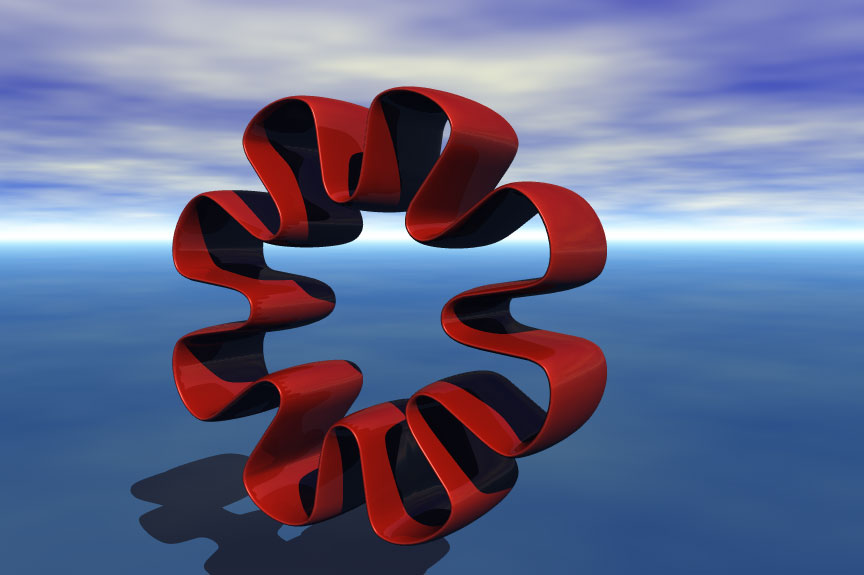
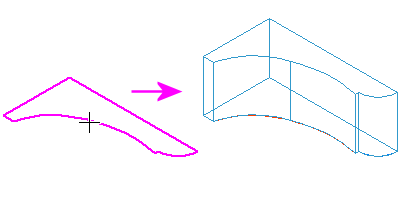
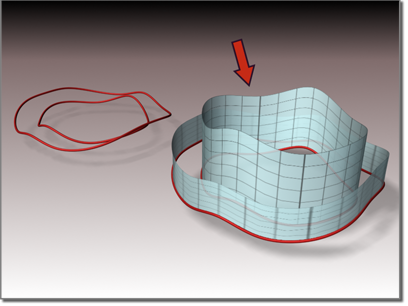
# Περνώντας από το 2D σε 3D αντικείμενα

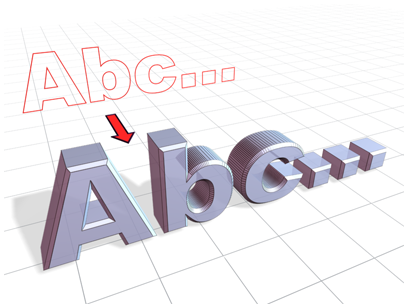


## Extrude :

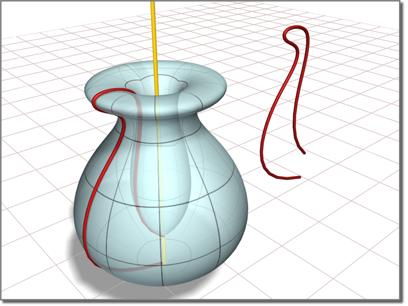




## Bevel :

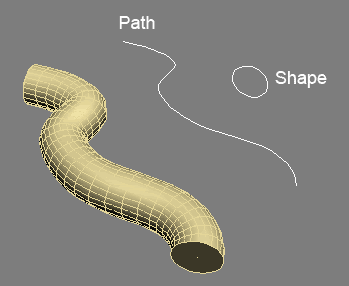


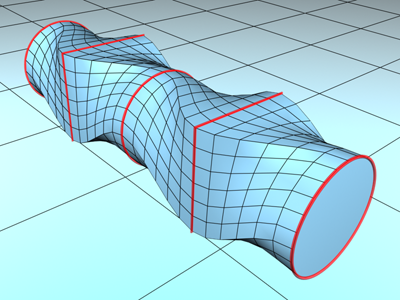
## Lathe :





### Loft /sweep :





## Nurbs :

