

- Tools
- Create
- Relations
- Animation
- Physics
- Grease Pencil

- ▼ Transform
 - Translate
 - Rotate
 - Scale
 - Mirror
- ▼ Edit
 - Duplicate
 - Duplicate Linked
 - Delete
 - Join
 - Set Origin
- Shading:
 - Smooth
 - Flat
- Data Transfer:
 - Data
 - Data Lay
- History

- ▼ (De)select All
- Action
- Toggle

- View Search All Scenes
- RenderLayers
- World
- Camera
- Cylinder
- Lamp

Cylinder

Add Modifier

Sub

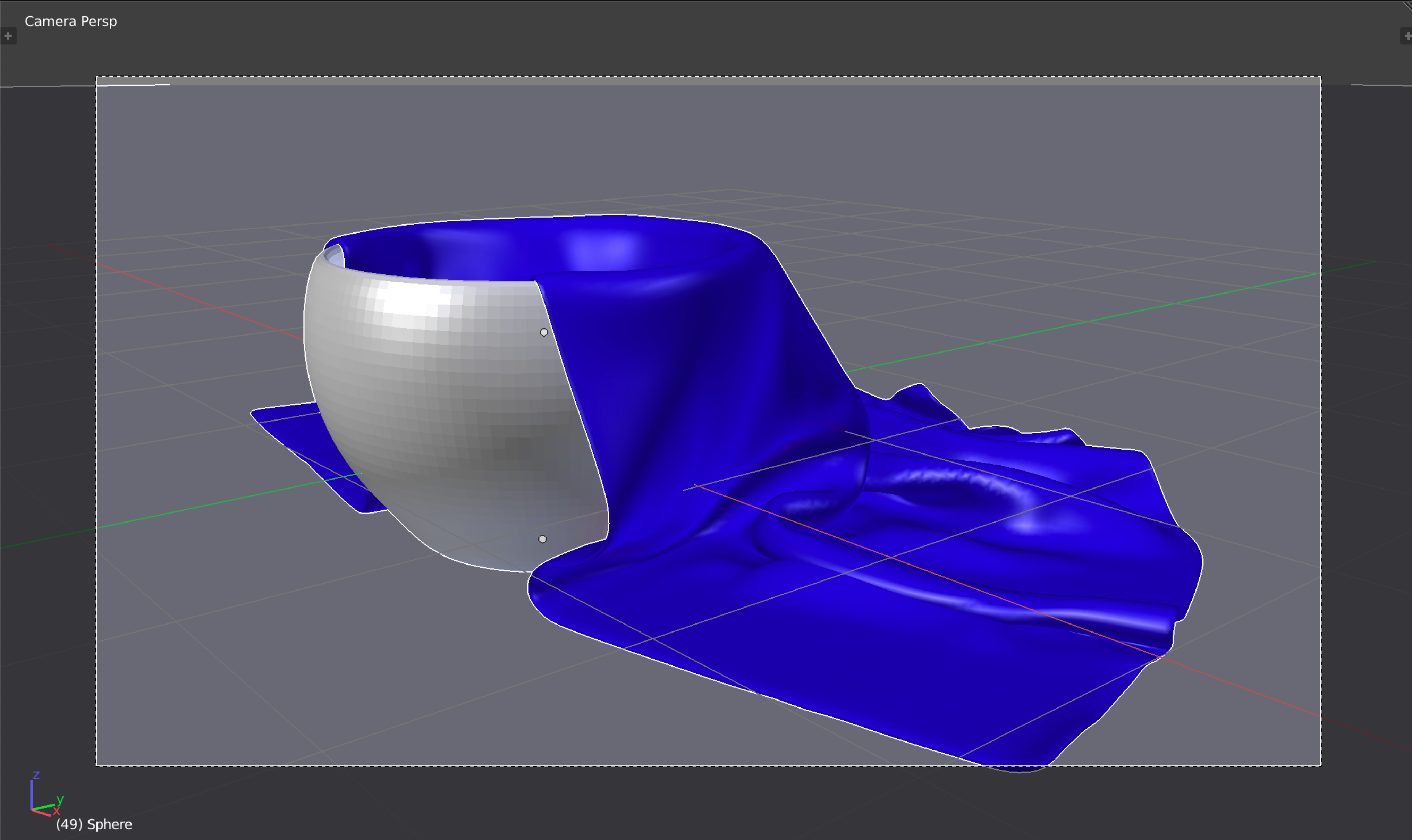
Apply Copy

Catmull-Clark Simple

Subdivisions: Options:

View: 6 Subdivide UVs

Render: 6 Optimal Display



View Search All Scenes

- Scene
 - RenderLayers
 - World
 - Camera
 - Lamp

Scene

Render

Render Animation Audio

Display: Image Editor

Feature Set: Supported

Device: CPU

Open Shading Language

Dimensions

Render Presets

Resolution: X: 1920 px Y: 1080 px 50%

Frame Range: Start Frame: 1 End Frame: 250 Frame Step: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: : 100 : 100

Bord Crop

Metadata

Output

/Users/anetaroubick...nder/skleneny hrnek

Overwrite File Extensions

Placeholders Cache Result

PNG BW RGB **RGBA**

Color Depth: 8 16

Compression: 15%

View Select Add Object Object Mode Global

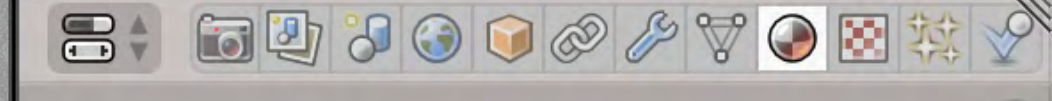
Timeline: Start: 1 End: 250 49

Playback No Sync



View Search All Scenes

- ▼ Cylinder
- ▼ Plane
- ▼ Plane.001
- ▼ Plane.002
- ▼ Plane.003



Color: [Color Picker]

Strength: 10.000

▼ Volume

Volume: None

▼ Displacement

Displacement: Default

▼ Settings

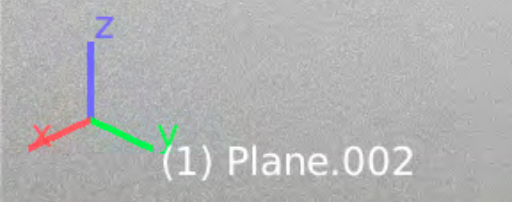
Surface: Multiple Importa... Transparent Sha...

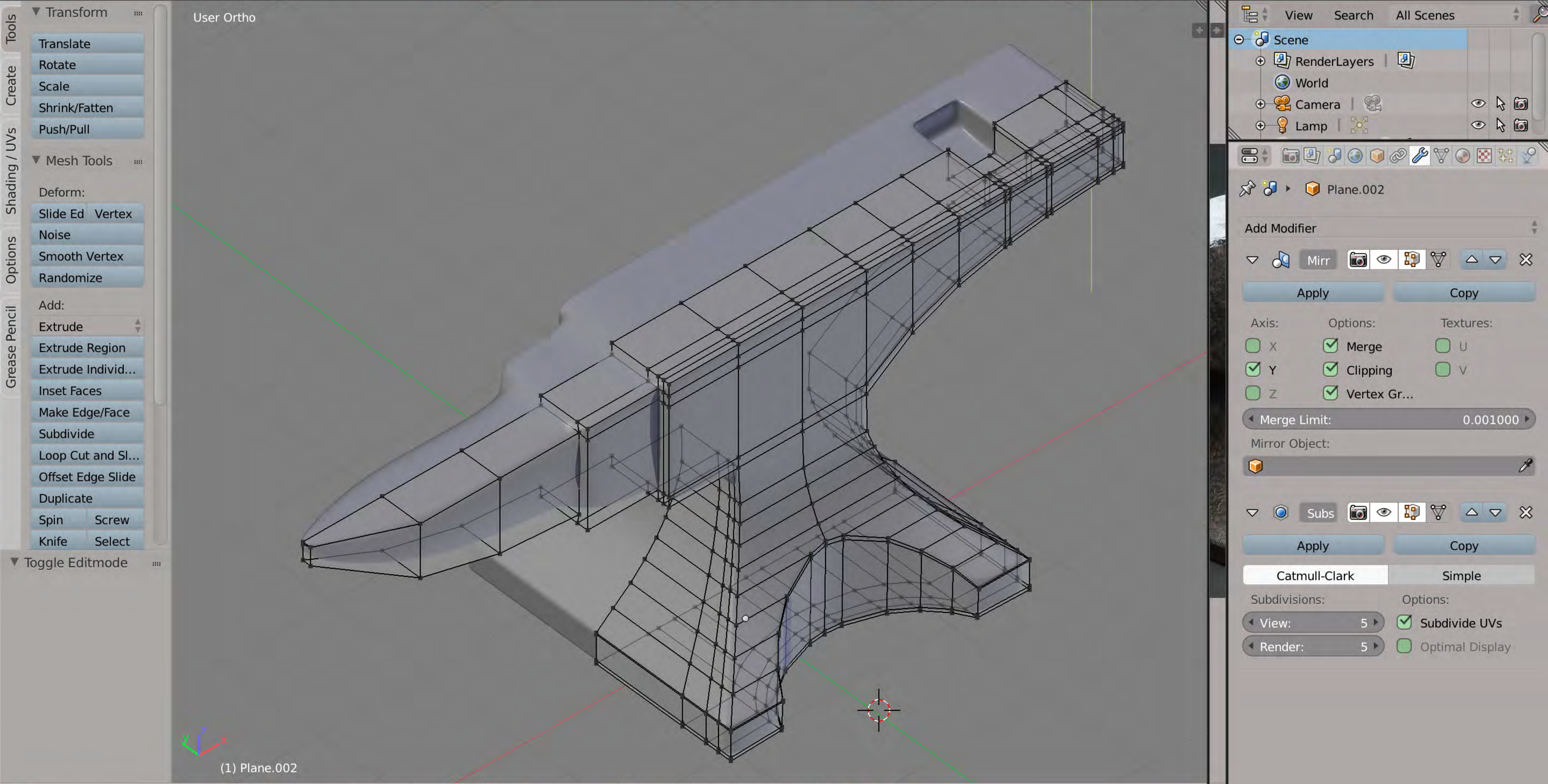
Volume: Multiple Importance
Linear
 Homogeneous

Viewport Color: [Color Picker] Alpha: 1.000

Viewport Specular: [Color Picker] Hardness: 50

Viewport Alpha: Opaque Pass Index: 0





- Tools
 - Translate
 - Rotate
 - Scale
 - Shrink/Fatten
 - Push/Pull
- Mesh Tools
 - Deform:
 - Slide Ed Vertex
 - Noise
 - Smooth Vertex
 - Randomize
 - Add:
 - Extrude
 - Extrude Region
 - Extrude Individ...
 - Inset Faces
 - Make Edge/Face
 - Subdivide
 - Loop Cut and Sl...
 - Offset Edge Slide
 - Duplicate
 - Spin Screw
 - Knife Select

Toggle Editmode

View Search All Scenes

- Scene
 - RenderLayers
 - World
 - Camera
 - Lamp

Plane.002

Add Modifier

Mirr

Apply Copy

Axis:	Options:	Textures:
<input type="checkbox"/> X	<input checked="" type="checkbox"/> Merge	<input type="checkbox"/> U
<input checked="" type="checkbox"/> Y	<input checked="" type="checkbox"/> Clipping	<input type="checkbox"/> V
<input type="checkbox"/> Z	<input checked="" type="checkbox"/> Vertex Gr...	

Merge Limit: 0.001000

Mirror Object:

[Object]

Subs

Apply Copy

Catmull-Clark Simple

Subdivisions:	Options:
View: 5	<input checked="" type="checkbox"/> Subdivide UVs
Render: 5	<input type="checkbox"/> Optimal Display

View Select Add Mesh Edit Mode Global

View Marker Frame Playback Start: 1 End: 250 No Sync

Tools

- Translate
- Rotate
- Scale
- Mirror

Create

Relations

- Duplicate
- Duplicate Linked
- Delete
- Join
- Set Origin

Animation

Physics

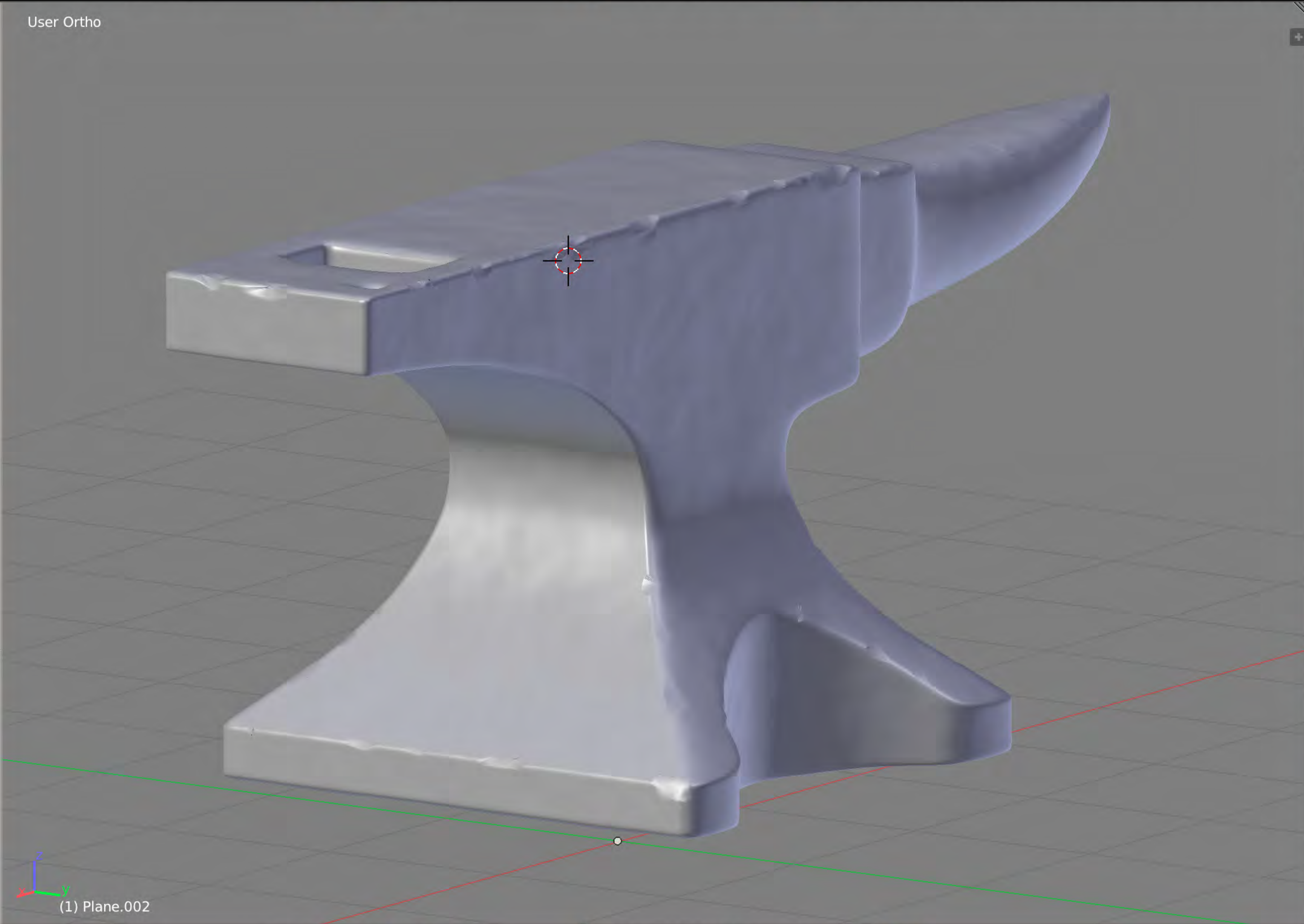
Shading:

- Smooth
- Flat

Data Transfer:

- Data
- Data Lay

History



View Select Add Object Object Mode Global

View Search All Scenes

- Plane.001
- Plane.002
- Plane.003
- Sun

Scene

Render Animation Audio

Display: Image Editor

Dimensions

Render Presets

Resolution: X: 1920 px Y: 1080 px 50%

Frame Range: Start Fram: 1 End Fra: 250 Frame Ste: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: 100 100

Anti-Aliasing

5 8 11 16 Mitchell-Netra...

Full Sample Siz: 1.000 px

Sampled Motion Blur

Shading

Performance

Post Processing

Metadata

Output

/tmp/

Overwrite File Extensi...

Placeholders Cache Result

View Marker Frame Playback Start: 1 End: 250 1 No Sync



- Tools
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 - Scale
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 - Edit
 - Duplicate
 - Duplicate Linked
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 - History
- Create
- Relations
- Animation
- Physics
- Grease Pencil

- (De)select All
- Action
- Toggle

- View Search All Scenes
- Plane.001
 - Plane.002
 - Plane.003
 - Sun

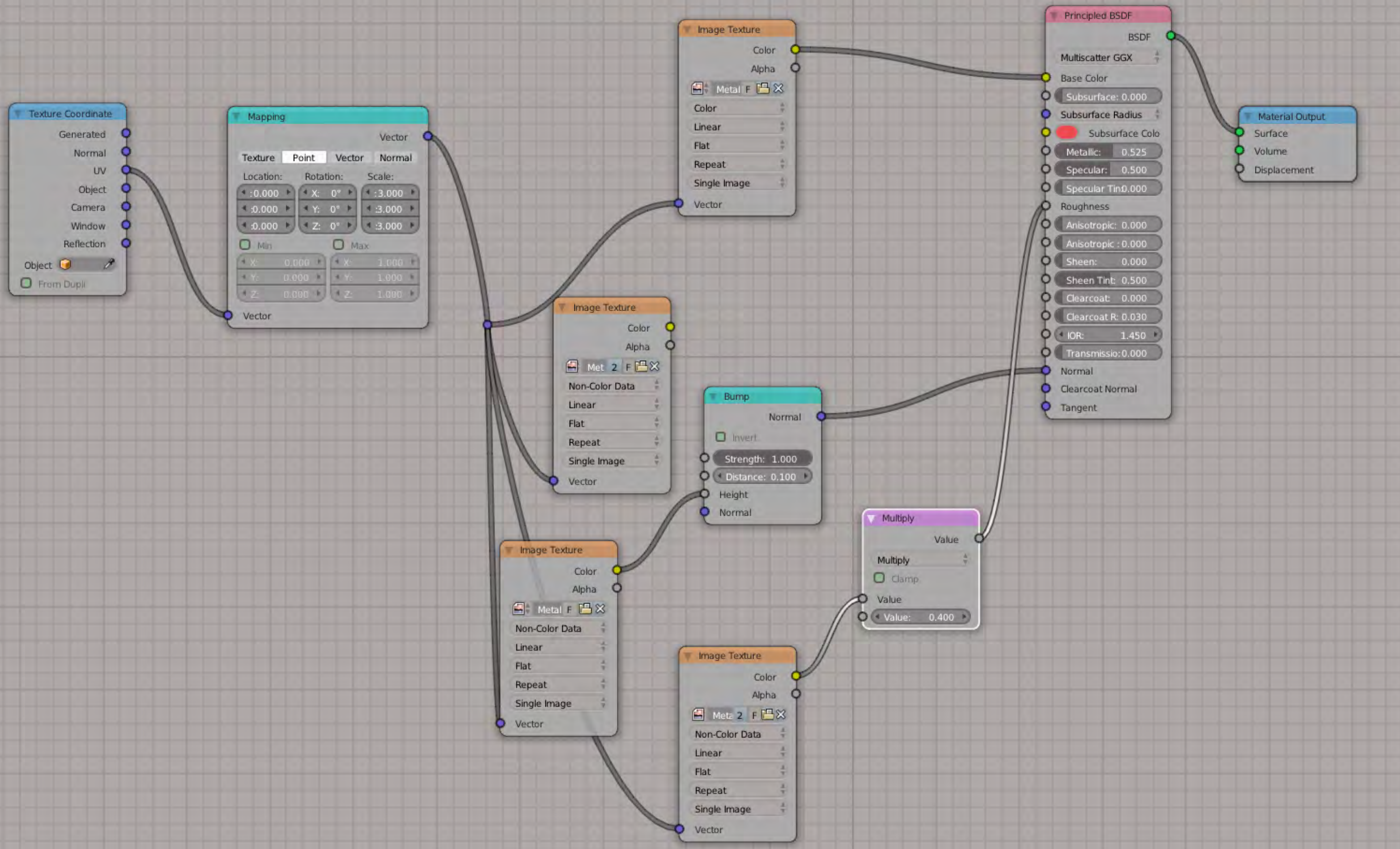
Plane.0 Material.

Material.002

Material Properties:

- Surface: Lambert
- Intensi: 0.800
- Specular: 1.000
- Shading: Fresne: 0.000
- Transparency: Alpha: 1.000, Blend: 1.250
- Mirror
- Subsurface Scattering

(1) Plane.002



Node

Reset Node

Name: Math

Label:

Color

Properties

Multiply

Clamp

Inputs:

Value: 0.400

Grease Pencil Layers

New

New Layer

Grease Pencil Colors

View Search All Scenes

- Area.002
- Camera
- Plane
- Plane.001
- Plane.002

Scene

Render Animation Audio

Display: Image Editor

Feature Set: Supported

Device: CPU

Open Shading Language

Dimensions

Render Presets

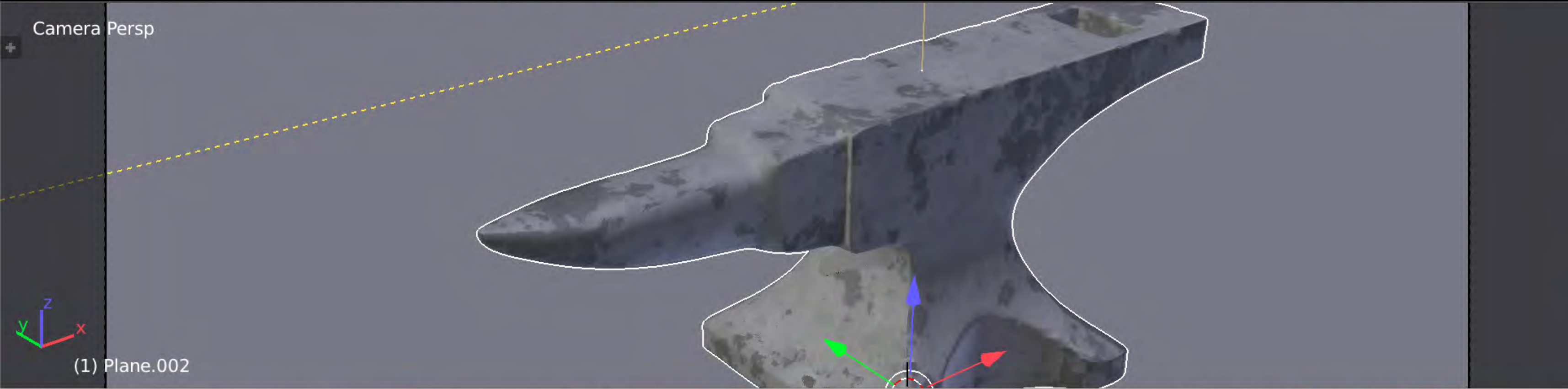
Resolution: X: 1920 px Y: 1080 px 100%

Frame Range: Start Frame: 1 End Frame: 250 Frame Step: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: : 100 : 100



Dimensions:

X: 6.99348 Y: 2.75577 Z: 2.79808

Grease Pencil Layers

Scene Object

New

New Layer

View

Lens: 35.000

Output

/tmp/

Overwrite File Extensions

Placeholders Cache Result

PNG BW RGB **RGBA**

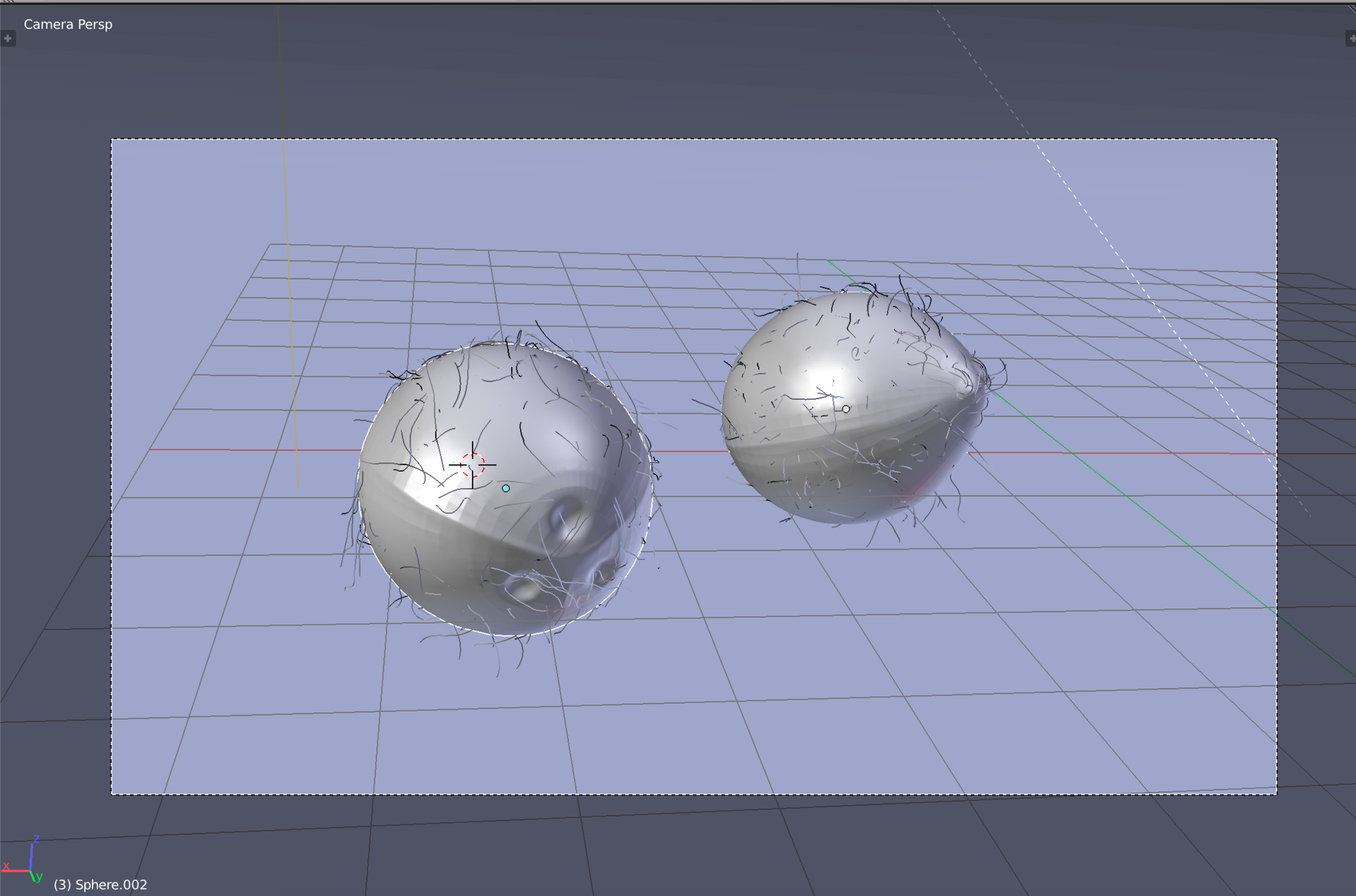
Color Depth: 8 16

Compression: 15%









RenderLayers

- World
- Area
- Camera
- Plane.001
- Sphere
- Sphere.001
- Sphere.002

View Search All Scenes

Scene

Render

Render Animation Audio

Display: Image Editor

Feature Set: Supported

Device: CPU

Open Shading Language

Dimensions

Render Presets

Resolution: X: 1920 px Y: 1080 px 60%

Frame Range: Start Frame: 1 End Frame: 250 Frame Step: 1

Aspect Ratio: X: 1.000 Y: 1.000

Frame Rate: 24 fps

Time Remapping: : 100 : 100

Bord Crop

Metadata

Output

/tmp/

Overwrite File Extensions

Placeholders Cache Result

PNG BW RGB RGBA

(3) Sphere.002







