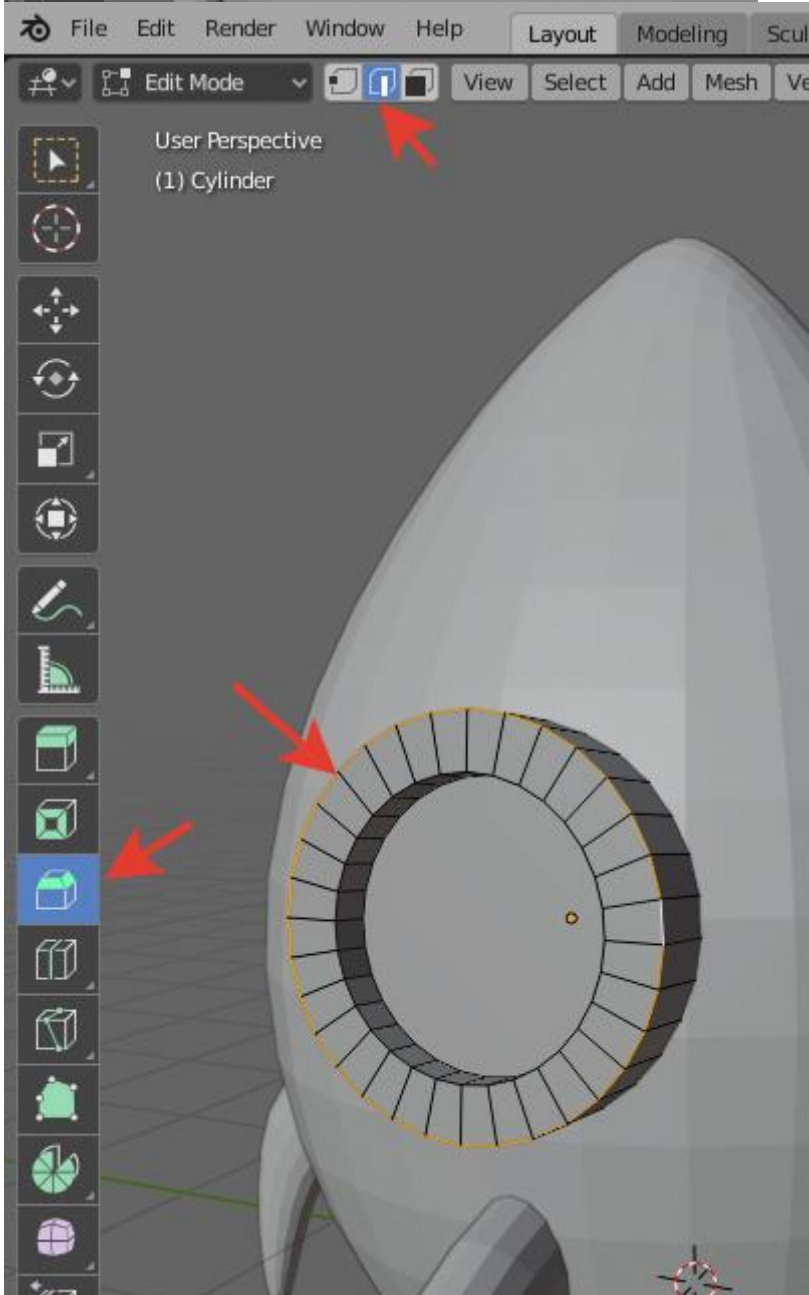
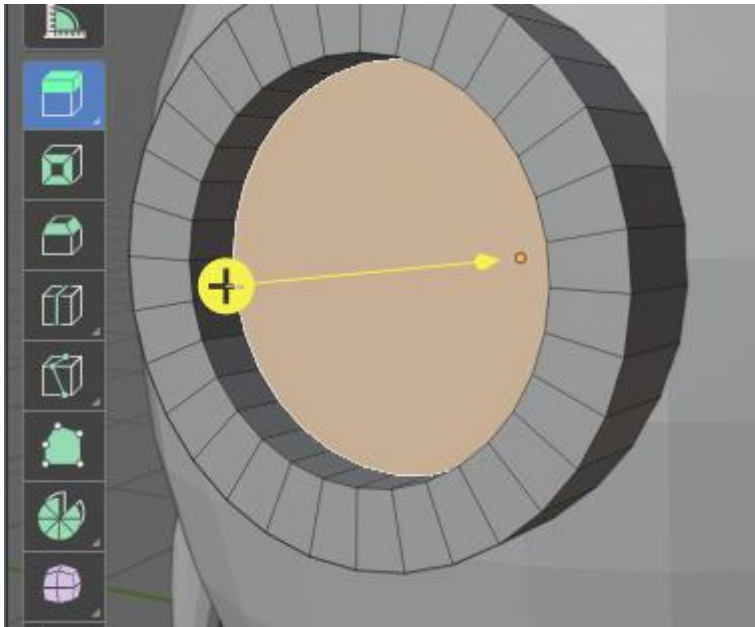
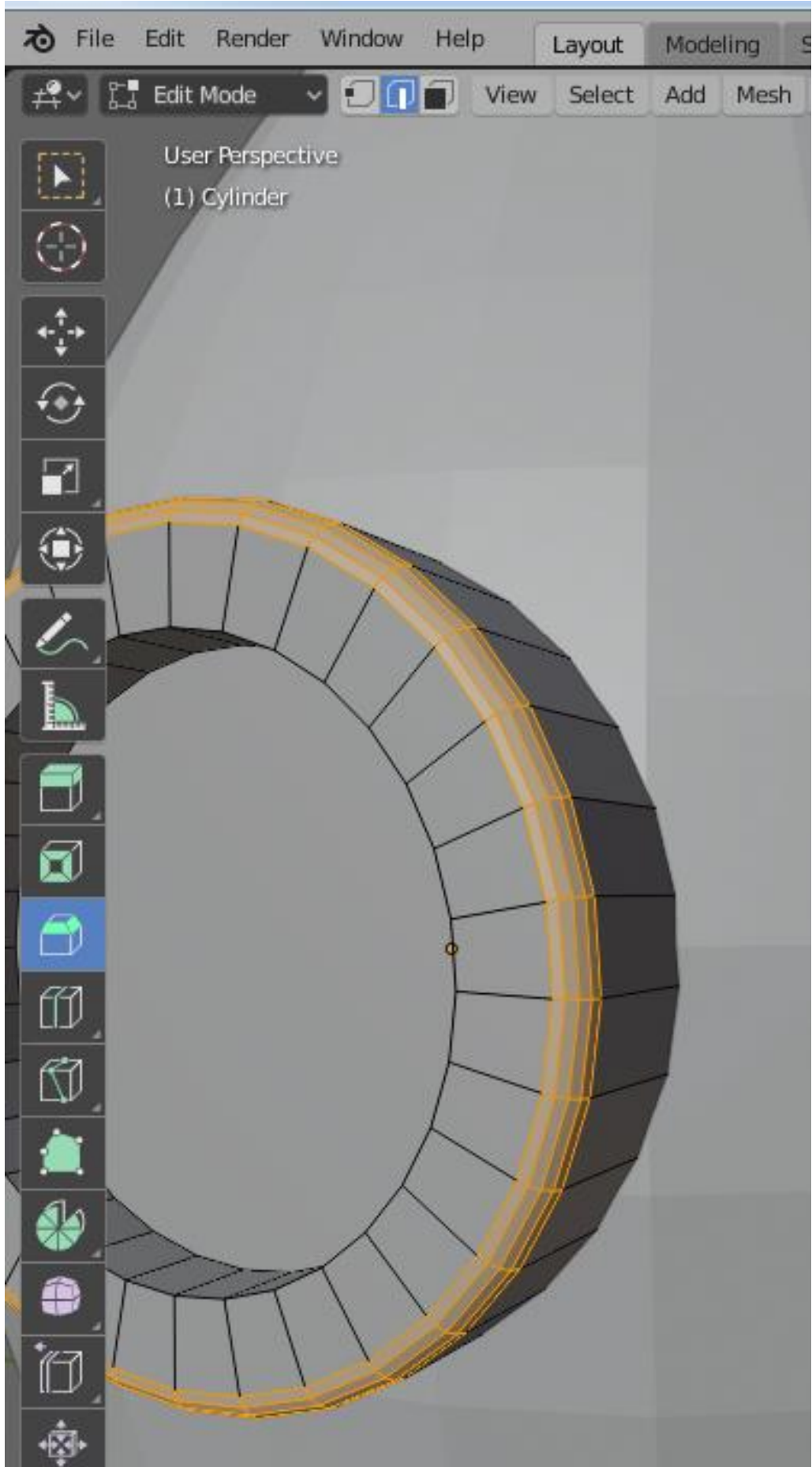


Extrude Region

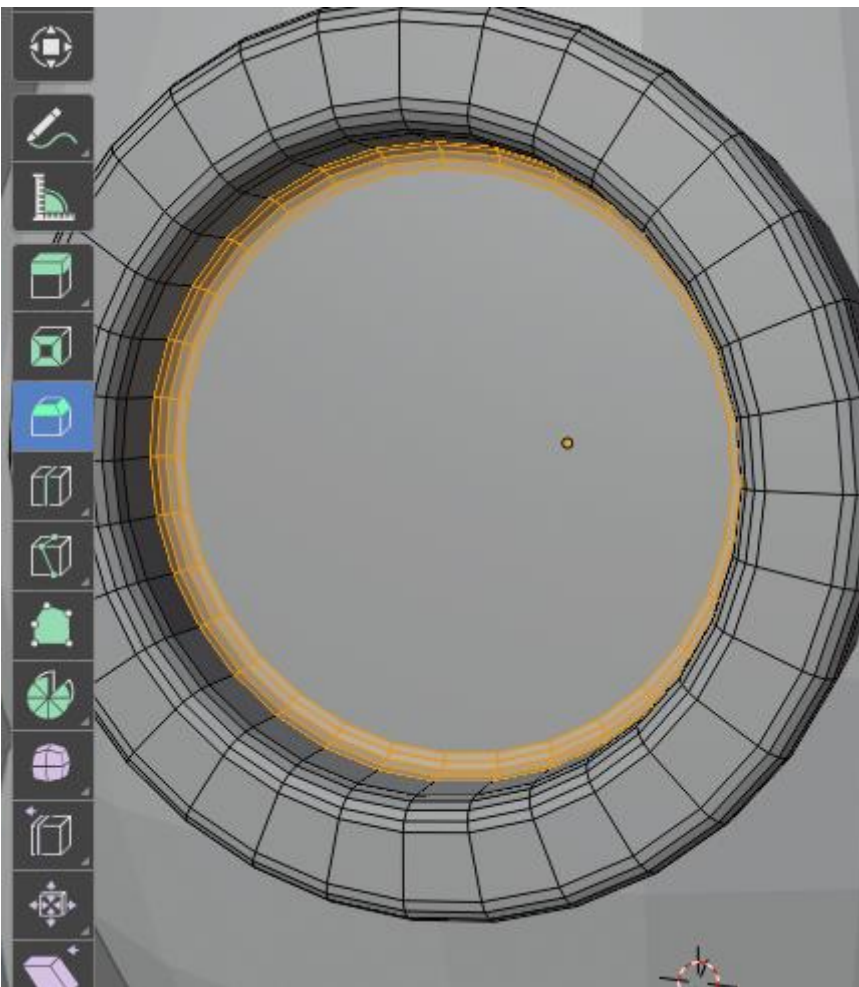
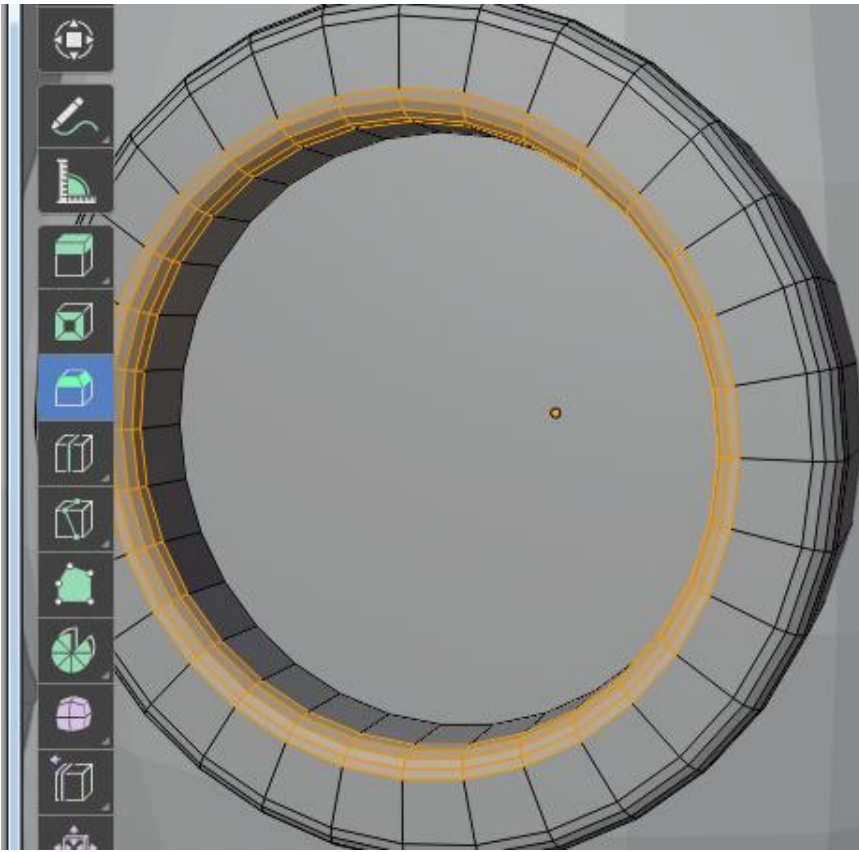
Extrude freely or along an axis.

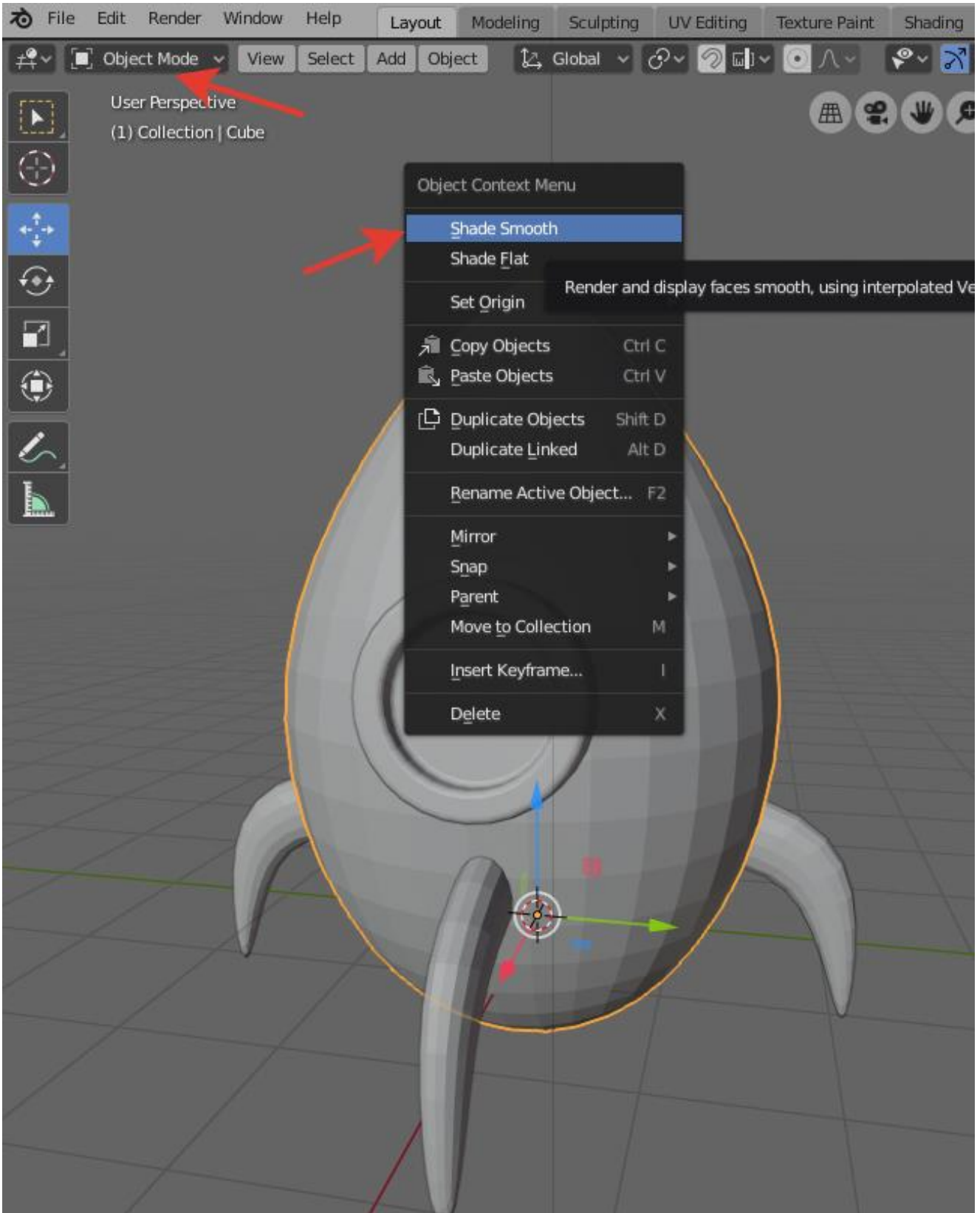
Shortcut: Shift Spacebar, E

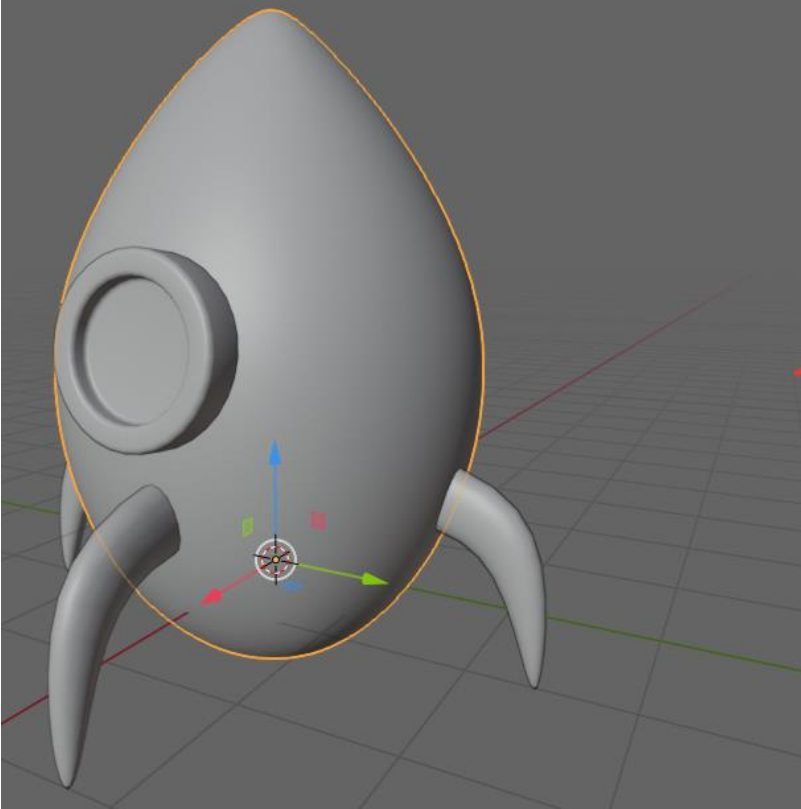
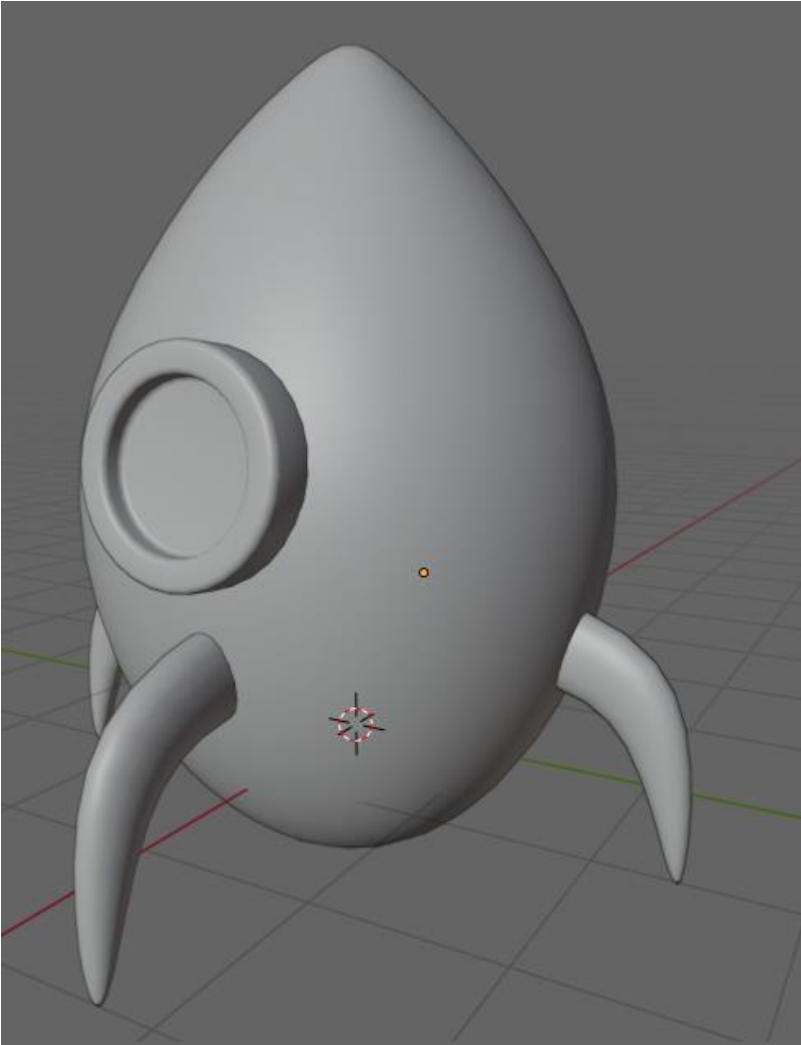






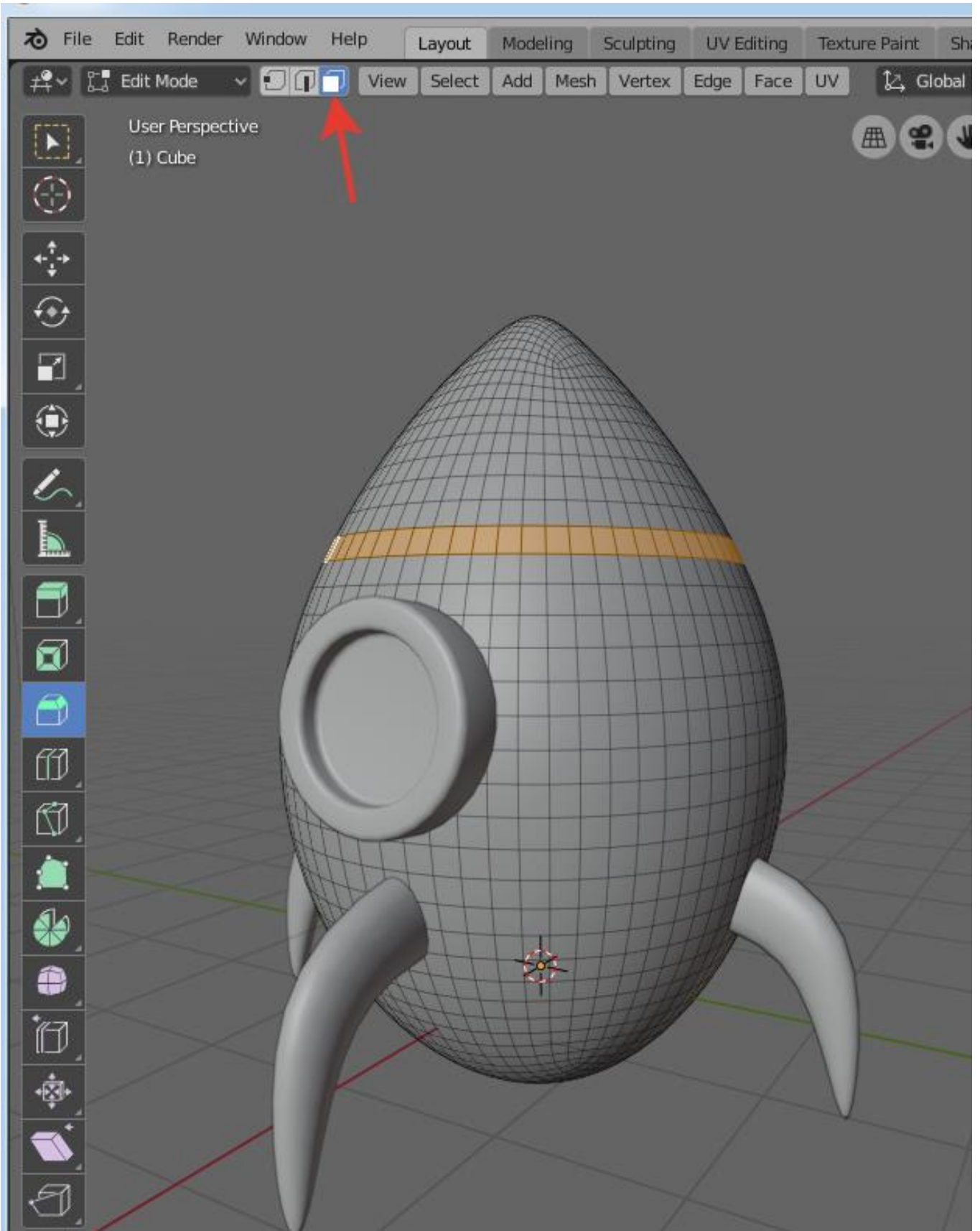


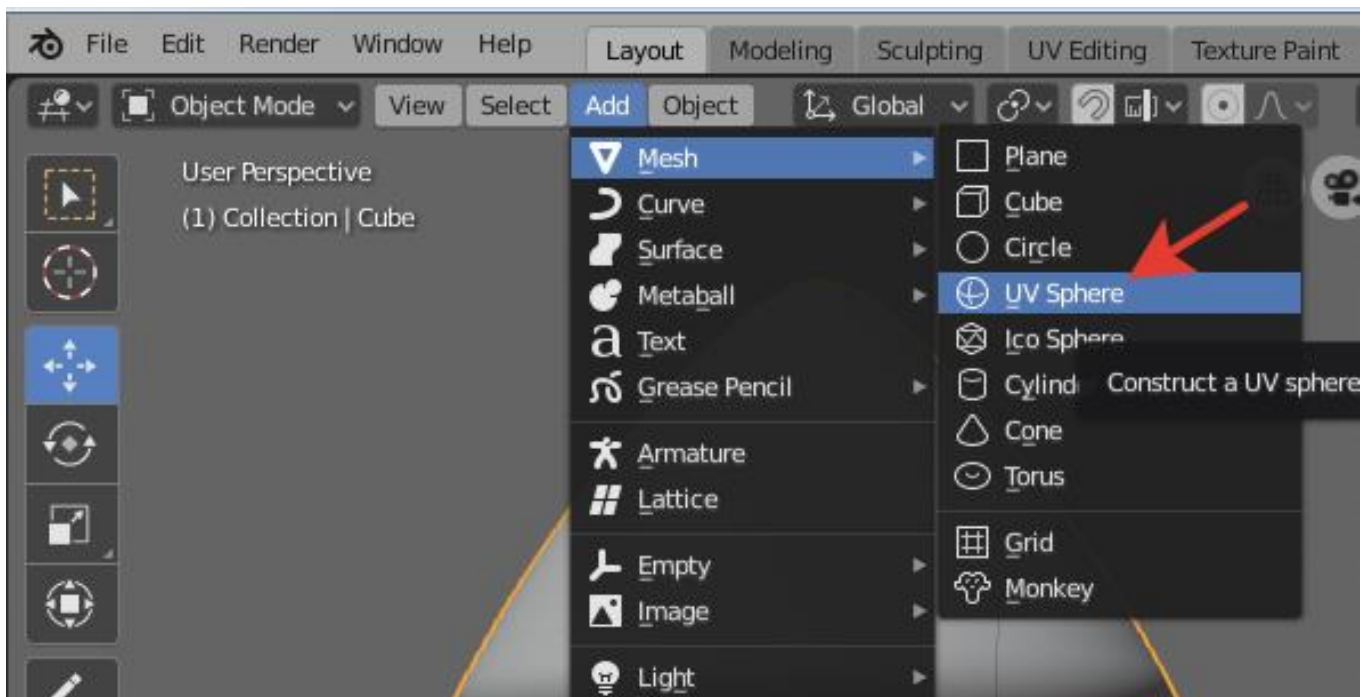
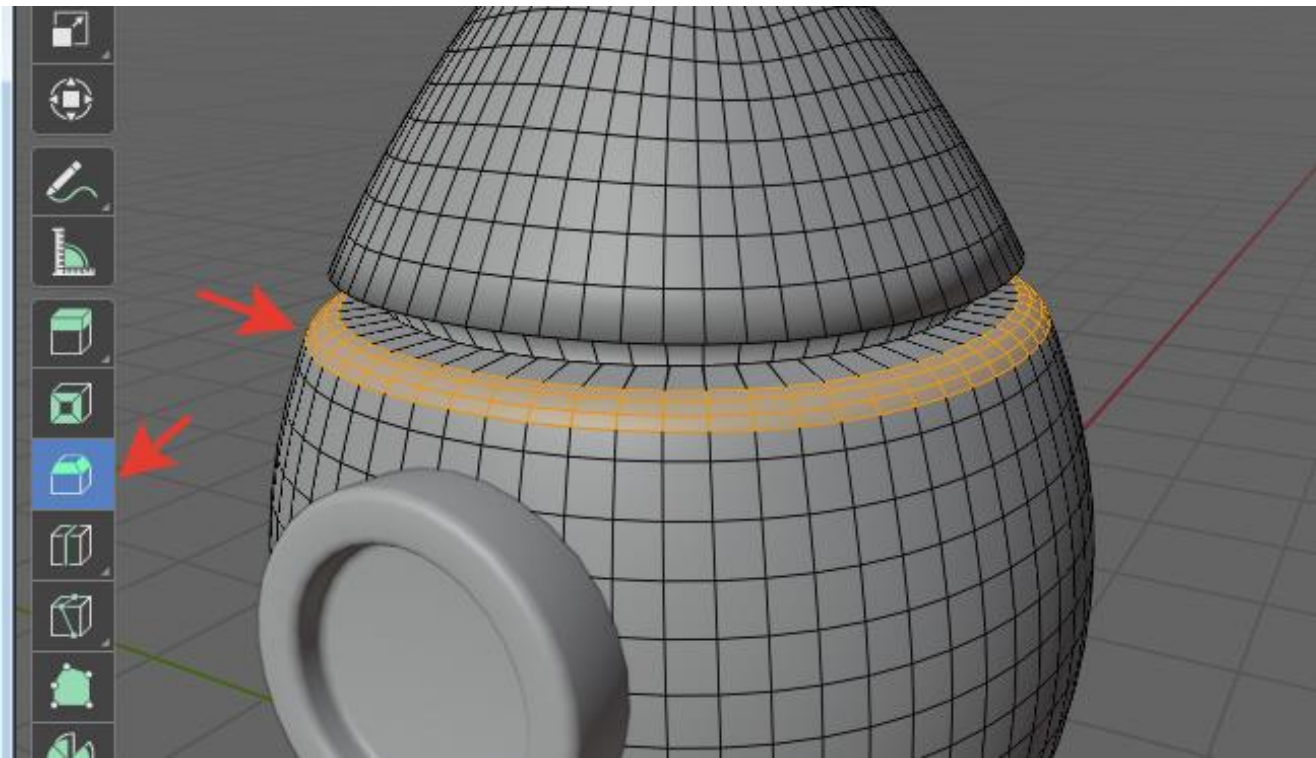


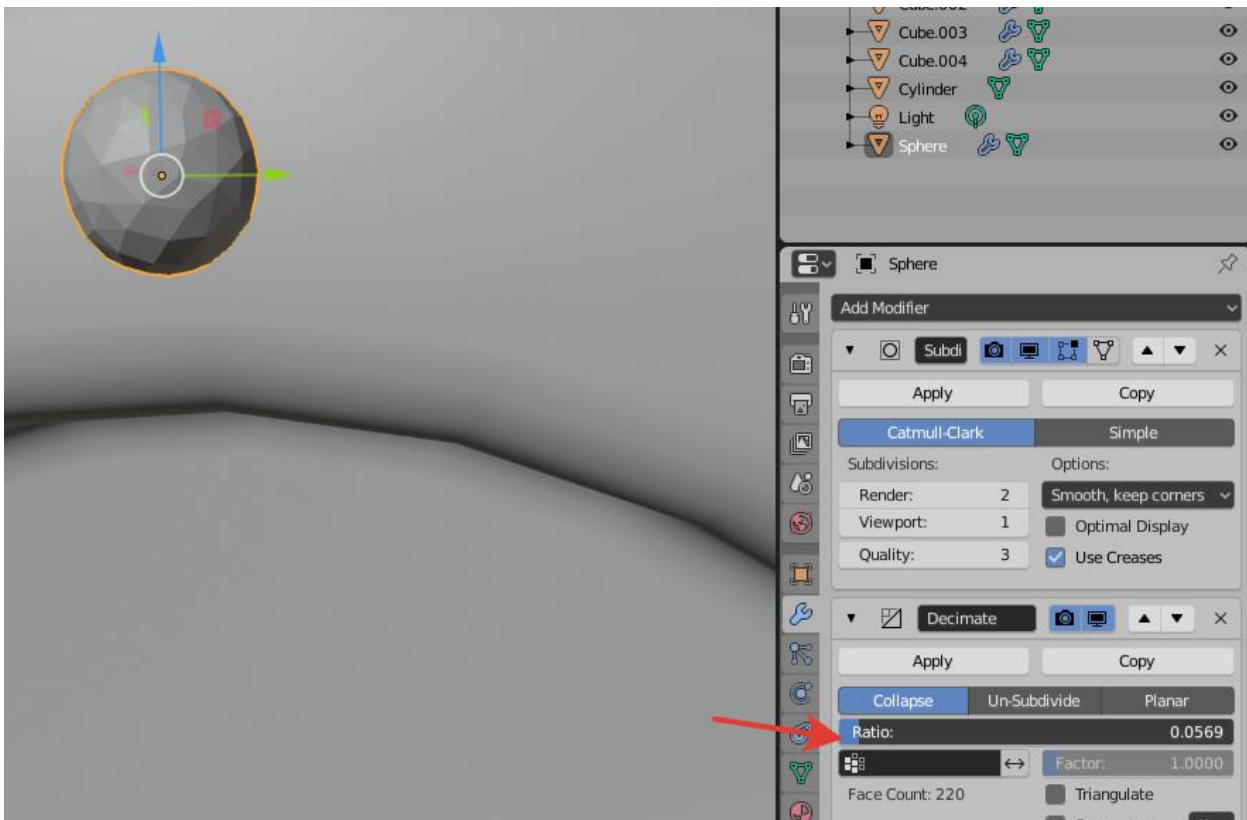
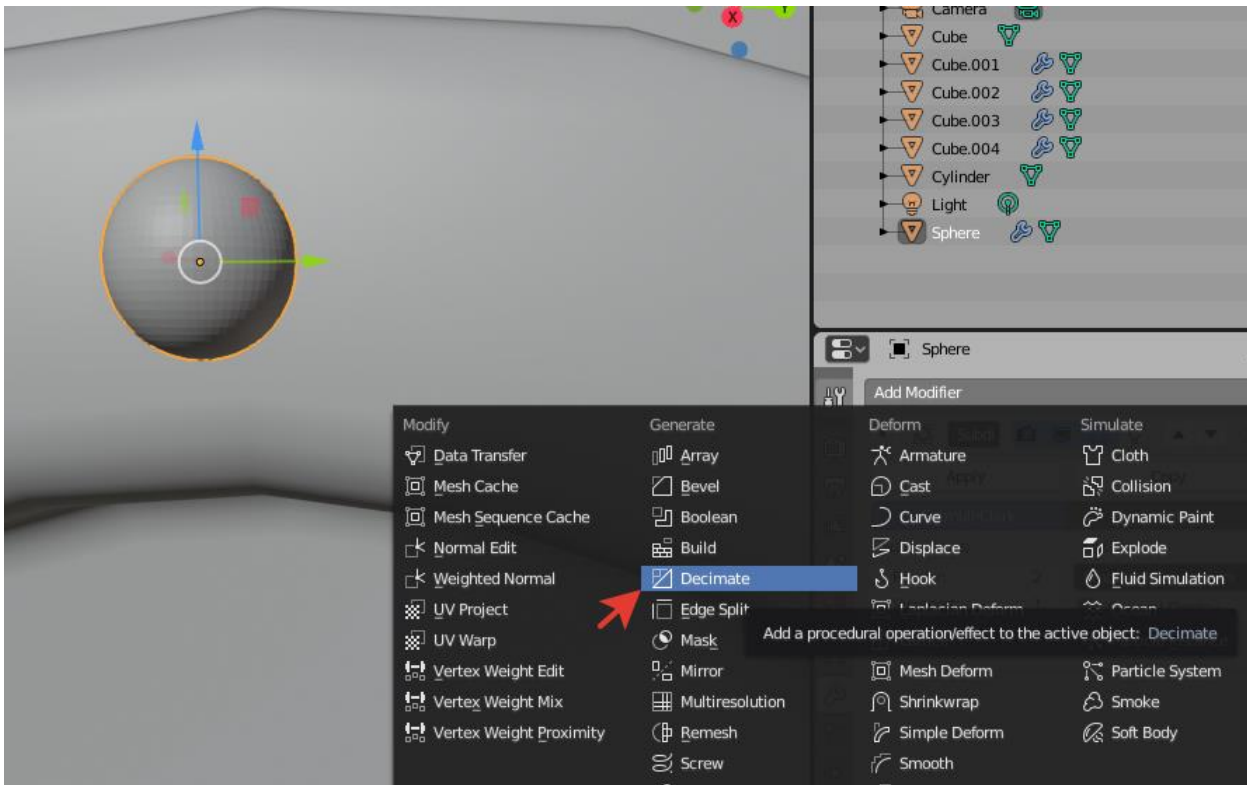


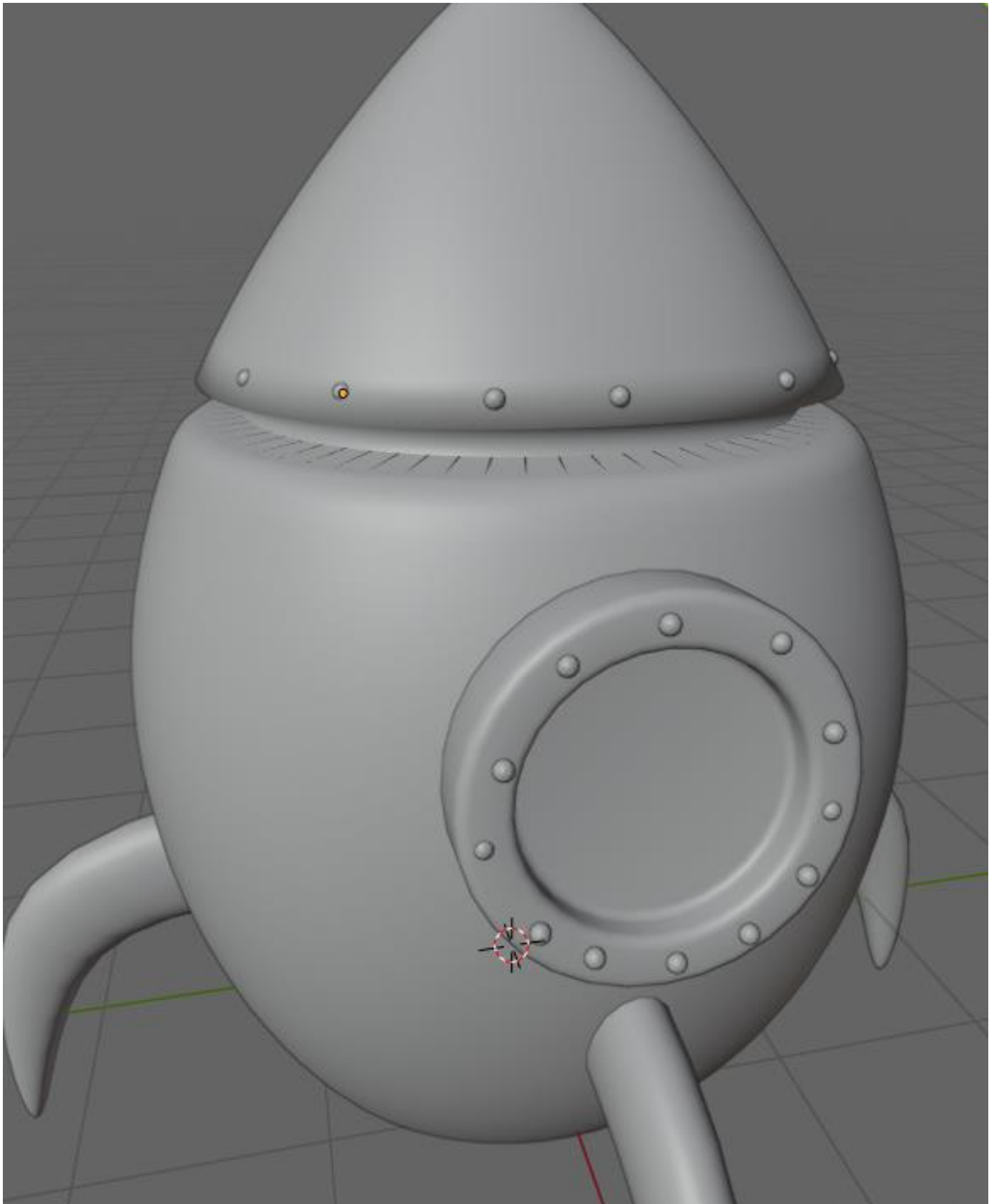
The image shows the Blender 2.80 interface. On the right side, the Outliner panel lists the scene's objects: Cube.002, Cube.003, Cube.004, Cylinder, and Light. Below this, the Properties panel is open to the 'Add Modifier' section for the selected 'Cube' object. The 'Subdi' (Subdivision Surface) modifier is selected, and the 'Apply' button is highlighted with a red arrow. The modifier settings are as follows:

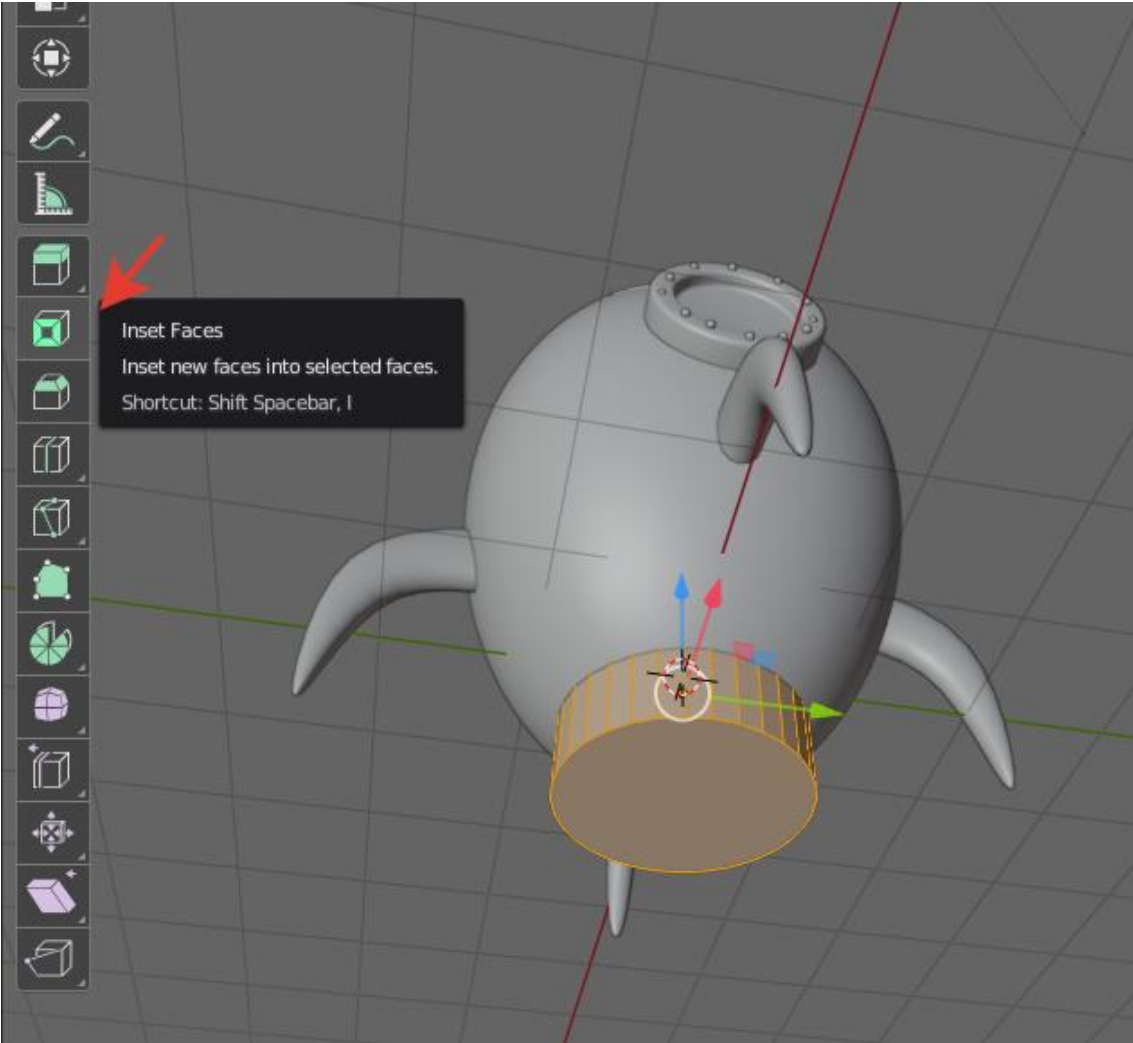
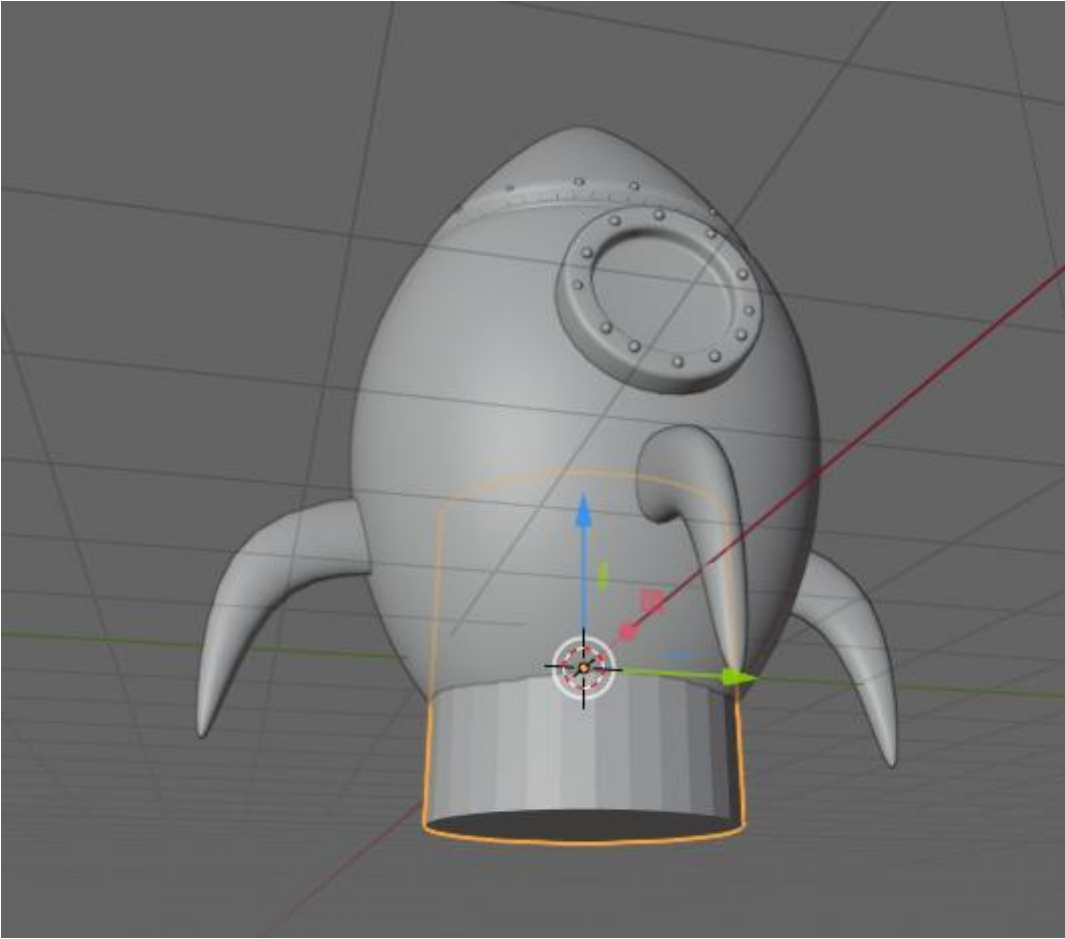
- Subdivision type: Catmull-Clark
- Viewport: 1
- Quality: 3
- Optimal Display:
- Use Creases:



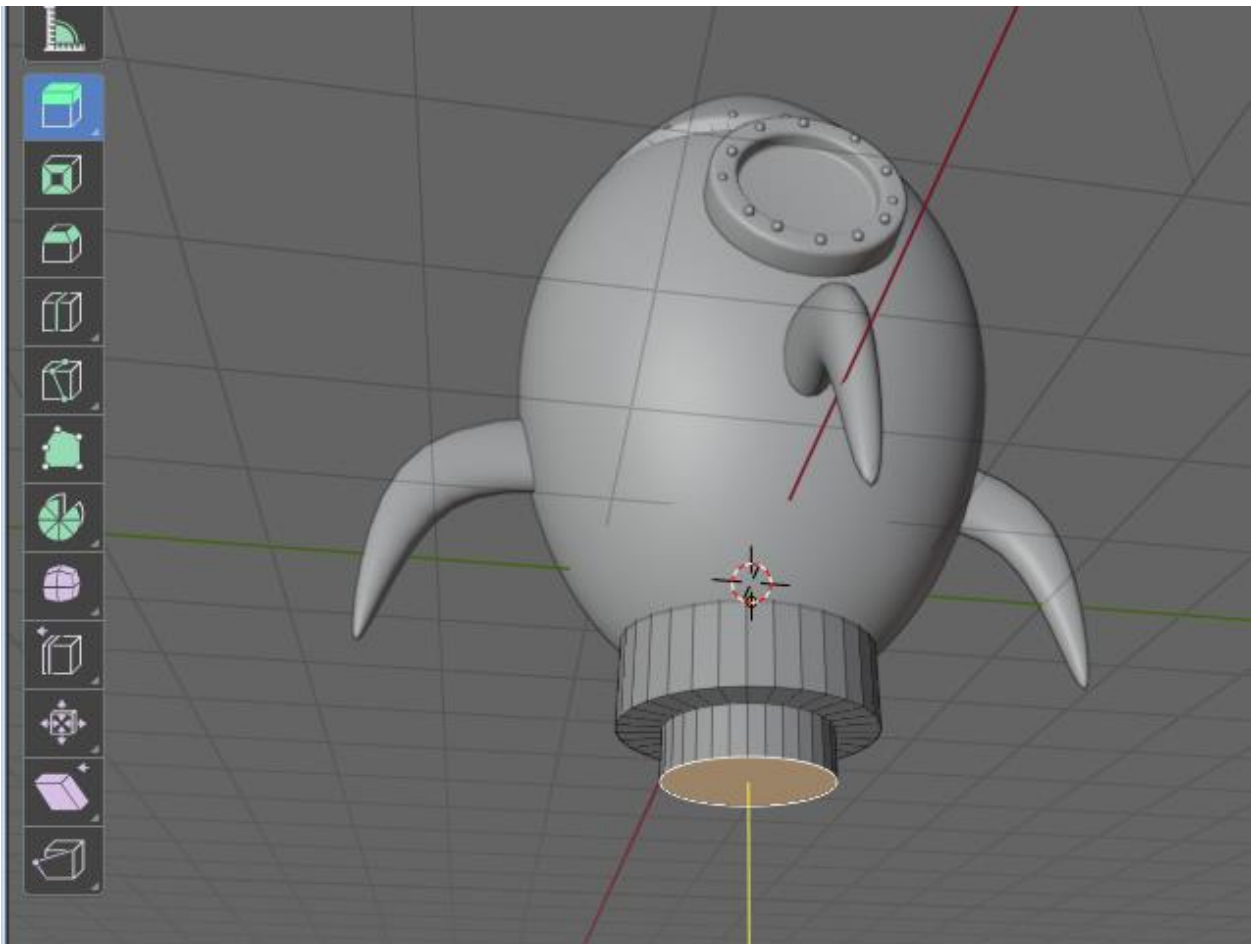
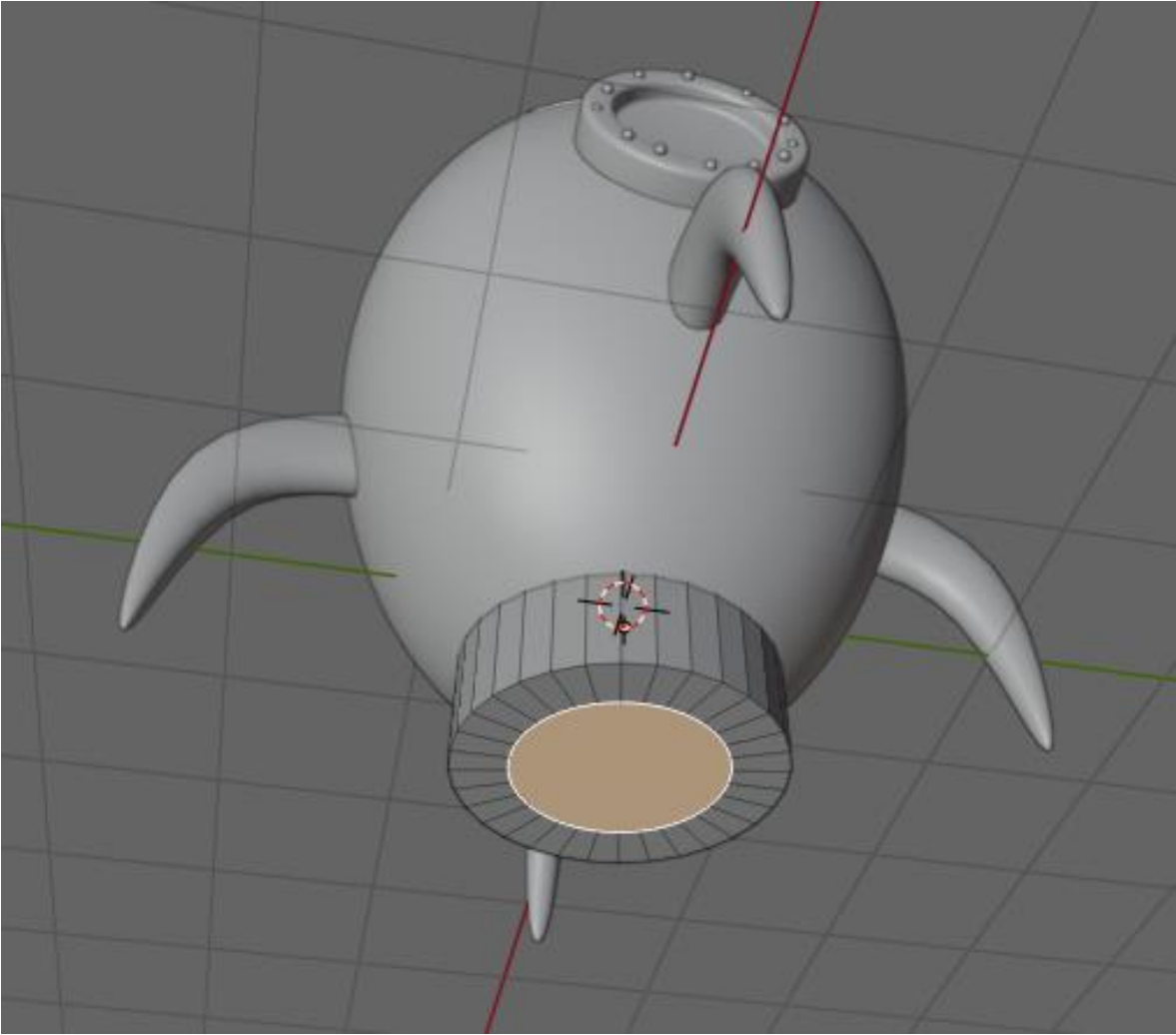


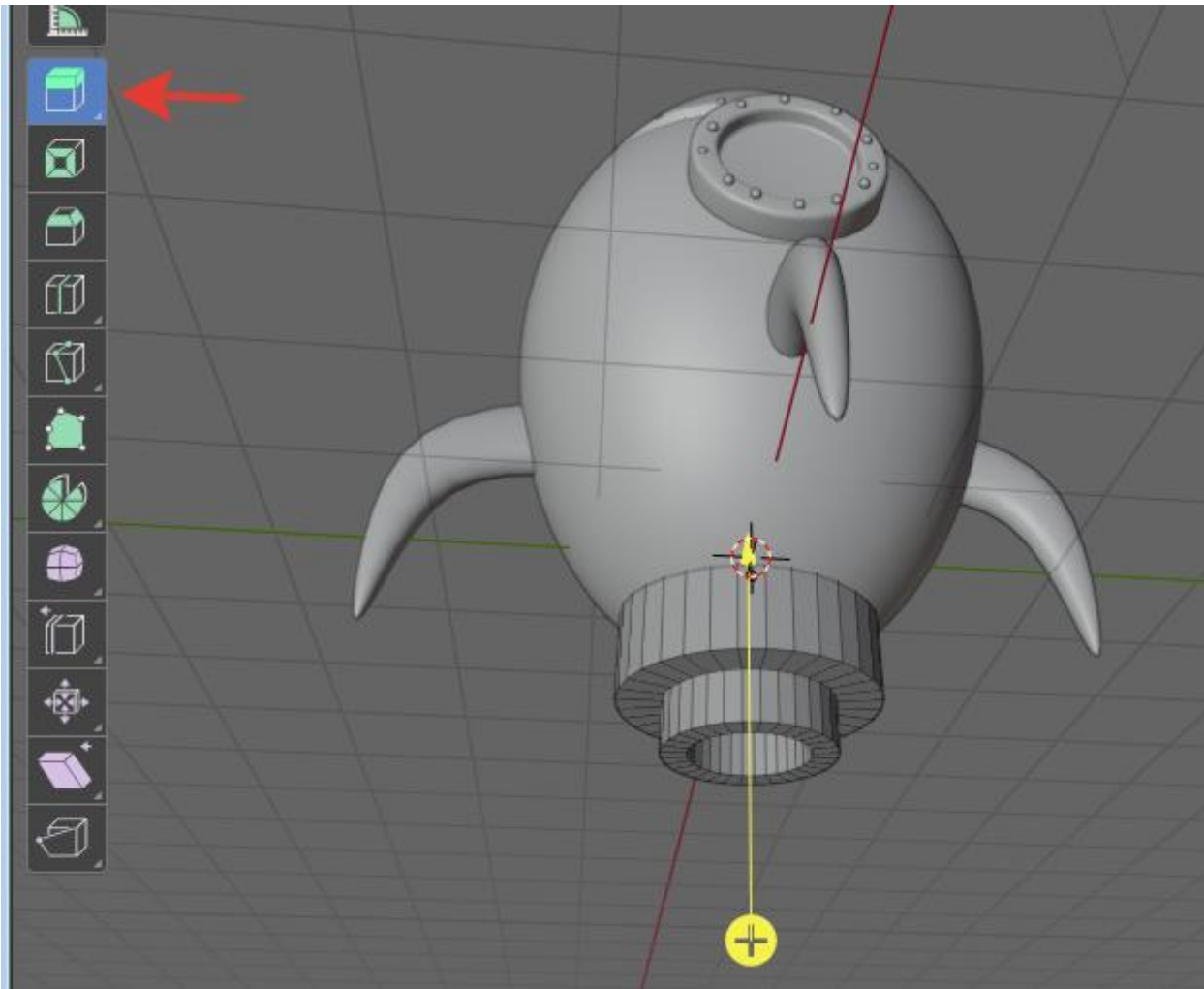
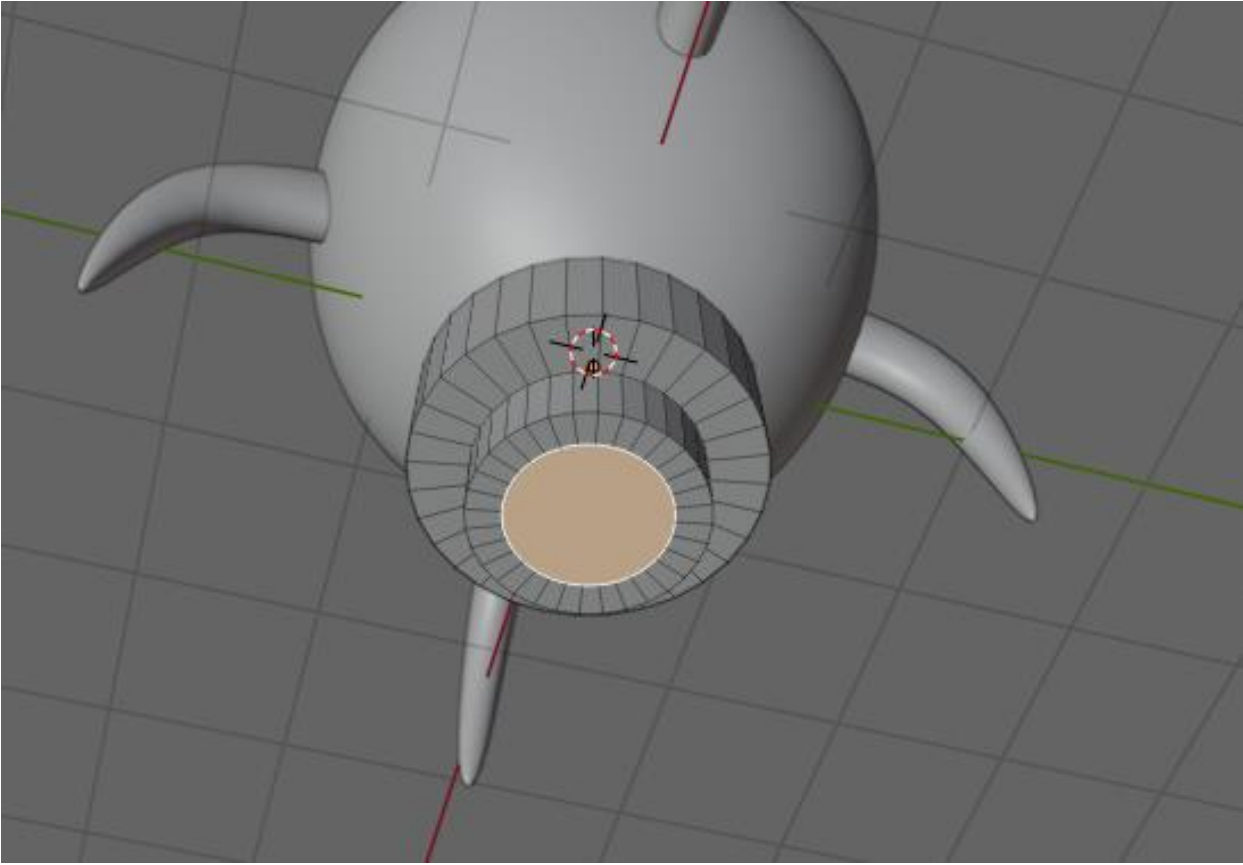


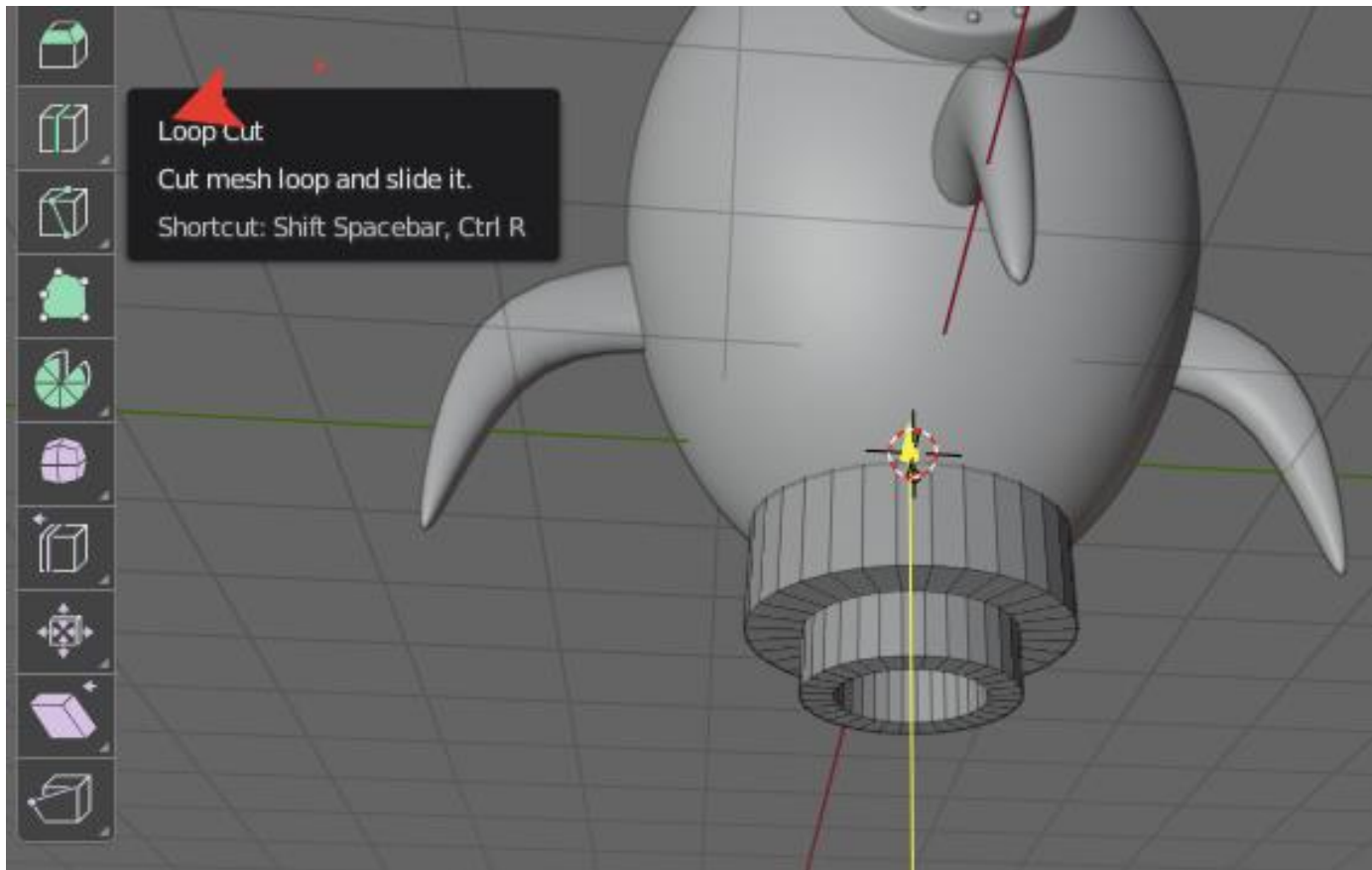




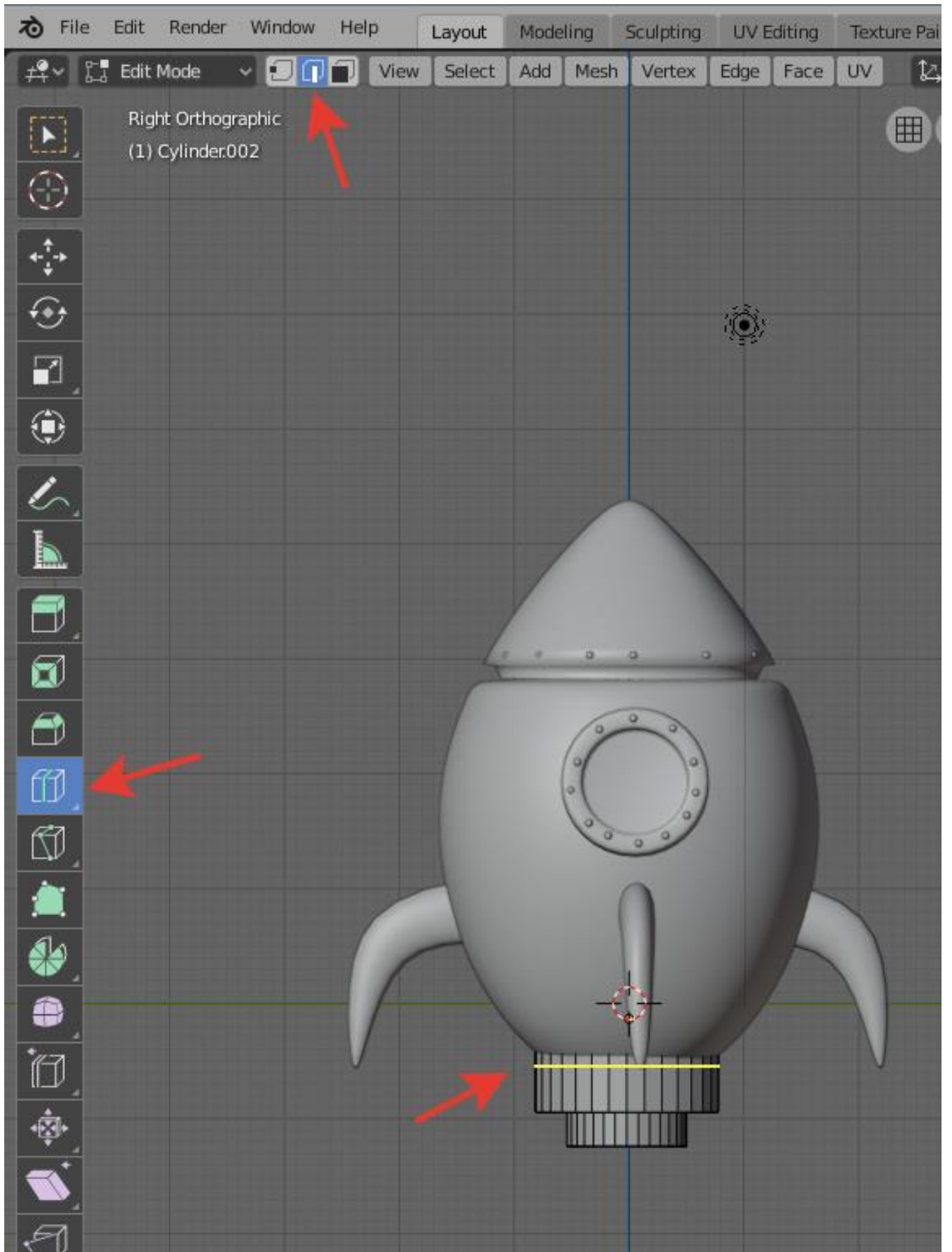


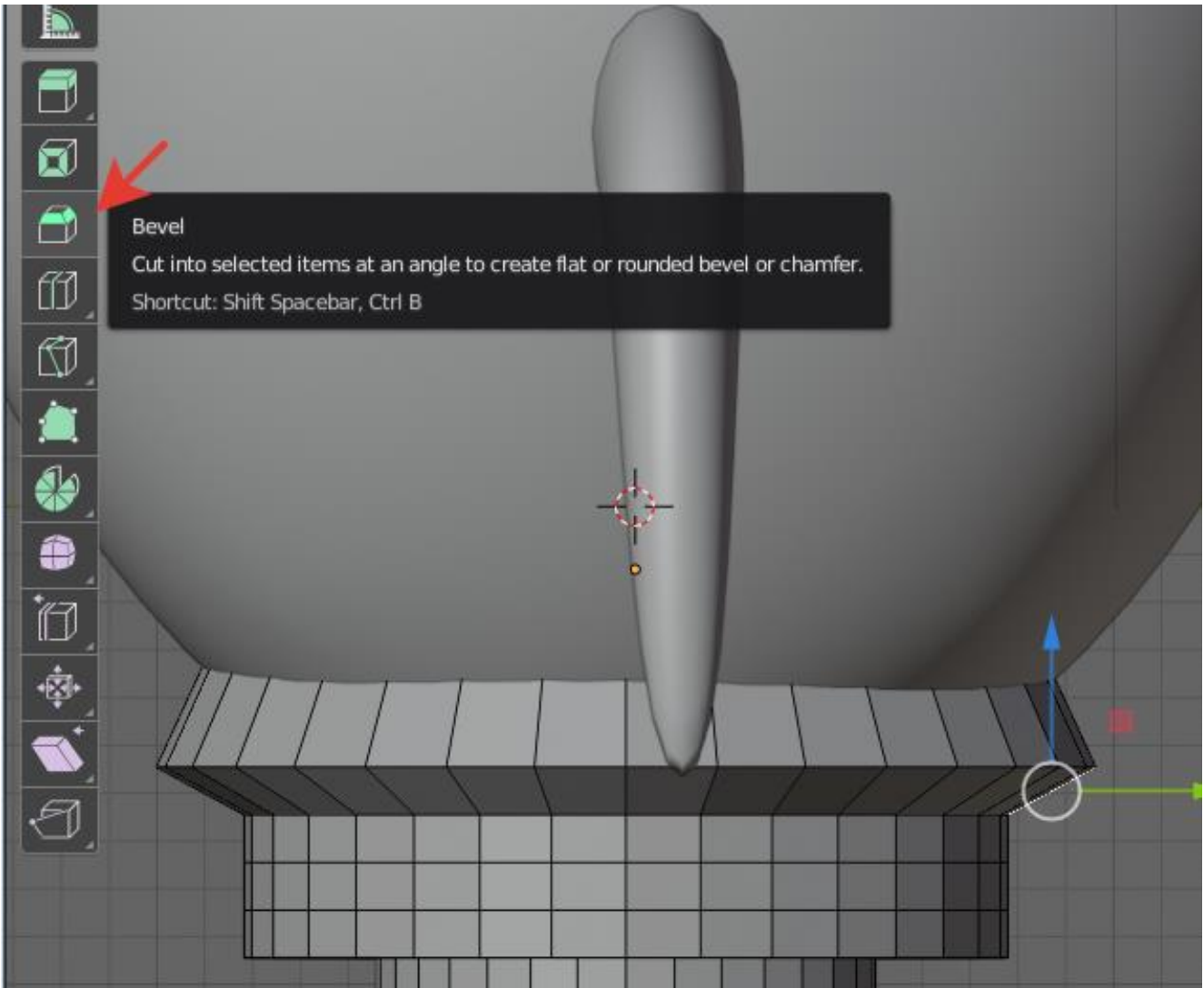
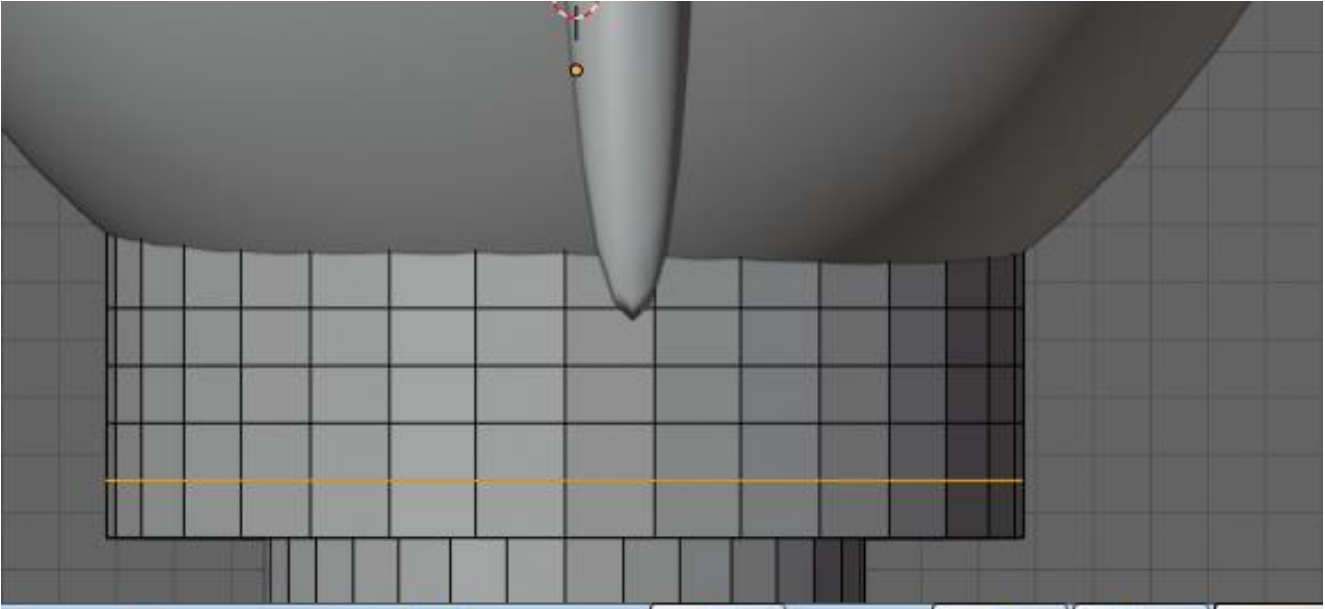


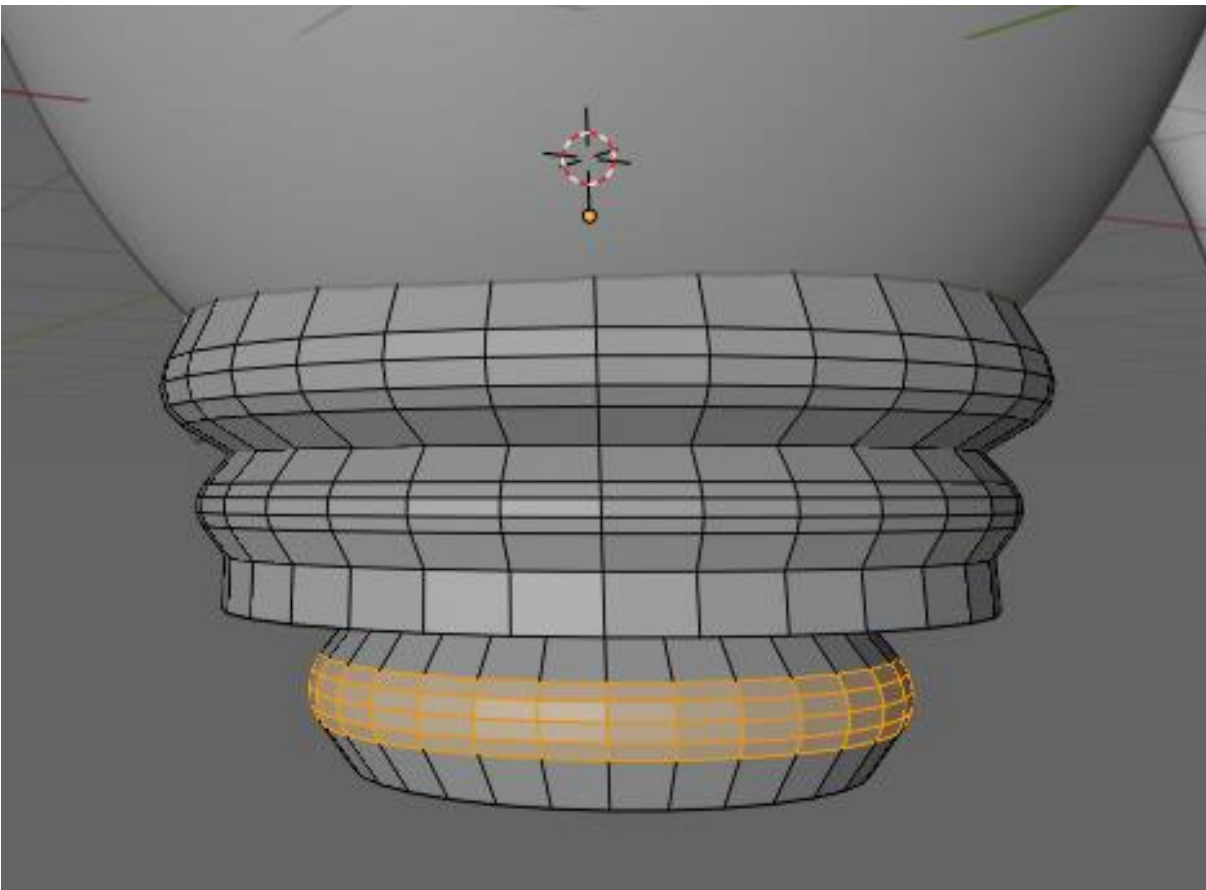
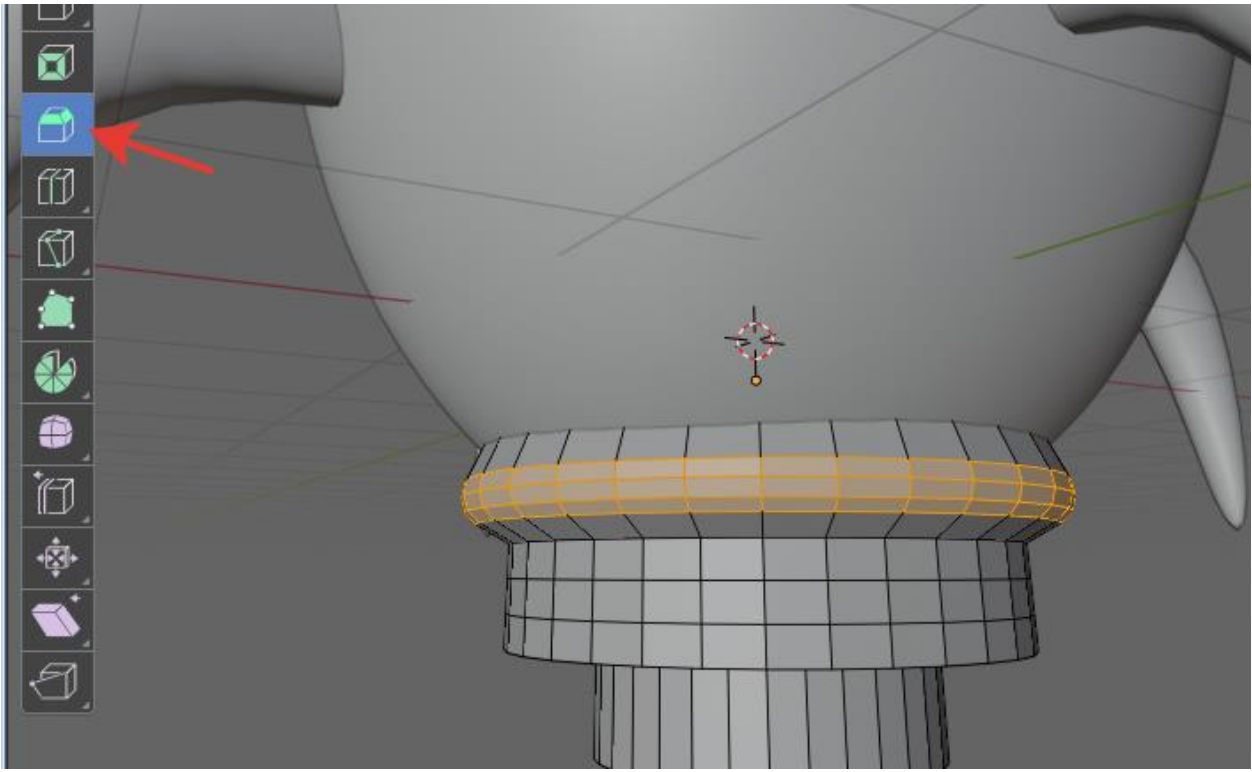


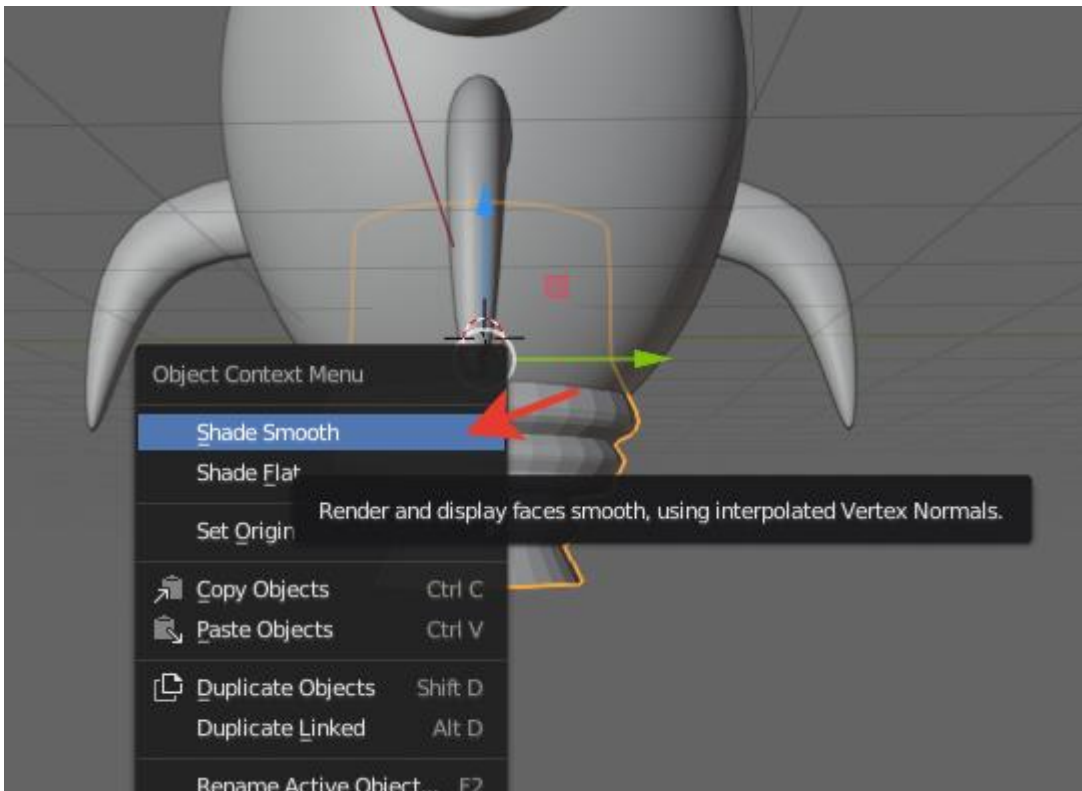
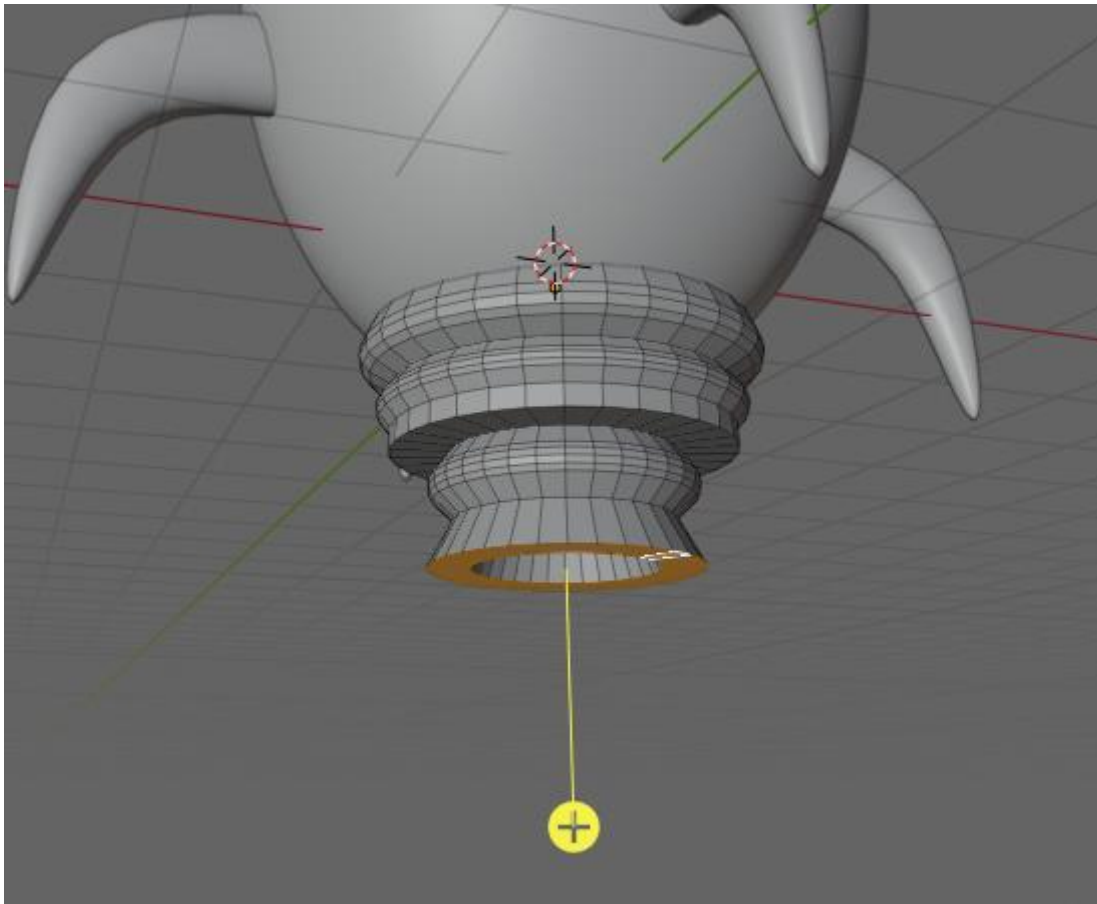


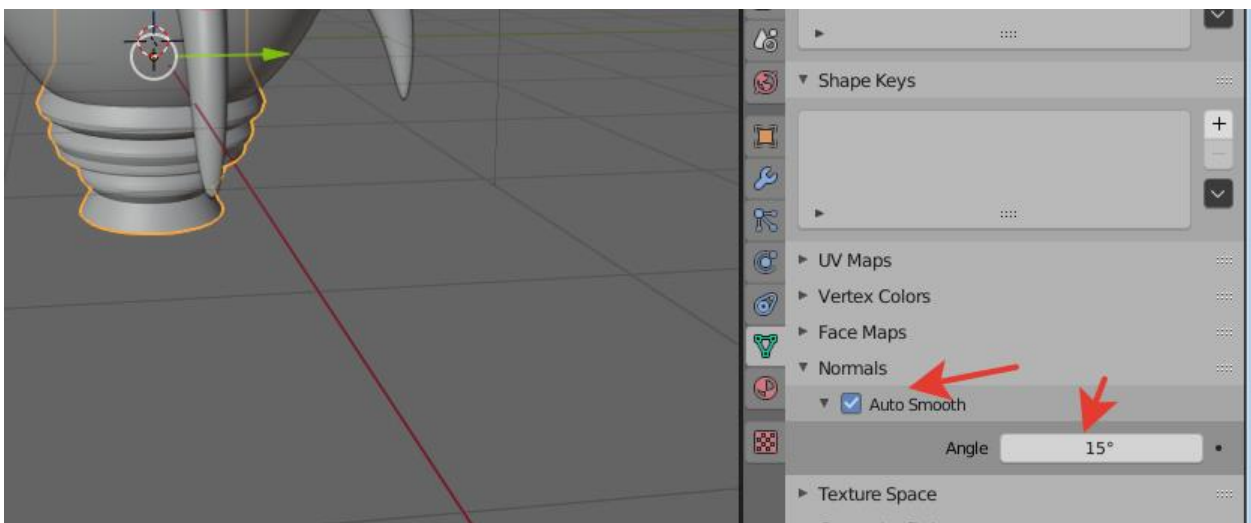
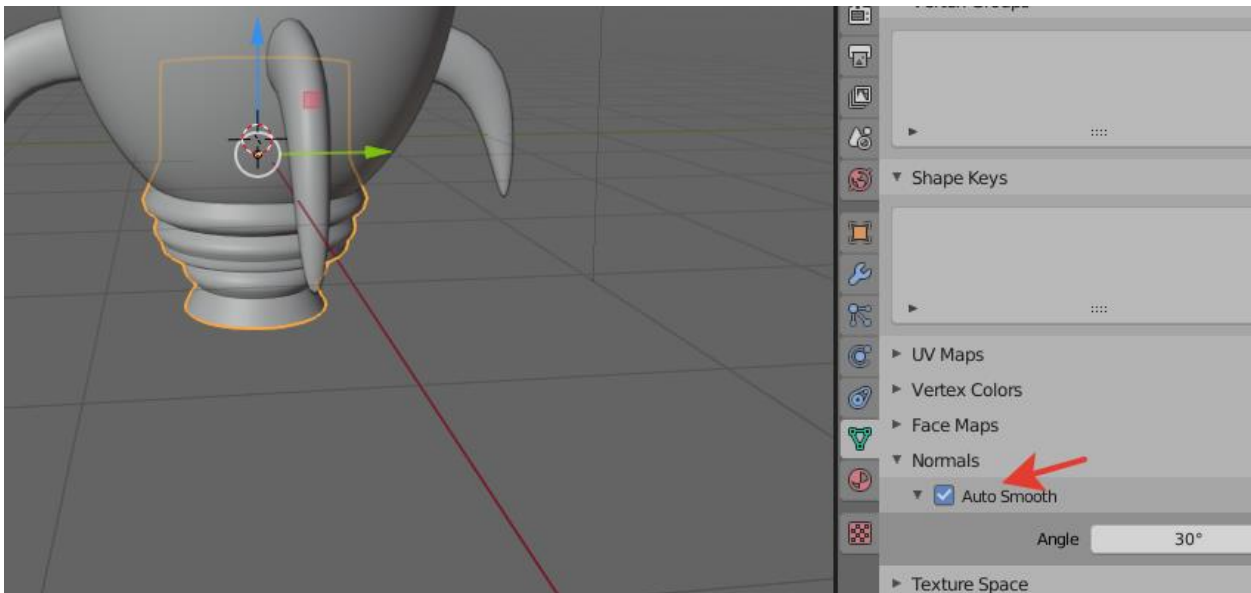
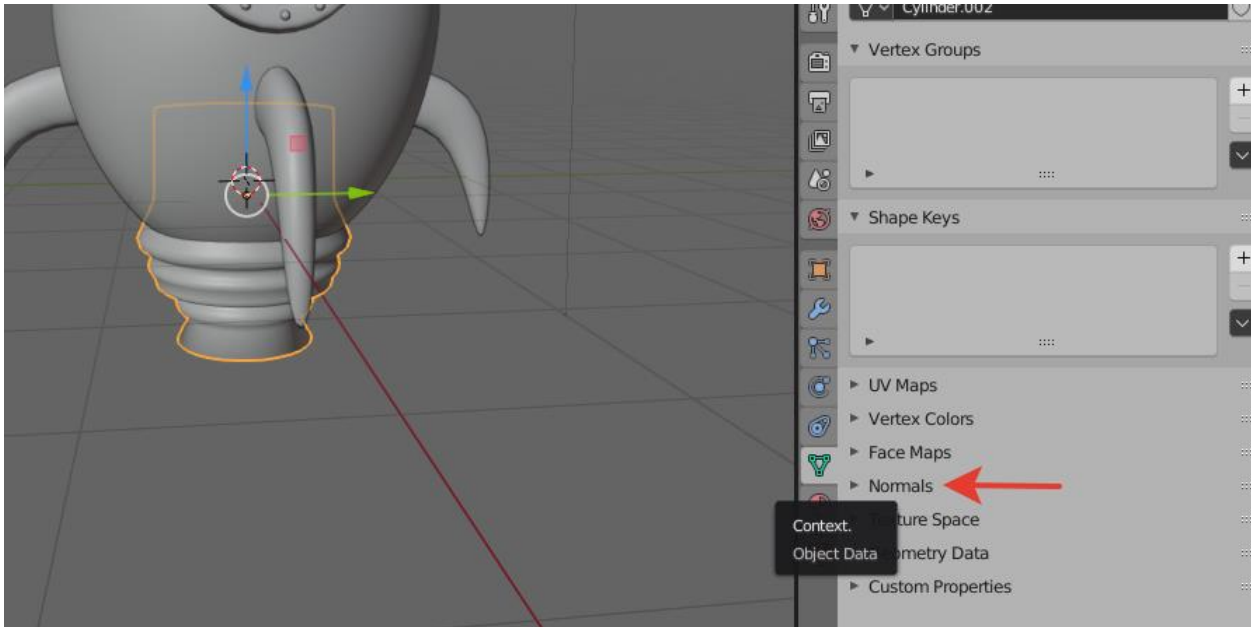
Loop Cut  
Cut mesh loop and slide it.  
Shortcut: Shift Spacebar, Ctrl R



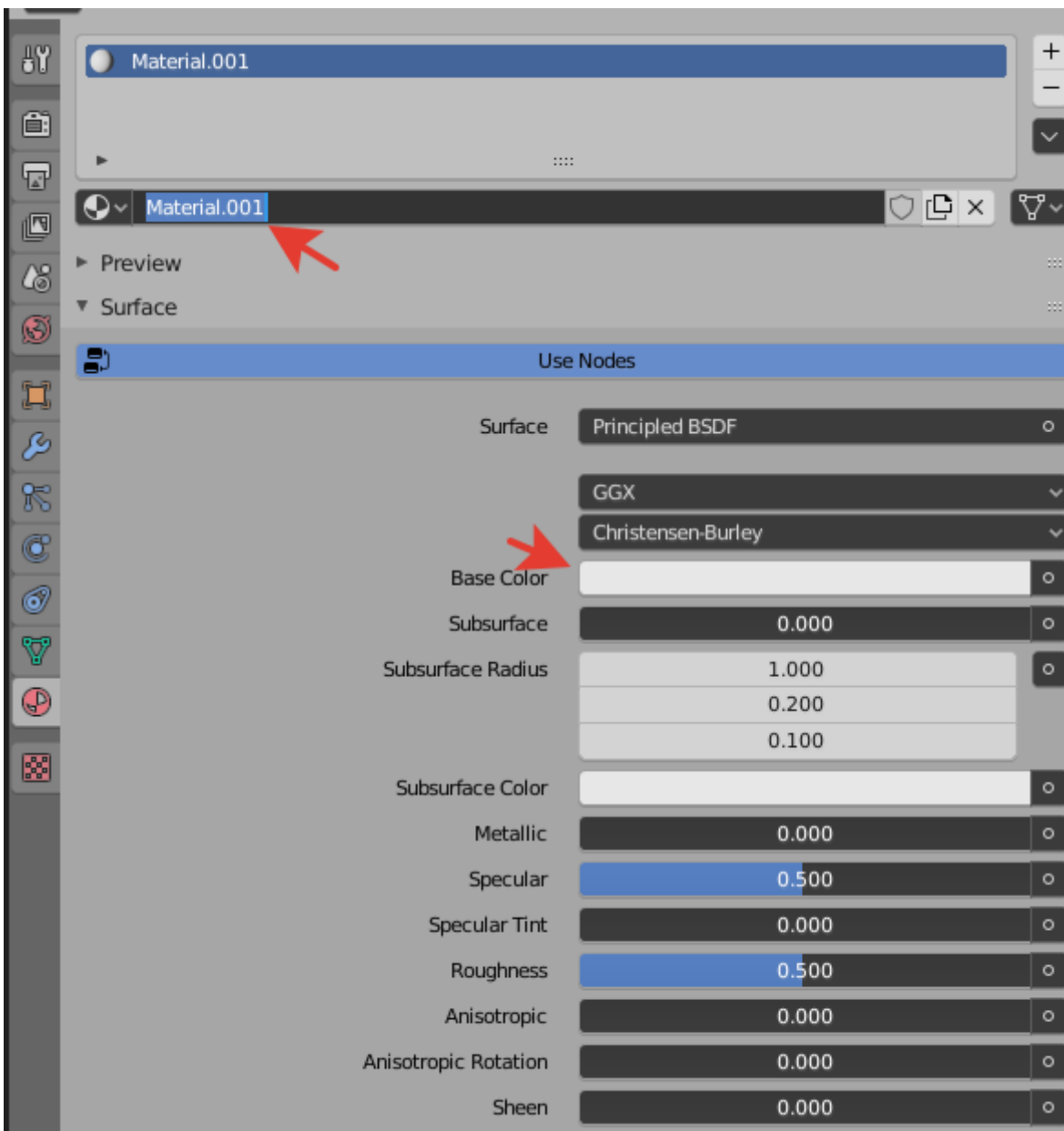
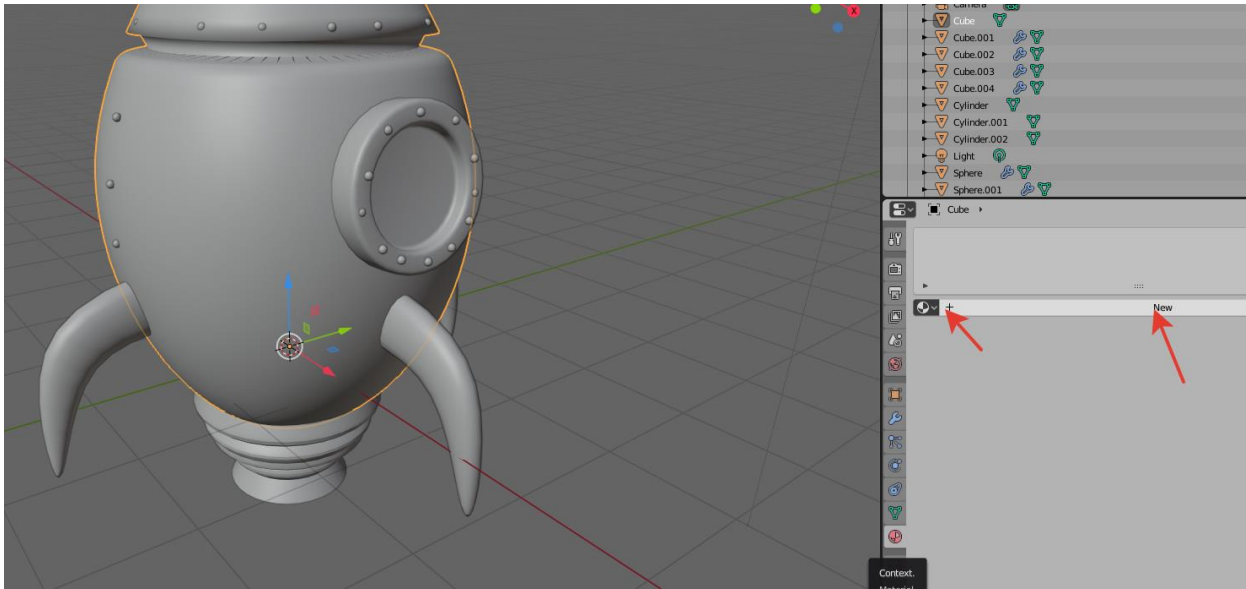


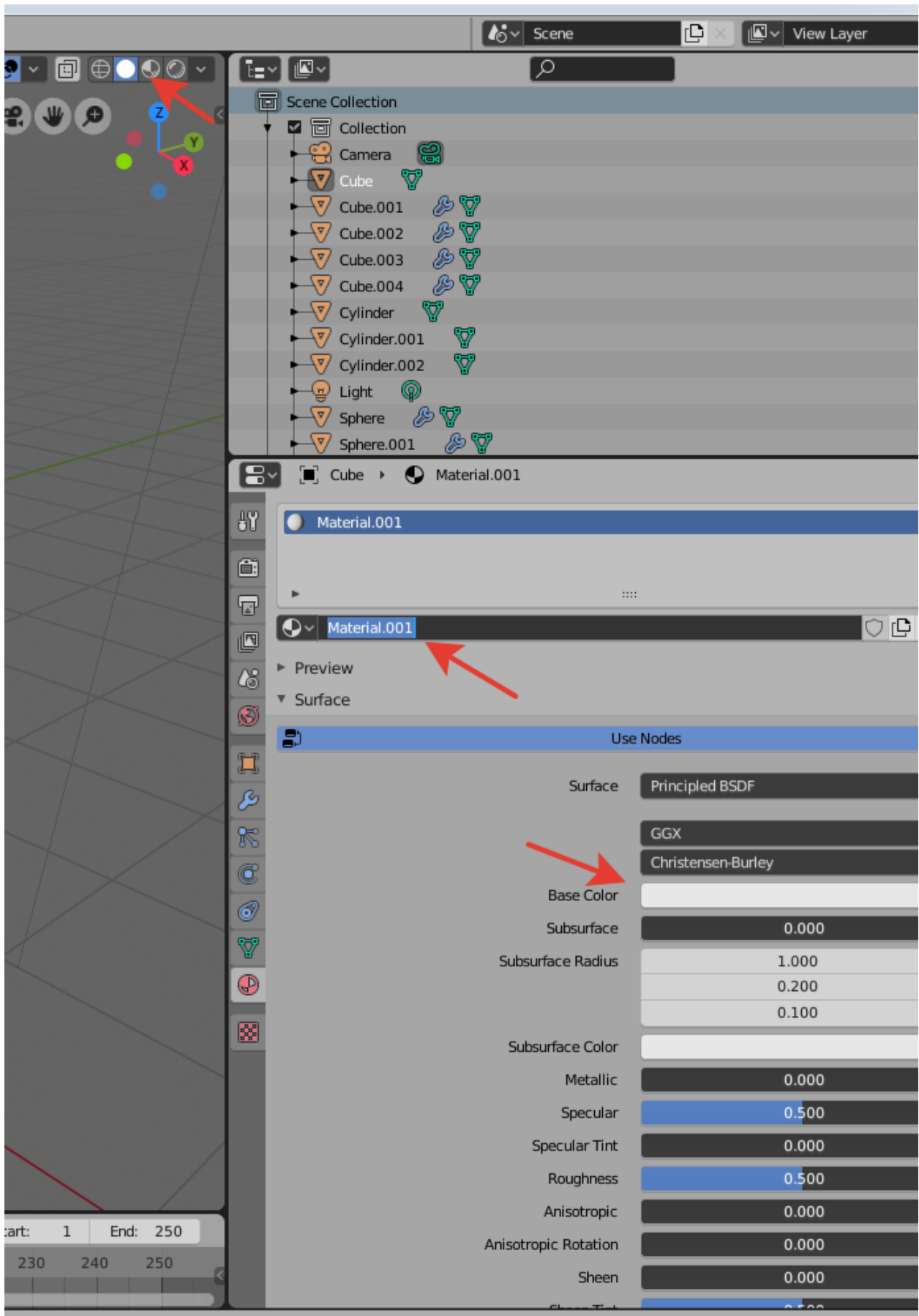


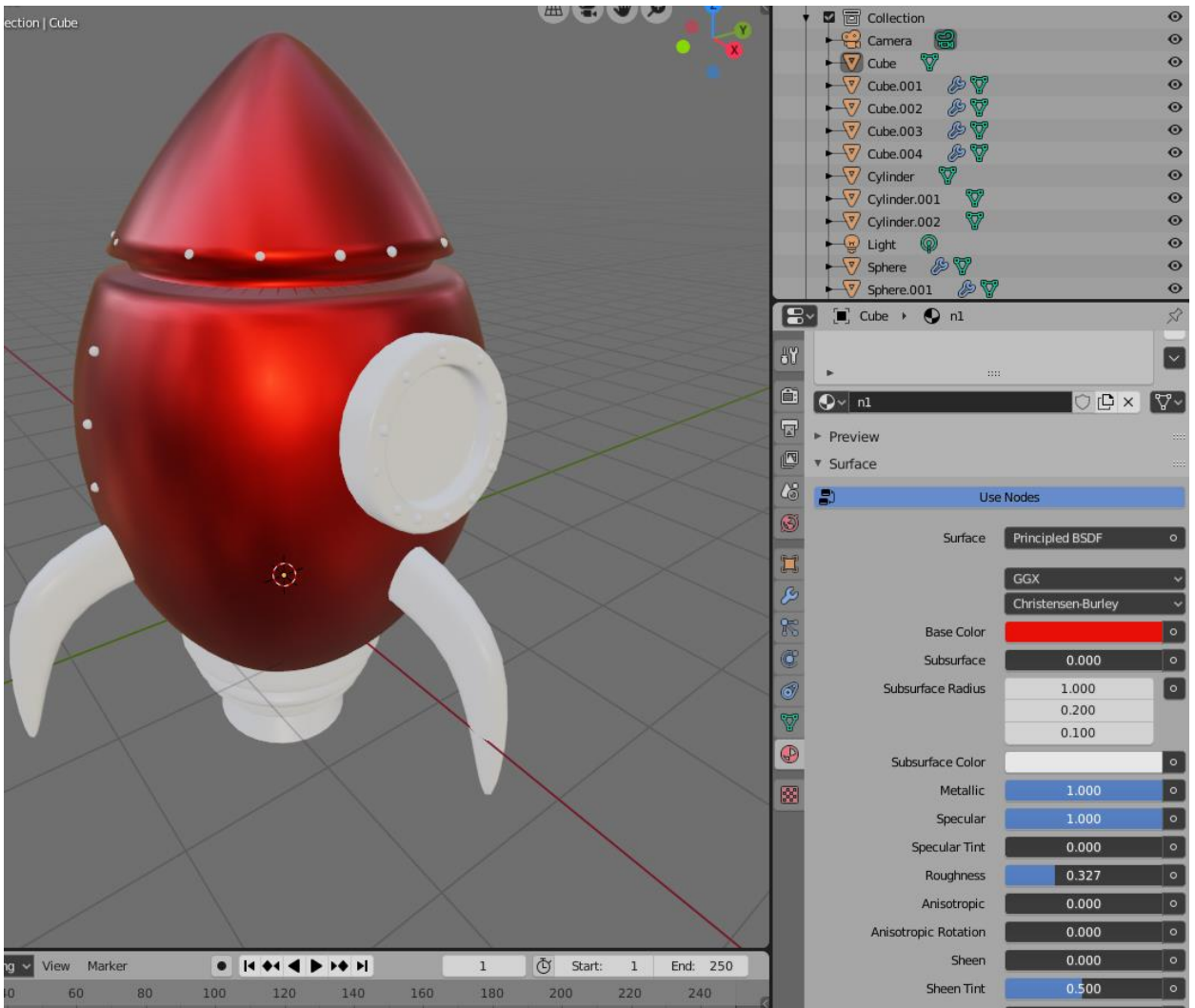
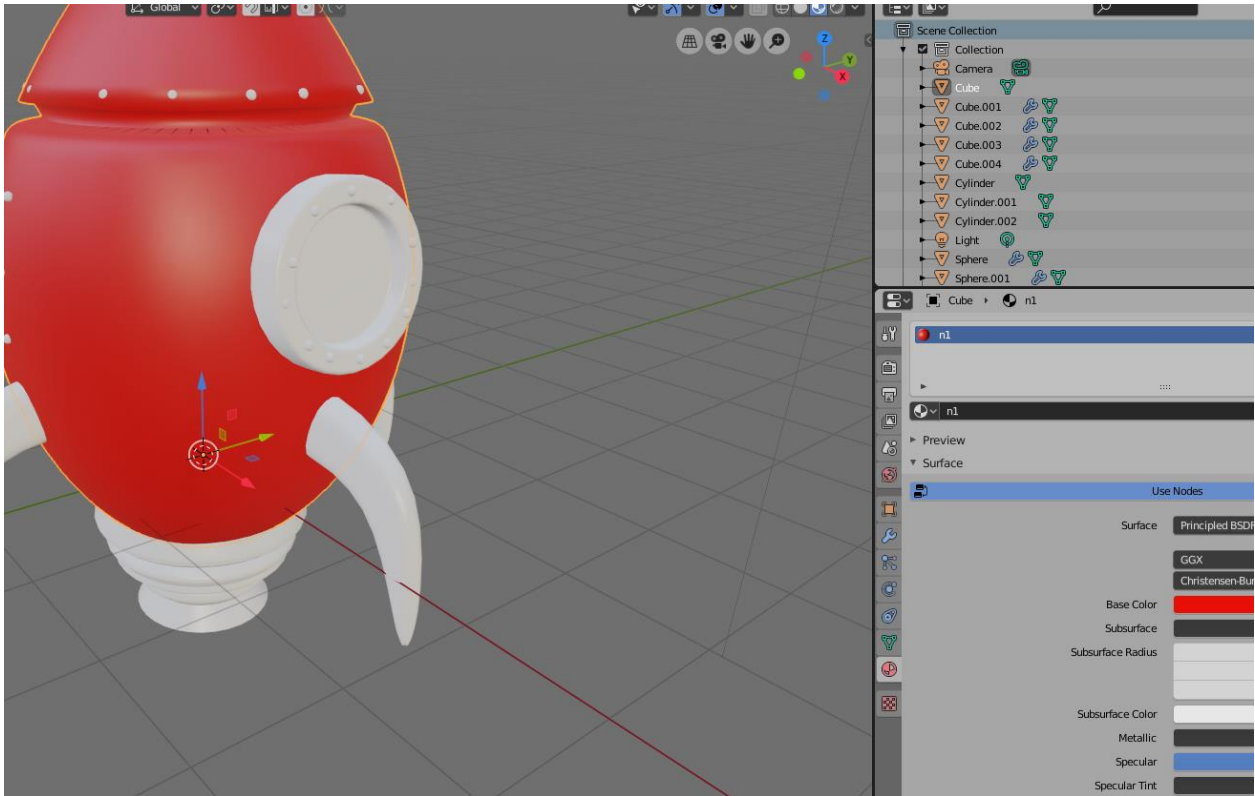


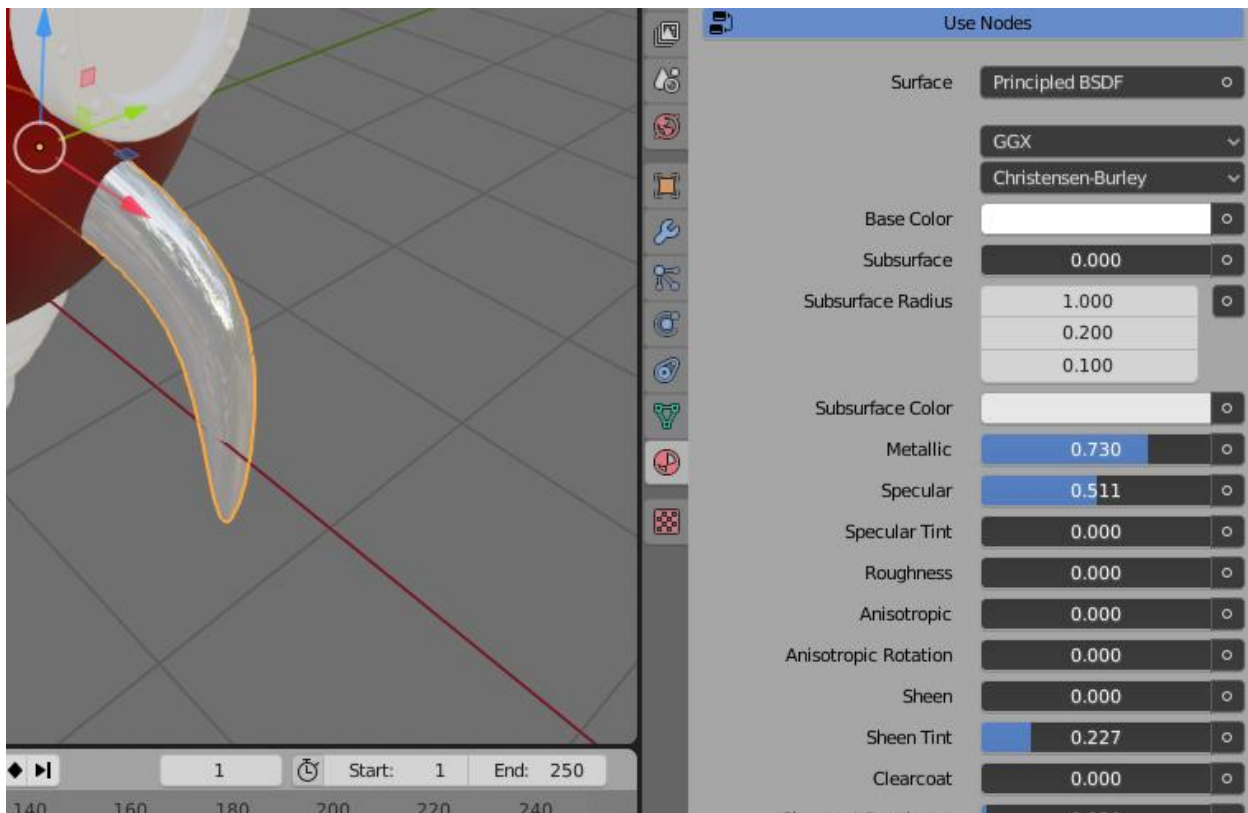
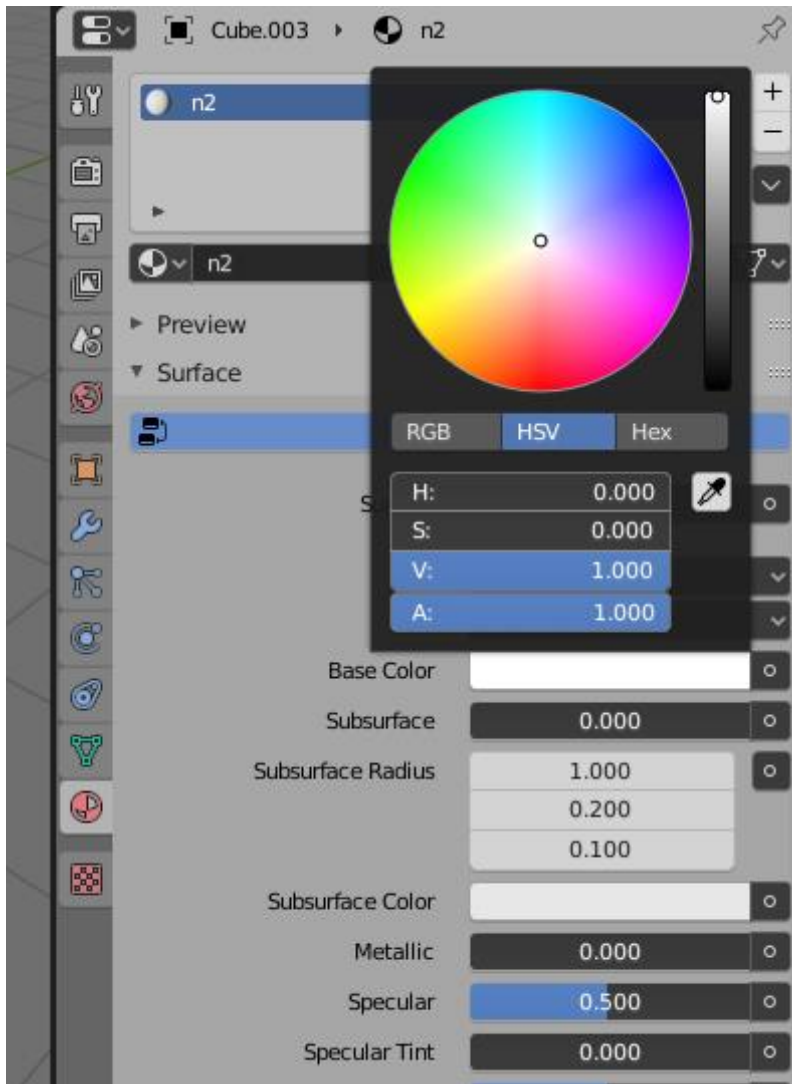


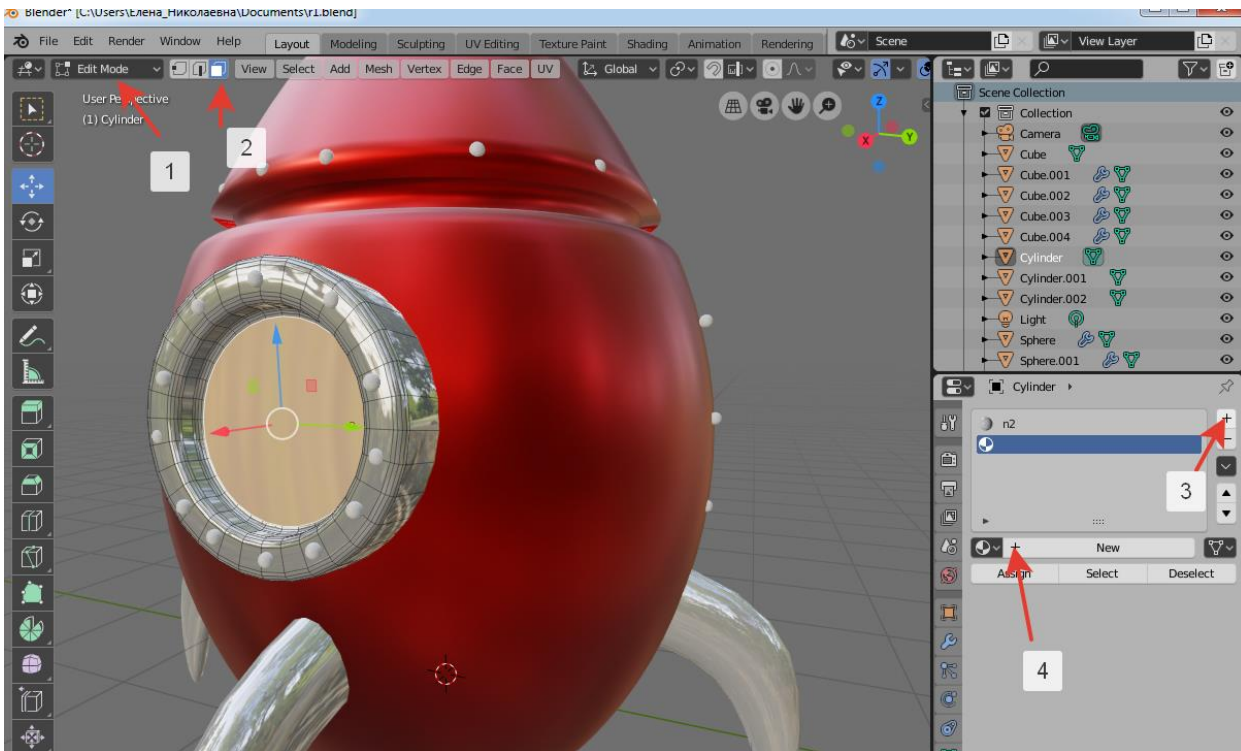
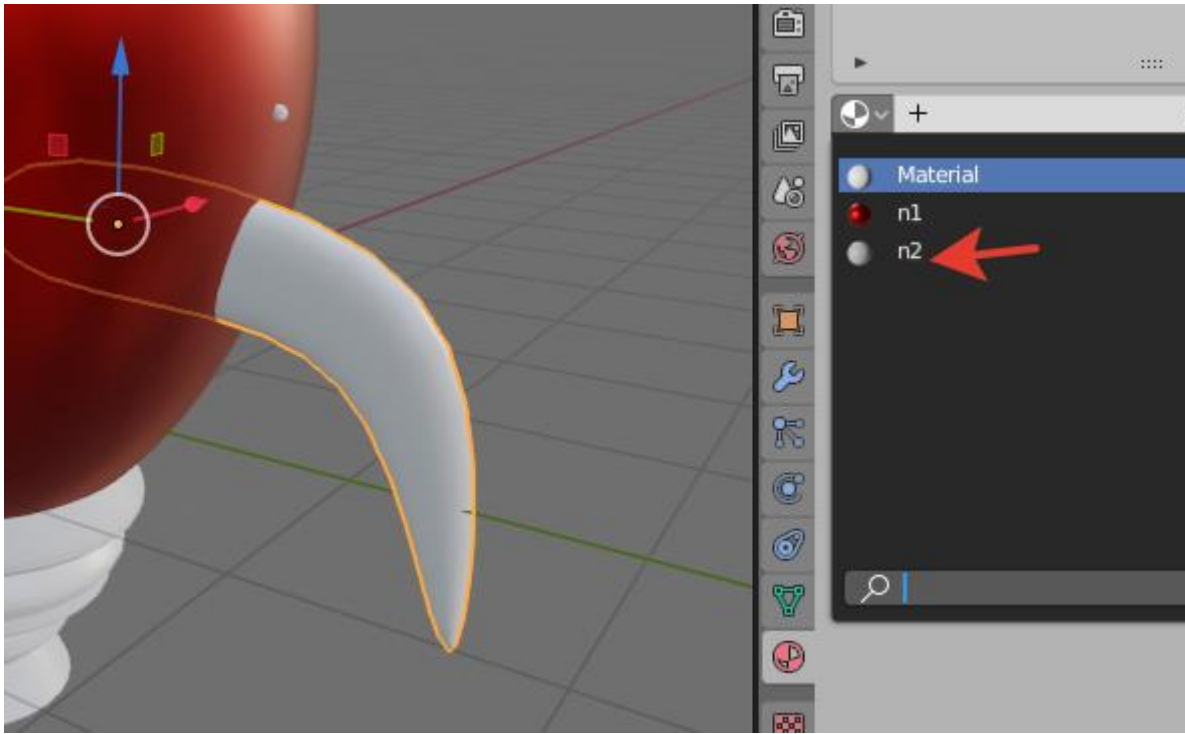


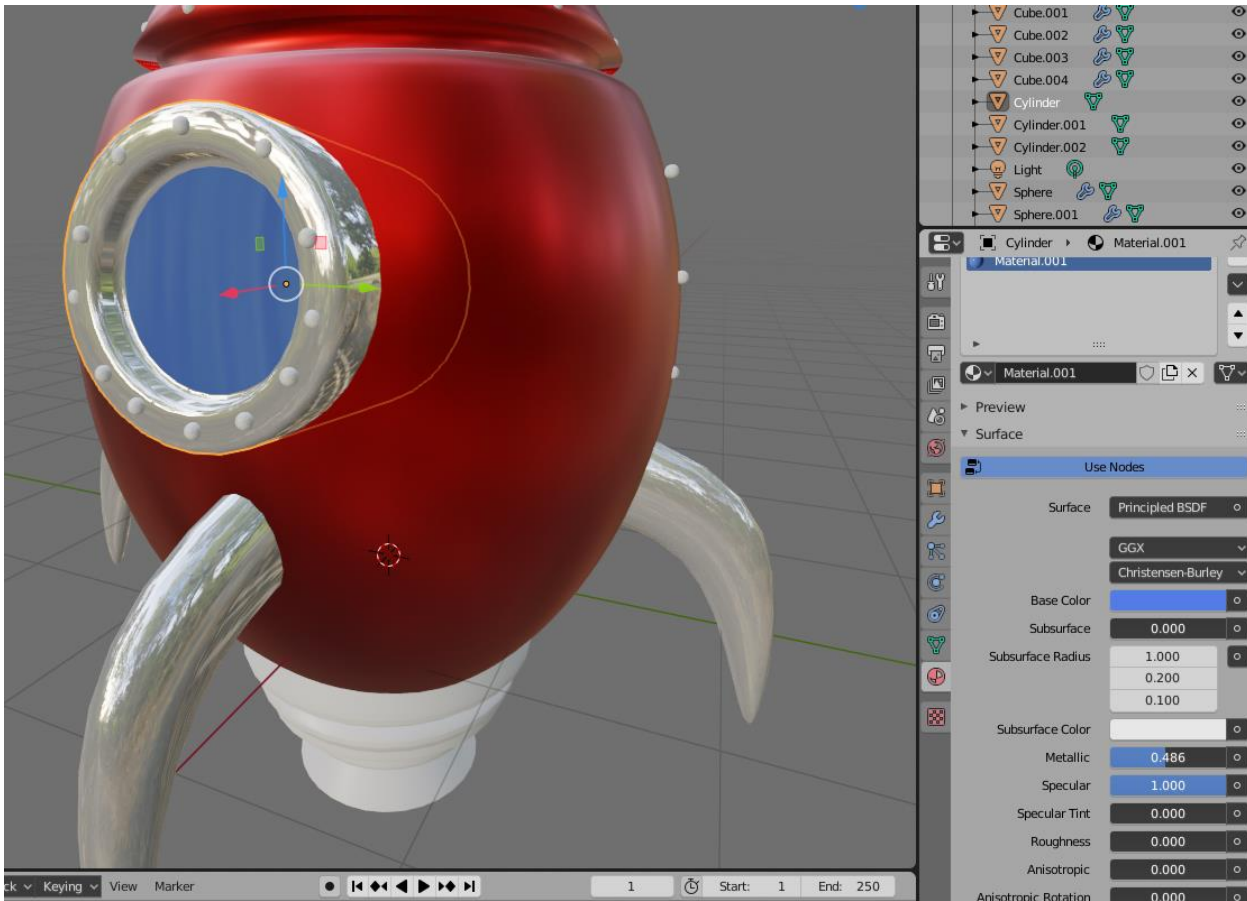
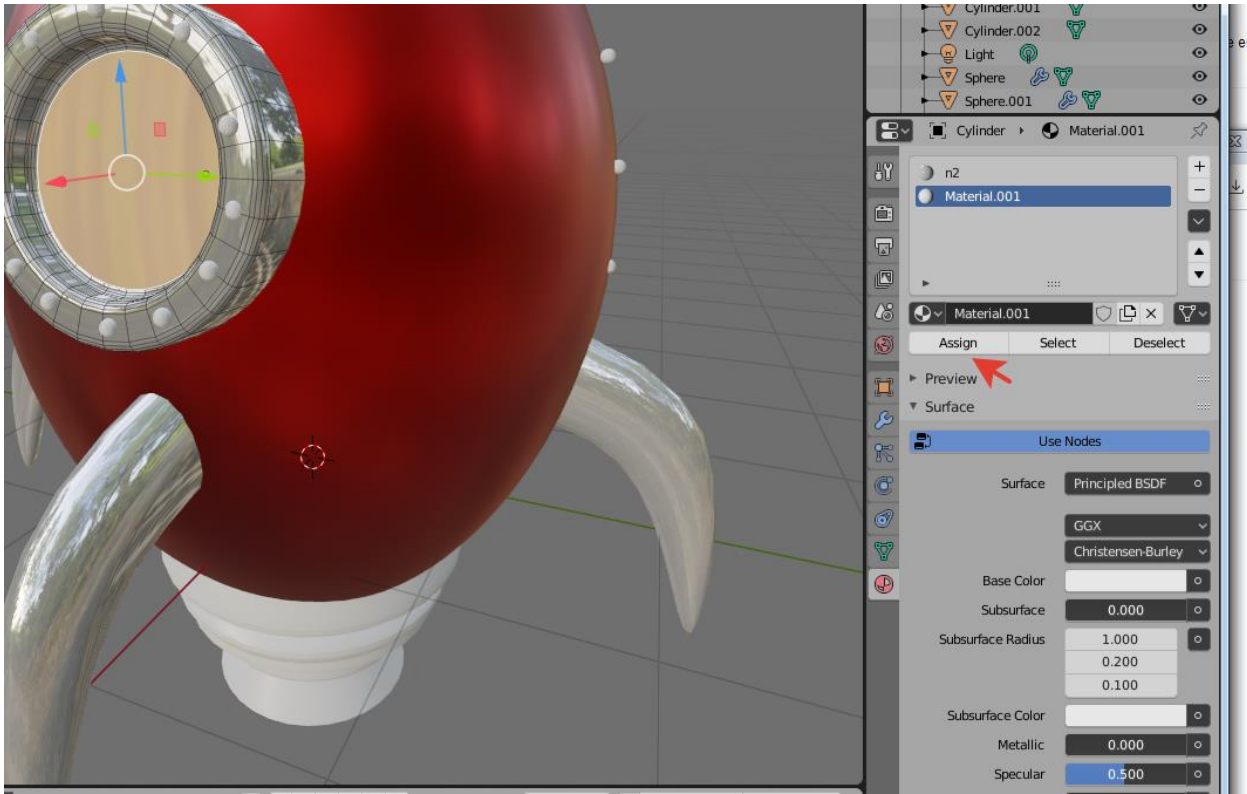


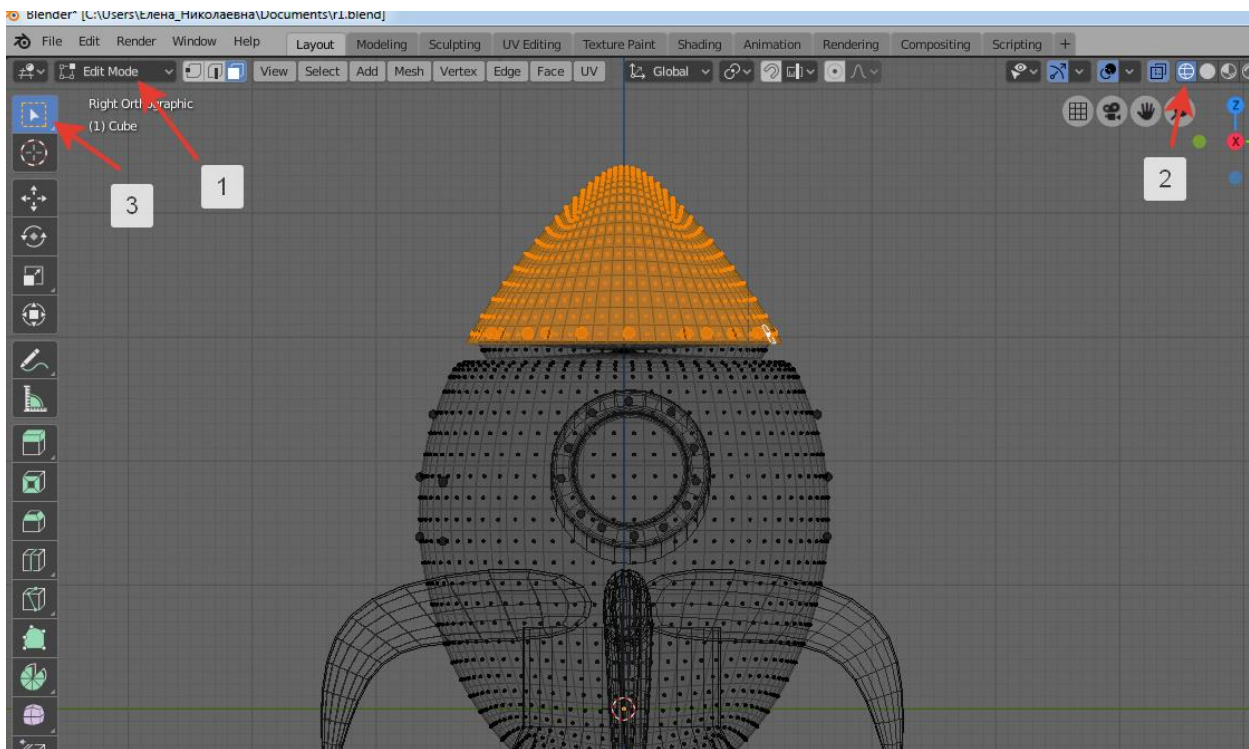
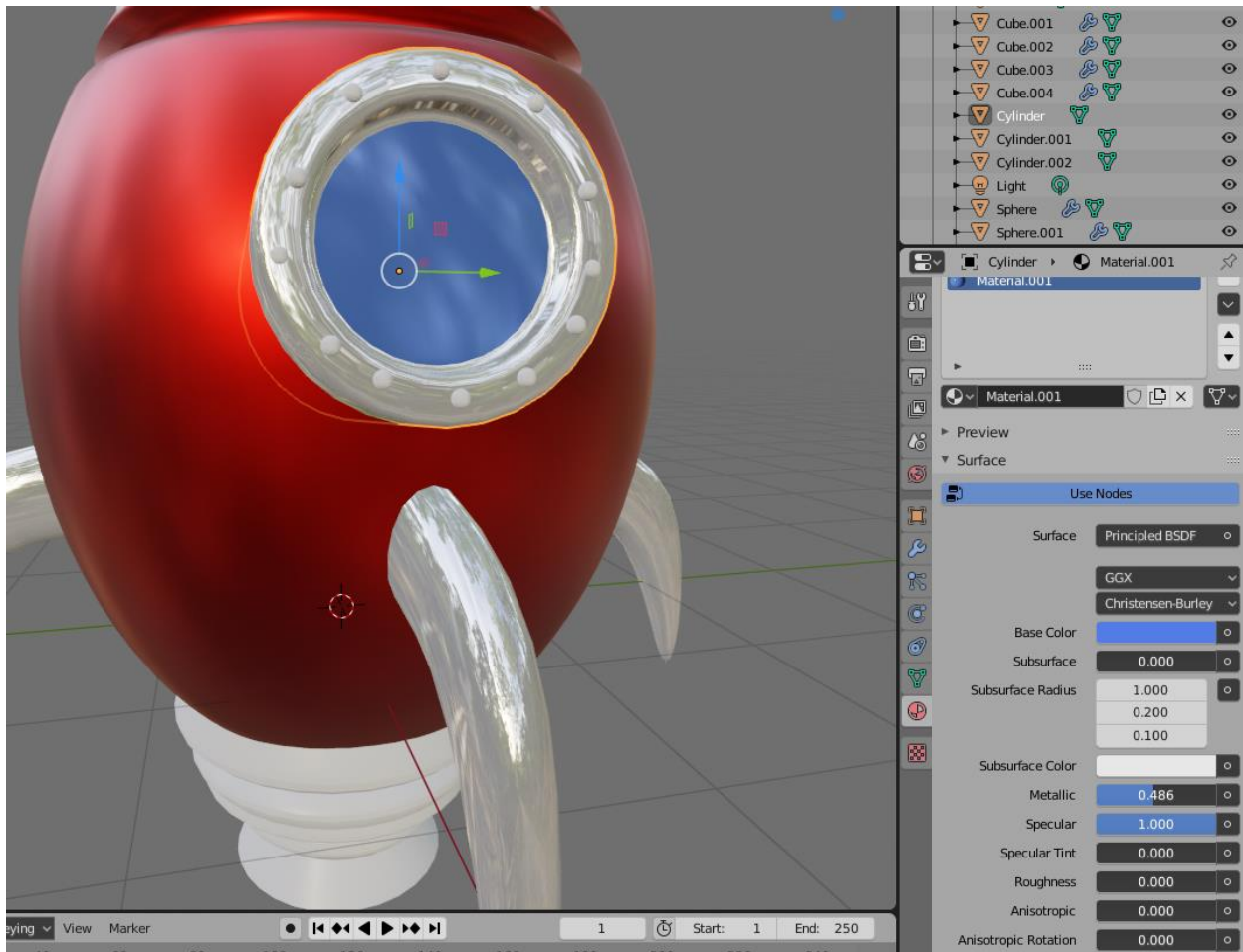


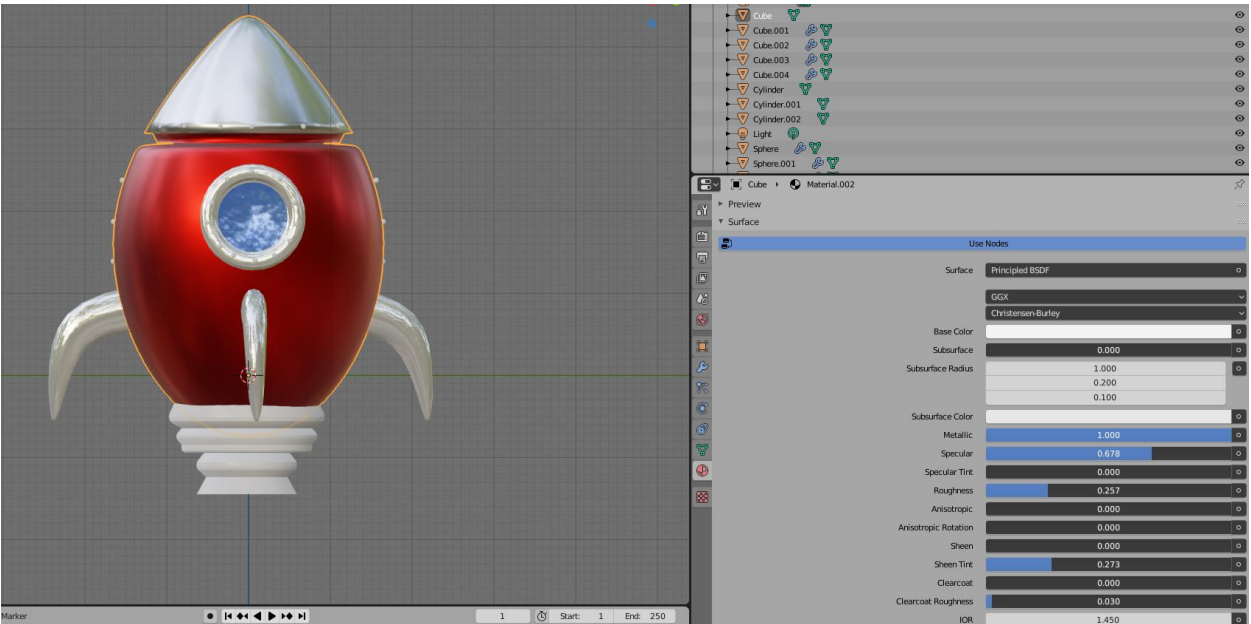
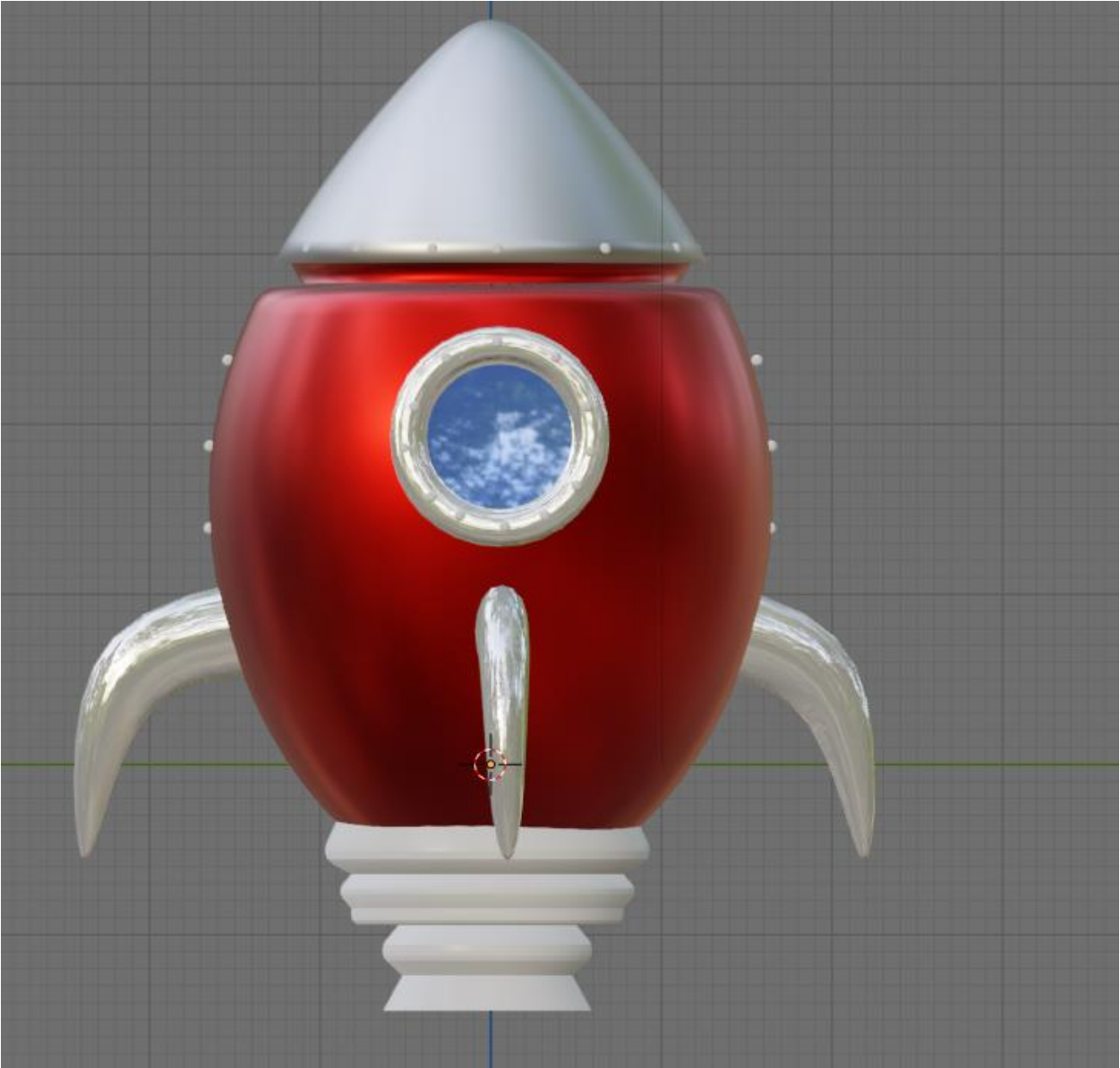




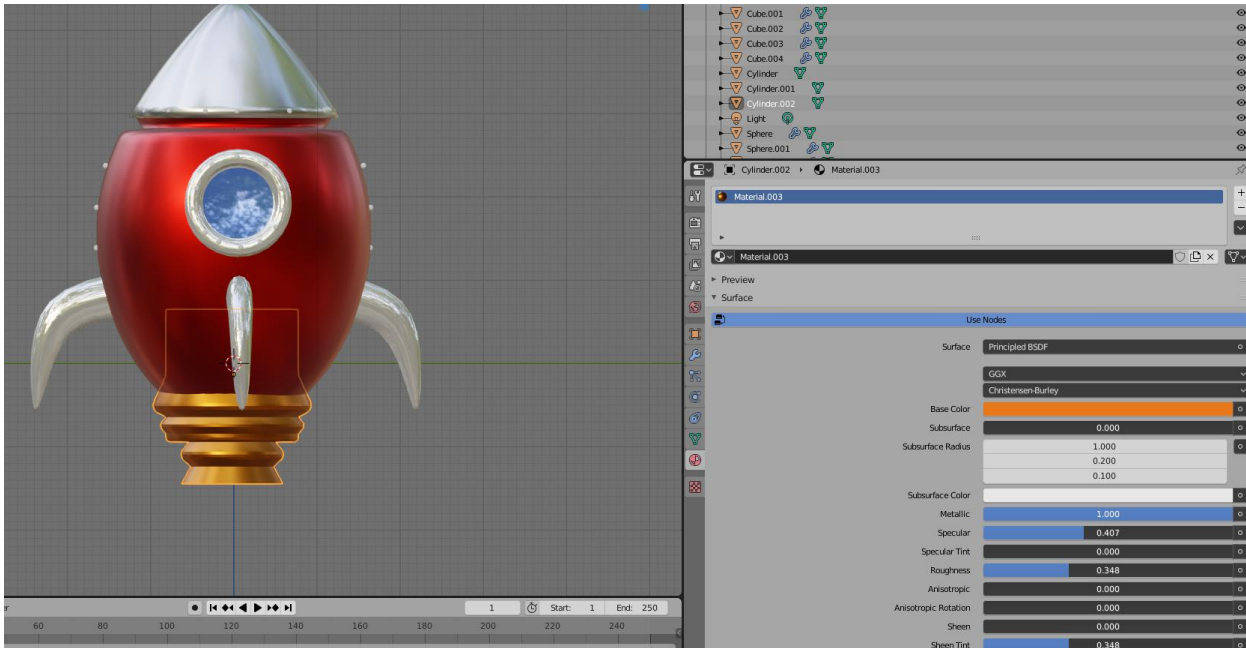


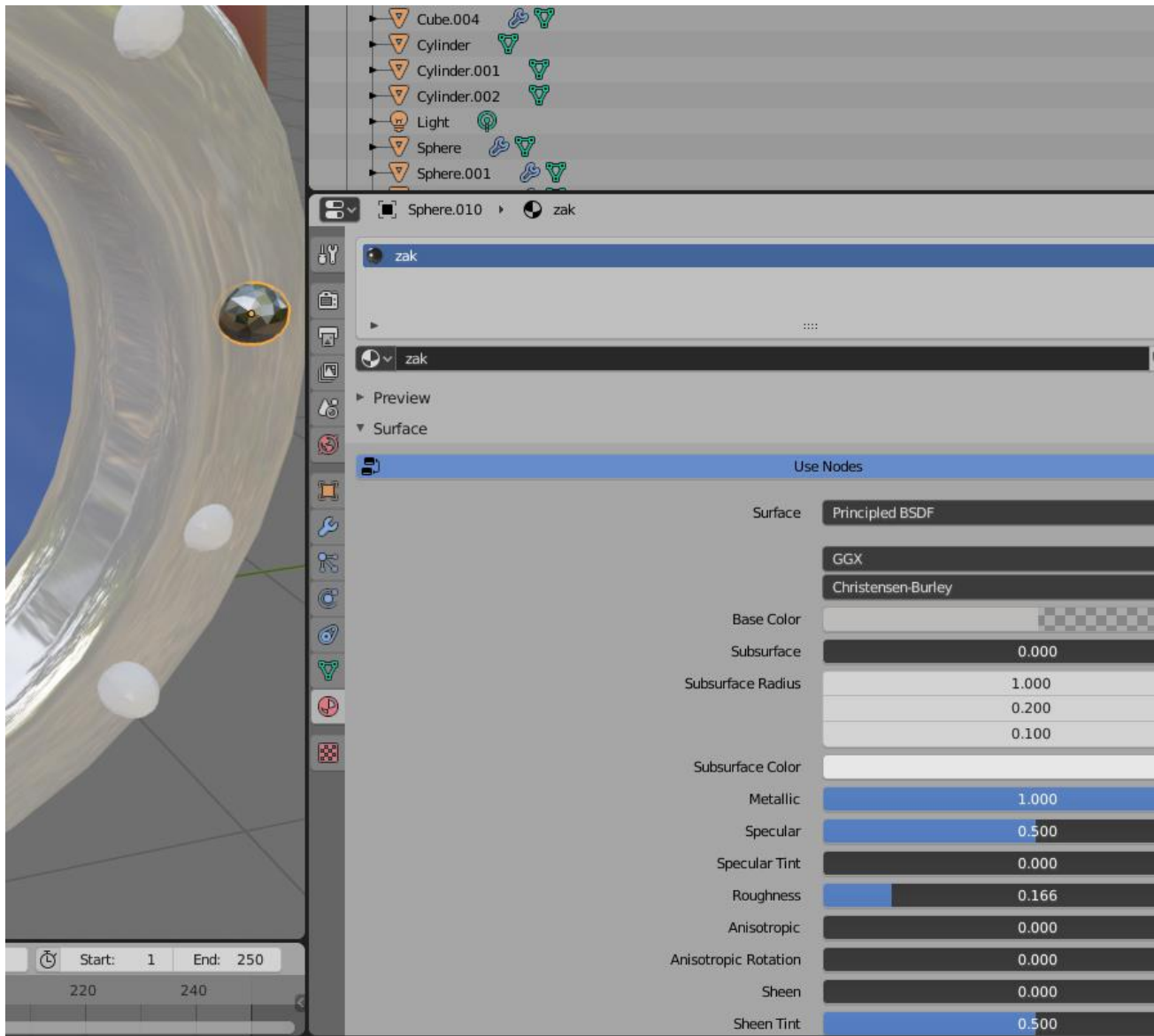


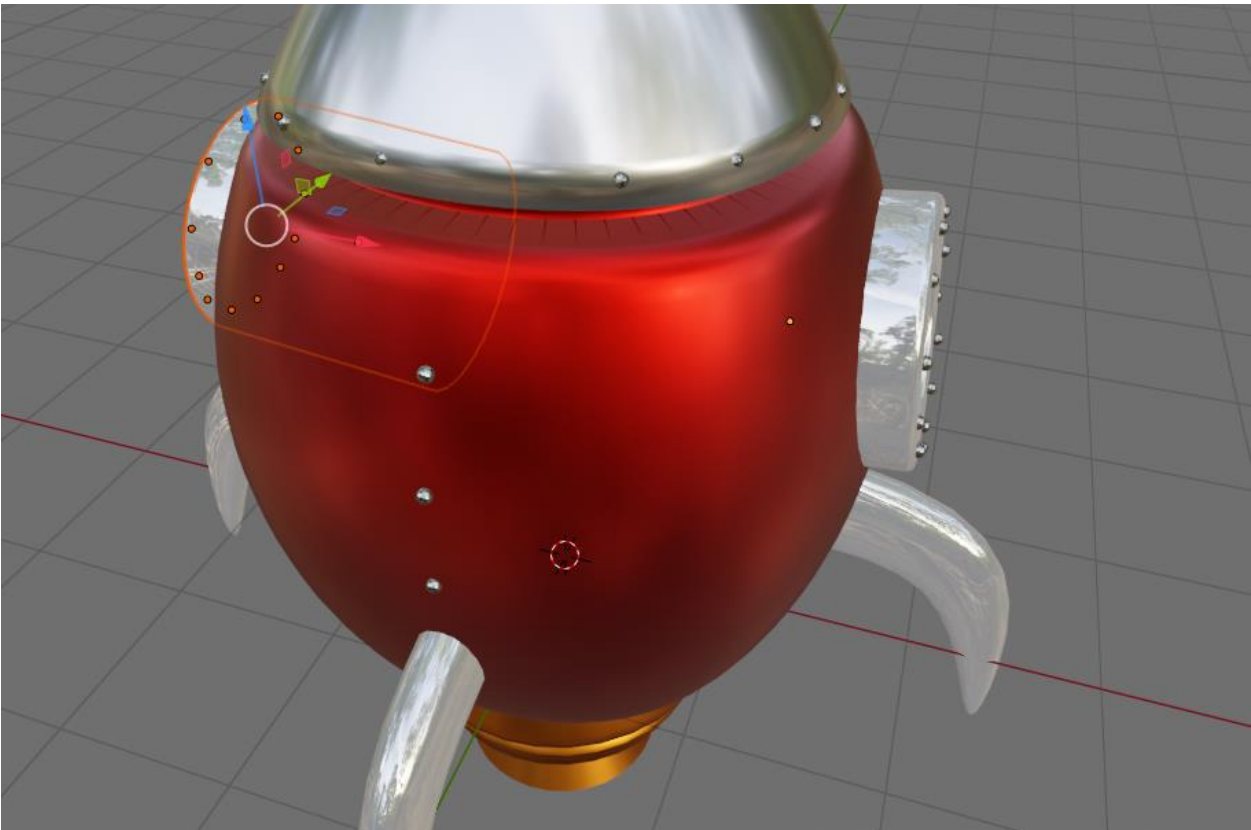
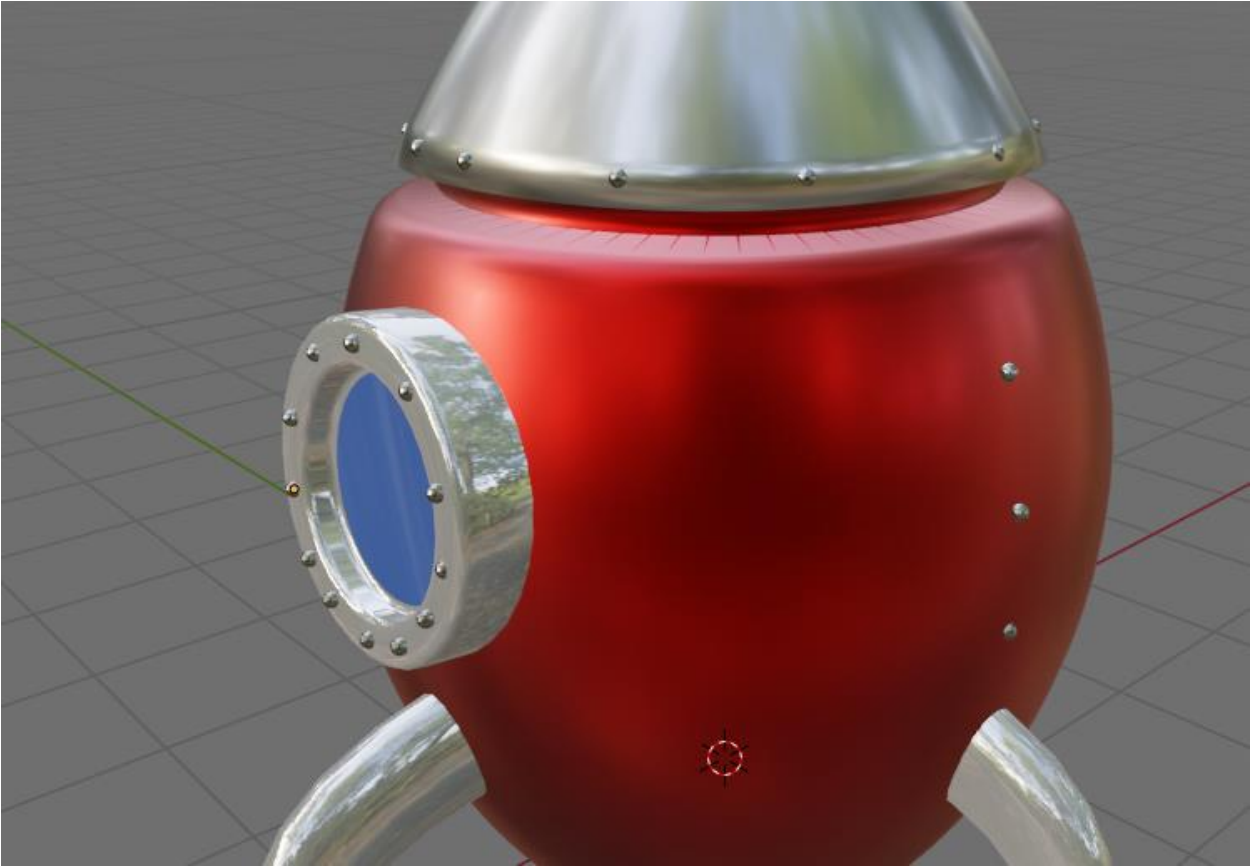


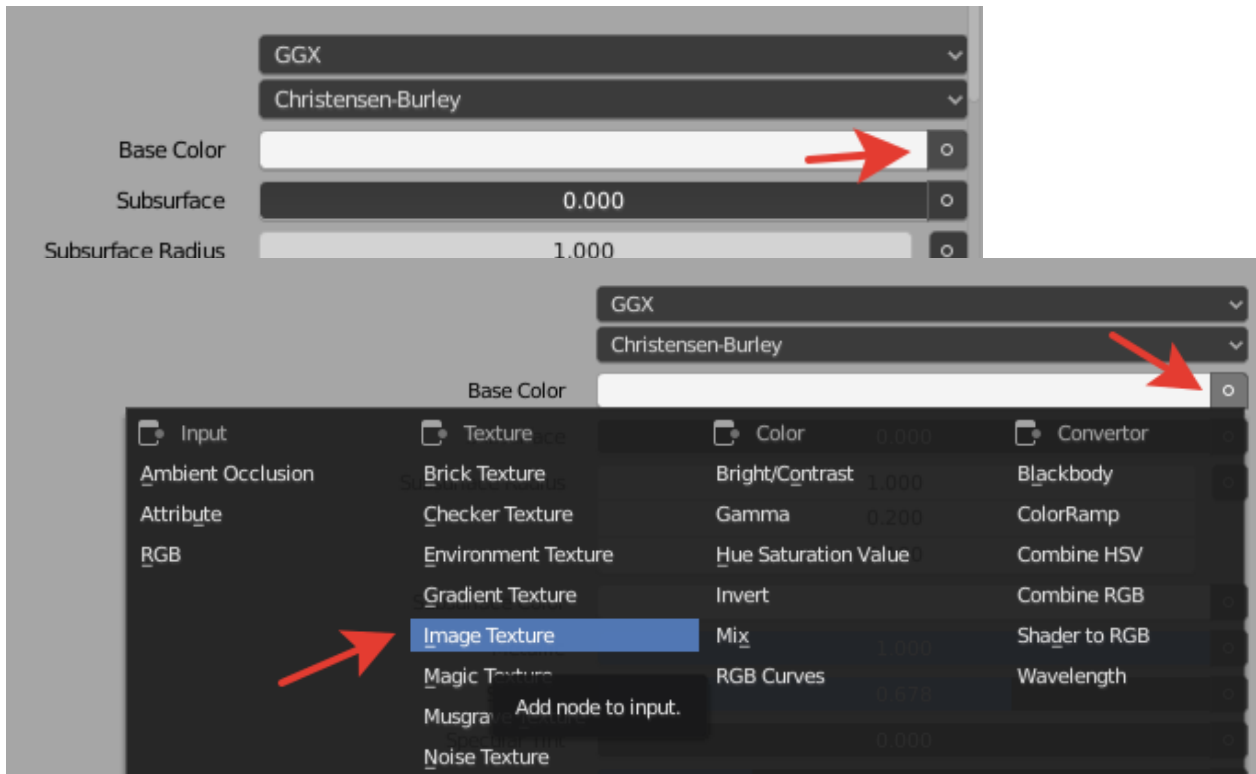




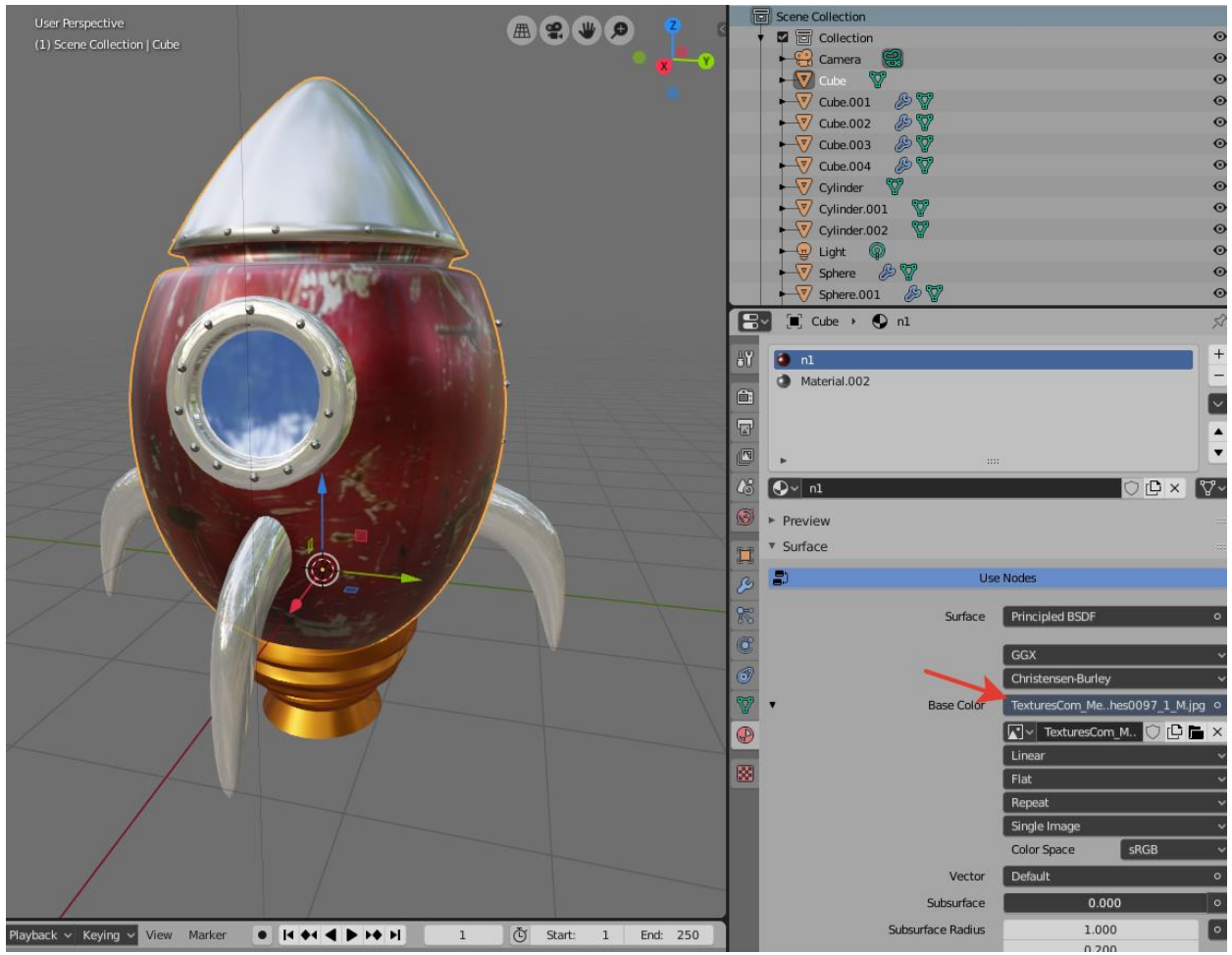


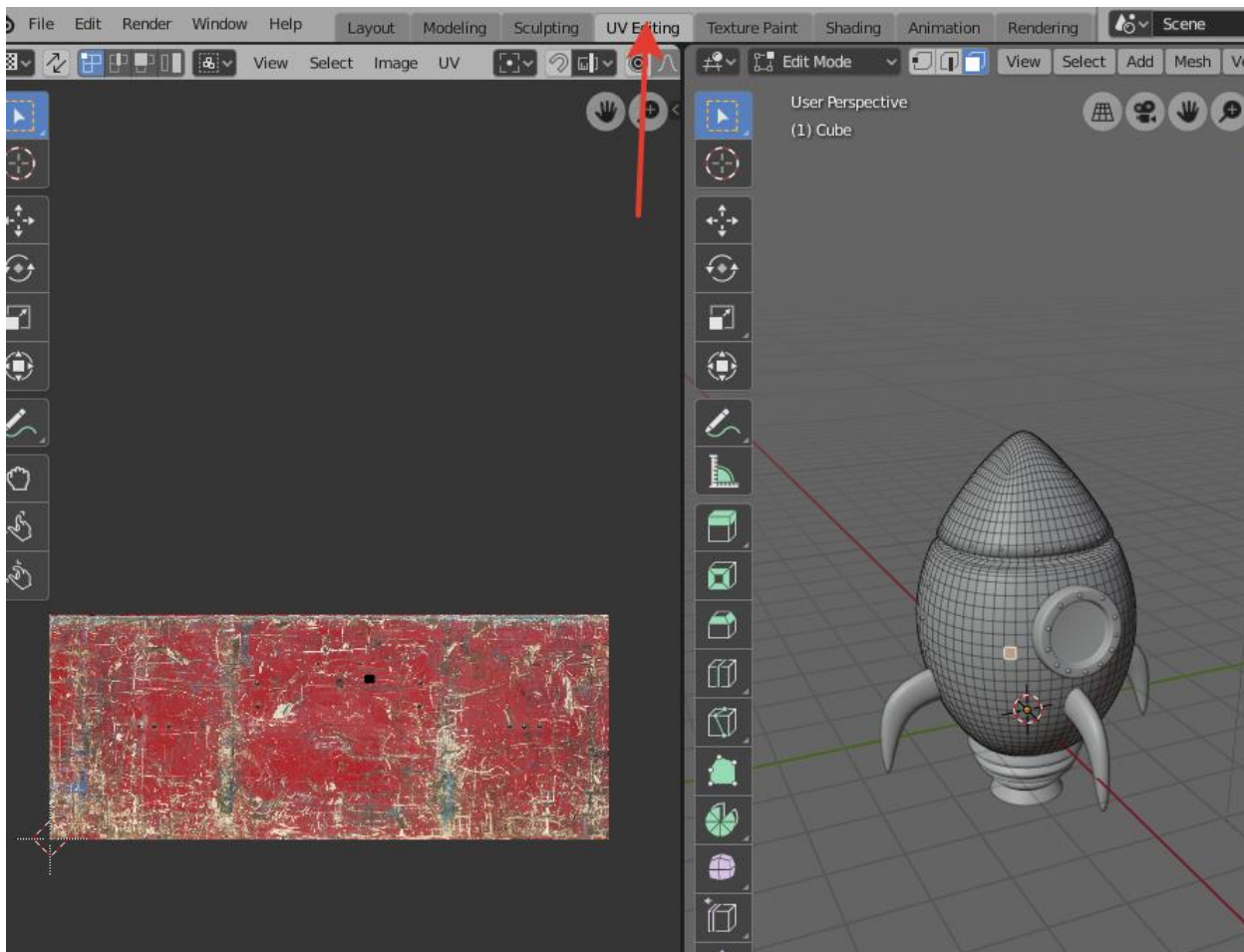
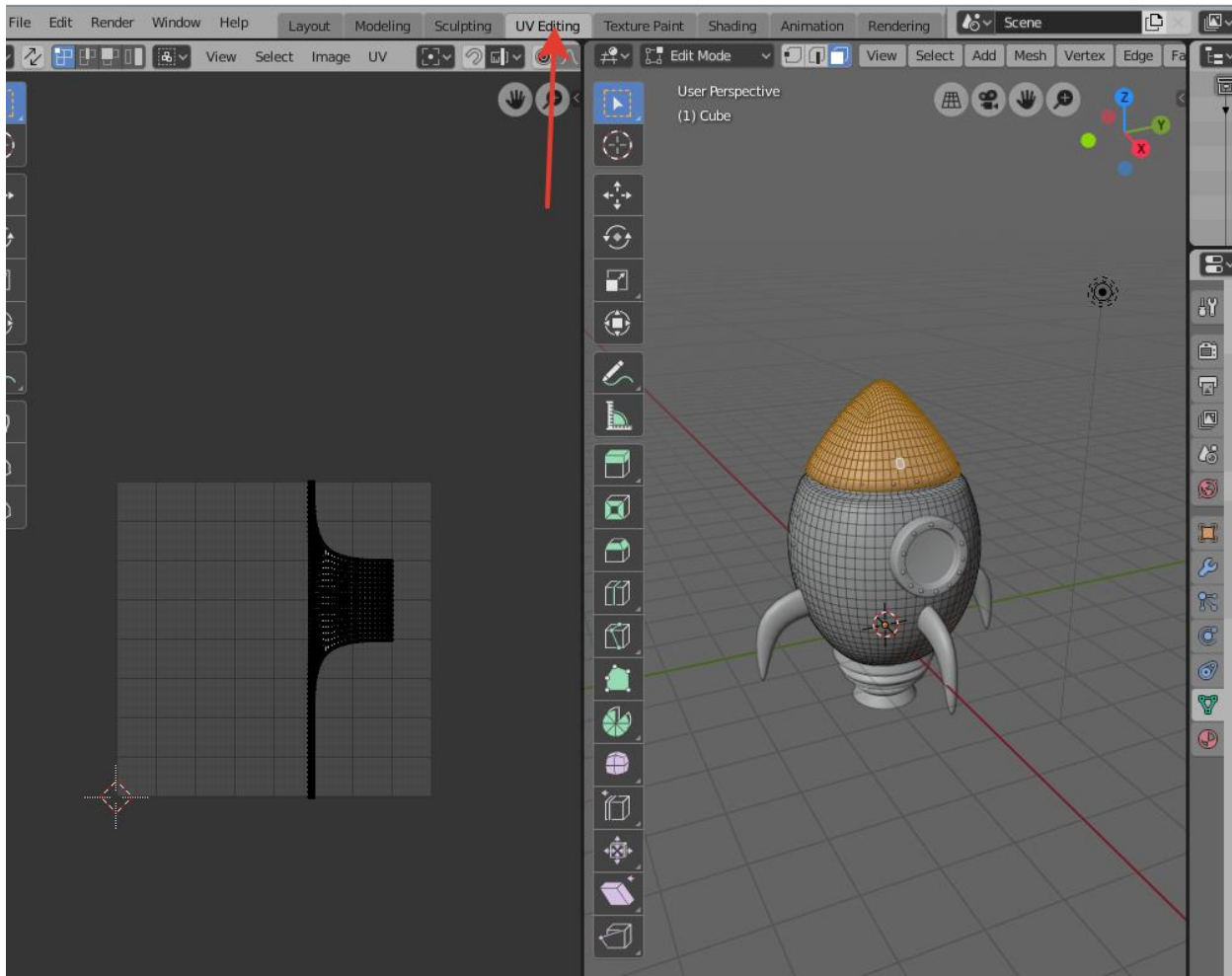


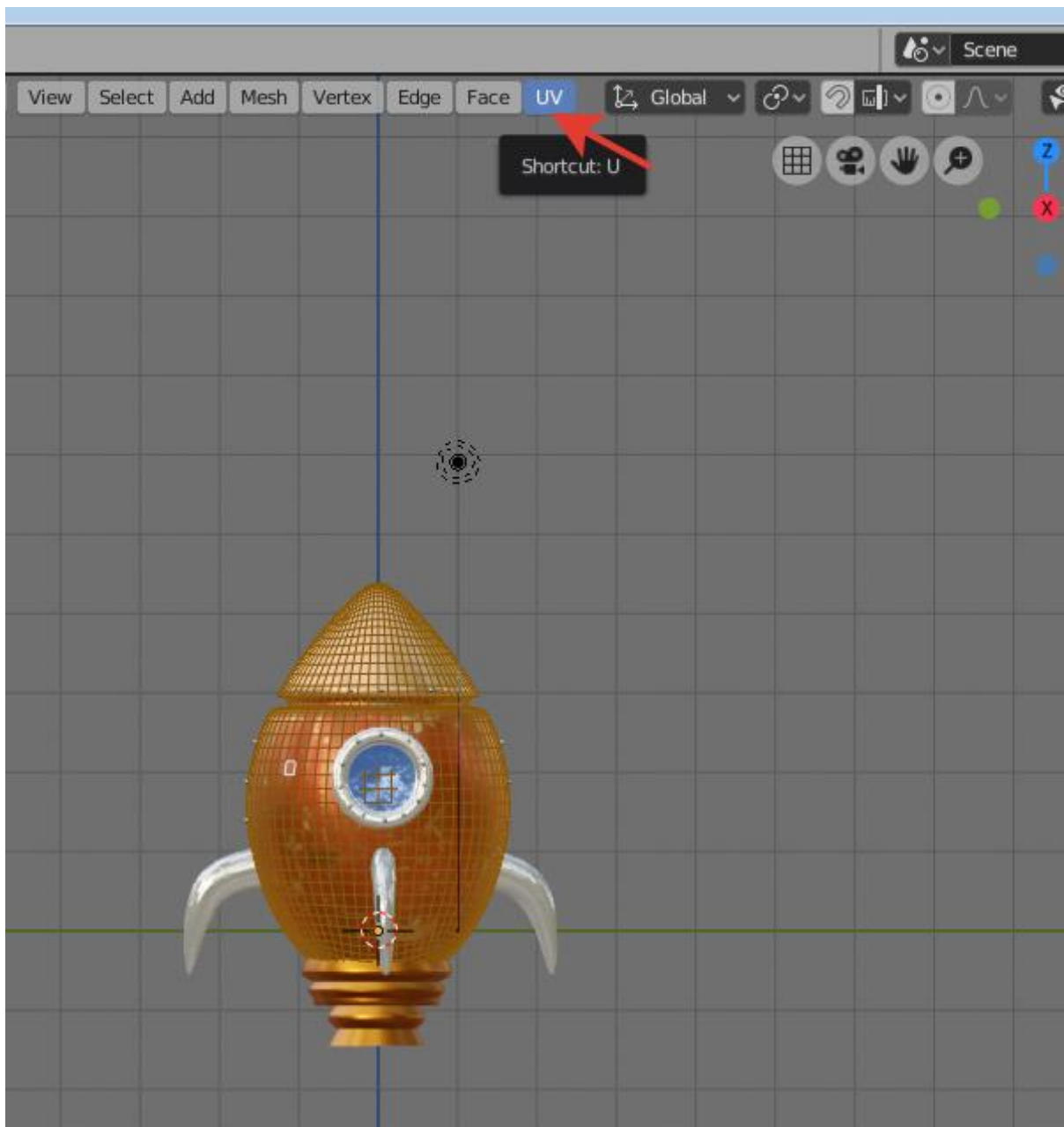
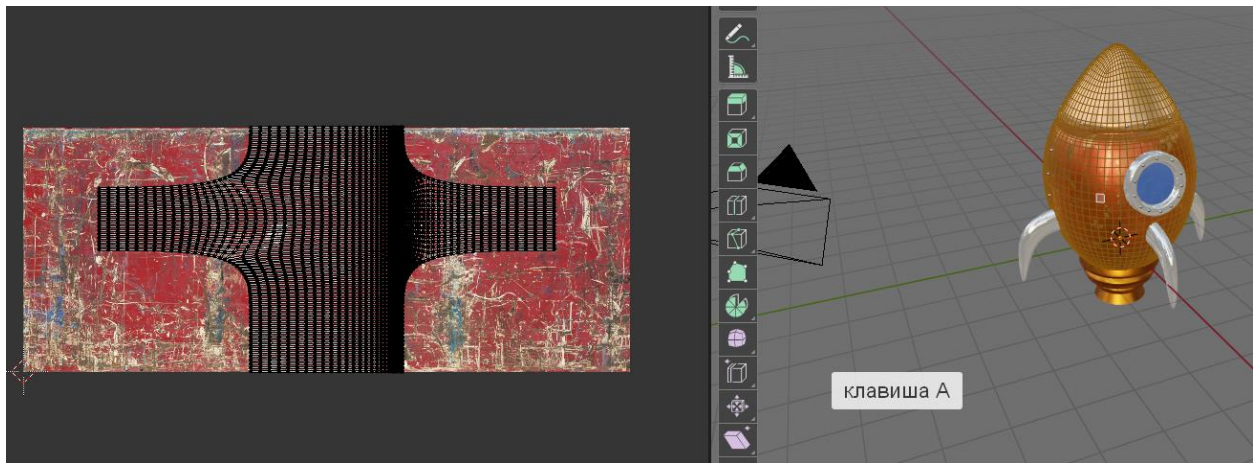


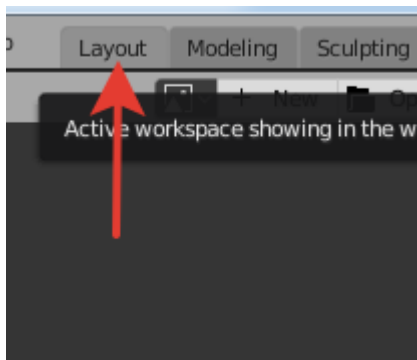
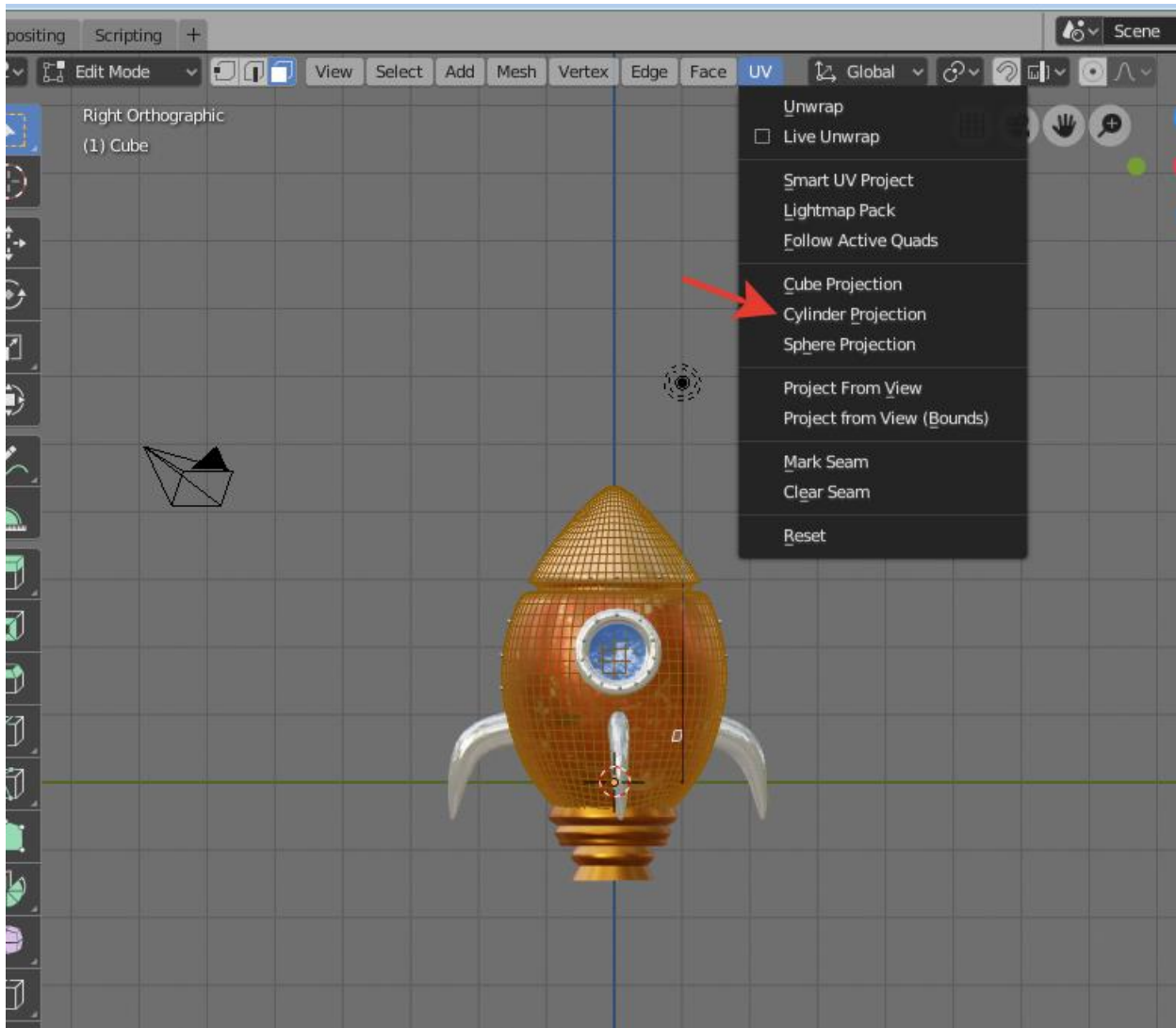


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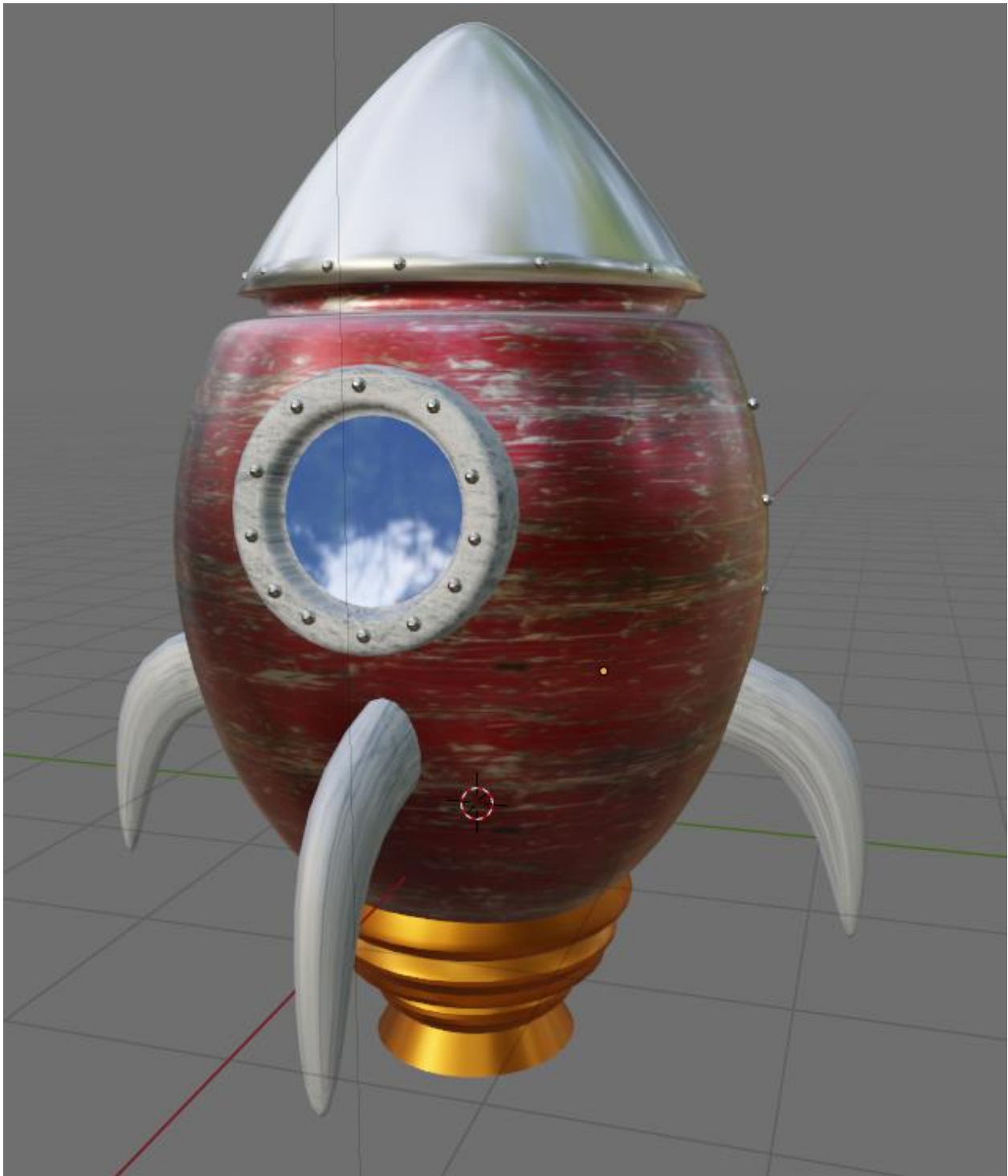


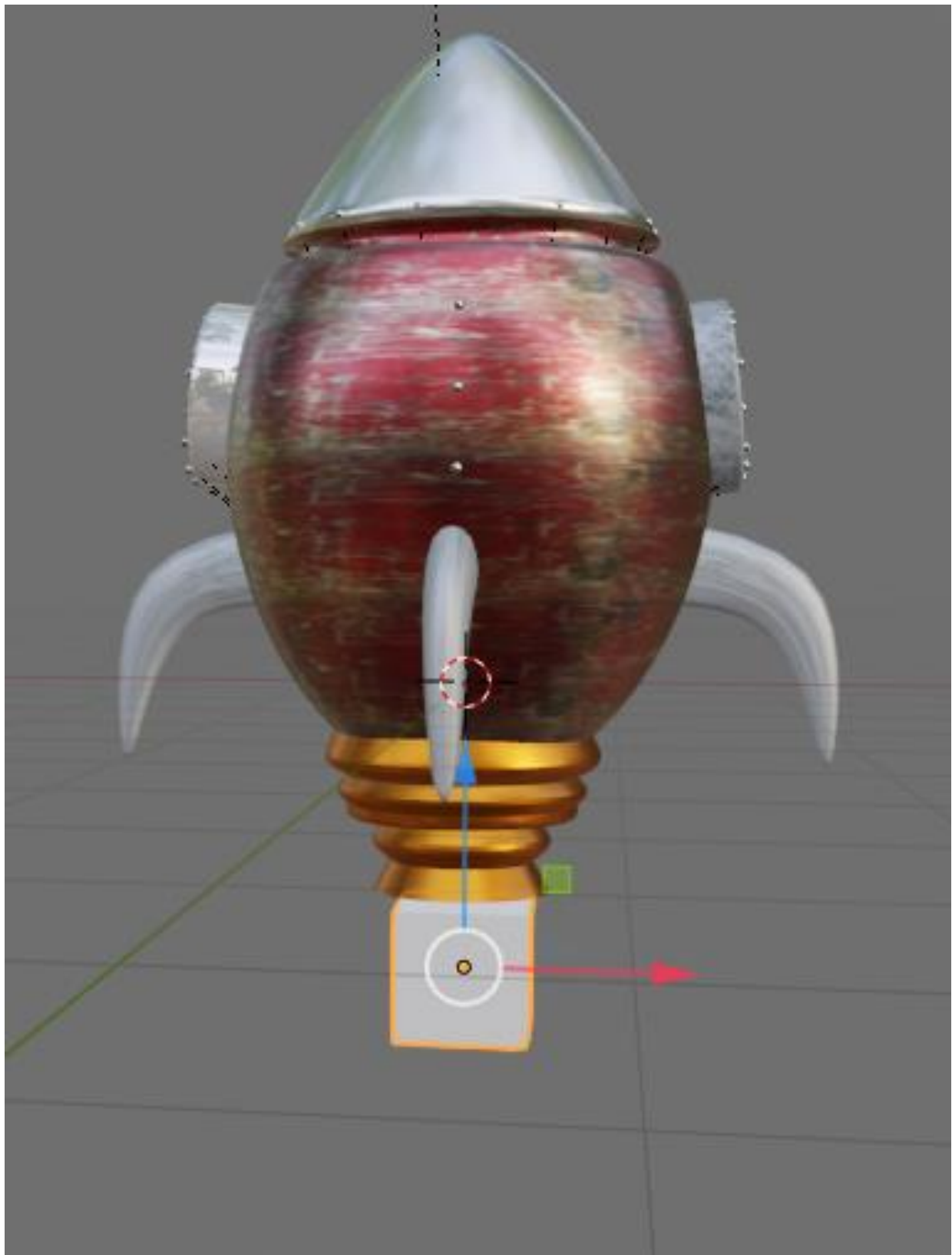




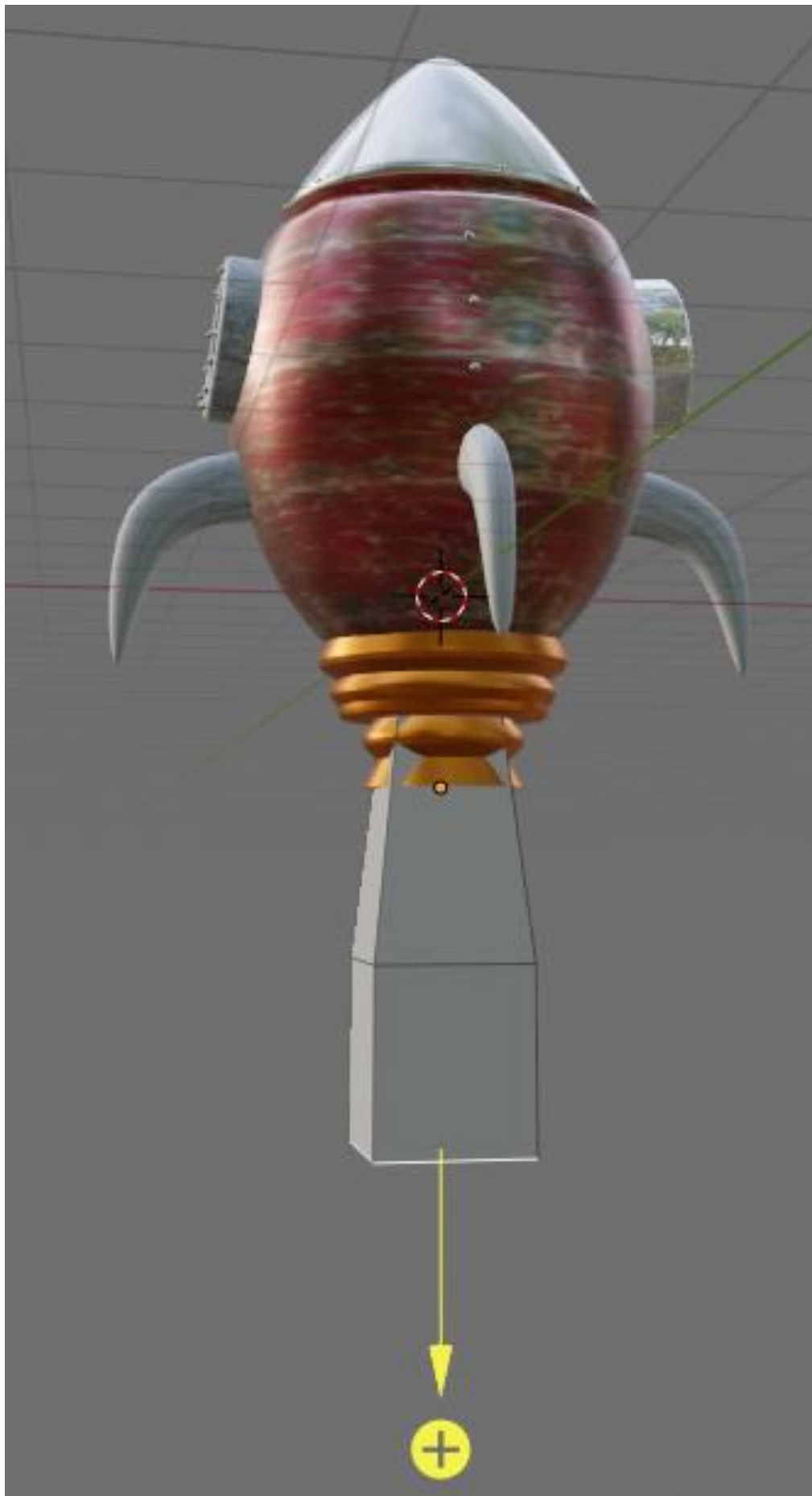


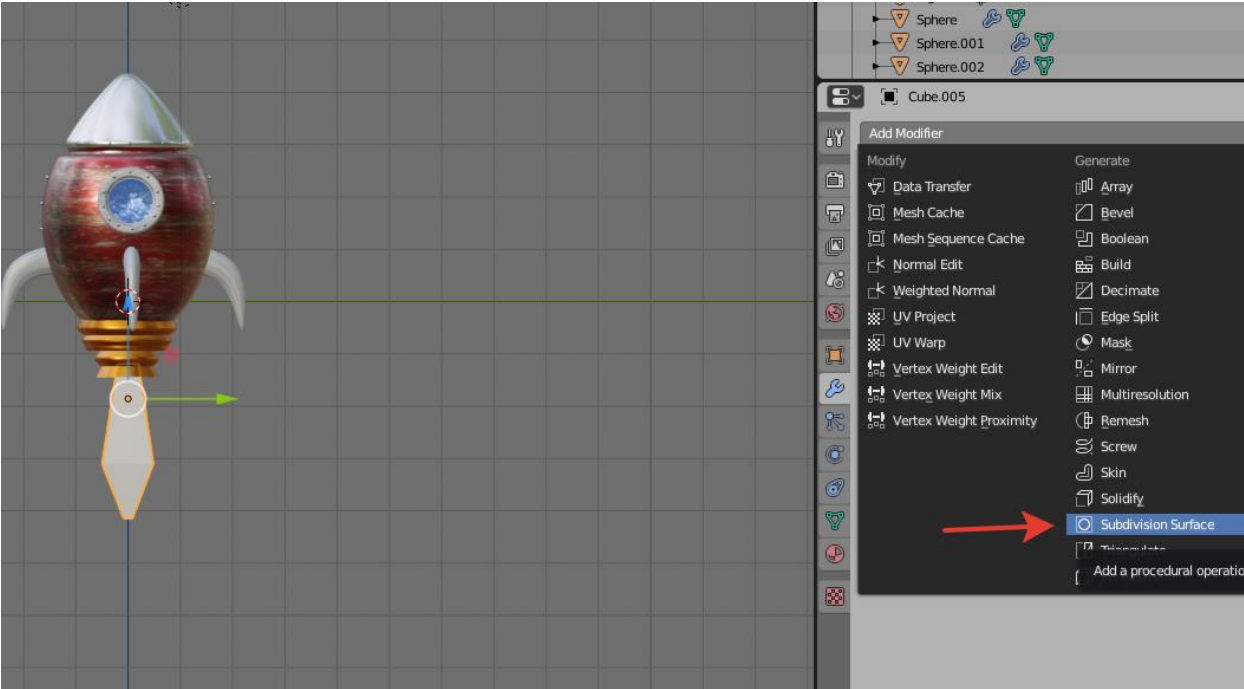


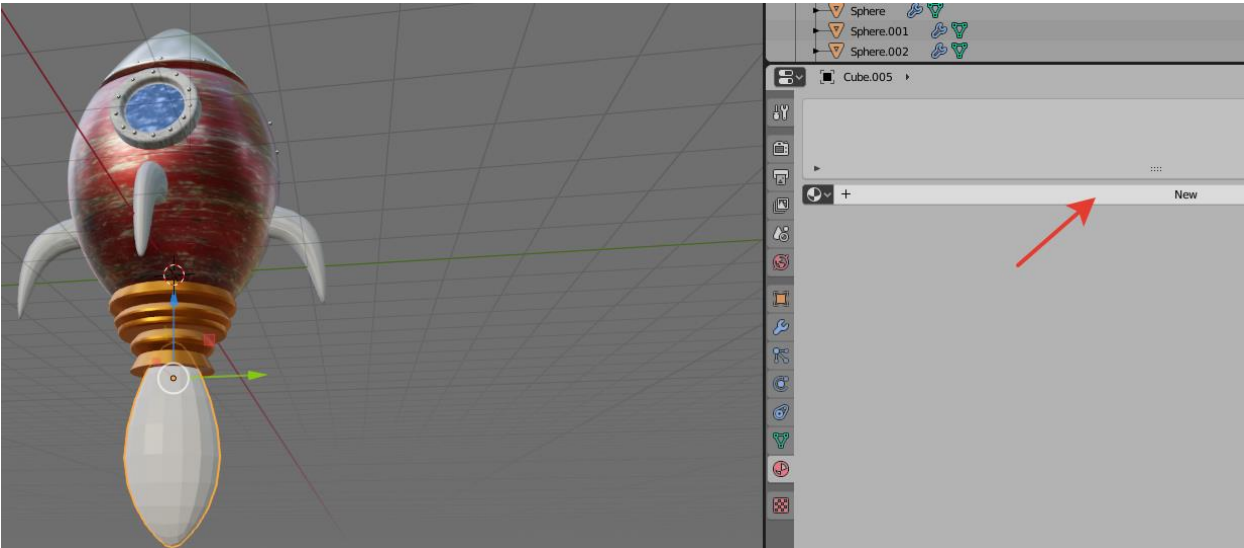
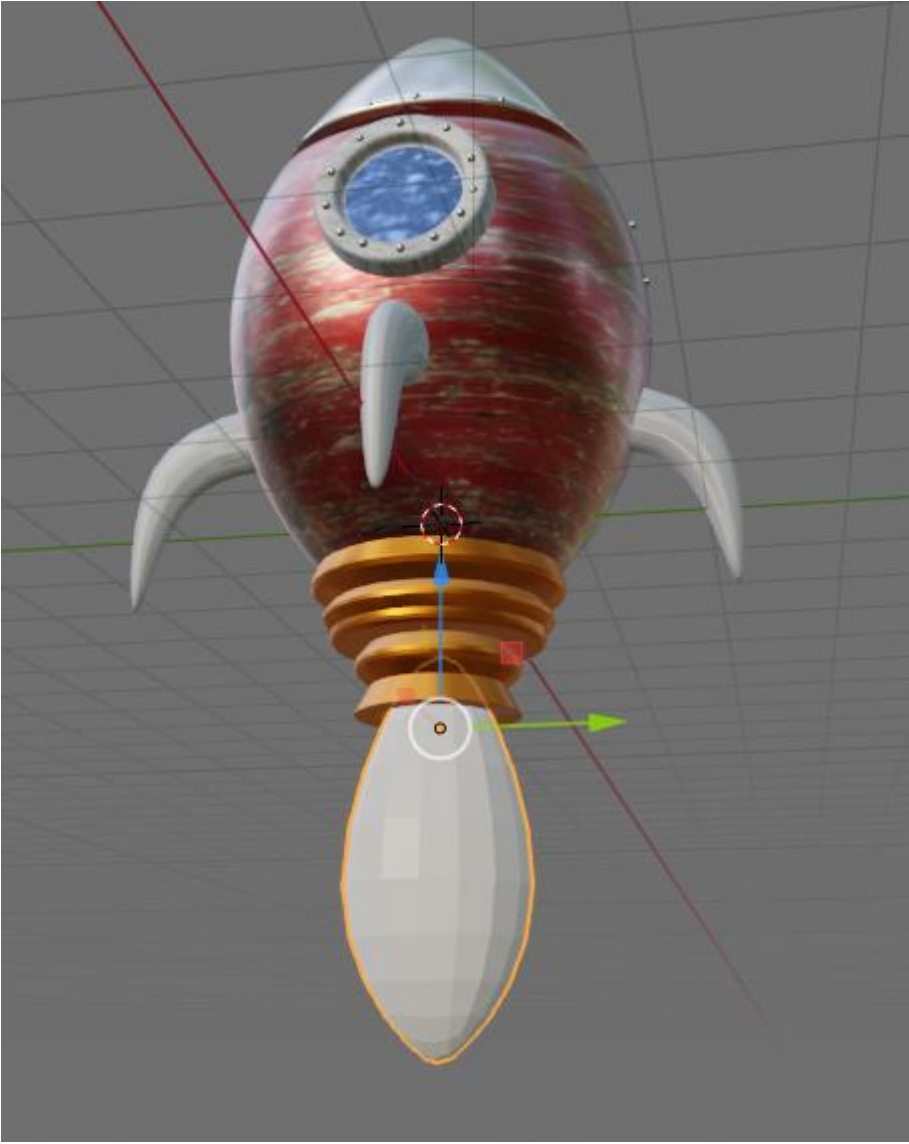


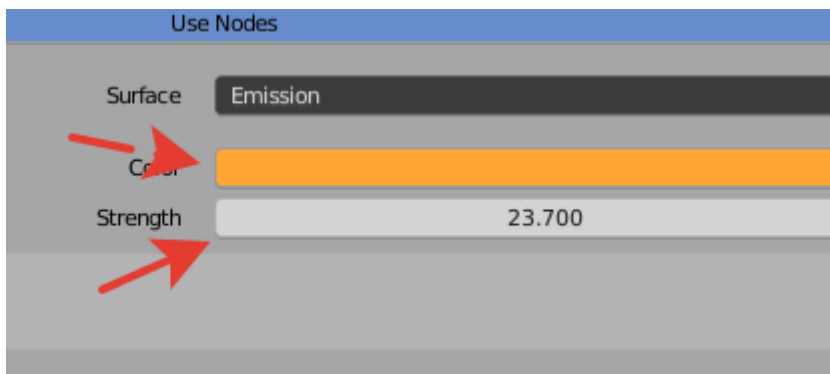
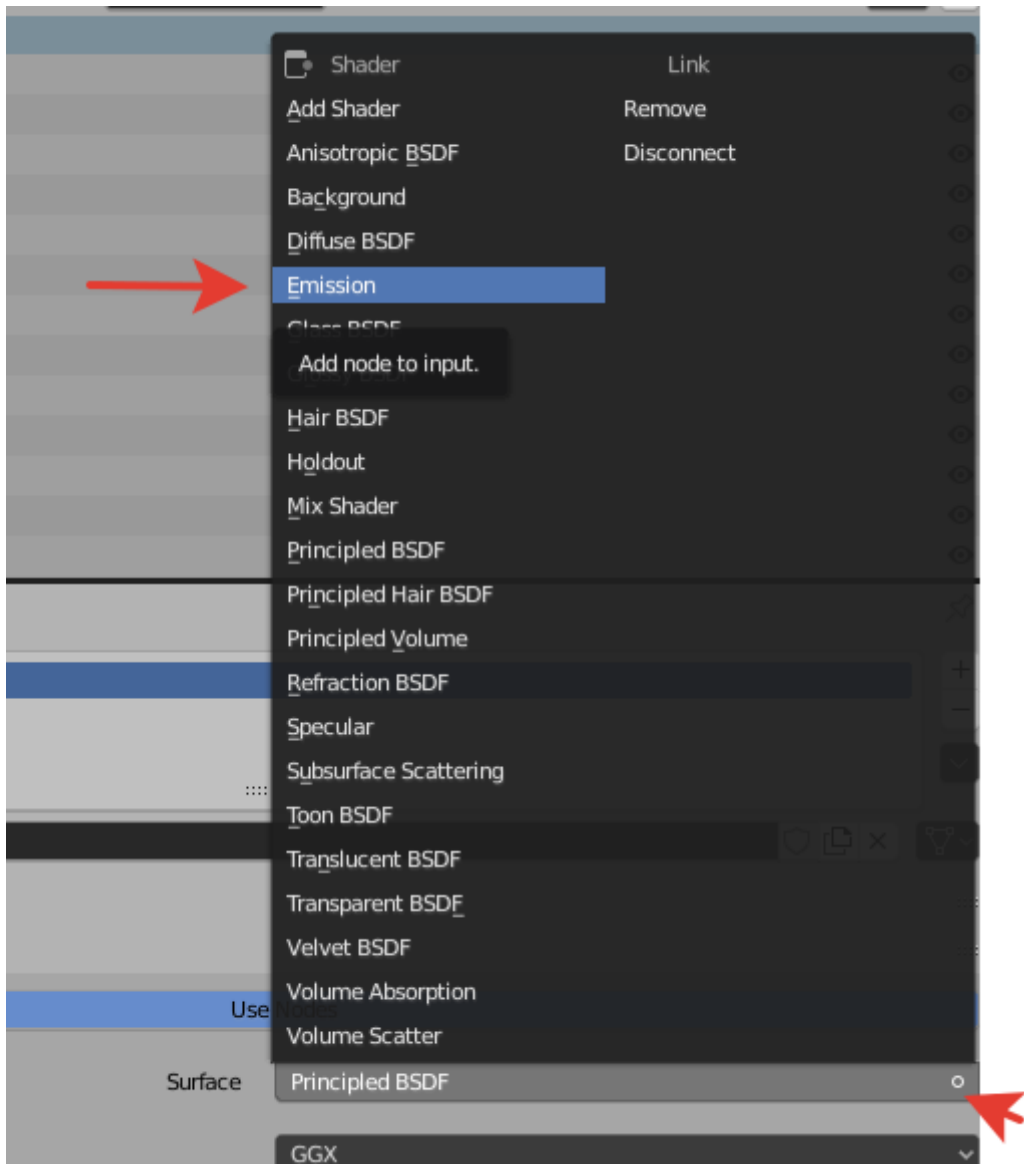




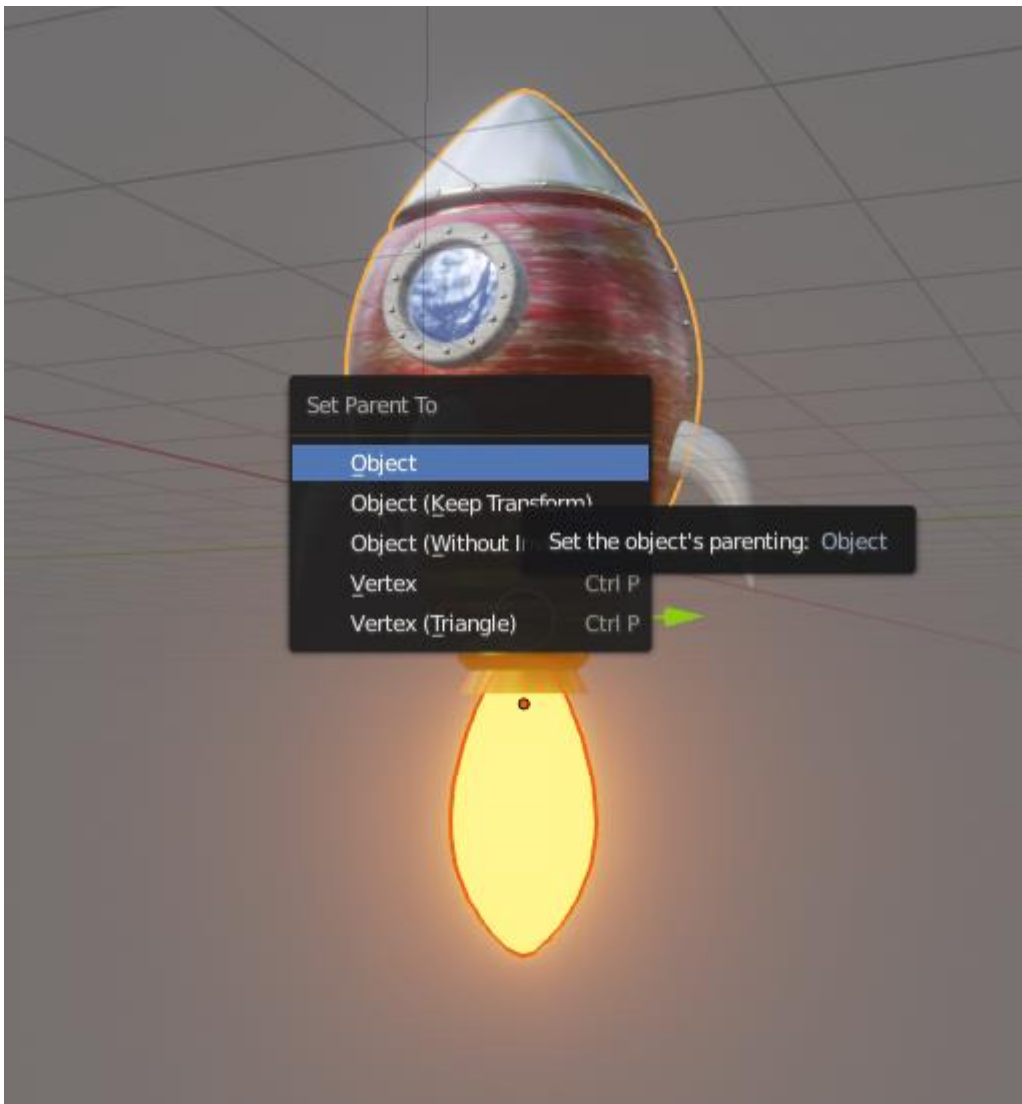
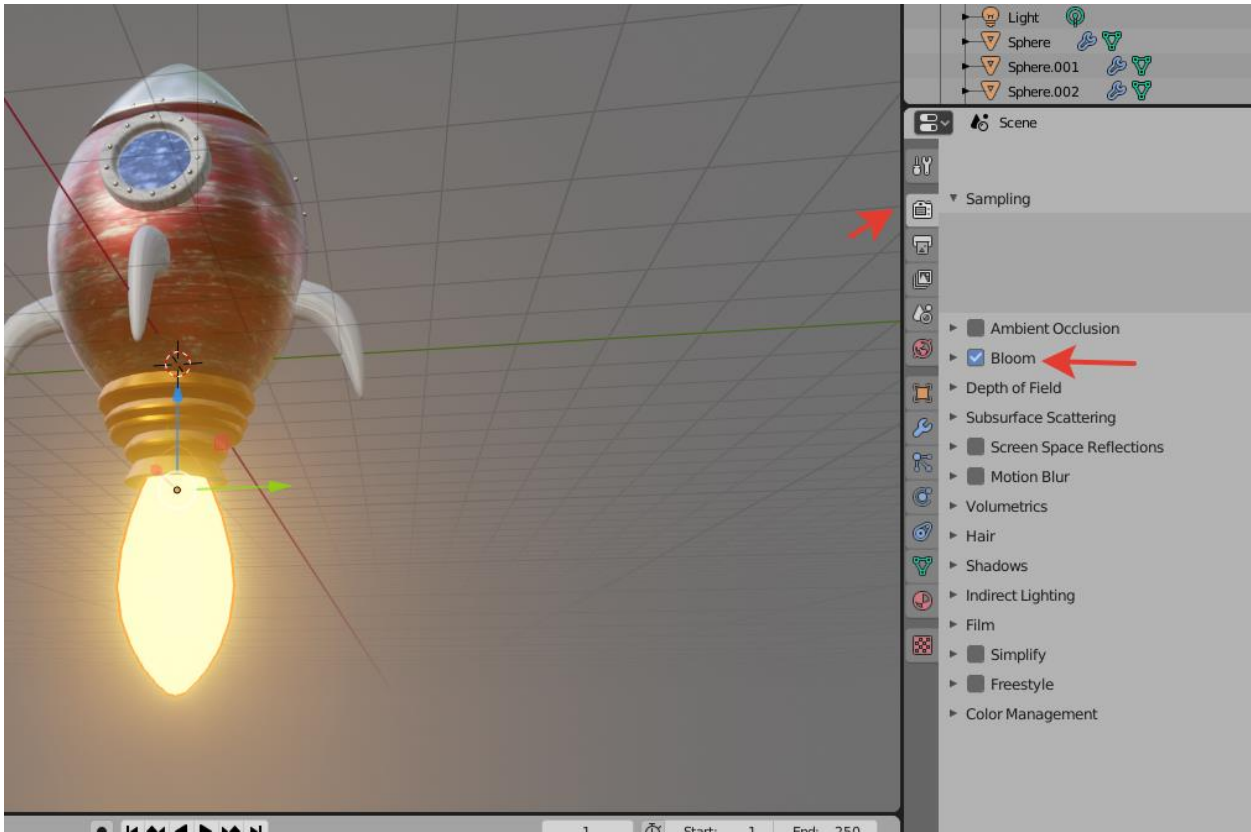




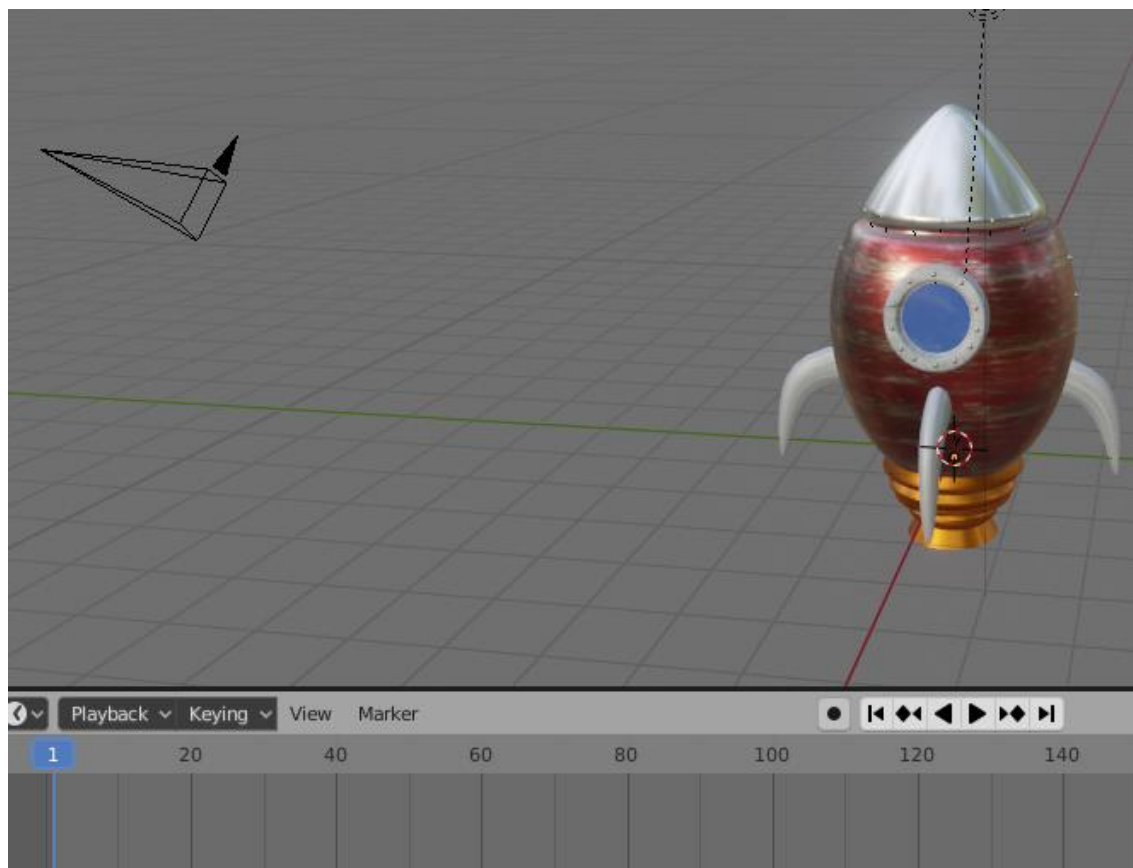








Анимация. Спрячем огонь. Ключевой кадр. Нажимаем клавишу I и выбираем location&Rot&Scale



Изменяем положение и выдвигаем огонь,фиксируем ключевой кадр

