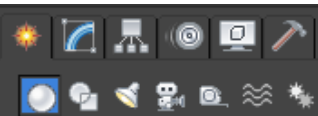


Edged Faces]



Standard Primitives

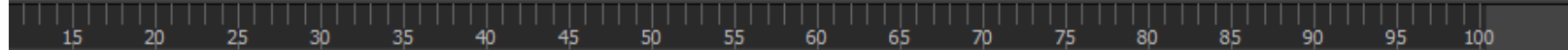
- Object Type
 - AutoGrid
 - Box
 - Cone
 - Sphere
 - GeoSphere
 - Cylinder**
 - Tube
 - Torus
 - Pyramid
 - Teapot
 - Plane

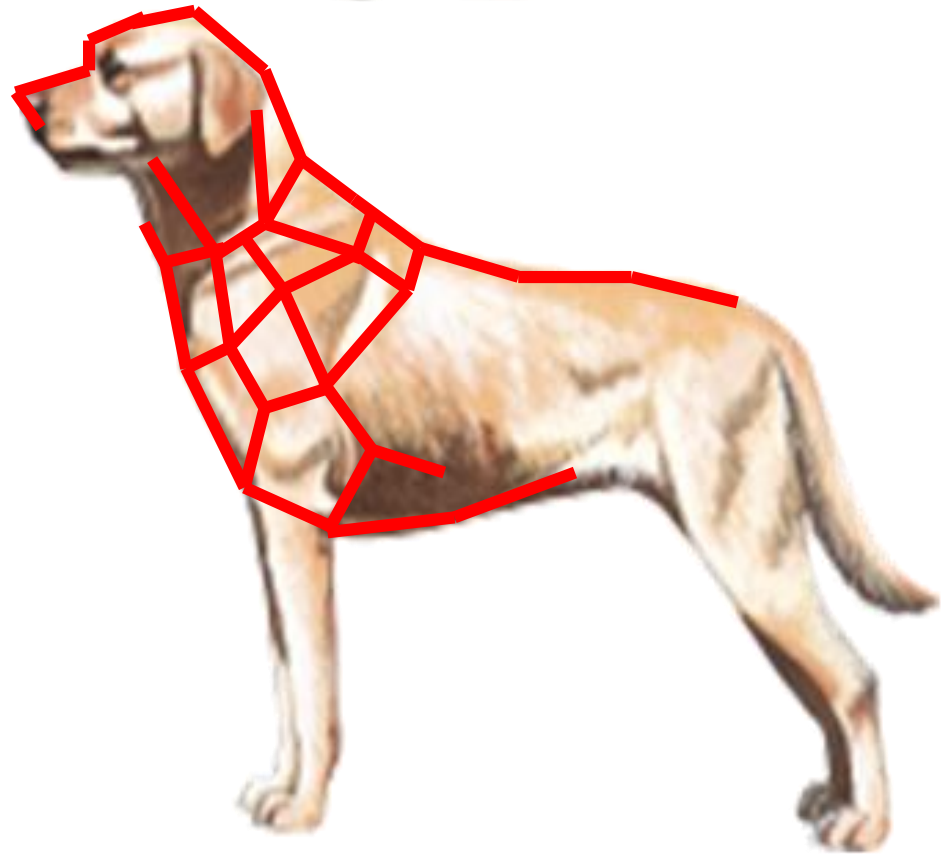
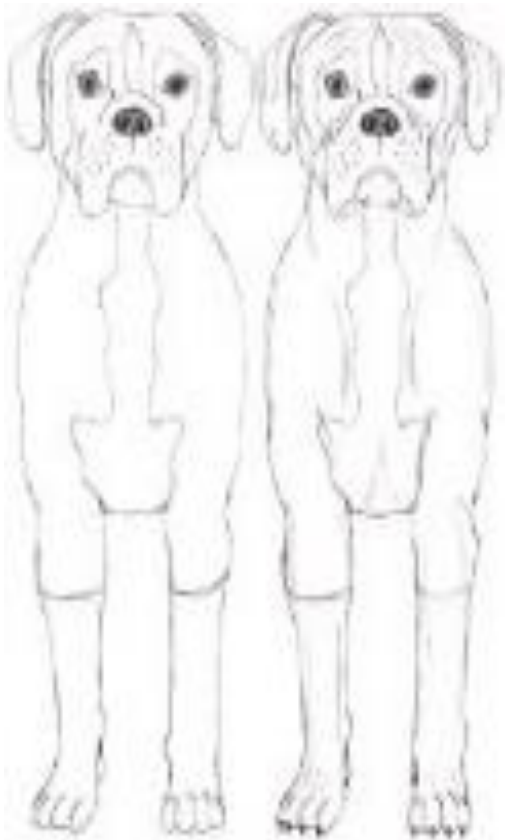
Name and Color
Cylinder006 █

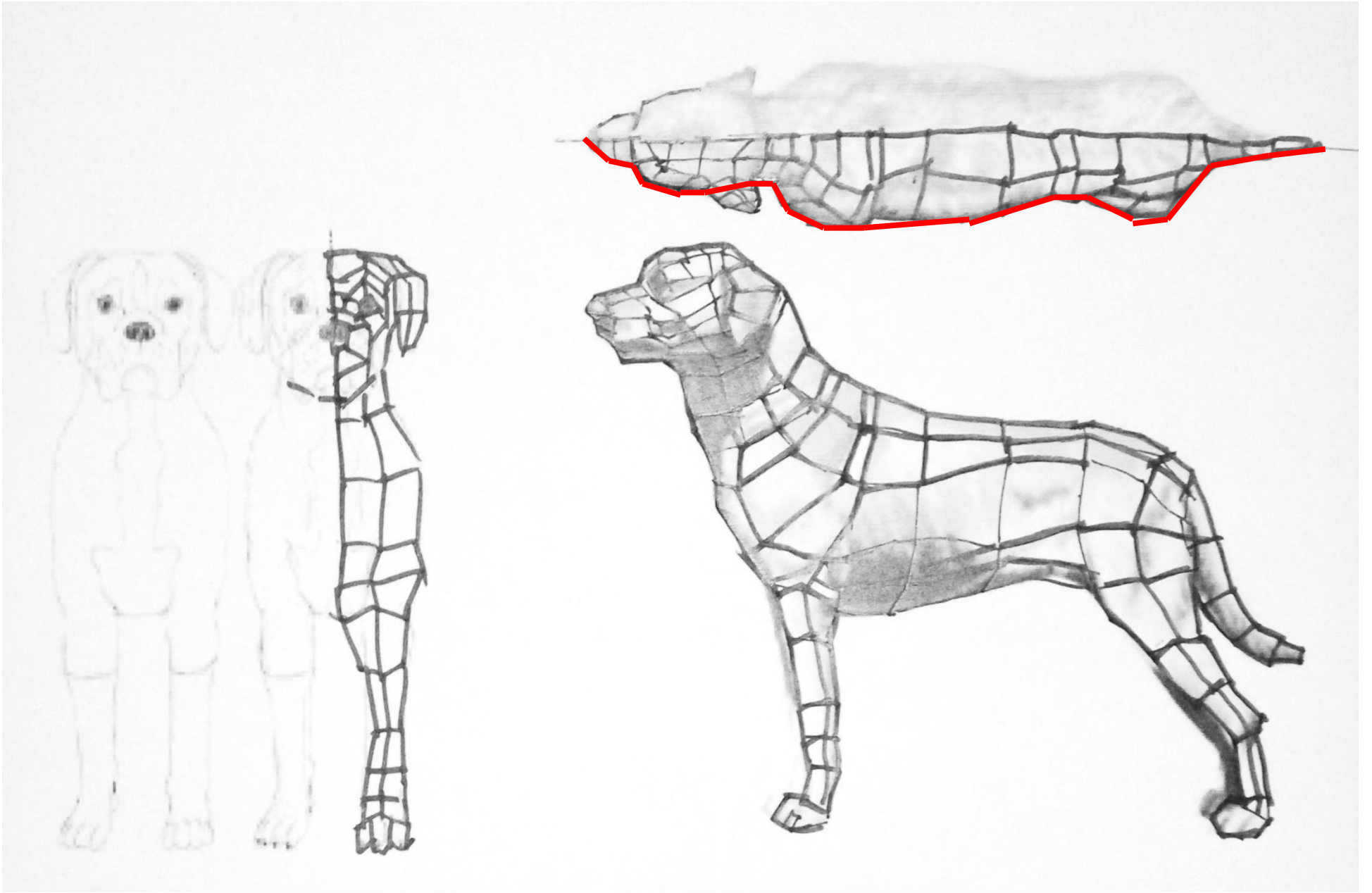
- Creation Method
 - Edge
 - Center

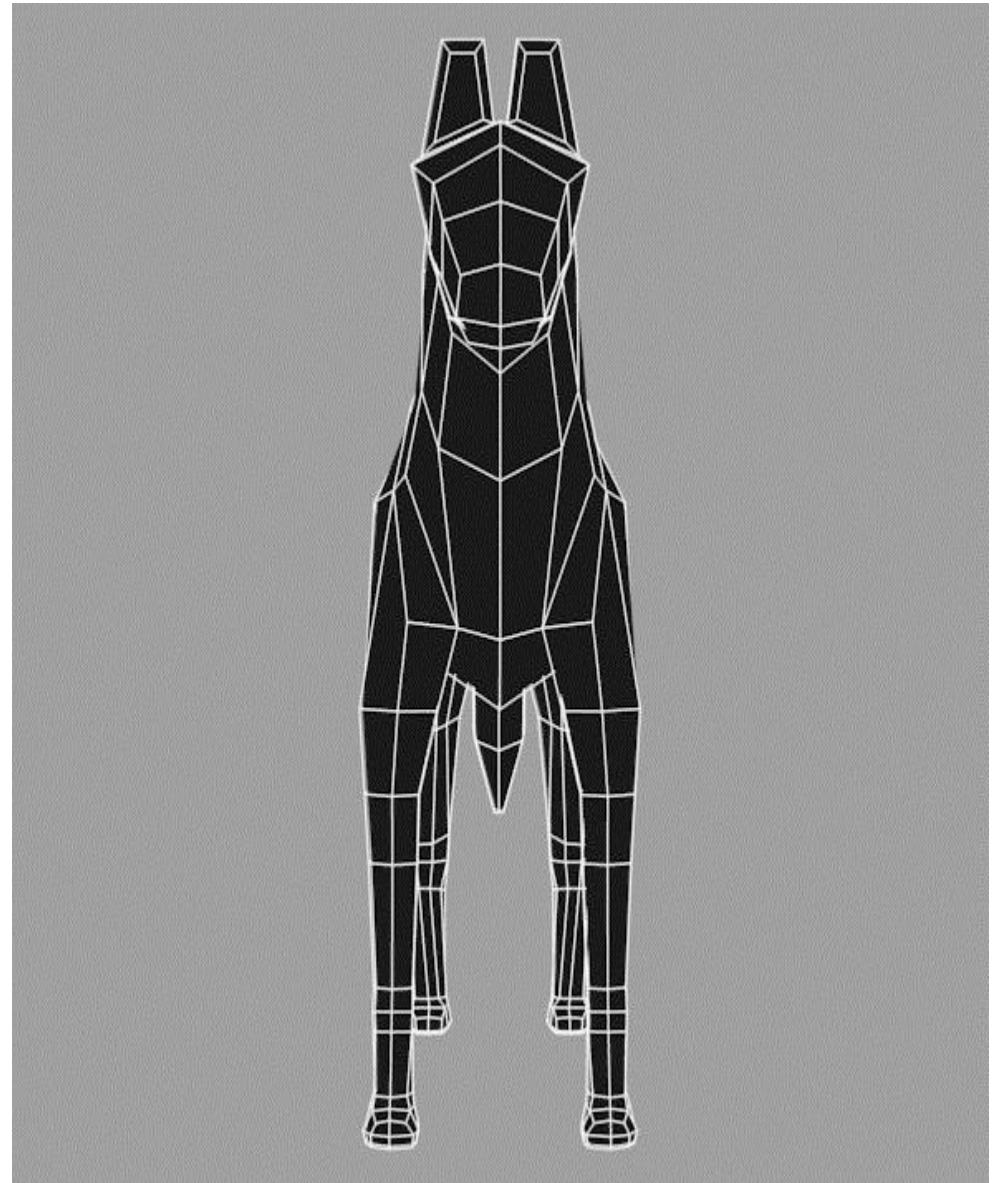
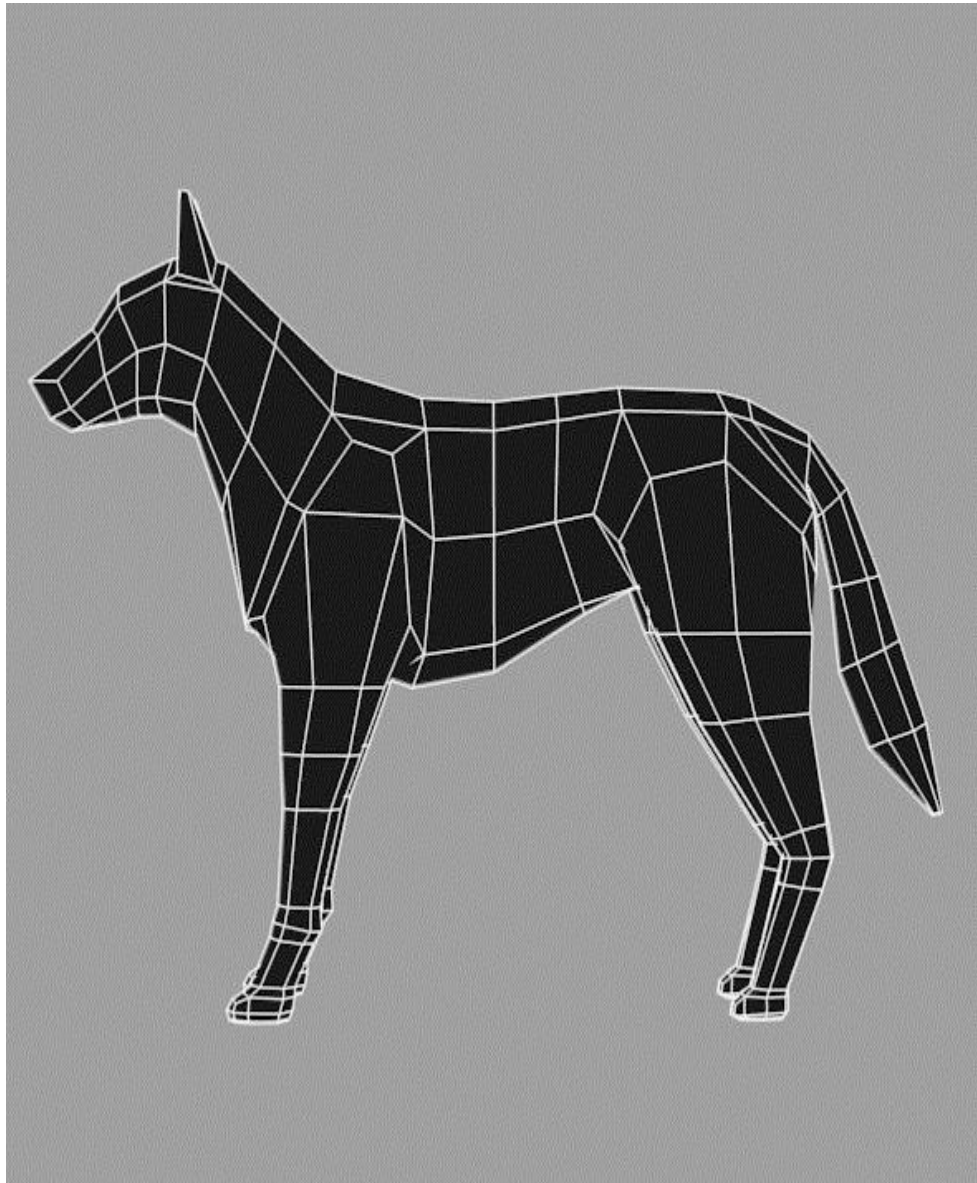
Keyboard Entry

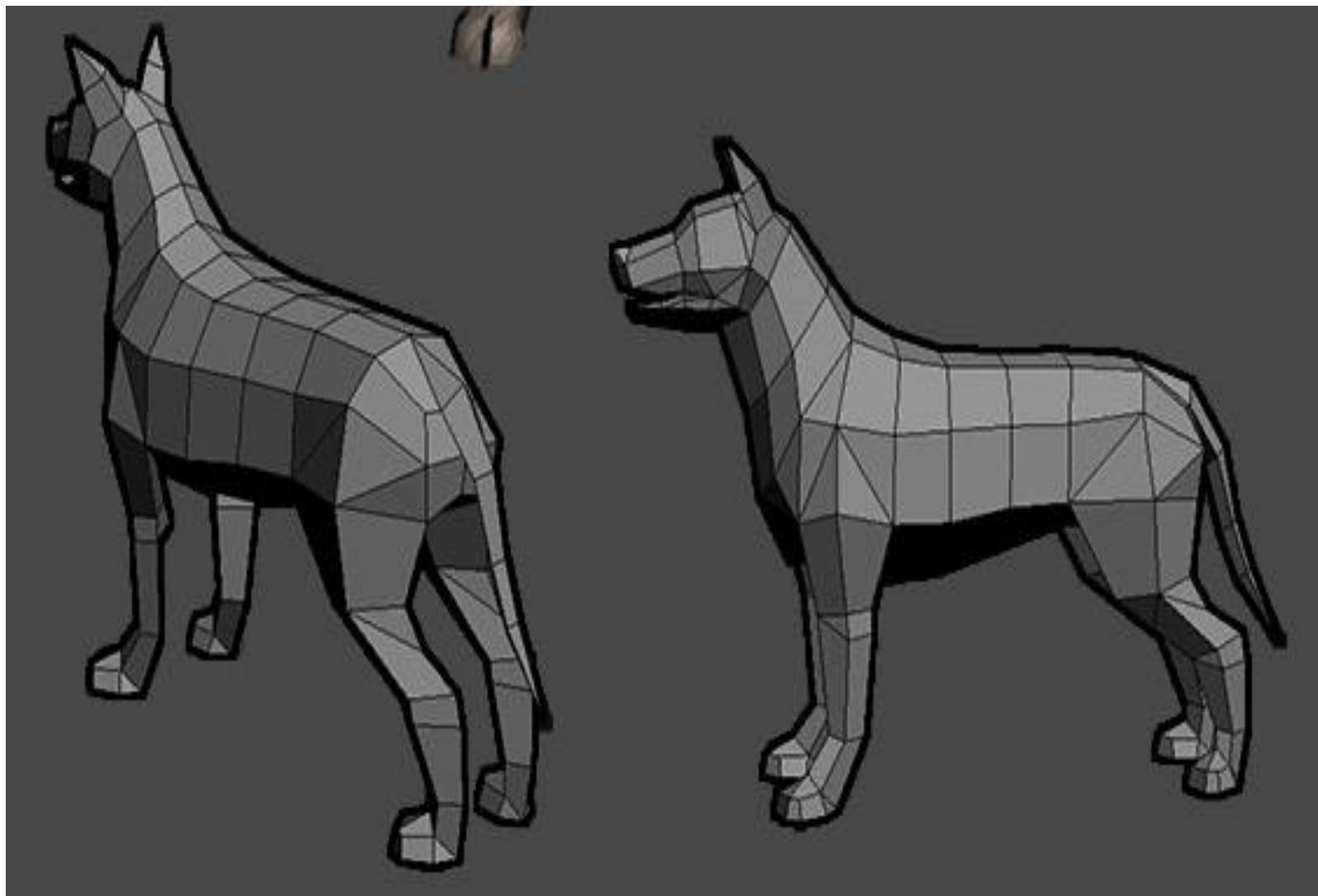
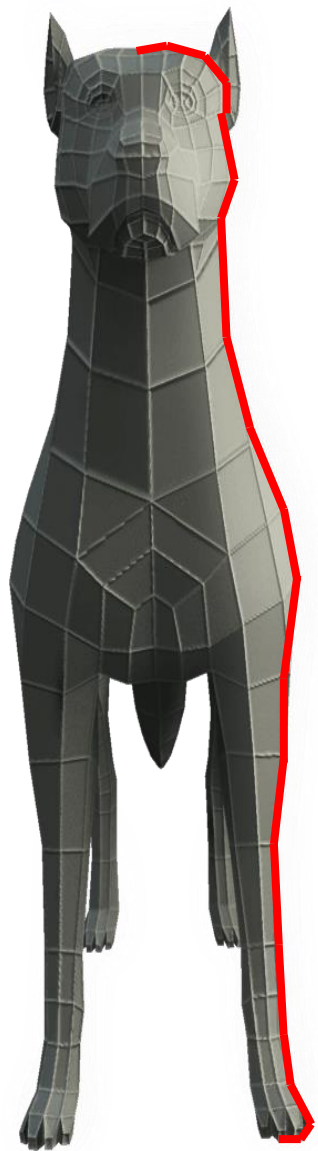
- Parameters
 - Radius: 50.0
 - Height: 30.0
 - Height Segments: 2
 - Cap Segments: 2
 - Sides: 16
 - Smooth
 - Slice On
 - Slice From: 0.0
 - Slice To: 0.0
 - Generate Mapping Coords.
 - Real-World Map Size



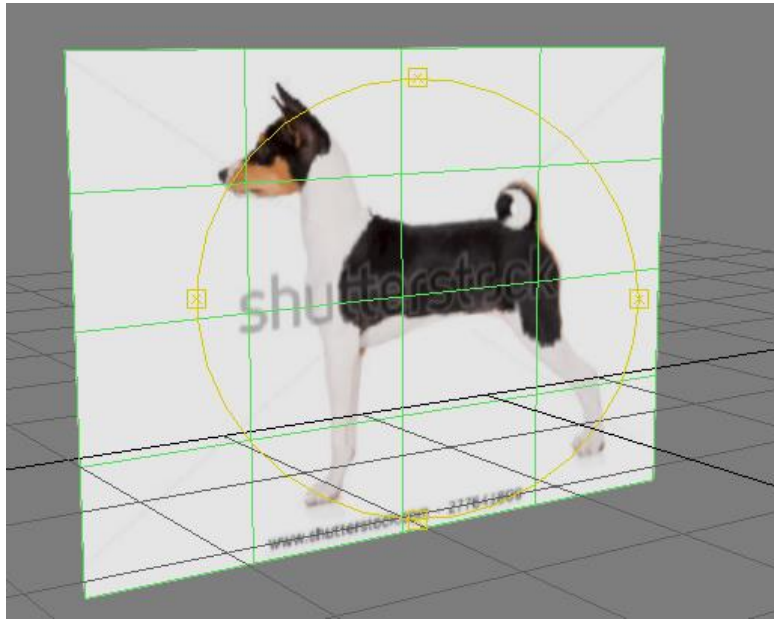








이미지 사이즈(가로 / 세로) 에 맞는 plan을 만들고 해당 이미지를 맵팅한다.



485297739.jpg

JPEG 이미지

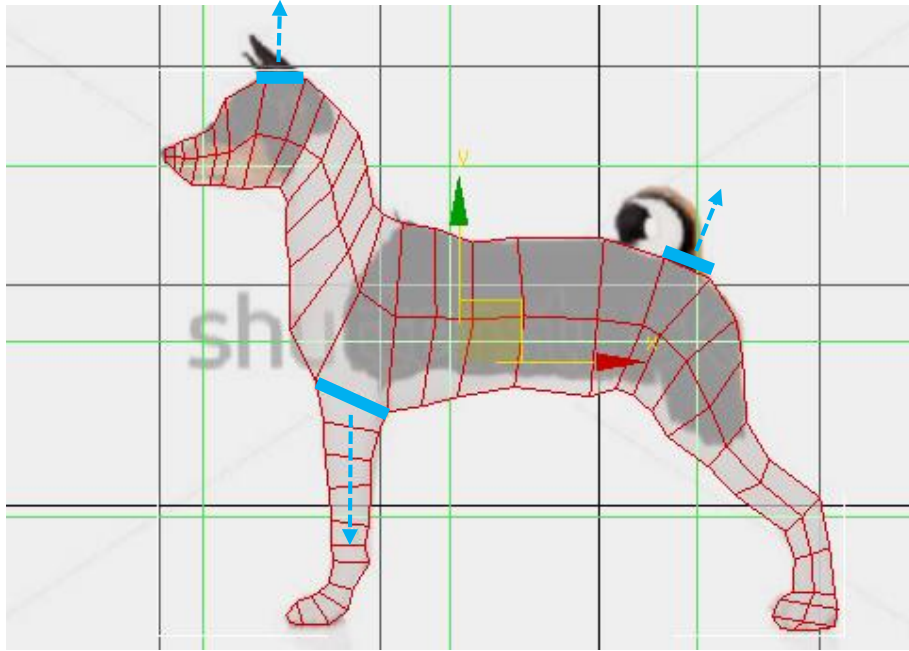
찍은 날짜: 수행한 날짜 지정

태그: 태그 추가

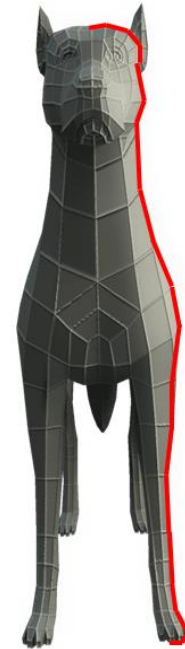
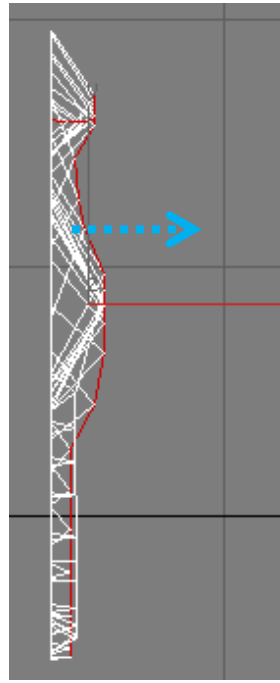
등급: ☆ ☆ ☆ ☆ ☆

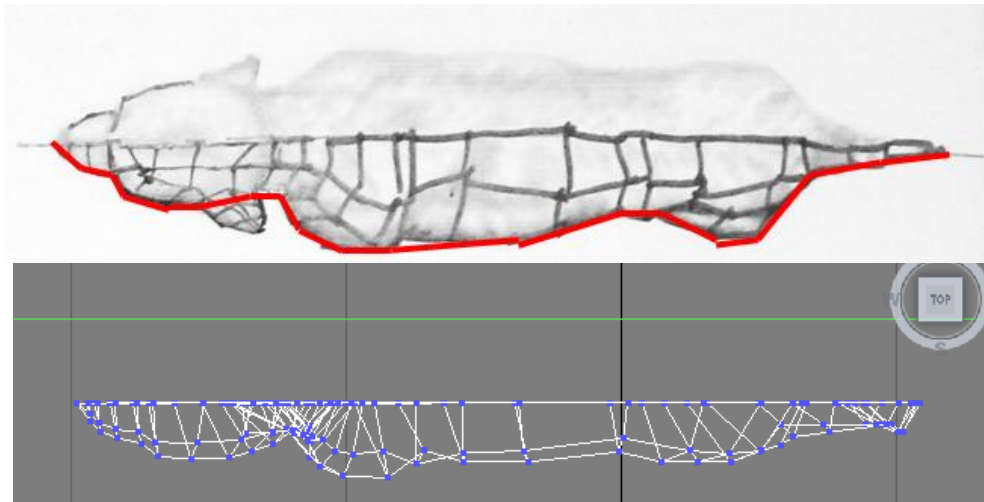
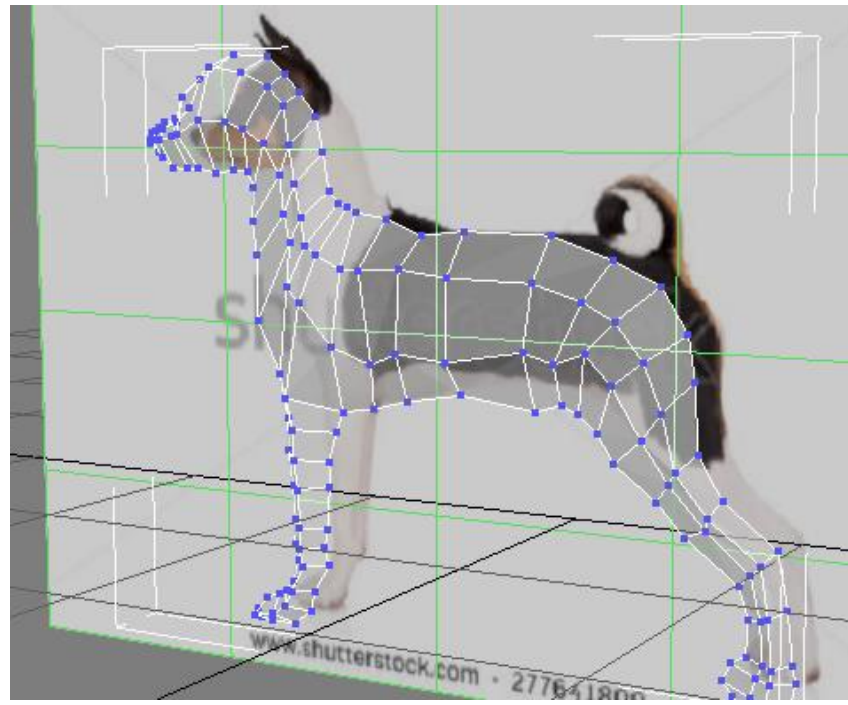
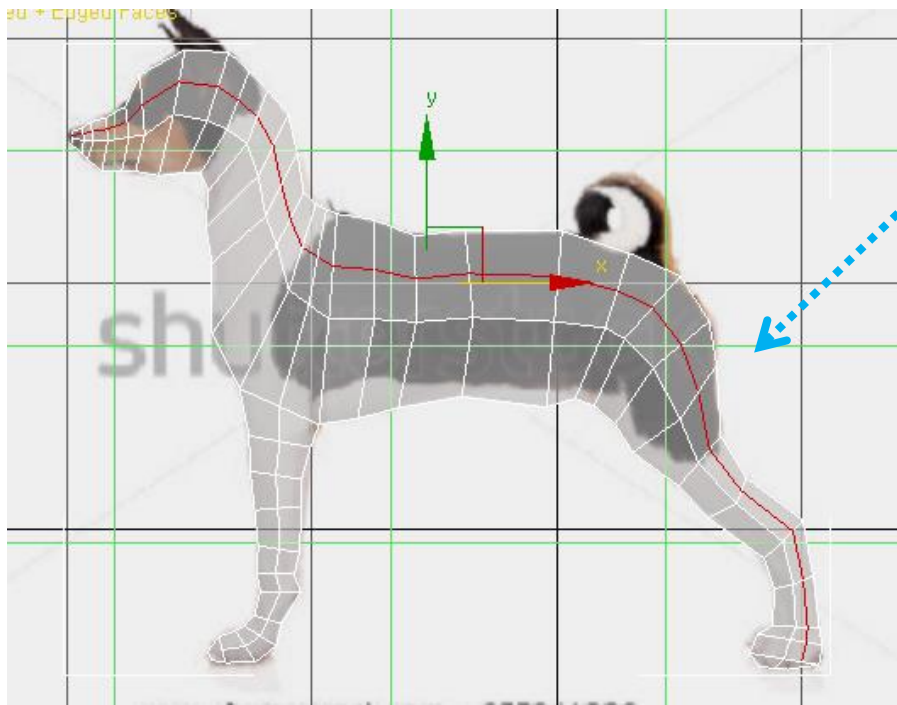
사진 크기: 482 x 355





- Plan 생성
- Poly 전환후 edge를 선택후 shift drag를 통해 면을 확장해 간다.
- Vertex 를 선택해서 형태에 맞게 배치한다.
- 다리, 귀, 꼬리가 나오는 면은 방향을 주의해서 면을 확장하다





- Connect를 통해 edge 추가

