

TALLER DE DISEÑO PARA IMPRESIÓN 3D

BLENDER

fablabsantander.org/files/talleres/blender/memo.pdf

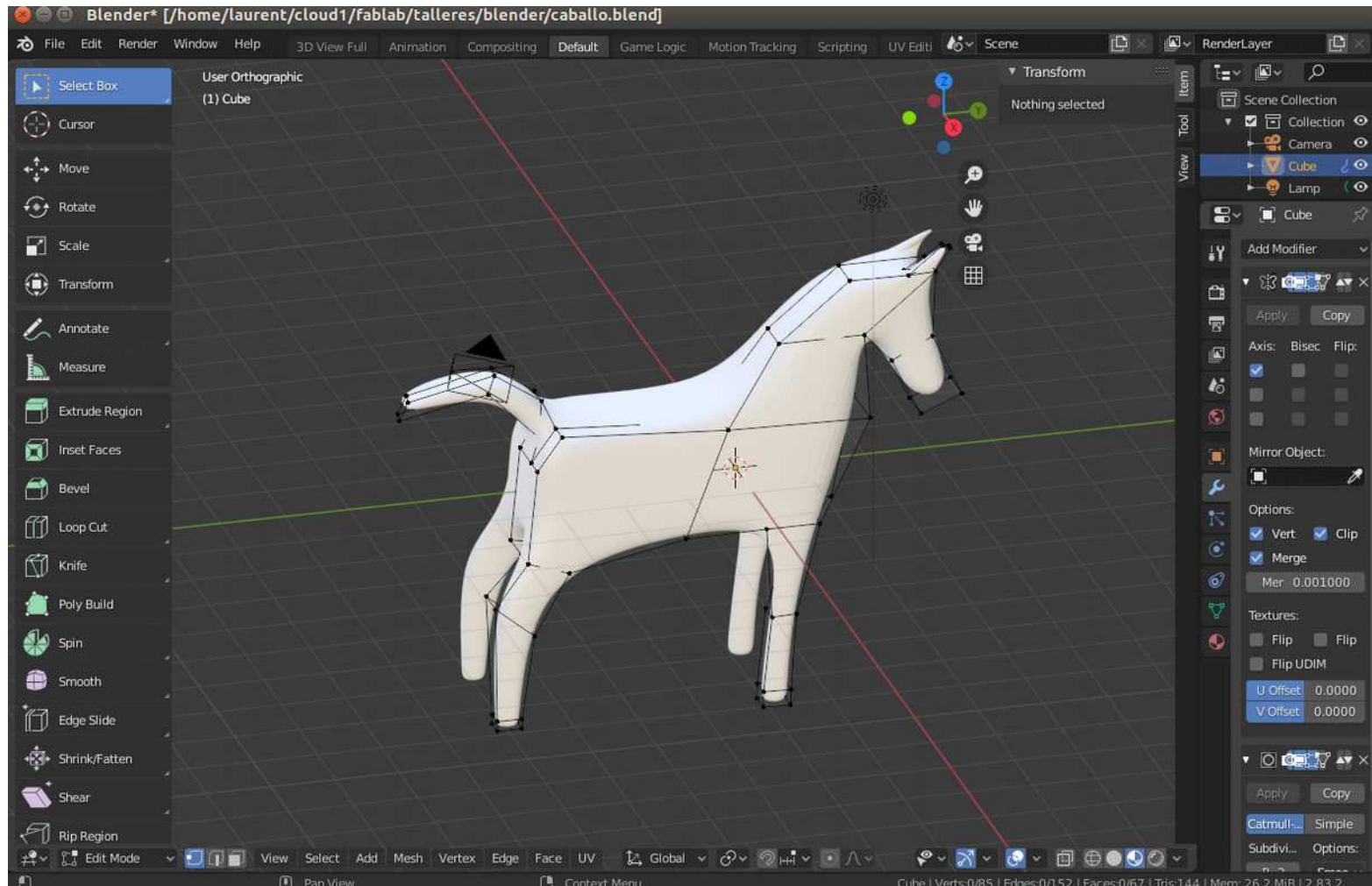
<http://fablabsantander.org/files/talleres/blender/blender.pdf>

Que es blender ?

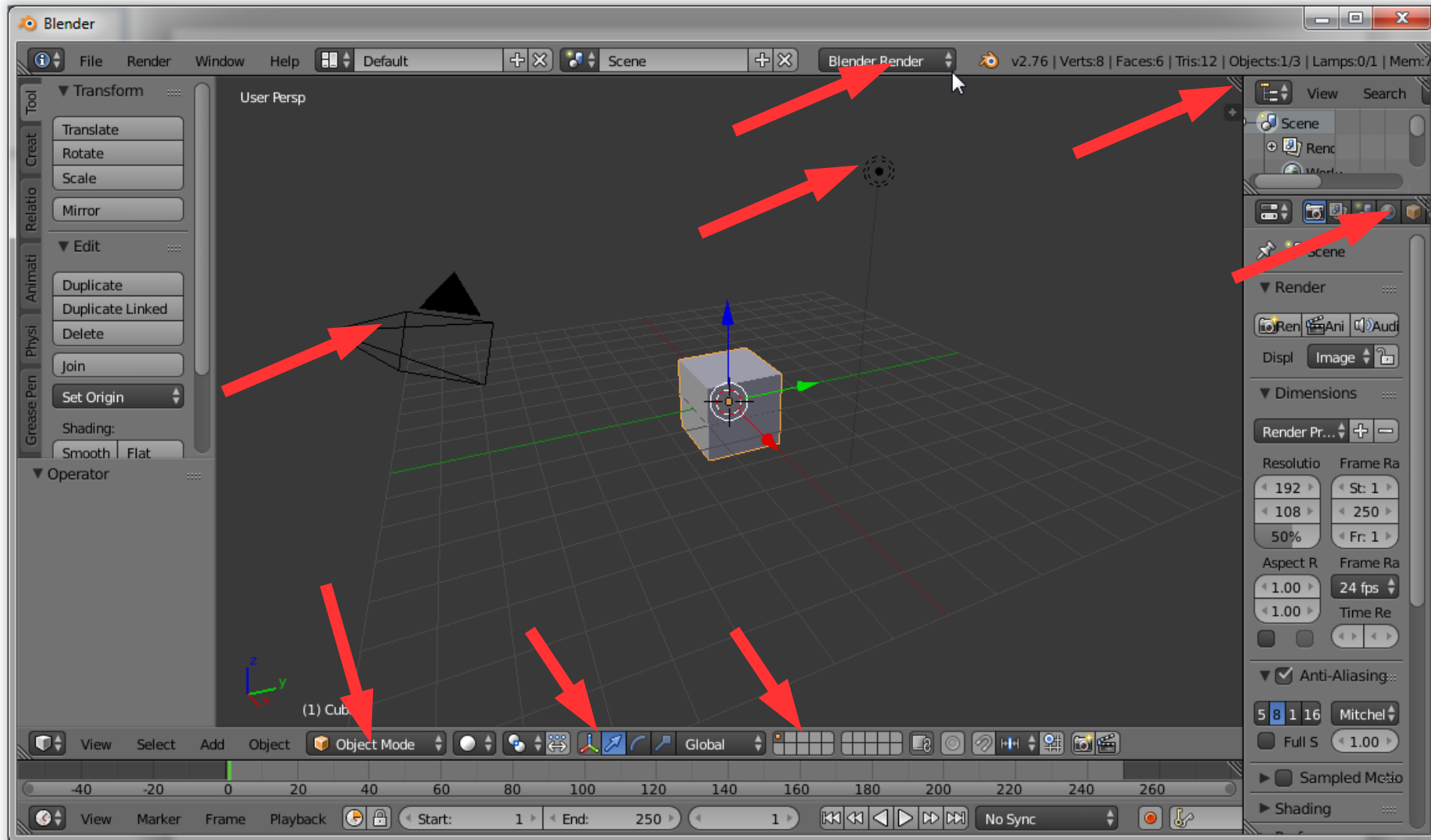


<https://www.youtube.com/watch?v=LSHLg4hEVZ8>

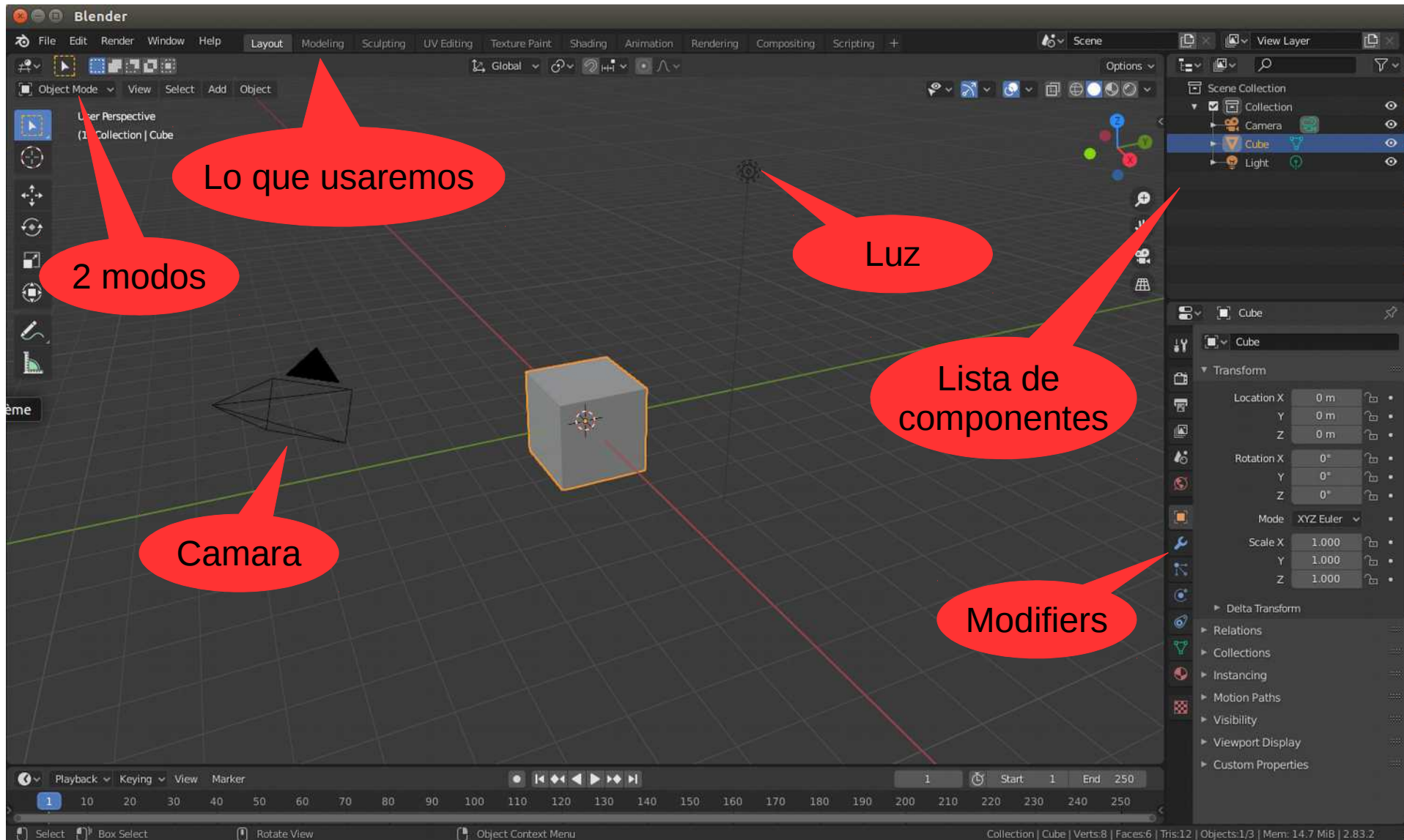
Modelo 3D formas orgánicas



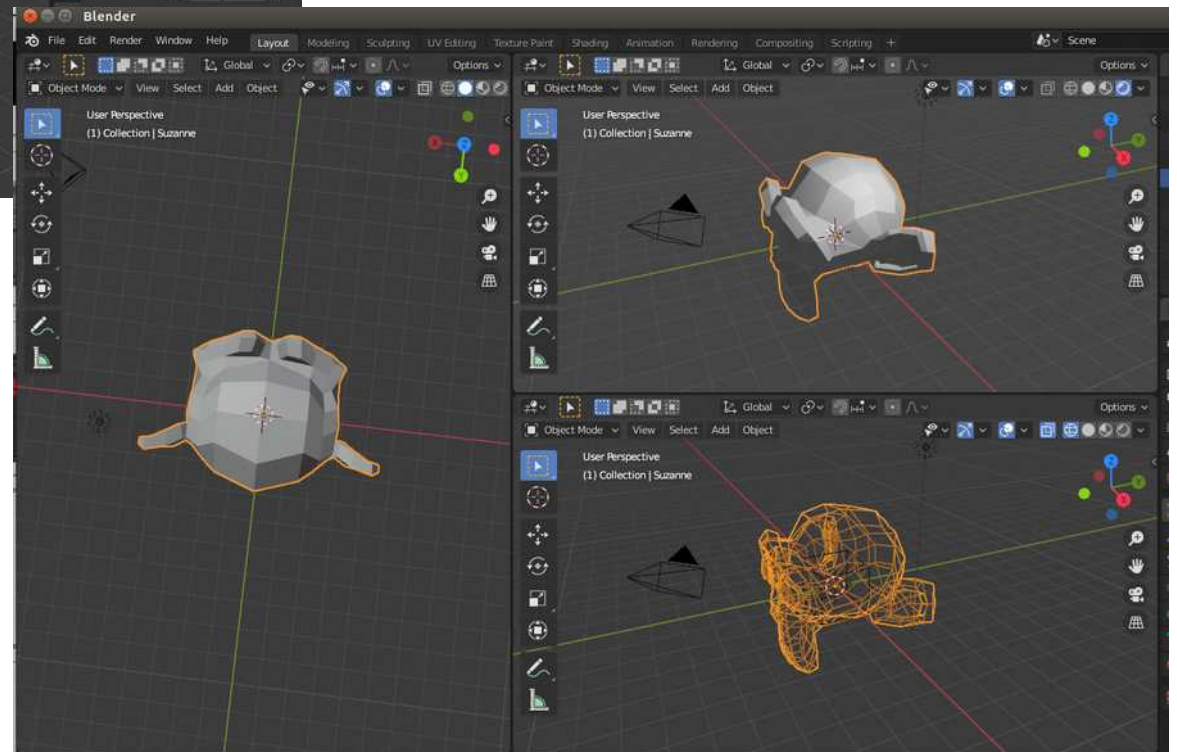
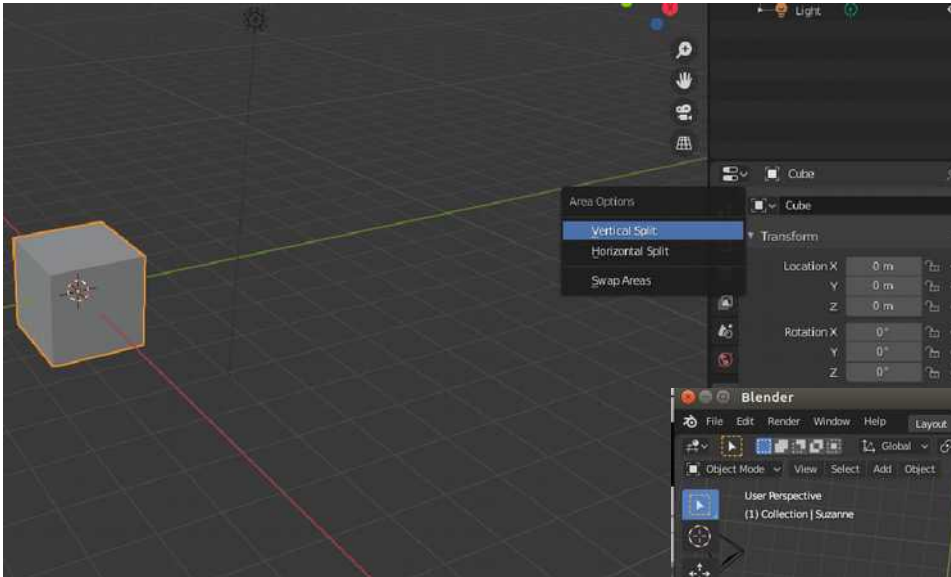
Interface blender



Interface blender 2.8

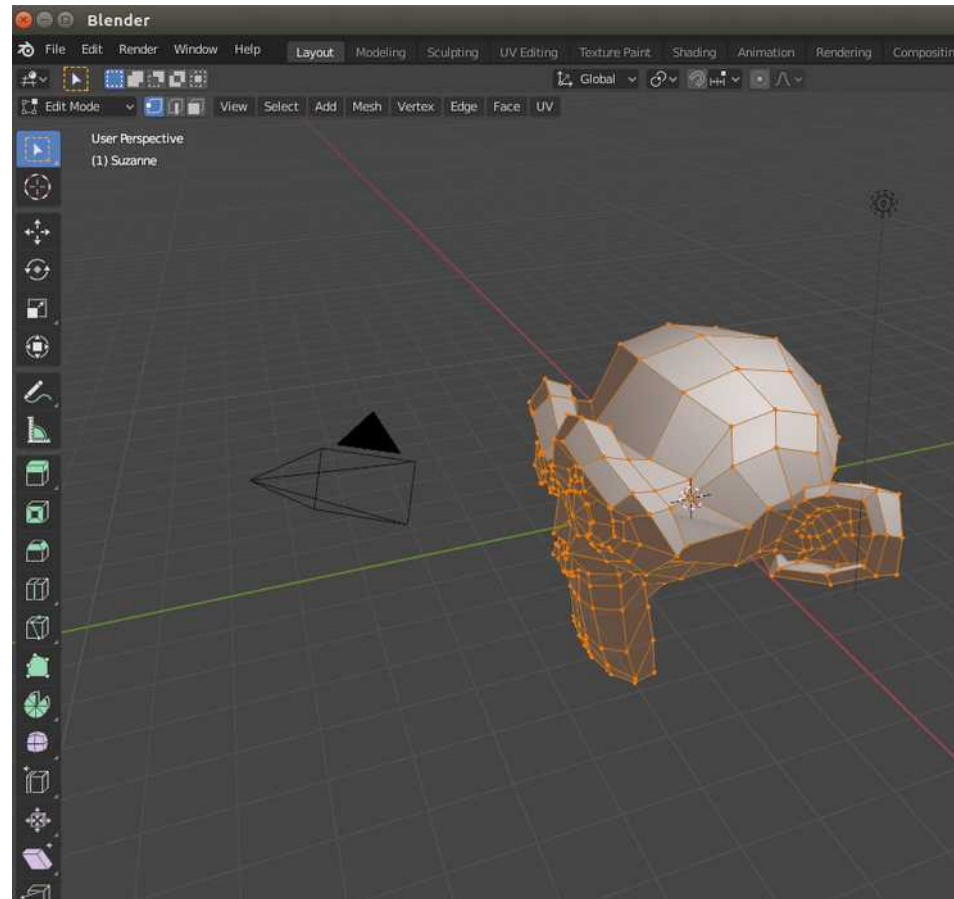


Modificar el interface



Interface

- Vertex, segment, face ...



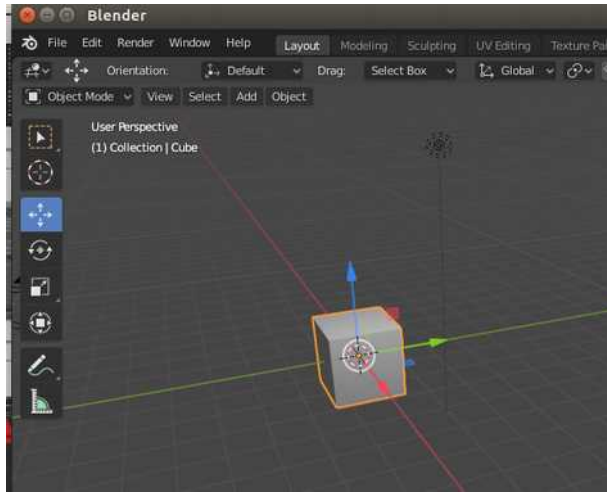
Retocamos el cubo inicial

- Seleccionar con botón izquierdo (ahora sí !)
- Seleccionar con caja (con “b” o sin “b”)
- Seleccionar con laso (ctrl + boton derecho)
- Mover y escalar vértices/segmentos/caras (g, r, s)
- Mover con condiciones (x,y,z)
- Mover de forma exacta (g x 10)
- Extrusiones (e)
- Subdivide
- Insert (i)
- Loop cut
- Fill (f)
- Juntar 2 objetos en una malla: ctrl+j

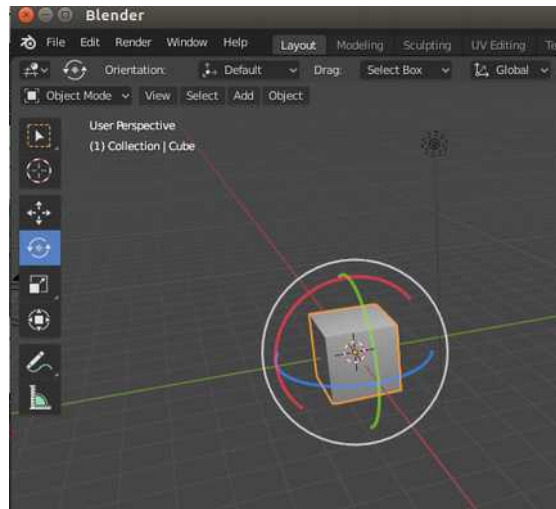
Blender shortcuts:

<https://blenderzendotcom.files.wordpress.com/2019/08/2.8cheatsheet-2.pdf>

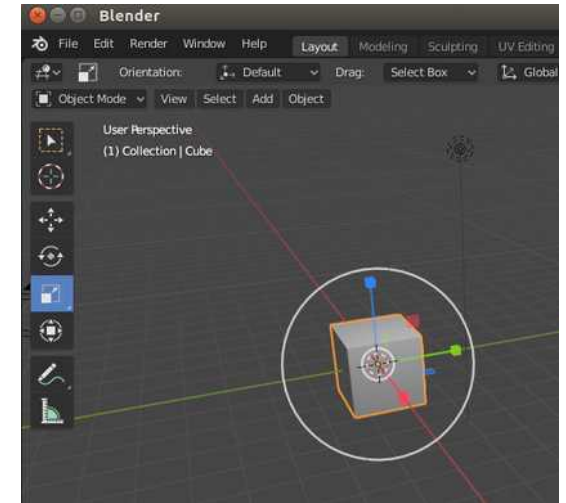
Usando el raton



Trasladar (g)



Girar (r)

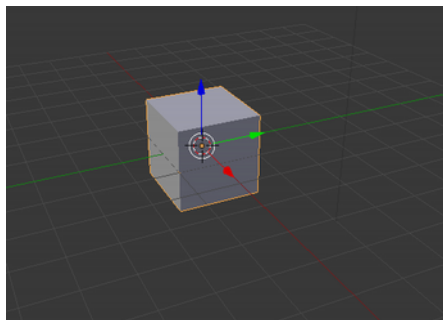


Escala (s)

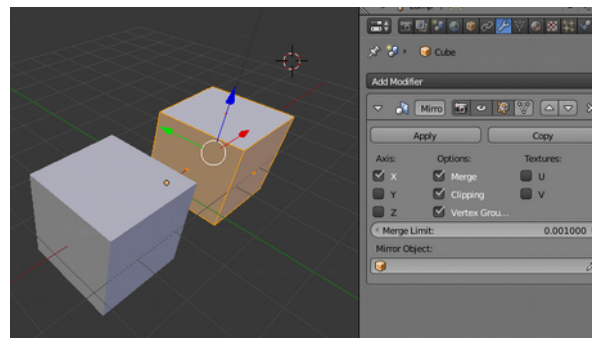
Modifiers

- Boolean
- Mirror
- Subdivision surface
- Solidify

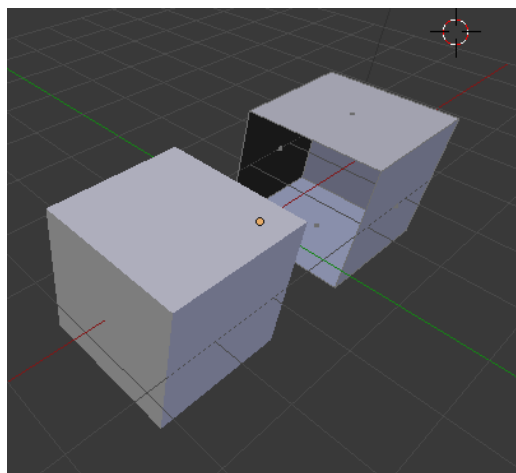
Diseñar una forma orgánica simétrica



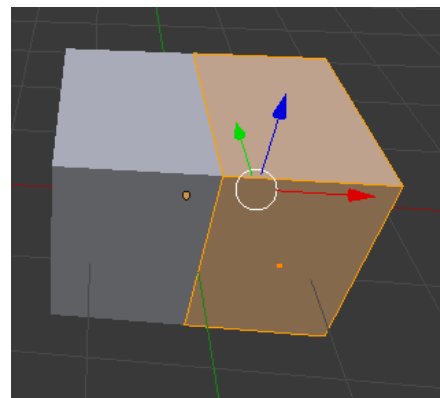
Cubo inicial



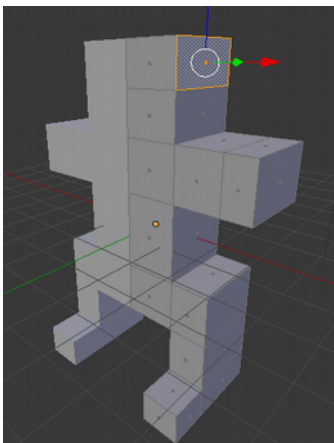
Modifier → mirror



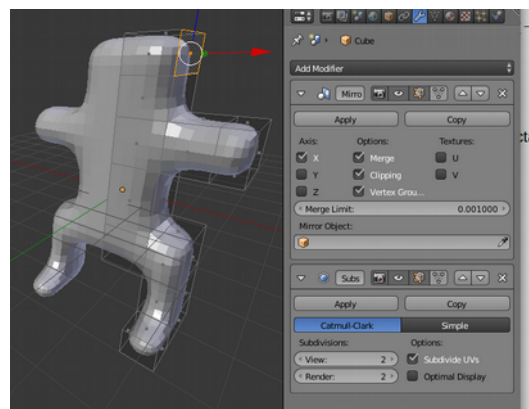
Edit mode.
Eliminar la cara interior(x "only face")



Conectar
(con g)

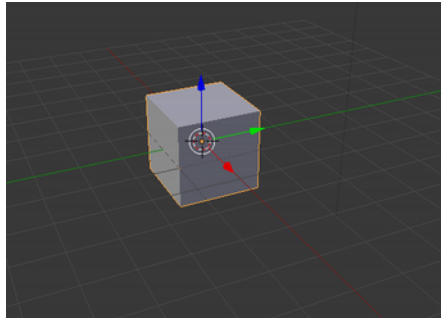


Diseñar la forma general (con e)

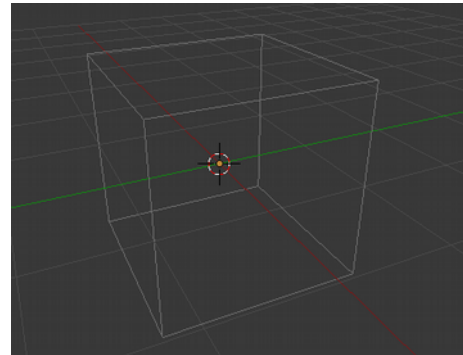


Modifier →
subdivision
surface

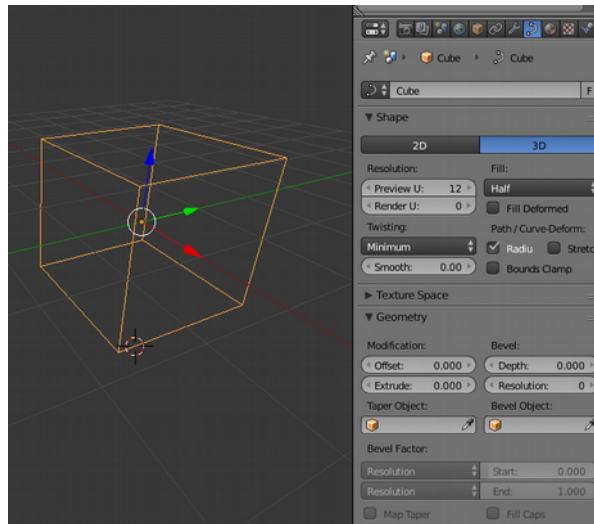
Solidificar un alambre



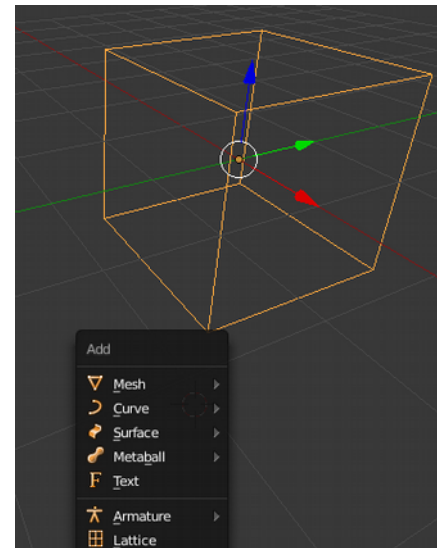
Cubo inicial



Eliminar la caras
(edit mode,
seleccionar caras,
x “only faces”)

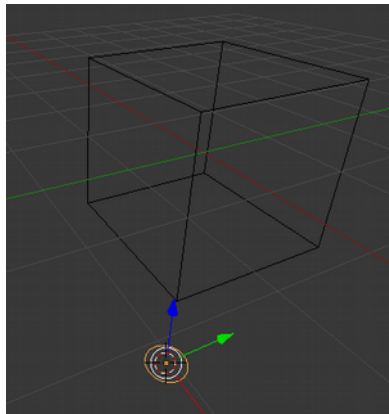


Object mode
Atl c:
transform to
curve

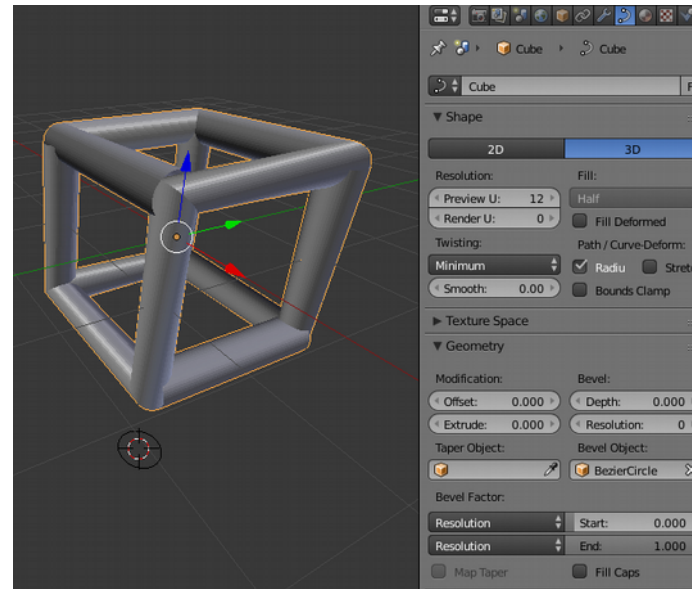


Añadir un
circulo de
Bézier (tipo
curva)

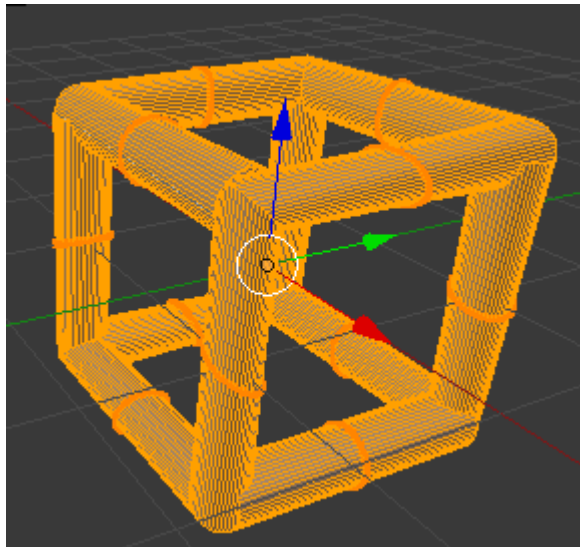
Solidificar un alambre



Con “s”
modificar el
tamaño del
circulo

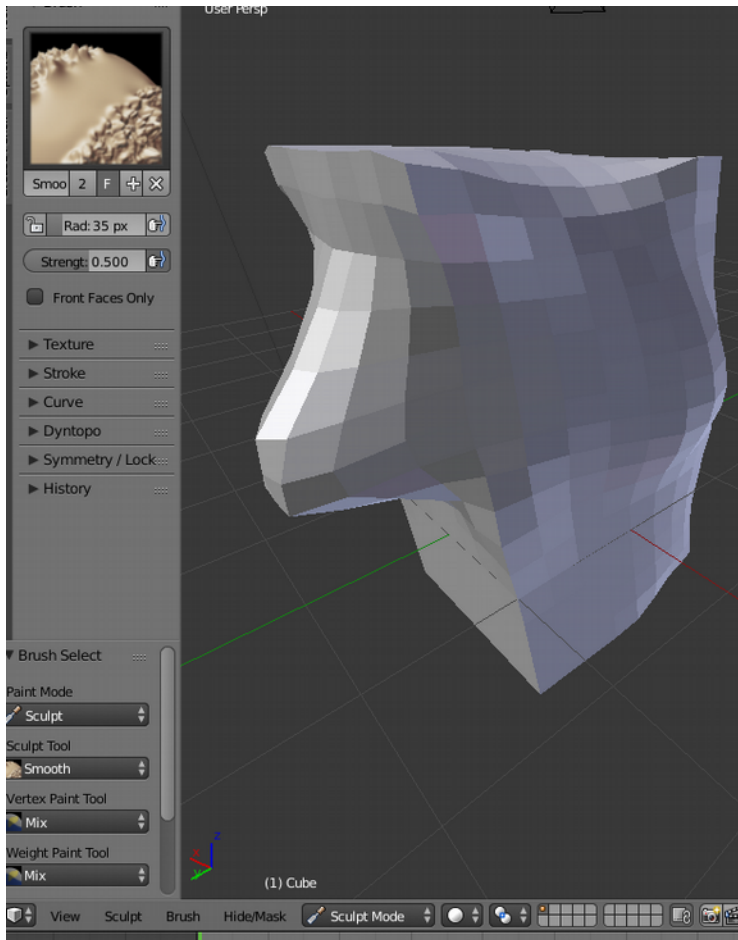


Extrudir el cubo
con el circulo
(seleccionar en
Bevel)



Con alt-c
transformar el
malla normal.

Esculpir



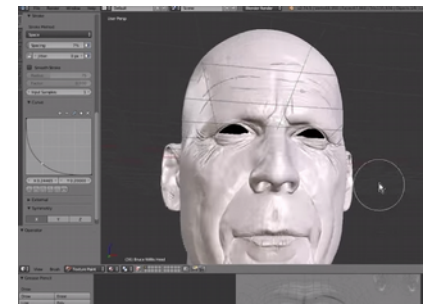
f para cambiar el tamaño de la herramienta

Usar subdivide antes para tener muchas facetas

Lo que mas se usa:

Sculpt, smooth, grab

Bruce willis: <https://www.youtube.com/watch?v=zlfRNVe1kmQ>



Modelar una cara

Modelar una cara:

<https://www.youtube.com/watch?v=ZO77Lgpv57U>

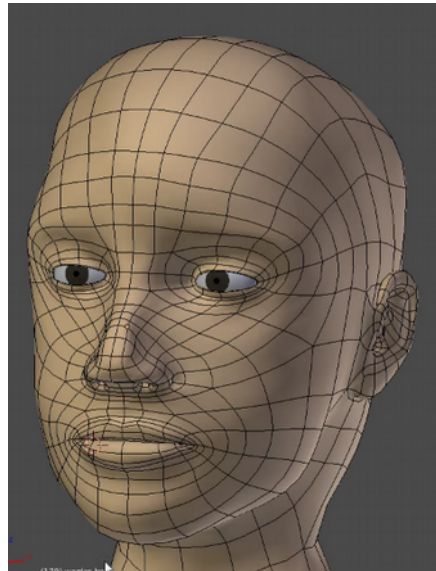
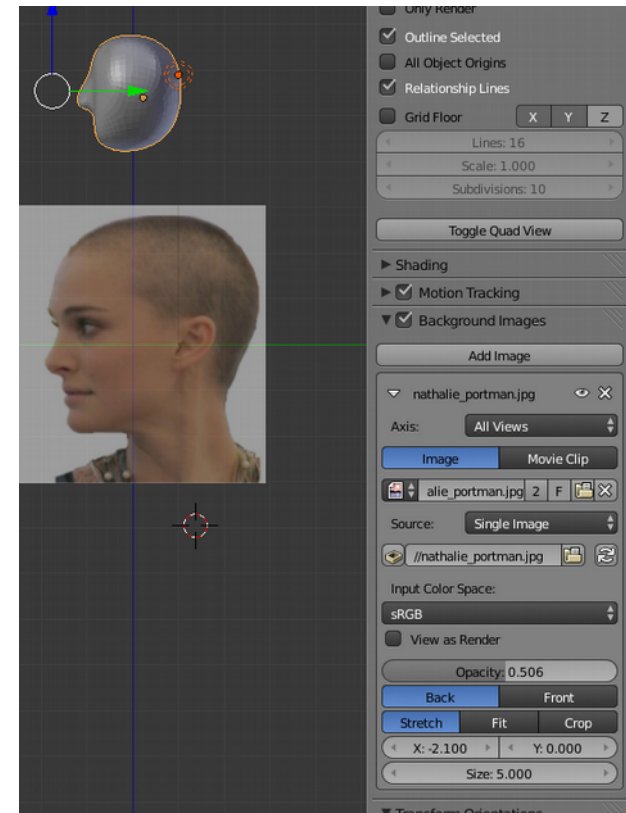


Imagen de referencia

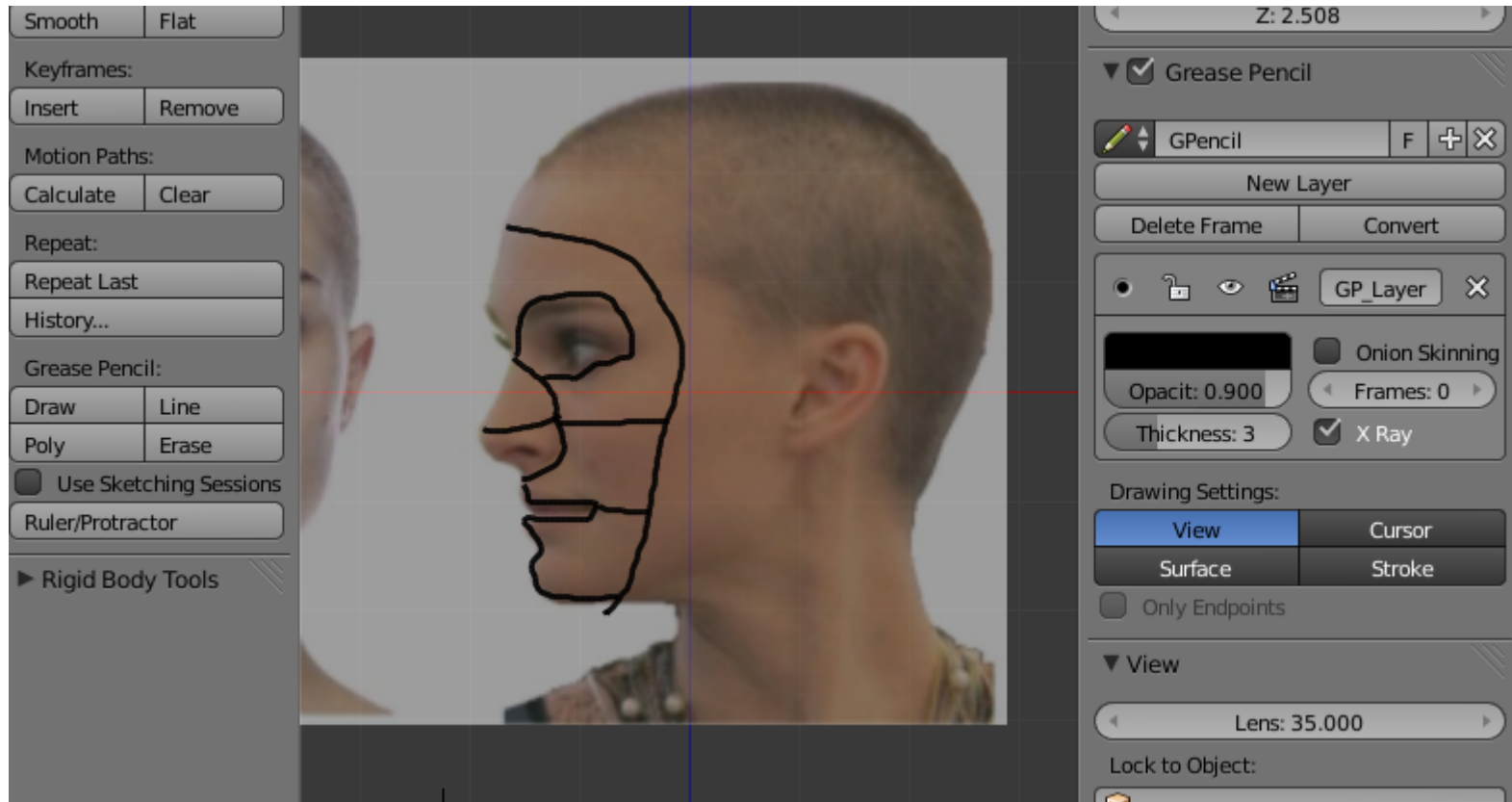
Background image

Solo perspectiva ortho (numpad 5)

Solo vistas según X Y o Z



Lapiz



Dibujar la malla

Add circle (shift a)
W subdivide
E extrude
Modifier mirror

