

HIGH PERFORMANCE COMPUTING



VERSÃO ORIGINAL



VERSÃO SECUNDÁRIA



Blue

RGB (0,95,255)

CMYK (82,64,0,0)

HTML 005fff

HIGH
PERFORMANCE
COMPUTING

BIG HPC

VERSÃO ORIGINAL

BIG HPC HIGH
PERFORMANCE
COMPUTING

VERSÃO SECUNDÁRIA

BIG HPC

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BIG HPC

BLACK 10%

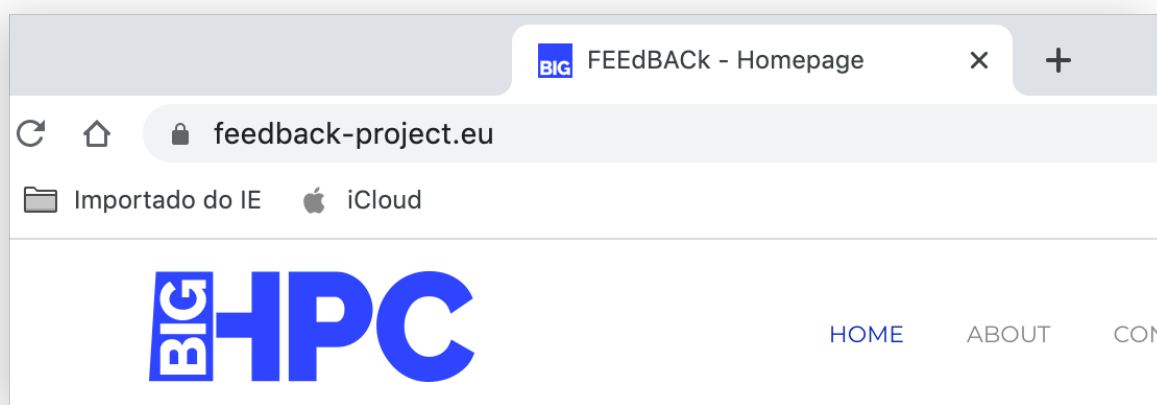
BIG HPC

RGB (0.95,255)

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FAVICON





```
elif_operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
elif_operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

#selection at the end -add back the deselected mirror modifier-object
mirror_ob.select= 1
modifier_ob.select=1
bpy.context.scene.objects.active = modifier_ob
print("Selected" + str(modifier_ob)) # modifier ob is the active ob
#mirror_ob.select = 0
#name = bpy.context.selected_objects[0]
#bpy.data.objects[name].select = 1
print("Please select exactly one object, to test the code")
```

BIG-PC

UTILIZAÇÃO SOBRE IMAGEM

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