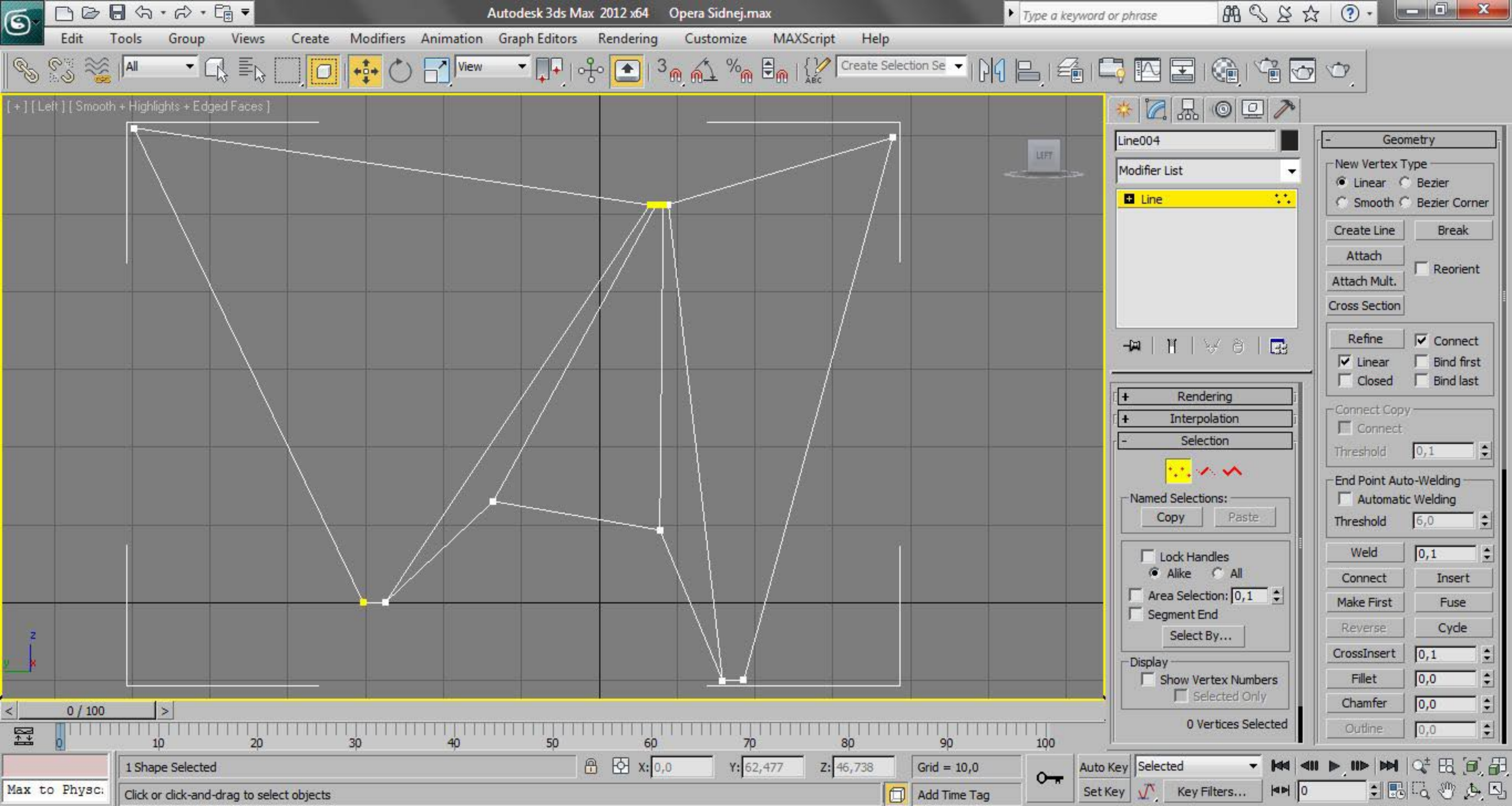
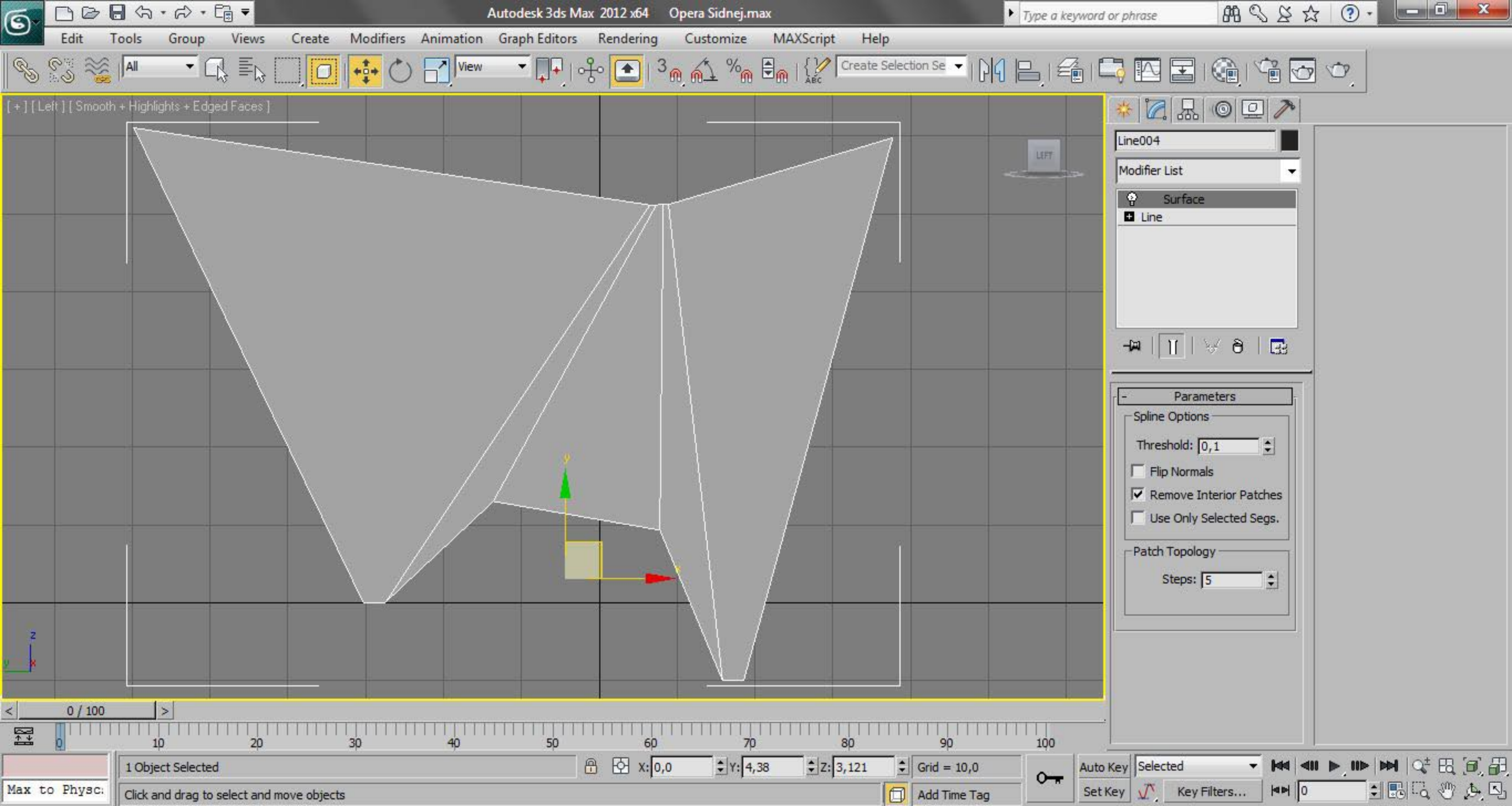
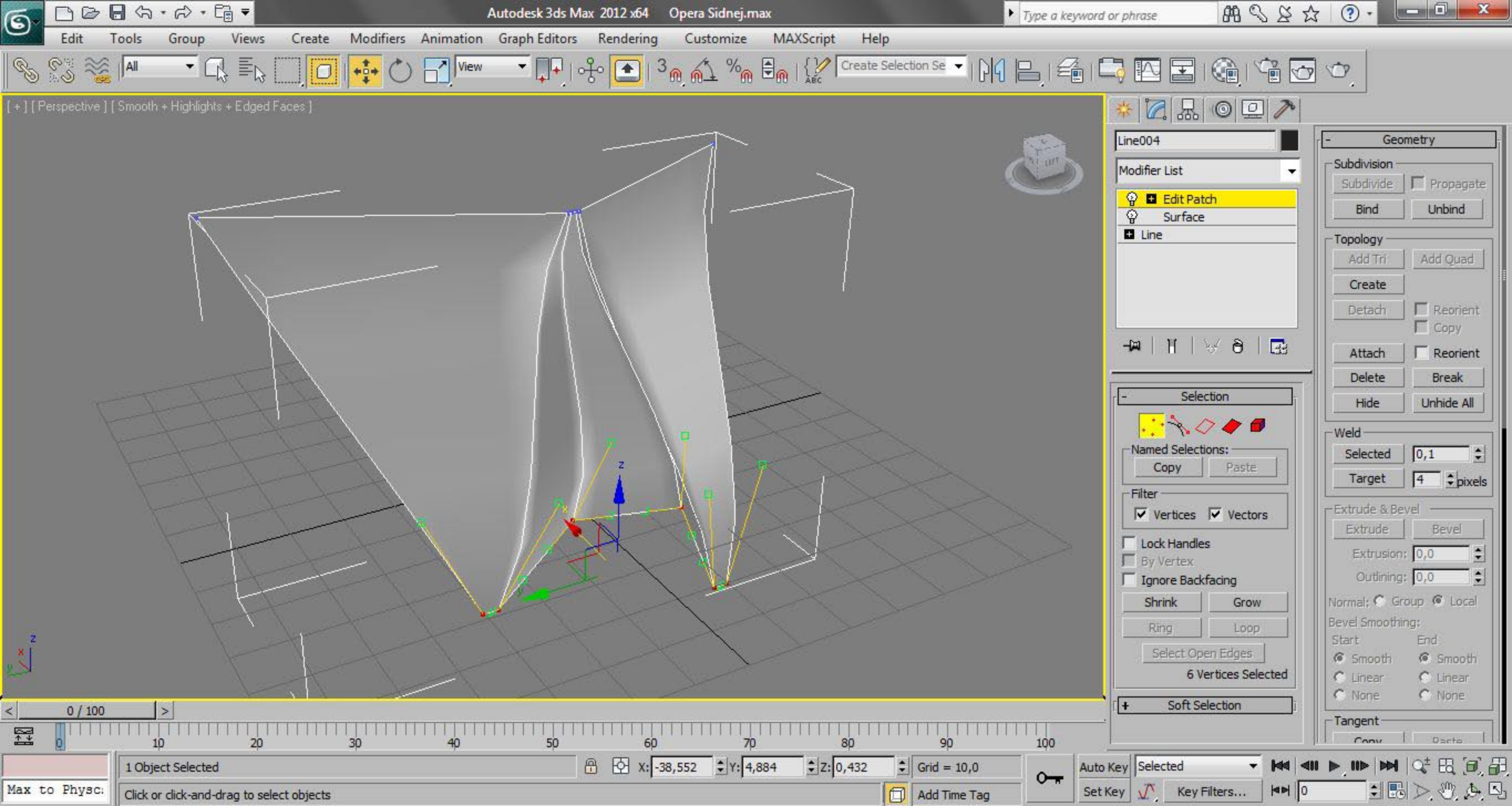
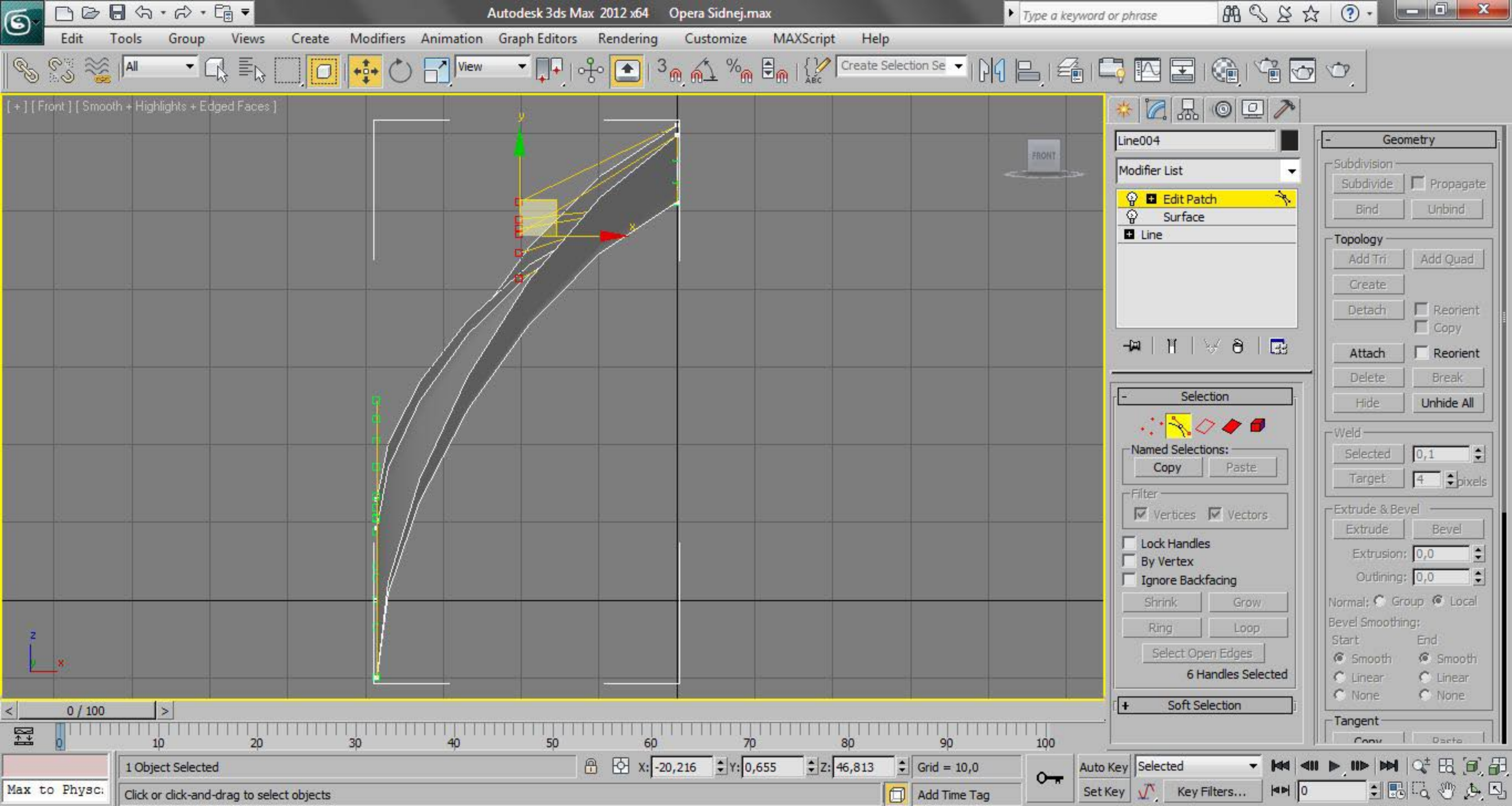


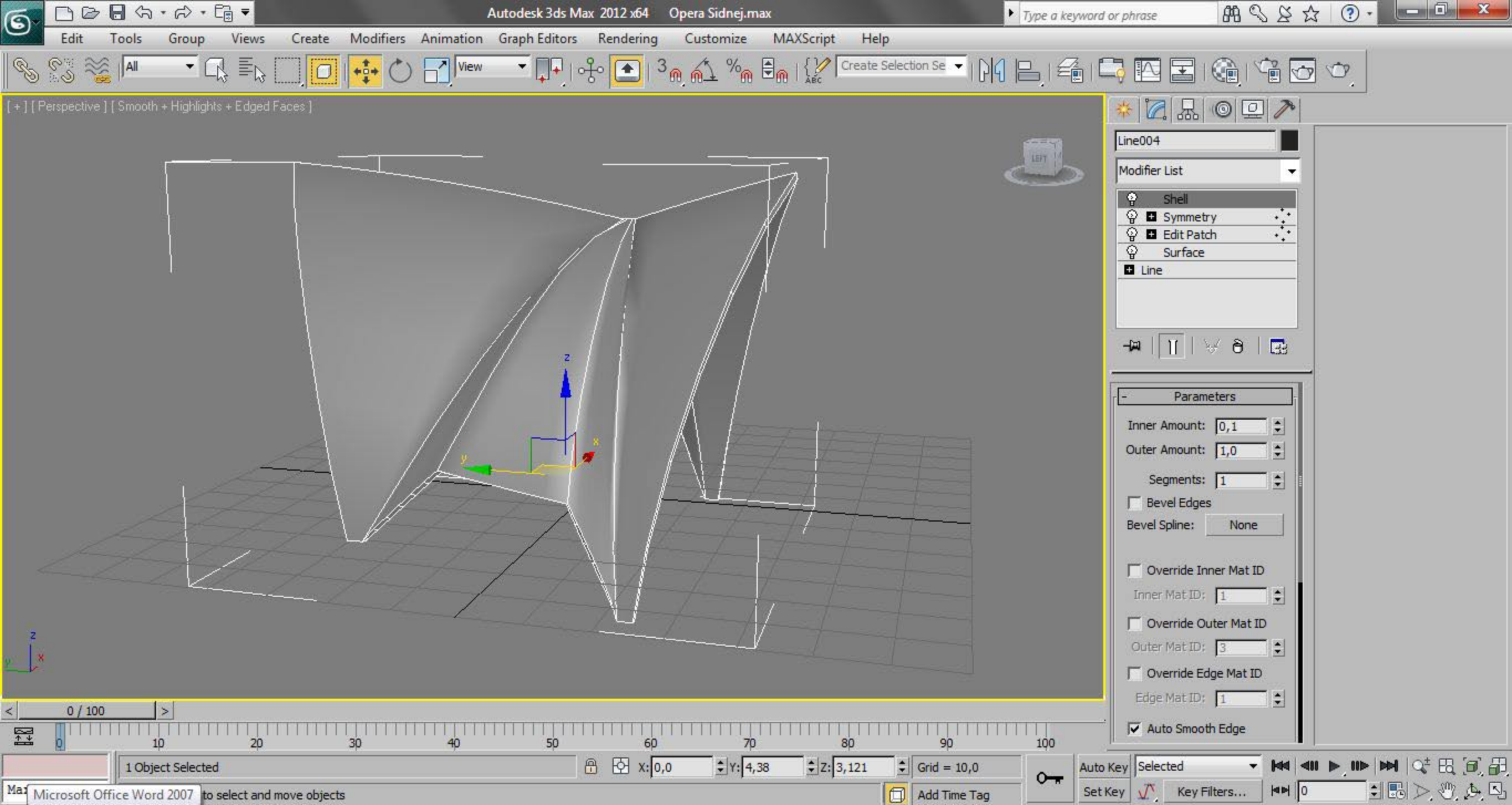
Opera Sidnej - modelovanje,
materijali,
svetla i
render

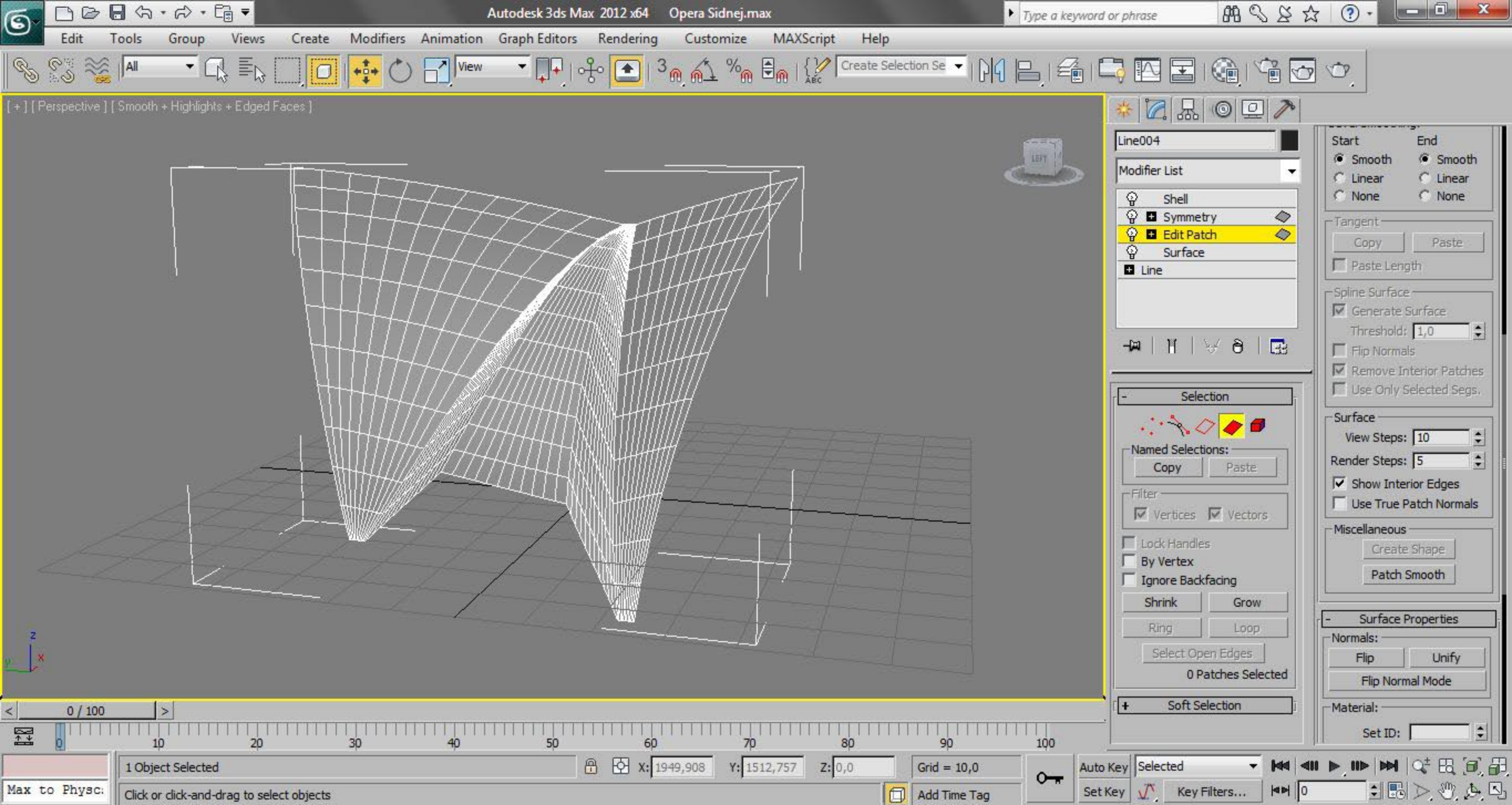


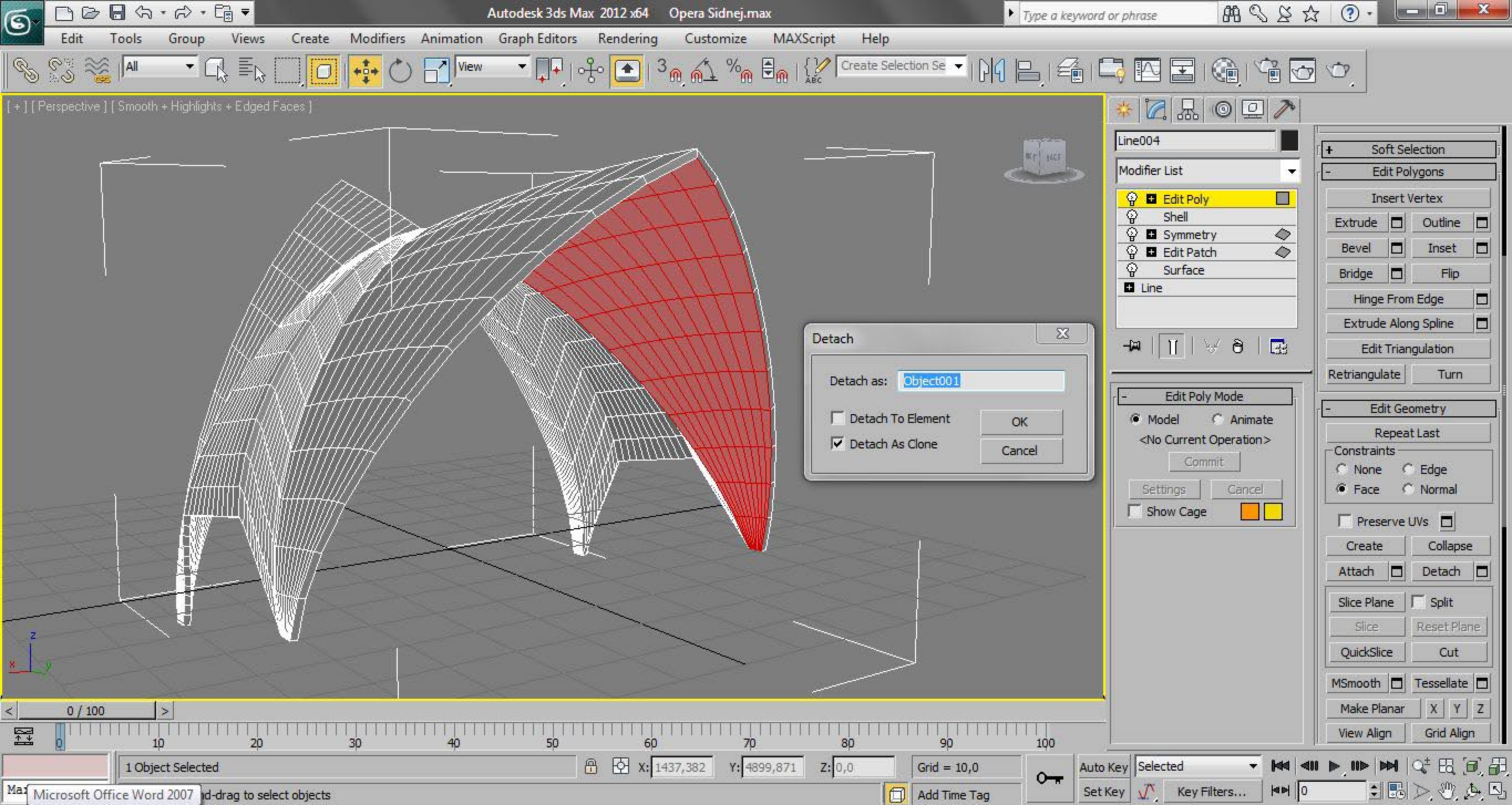


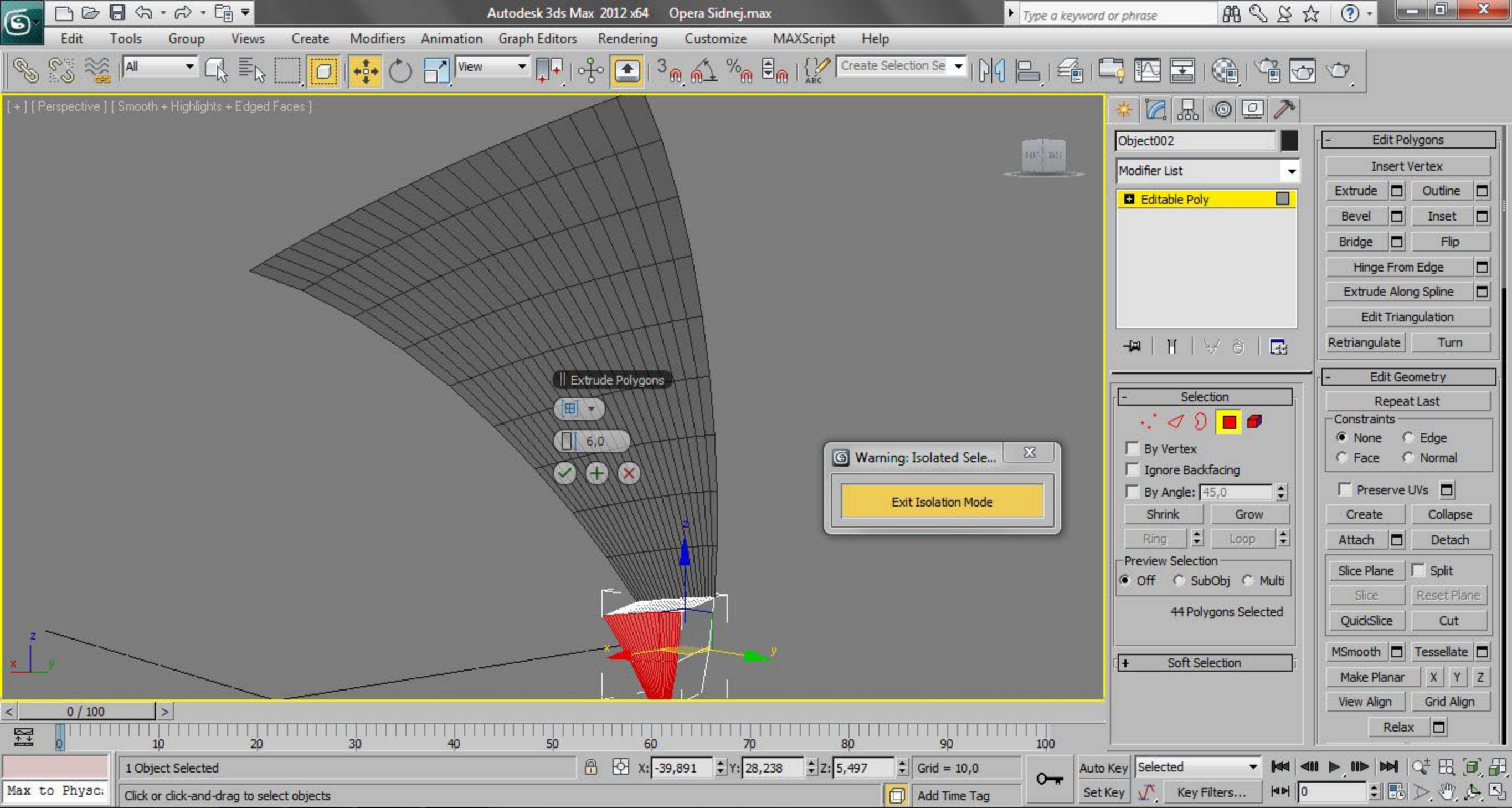


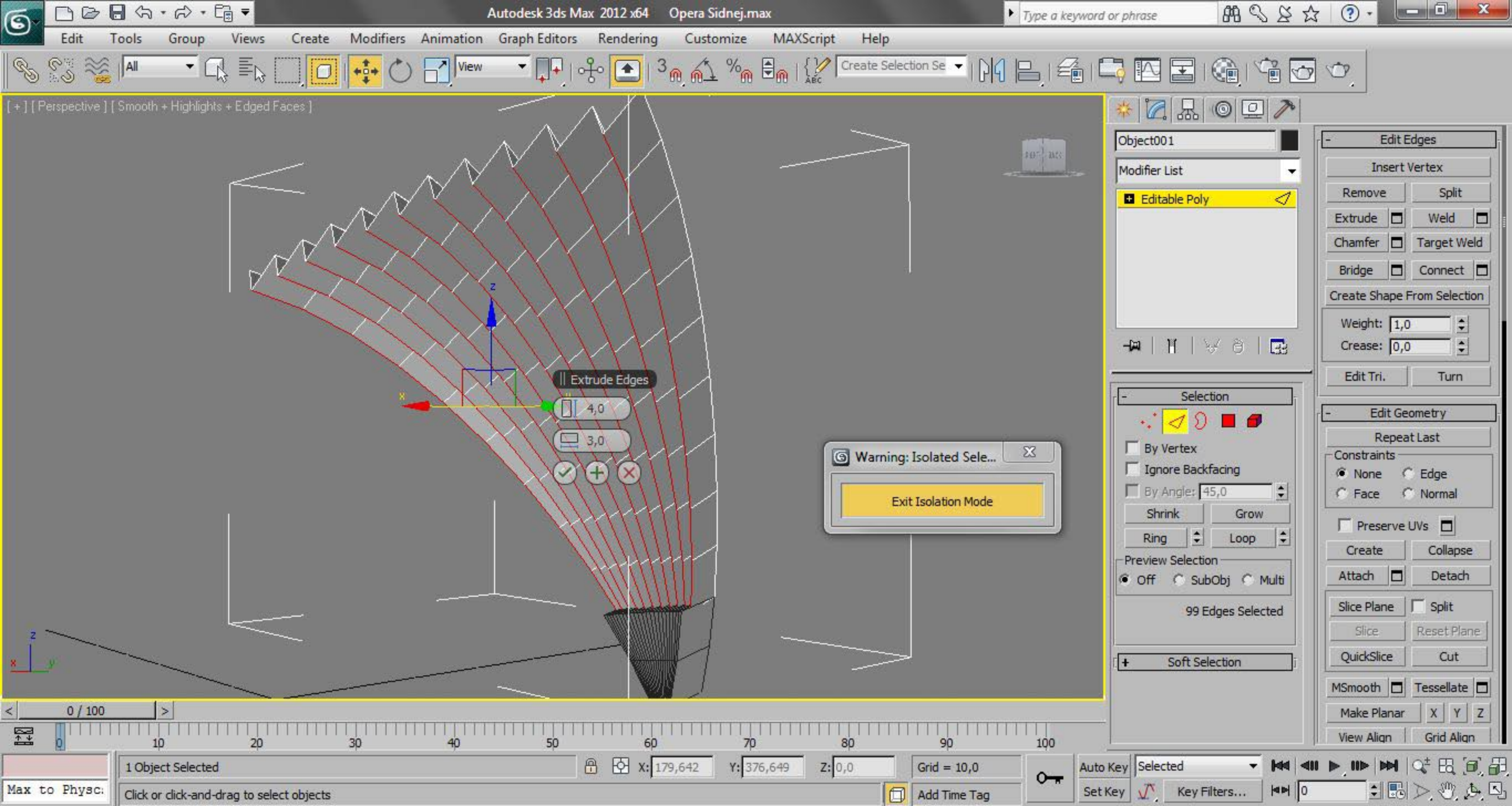


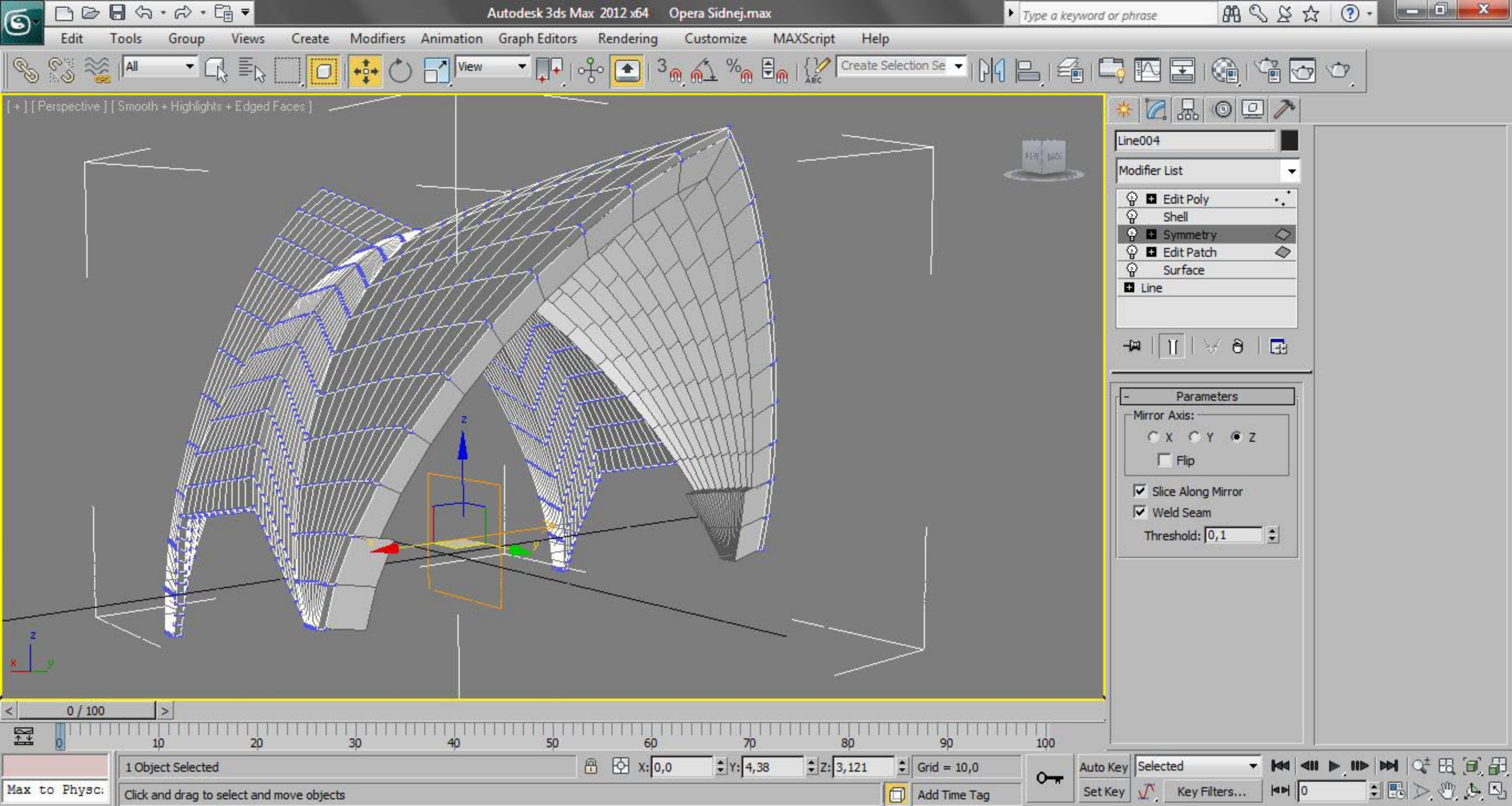


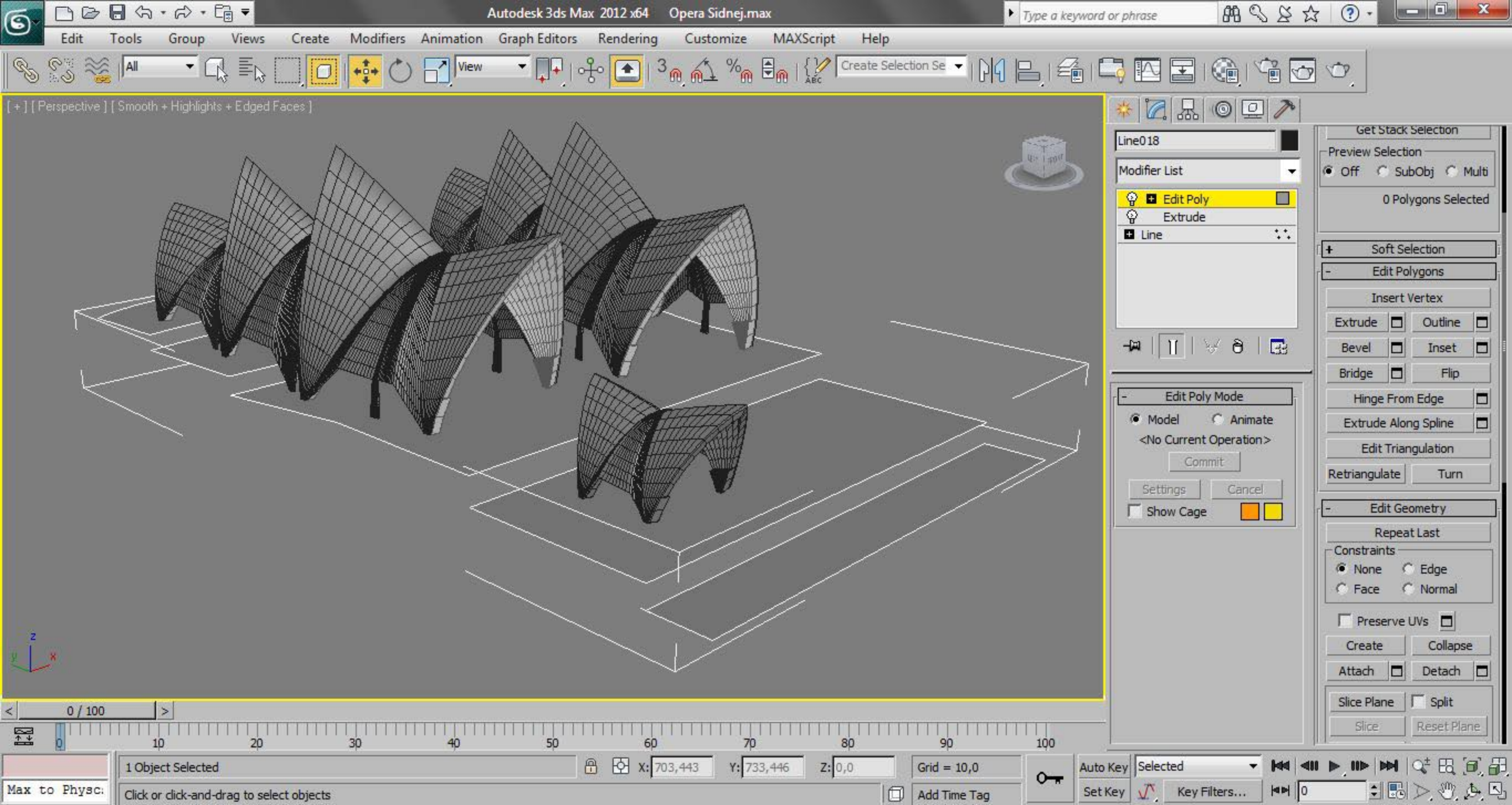


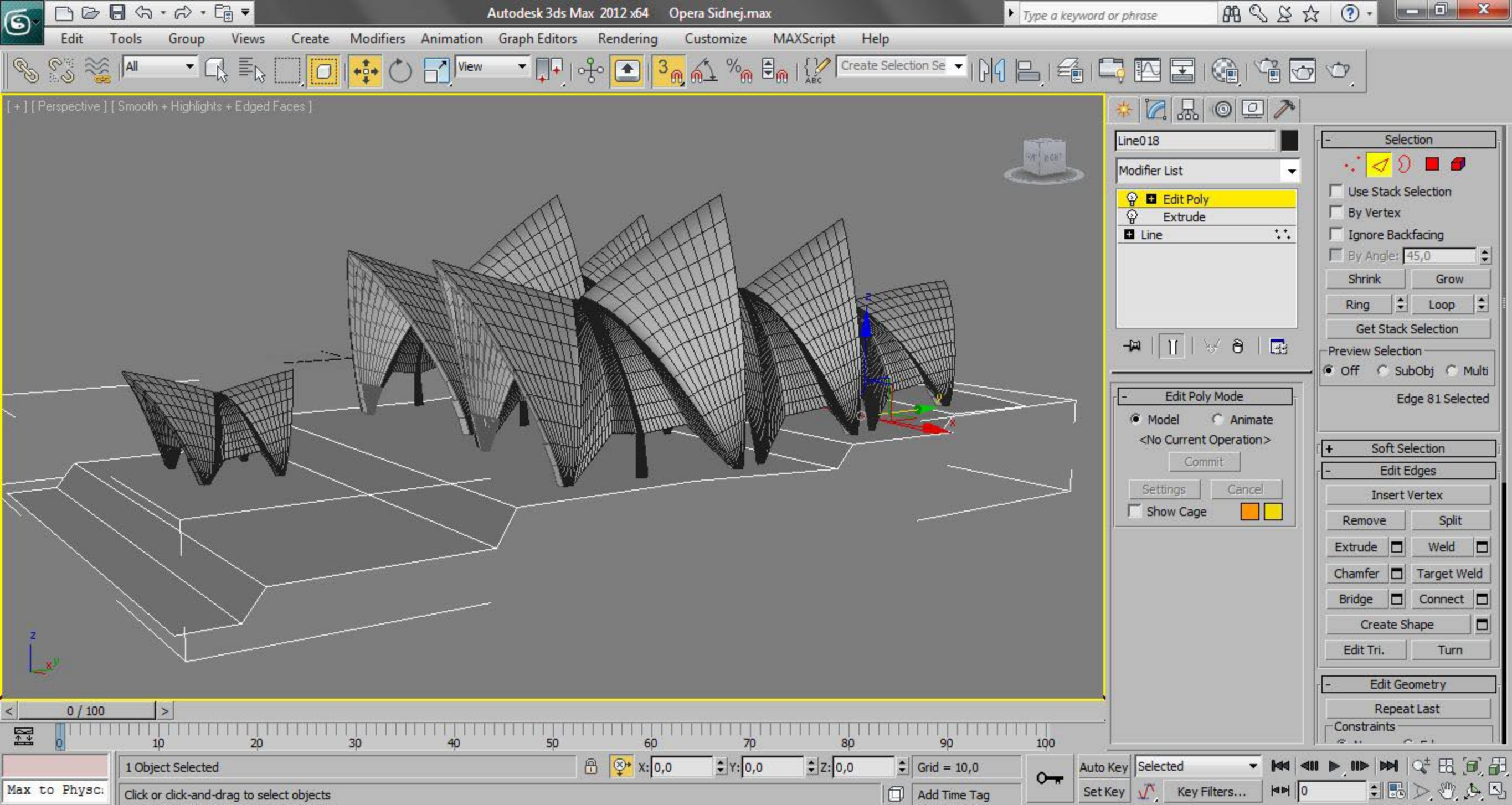


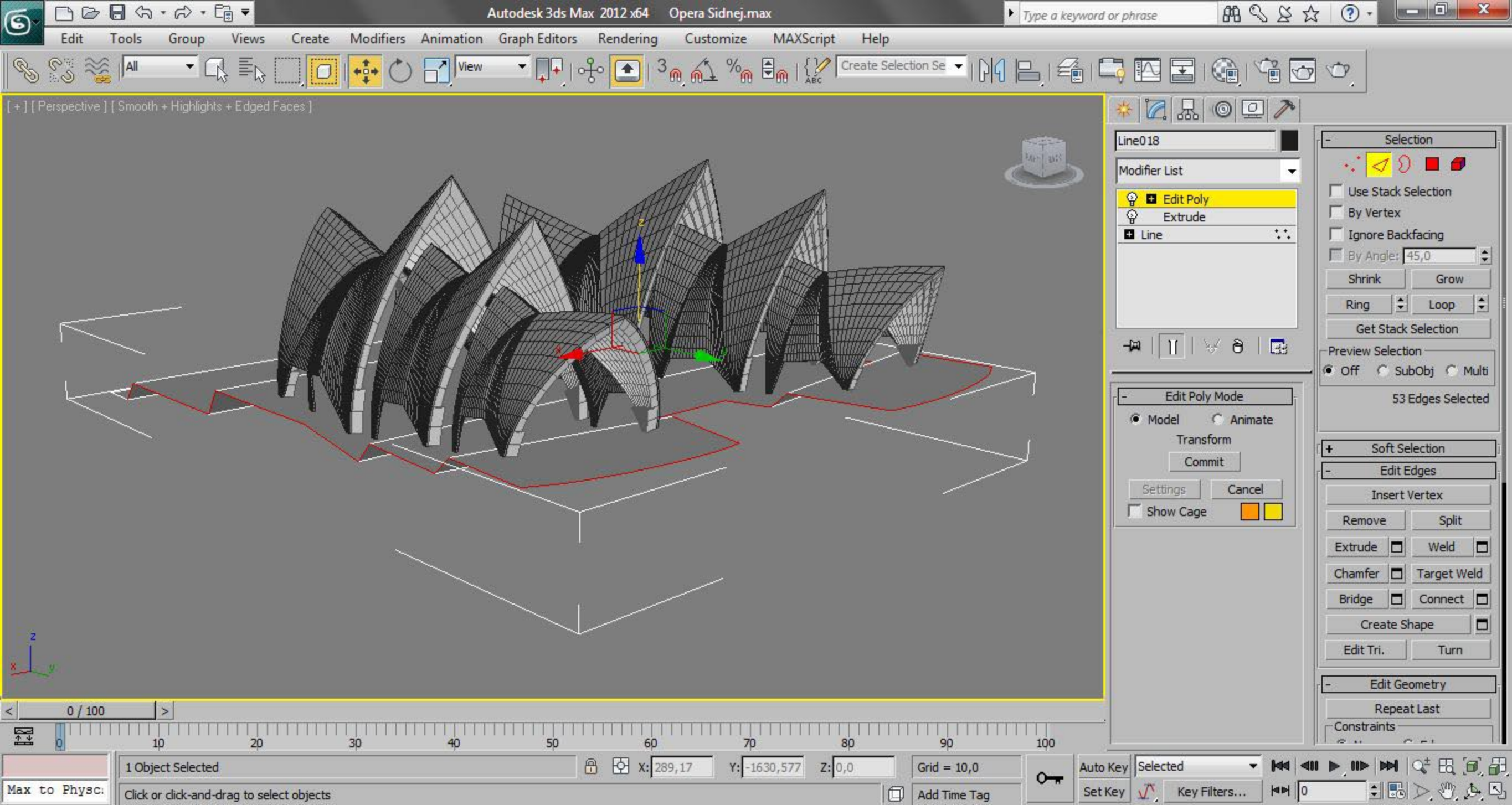


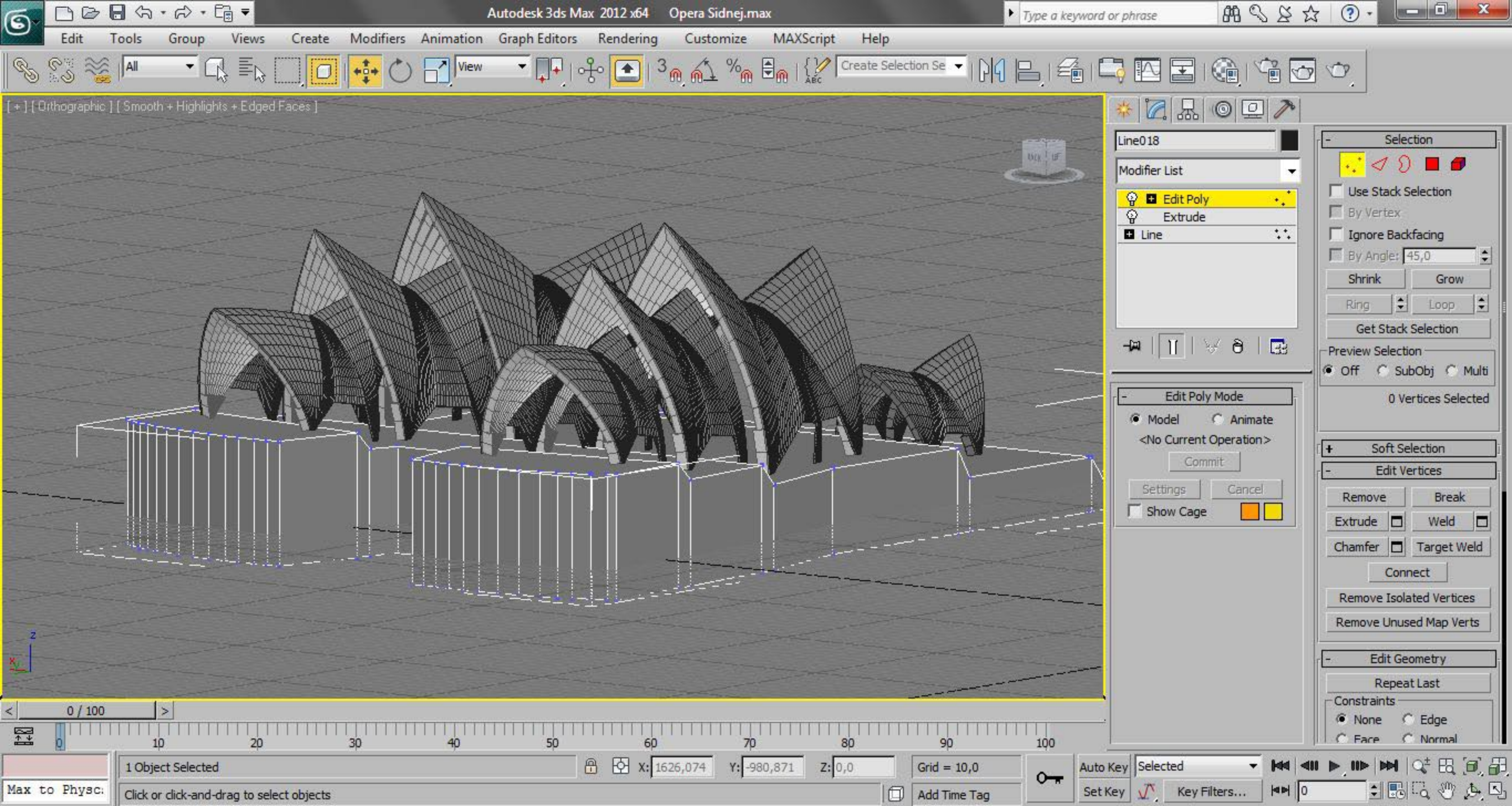


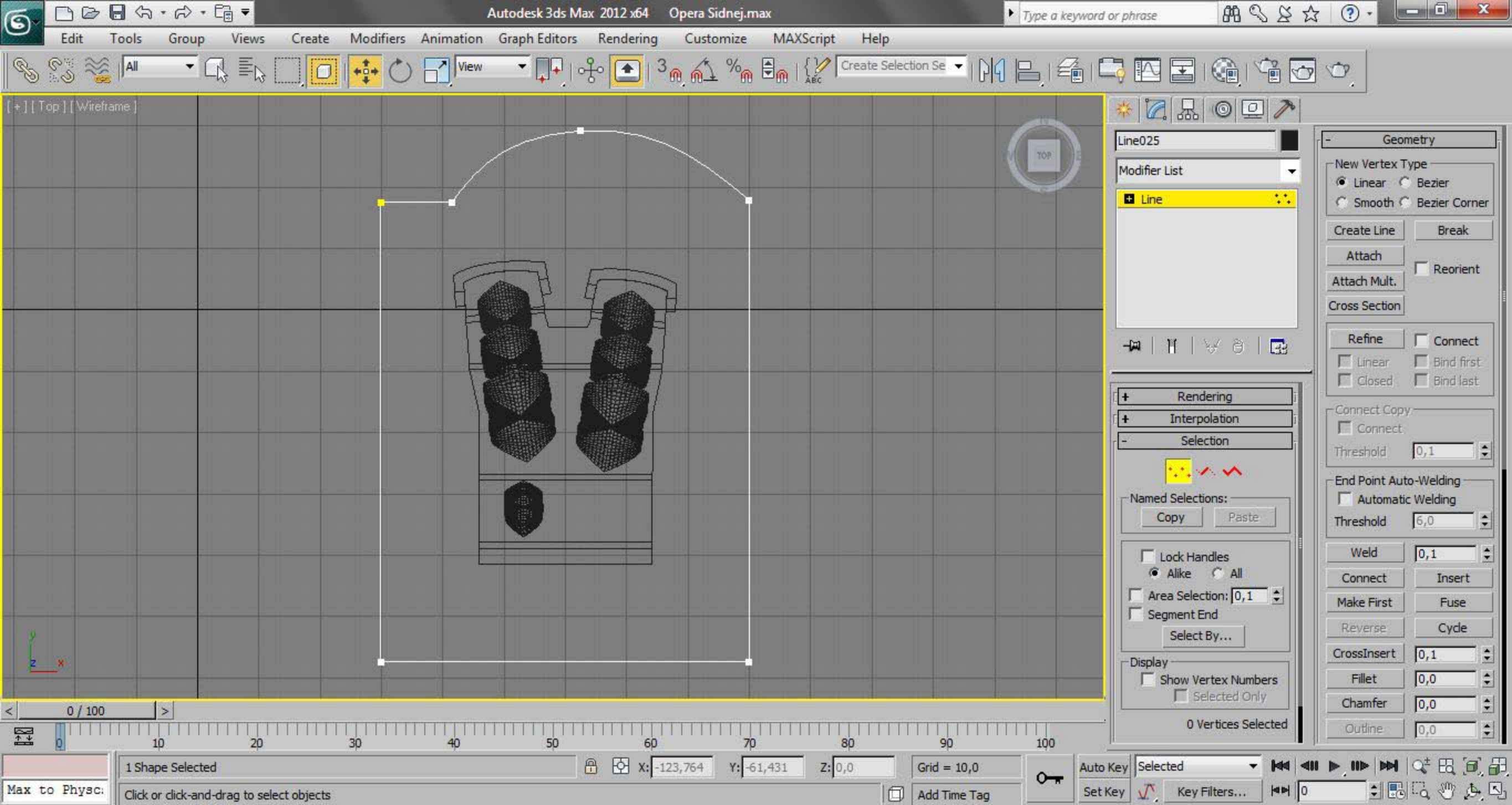


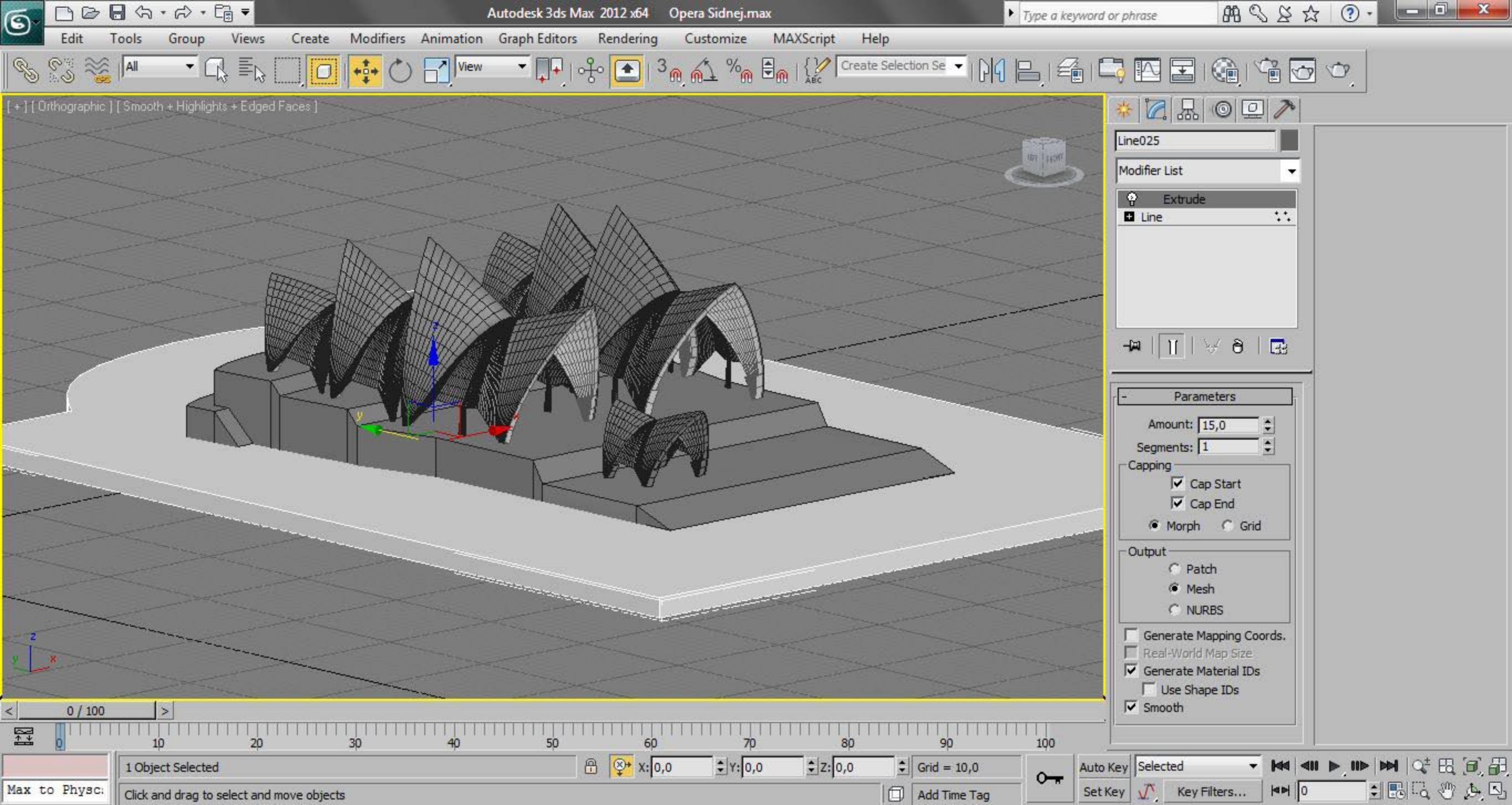


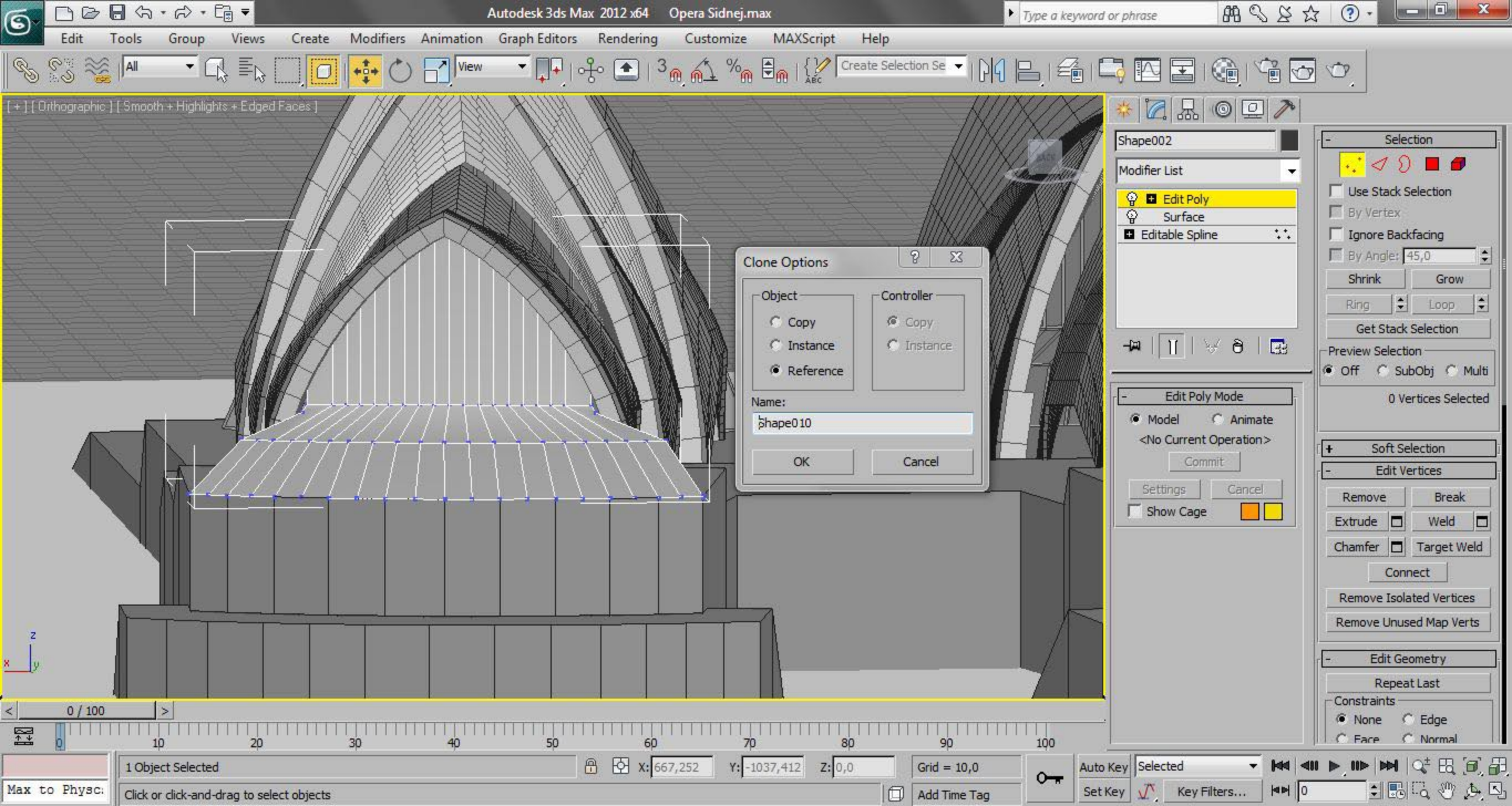


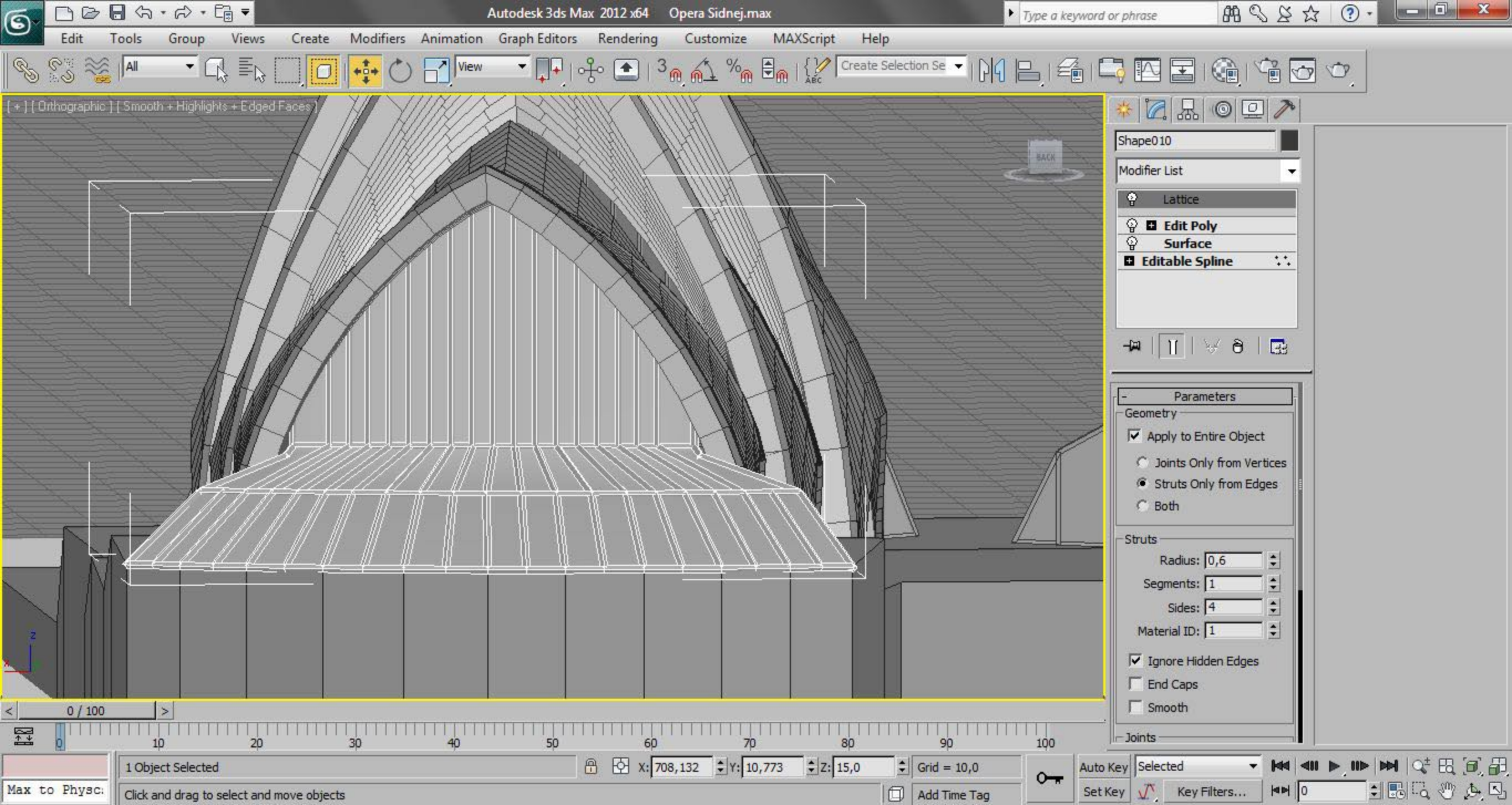


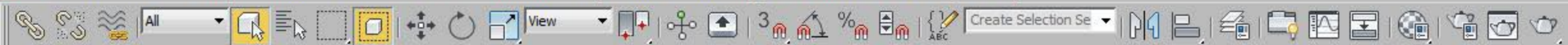
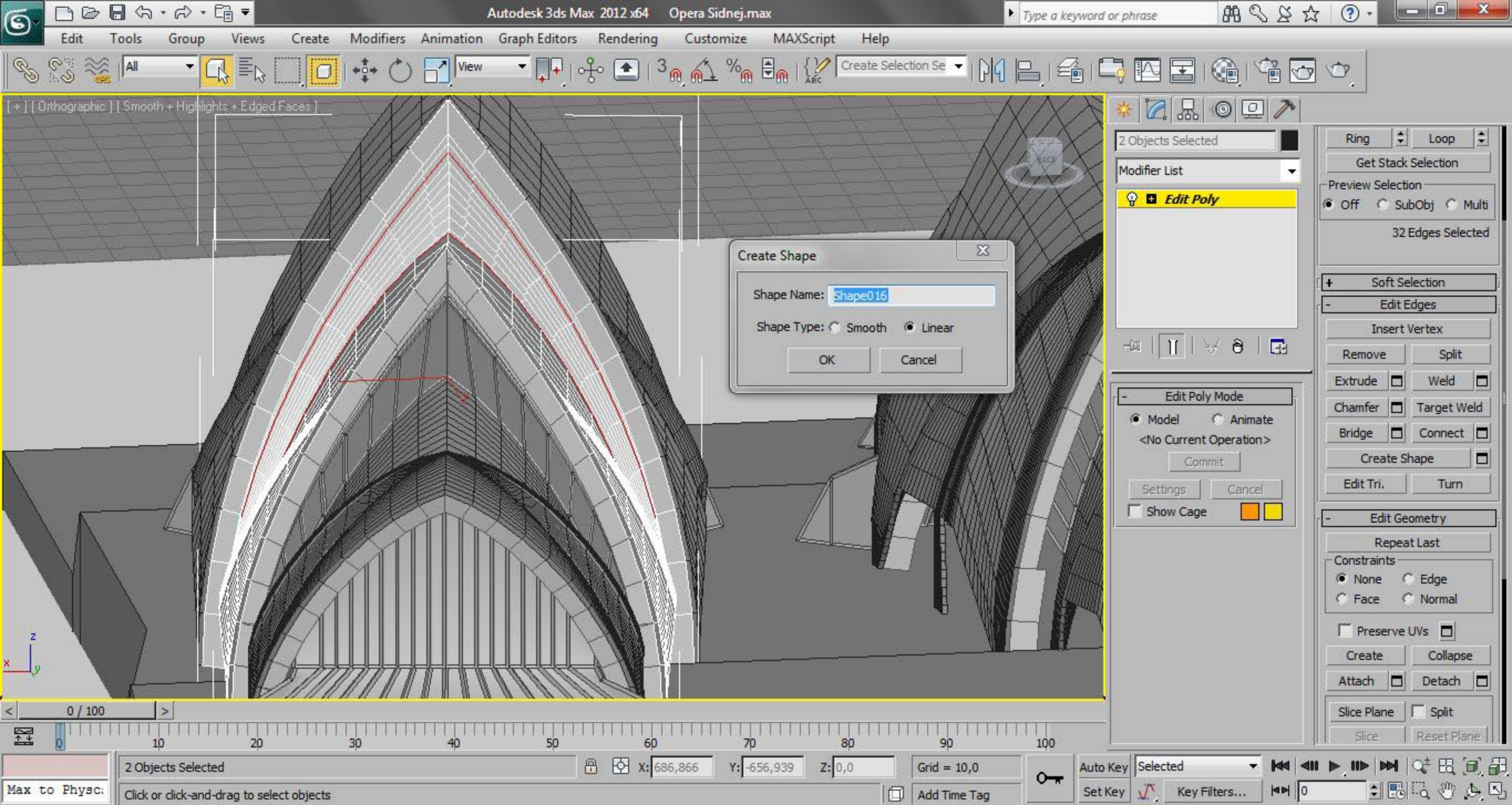




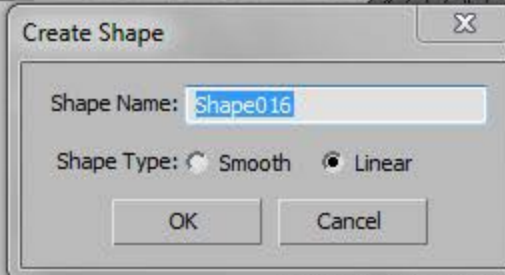








[+] [Orthographic] [Smooth + Highlights + Edged Faces]



2 Objects Selected

Modifier List

Edit Poly



Edit Poly Mode

Model Animate

<No Current Operation>

Commit

Settings

Cancel

Show Cage



Ring

Loop

Get Stack Selection

Preview Selection

Off SubObj Multi

32 Edges Selected

Soft Selection

Edit Edges

Insert Vertex

Remove

Split

Extrude

Weld

Chamfer

Target Weld

Bridge

Connect

Create Shape

Edit Tri.

Turn

Edit Geometry

Repeat Last

Constraints

None

Edge

Face

Normal

Preserve UVs

Create

Collapse

Attach

Detach

Slice Plane

Split

Slice

Reset Plane

< 0 / 100 >

Max to Physc

2 Objects Selected

Click or click-and-drag to select objects



