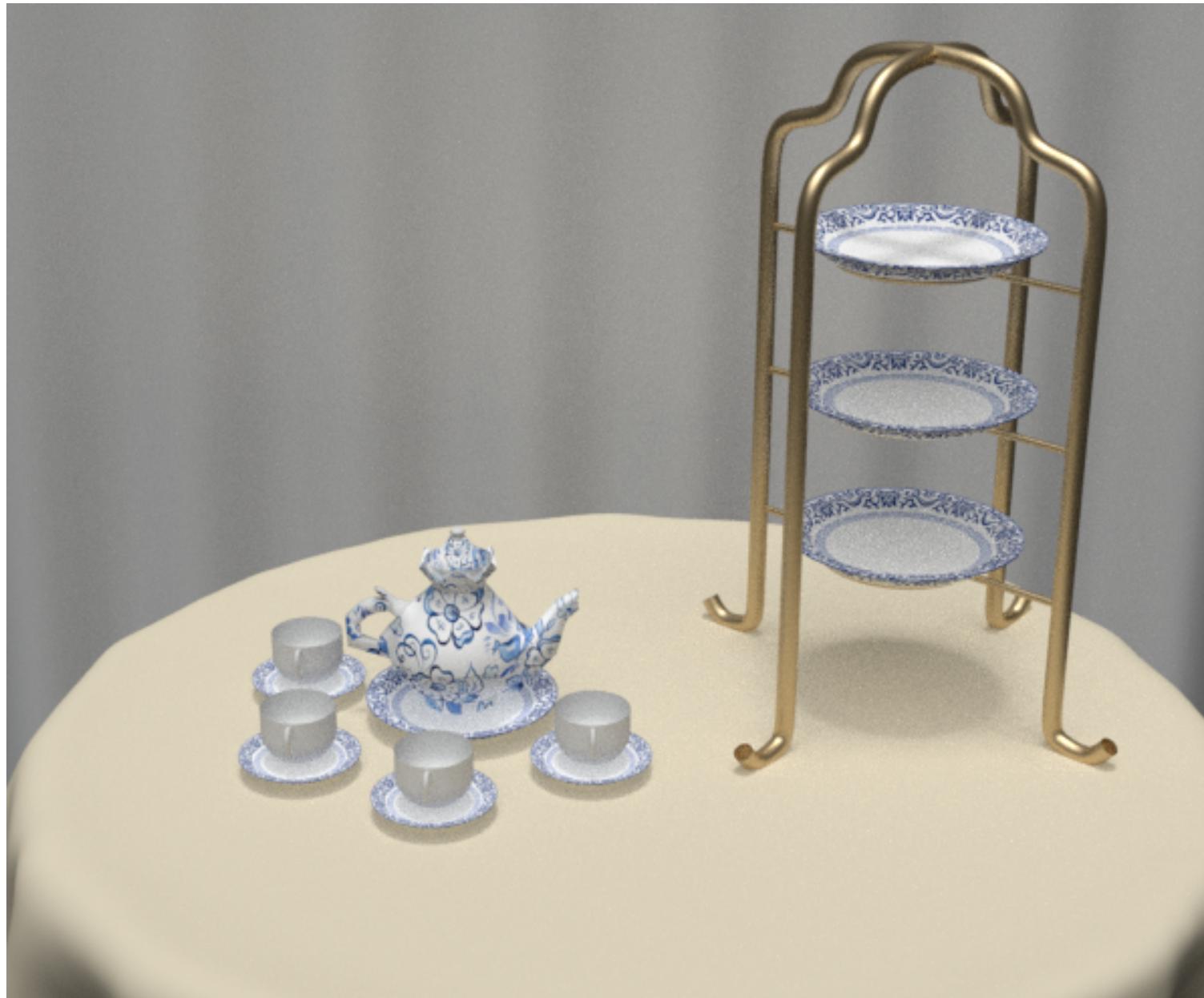


計算機圖學期中報告

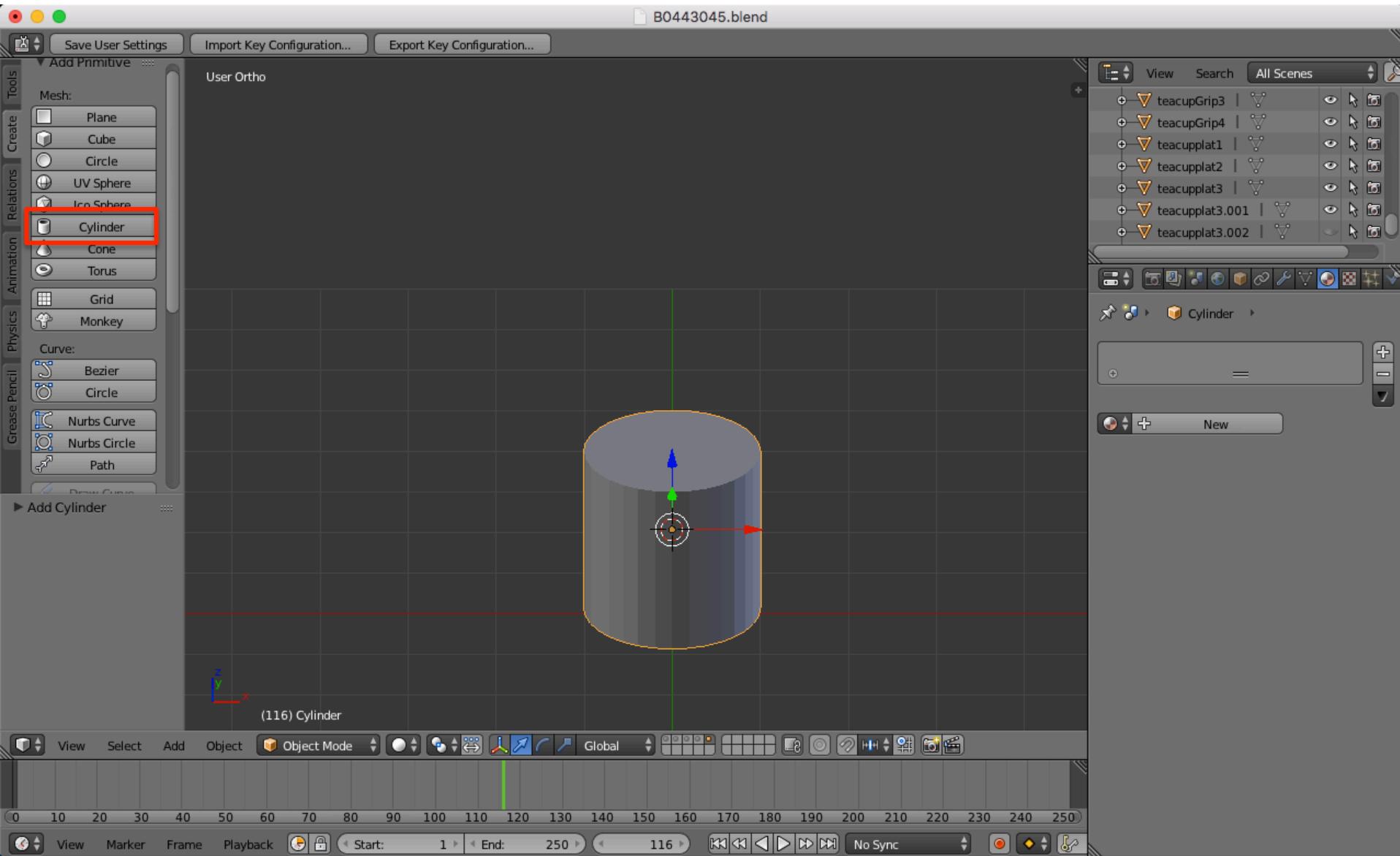
資工四

B0443045 黃劍韜

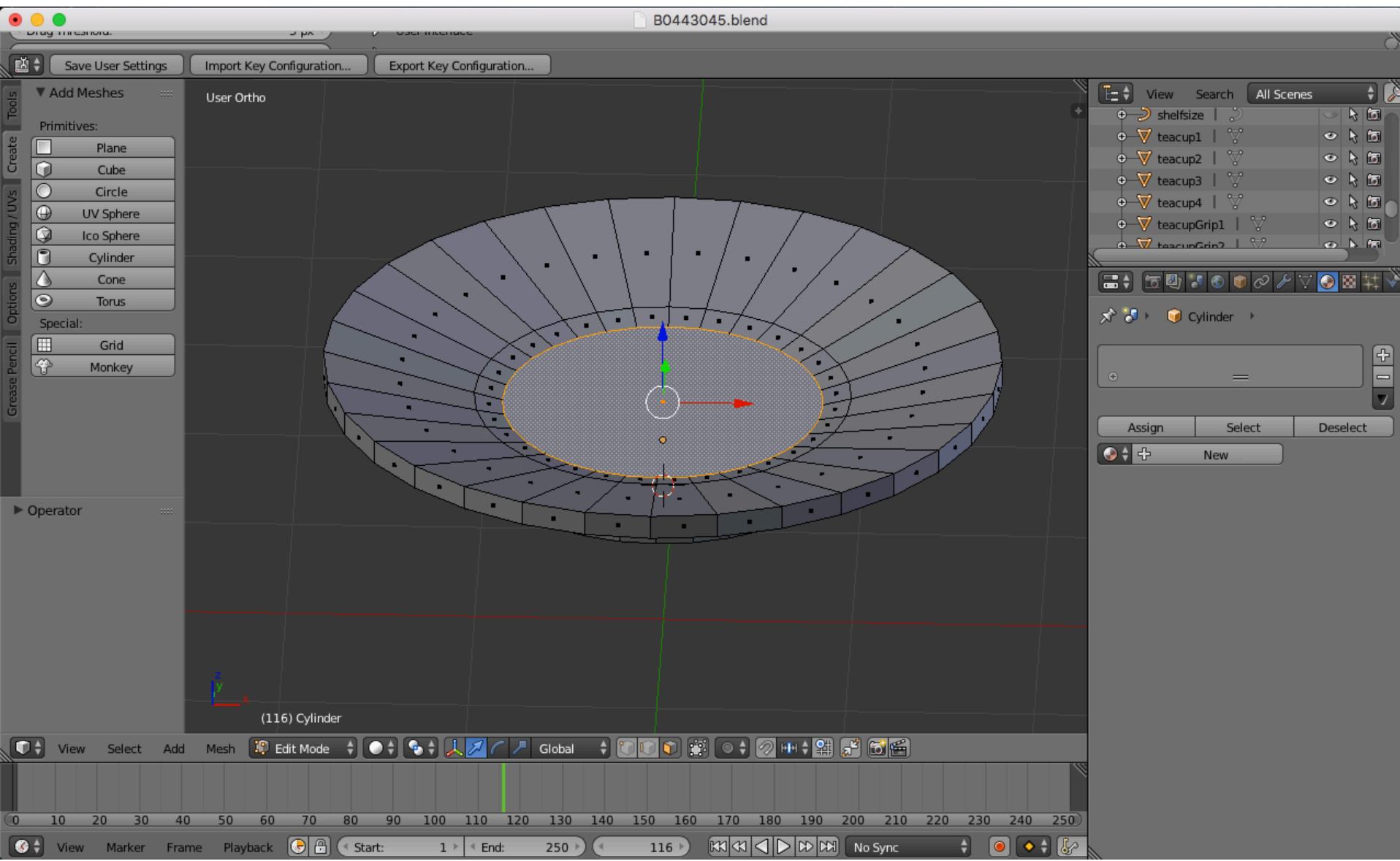
指導老師：黃于飛教授



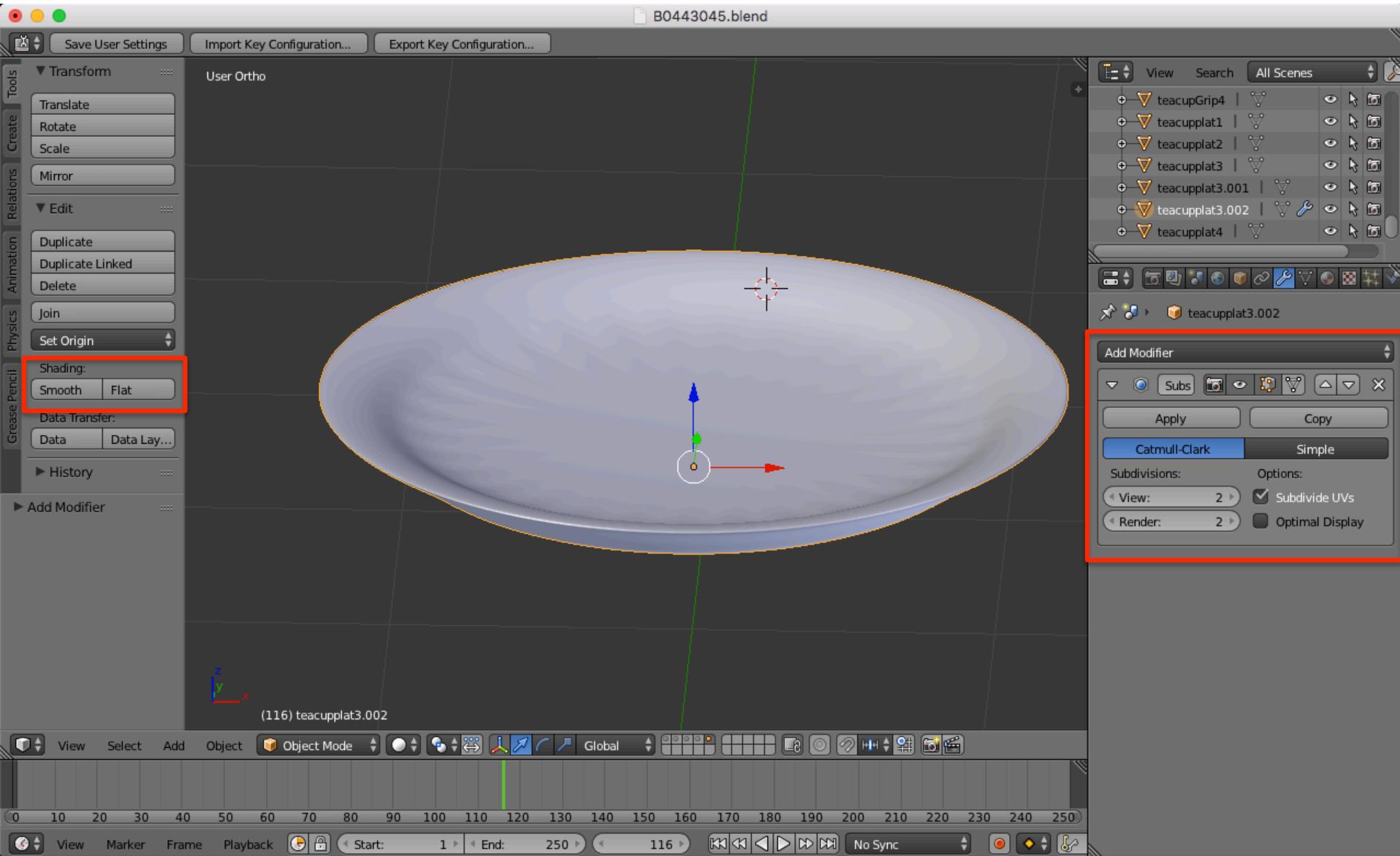
目前的進度



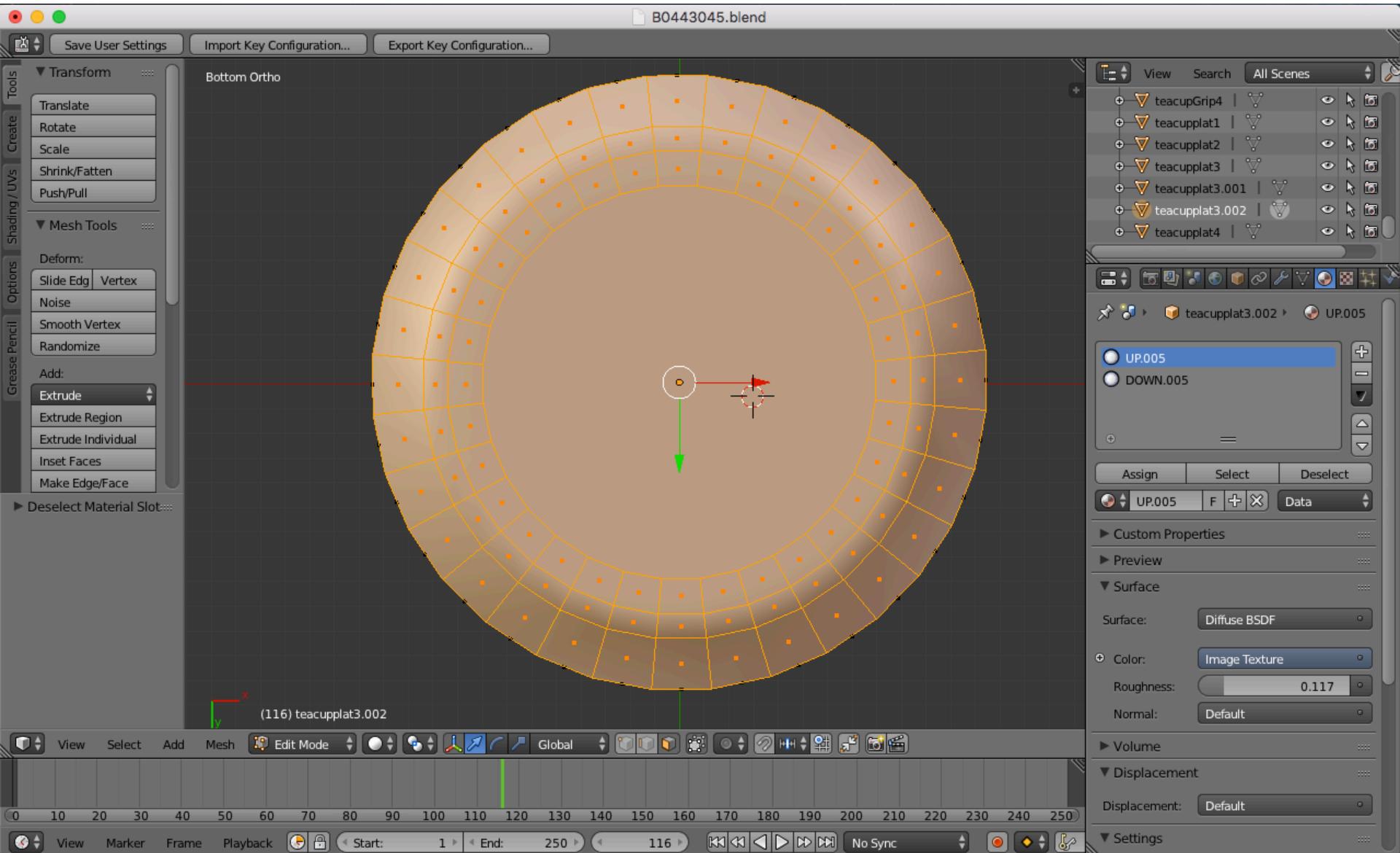
先拖一個Cylinder進來



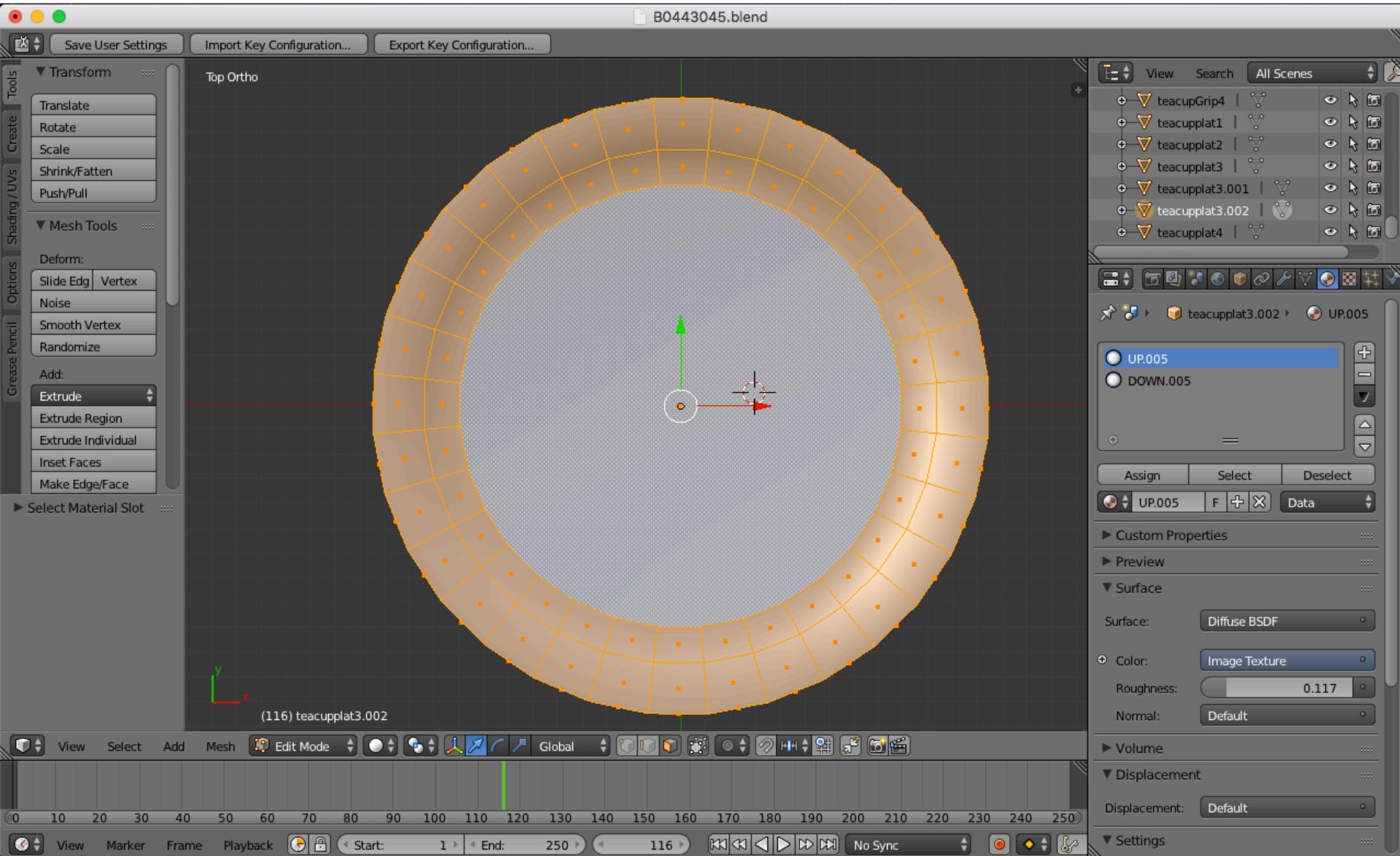
拖出一個盤子的形狀



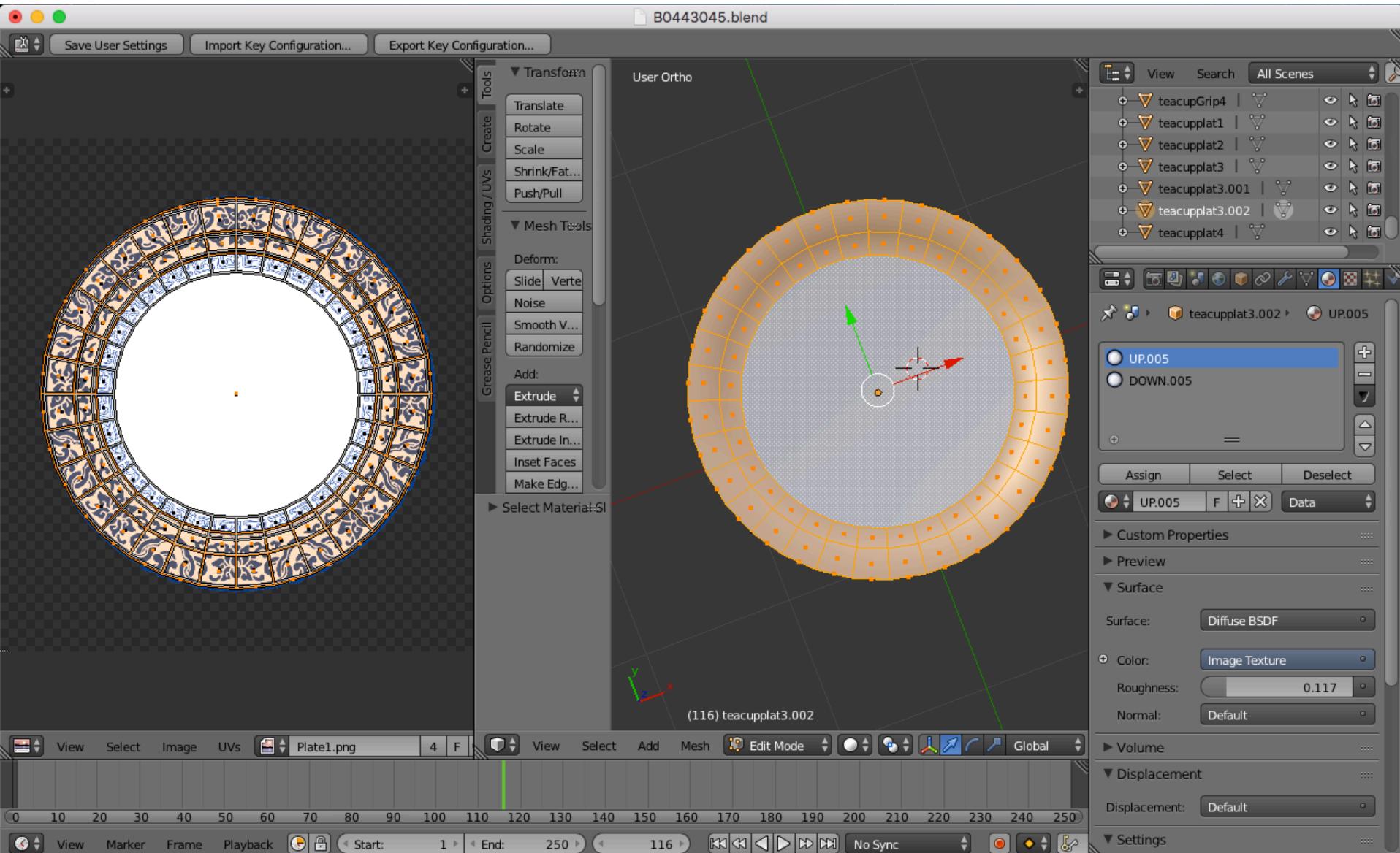
添加Subdivision surface的modifier並將View參數調整到2
再點擊Tool中的Smooth讓盤子平滑



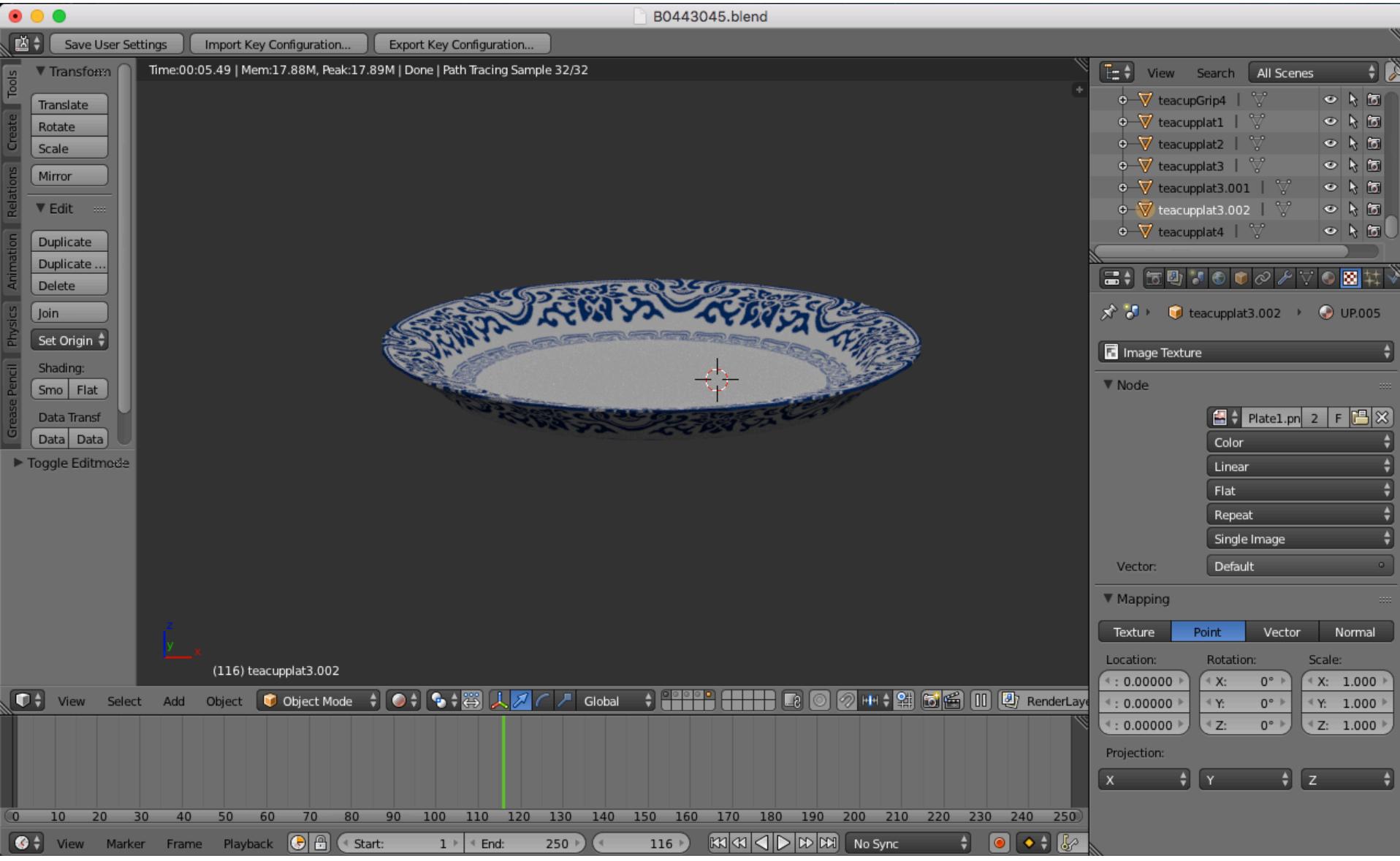
到 Type of active data to display and edit 的 Material 中添加一個叫 DOWN 的材質
選中盤子的下面並把它 assign 給 DOWN 的材質



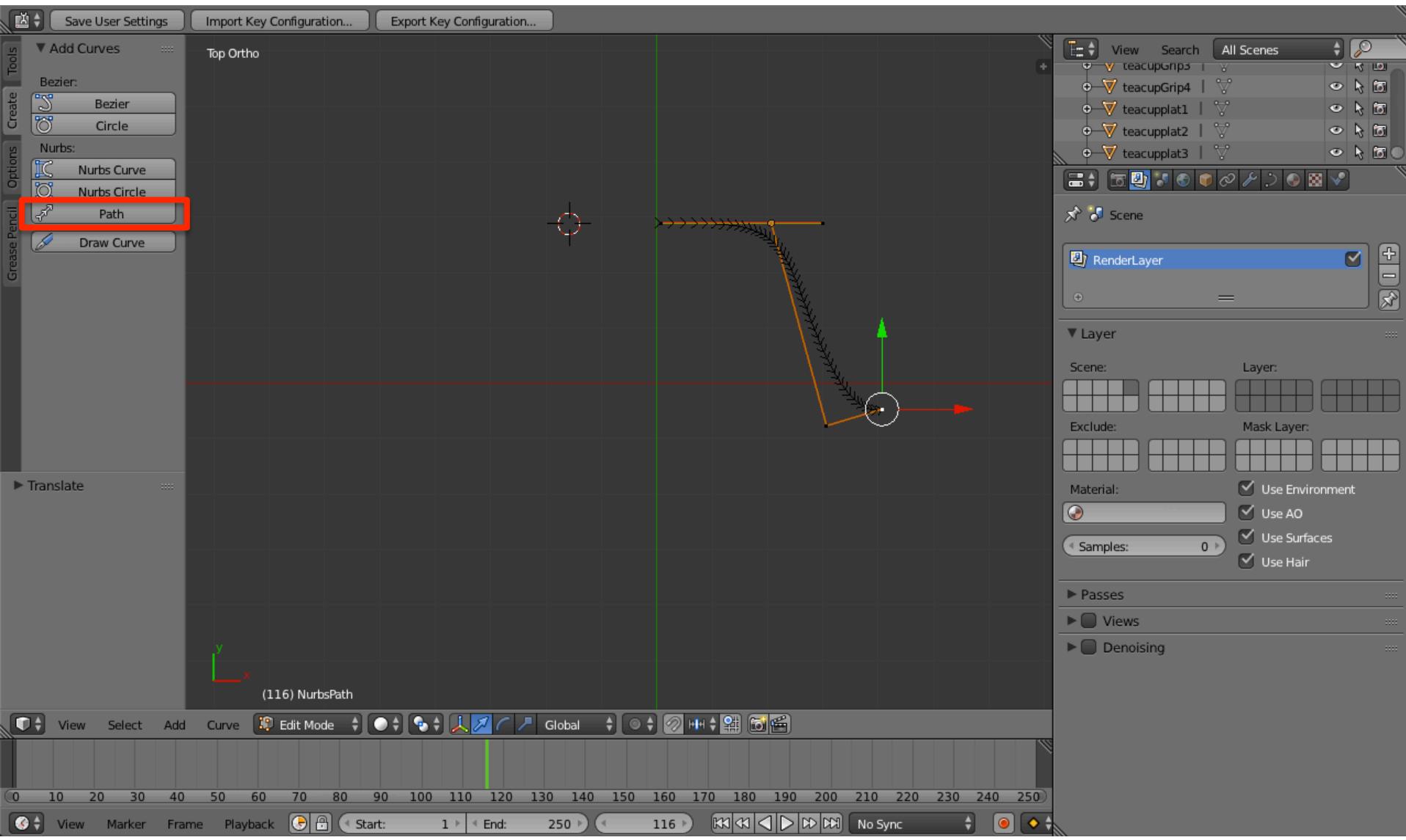
同理添加一個叫UP的材質
選中盤子的上面並把它assign給UP的材質



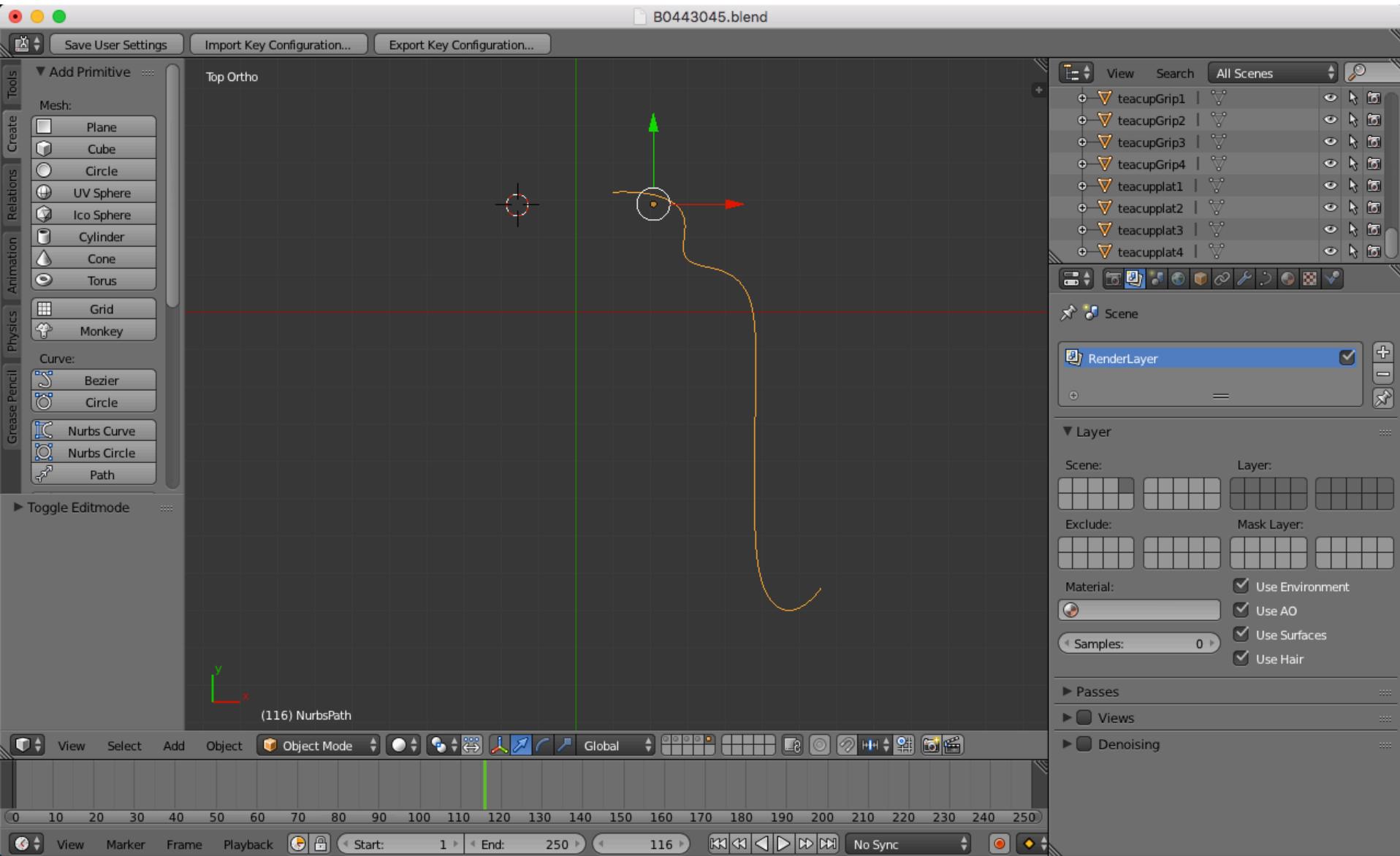
分別SELECT UP和DOWN的材質
利用UV Mapping分別給他們貼上青花瓷的材質



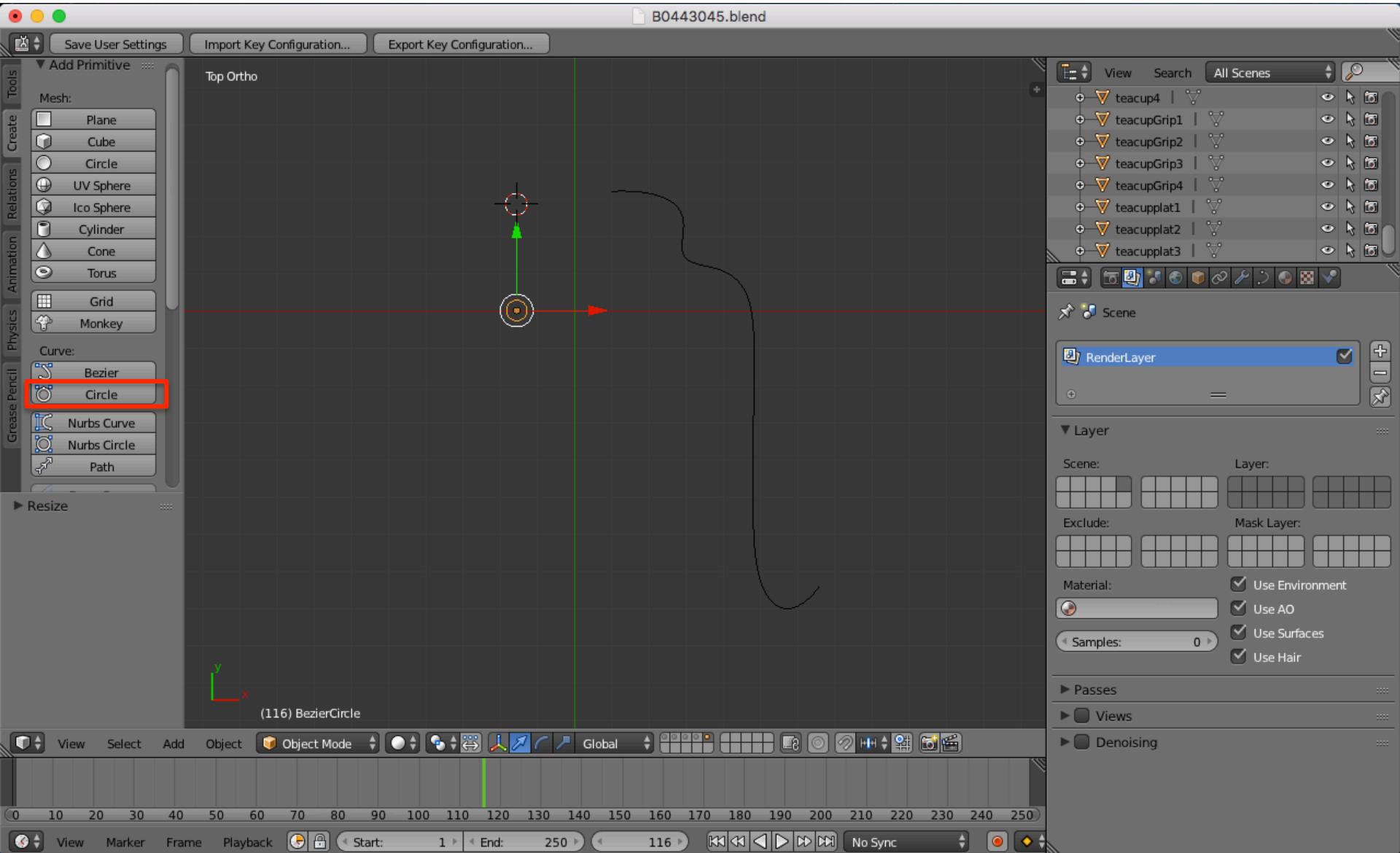
這樣我們青花瓷的盤子就完成啦



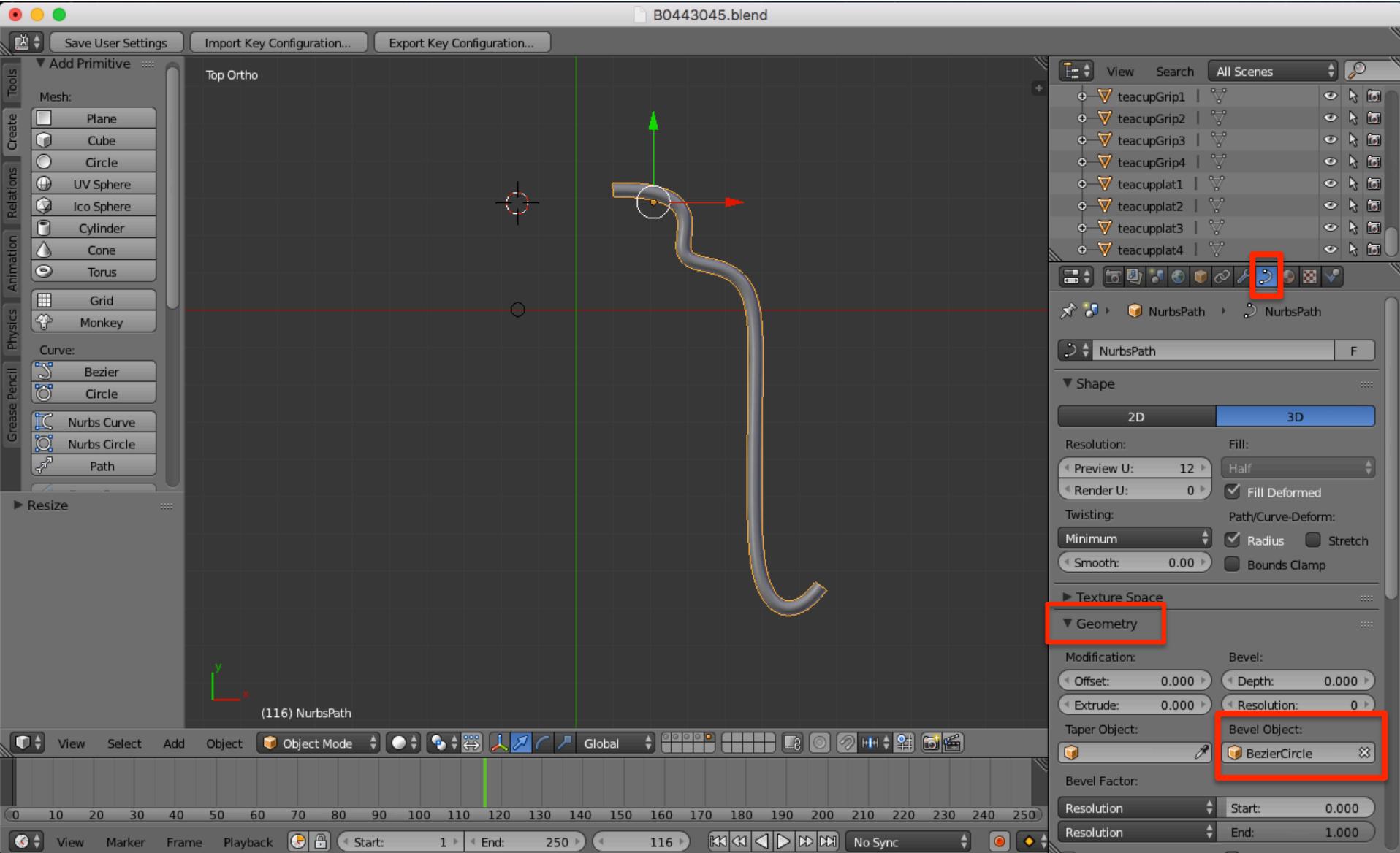
用Path去拖出蛋糕架的雛形



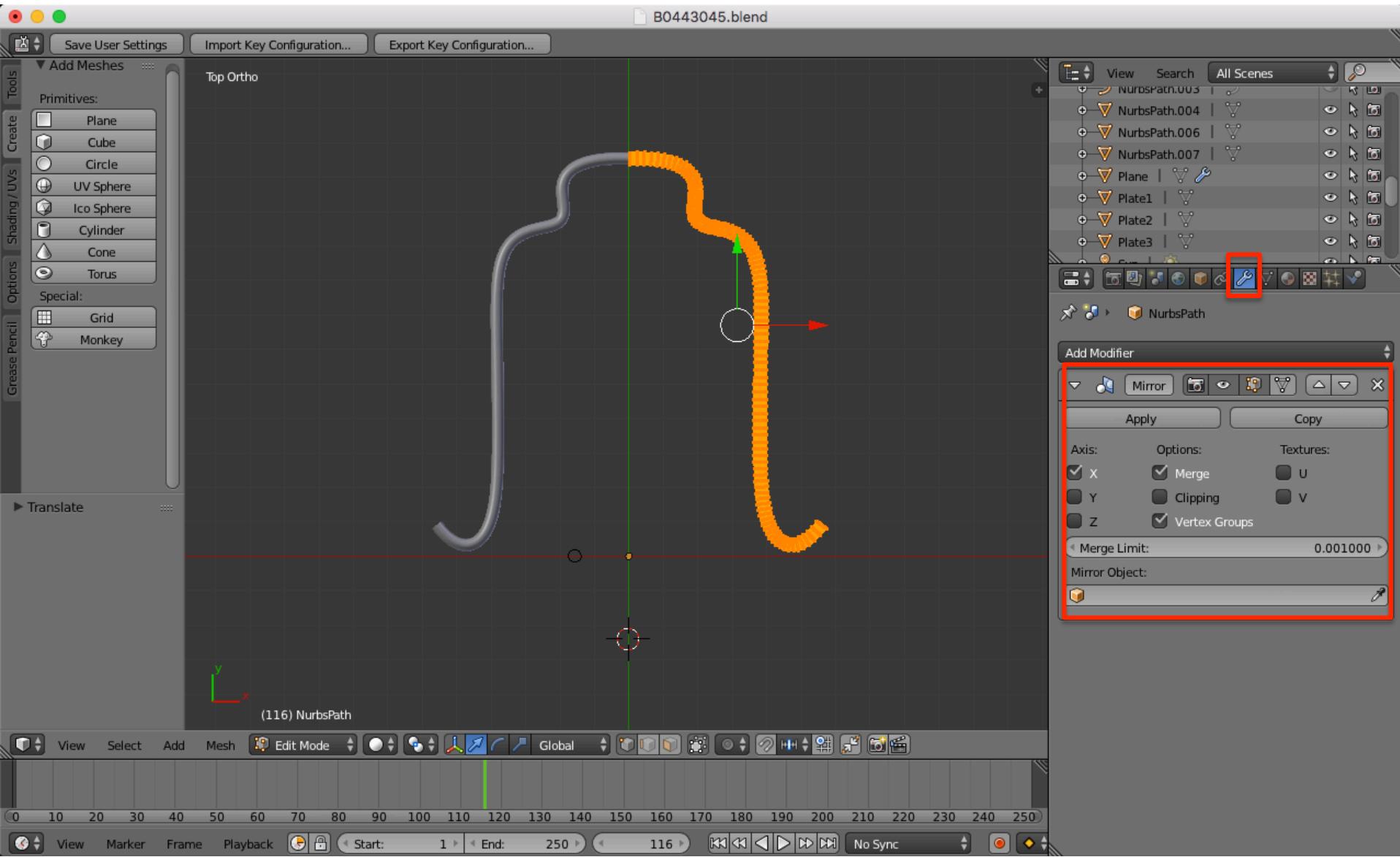
拖出的蛋糕架的雛形



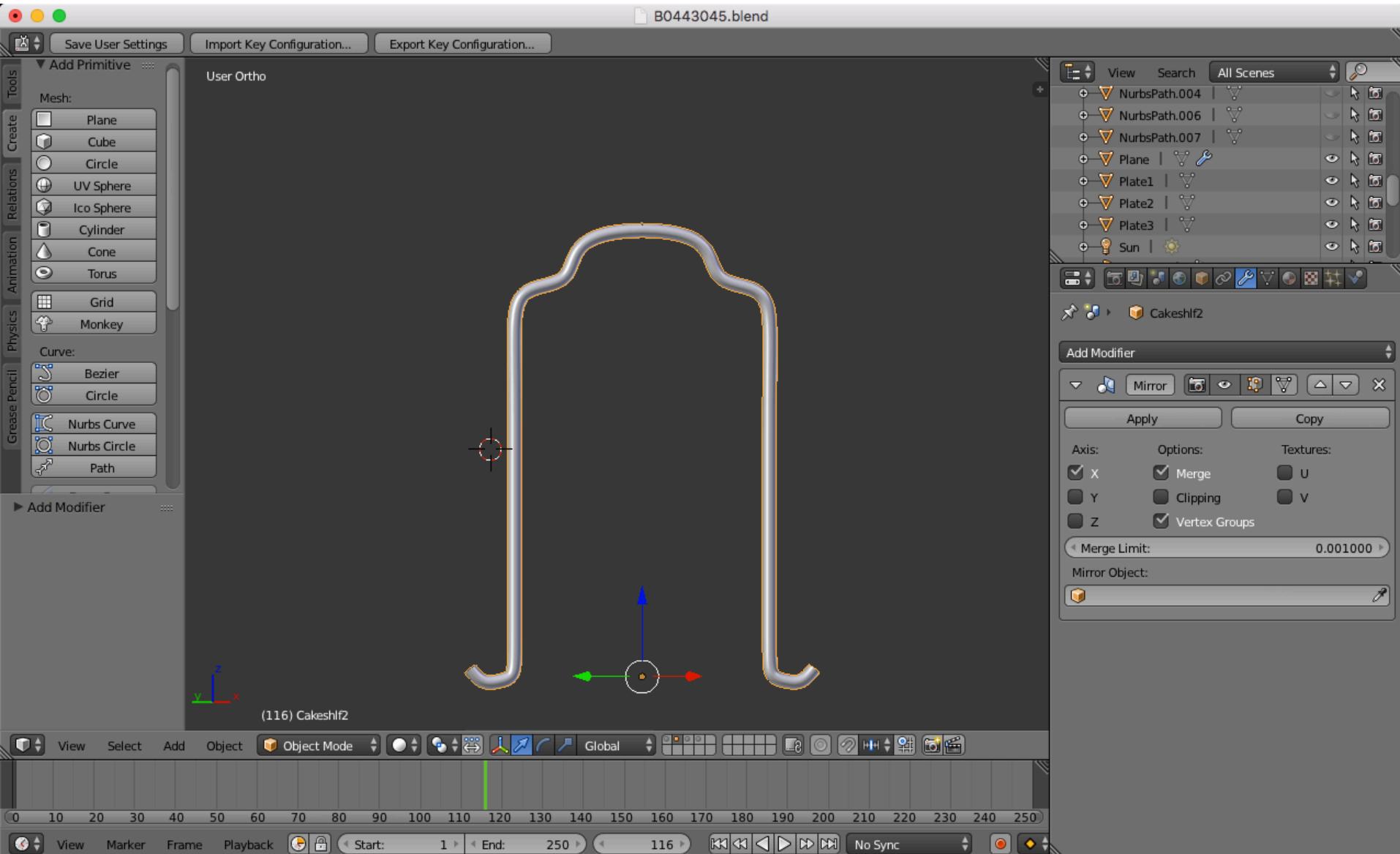
建立一個Circle並按住S鍵調整其Scale到適合大小



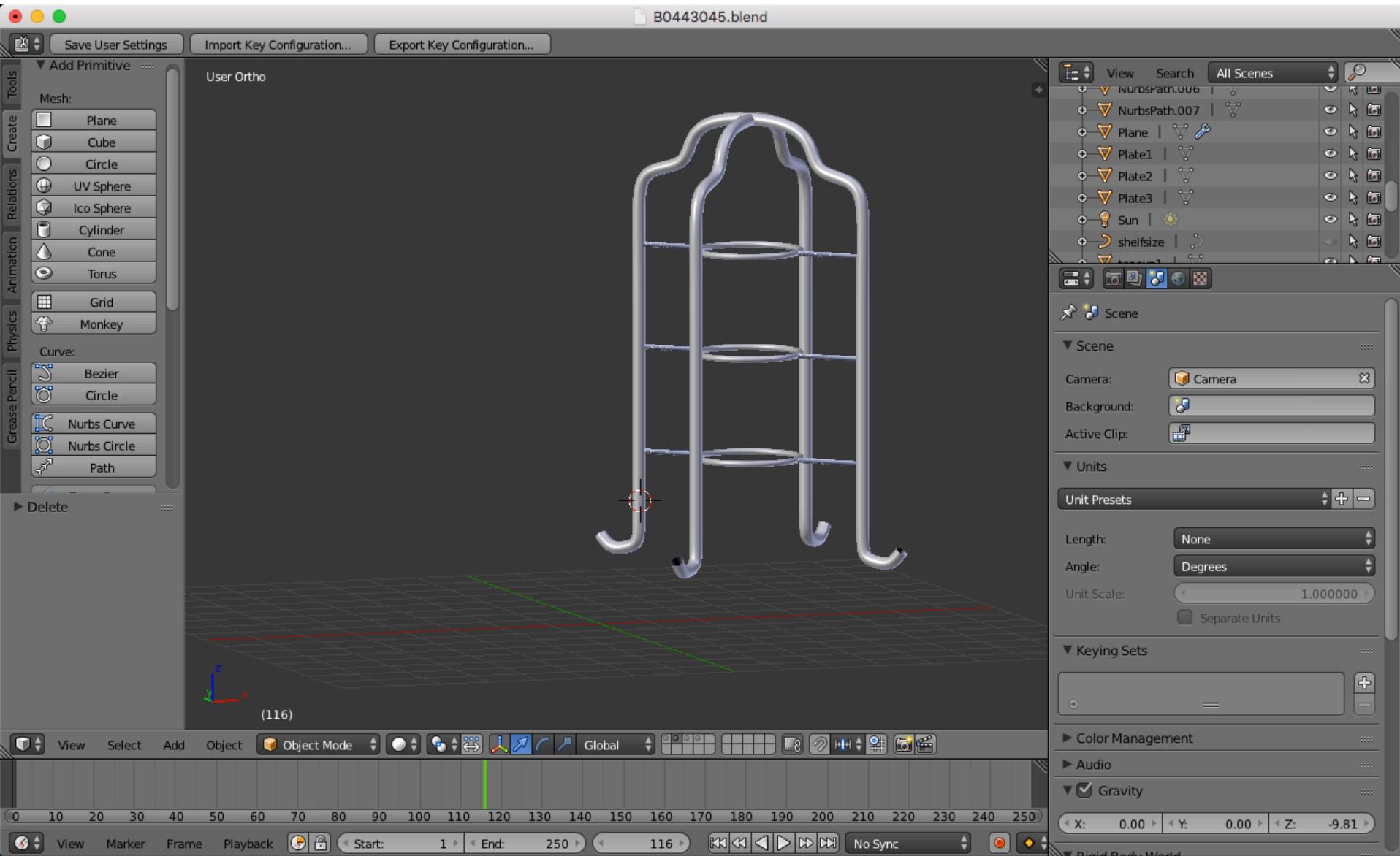
到Type of active data to display and edit的Object data中
在Geometry下面找到Bevel Object並將其設定為剛剛創建的circle



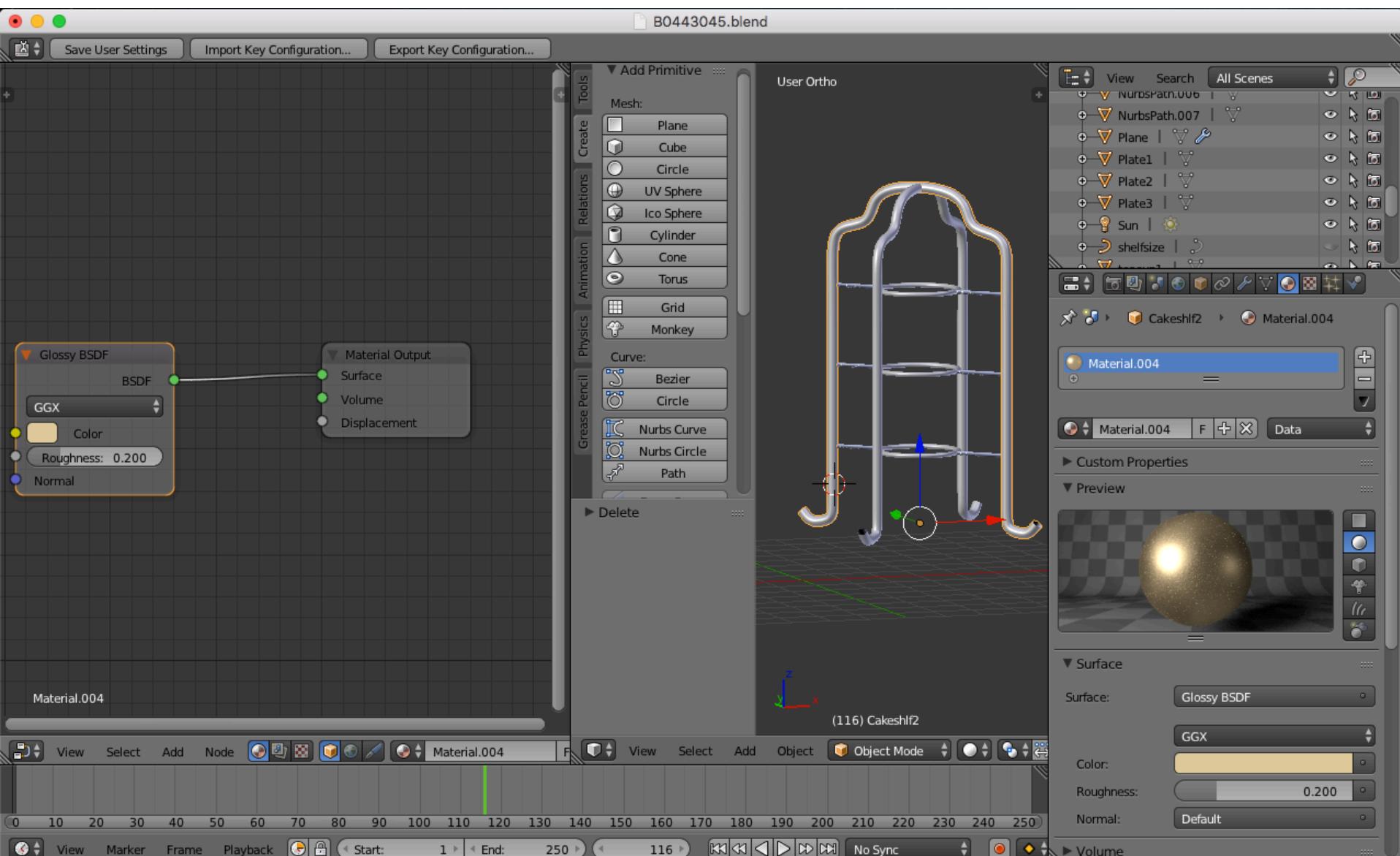
到Type of active data to display and edit的Object modifier中添加Mirror modifier



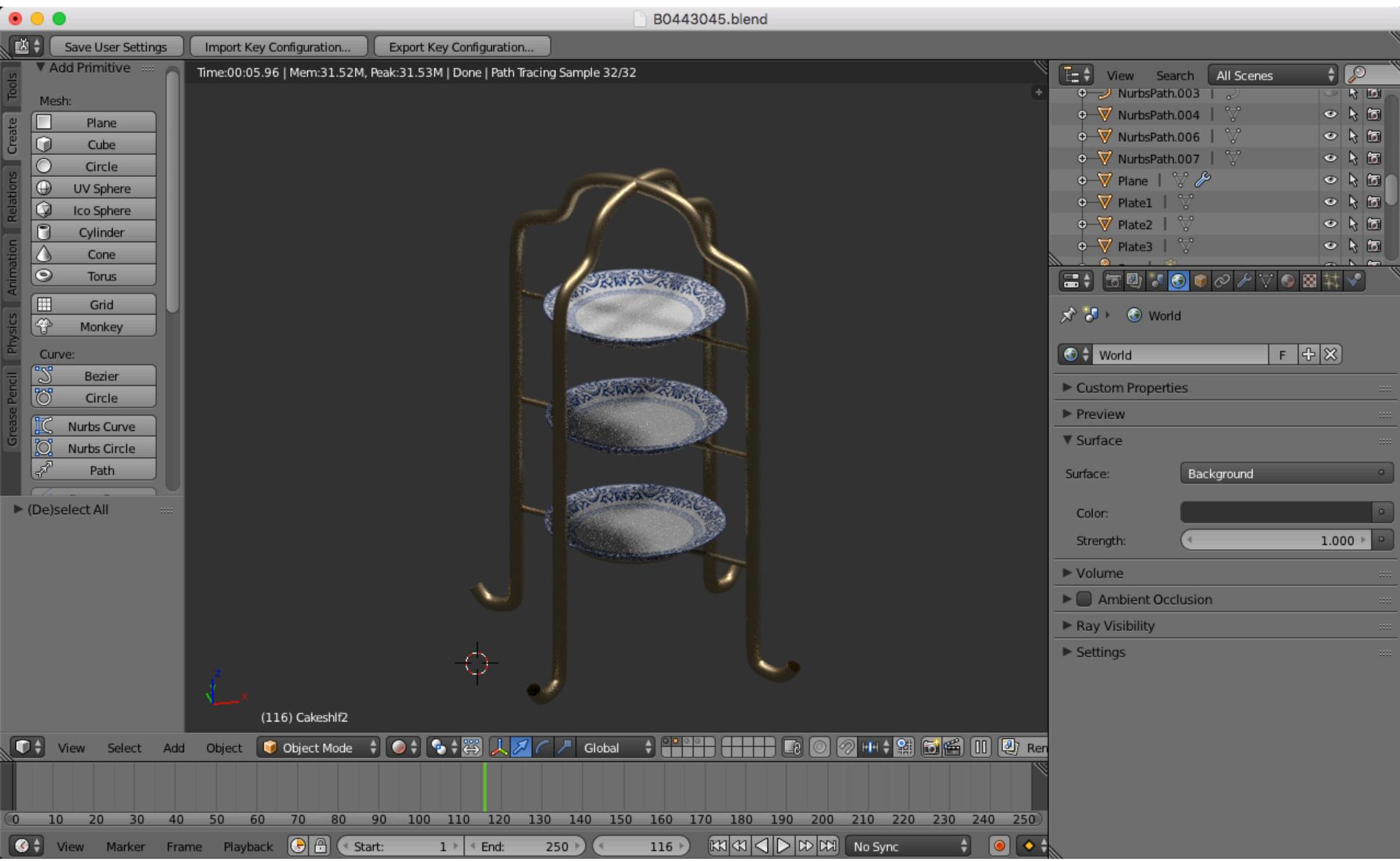
做Mirror對稱後的蛋糕架



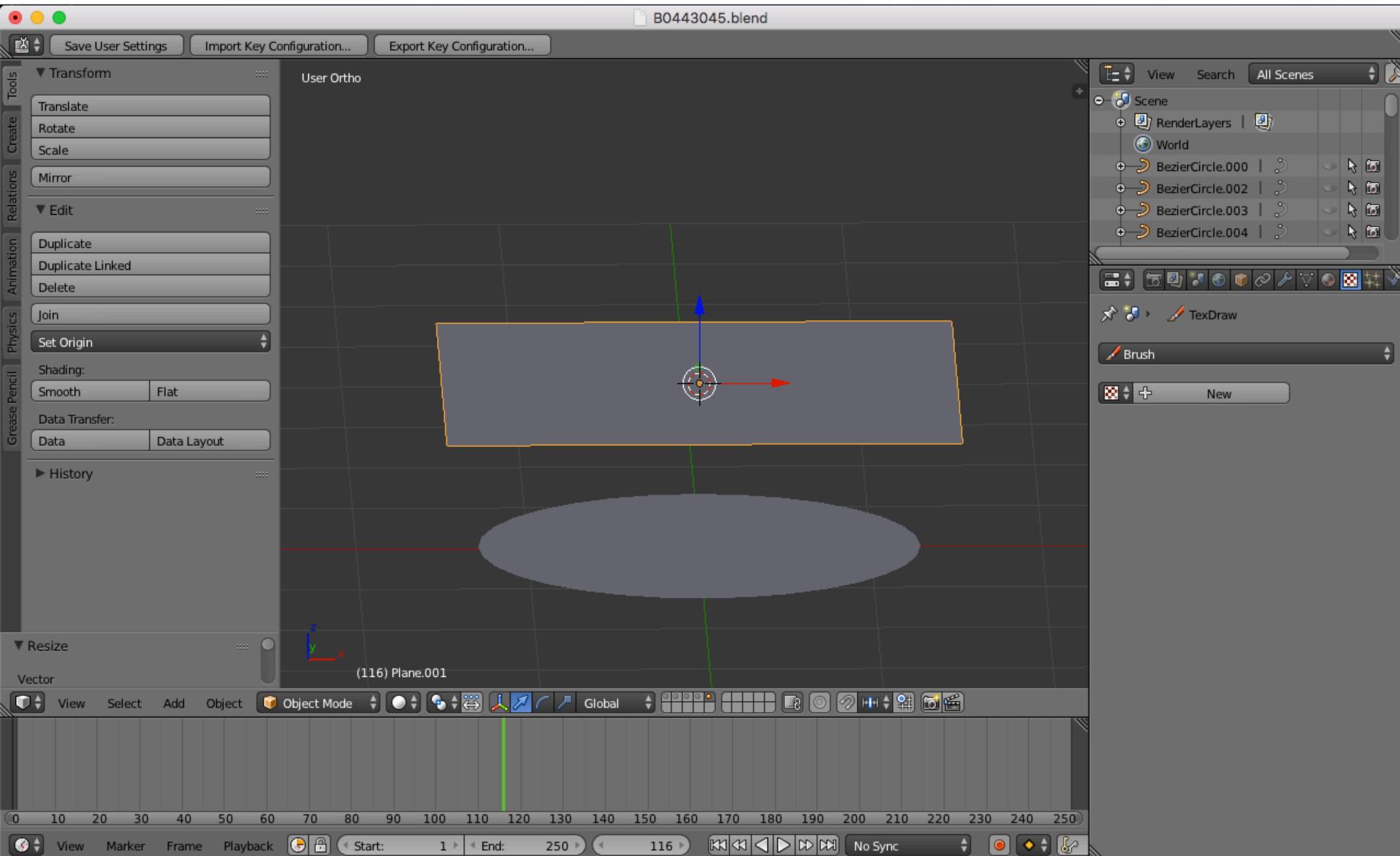
完成蛋糕架的模型建立



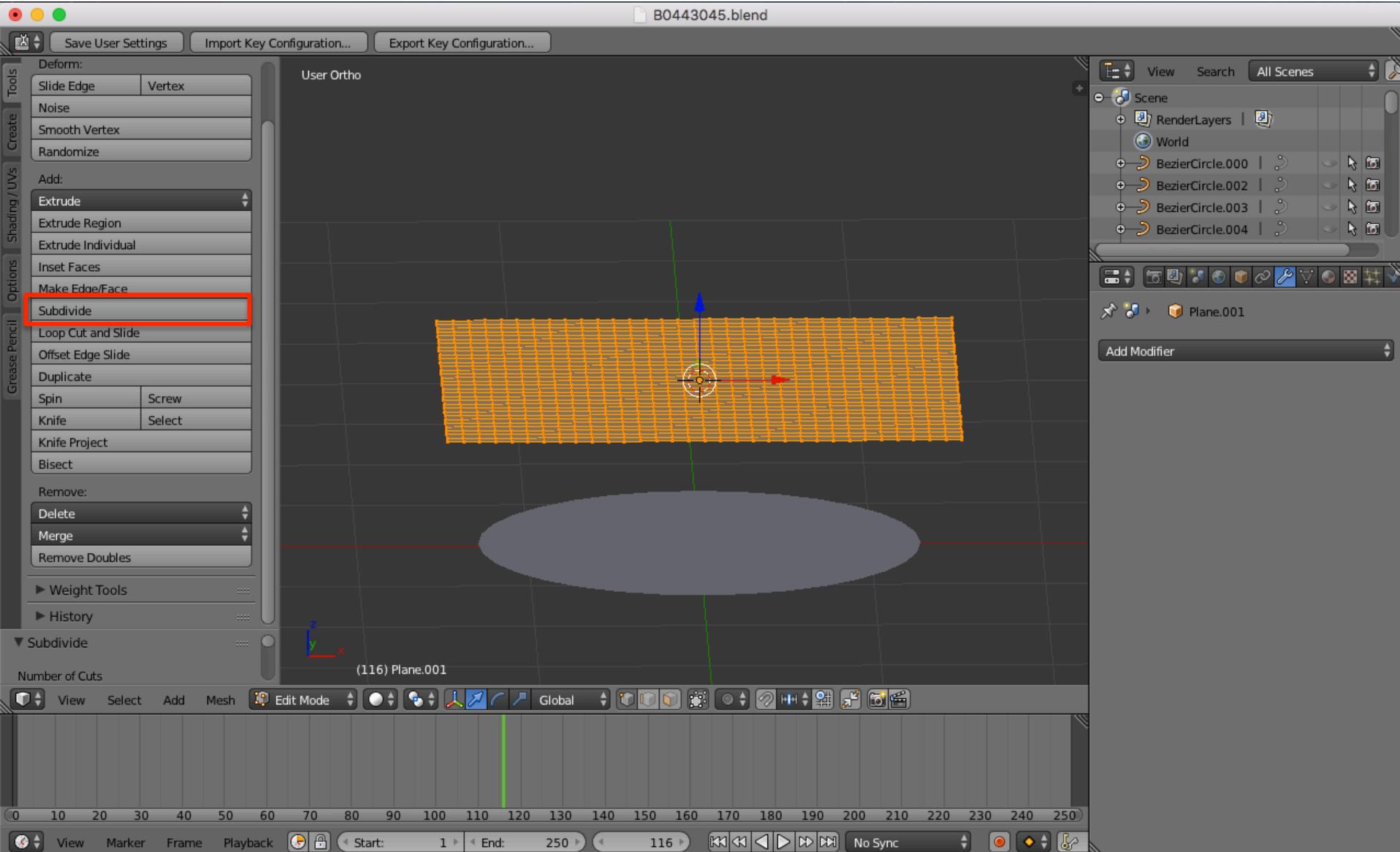
給蛋糕架的模型上材質球，預期達到金色蛋糕架的目的
調整最終選用**Glossy BSDF**，顏色選定74.5%的R，57.8%的G以及34.3%的B



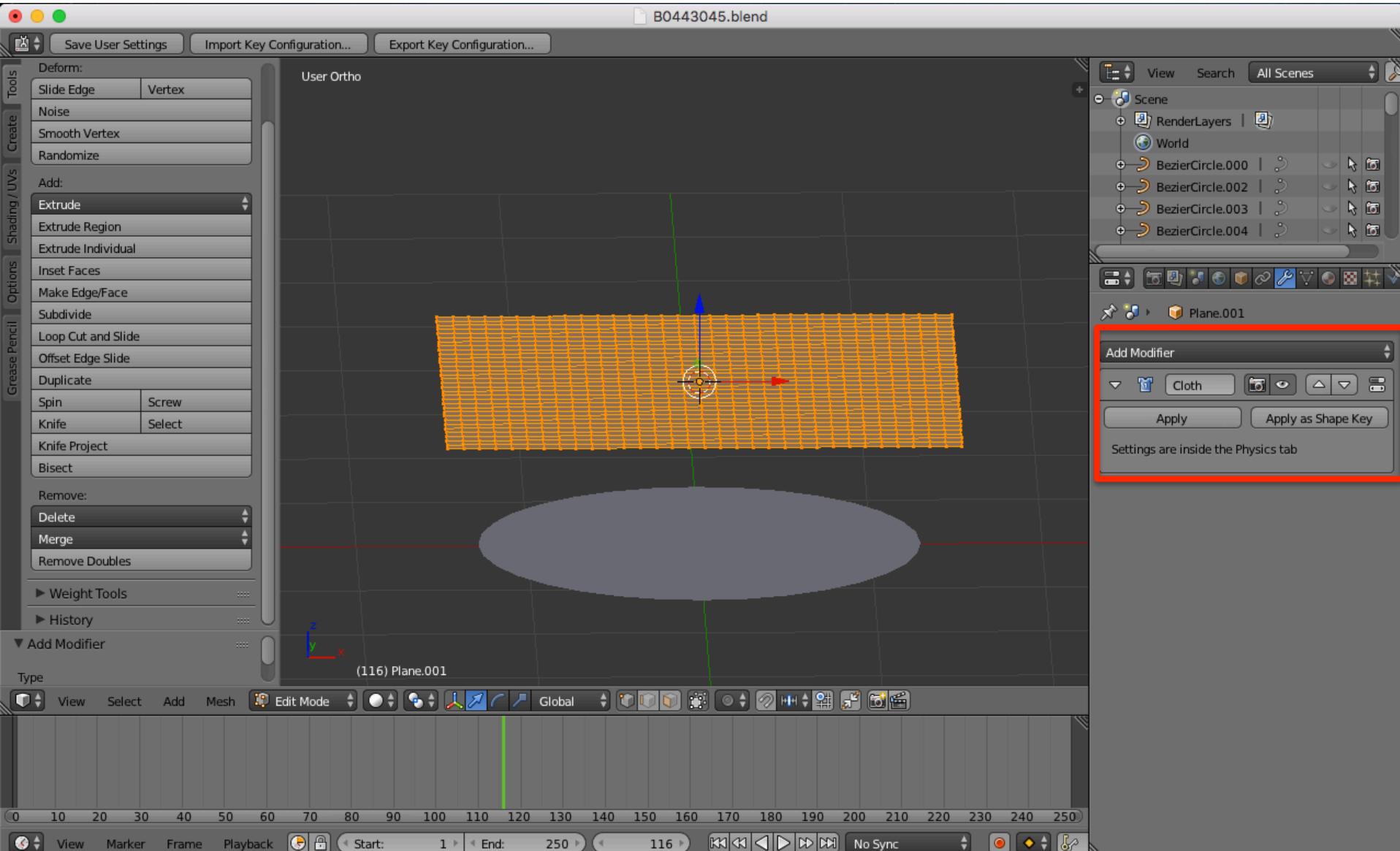
Rendered之後的效果預覽



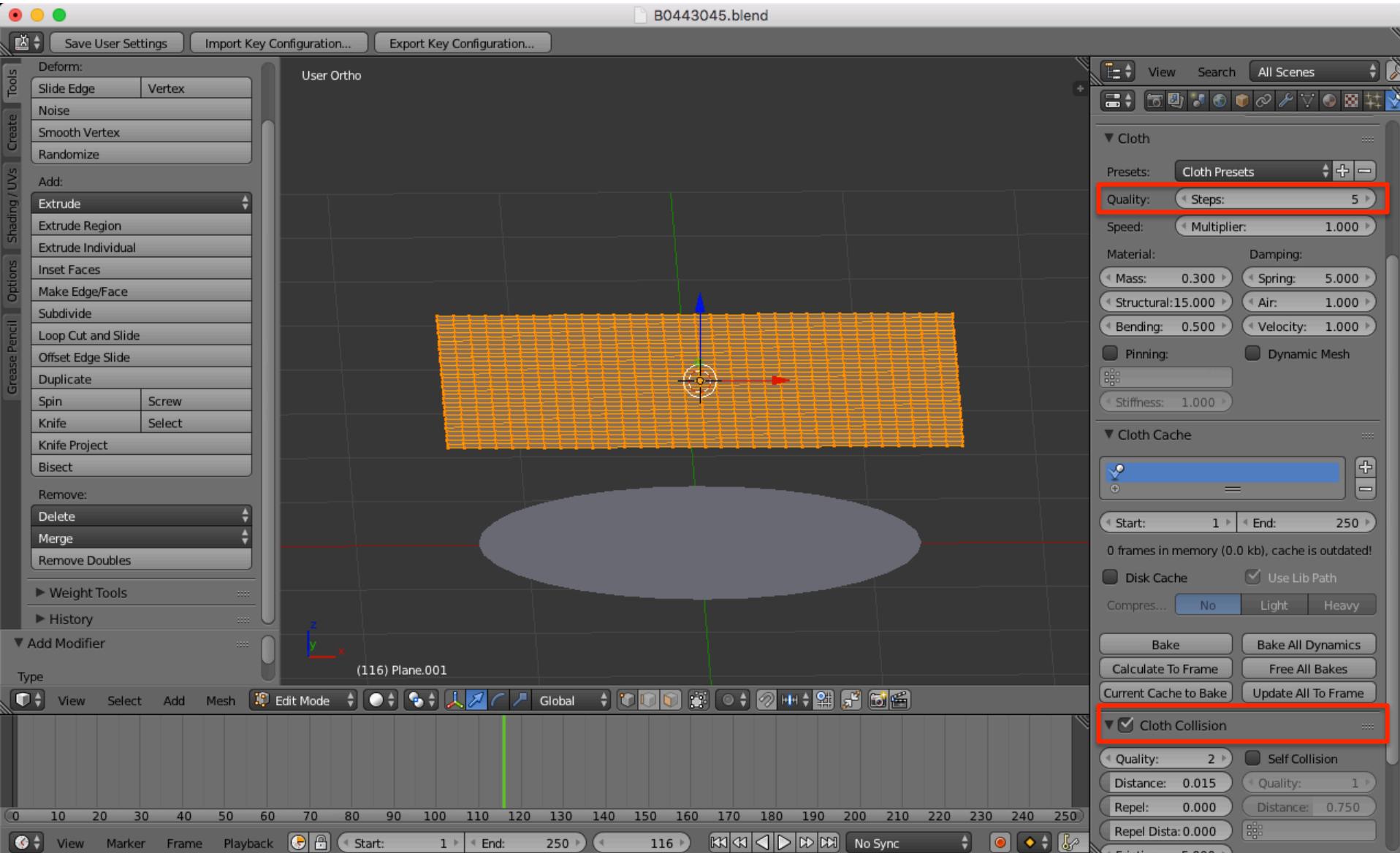
創建一個平面Plane以及一個Circle並用Edit Mode+按鍵F將Circle變成一個平面
Circle的平面我們作為桌面，而Plane的平面我們作為桌布



選中Plane進入Edit Mode並選擇左邊的subdivide功能鍵進行分割

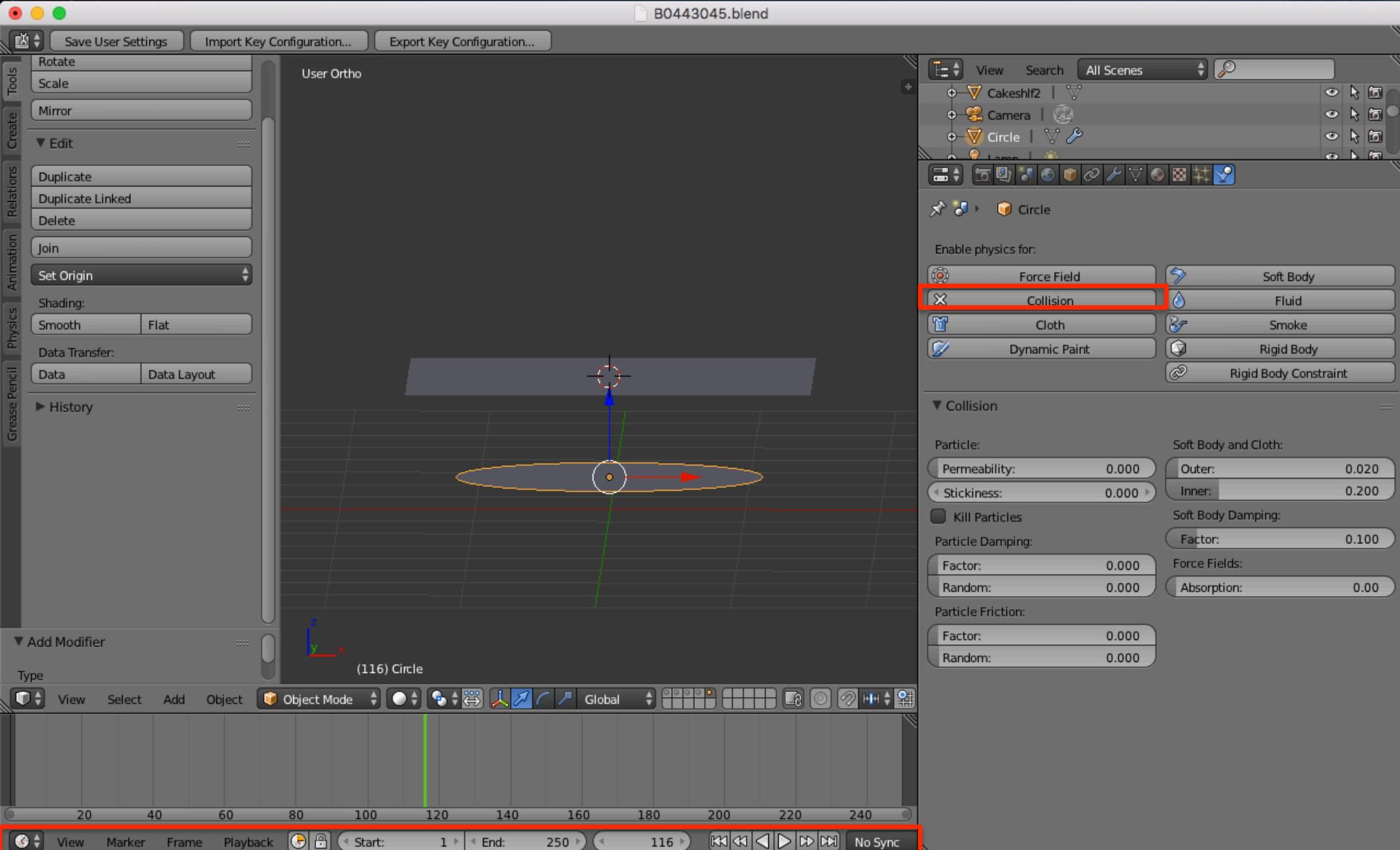


到Type of active data to display and edit的Modifier中
增加一個Cloth的Modifier

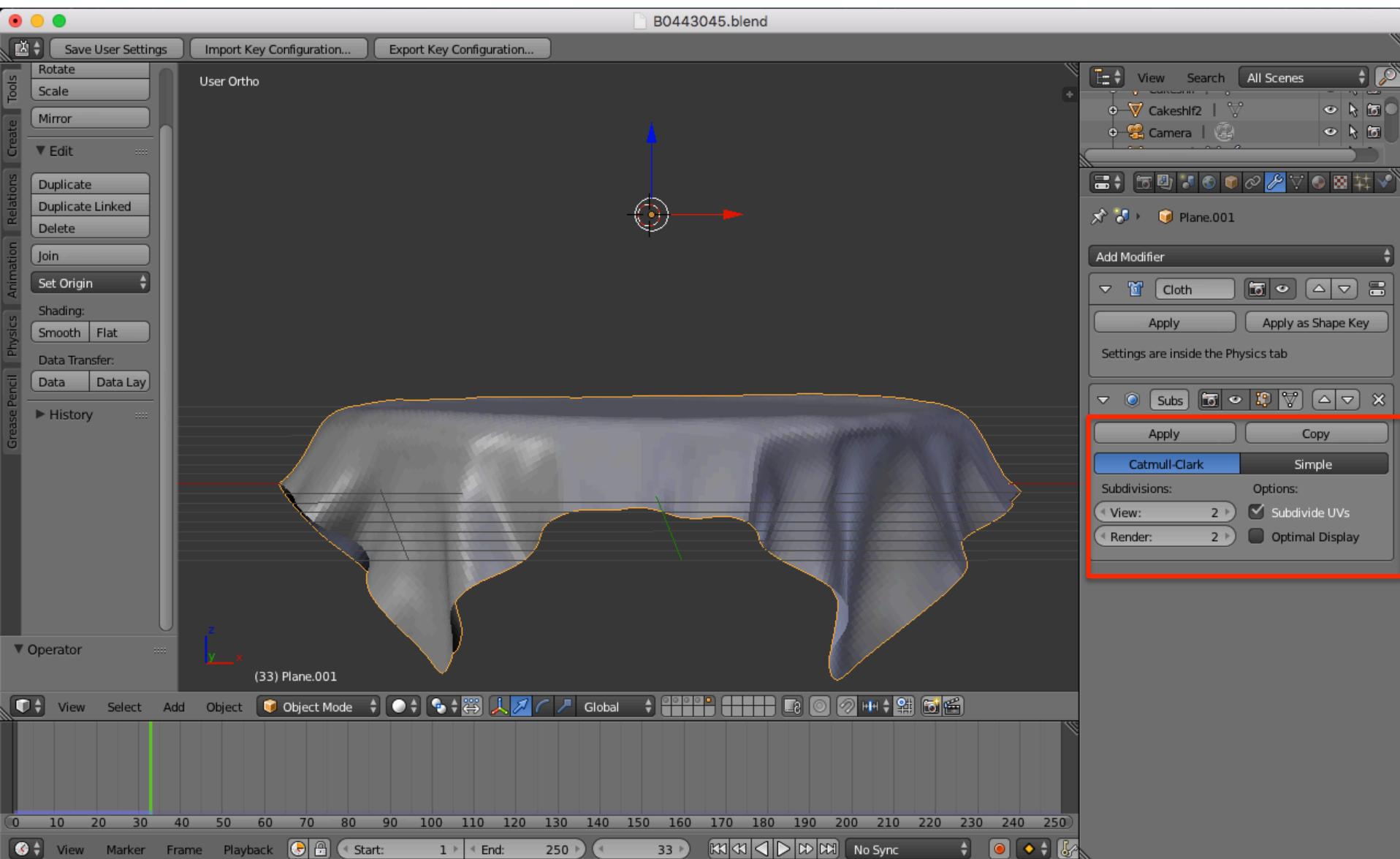


到 Type of active data to display and edit 的 Physics 中
將 Cloth Collision 的選項勾起來讓衣服可以碰撞

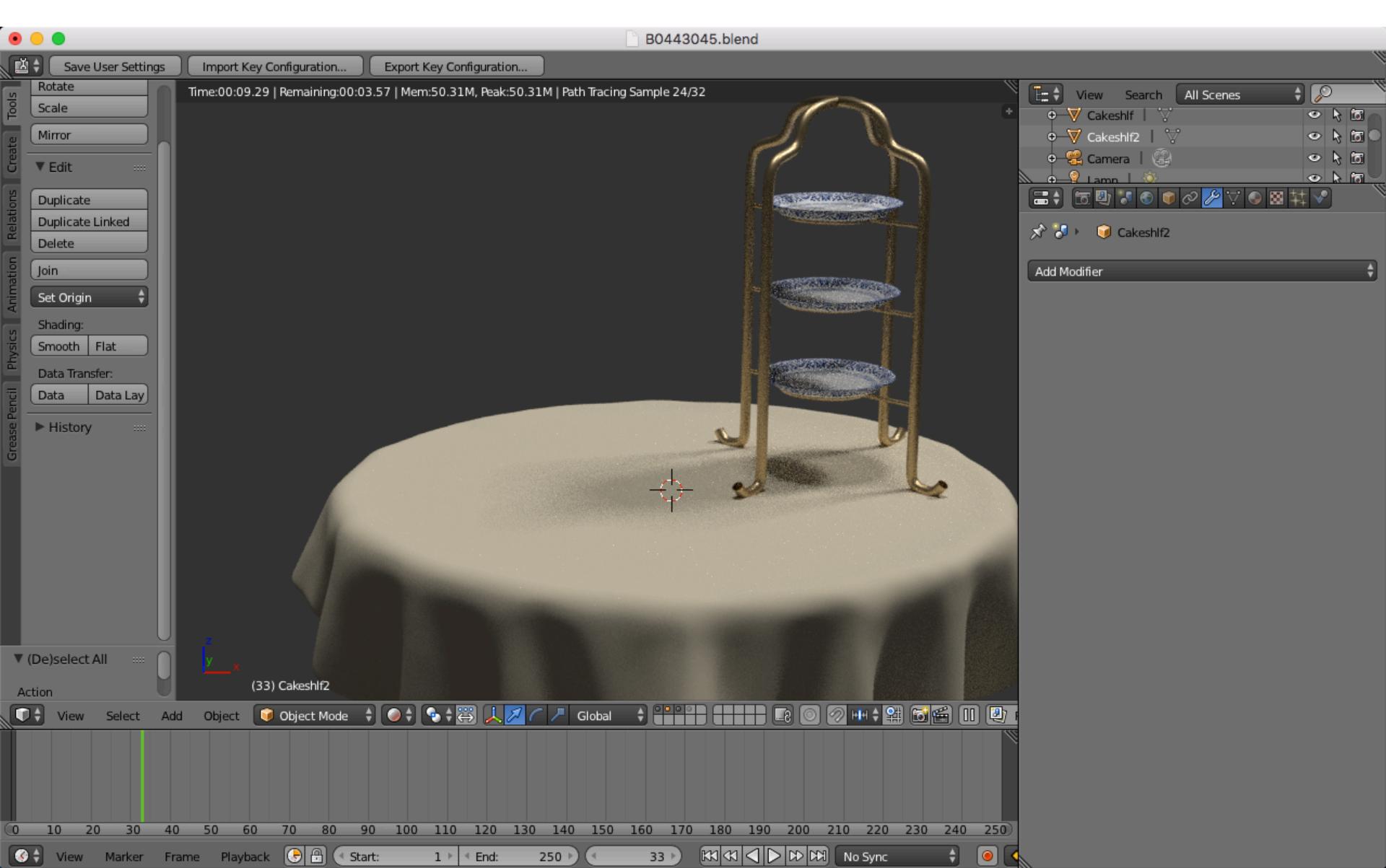
再到上面調整碰撞的解析度(品質)，設定越高，時間越久，但是 Cloth 的穿透的現象出現越少



選中下面的圓桌，到Type of active data to display and edit的Physics中
勾選Collision選項，讓它能夠與桌布Plane的碰撞
將下面Timeline的start設定為1並按下播放鍵Play，讓上面的桌布自由落體



當桌布落在並與桌面碰撞，達到想要的狀態的時候，按下暫停鍵
到Type of active data to display and edit的Modifier中
按下Subdivision surface讓桌布更平滑



完成桌布的成果圖

未來規劃

- 調整碗碟的材質球（表現出明顯的陶瓷與金屬質感）
- 調整窗簾的材質球（表現出半透明，從外透光）
- 杯子中的茶與咖啡
- 增加蛋糕架上面的甜點
- 裝飾與美化

報告到此結束
謝謝聆聽