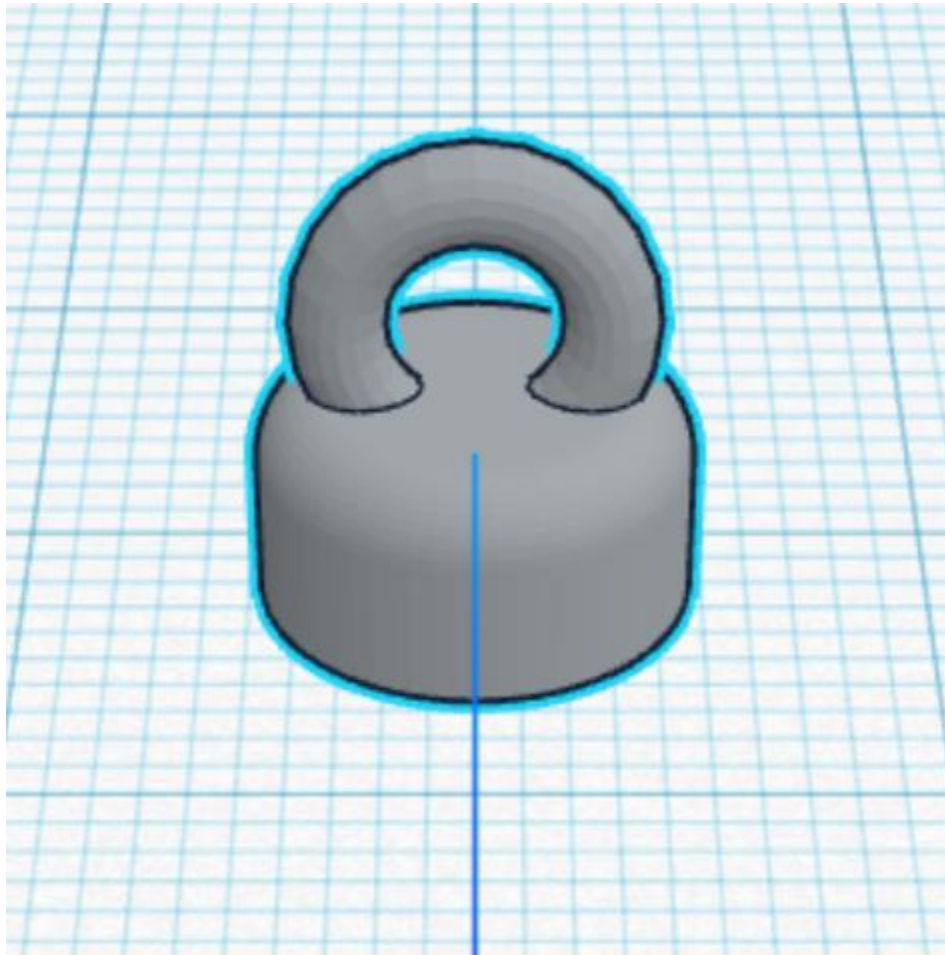


KREIRAMO 3D MODELE SA CODE BLOCK OPCIJAMA



# KREIRAMO CODE BLOCK



```
Create New Object cap
Add [Cylinder] Radius 3 H 6 Sides 64 edge 1 Edge Steps 24
Move: X: 0 Y: 0 Z: 3
Add [Cube] W 20 L 20 H 3 edge 0 Edge Steps 10
Move: X: 0 Y: 0 Z: 1.5
Create Group [Group]
Move: X: 0 Y: 0 Z: 15
Add [Eye]
Scale: X: .25 Y: .25 Z: .25
Rotate around Axis x by 90 Degrees from Pivot
Move: X: 0 Y: 0 Z: 22
Create Group [Group]
```