作業八 進階 建模製作

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1. 主題 **建製時鐘物件**

**專案製作**

**分解檔案製作(Merge)**

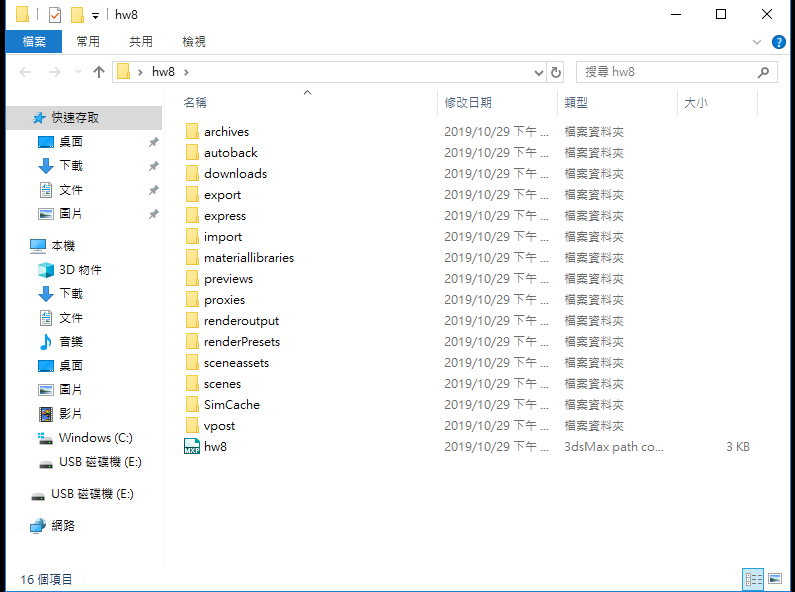
Spline

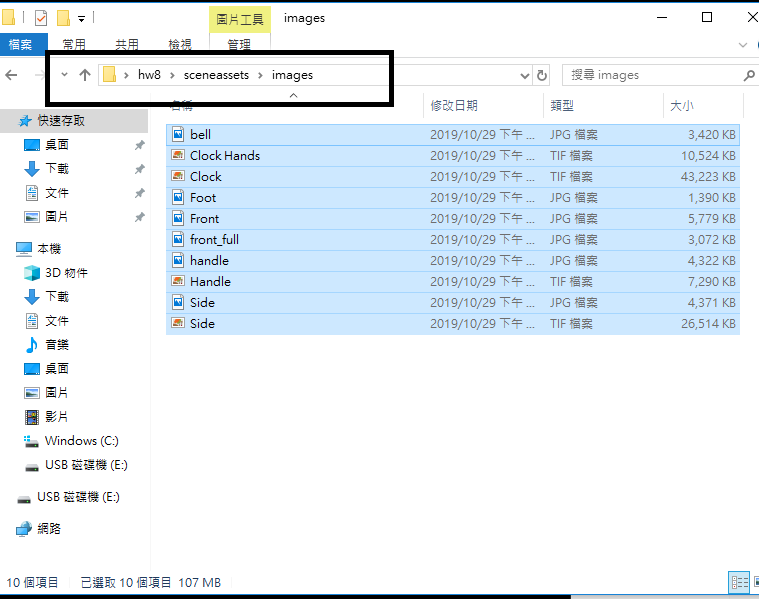
Editable Polygons

Group



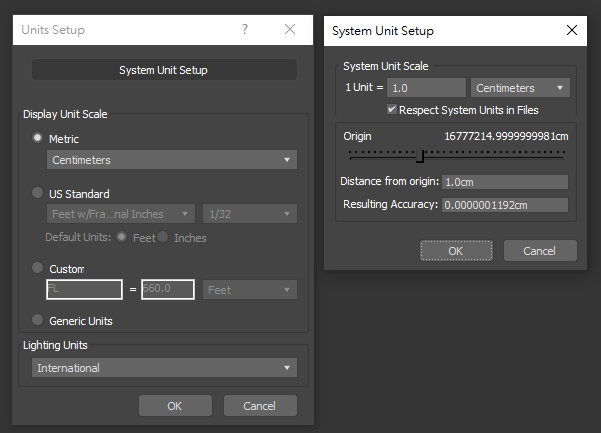
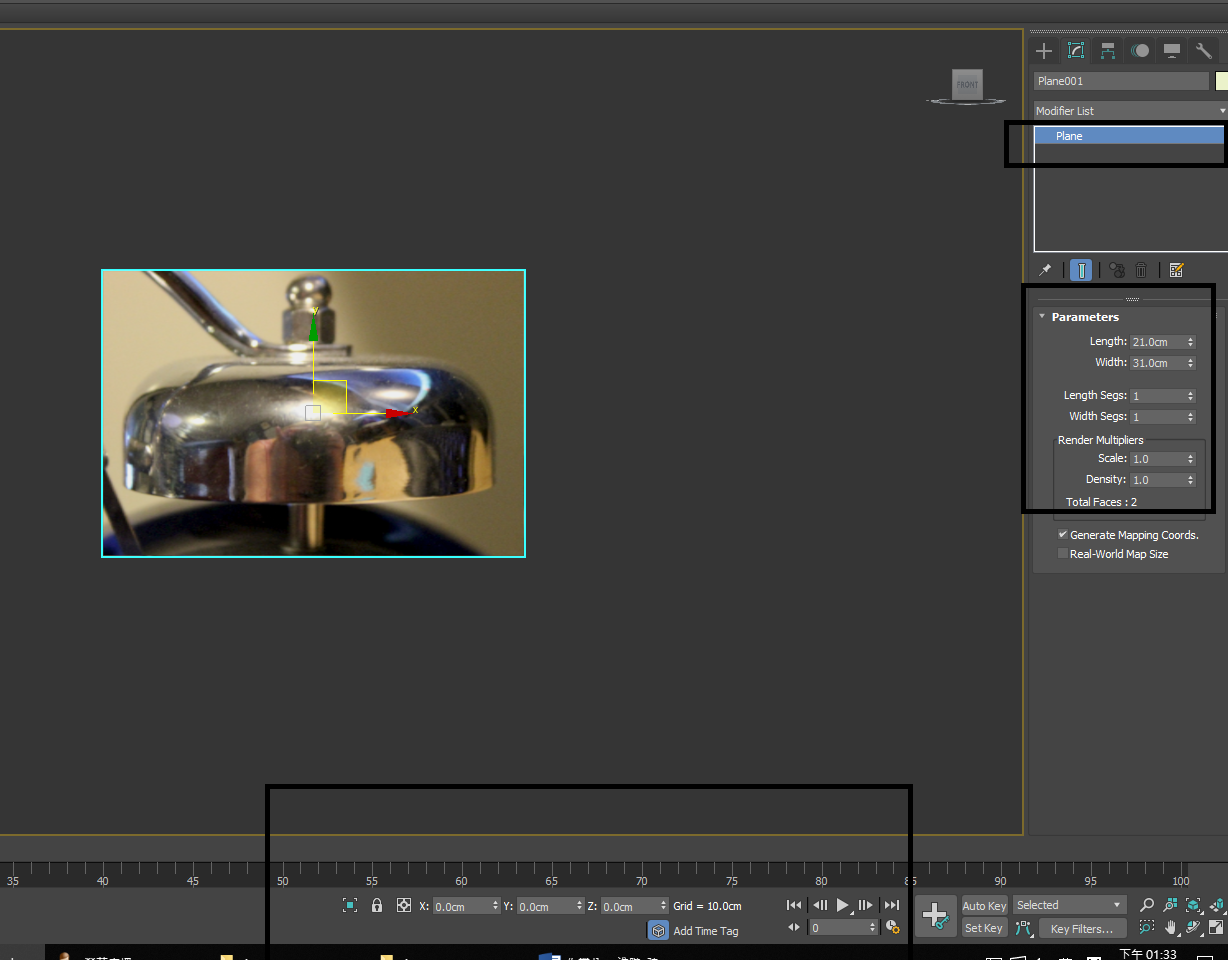
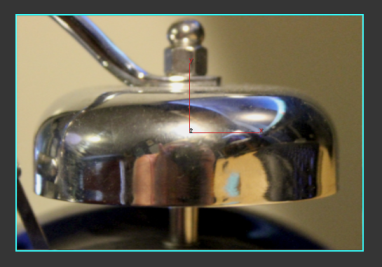
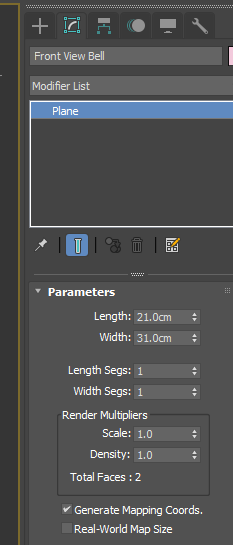
1. 專案製作 Hw8



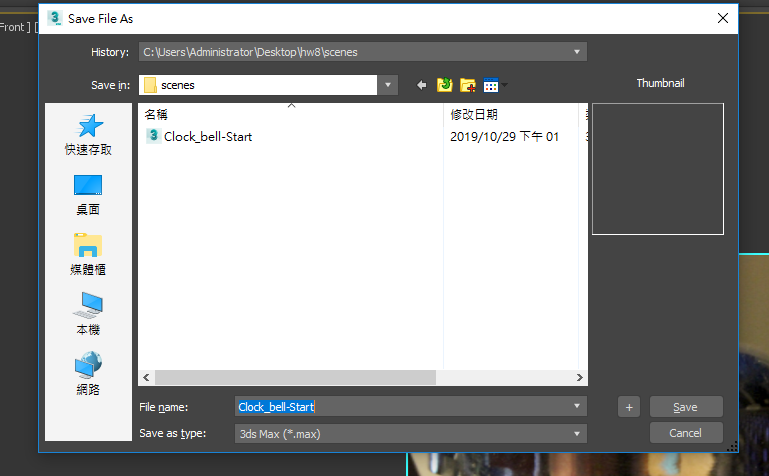


1. 建置背景參考圖(**Crossing Boxes**)

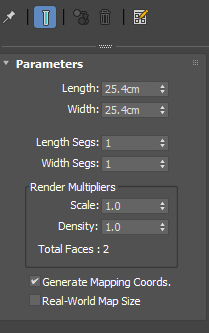
**Clock\_bell\_Start**

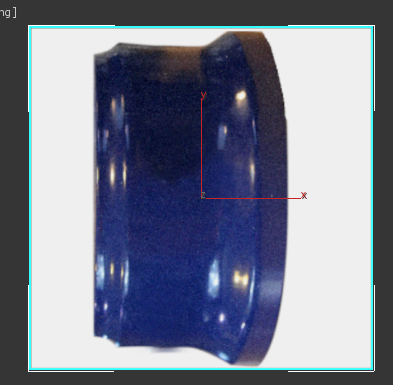
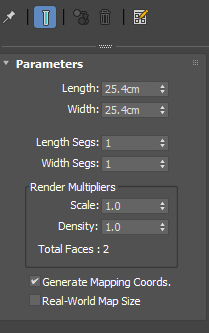
 

**結果**

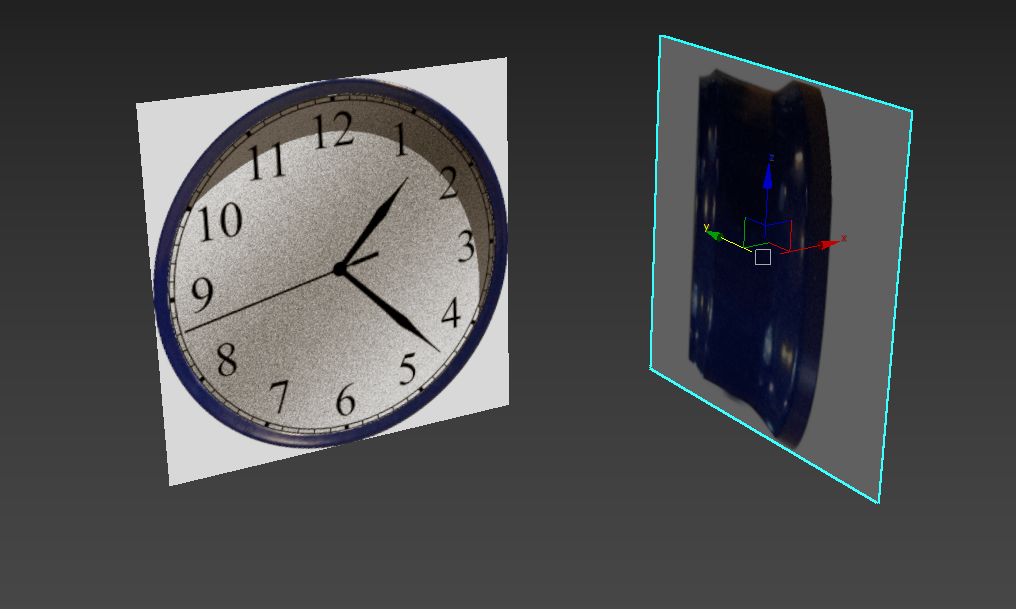
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**Clock\_Body\_Start**

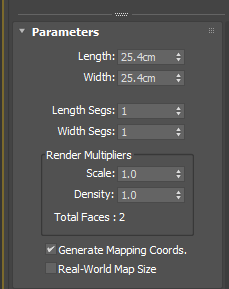
 

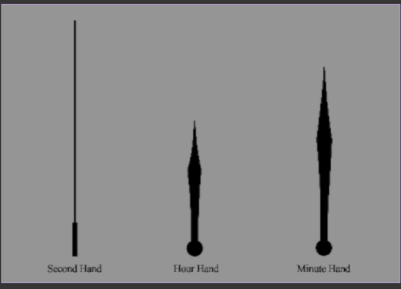
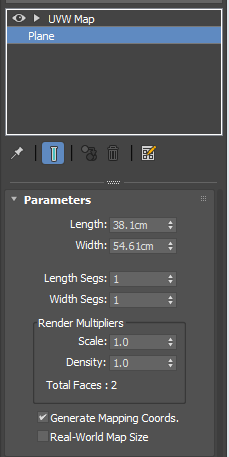
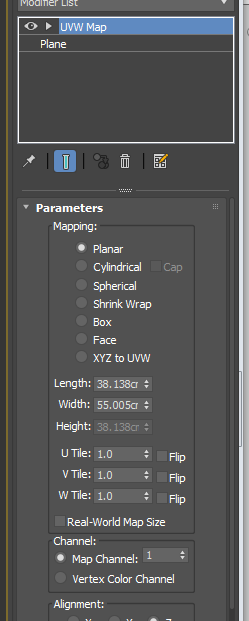
 

**結果**

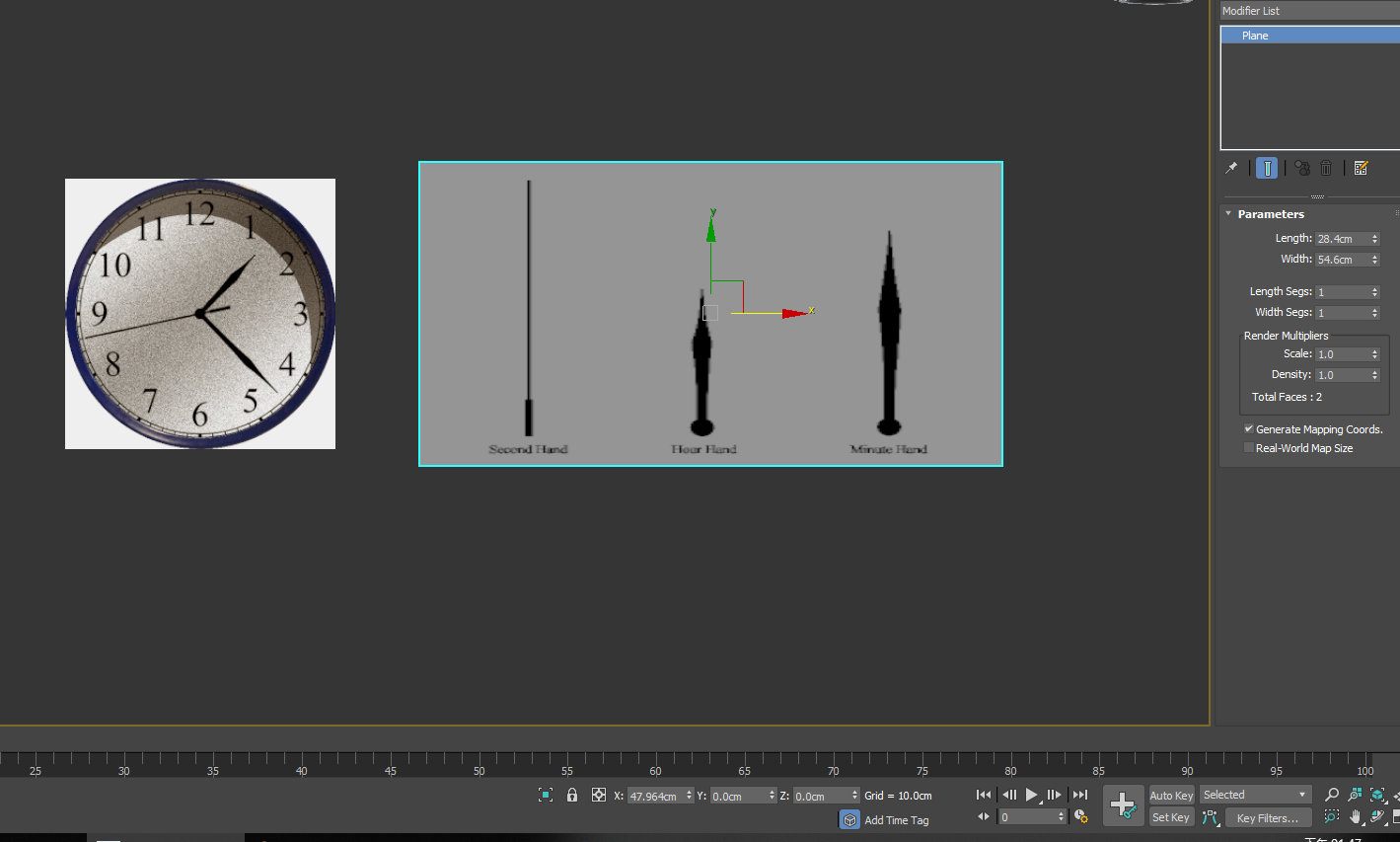


**Clock\_Face\_Start**

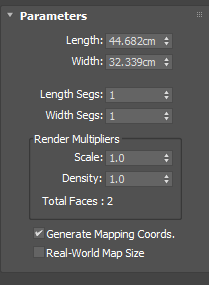
 

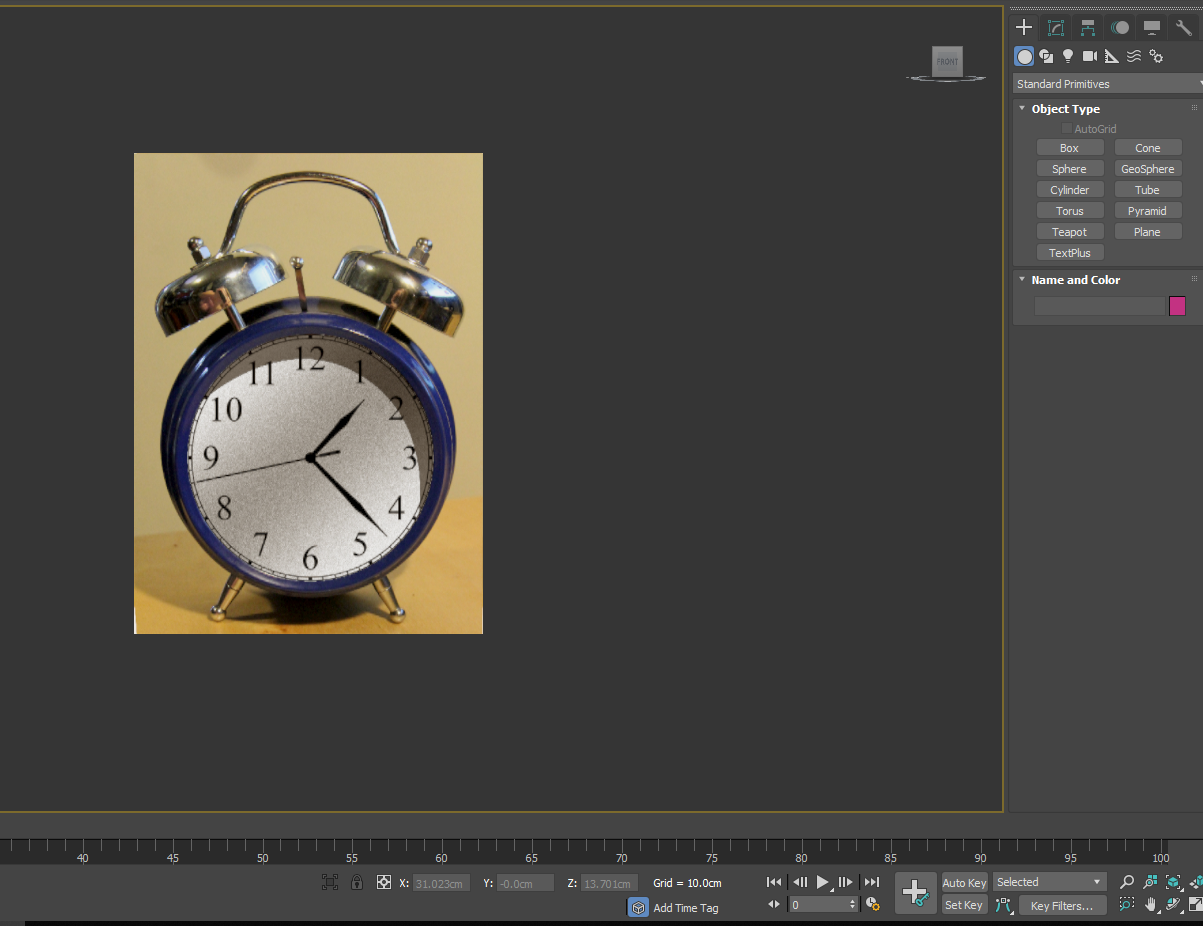
**結果**



**Clock\_Handle\_Start**

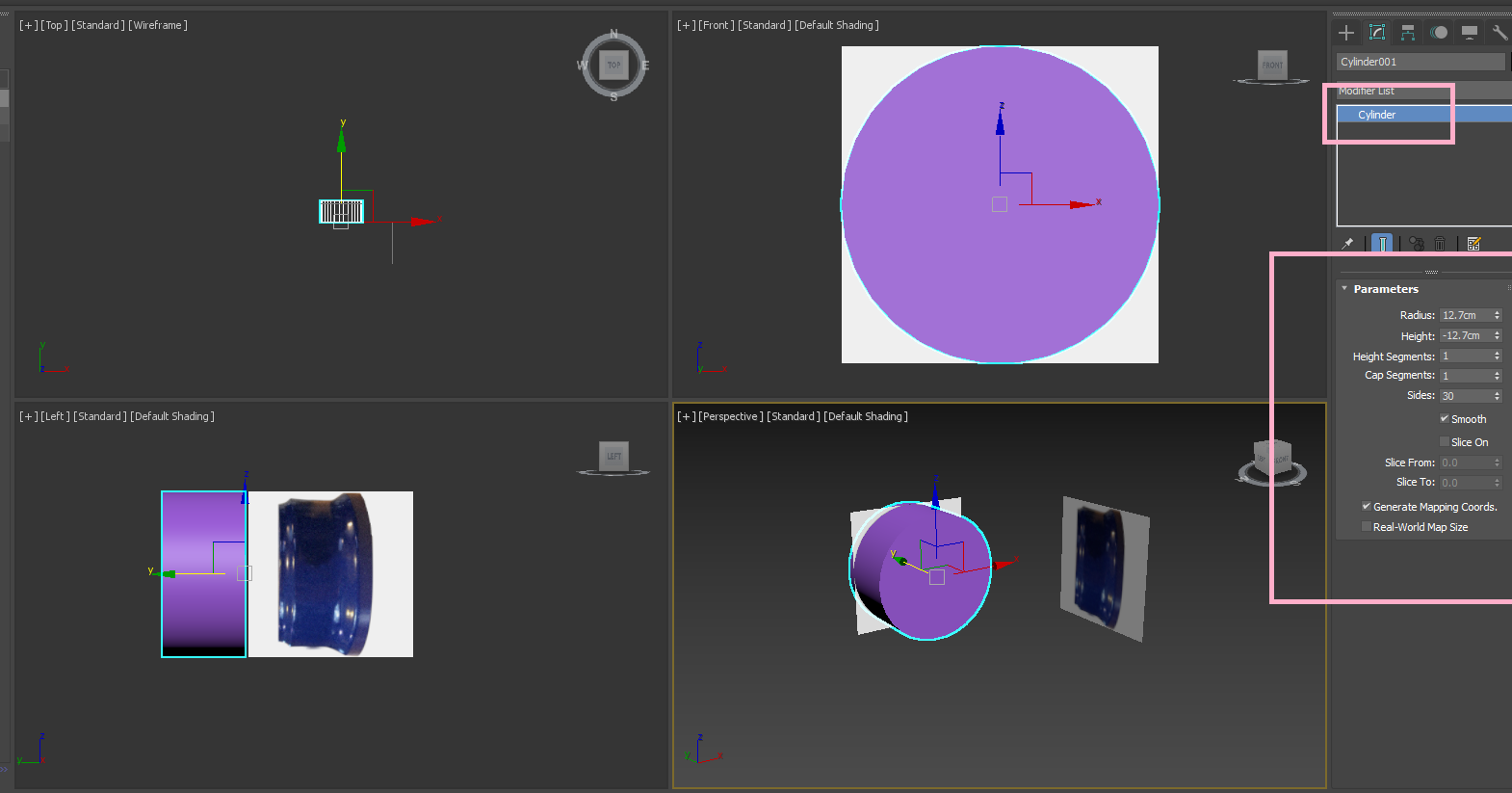
**結果**



1. **鐘身製作**

Clock\_Body\_Start

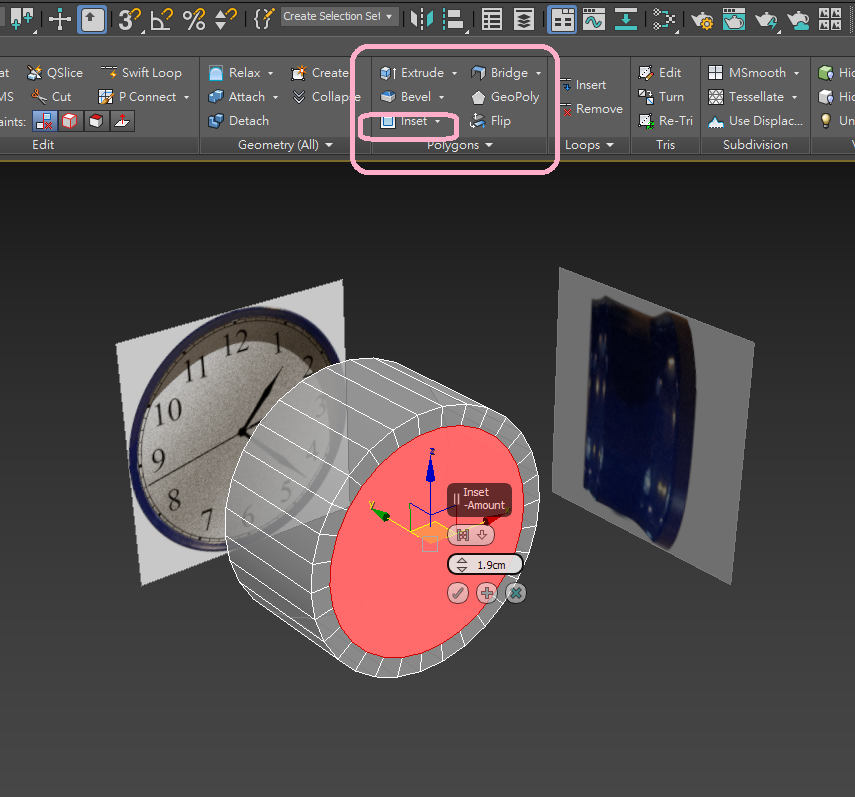
**Cylinder** 半徑 12.7cm 高-12.7cm segments: 高(Height): 1 邊(Sides):30



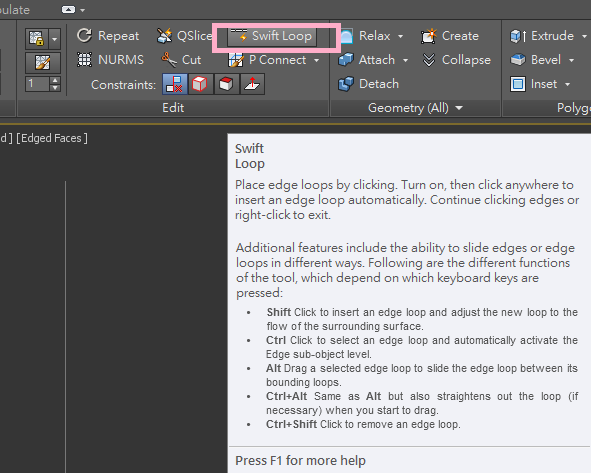
Alt+X 透明轉換

可編輯多邊形

insert tool 1.9cm



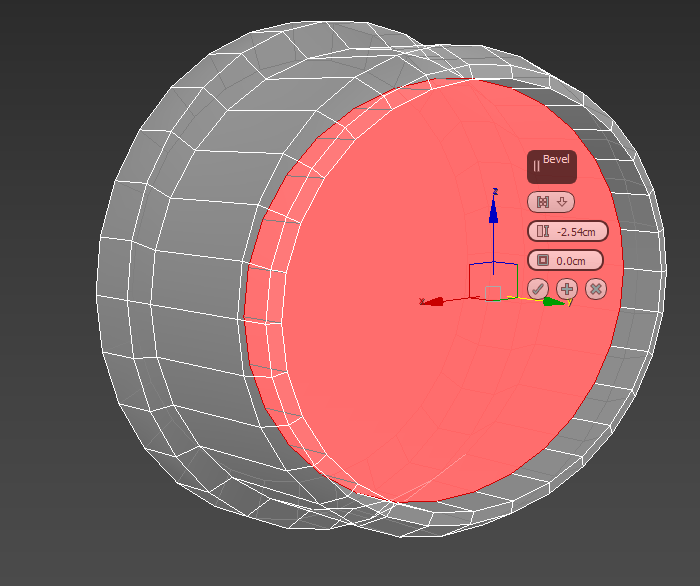
SwiftLoop tool



Loop

Bevel -0.635(Outline) 0(Height)

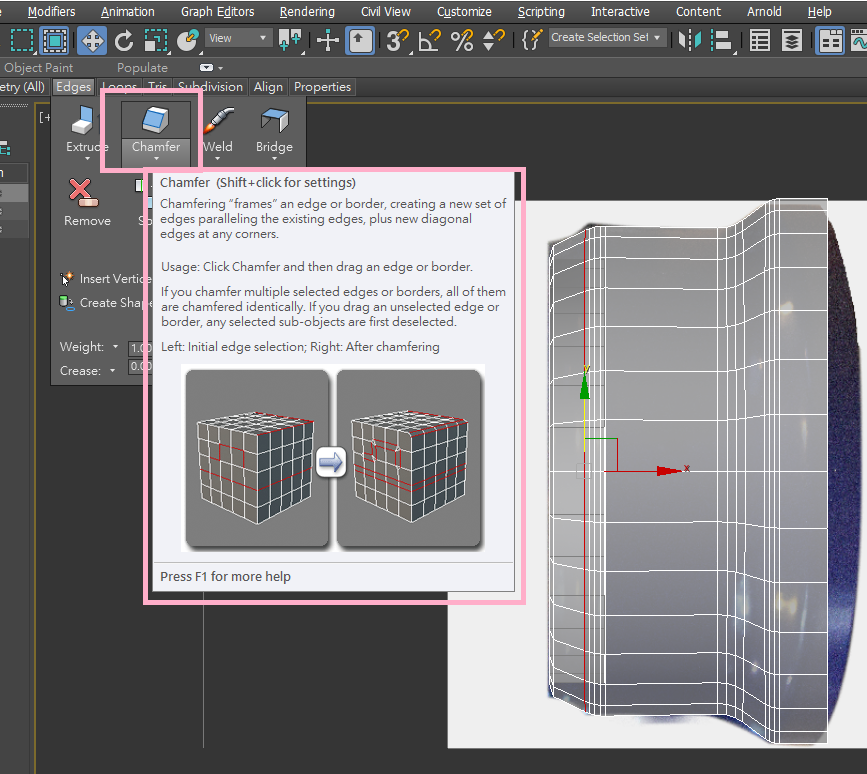
0(Outline) -2.54(Height)

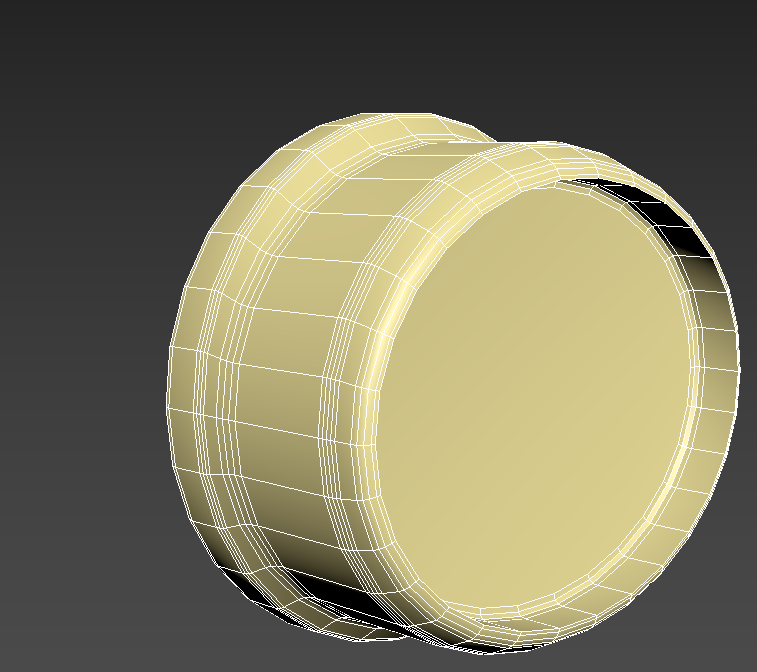


Chamfer 0.635(Edge) 4(Connect Edge Segments)

0.127(Edge) 2(Connect Edge Segments)

0.254(Edge) 3(Connect Edge Segments)

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**Body**

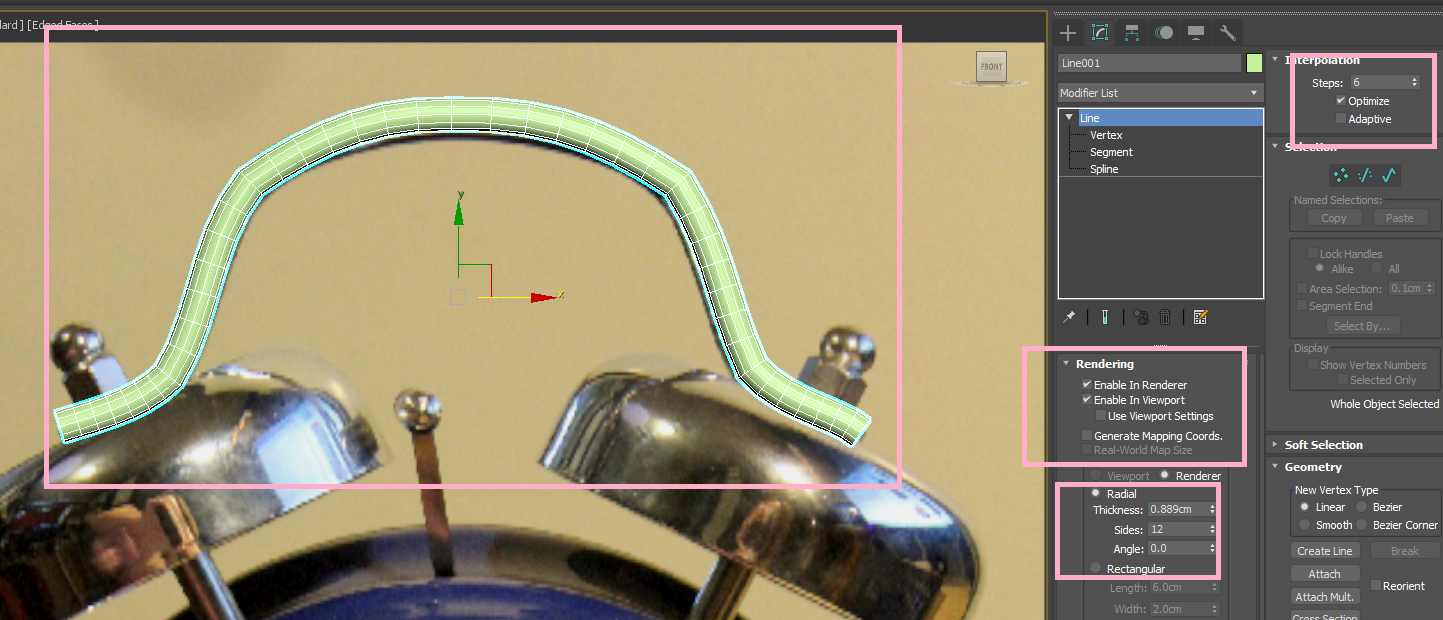
**Clock\_Body\_End**

1. **鐘把手製作**

Clock\_Handle\_Start

Spline

Rendering Thickness 0.889

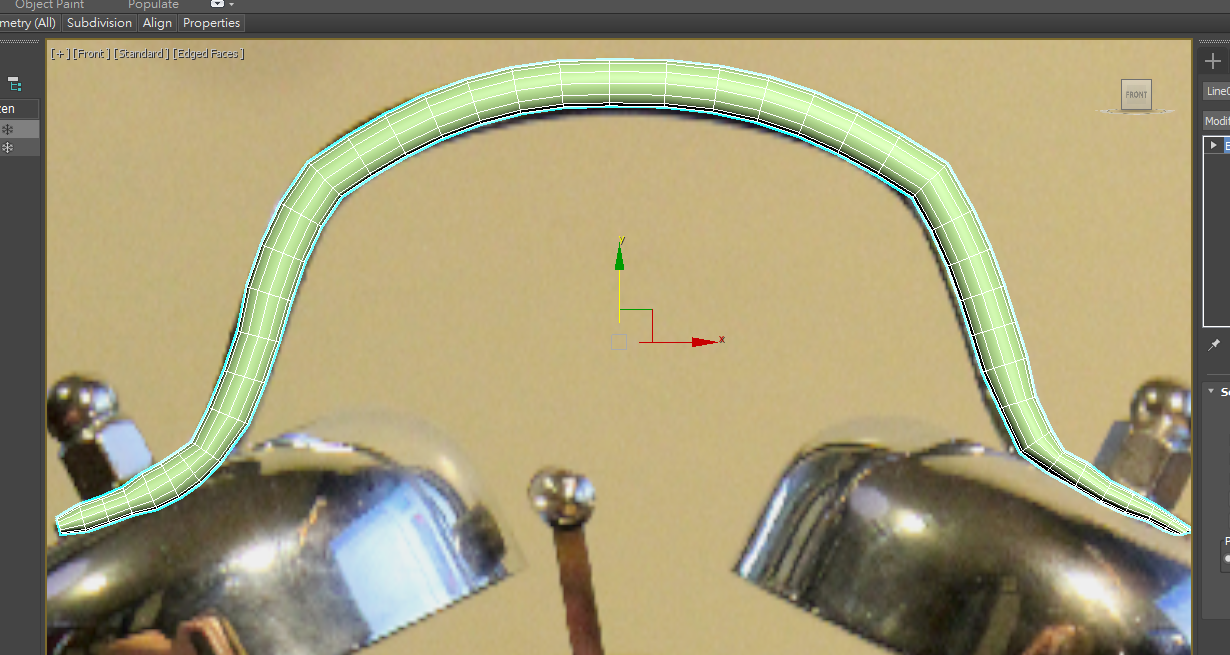


可編輯多邊形

Scale (Local)

**Handle**

**Clock\_Handle\_End**

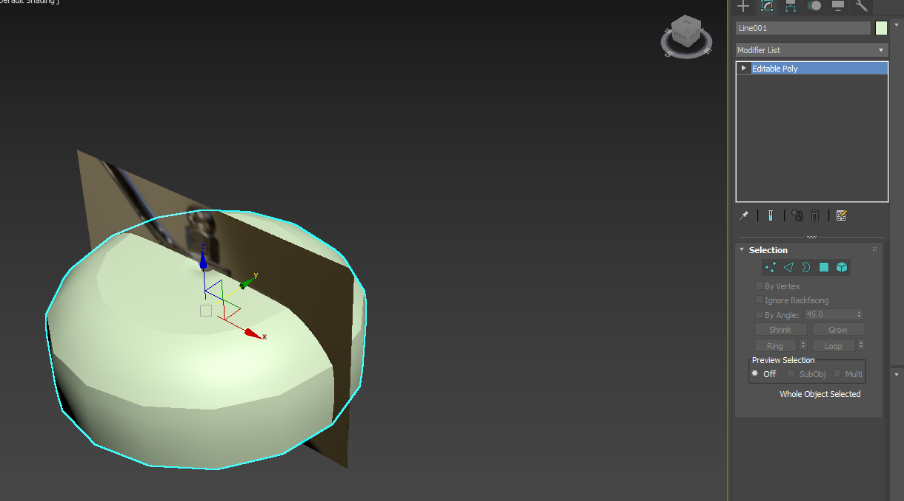


1. **鐘鈴鐺製作**

Clock\_Bell\_Start

Spline

Lathe

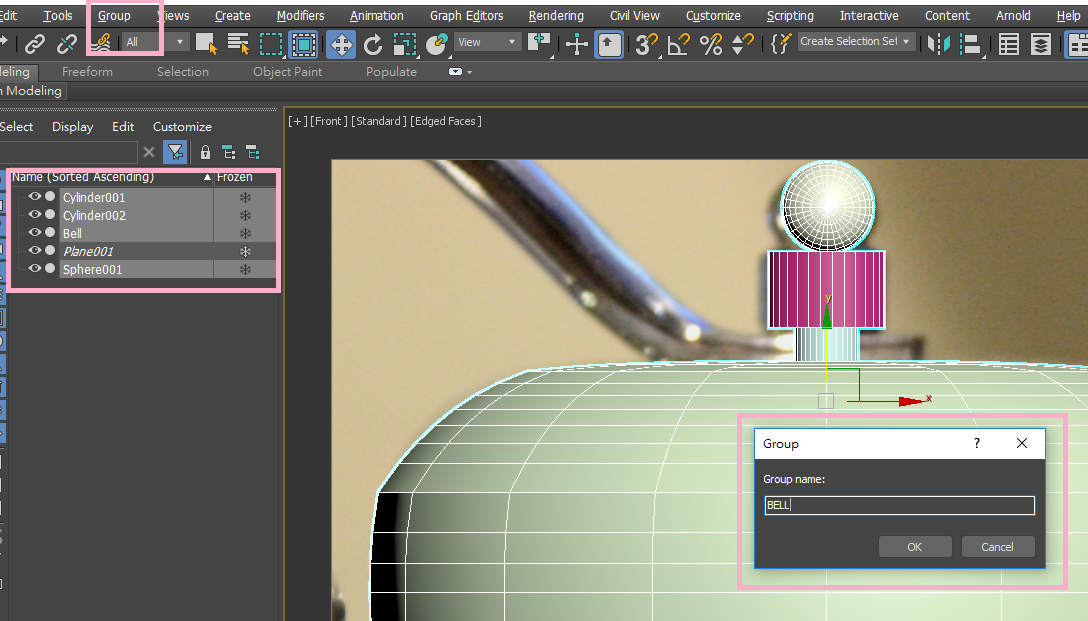


Cylinder 0.508(R) 7.62(H) 12(Side)

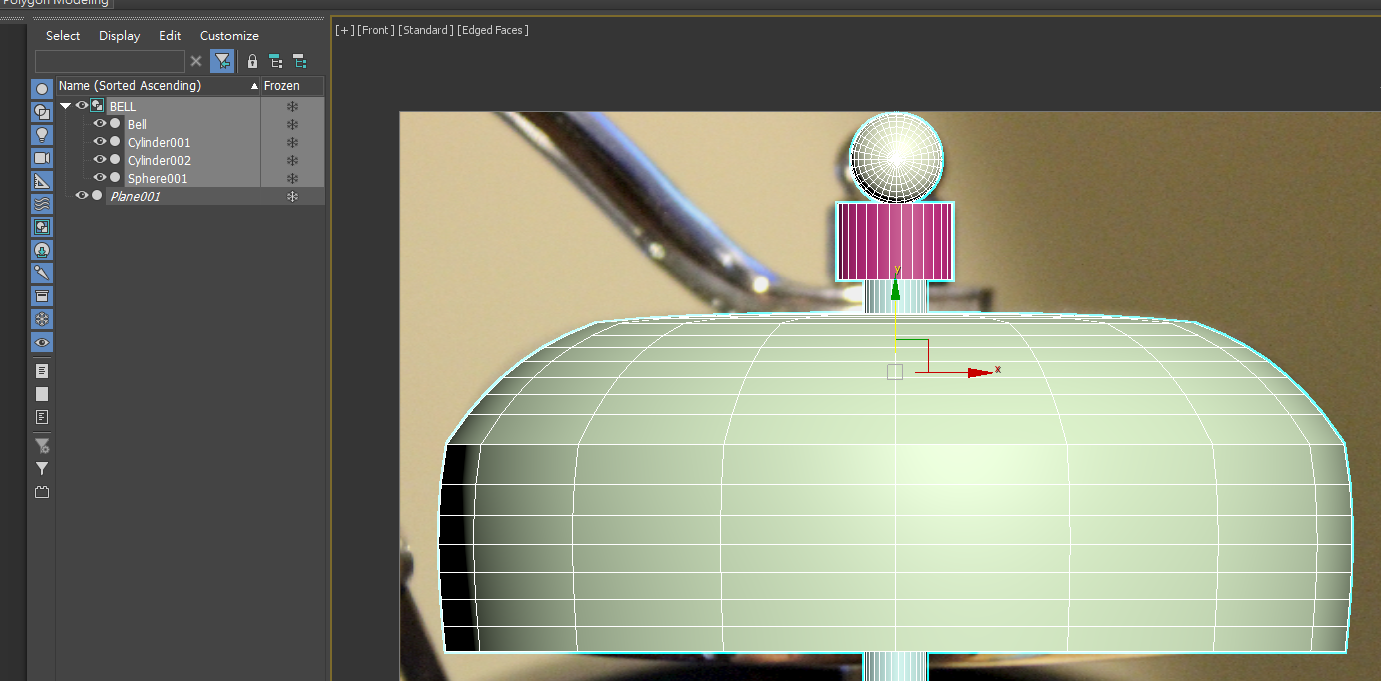
Cylinder 0.889(R) 1.14(H) 6(Side)

Sphere 0.762(R)

Group



**Bell**

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**Clock\_Bell\_End**

1. **時鐘數字與指針製作**

Clock\_Face\_Start

Text Size 3.91

Bevel L1: 0.0254(Height) 0.0254(Outline)

L2: 0.0254 0

L3: 0.0254 -0.0254

Curved Sides Segments : 2

**1-12**

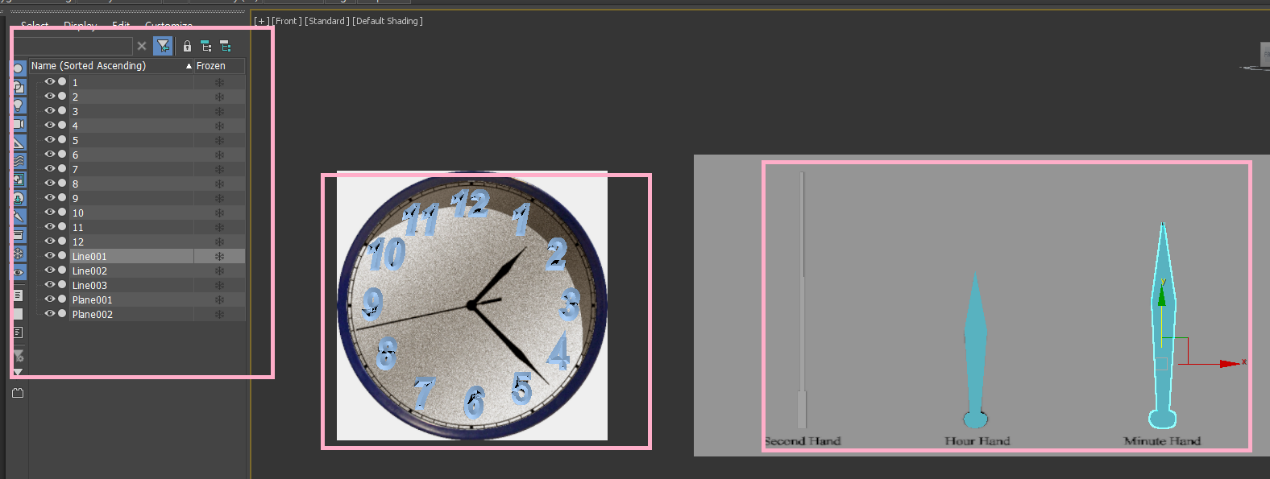
Spline

Extrude 0.0635

**Minute Hand**

**Hour Hand**

**Second Hand**

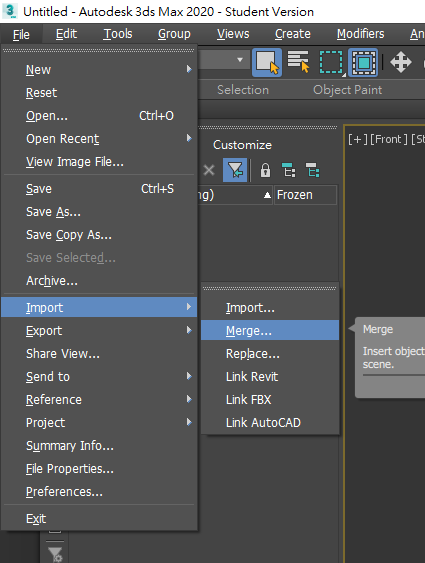
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**Group**

**Face**

**Clock\_Face\_End**

1. Merge 結合



結果



1. 加上材質

結果

