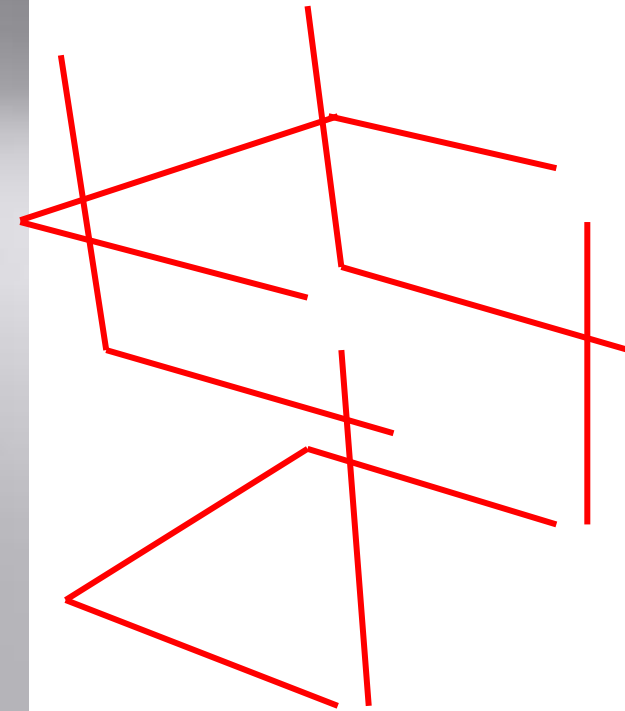


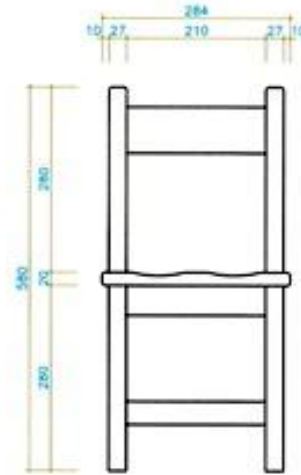
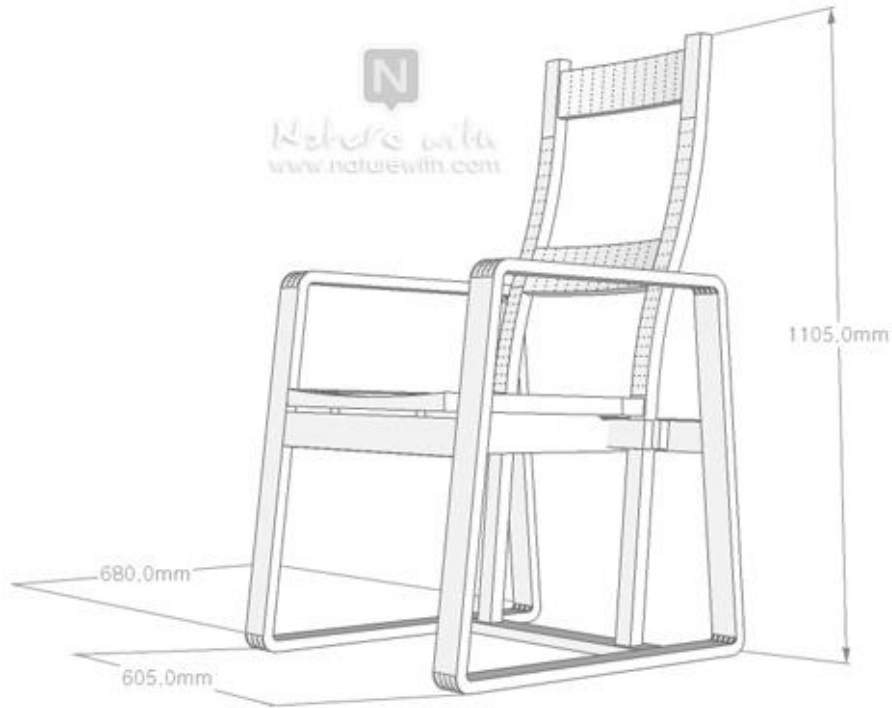
chair-modeling(spline)



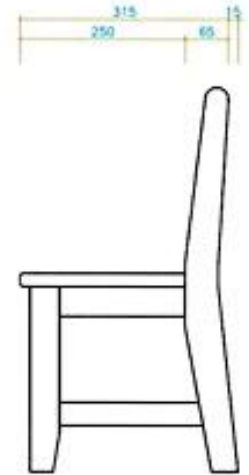
<https://blog.3dexport.com/tutorial-of-the-florence-design-academy-chair-modeling-tutorial-spline-technique/>

대상의 scale(크기) 설정

가로 / 세로 / 높이

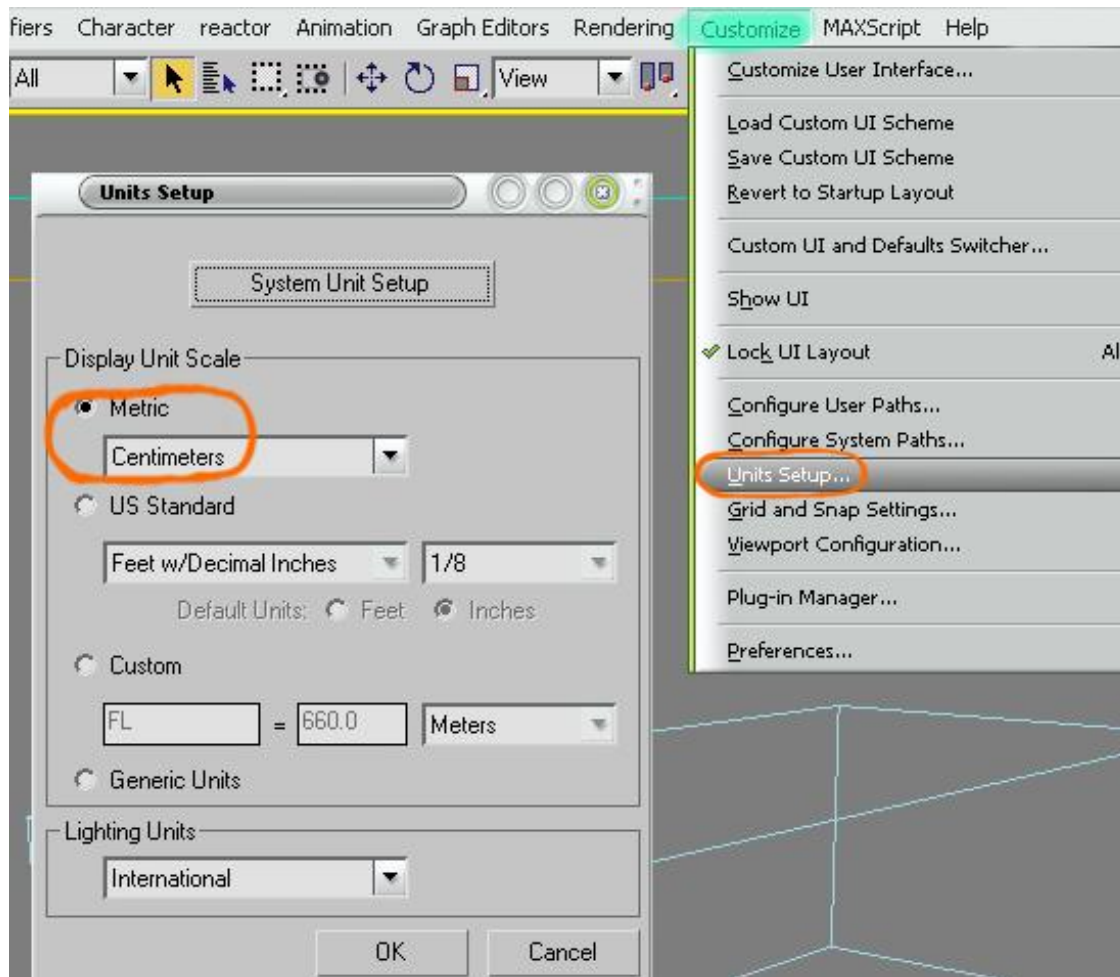


정면도

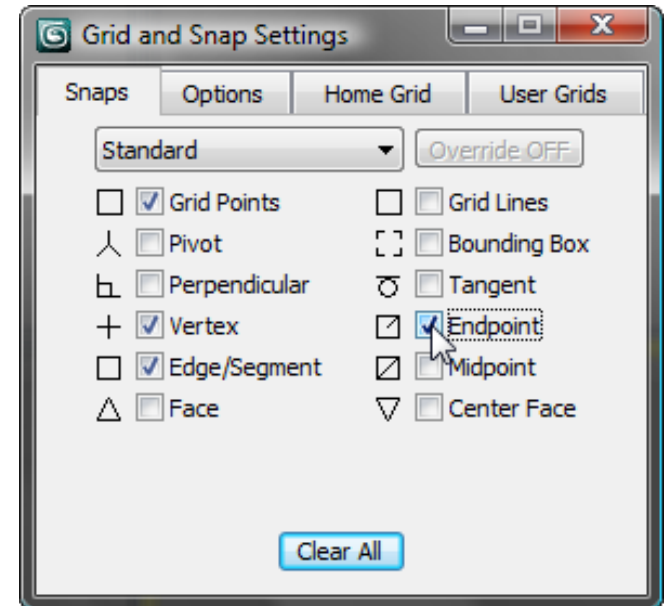
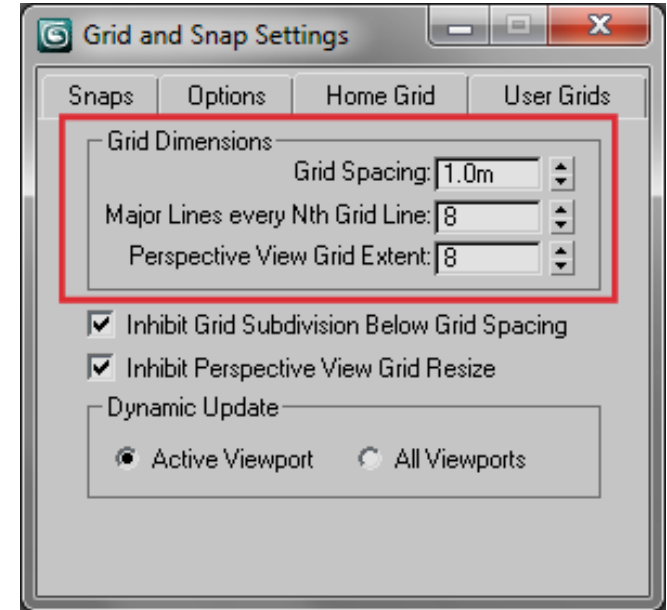


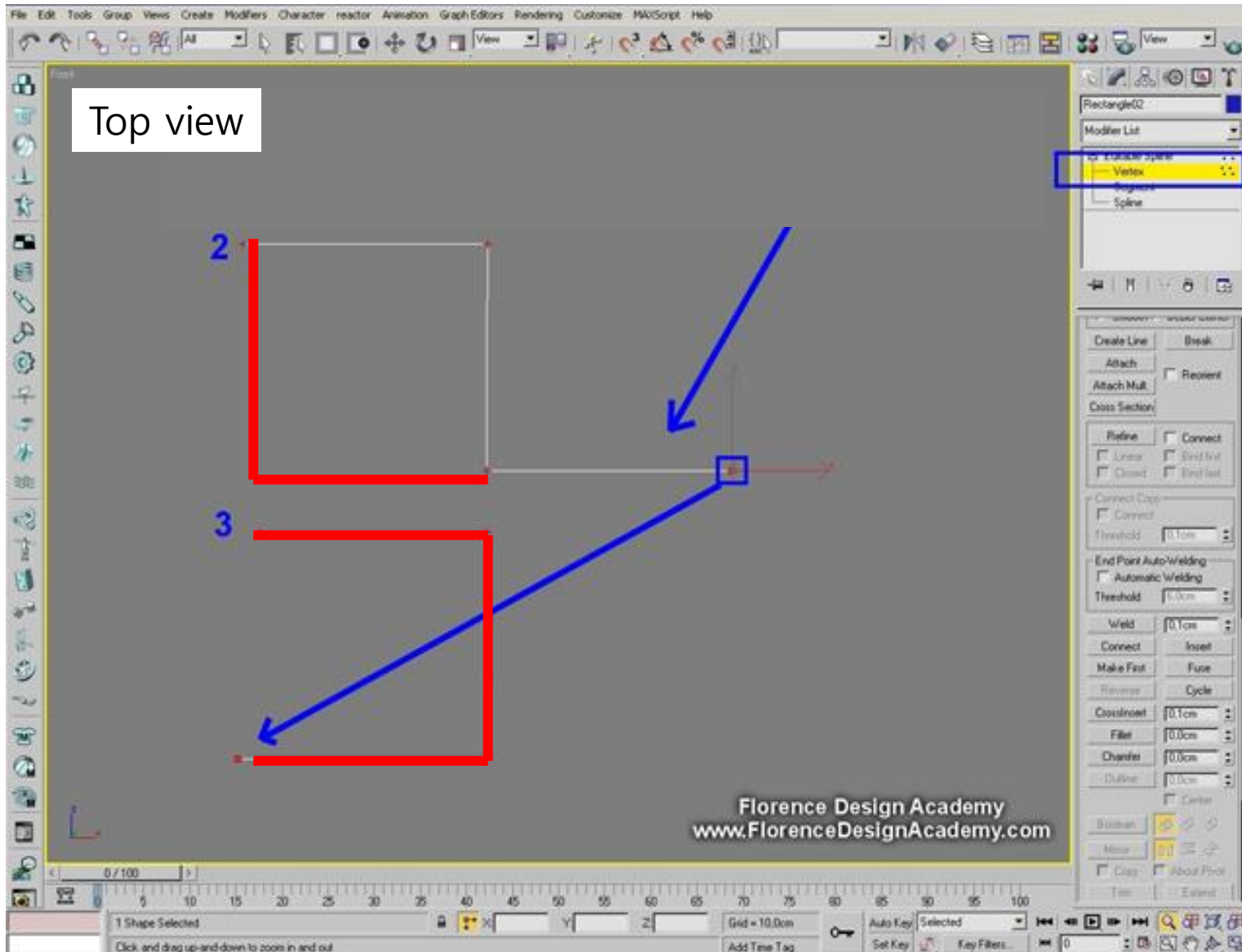
측면도

Unit Setting



Grid and Snap Setting

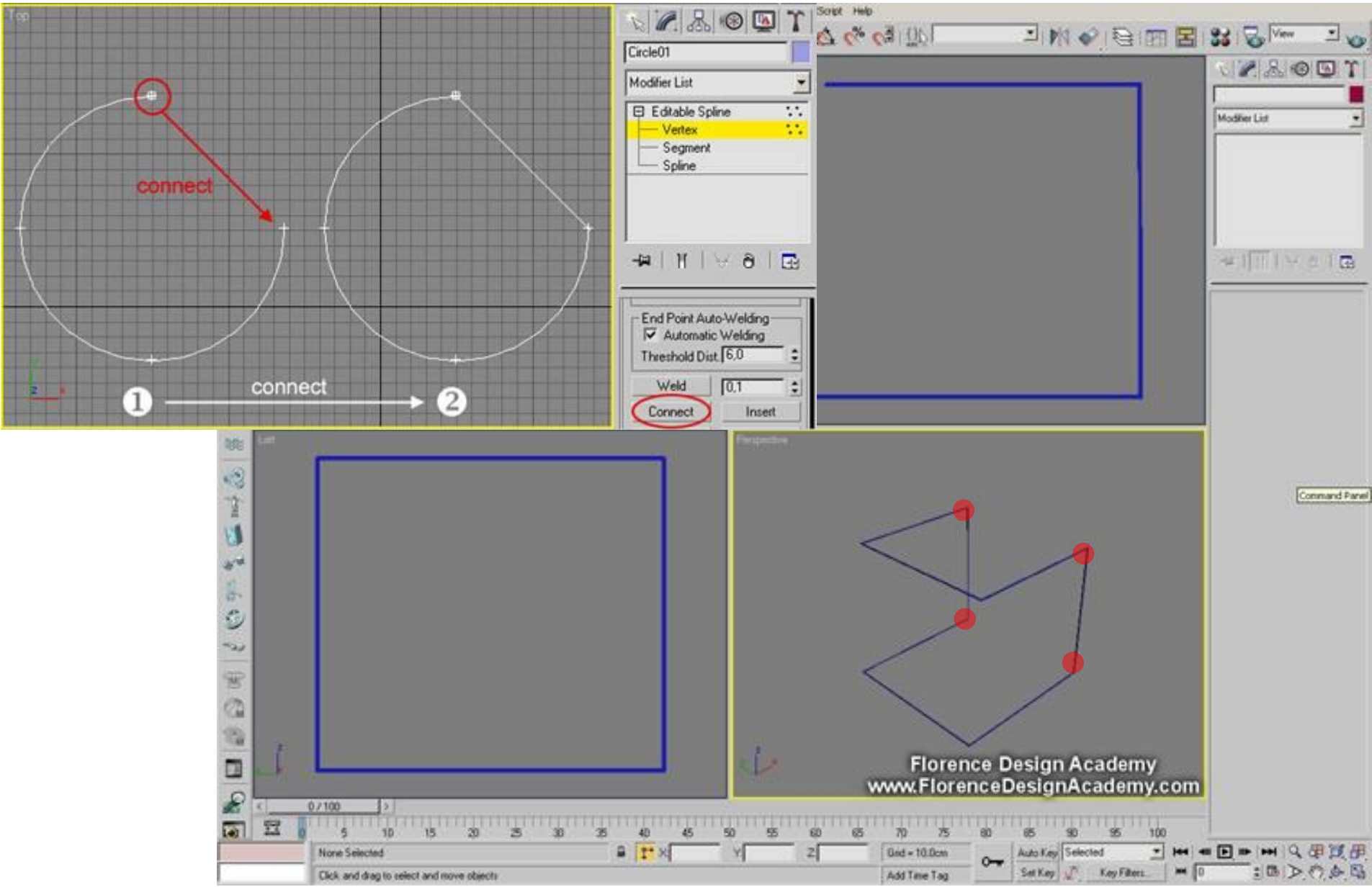




Top view

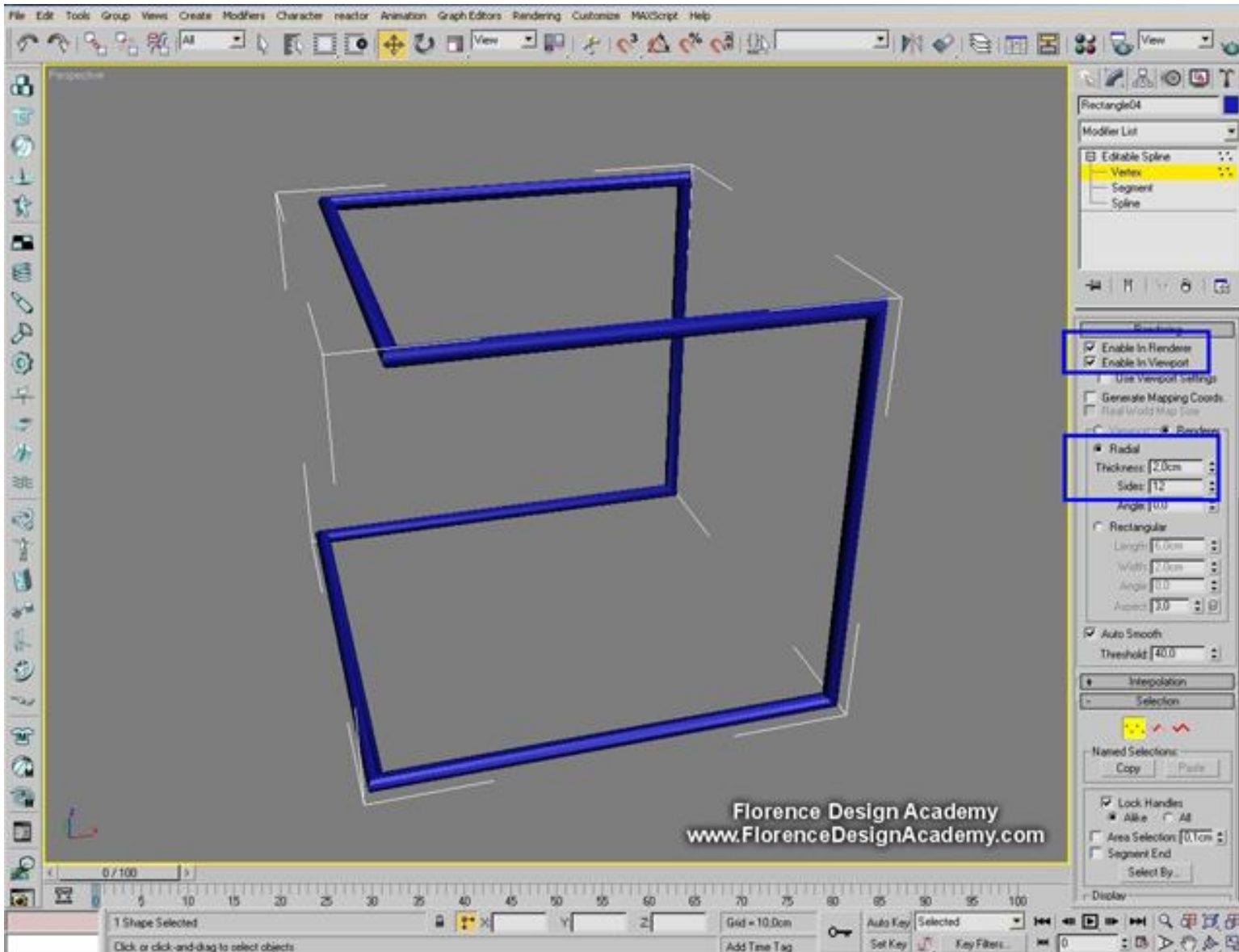
Florence Design Academy
www.FlorenceDesignAcademy.com

1. Attach
2. 정점 연결 (vertex connect)



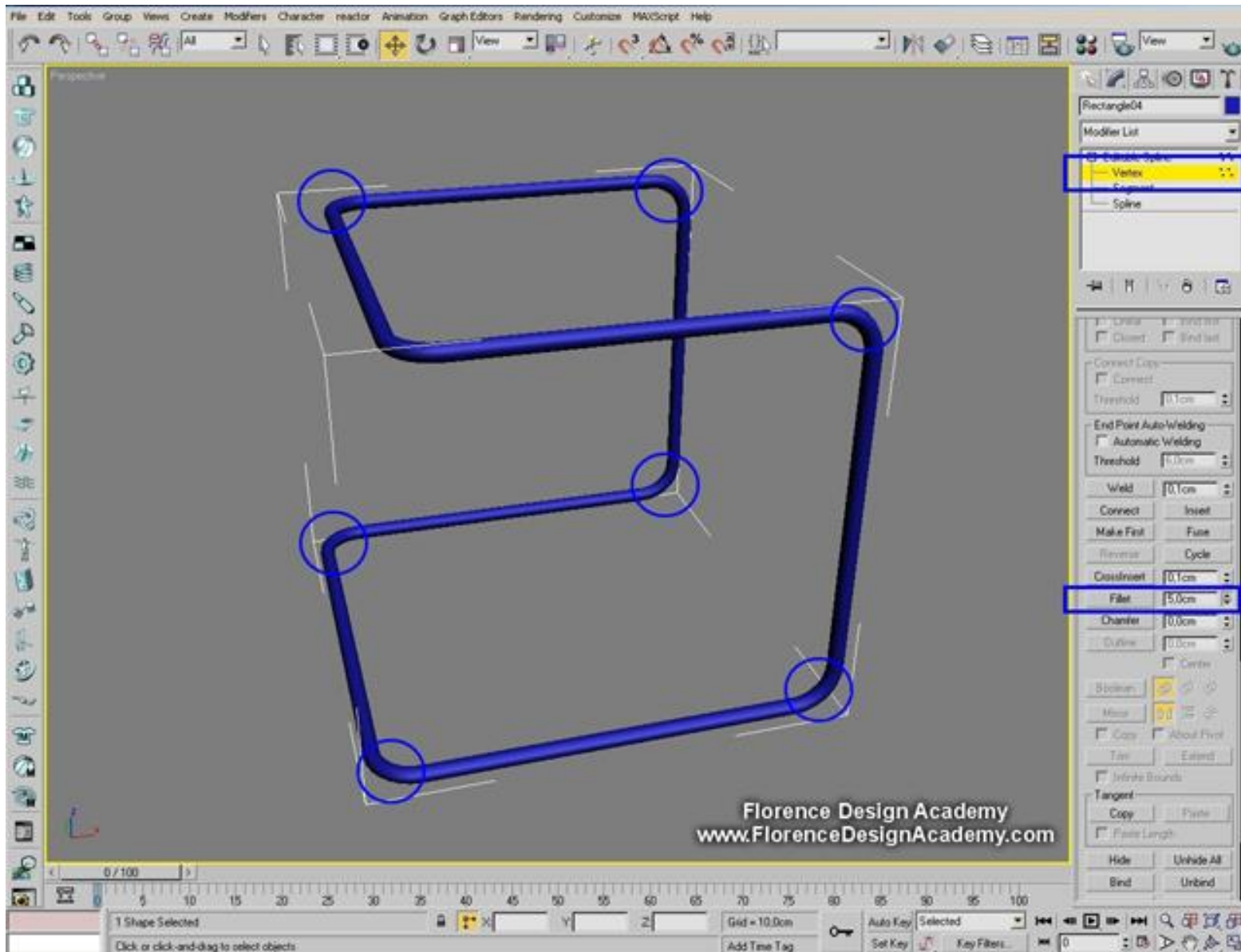
spline 두께 조절

Radial and write in the **thickness** slot the diameter size



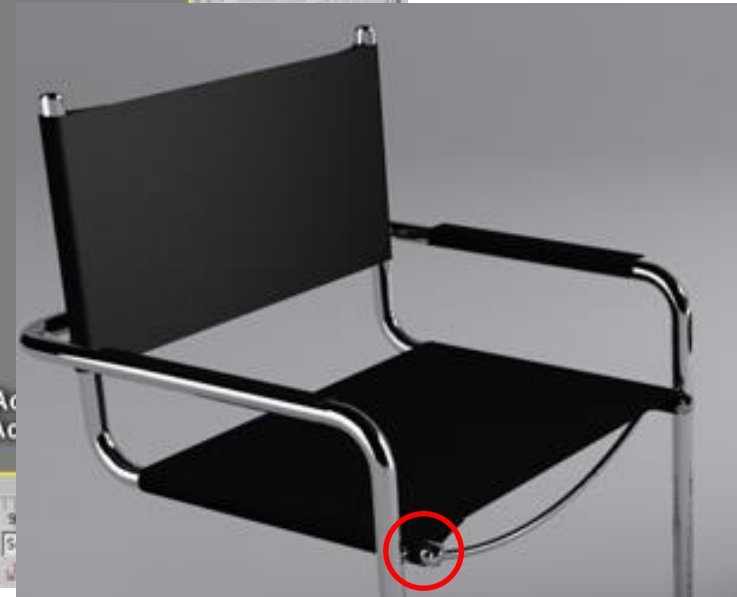
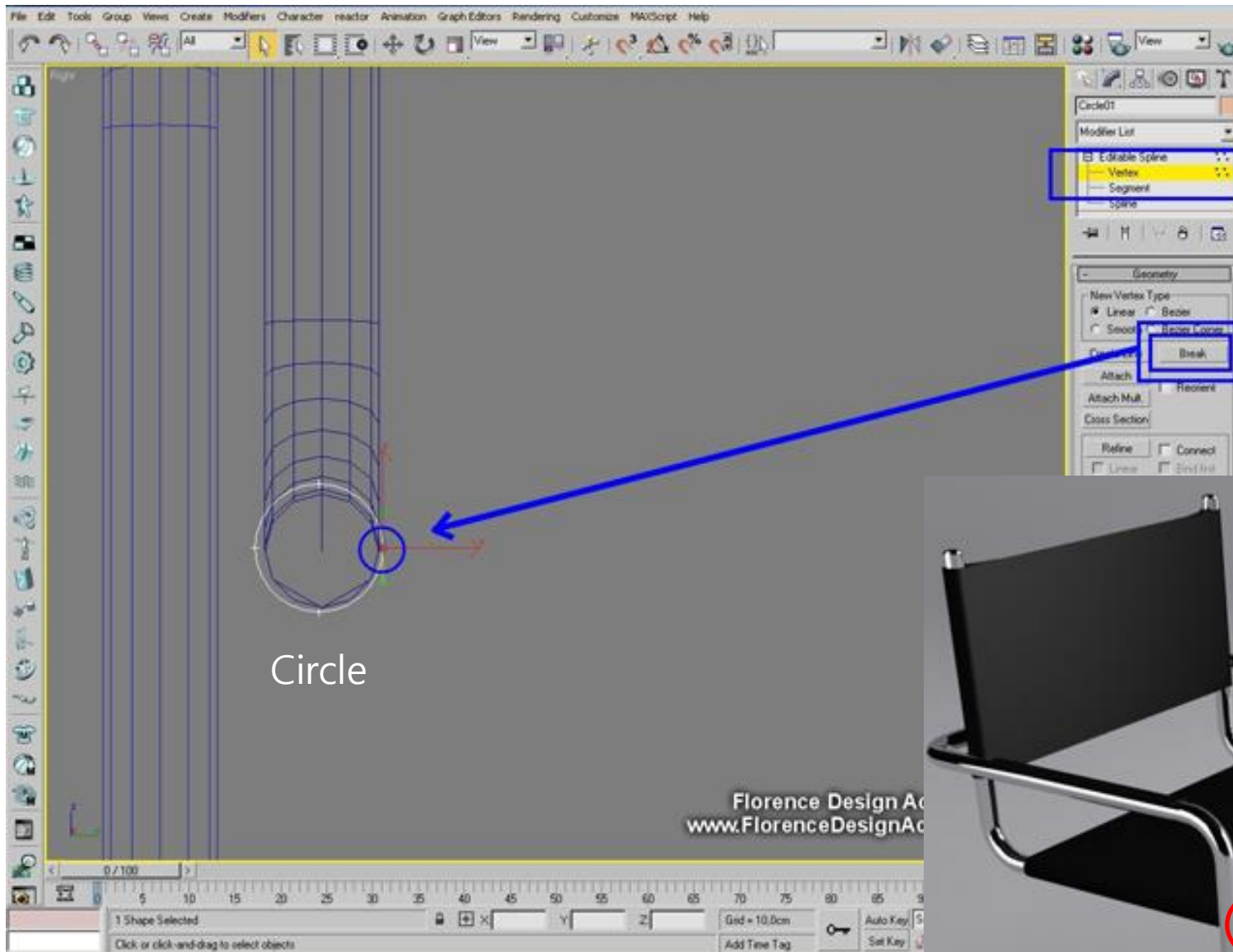
모서리 모깍기 조절

Select all vertexes and go to the command **FILLET**.



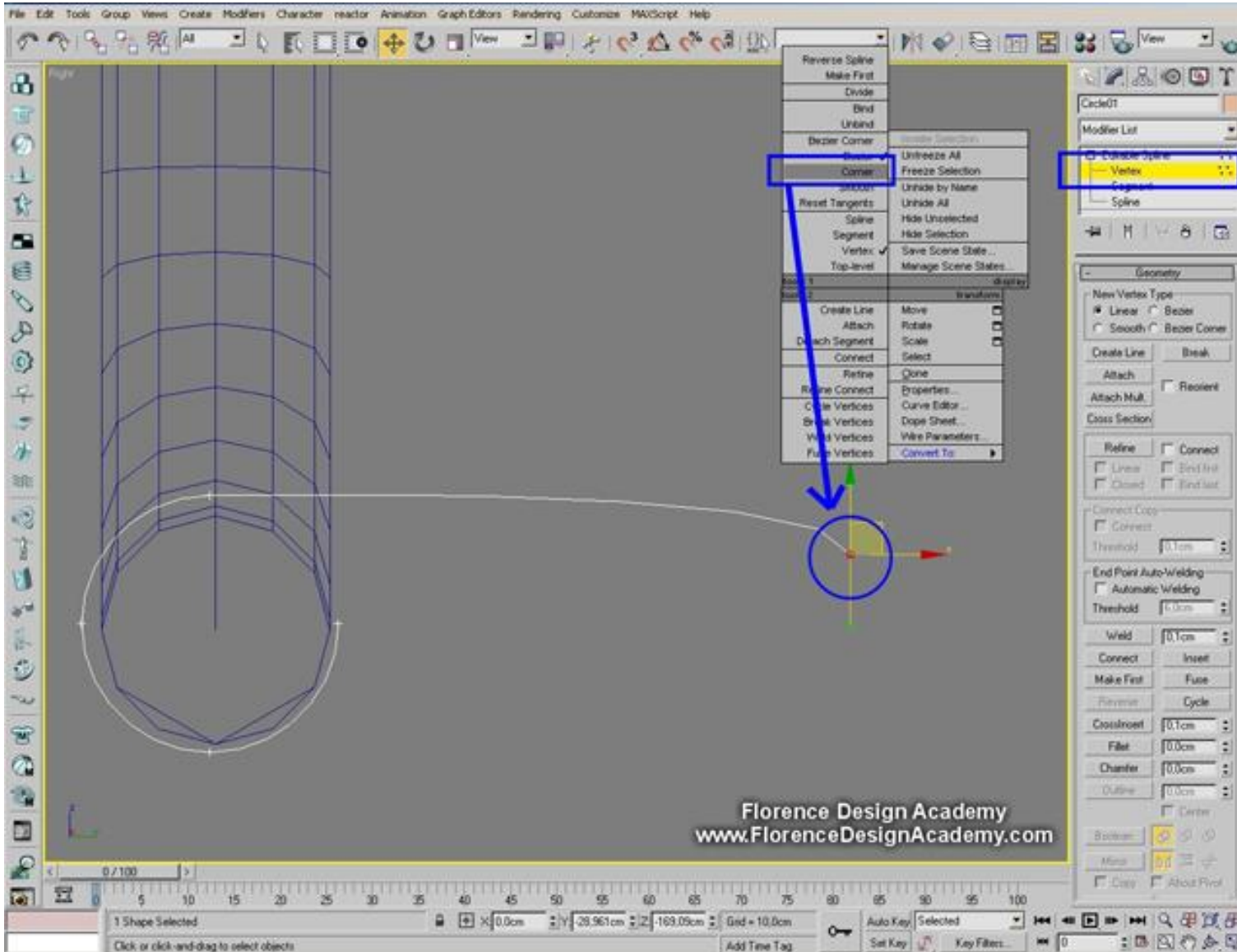
엉덩이받이 쿠션 조절

Select the vertex like in the image, and **BREAK** it.

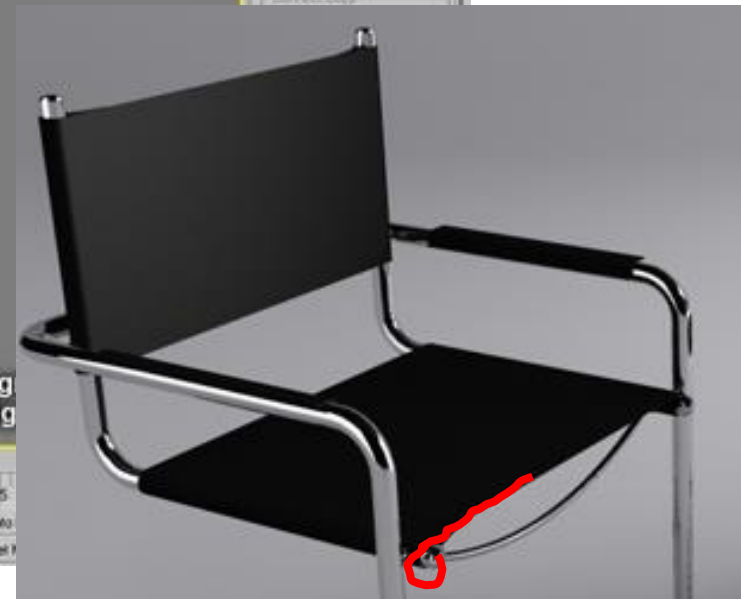
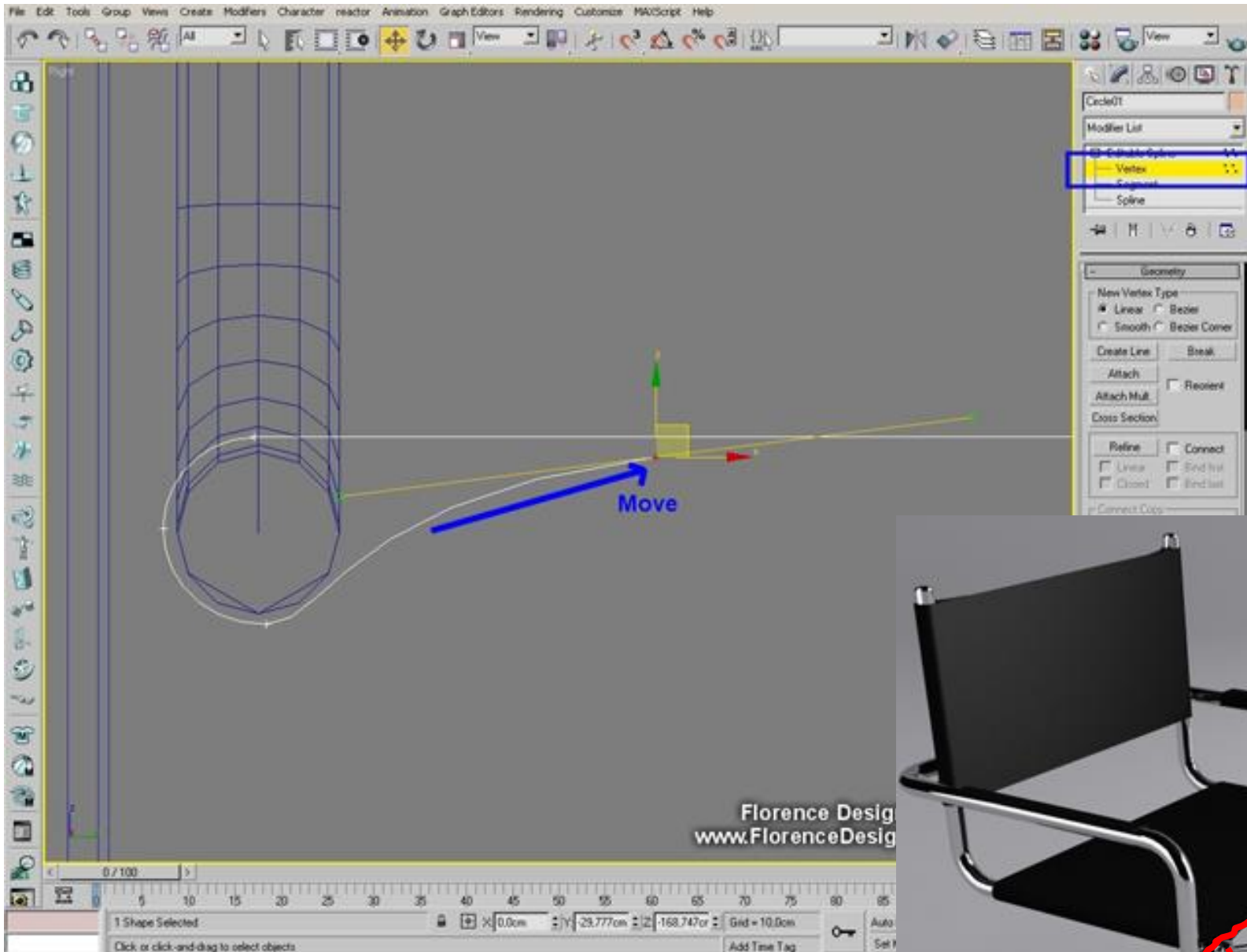


Vertex 속성 변경-corner

Select the upper vertex and move it to the right side. Transform the vertex with a right mouse button click into a **CORNER** vertex.



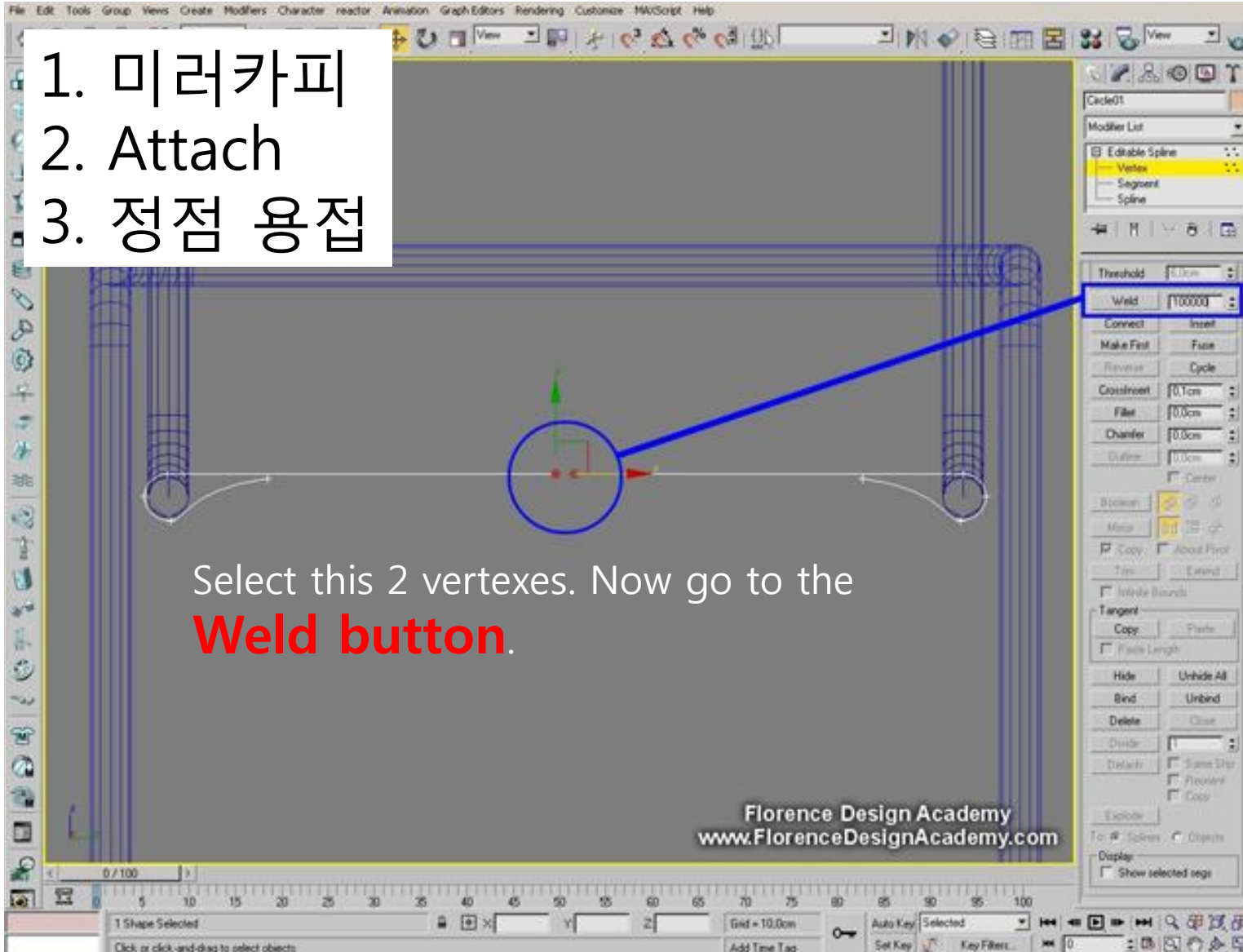
Move the lower vertex like in the image and use the **Bezier**



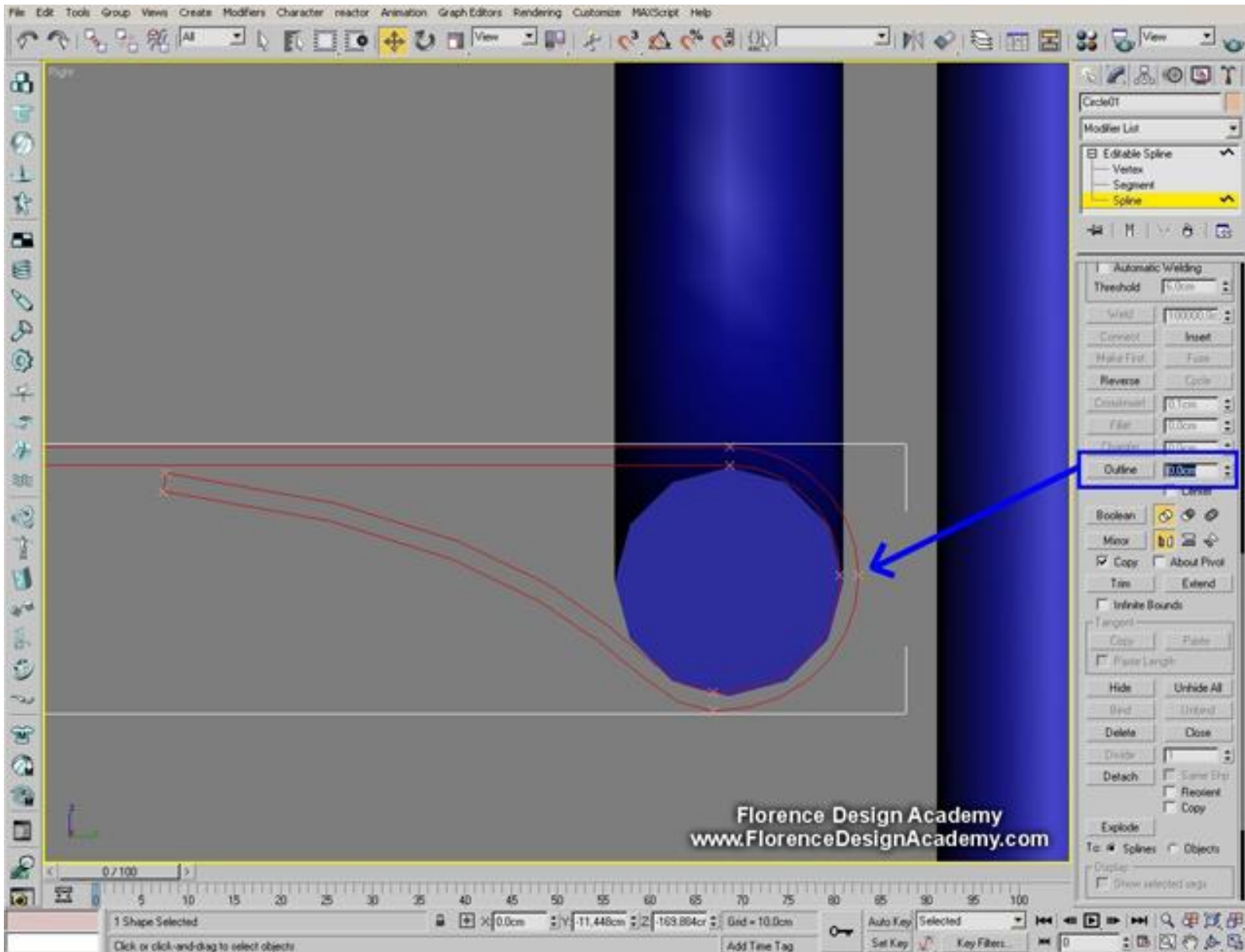
SPLINE and MIRROR it with COPY

If you use the Mirror tool you have to **ATTACH** the two splines to be able to weld the vertexes.

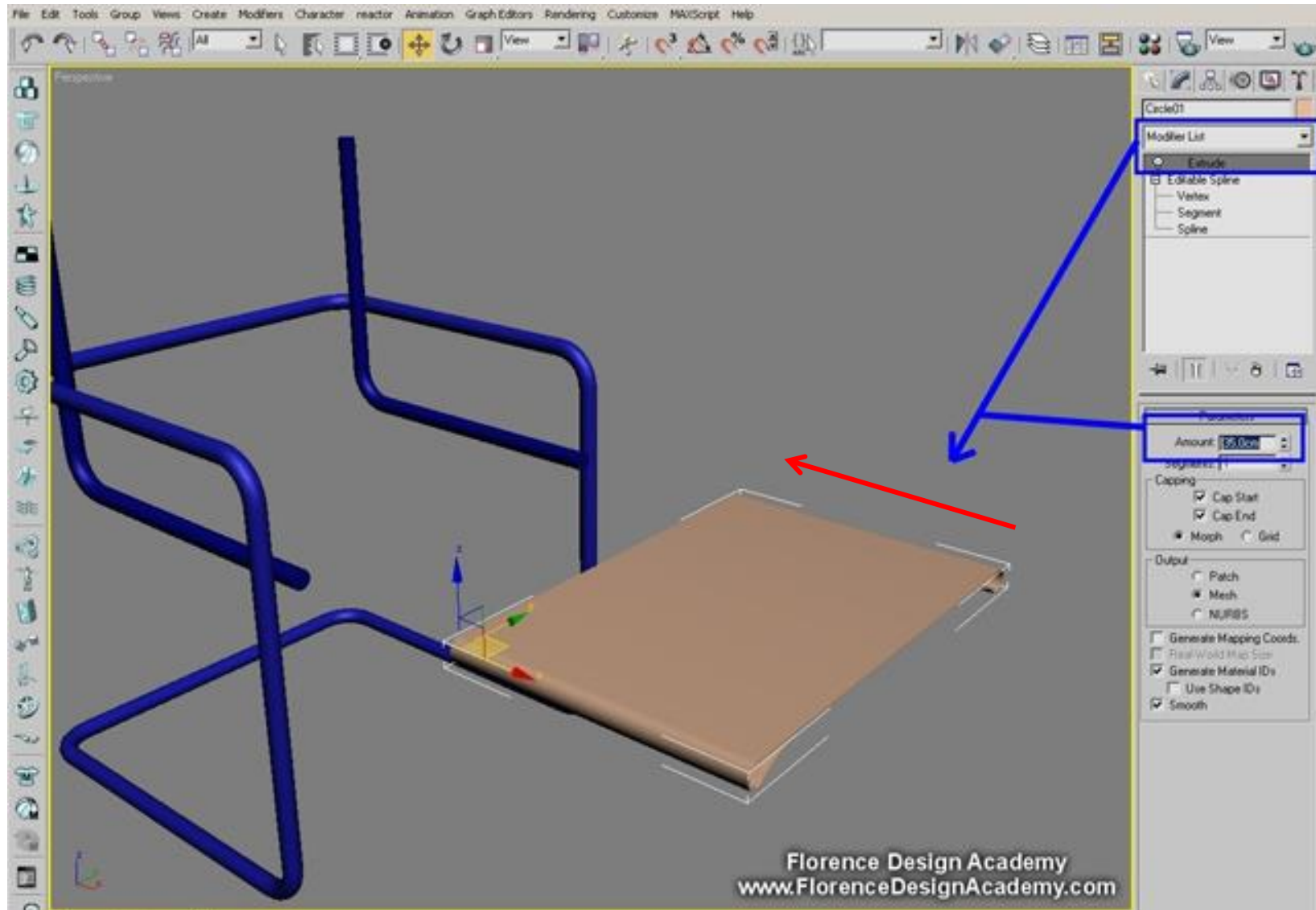
1. 미러카피
2. Attach
3. 정점 용접



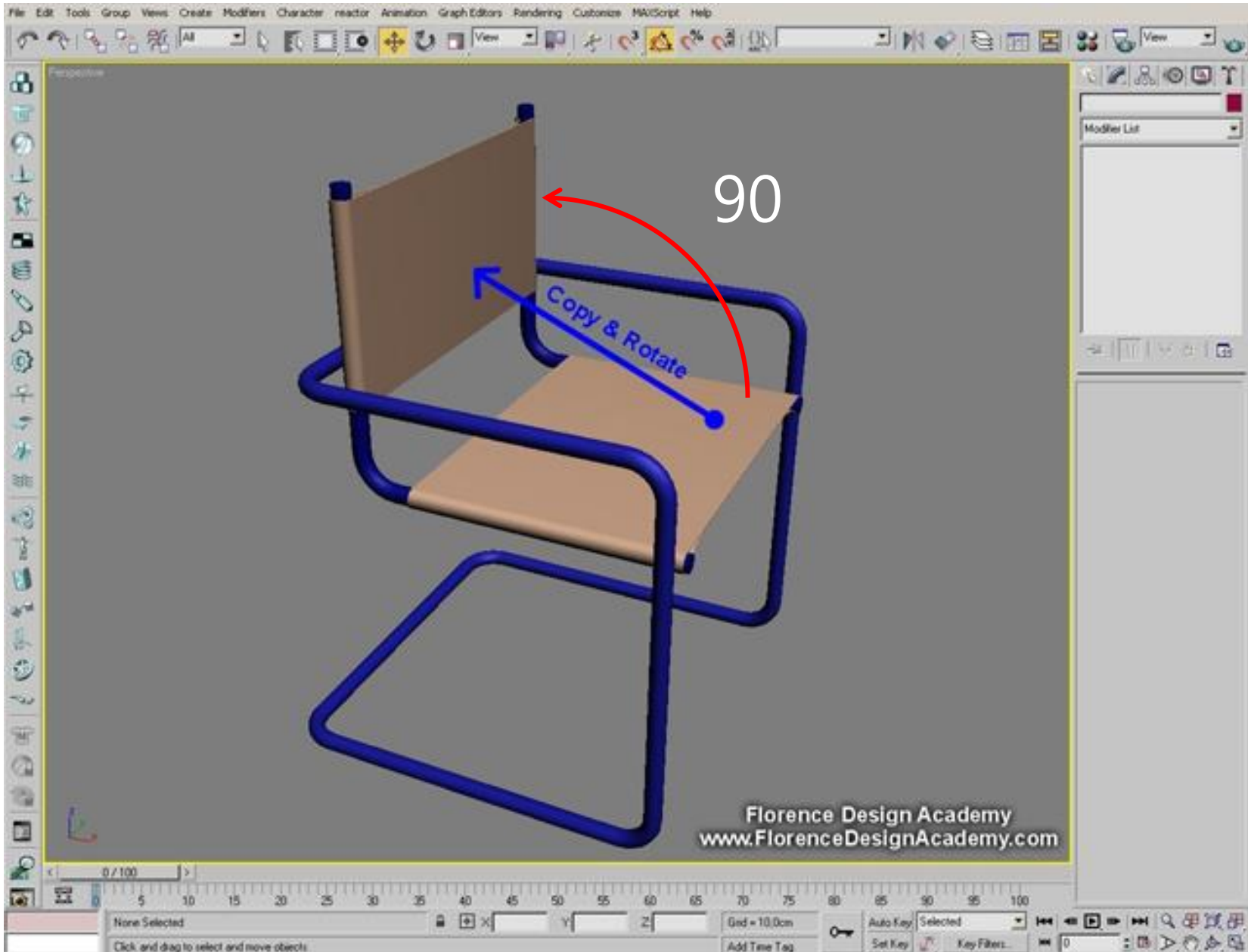
Now select SPLINE and **outline** the spline



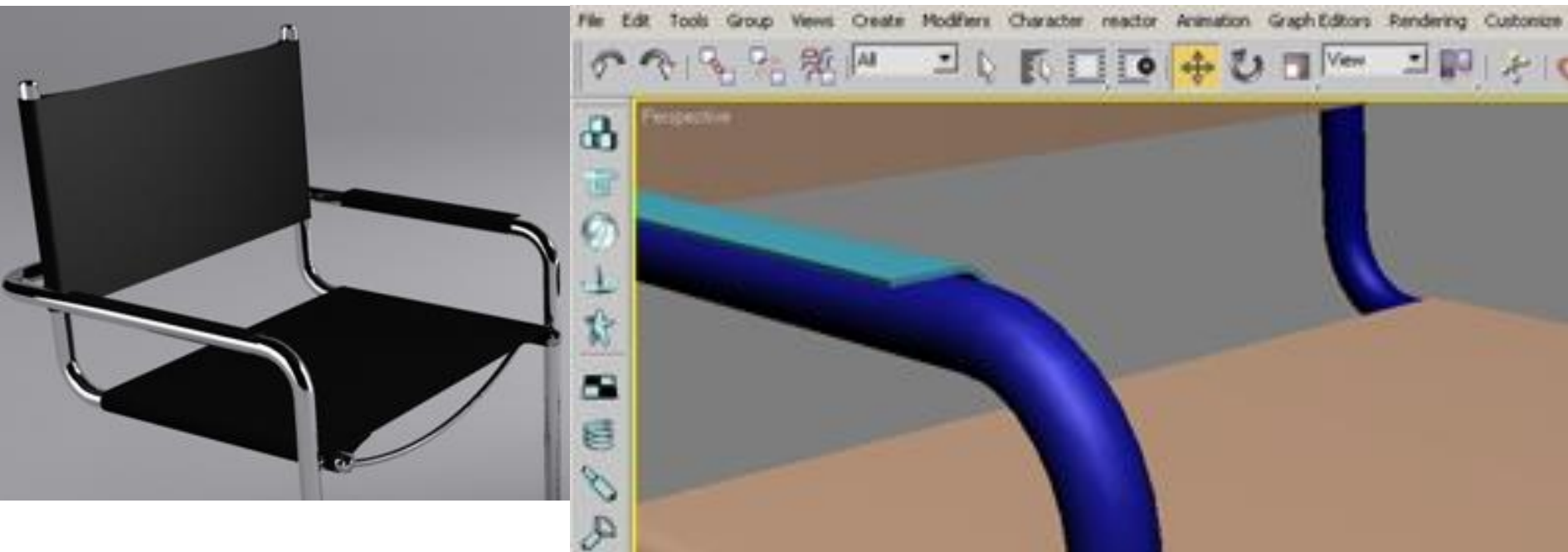
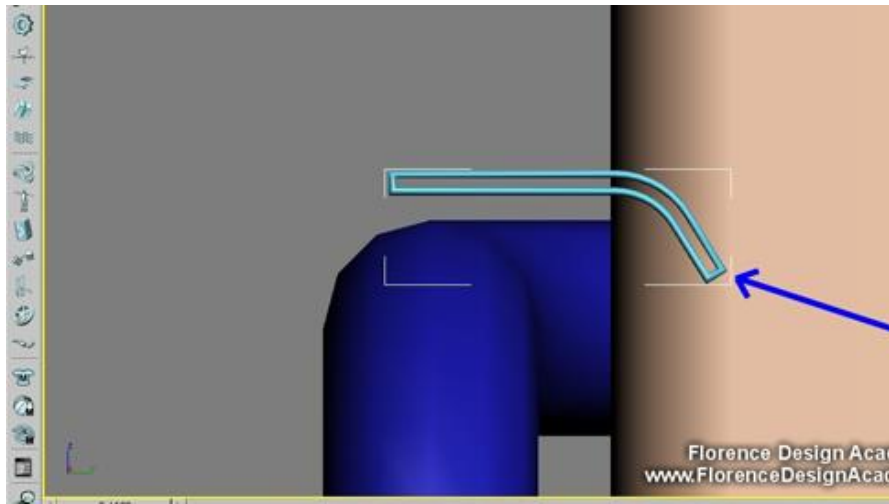
Add an **EXTRUDE** modifier from the modifier list to the spline and adjust the amount of the modifier.

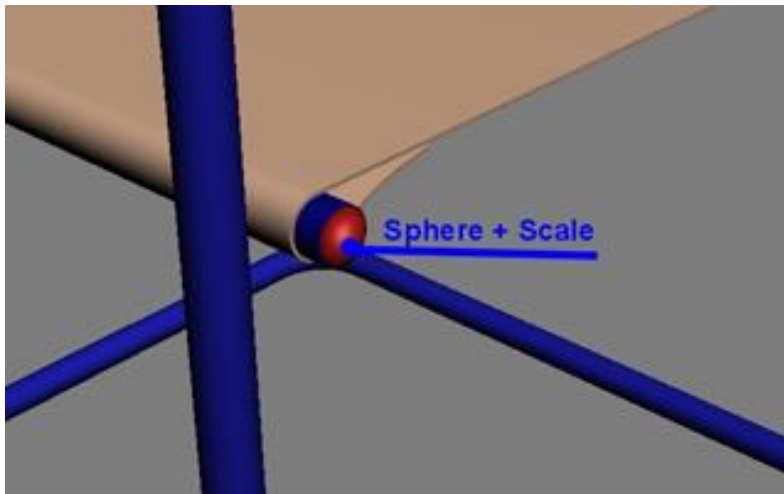


Copy and rotate the extruded object like in the picture.

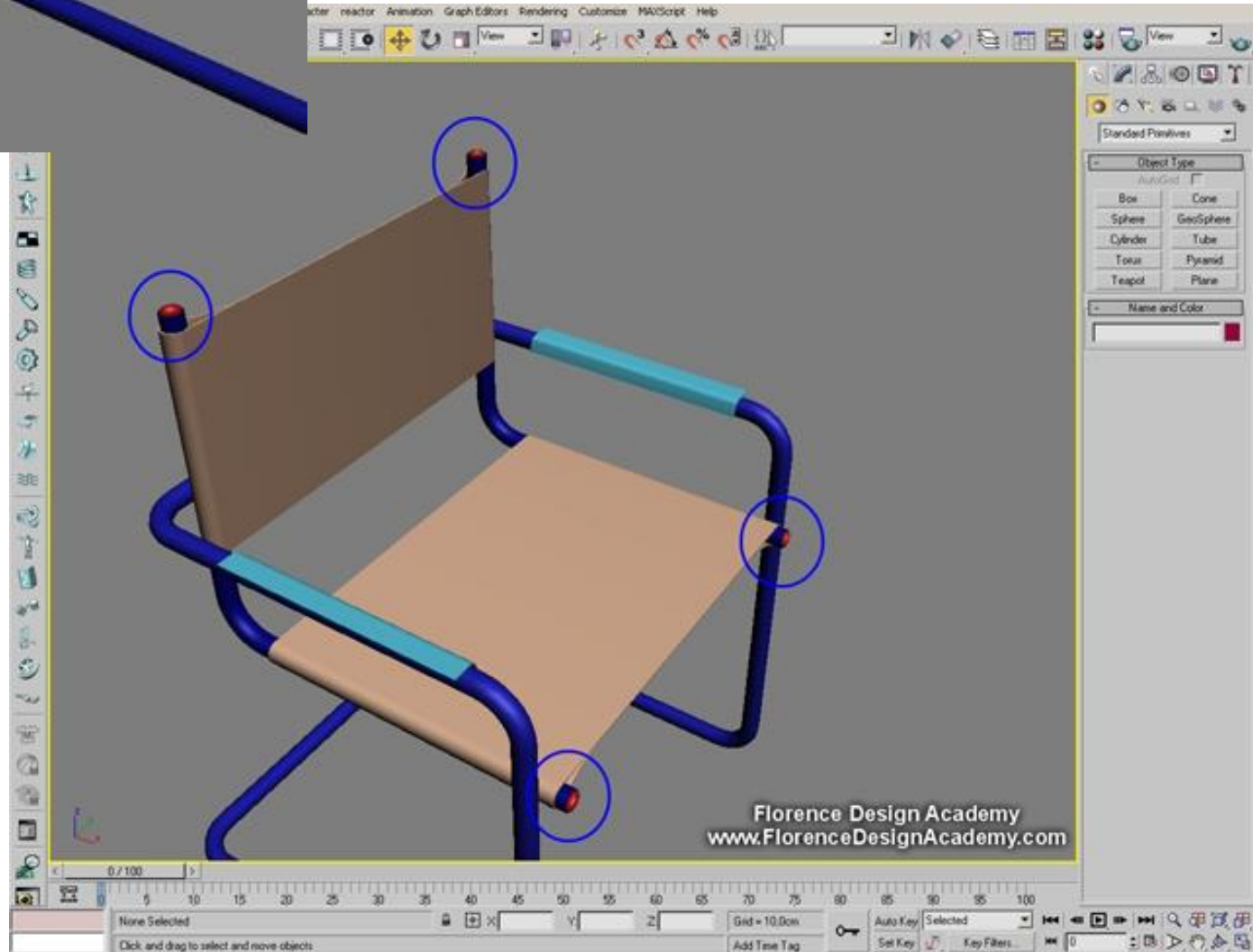


팔걸이 만들기(spline/ outline/ extrude)

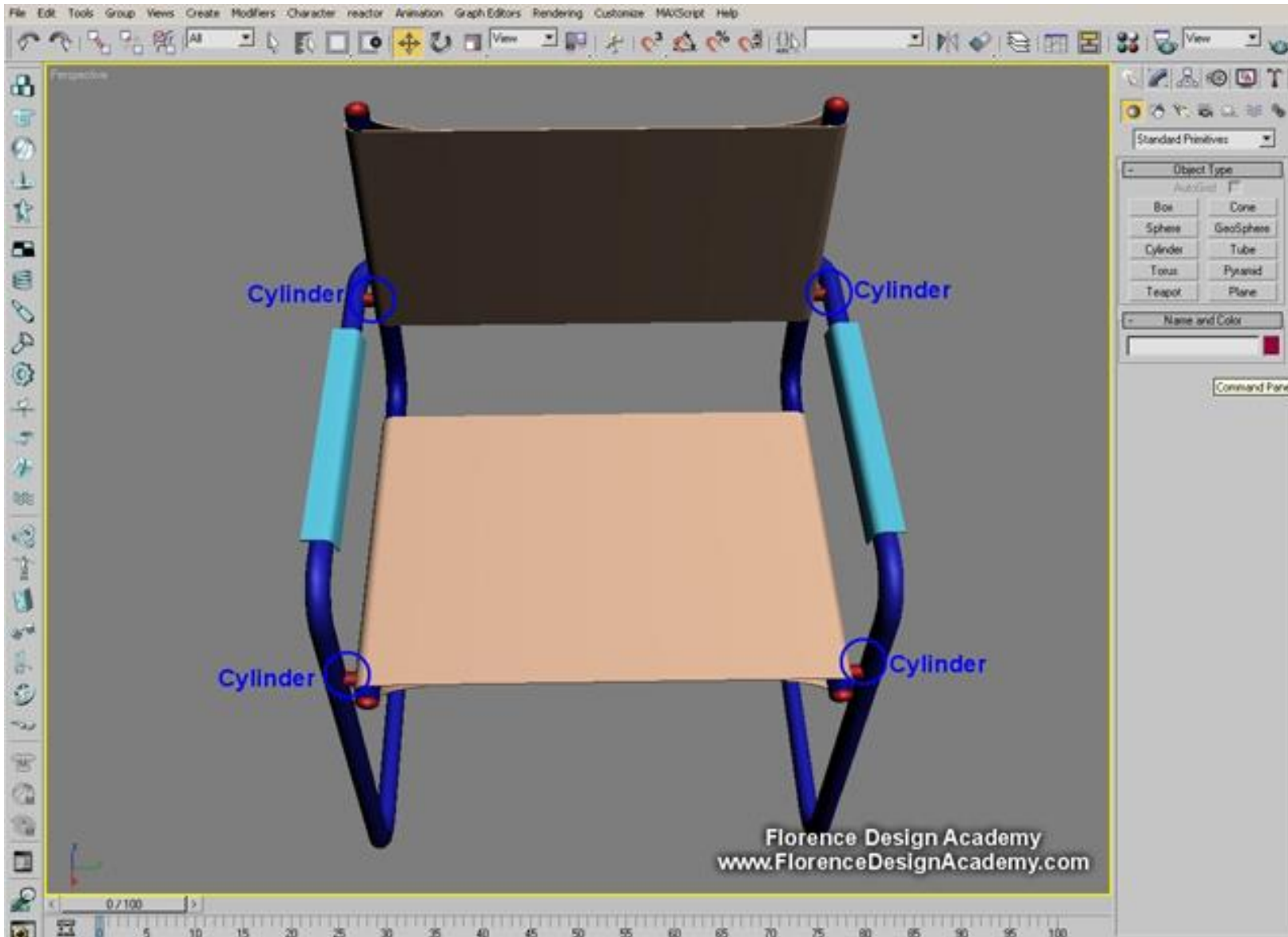




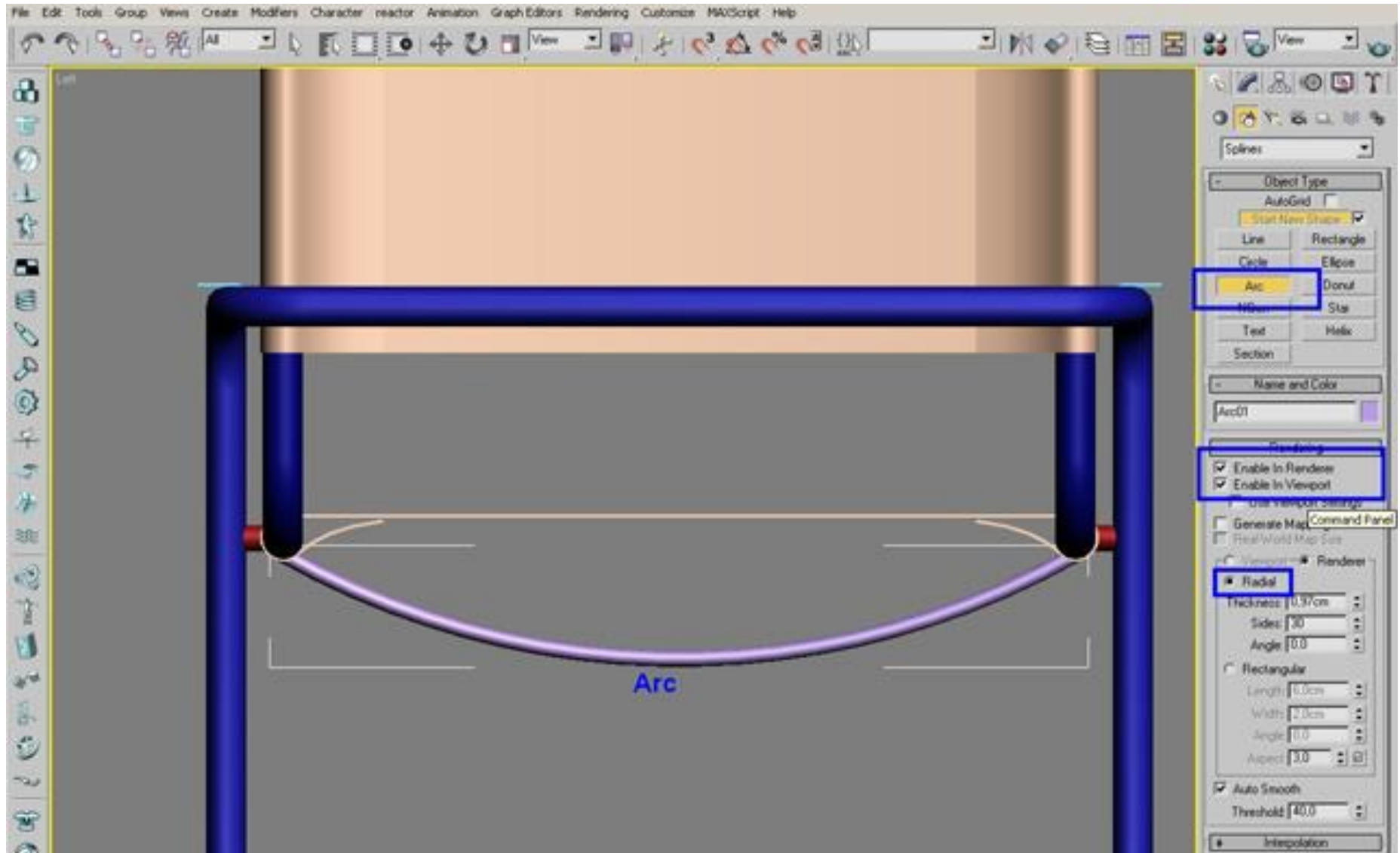
Create in each marked point a
flat sphere.



Create in each marked point a **cylinder**.



Create an arc (Spline), enable it in renderer and viewport like in the image.



의자 2개와 탁자를 추가해서 마무리 하기

