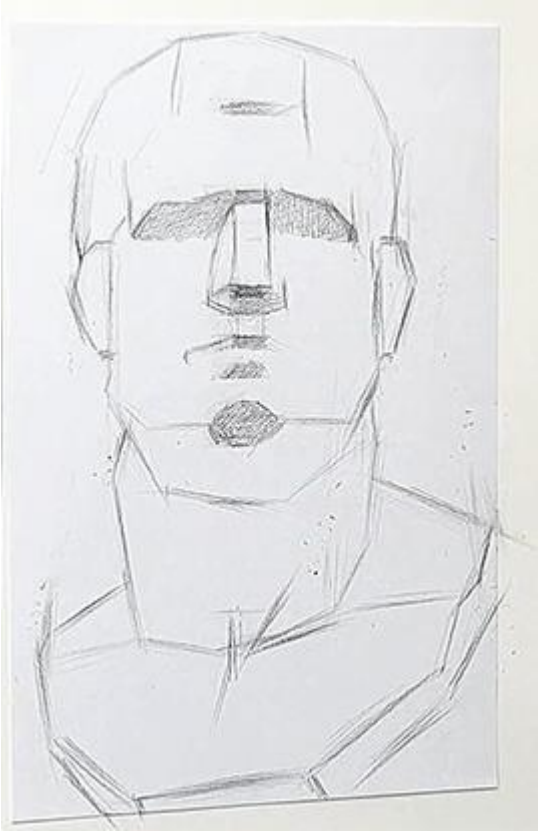
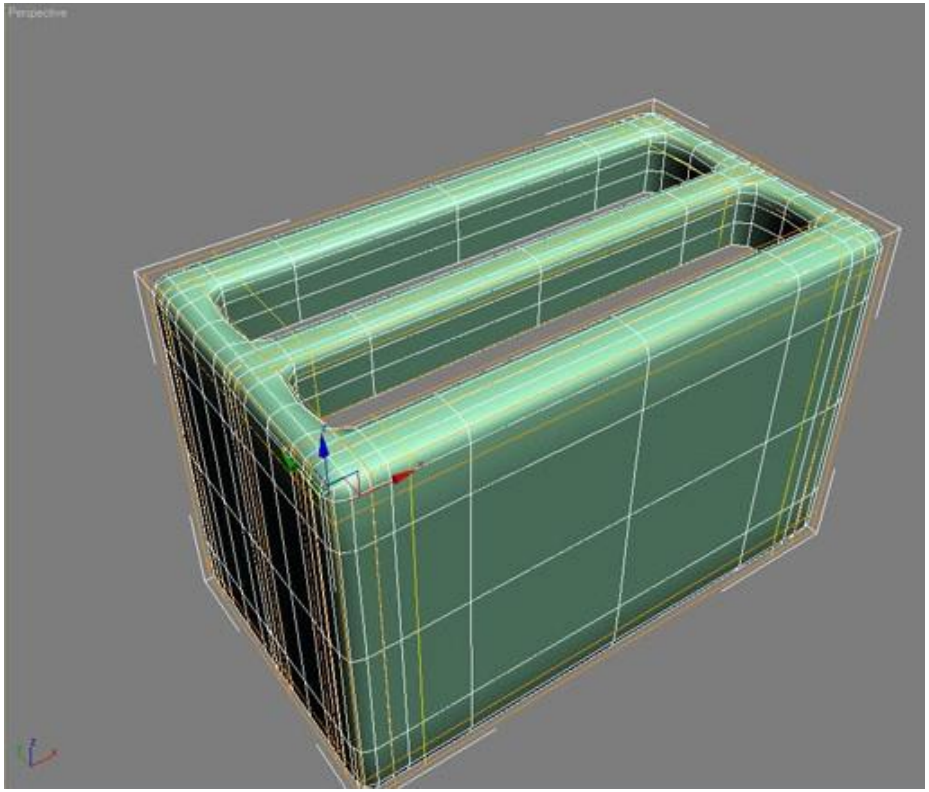
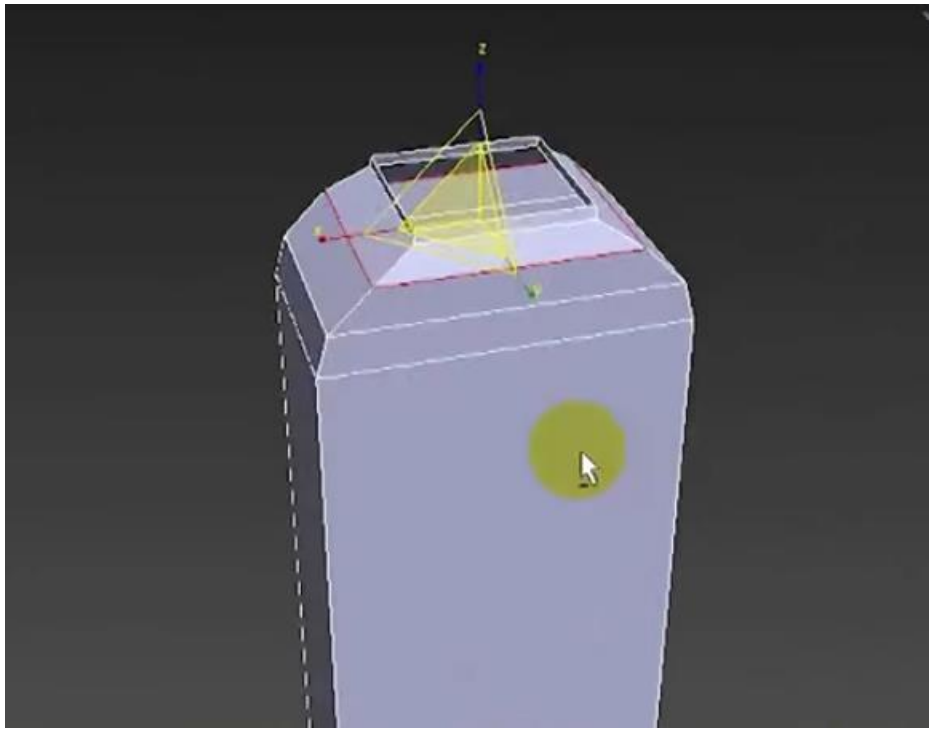
큰 형태(구조) → 세부묘사

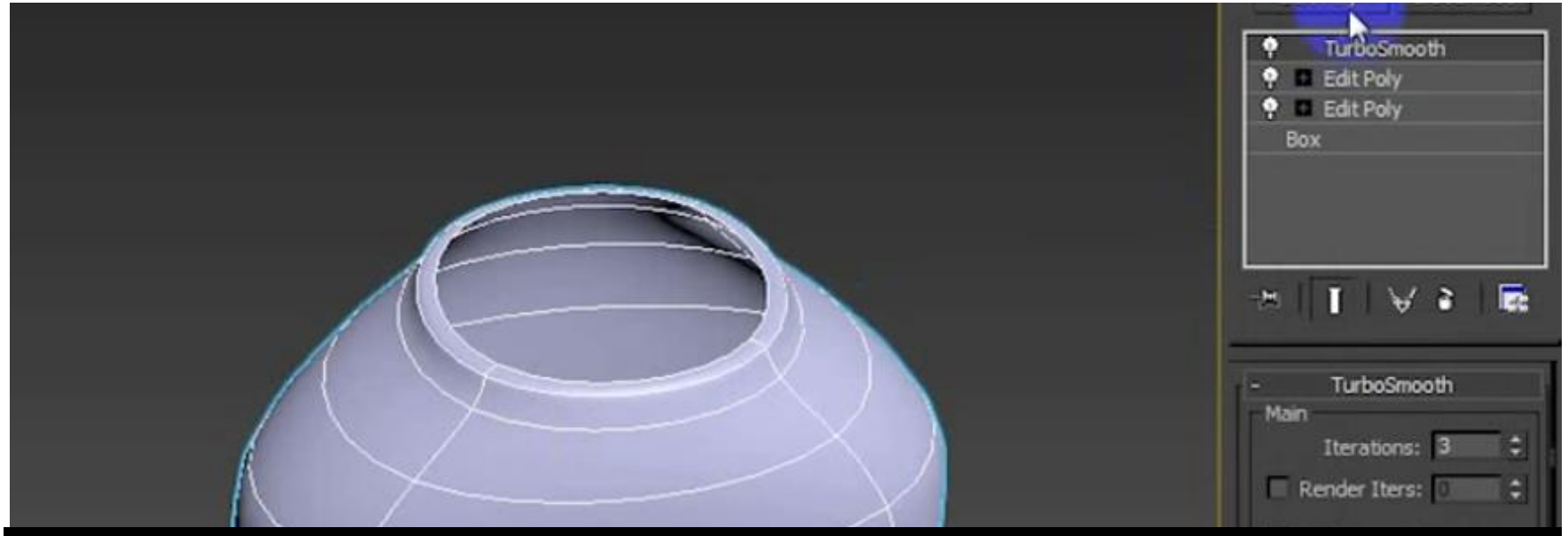


사물의 원형(큰구조)을 만들어라

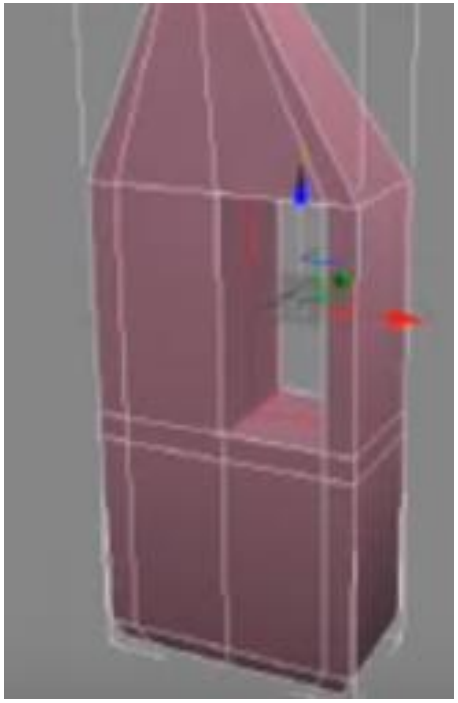
http://www.3dtotal.com/tutorial/649-making-of-a-toaster-3ds-max-by-guy-bluesummers-object-toaster-model?page=1

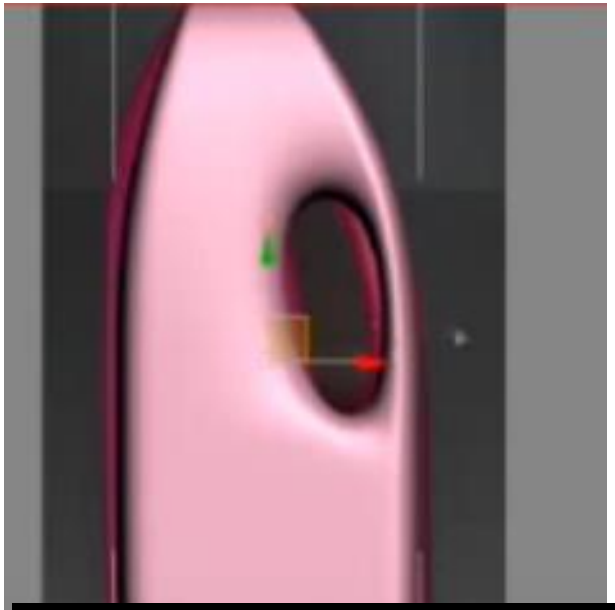


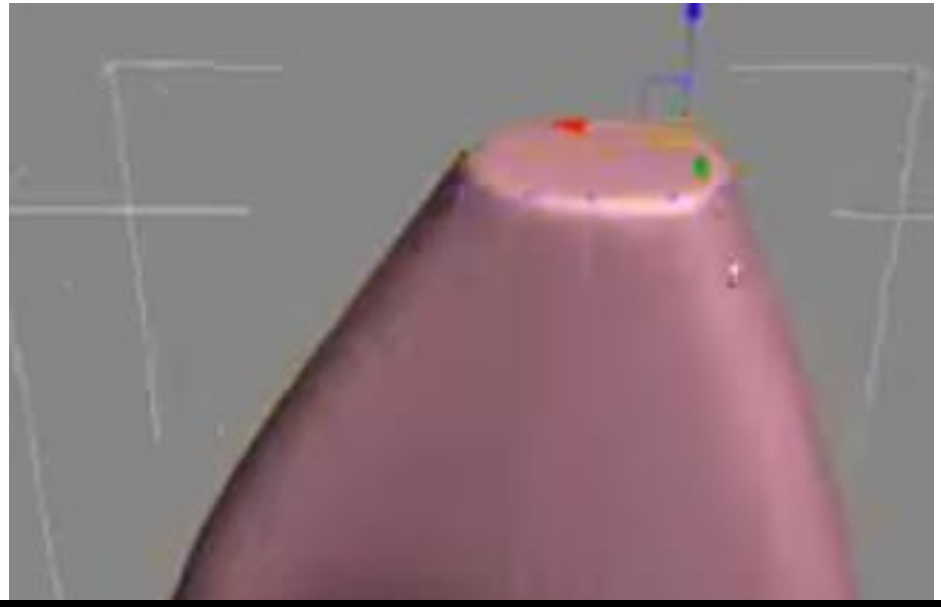




https://www.youtube.com/watch?v=CuVcMfWMCZ8

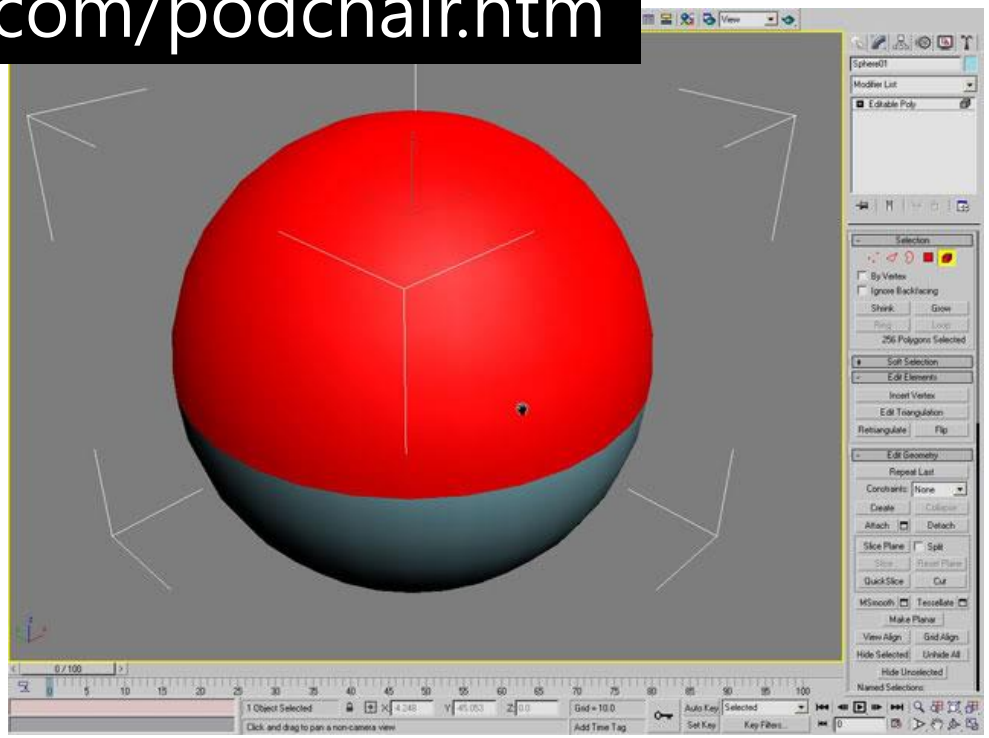


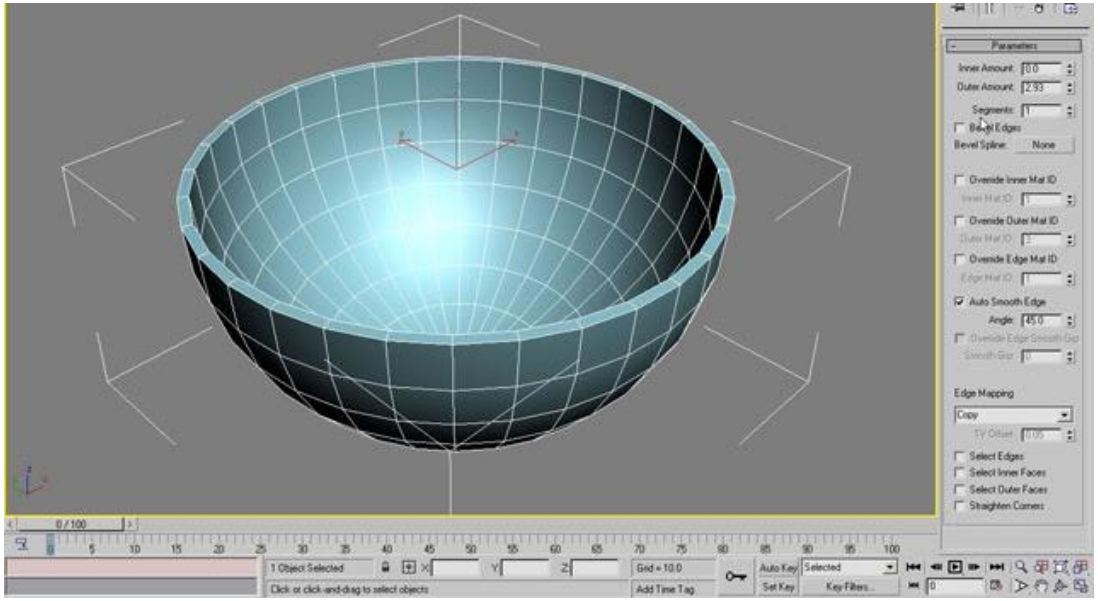




https://www.youtube.com/watch?v=30Y3NLdaNkw

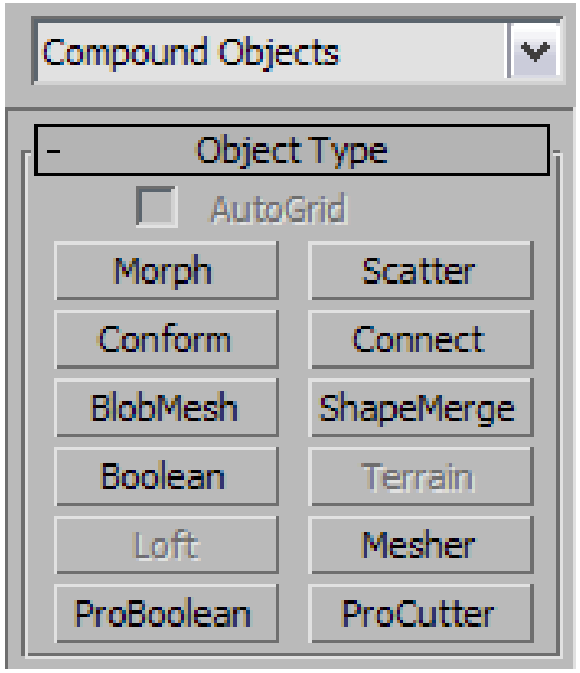
http://www.adriantiba.com/podchair.htm

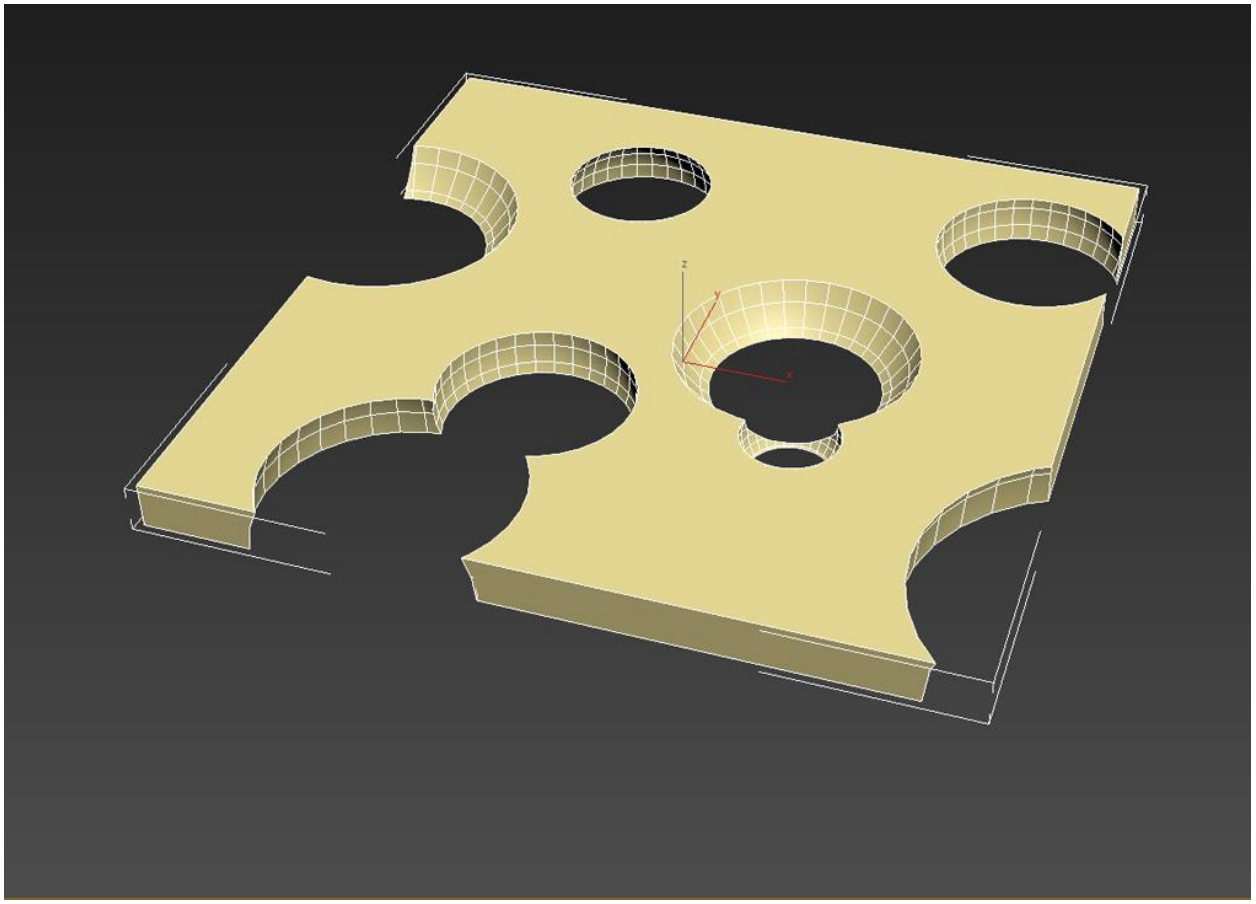


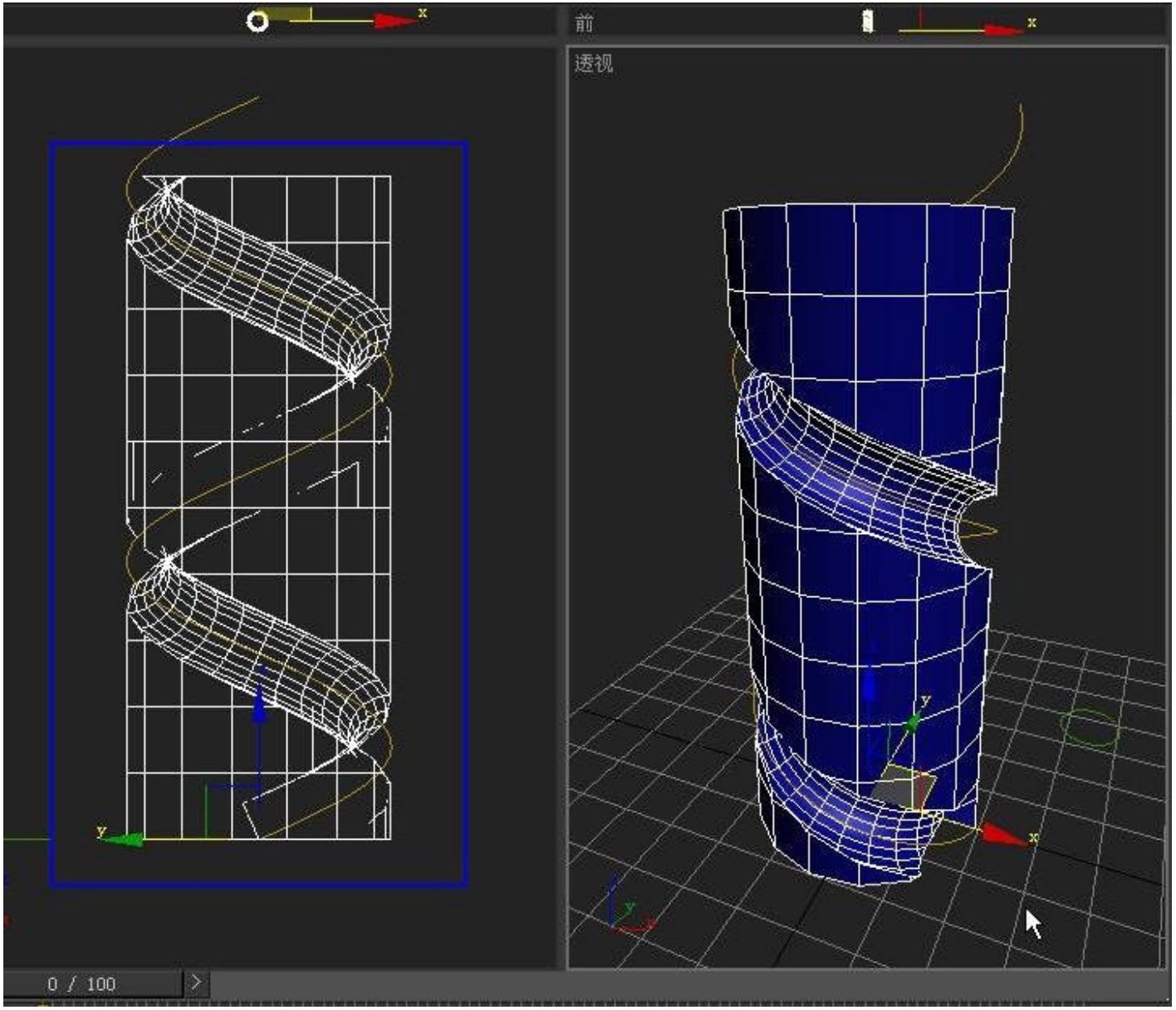


ProBoolean

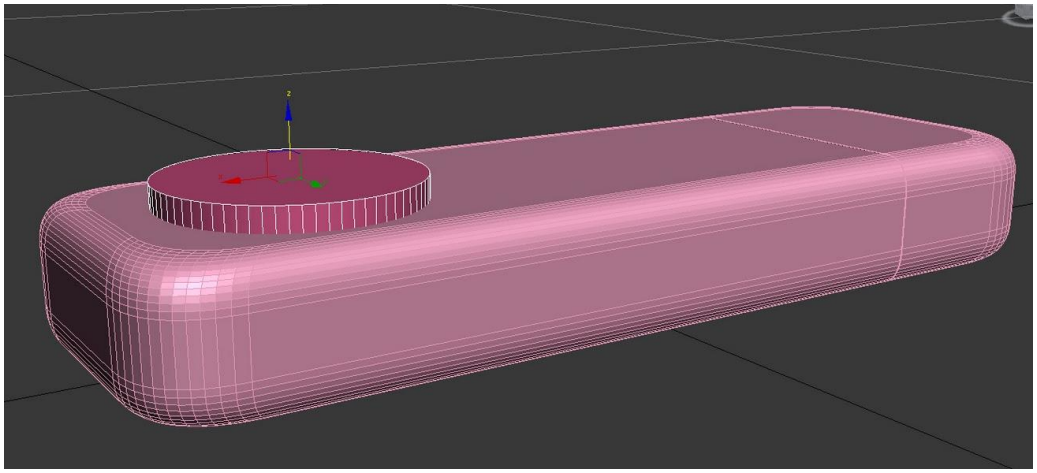
Compound objects typically combine two or more existing objects into a single object
두 개 이상의 기존 오브젝트를 단일 오브젝트로 결합.

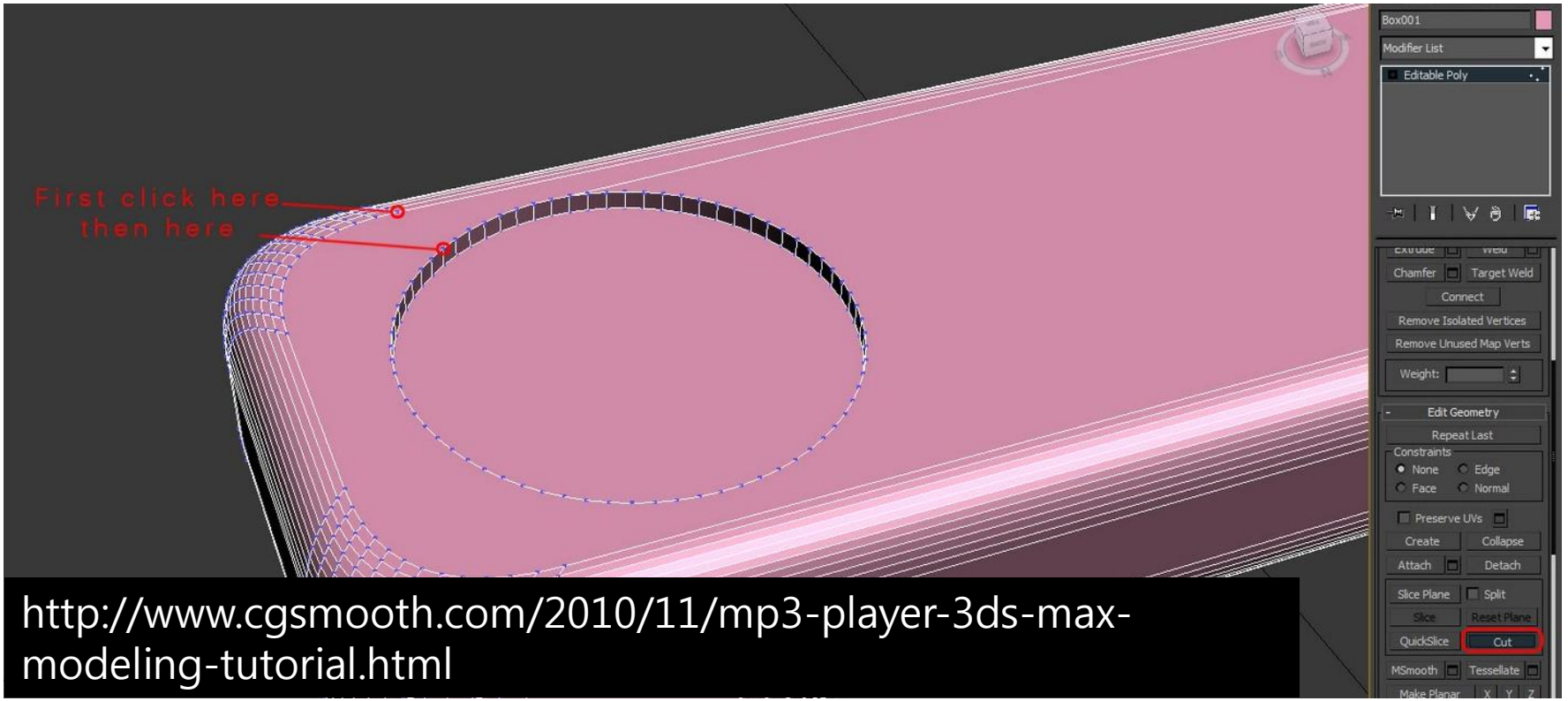




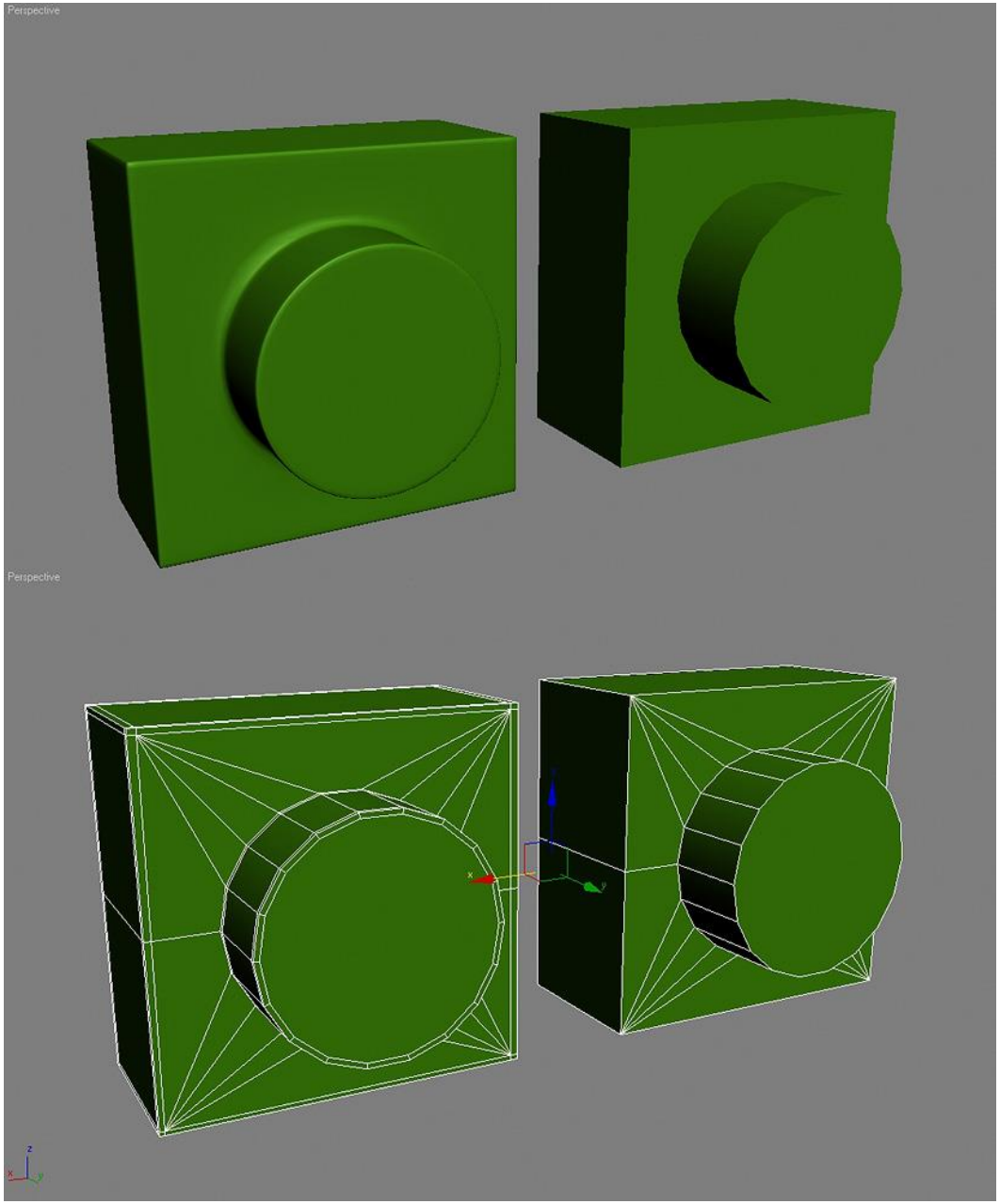

x
前
x
透视
y
y
y
x
0 / 100

ProBoolean → **Convert the box to Editable Poly→ cut**





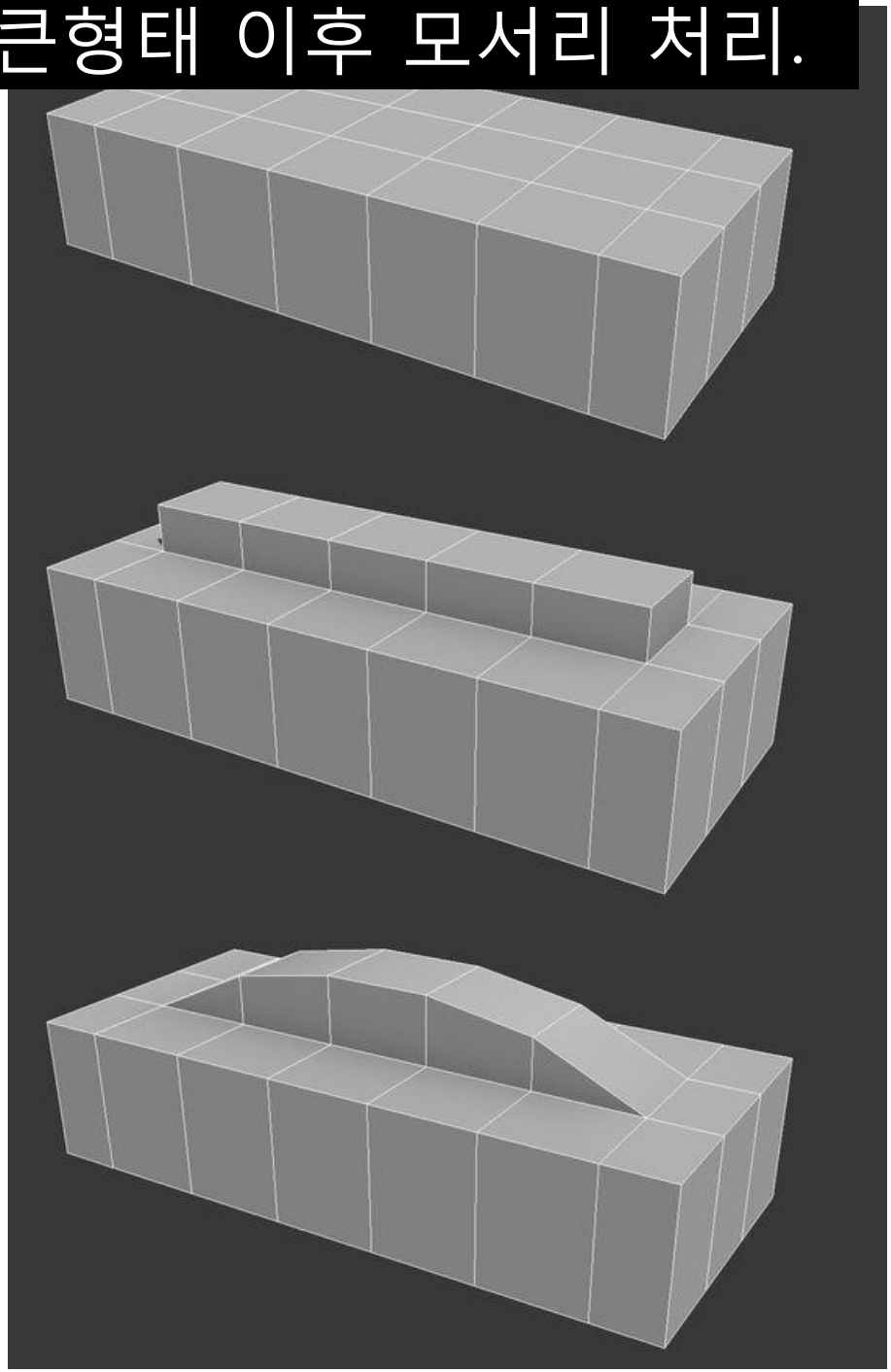
http://www.cgsmooth.com/2010/11/mp3-player-3ds-max-modeling-tutorial.html

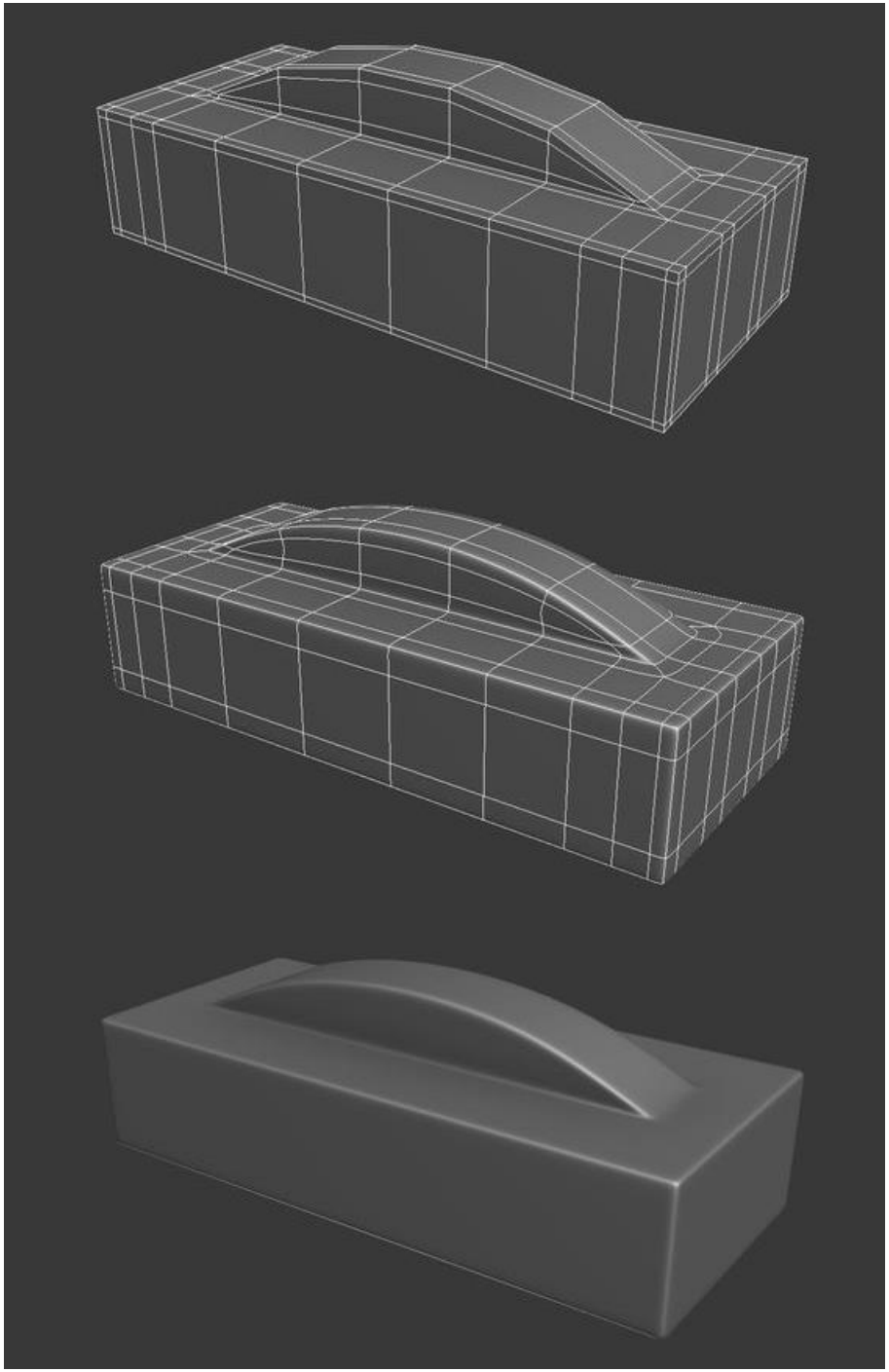


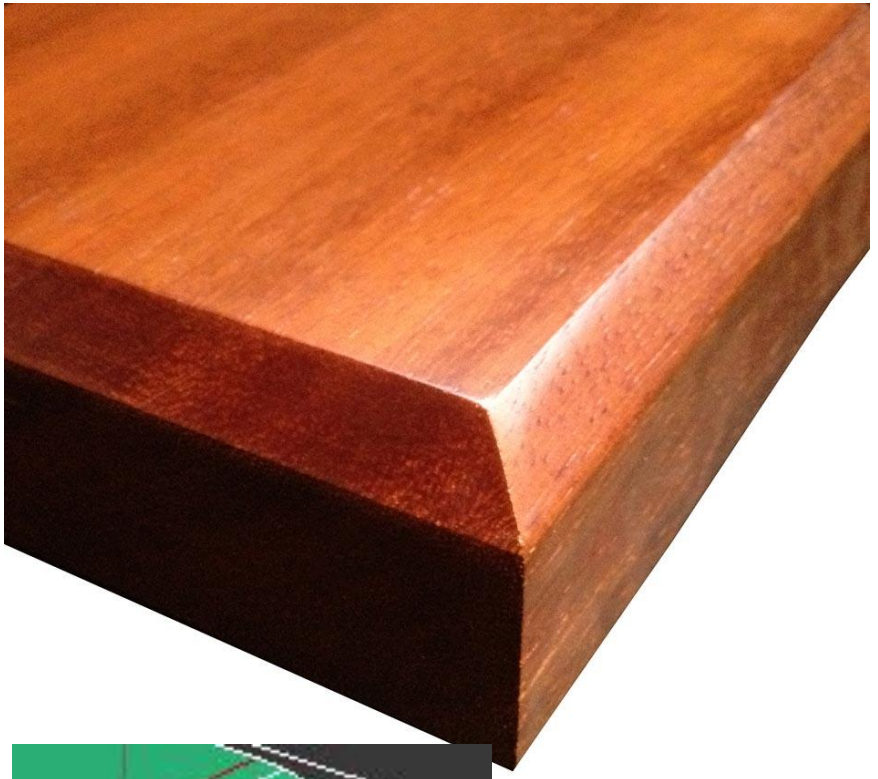
볼록한 형태

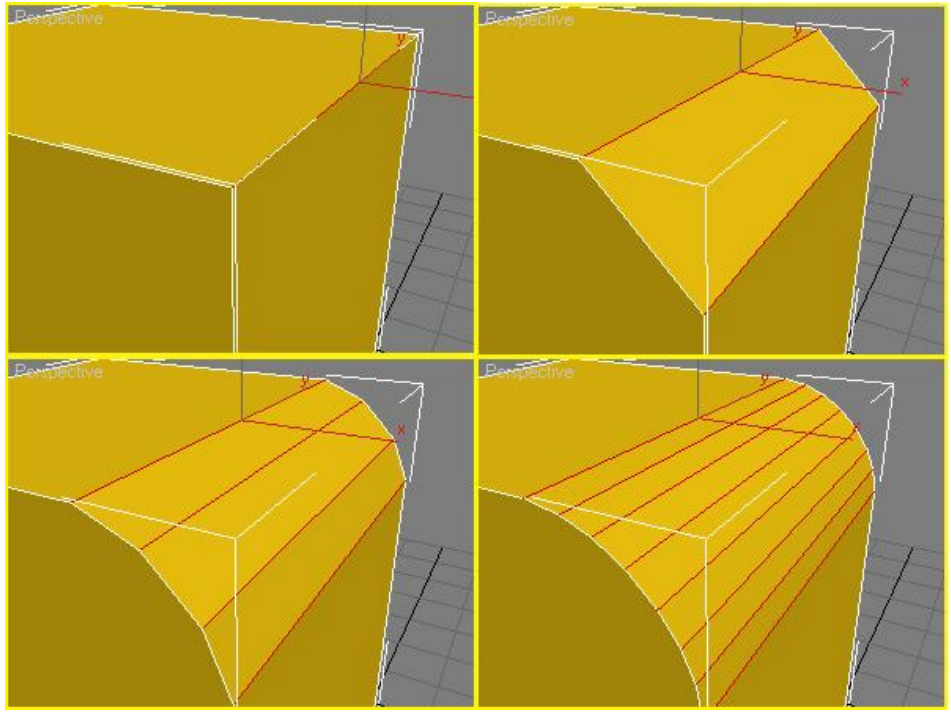
1.box+cylinder
2.ProBoolean
3.cut
4.edge champer

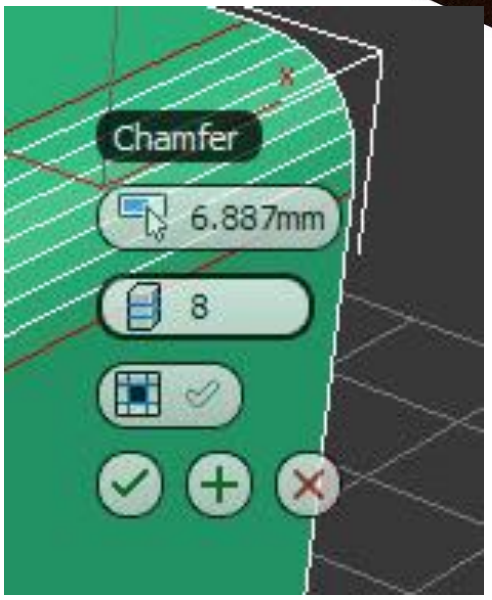
큰형태 이후 모서리 처리.







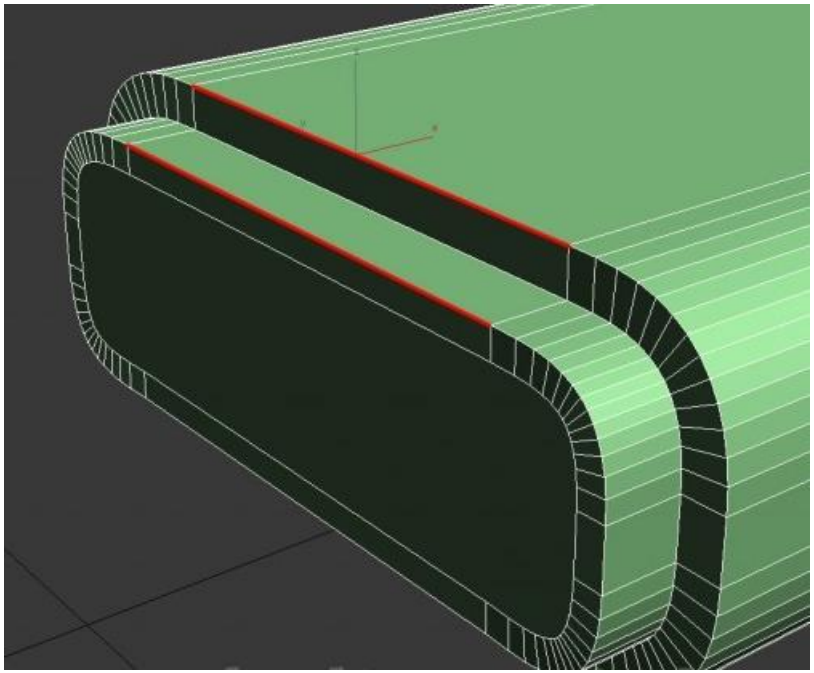


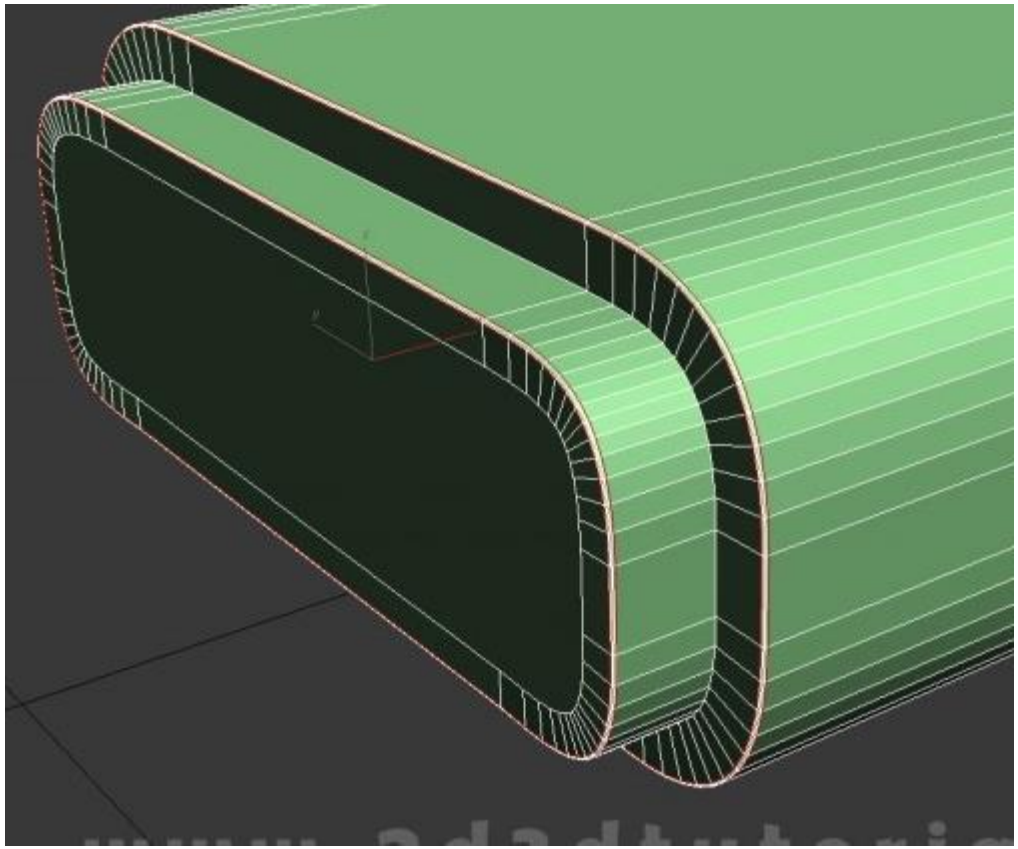


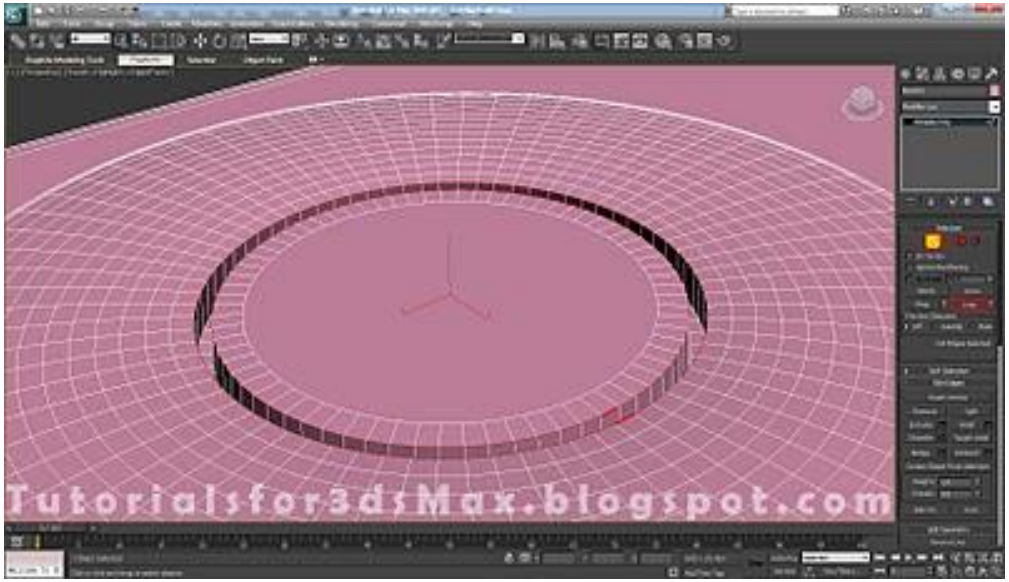
Amount:
범위

Segments:
면조절

1. two edges you see selected and **click on Loop.**
2. Chamfer the looped edges with an amount of **0.01cm and 4 Segments.**

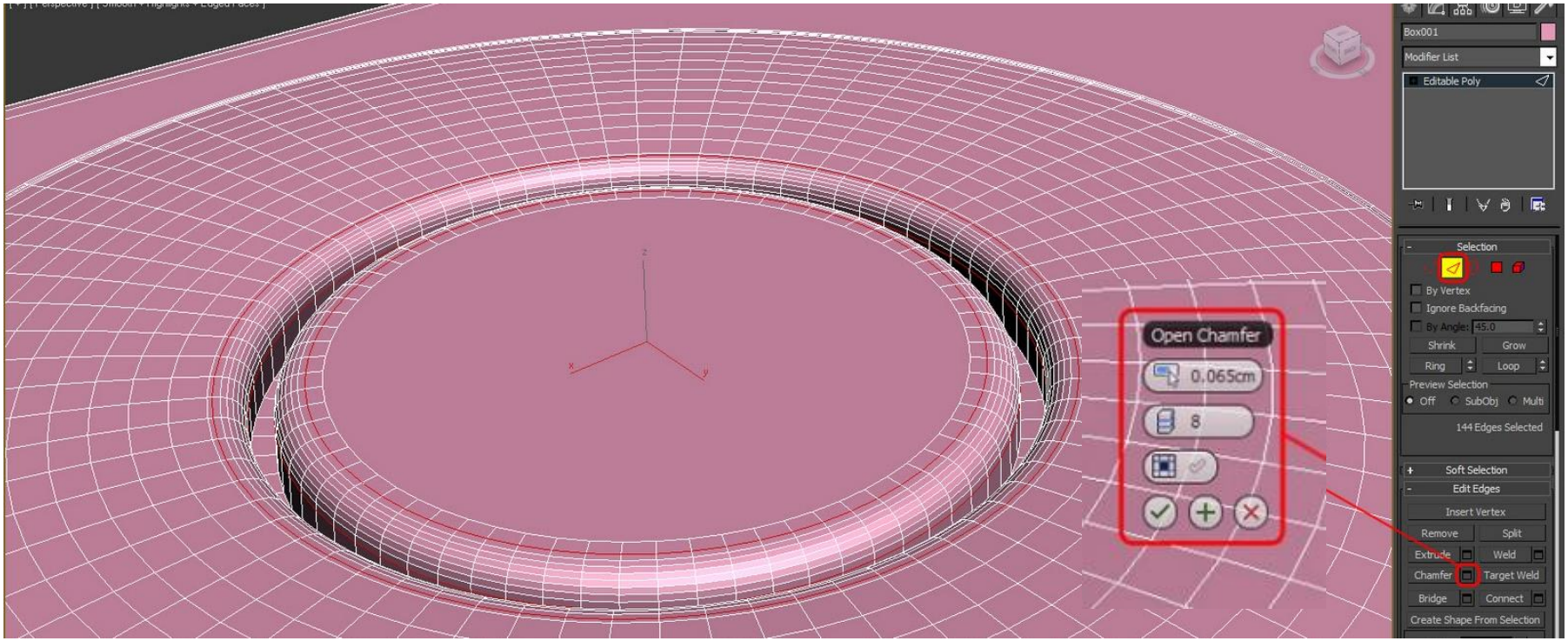






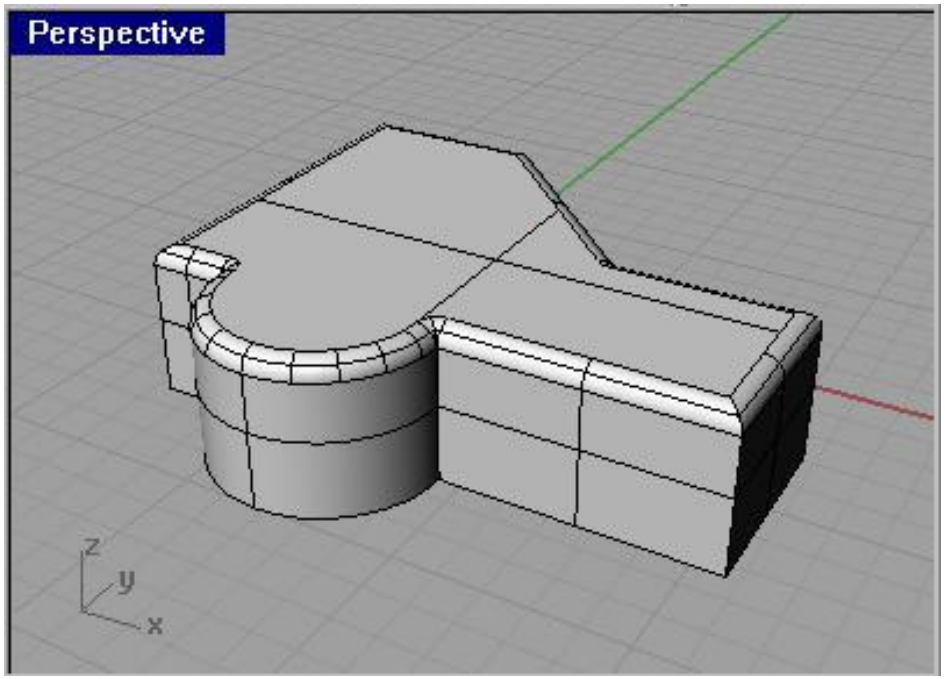
Chamfer the selected edges with an amount of 0.065cm and

8 Segments.

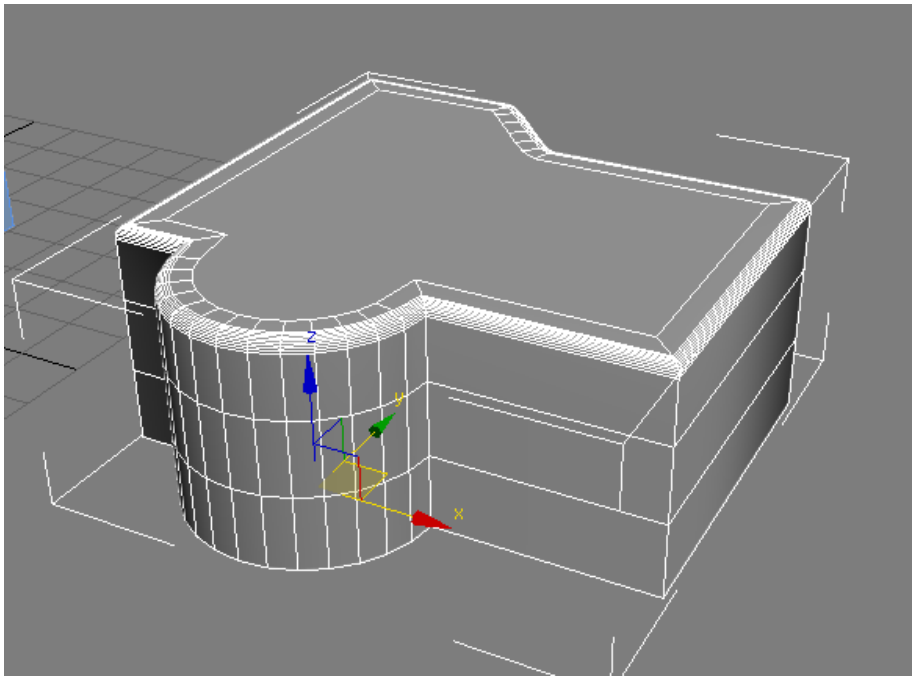


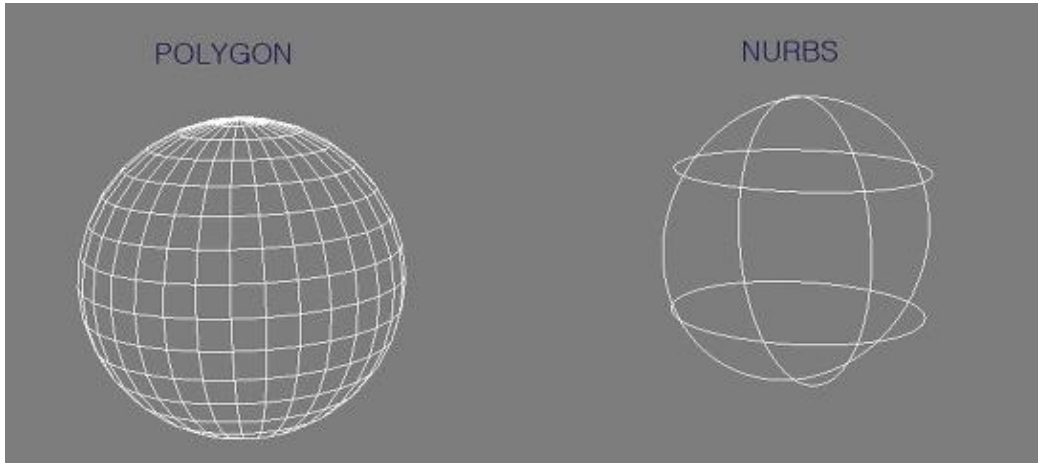
큰형태 이후 모서리 처리.

Rihno:
fillet

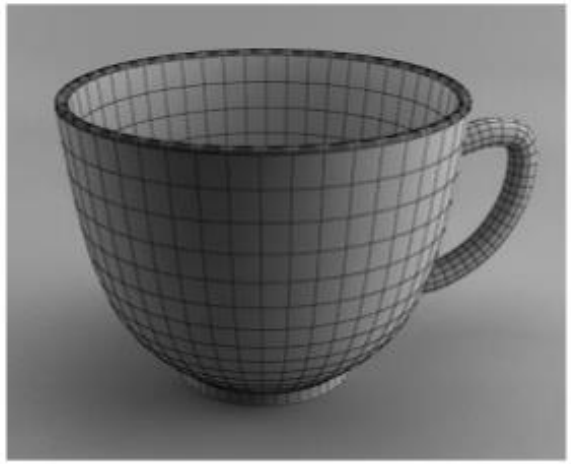


3ds max:
edge champer

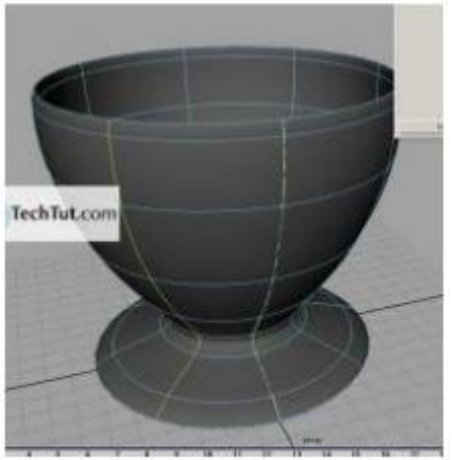


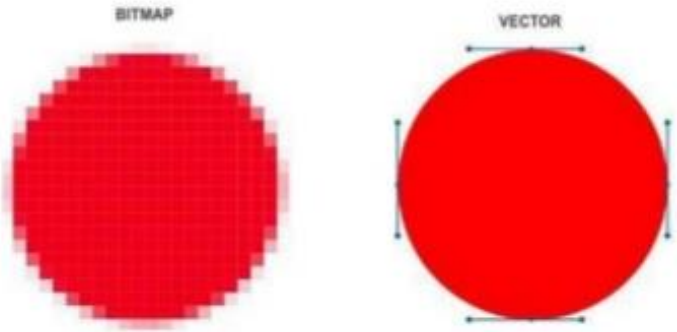


폴리곤(polyGon)



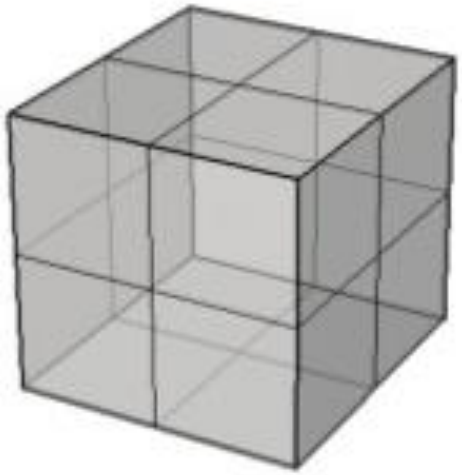
nurbs 방식

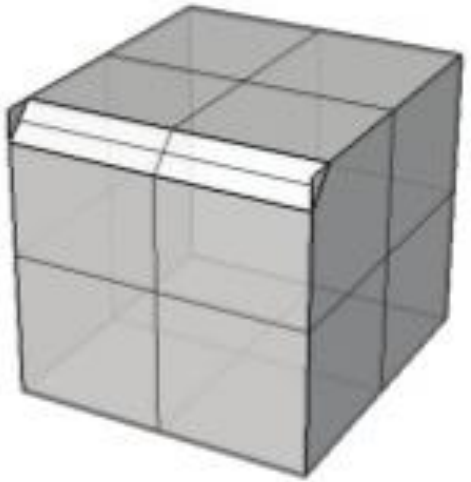




ChamferSrf:

Chamfer creates a beveled edge on two adjacent surfaces. Invoke the ChamferSrf command. Rhino will then prompt you for the two surfaces to be chamfered. Choose the two surfaces and hit enter. After hitting enter, Rhino then prompts you for the distances to chamfer. You can cut more from one surface than the other if you make these distances unequal.

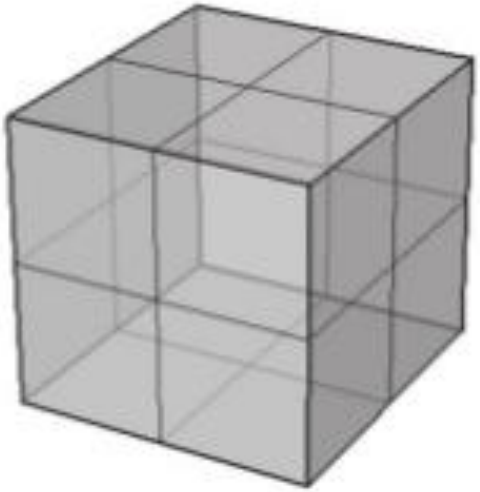


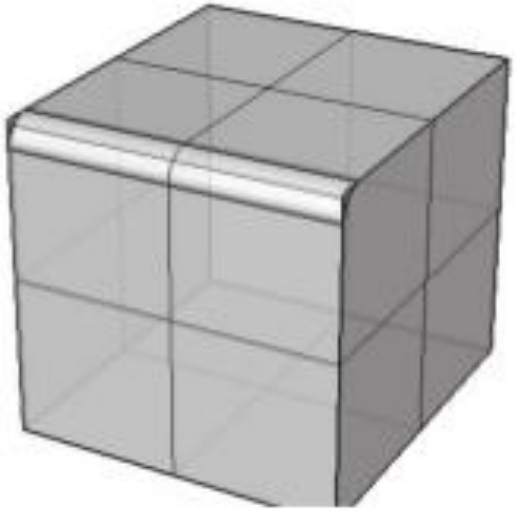


FilletSrf:

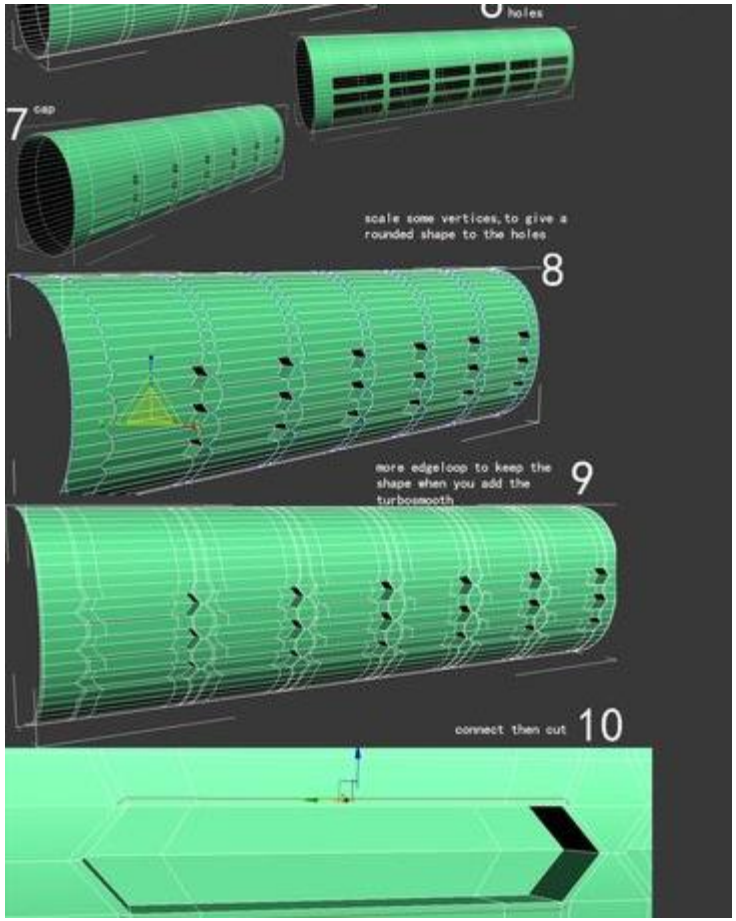
Fillet is much like chamfer in that it acts on two adjacent surfaces. Instead of producing a bevel, or cut; however, fillet produces a radius joint. Invoke the FilletSrf command. Rhino will prompt you for two surfaces.

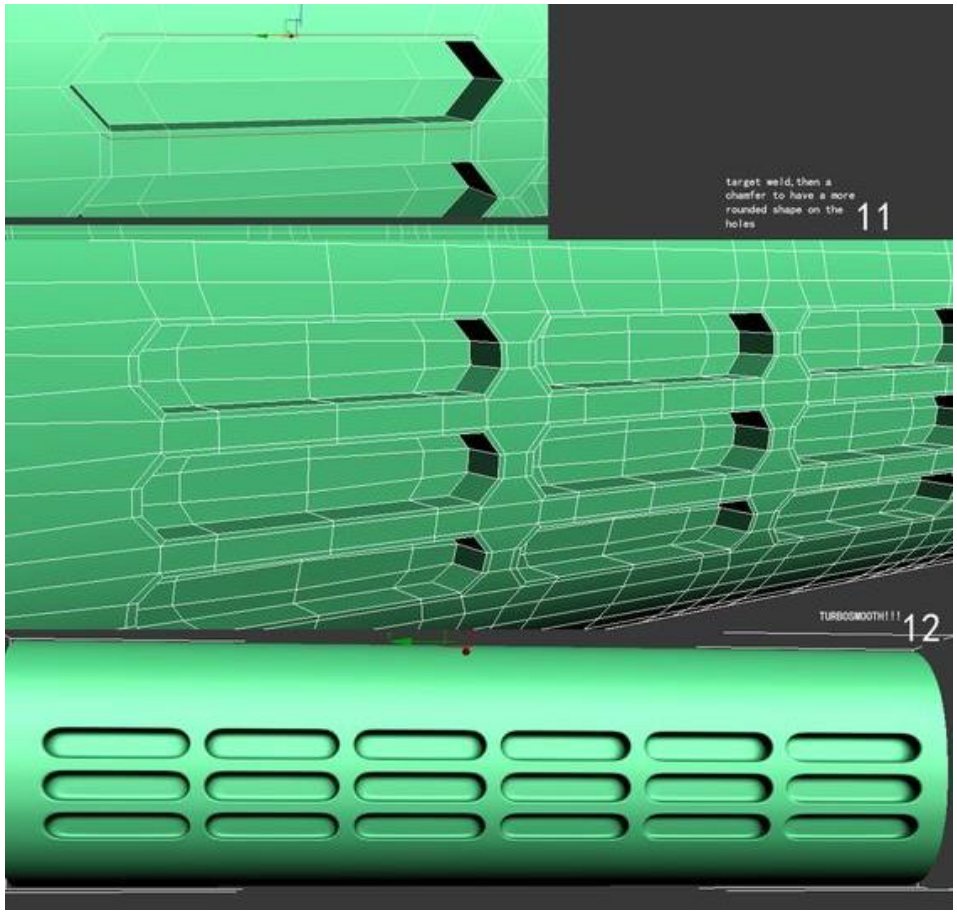
- *Choose the two surfaces and hit enter. Rhino will then prompt you for a radius to cut.*
- *Choose your radius and hit enter.*

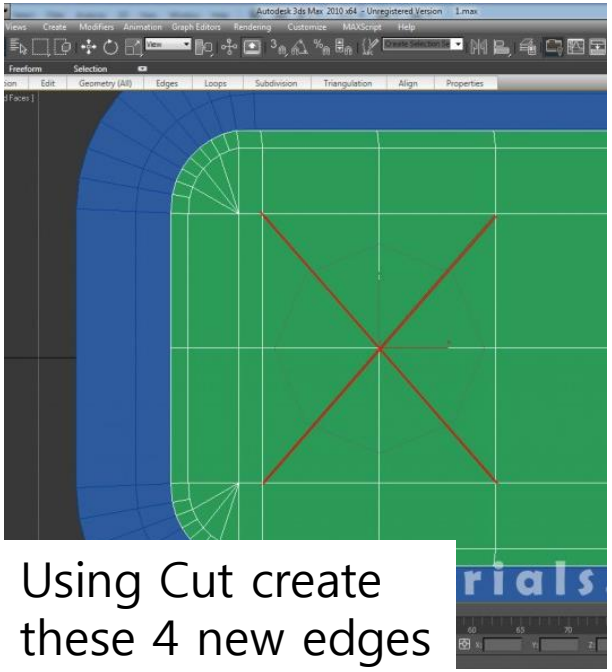




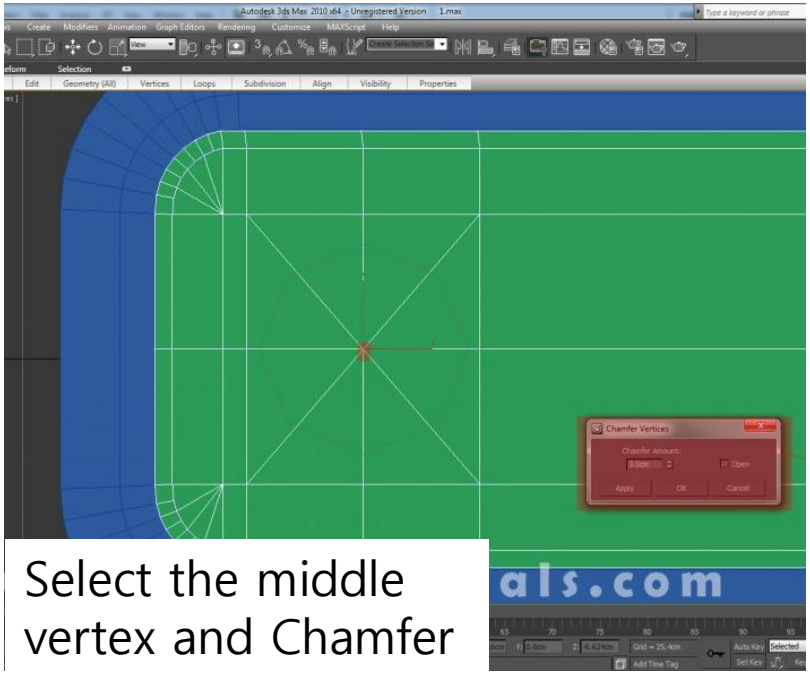
움푹 들어간 형태
edge champer



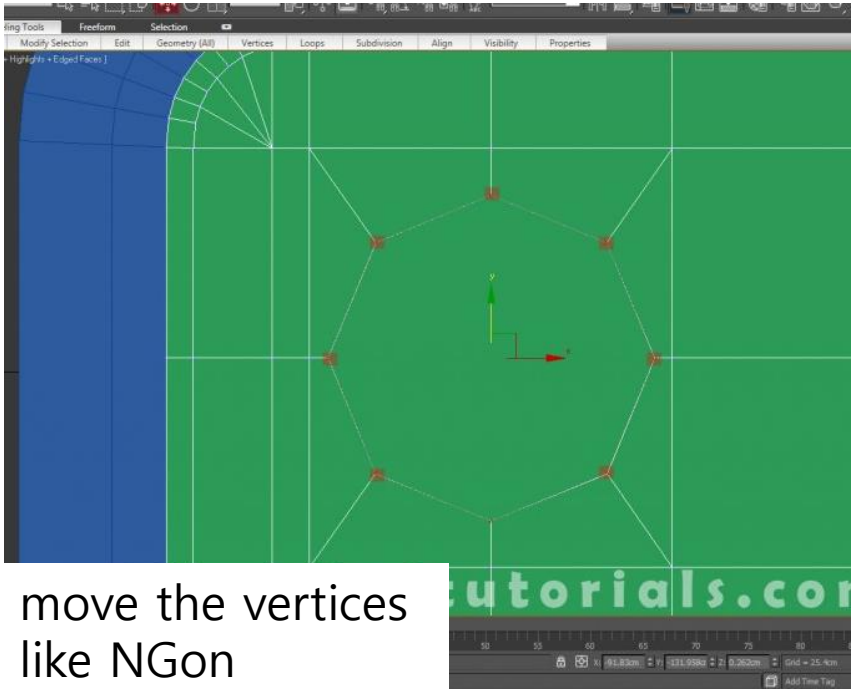




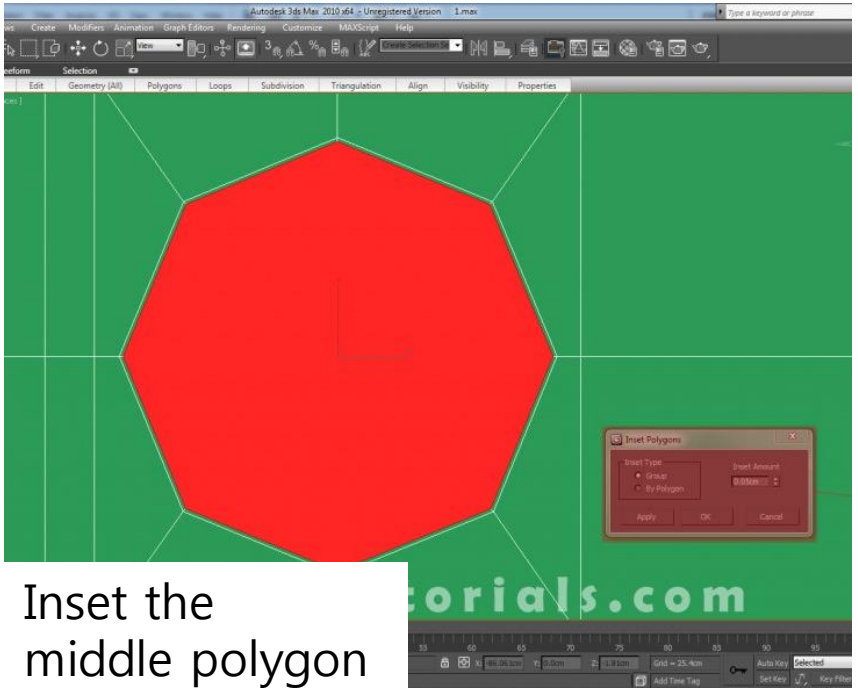
Using Cut create these 4 new edges



Select the middle vertex and Chamfer



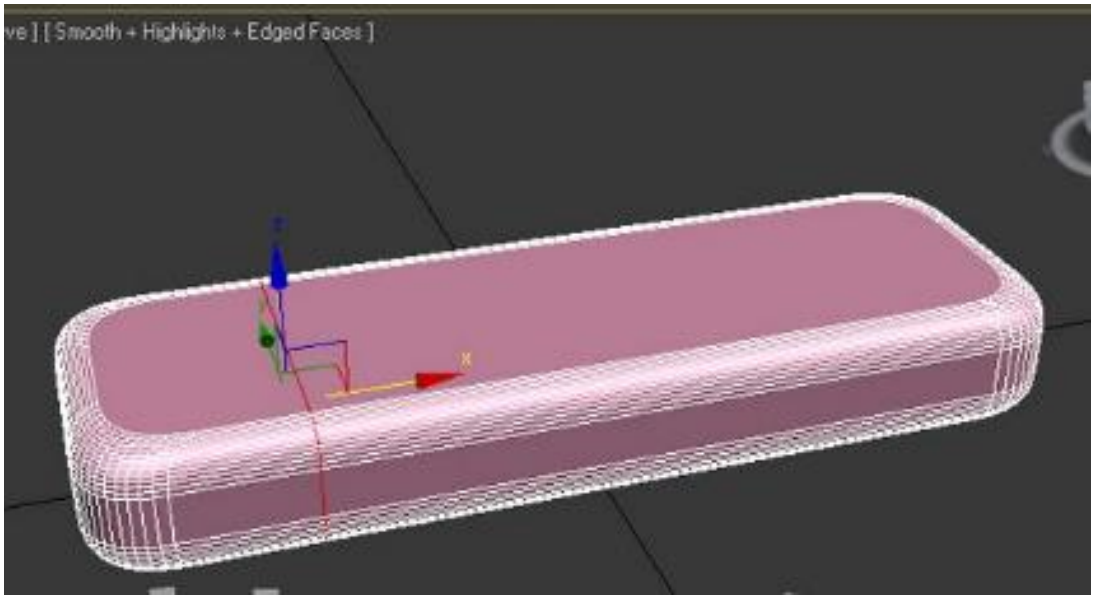
move the vertices like NGon

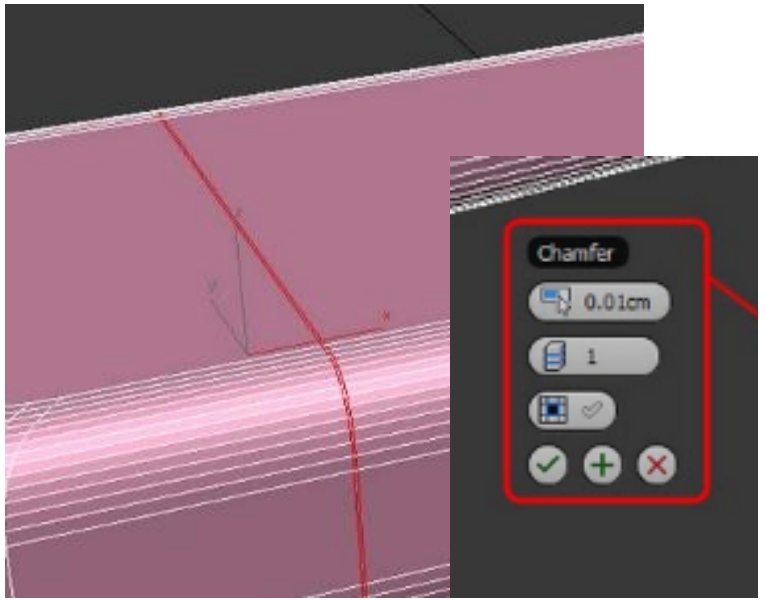


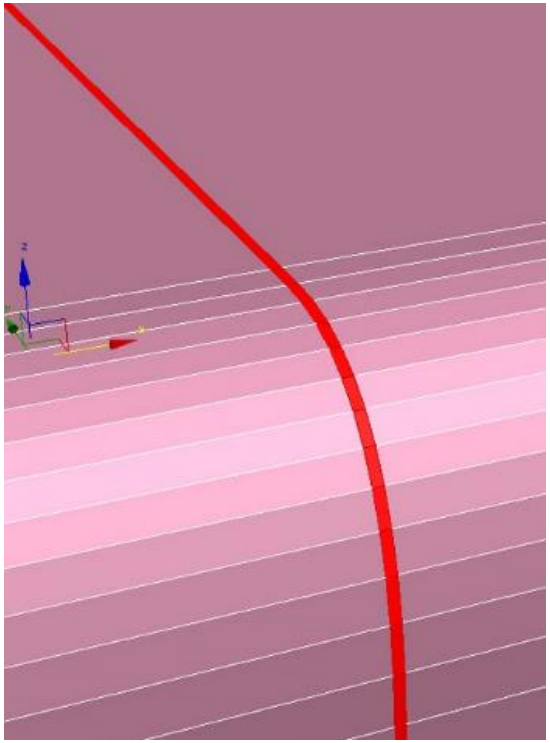
Inset the middle polygon

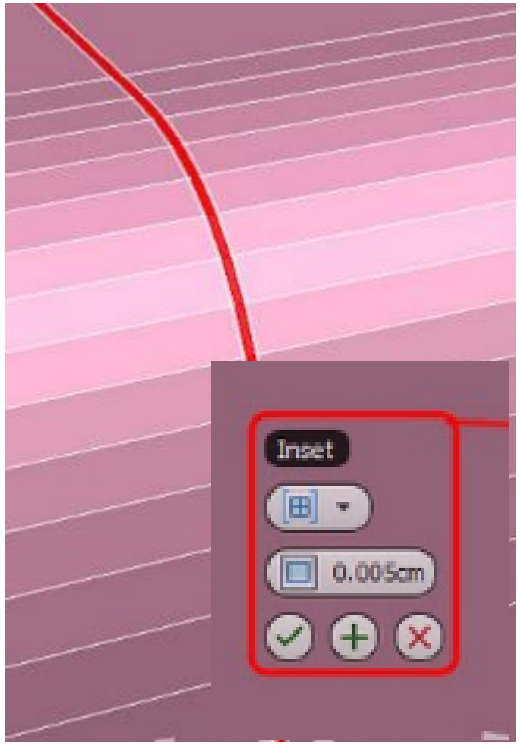
퍼팅라인(parting line) 의 처리

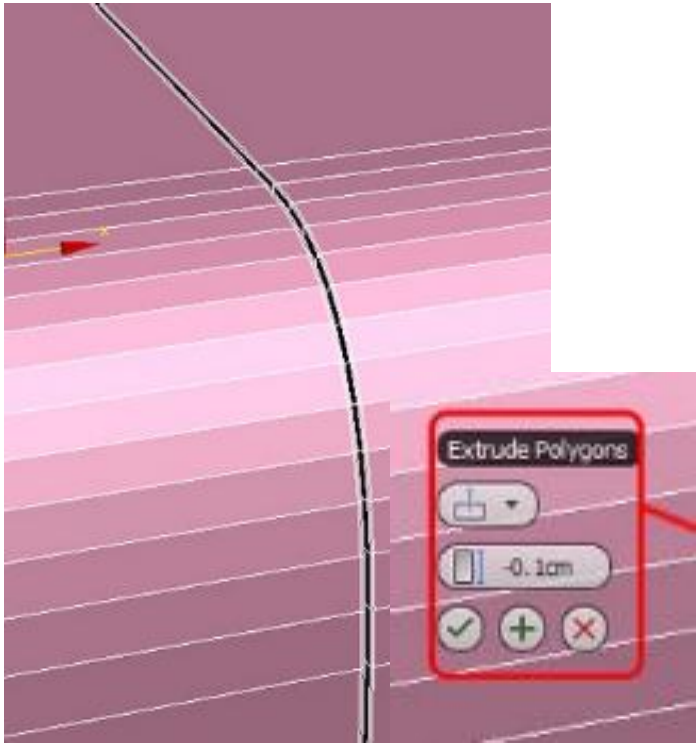
제품의 마감 수준을 가늠할 수 있는 중요한 기준


ve] [Smooth + Highlights + Edged Faces]


Chamfer
0.01cm
1




Inset
0.005cm


Extrude Polygons
-0.1cm

기말과제의 진행

공개된 튜토리얼을 참고해서 모델링 응용 작업하기

Speaker modeling

Tutorial 참고

응용 modeling

Vary keyshot

http://tutorial-z.com/speaker-modeling-3ds-max-basics-explained-very-well/10/

기말과제의 구성

1. 참고한 튜토리얼 출처(webpage, book, movie)
2. 작업진행 과정 screenshot (10 이미지 내외)
3. Mapping 전 rendering (1 ~2 이미지)
4. Mapping Vray / keyshot rendering (3 ~4 이미지)
5. 공유주소 등록