: 6 | Shadow Sampl: 16

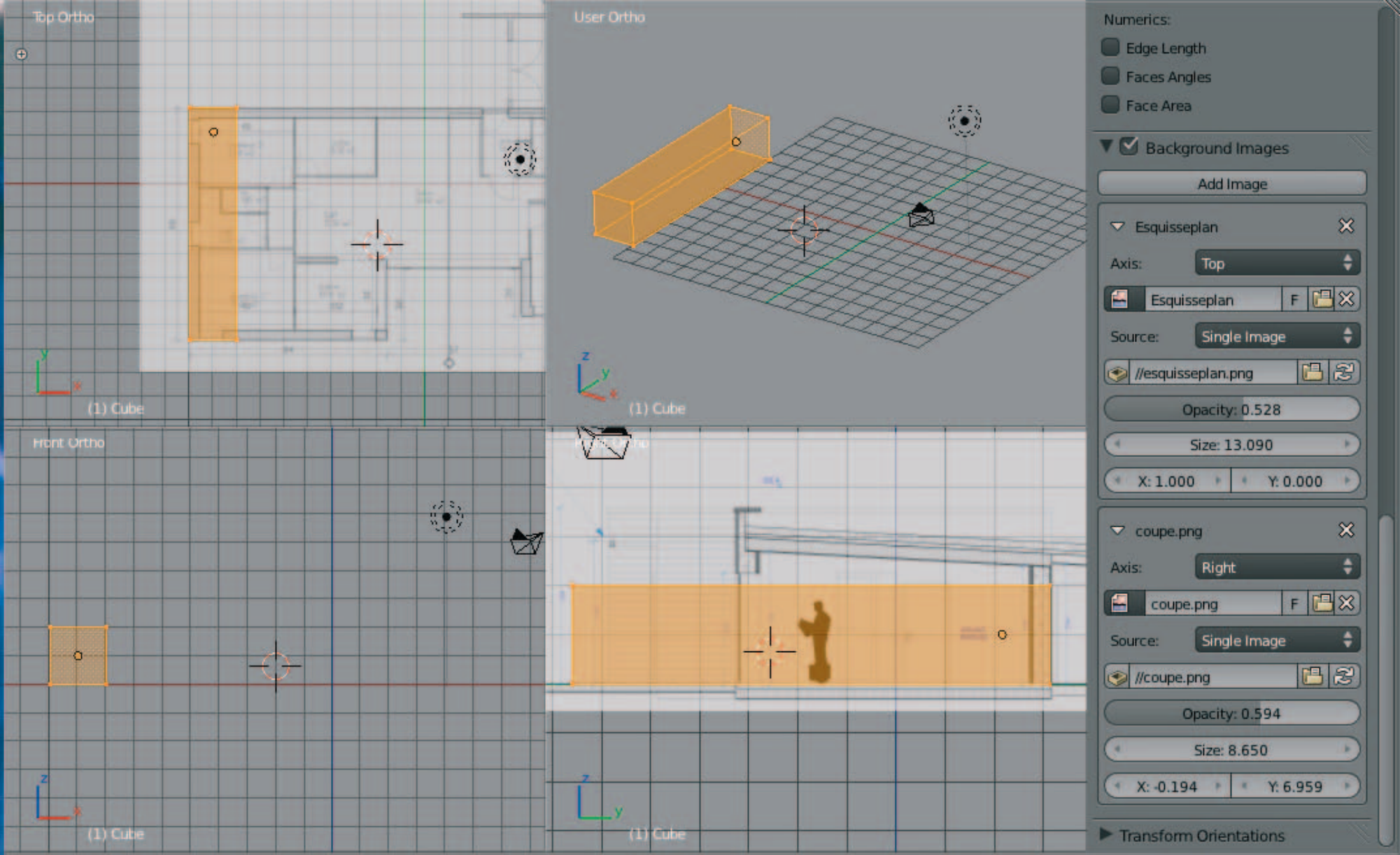
Child Partic: 1.000 | AO and SSS: 1.000

Skip Quad to Triang

▶ Custom Properties


Background Images
Add Image
Not Set
Axis:
All Views
Open


Top Ortho
(1) Cube
Textured Solid
Toggle Quad View
Background Images
Add Image
esquisseplan.png
Axis:
All Views
isseplan.png
2
F
Source:
Single Image
vre/esquisseplan.png
Opacity: 0.500
Size: 5.000
X: 0.000
Y: 0.000
Transform Orientations
View
Select
Object
Object Mode
Global


Top Ortho
(1) Cube
User Ortho
(1) Cube
Front Ortho
(1) Cube
(1) Cube
Numerics:
Edge Length
Faces Angles
Face Area
Background Images
Add Image
Esquisseplan
Axis:
Top
Esquisseplan
F
Source:
Single Image
//esquisseplan.png
Opacity: 0.528
Size: 13.090
X: 1.000
Y: 0.000
coupe.png
Axis:
Right
coupe.png
F
Source:
Single Image
//coupe.png
Opacity: 0.594
Size: 8.650
X: -0.194
Y: 6.959
Transform Orientations
View
Select
Mesh
Edit Mode
Global

Modifiers

Add Modifier

Apply

Copy

Thickness: 0.4000

Offset: 1.0000

Invert

Crease:

Factor: 0.000

Inner: 0.000

Even Thickness

Outer: 0.000

High Quality Normals

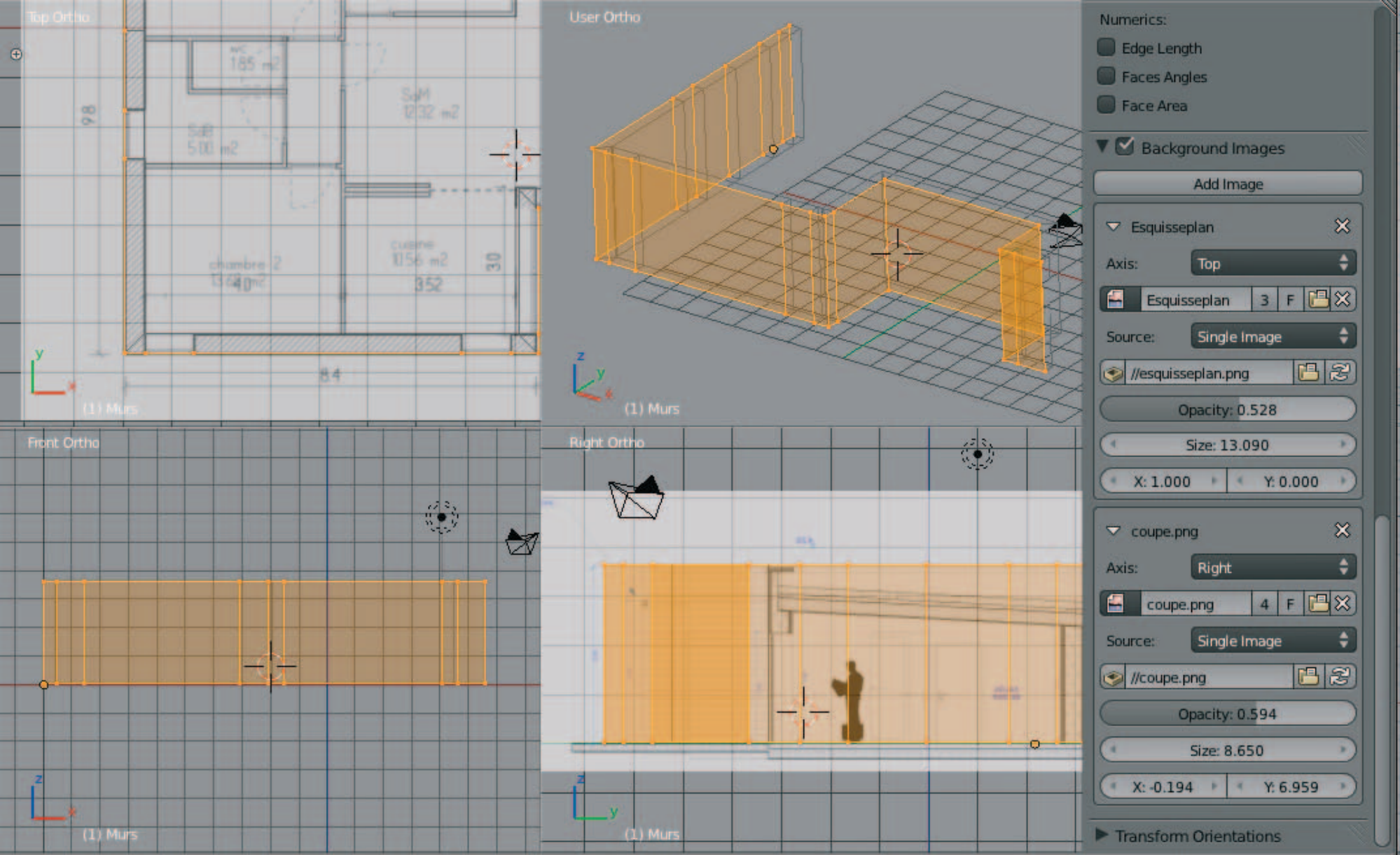
Rim: 0.000

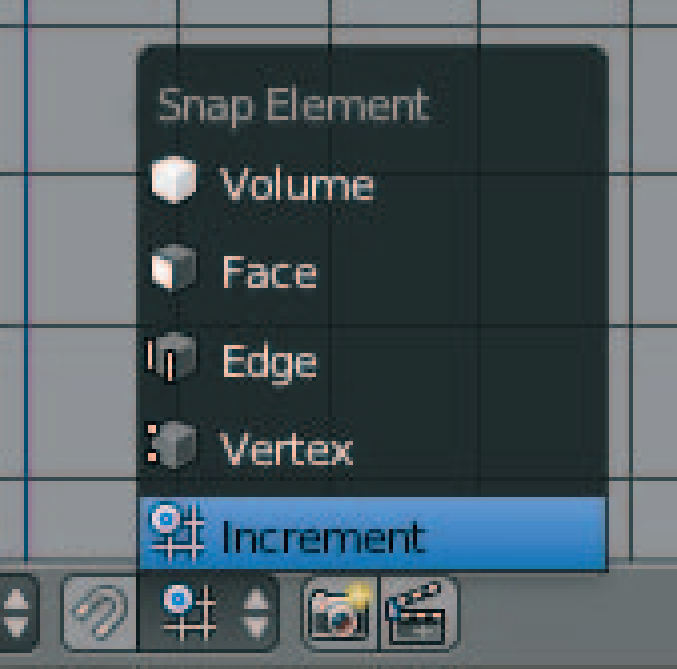
Fill Rim

Material Index Offset:

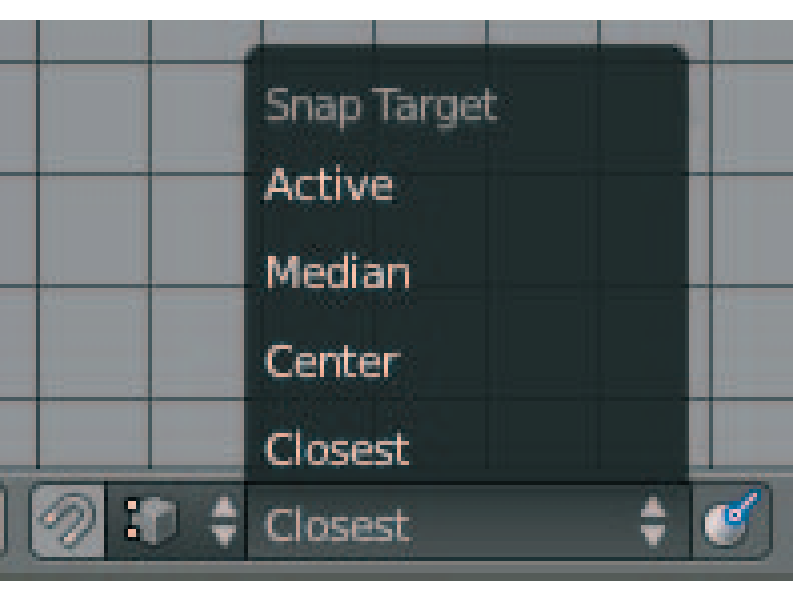
0

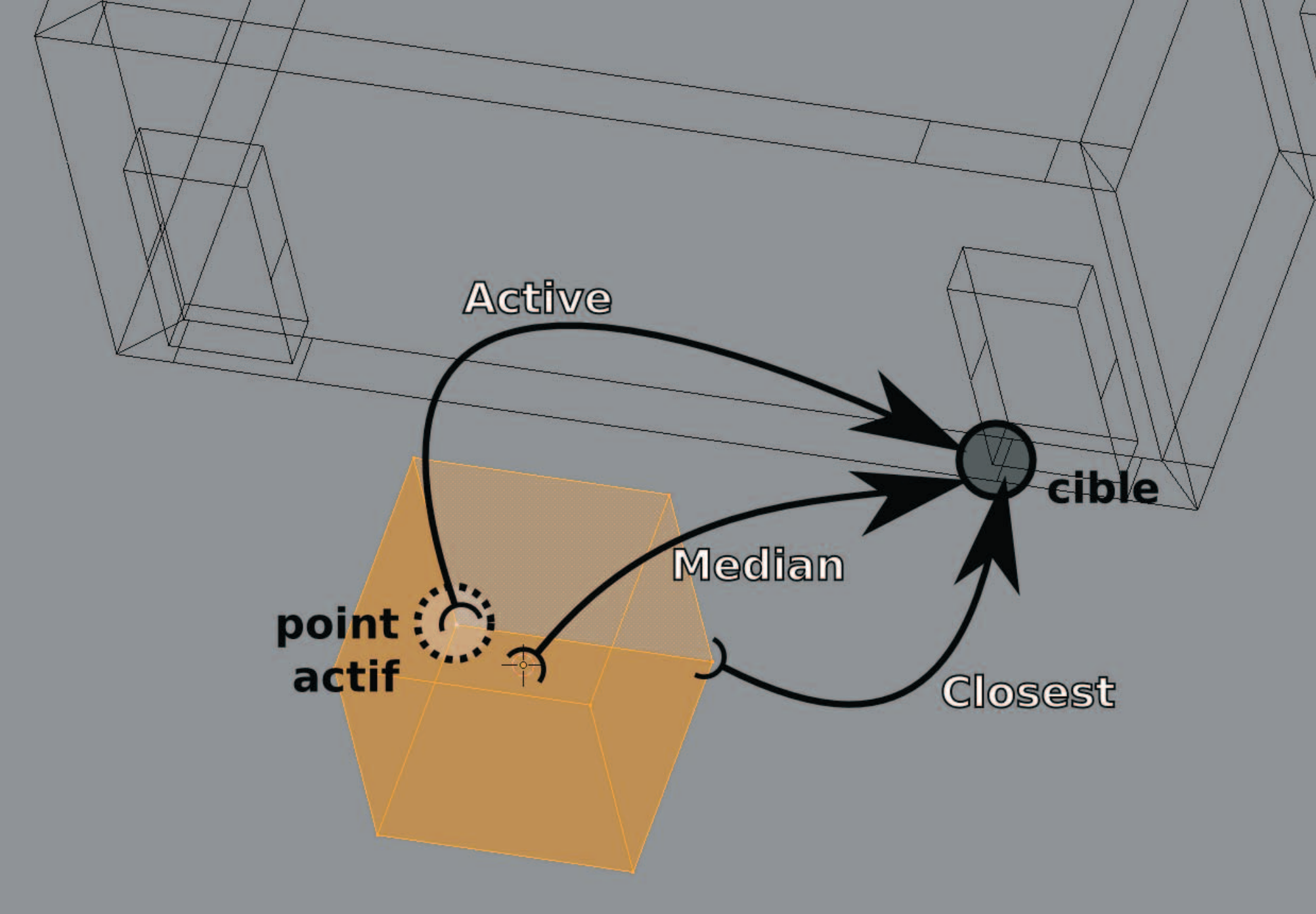
Rim: 0

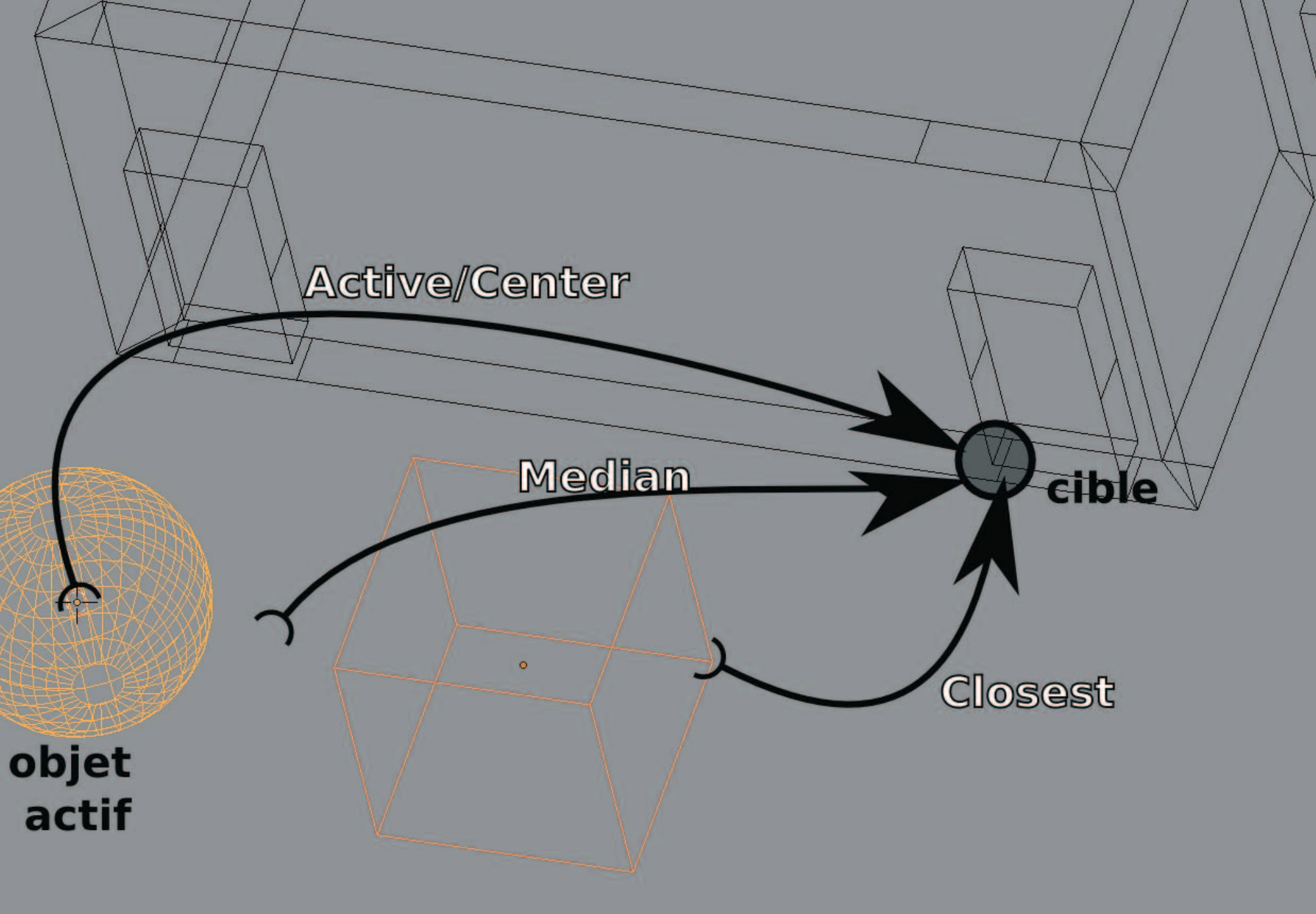

Top Ortho
User Ortho
Front Ortho
Right Ortho
(1) Murs
Numerics:
Edge Length
Faces Angles
Face Area
Background Images
Add Image
Esquisseplan
Axis: Top
Esquisseplan 3 F
Source: Single Image
//esquisseplan.png
Opacity: 0.528
Size: 13.090
X: 1.000
Y: 0.000
coupe.png
Axis: Right
coupe.png 4 F
Source: Single Image
//coupe.png
Opacity: 0.594
Size: 8.650
X: -0.194
Y: 6.959
Transform Orientations
View
Select
Mesh
Edit Mode
Global

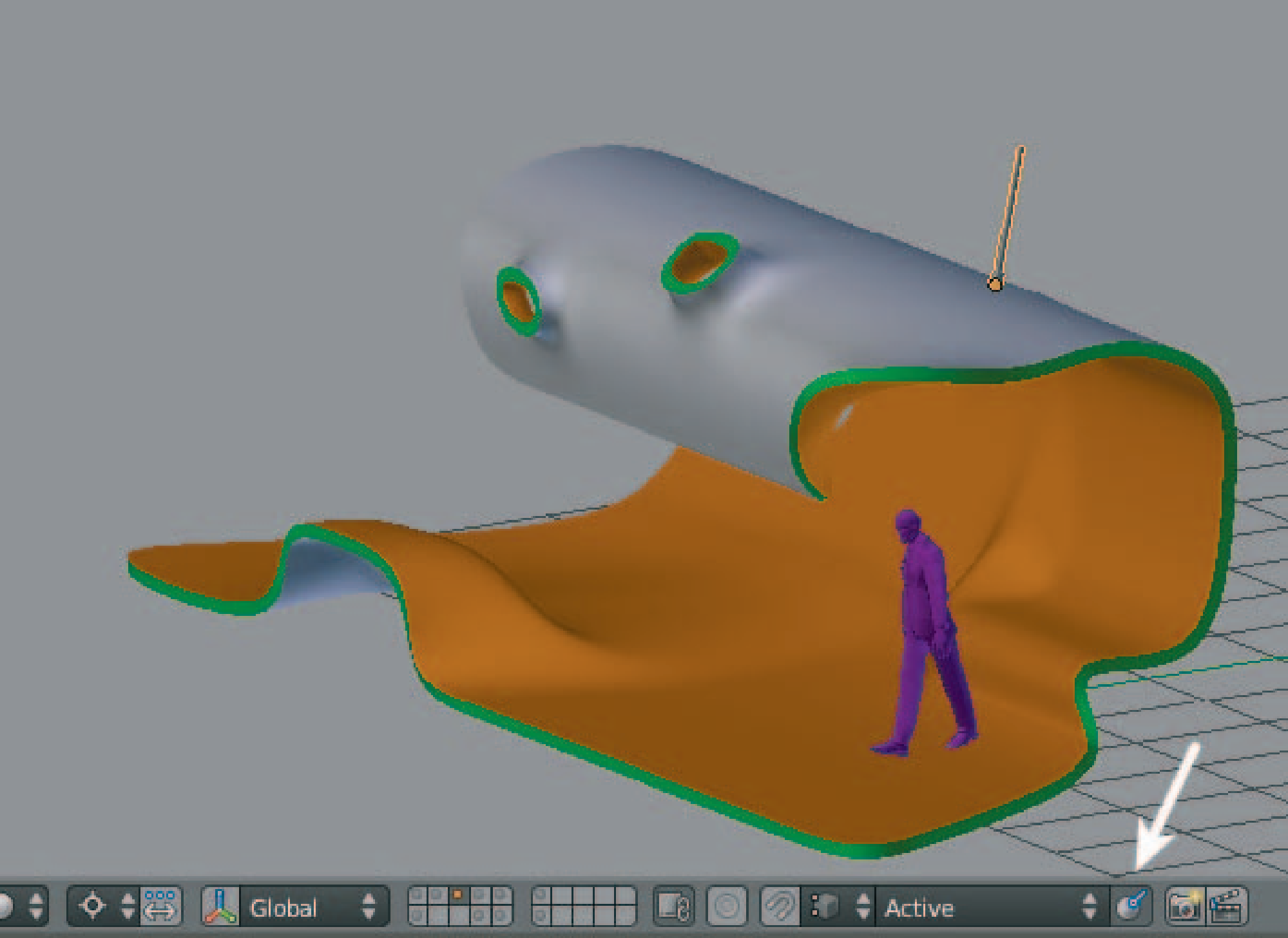

Snap Element
Volume
Face
Edge
Vertex
Increment

Snap Target
Active
Median
Center
Closes:
Closes:

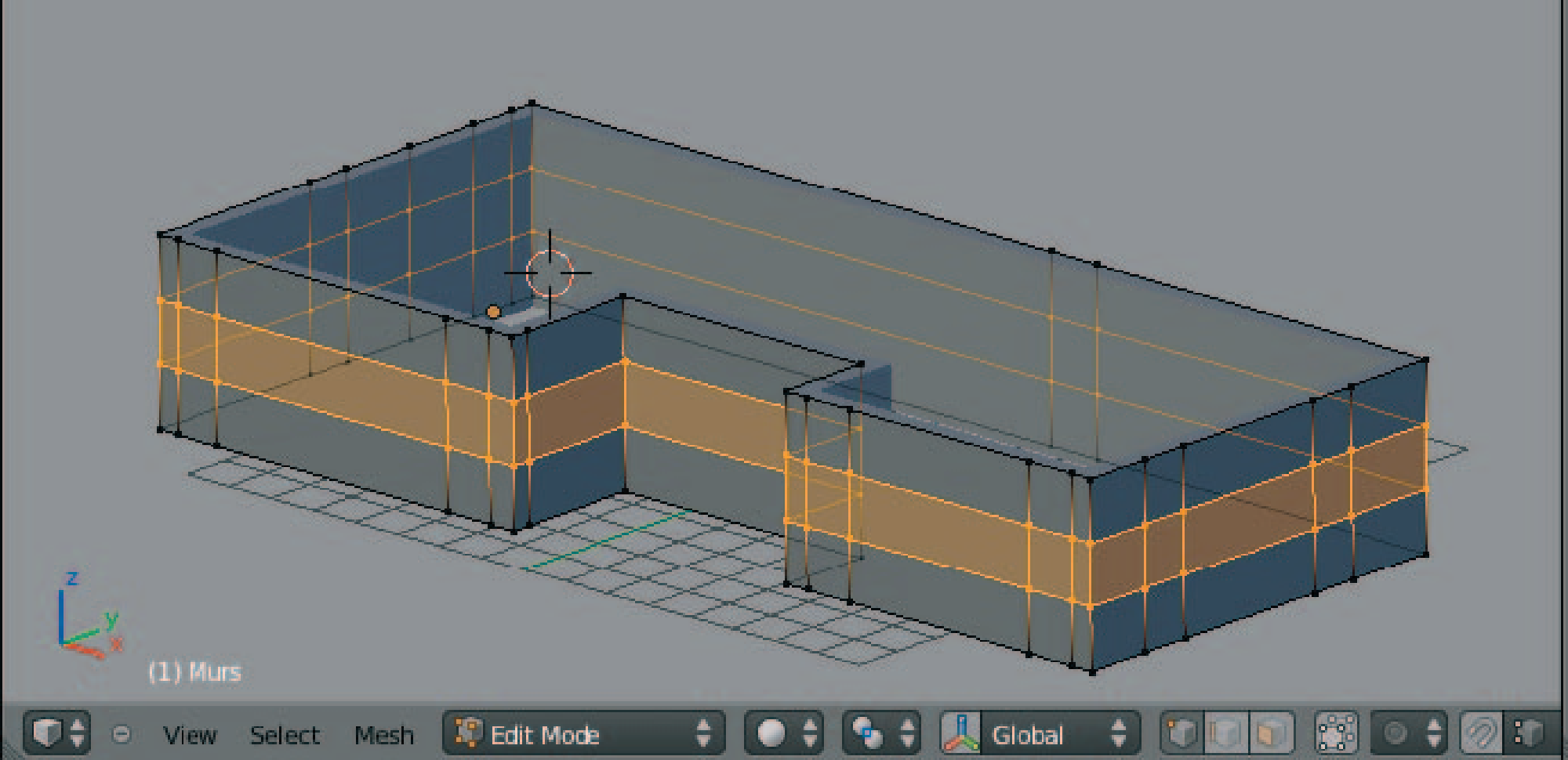

Snap Target
Active
Median
Center
Closest
Closest

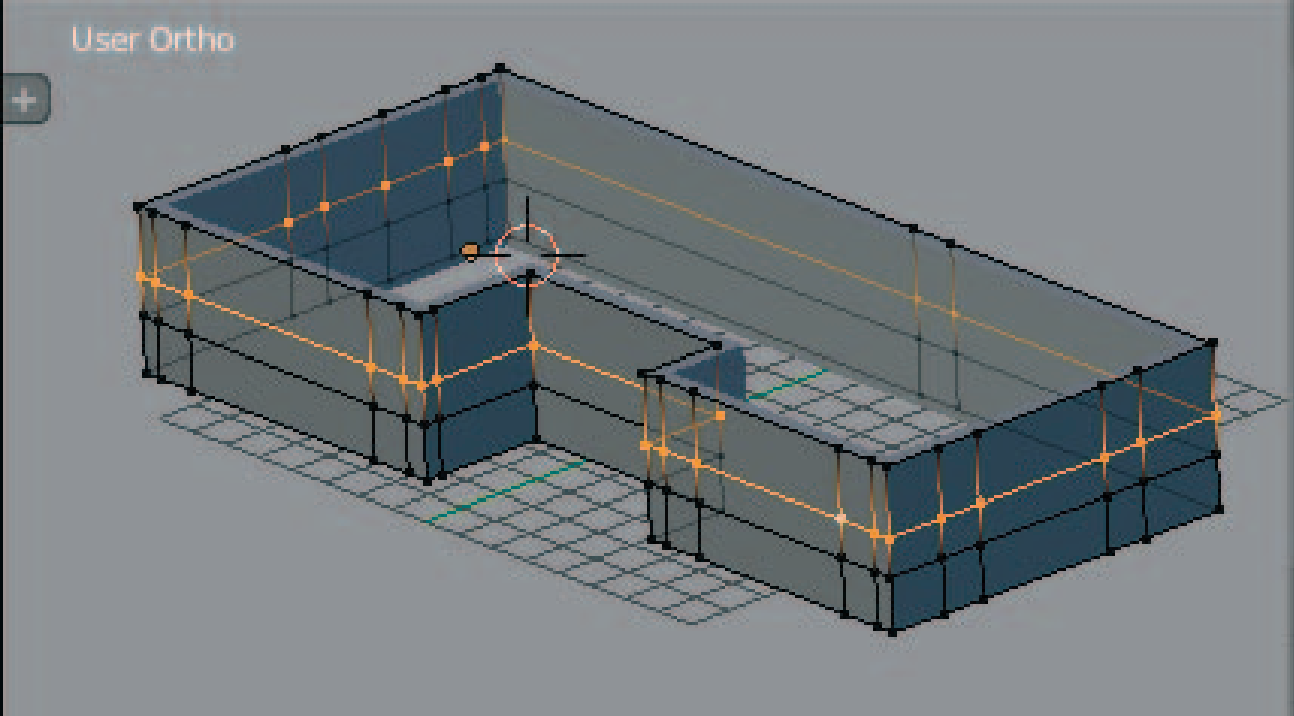

Active
cible
Median
point
actif
Closest


Active/Center
Median
cible
Closest
objet
actif


Global
Active

la cible
la sélection
(1) Murs
D: 1.9755 (1.9755) along global Y


z
y
x
(1) Murs
View
Select
Mesh
Edit Mode
Global



Transform

Median:

X: 10.539

Y: -5.033

Z: 2.100

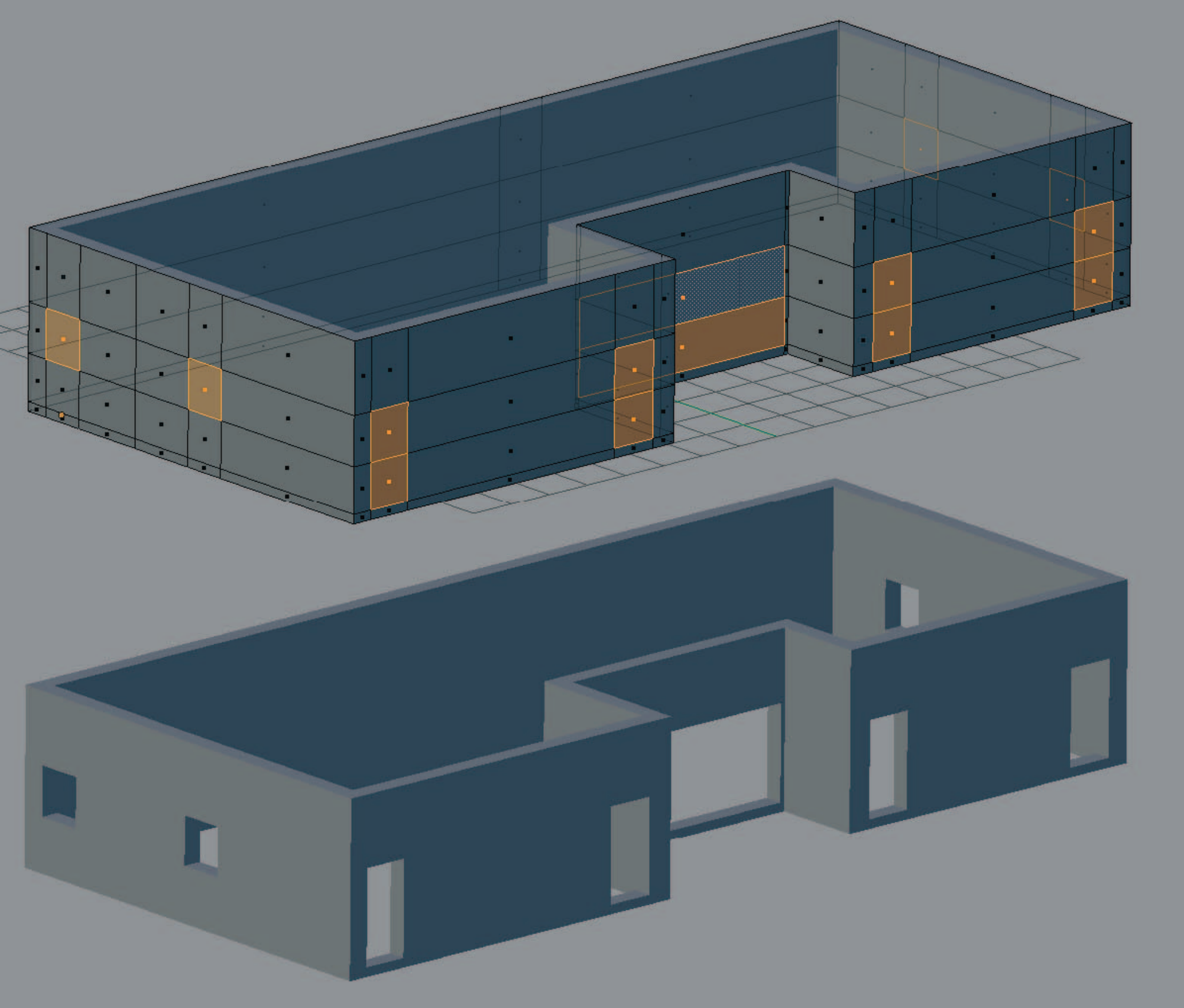
Global | Local

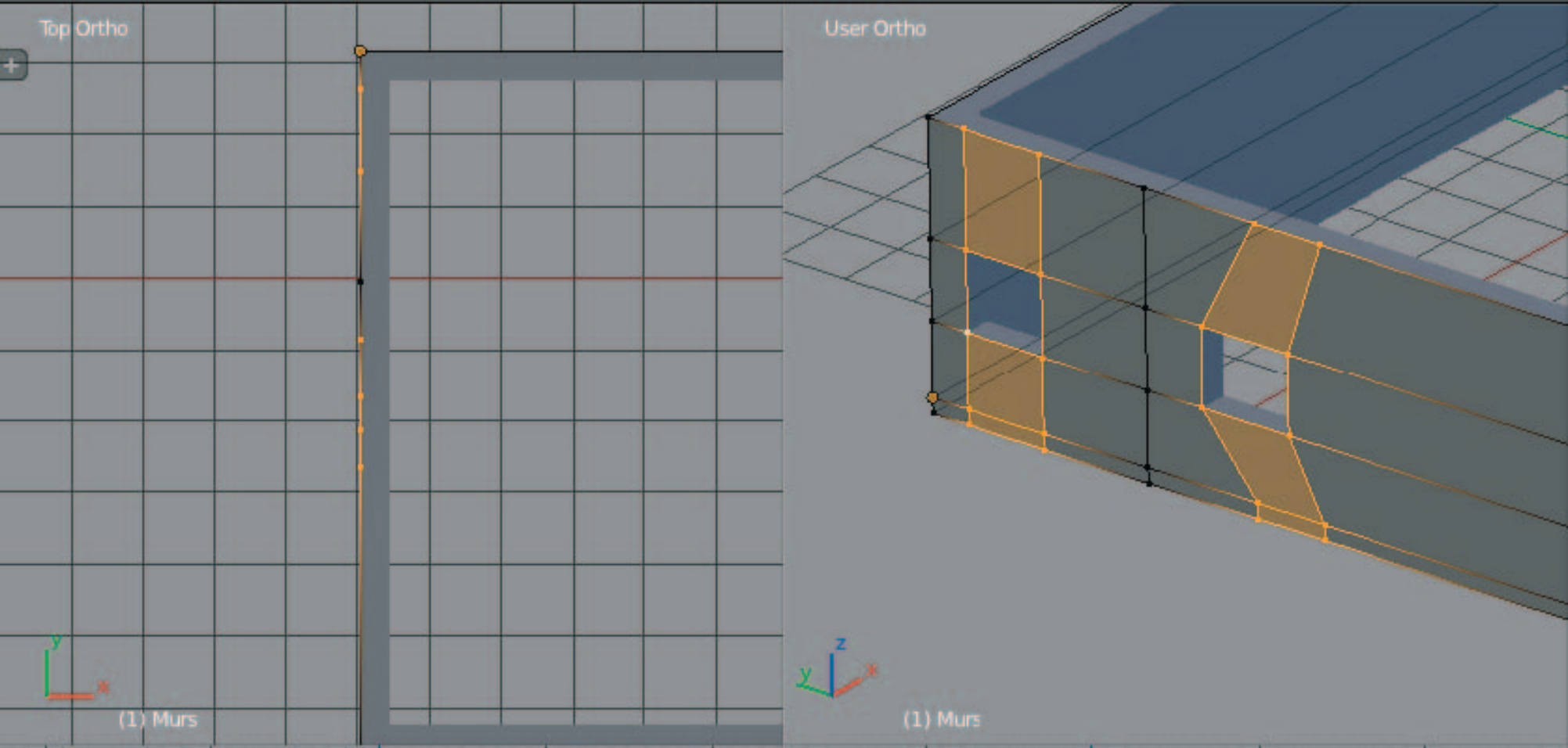
Mean Crease: 0.000

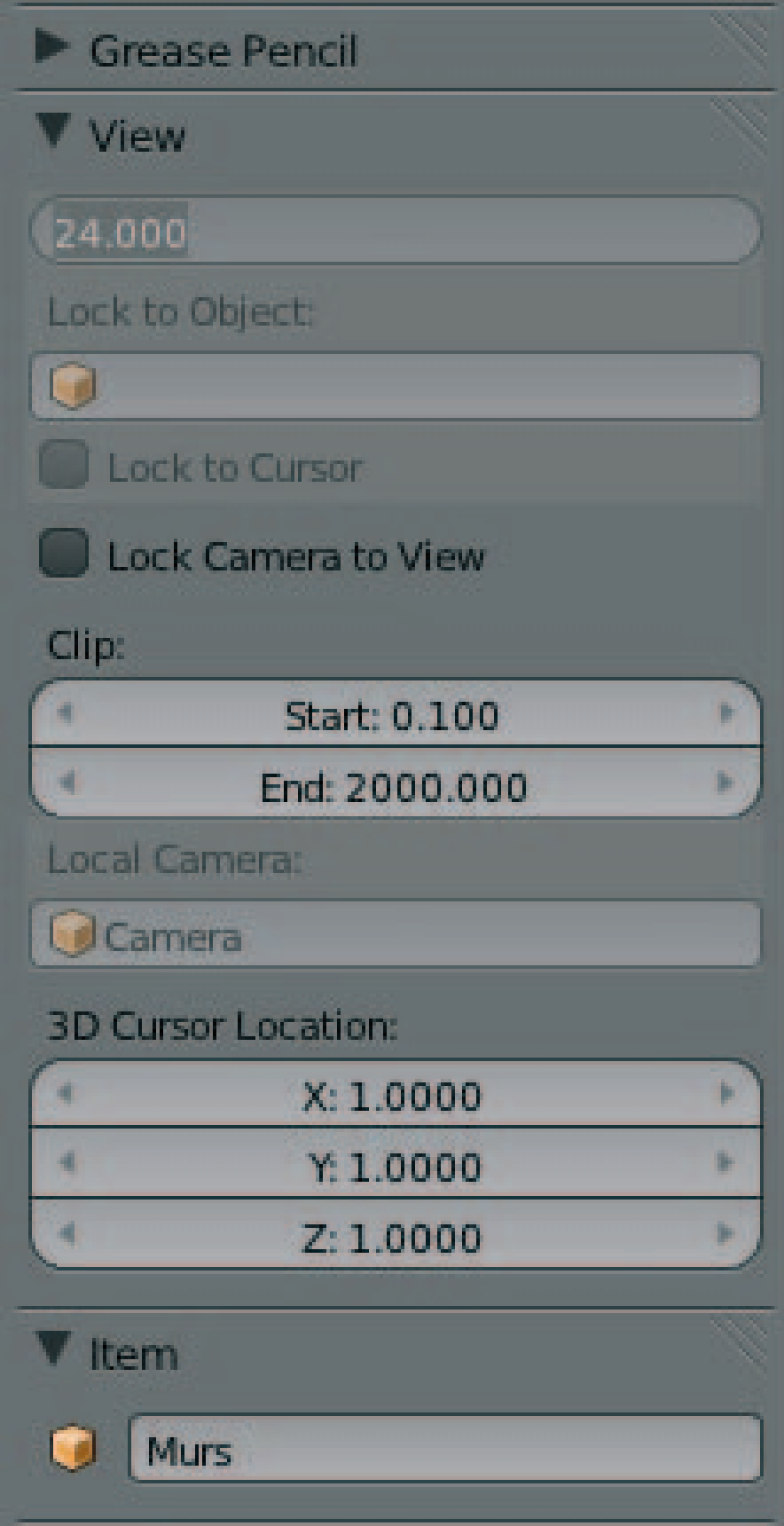
Mean Bevel Weight: 0.000

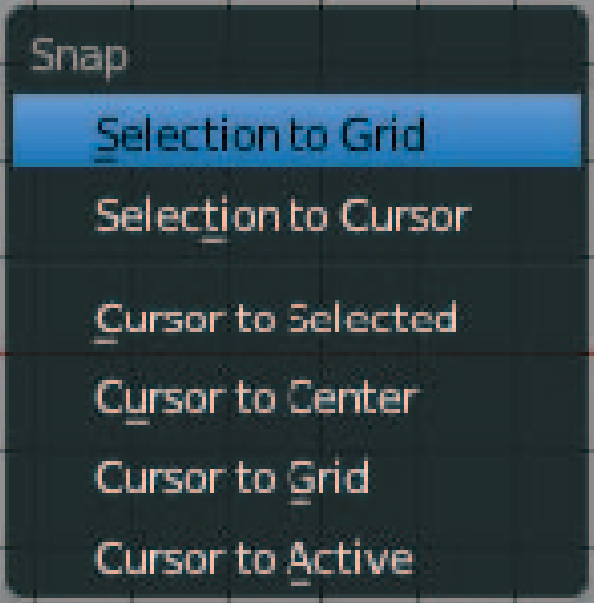
Grease Pencil

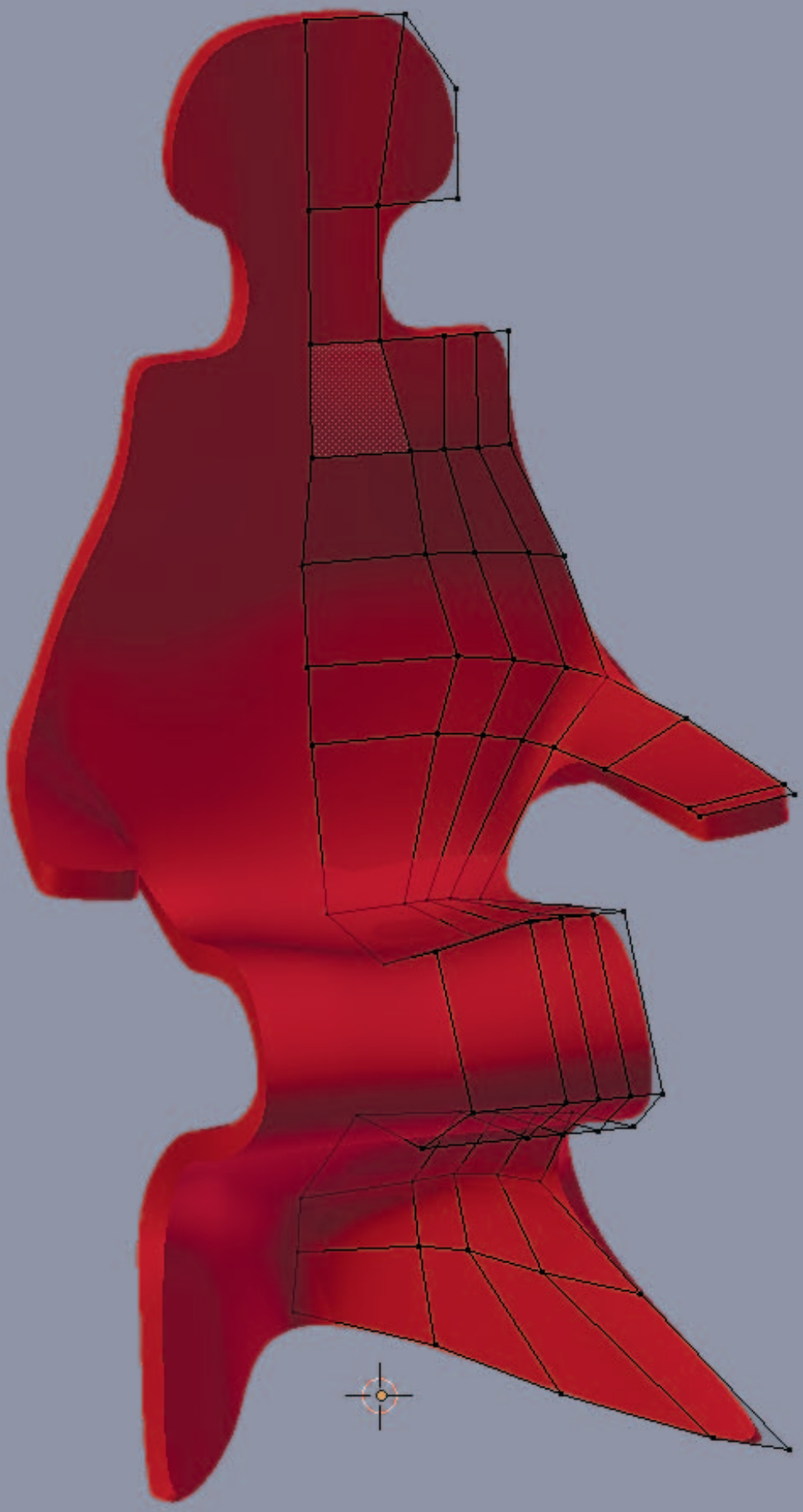
View

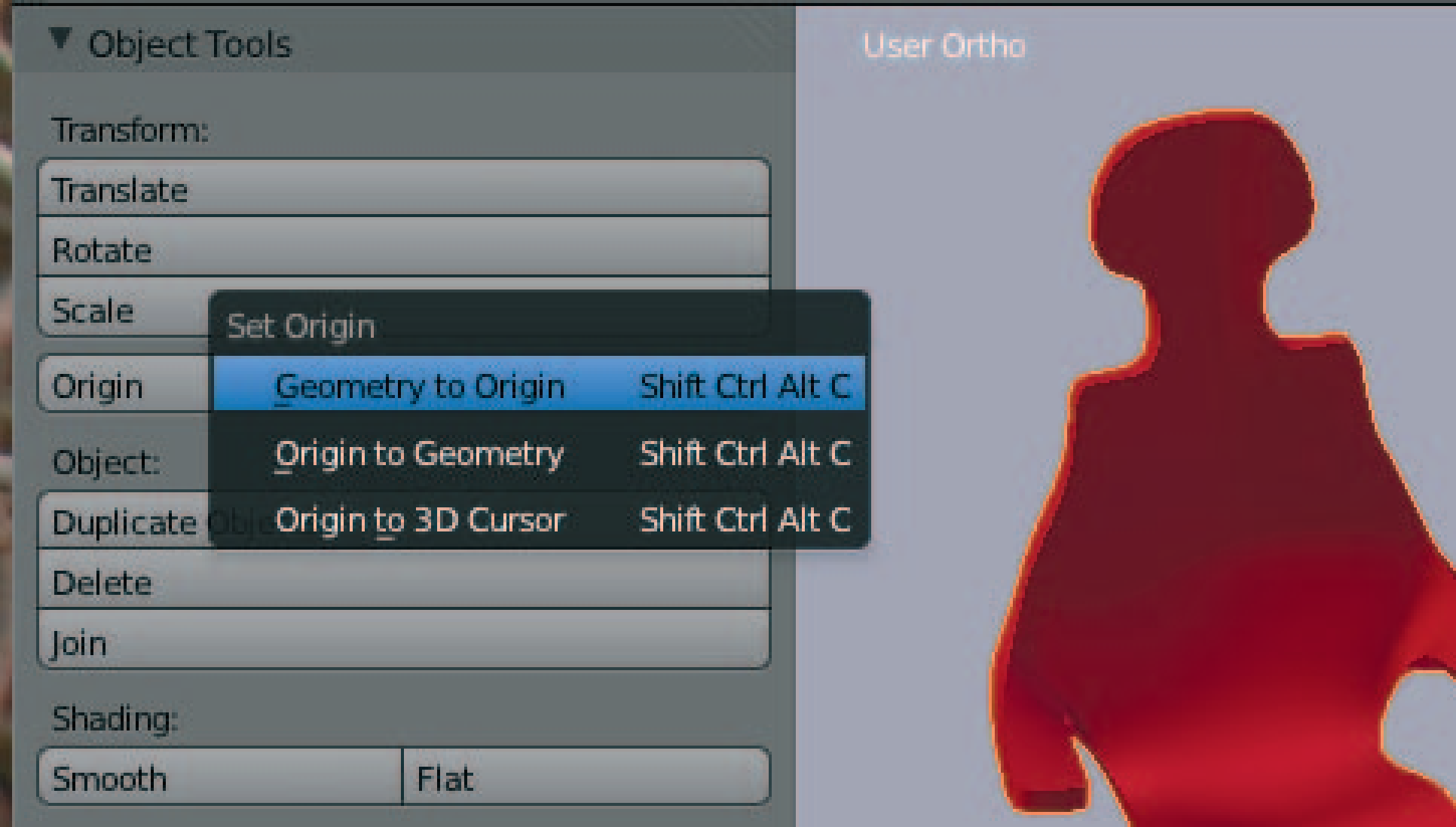


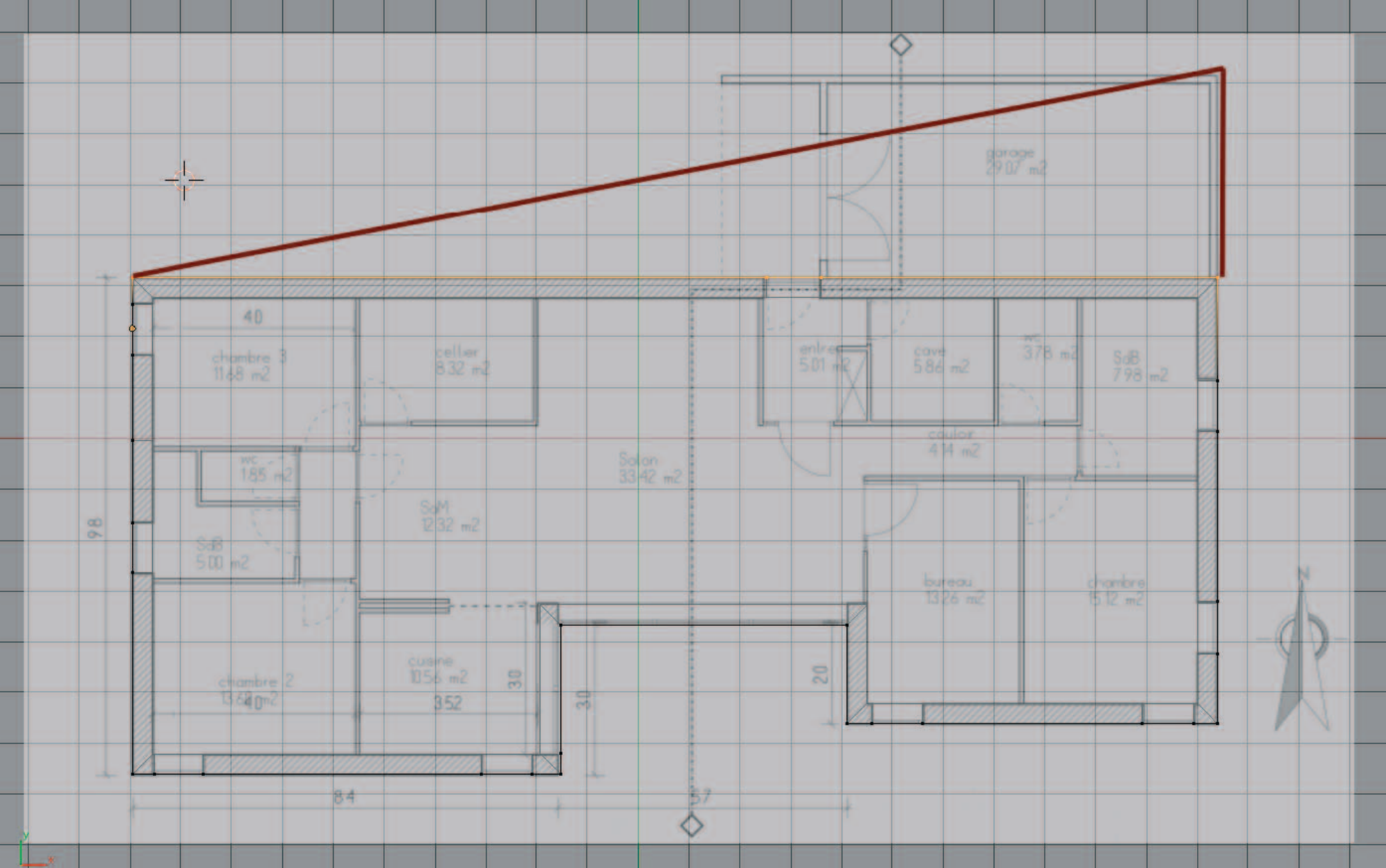

Top Ortho
y
x
(1) Murs
User Ortho
z
y
x
(1) Murs

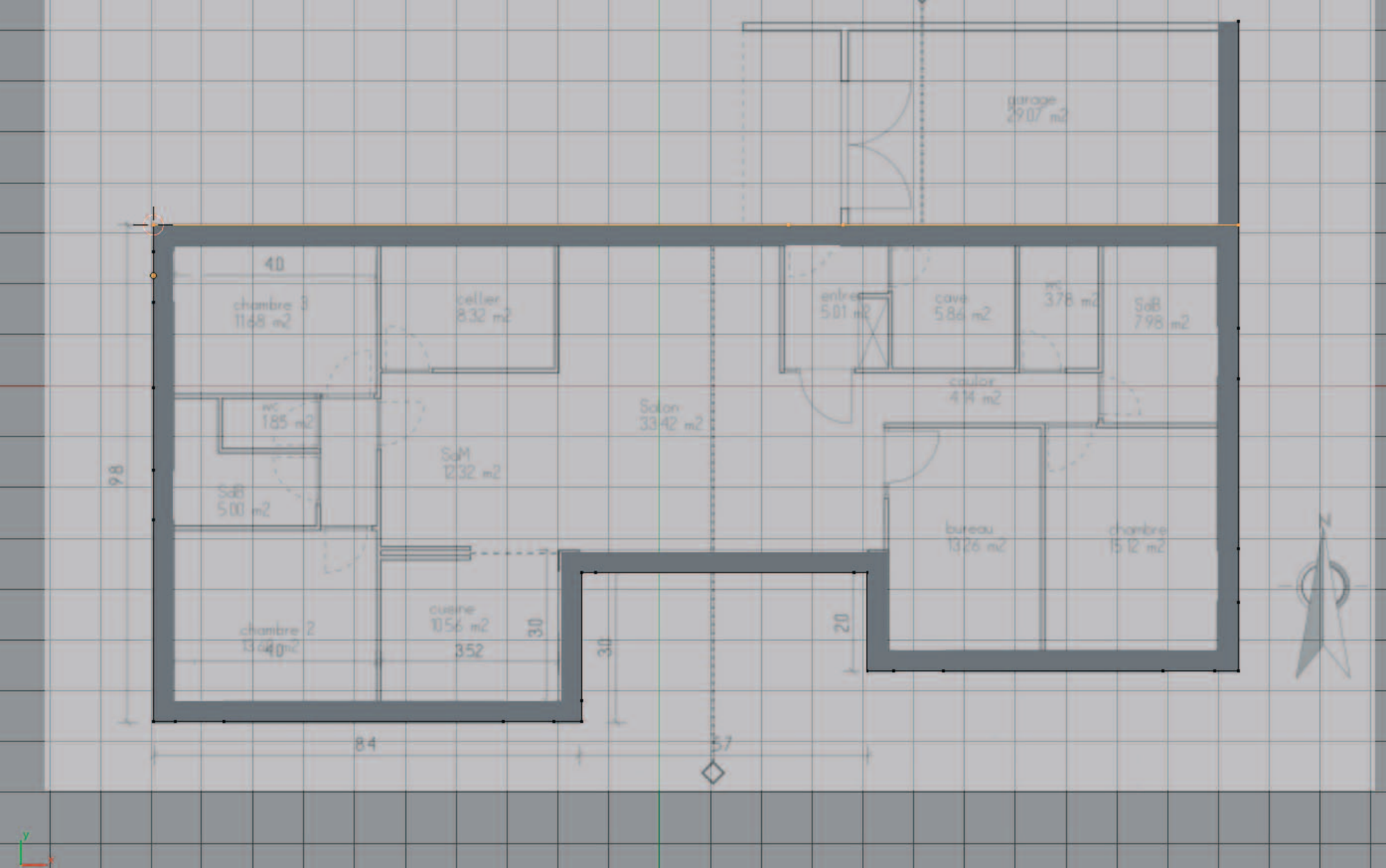

Grease Pencil
View
24.000
Lock to Object:
Lock to Cursor
Lock Camera to View
Clip:
Start: 0.100
End: 2000.000
Local Camera:
Camera
3D Cursor Location:
X: 1.0000
Y: 1.0000
Z: 1.0000
Item
Murs

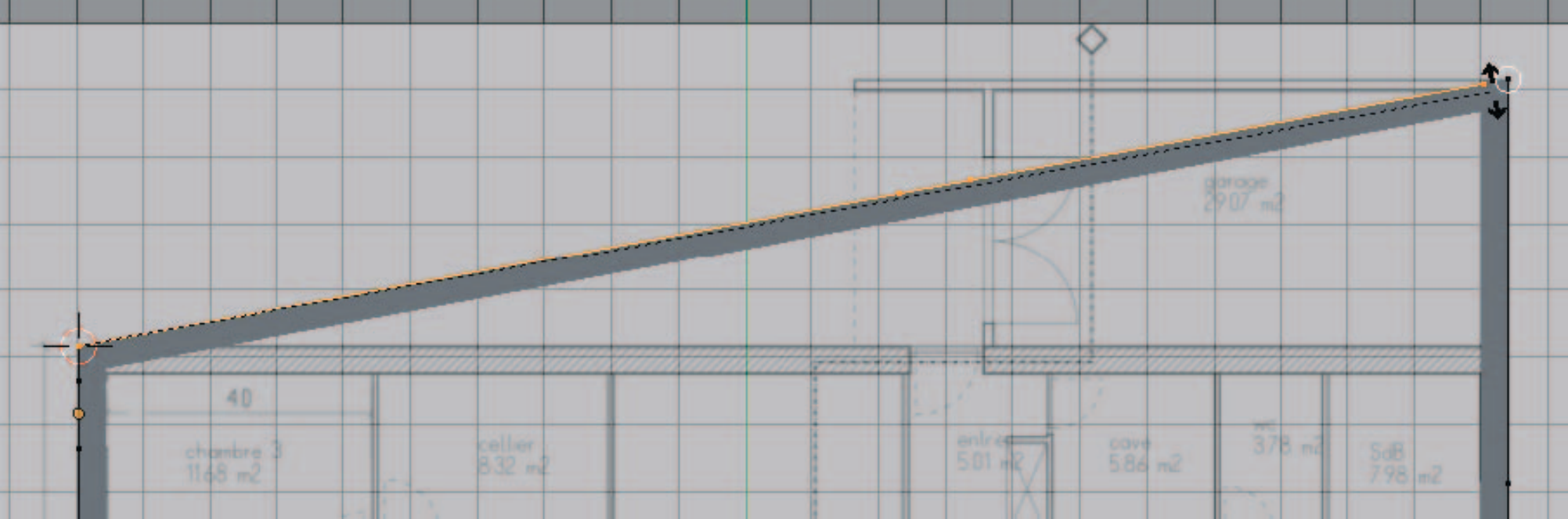

Snap
Selection to Grid
Selection to Cursor
Cursor to Selected
Cursor to Center
Cursor to Grid
Cursor to Active

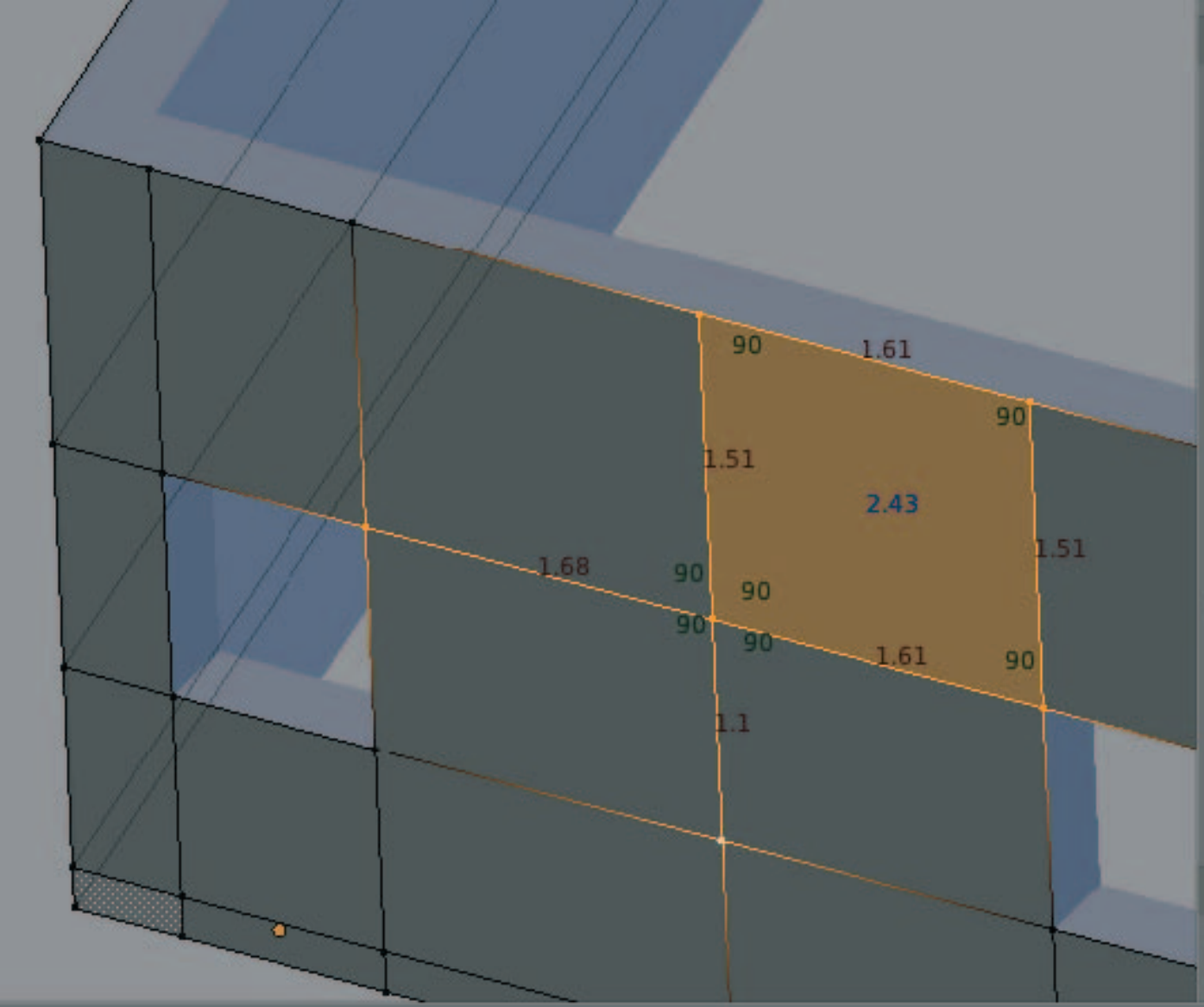



Object Tools
Transform:
Translate
Rotate
Scale
Origin
Object:
Duplicate
Delete
Join
Shading:
Smooth
Flat
Set Origin
Geometry to Origin Shift Ctrl Alt C
Origin to Geometry Shift Ctrl Alt C
Origin to 3D Cursor Shift Ctrl Alt C
User Ortho


garage
29.07 m2
40
chambre 3
11.48 m2
cellier
8.32 m2
entrée
5.01 m2
cave
5.86 m2
wc
3.78 m2
SdB
7.98 m2
couloir
4.14 m2
wc
1.85 m2
Salon
33.42 m2
SdM
12.32 m2
SdB
5.00 m2
bureau
13.26 m2
chambre
15.12 m2
98
cuisine
10.56 m2
352
chambre 2
13.68 m2
40
30
30
20
84
57
N


garage
29.07 m2
4.0
chambre 3
11.68 m2
cellier
8.32 m2
entrée
5.01 m2
cave
5.86 m2
wc
3.78 m2
SdB
7.98 m2
couloir
4.14 m2
wc
1.85 m2
Salon
33.42 m2
SdM
12.32 m2
SdB
5.00 m2
bureau
13.26 m2
chambre
15.12 m2
9.8
chambre 2
13.40 m2
cuisine
10.56 m2
3.52
3.0
3.0
2.0
8.4
5.7
N


garage
29.07 m2
40
chambre 3
11.68 m2
cellier
8.32 m2
entrée
5.01 m2
cave
5.86 m2
3.78 m2
SdB
7.98 m2



▼ Mesh Display

Overlays:

- [x] Edges
- [x] Faces
- [x] Creases
- [ ] Bevel Weights
- [ ] Seams
- [ ] Sharp

Normals:

- [ ] Face
- [ ] Vertex

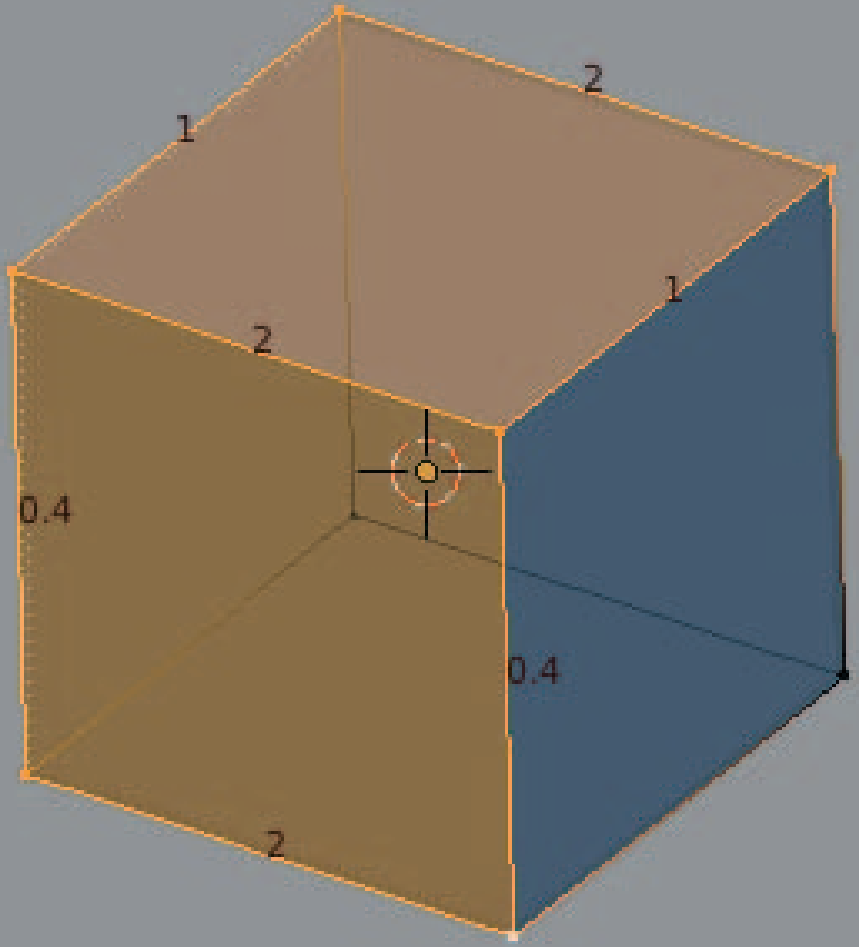
Normal Size: 0.10

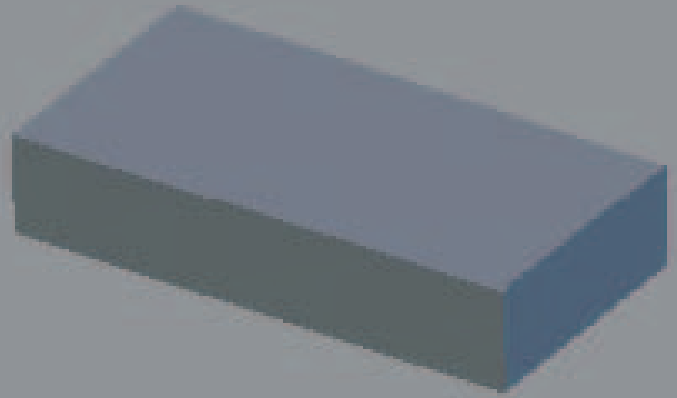
Numerics:

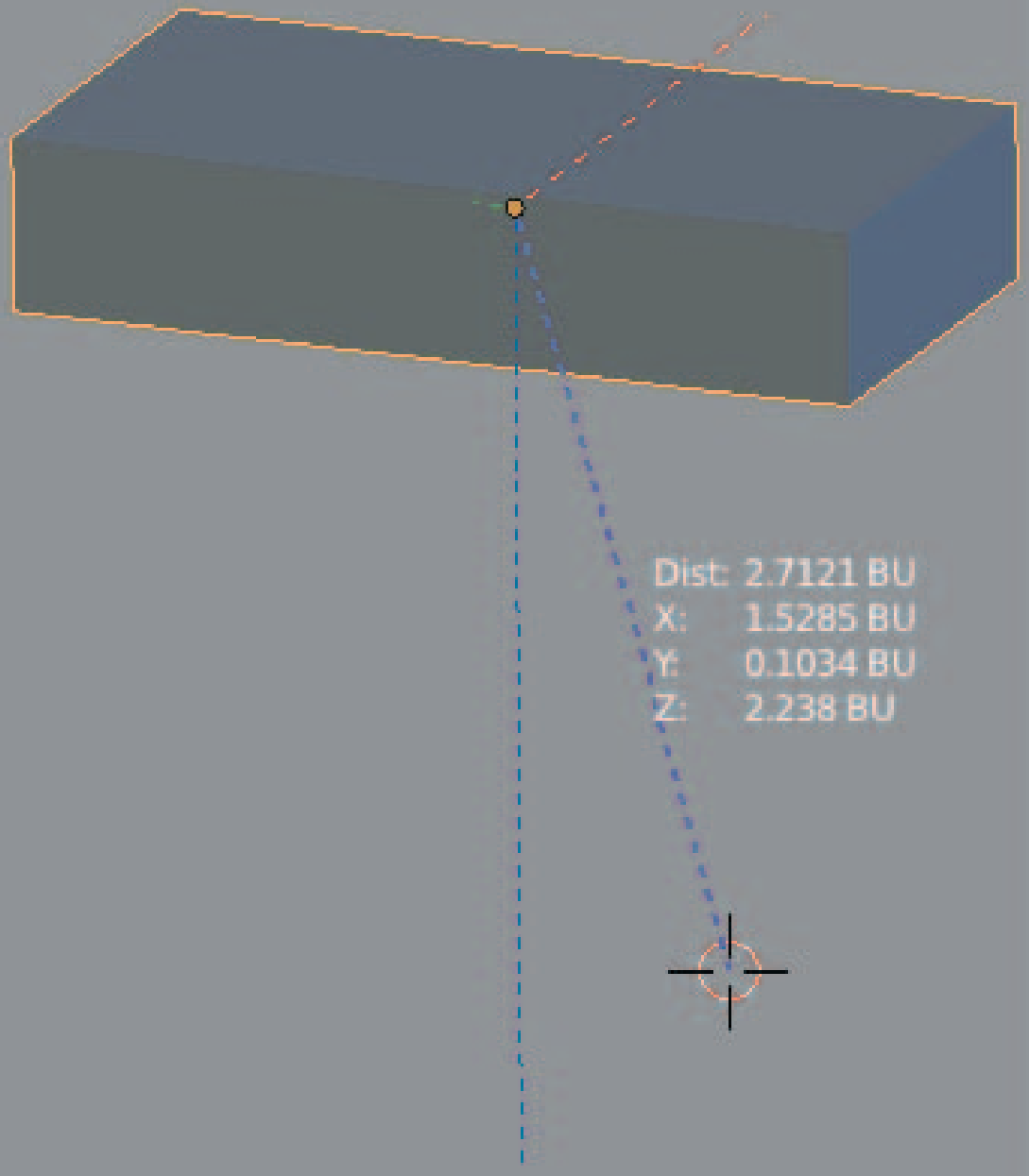
- [x] Edge Length
- [x] Faces Angles
- [x] Face Area

▼ [ ] Background Images

Add Image


2
1
1
2
0.4
0.4
2





Transform Orientations

Measure

Distance

Distance: 2.7121

Rectangle

Draw distance

Surface area

Rectangle

Area 6.4000

Normal

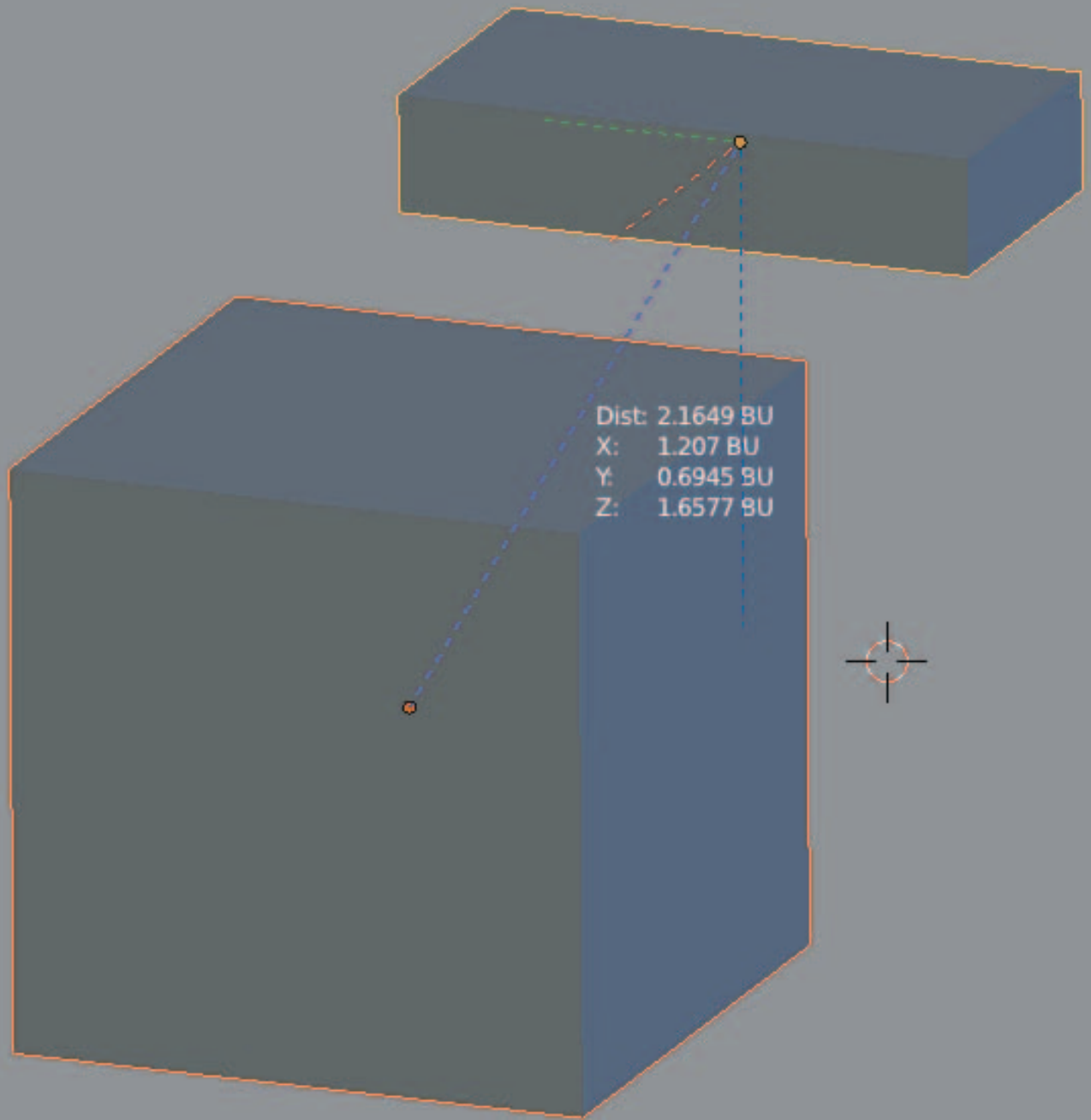
-0.0000 Y: -0.0000 : -0.0000

Volume:

Rectangle

Volume 0.8000

Global Local



Transform Orientations

Measure

Distance

Distance: 2.1649

Rectangle ⇔ FauxCube

Draw distance

Surface area

Rectangle

Area 6.4000

Normal

X: -0.0000 Y: -0.0000 Z: -0.0000

FauxCube

Area 24.0000

Normal

X: -0.00000 Y: -0.00000 Z: -0.0000

Volume

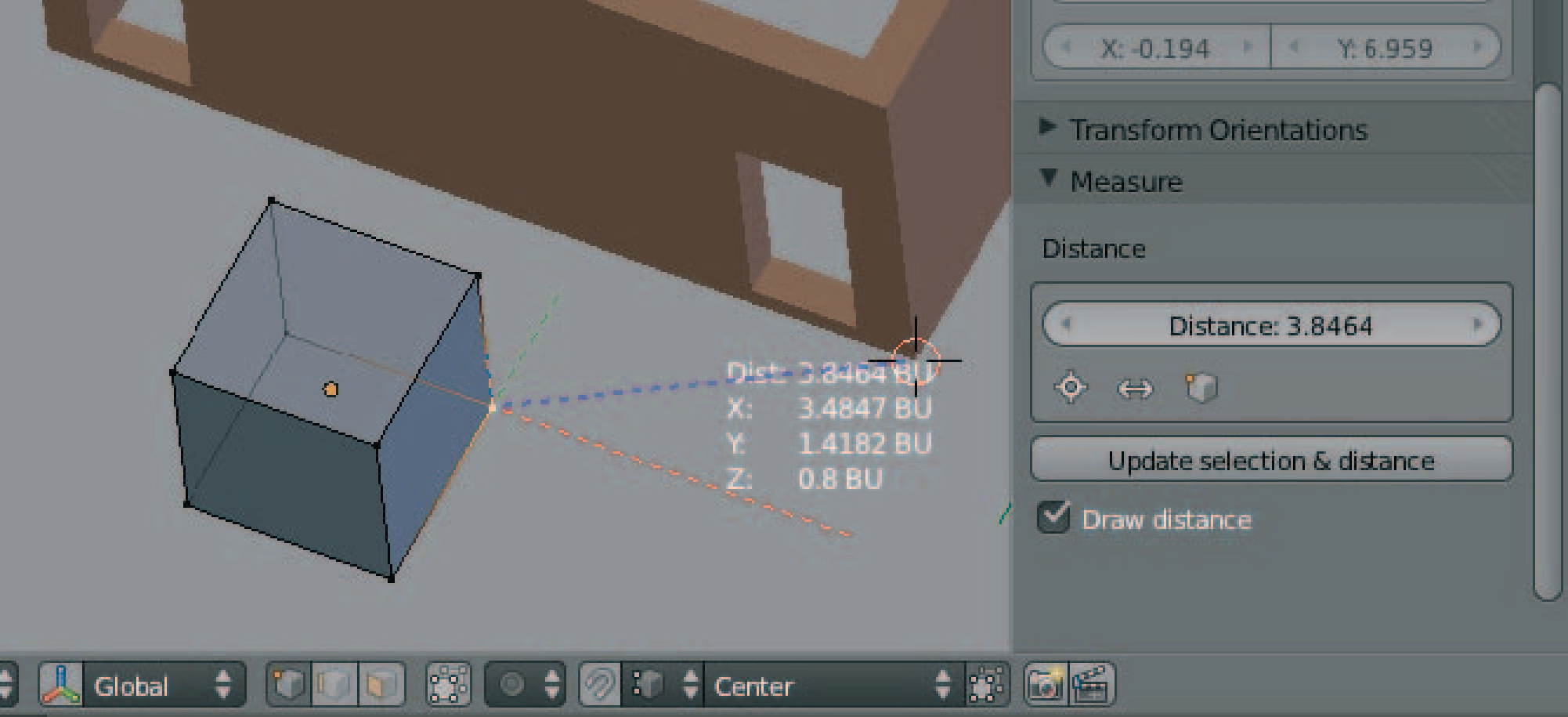
Rectangle

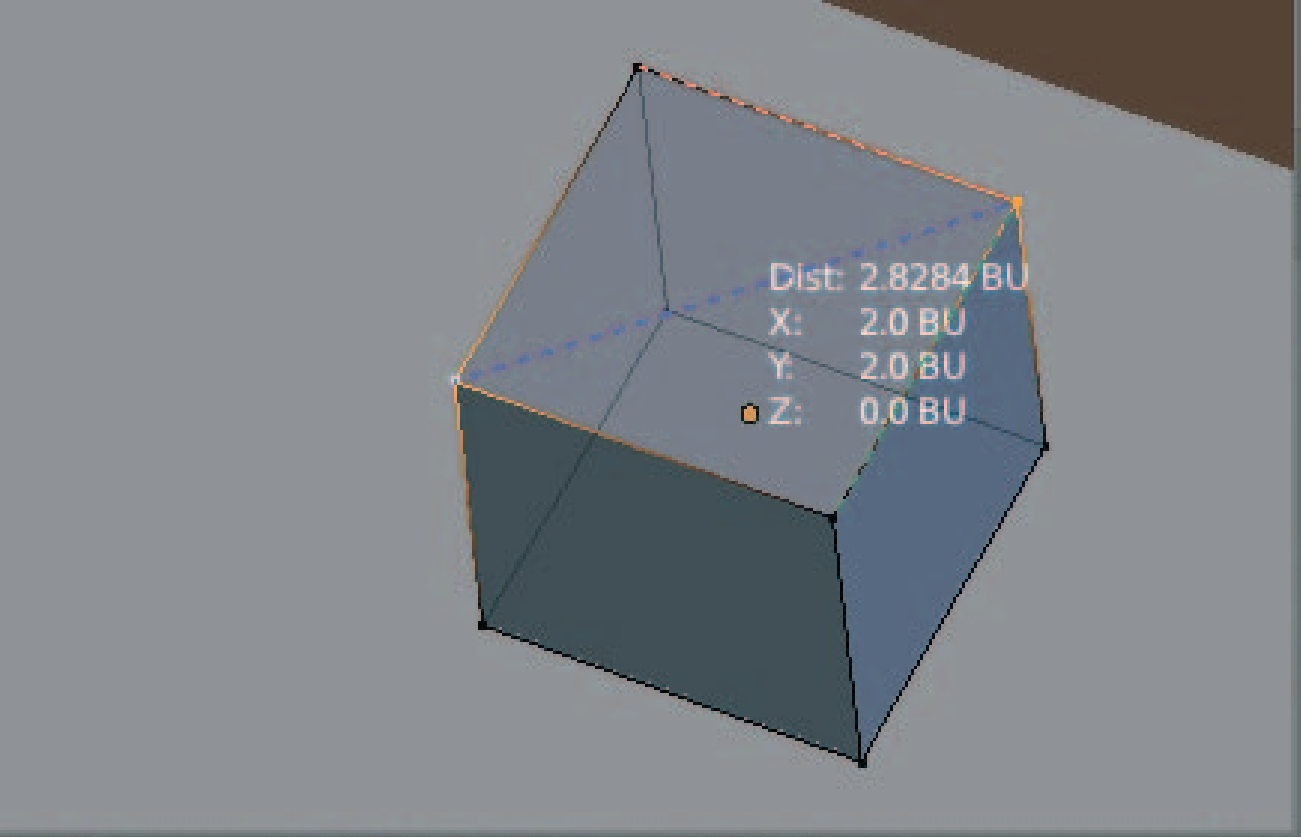
Volume 0.8000

FauxCube

Volume 8.0000

Global Local


X: -0.194
Y: 6.959
Transform Orientations
Measure
Distance
Distance: 3.8464
Update selection & distance
Draw distance
Dist: 3.8464 BU
X: 3.4847 BU
Y: 1.4182 BU
Z: 0.8 BU
Global
Center



X: -0.194 | Y: 6.959

Transform Orientations

Activate | Measure

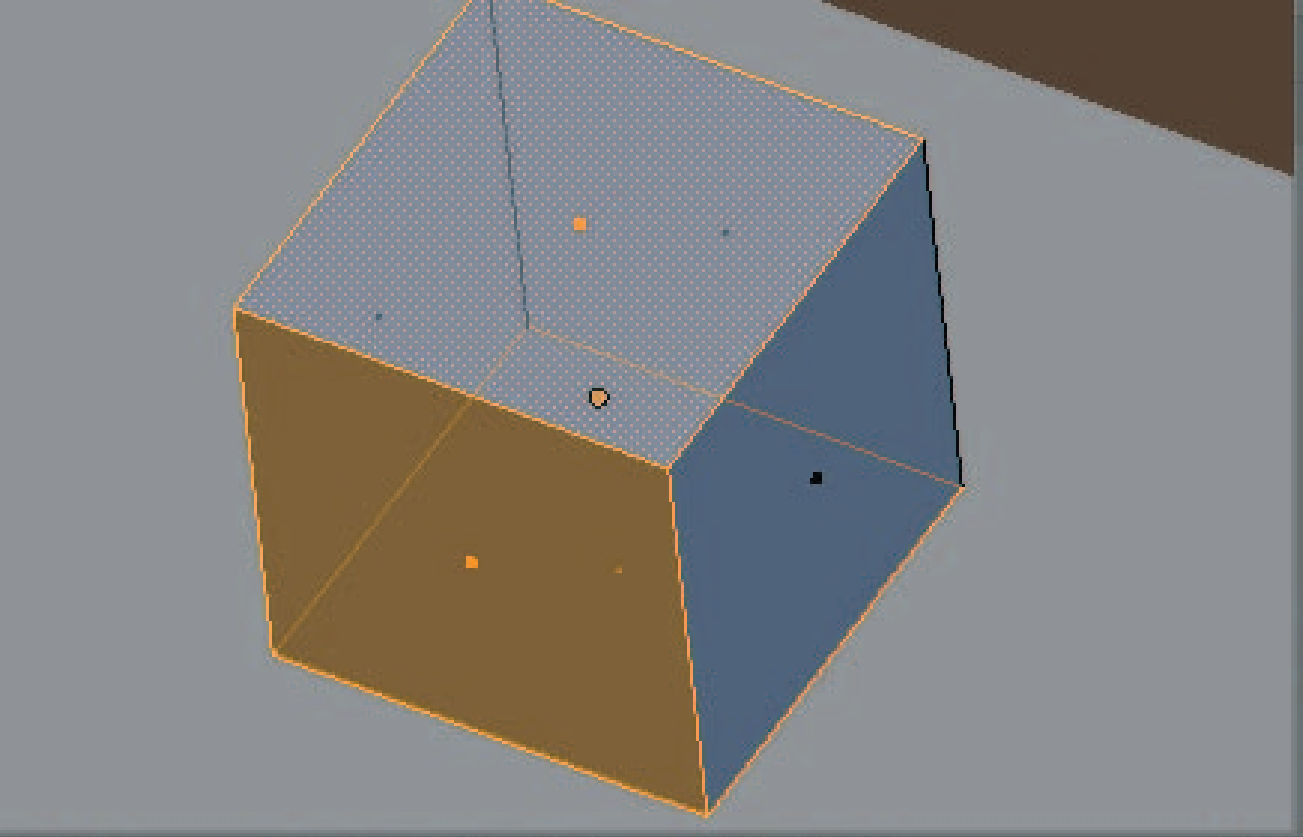
Distance

Distance: 2.8284

Update selection & distance

Draw distance

Global | Closest



▶ Transform Orientations

▼ Measure

Distance

☑ Surface area (selected faces):

3

Area 12.0000

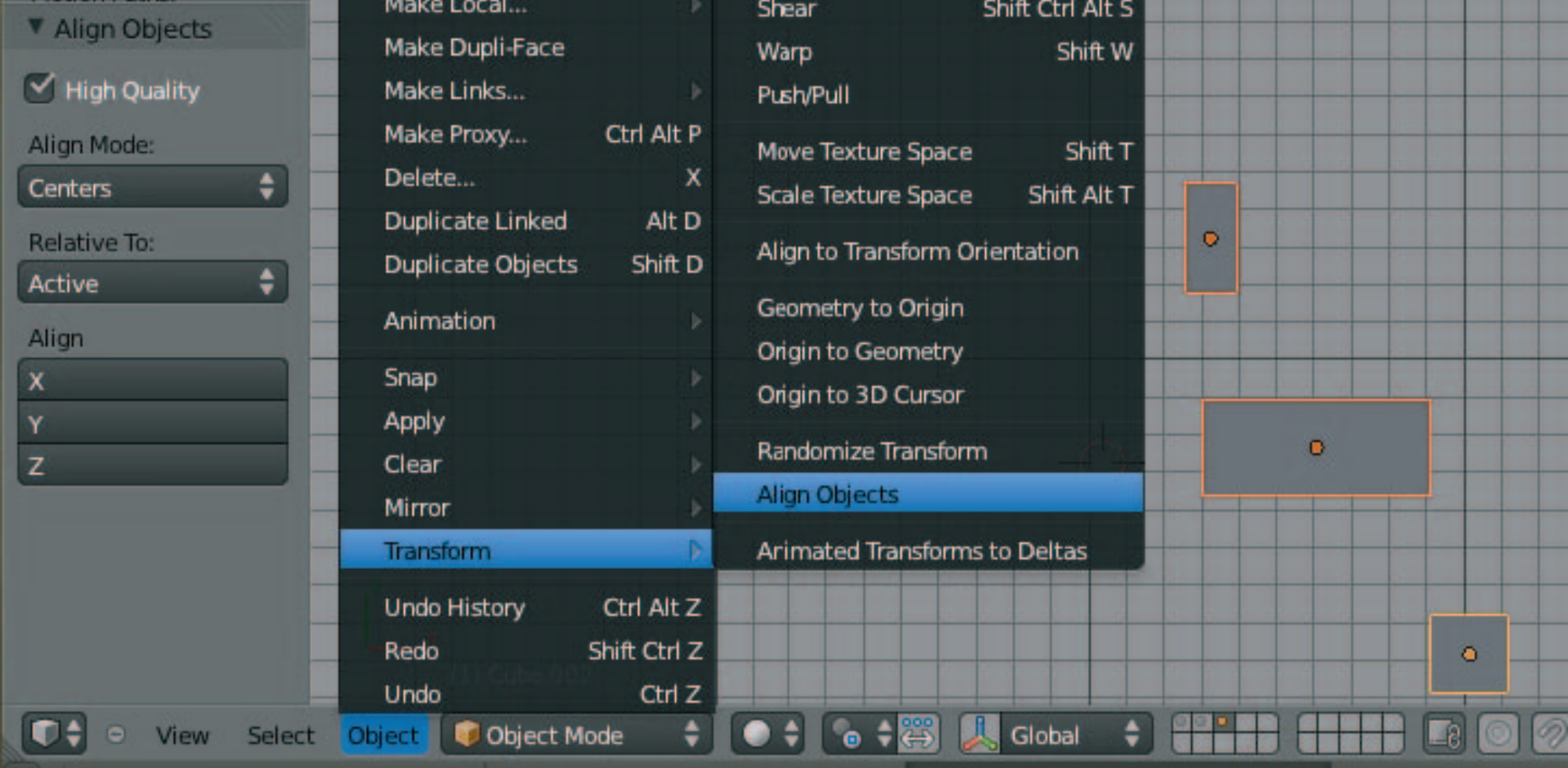
Normal

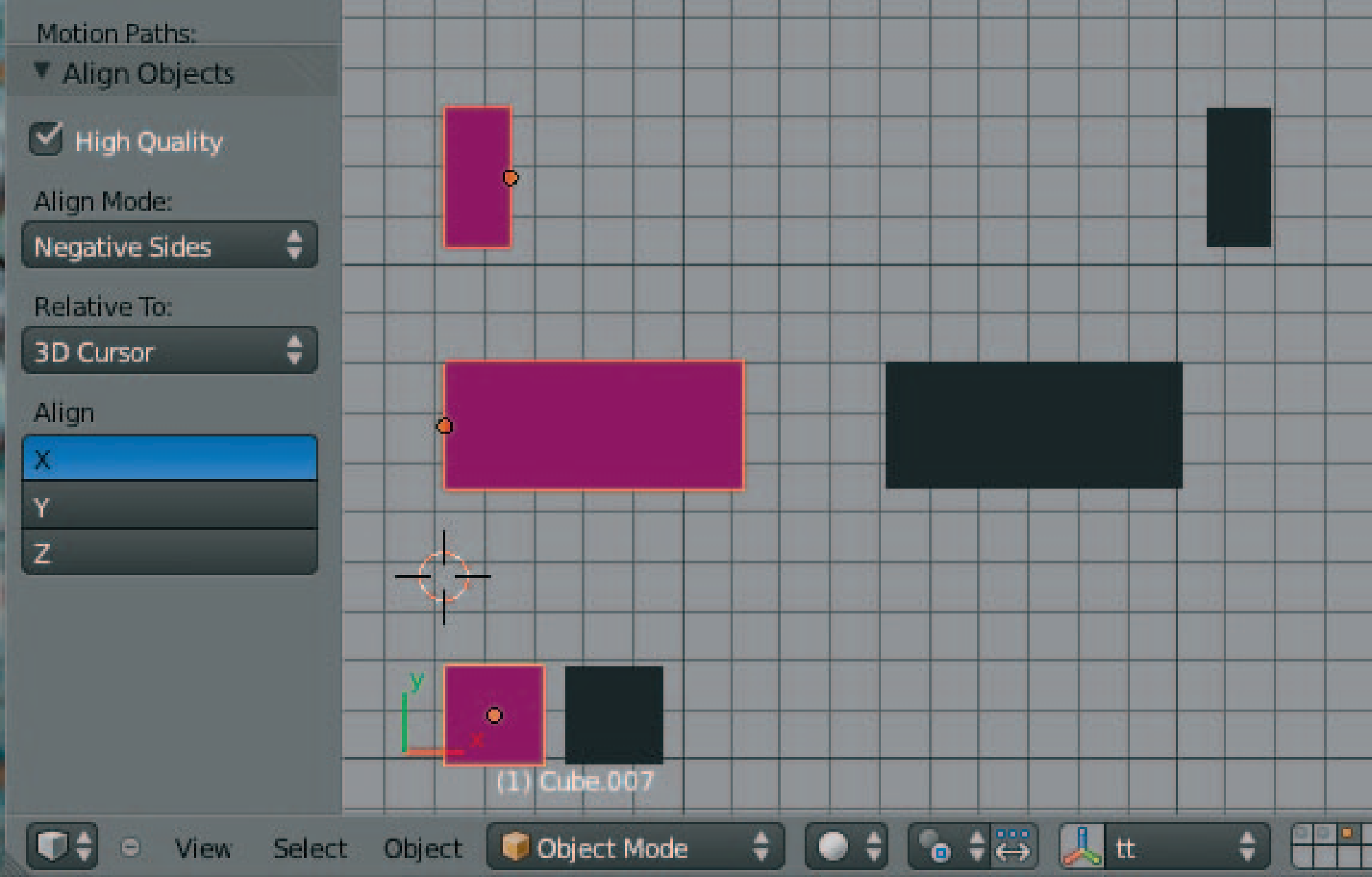
-0.0000 | -4.0000 | -0.0000

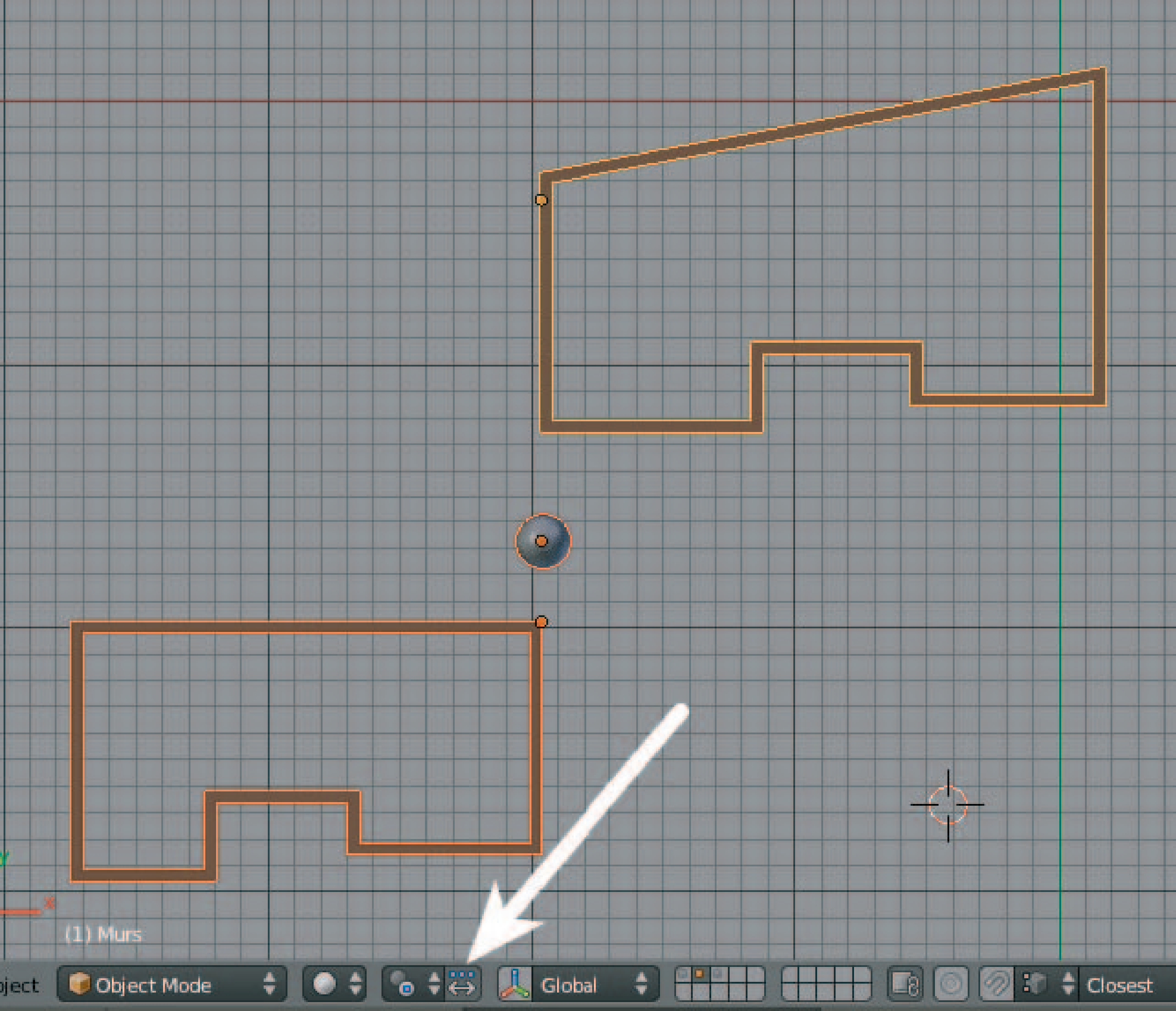
Update selection & area

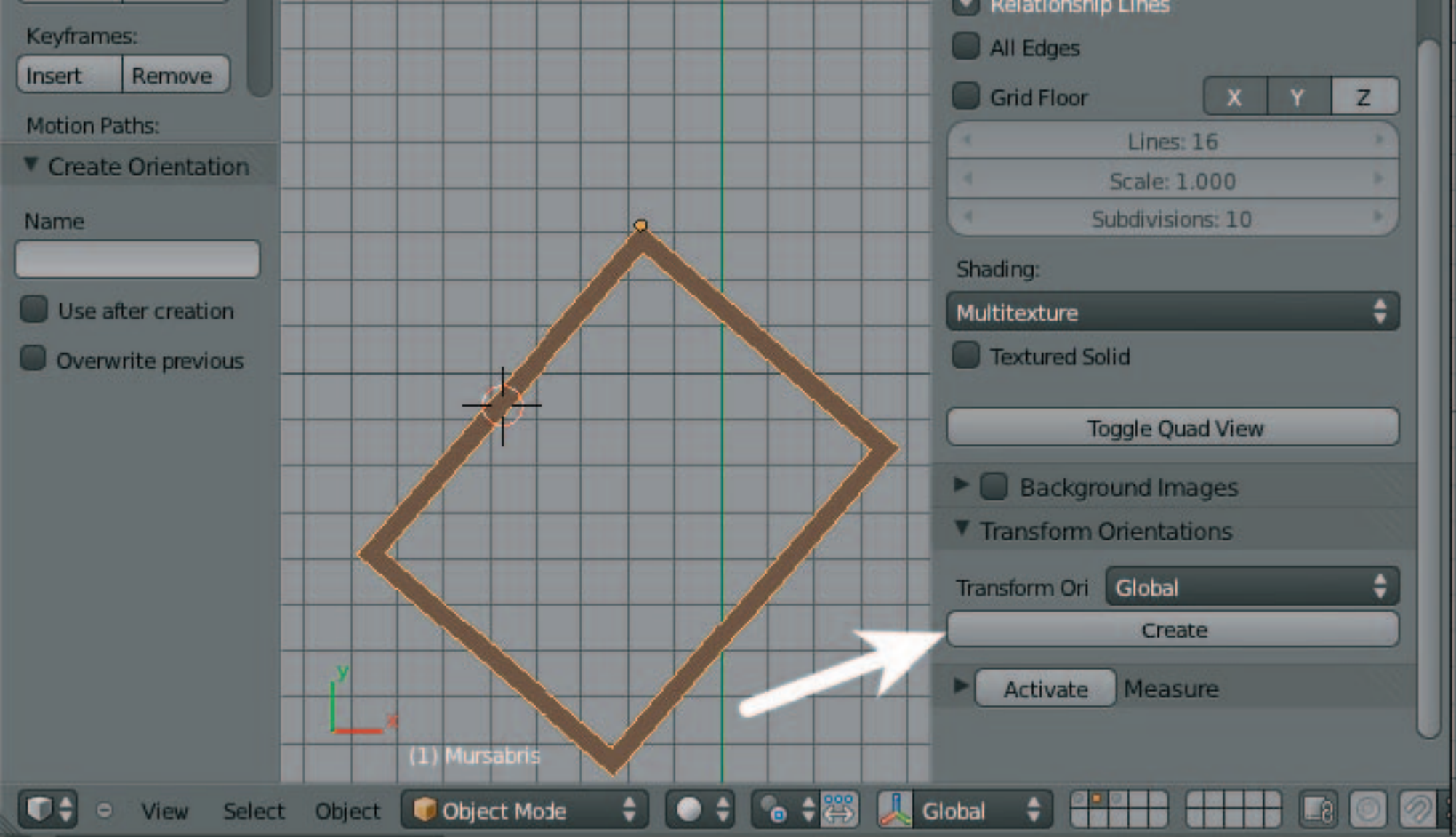
Global

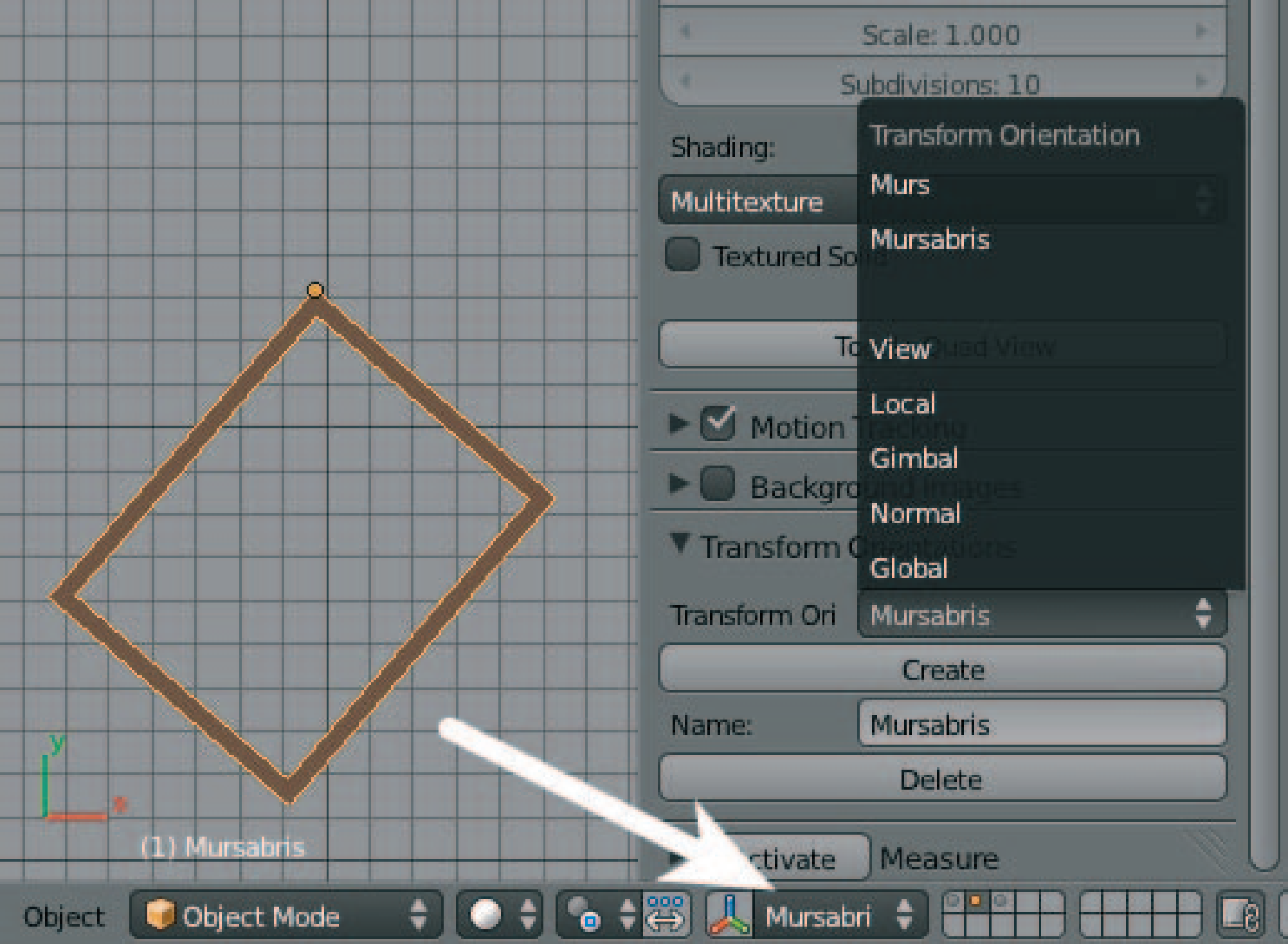
Closest

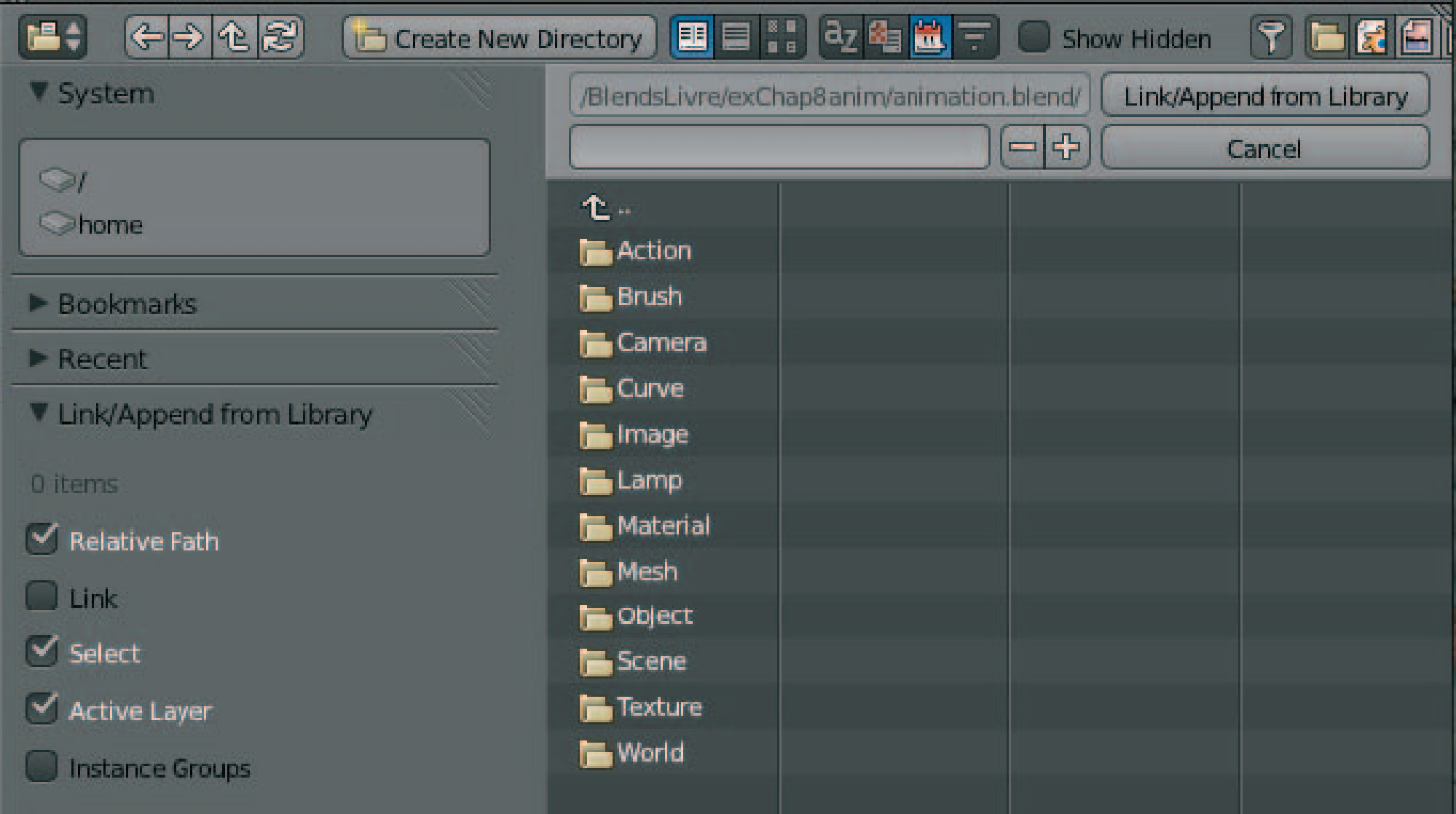

Align Objects
High Quality
Align Mode:
Centers
Relative To:
Active
Align
X
Y
Z
Make Local...
Make Dupli-Face
Make Links...
Make Proxy... Ctrl Alt P
Delete... X
Duplicate Linked Alt D
Duplicate Objects Shift D
Animation
Snap
Apply
Clear
Mirror
Transform
Undo History Ctrl Alt Z
Redo Shift Ctrl Z
Undo Ctrl Z
Shear Shift Ctrl Alt S
Warp Shift W
Push/Pull
Move Texture Space Shift T
Scale Texture Space Shift Alt T
Align to Transform Orientation
Geometry to Origin
Origin to Geometry
Origin to 3D Cursor
Randomize Transform
Align Objects
Animated Transforms to Deltas
View
Select
Object
Object Mode
Global

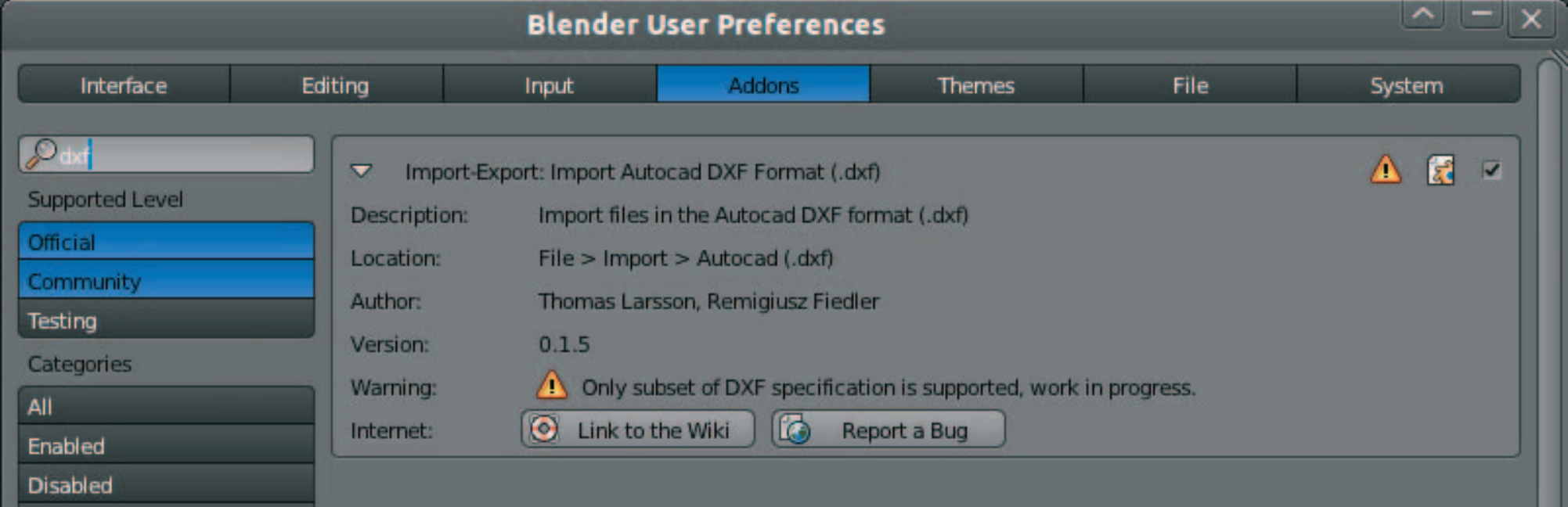

Motion Paths:
Align Objects
High Quality
Align Mode:
Negative Sides
Relative To:
3D Cursor
Align
X
Y
Z
y
x
(1) Cube.007
View
Select
Object
Object Mode
tt

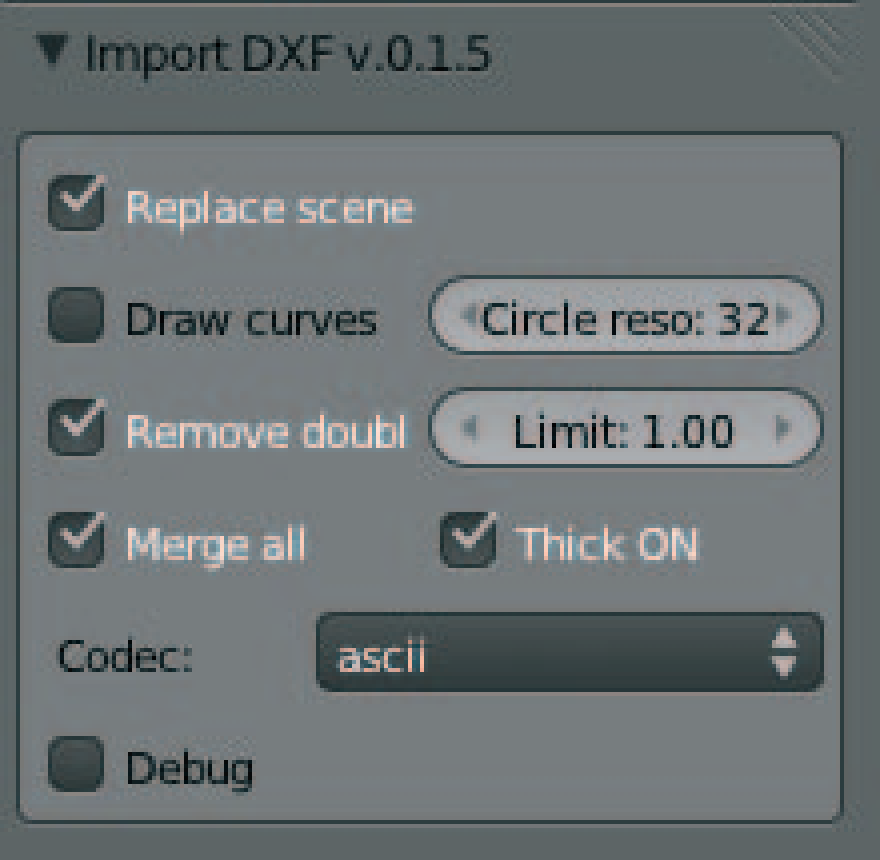

(1) Murs
Object Mode
Global
Closest

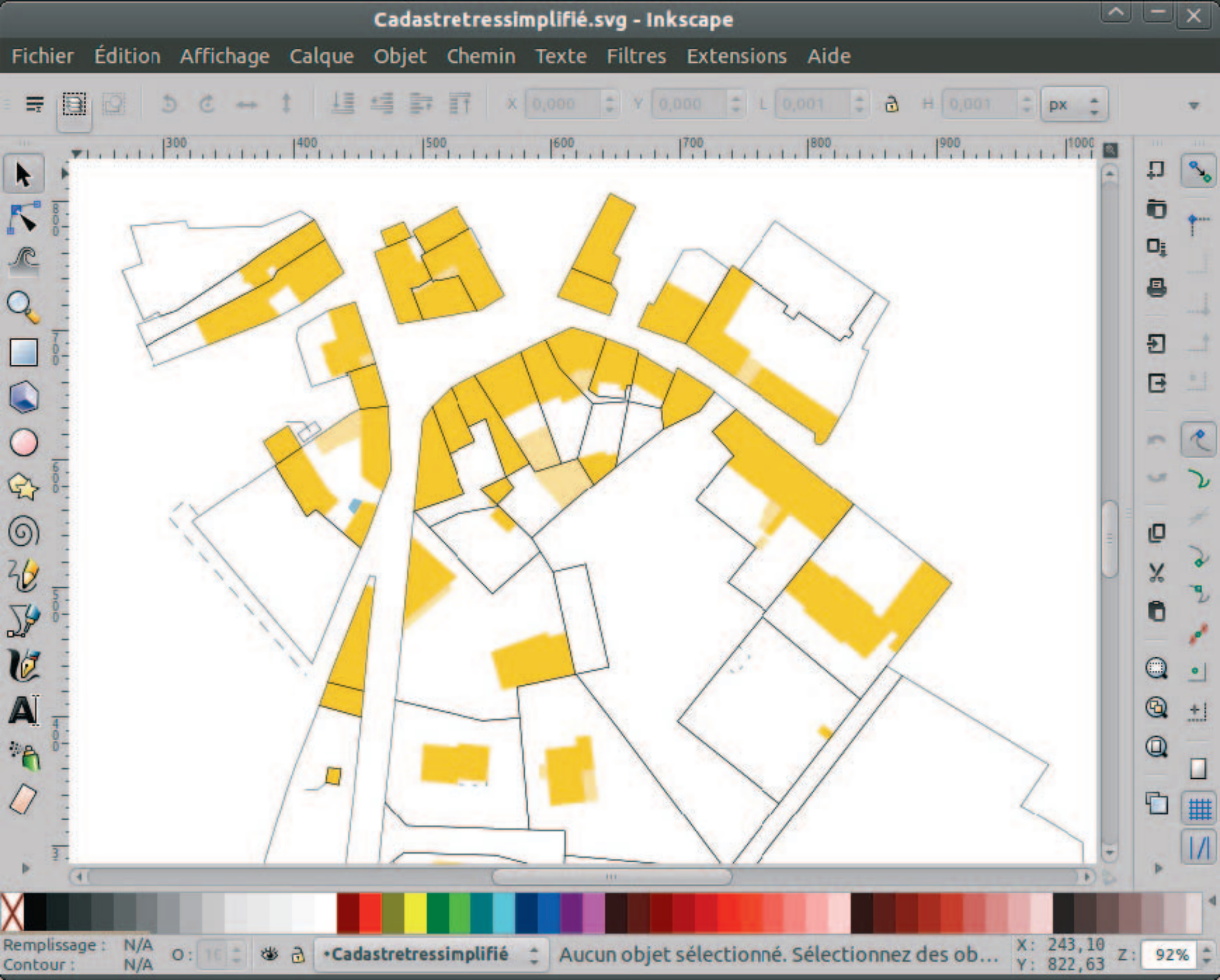

Keyframes:
Insert
Remove
Motion Paths:
Create Orientation
Name
Use after creation
Overwrite previous
Relationship Lines
All Edges
Grid Floor
X
Y
Z
Lines: 16
Scale: 1.000
Subdivisions: 10
Shading:
Multitexture
Textured Solid
Toggle Quad View
Background Images
Transform Orientations
Transform Ori
Global
Create
Activate
Measure
(1) Mursabris
View
Select
Object
Object Mode
Global

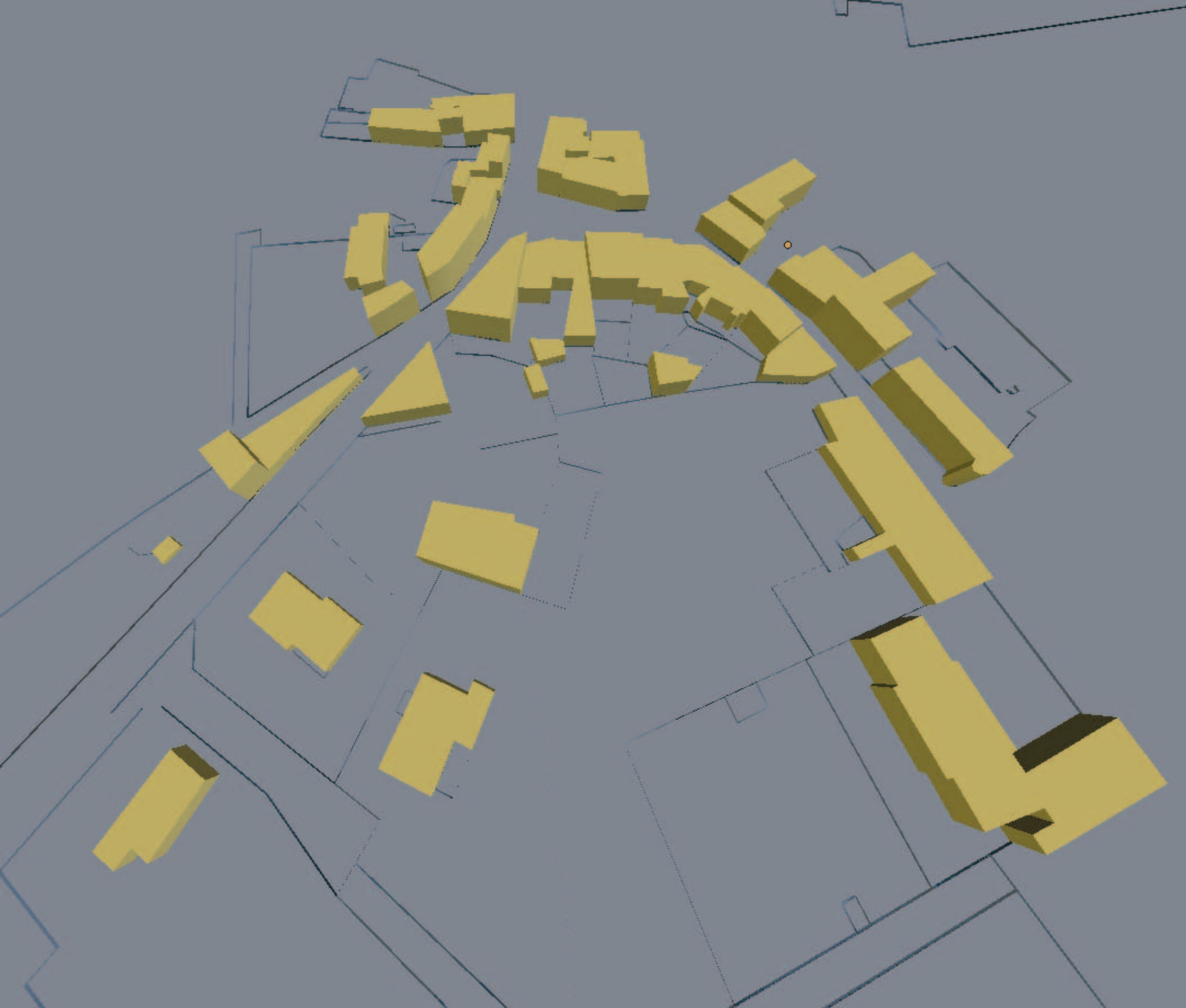

Scale: 1.000
Subdivisions: 10
Shading:
Multitexture
Transform Orientation
Murs
Mursabris
View
Local
Gimbal
Normal
Global
Transform Ori
Mursabris
Create
Name:
Mursabris
Delete
Measure
(1) Mursabris
Object
Object Mode
Mursabri

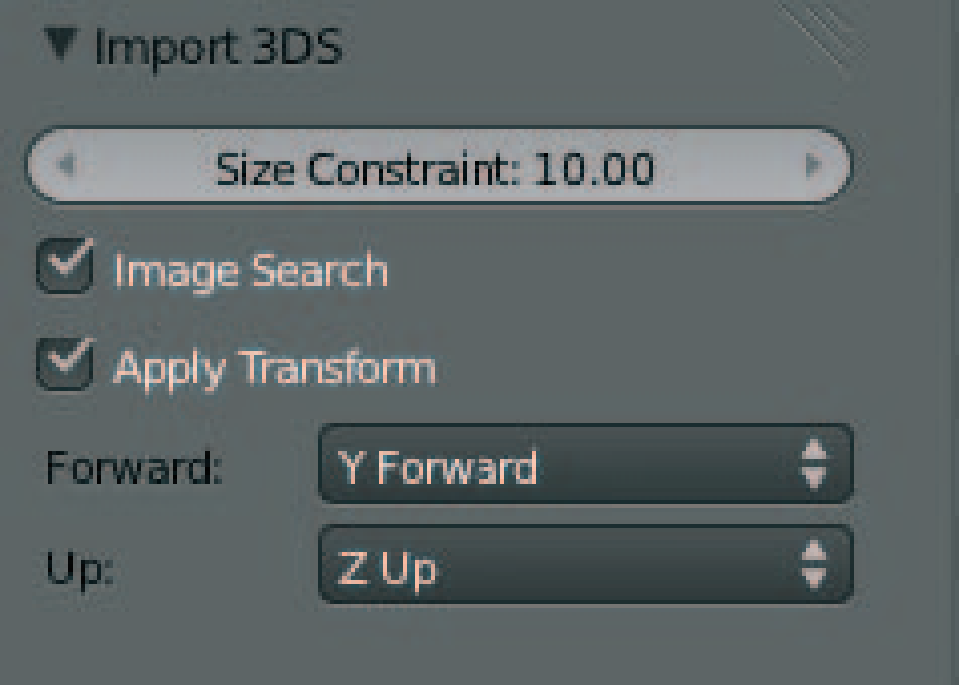

Create New Directory
Show Hidden
System
/
home
Bookmarks
Recent
Link/Append from Library
0 items
Relative Path
Link
Select
Active Layer
Instance Groups
/BlendsLivre/exChap8anim/animation.blend/
Link/Append from Library
Cancel
..
Action
Brush
Camera
Curve
Image
Lamp
Material
Mesh
Object
Scene
Texture
World

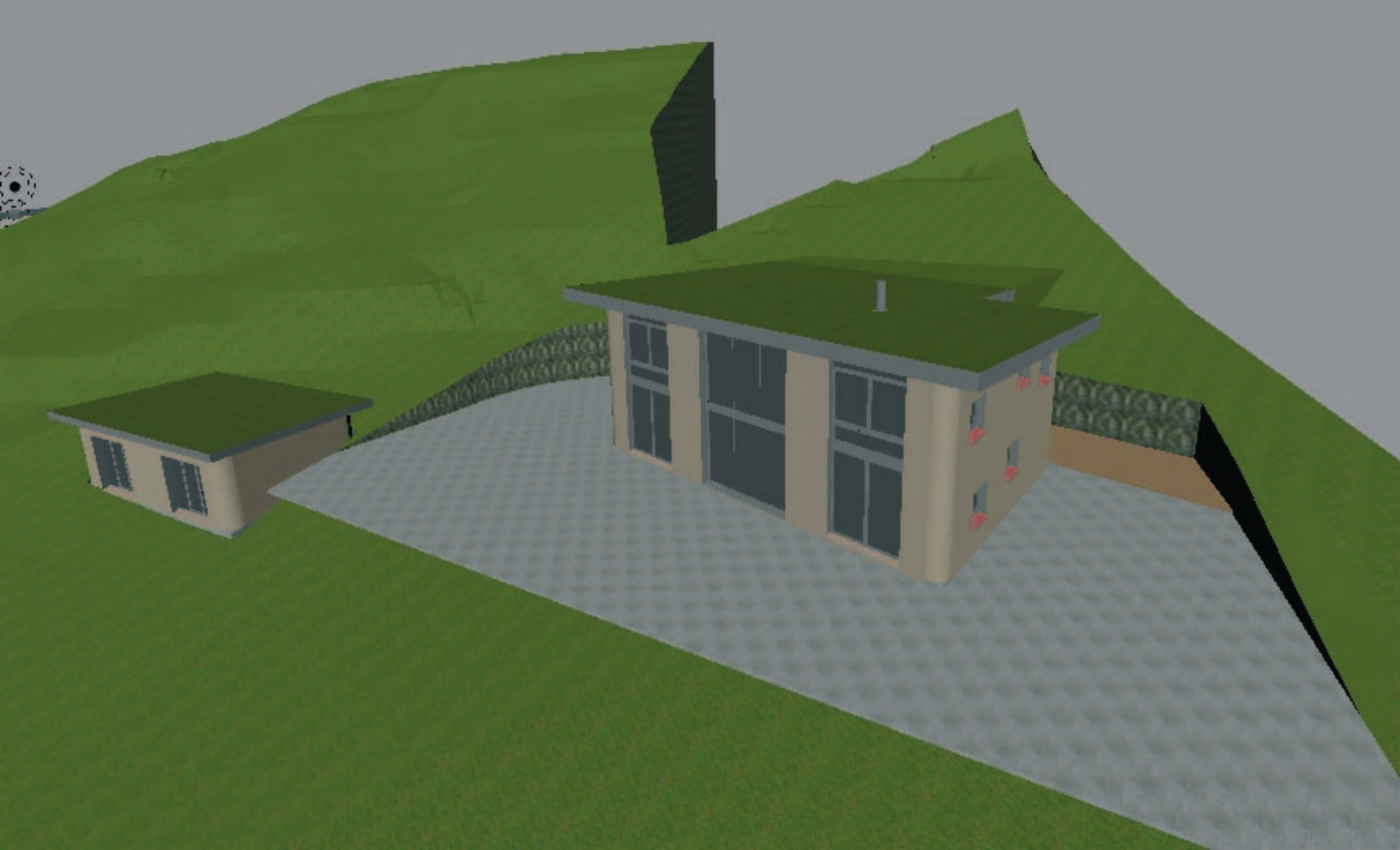

Blender User Preferences
Interface
Editing
Input
Addons
Themes
File
System
dxf
Supported Level
Official
Community
Testing
Categories
All
Enabled
Disabled
Import-Export: Import Autocad DXF Format (.dxf)
Description:
Import files in the Autocad DXF format (.dxf)
Location:
File > Import > Autocad (.dxf)
Author:
Thomas Larsson, Remigiusz Fiedler
Version:
0.1.5
Warning:
Only subset of DXF specification is supported, work in progress.
Internet:
Link to the Wiki
Report a Bug


Import DXF v.0.1.5
Replace scene
Draw curves
Circle reso: 32
Remove doubl
Limit: 1.00
Merge all
Thick ON
Codec:
ascii
Debug


Cadastretressimplifié.svg - Inkscape
Fichier Édition Affichage Calque Objet Chemin Texte Filtres Extensions Aide
Remplissage : N/A
Contour : N/A
O :
•Cadastretressimplifié
Aucun objet sélectionné. Sélectionnez des ob…
X : 243,10
Y : 822,63
Z : 92%




Import 3DS
Size Constraint: 10.00
Image Search
Apply Transform
Forward:
Y Forward
Up:
Z Up



Import OBJ
Operator Presets
NGons
Lines
Smooth Groups
Split
Keep Vert Order
Split by:
Object
Group
Clamp Scale: 0.00
Forward:
-Z Forward
Up:
Y Up
Image Search