

AZİZ JAMES'IN HAC HIKAYESİ

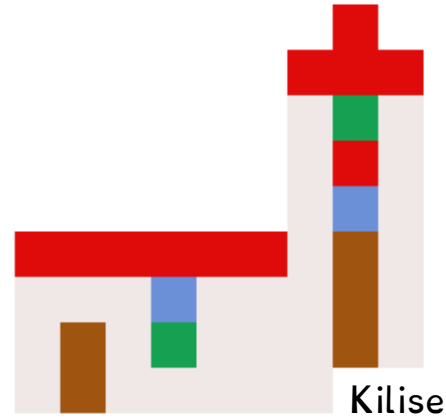
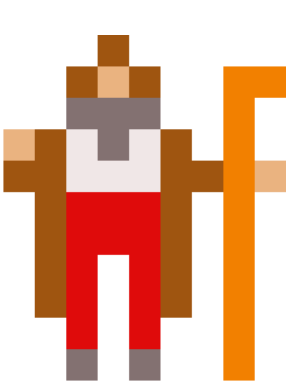


S2
T1-5
L1

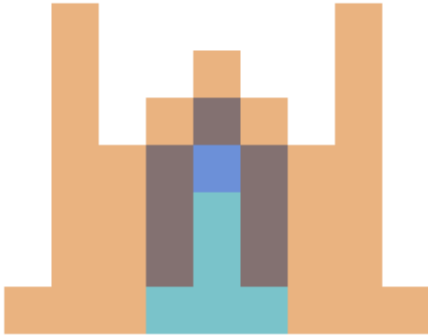


Manzara neye benziyor? Tepeleri, ovaları ve okyanusları, bitkileri, hayvanları, figür binalarını planlayın ve yaratın!

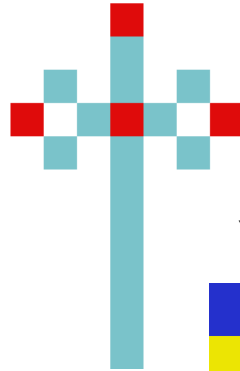
Hareketli olmayan yapılar için robot fikirleri: Artec bloklarından nasıl inşa edileceğine dair bir fikir edinmek için pikselleştirilmiştir



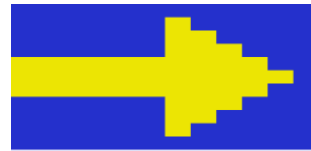
Kilise



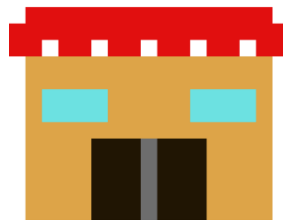
Santiago Katedrali
de Compostela



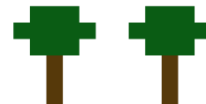
Yol işaretleri



Hosteller ve B&B'ler



Restoranlar ve barlar





**Ek robot fikirleri: ArTeC Bloklarından
bina ortamı, karakterler ve taşınamayan
özellikler**

<https://www.artec-kk.co.jp/en/blocks/play/>

