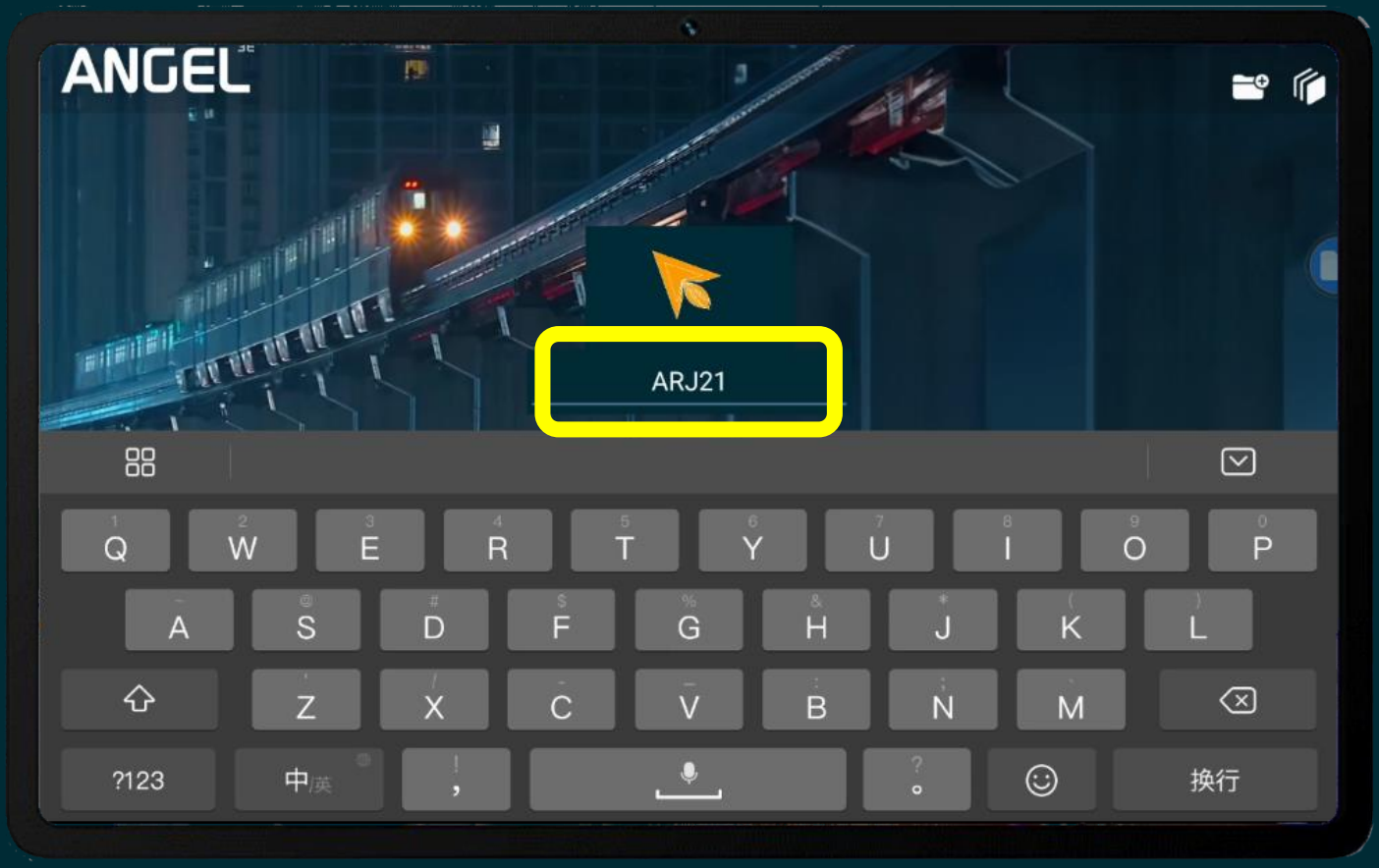
了解 ANGEL 3E软件的 基本功能

ANGEL 3E

安装全部 ANGEL 3E 应用程序

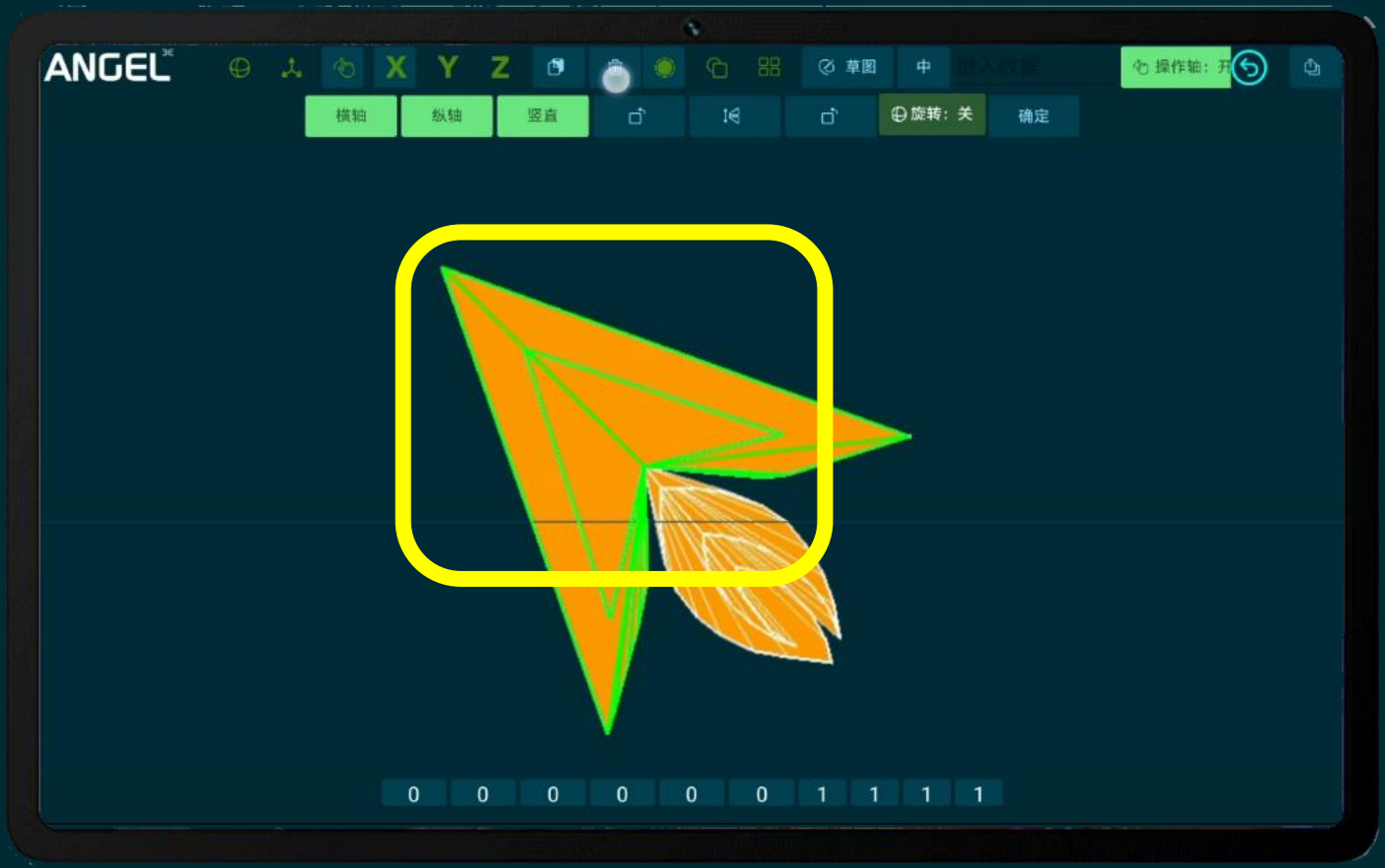
ANGEL 3E

创建项目，
单击文件名
以重命名文件



ANGEL

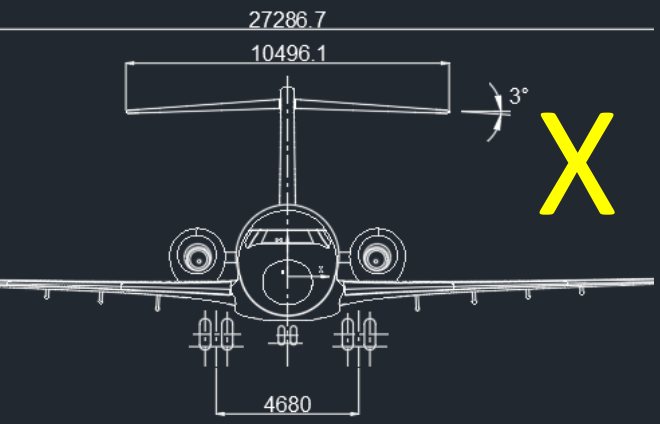
点击物体
进入操作轴
变换对象或其它操作

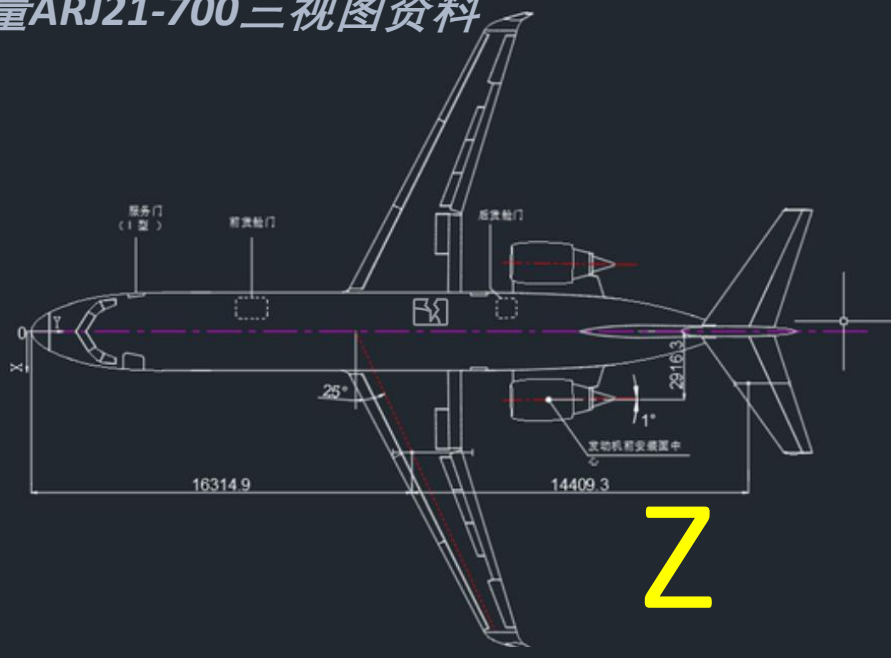


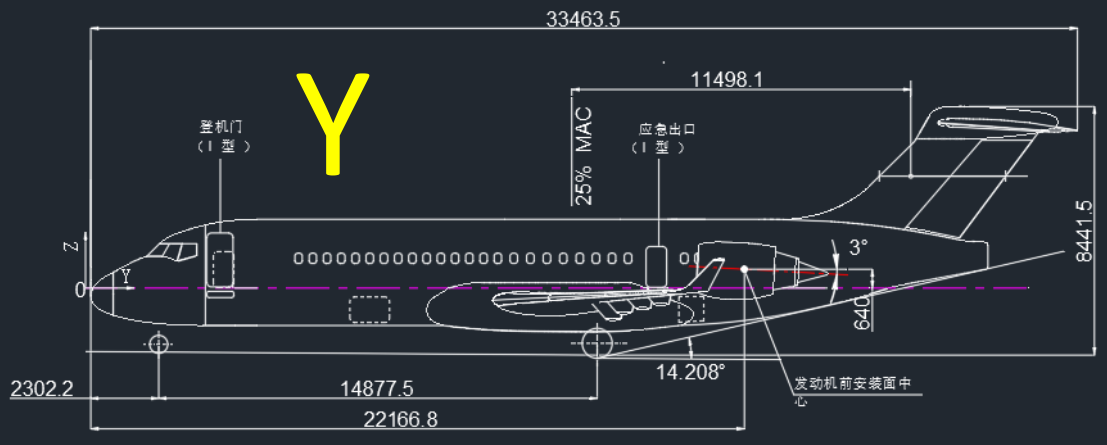
ANGEL

准备2048*2048尺寸的正方形三视图

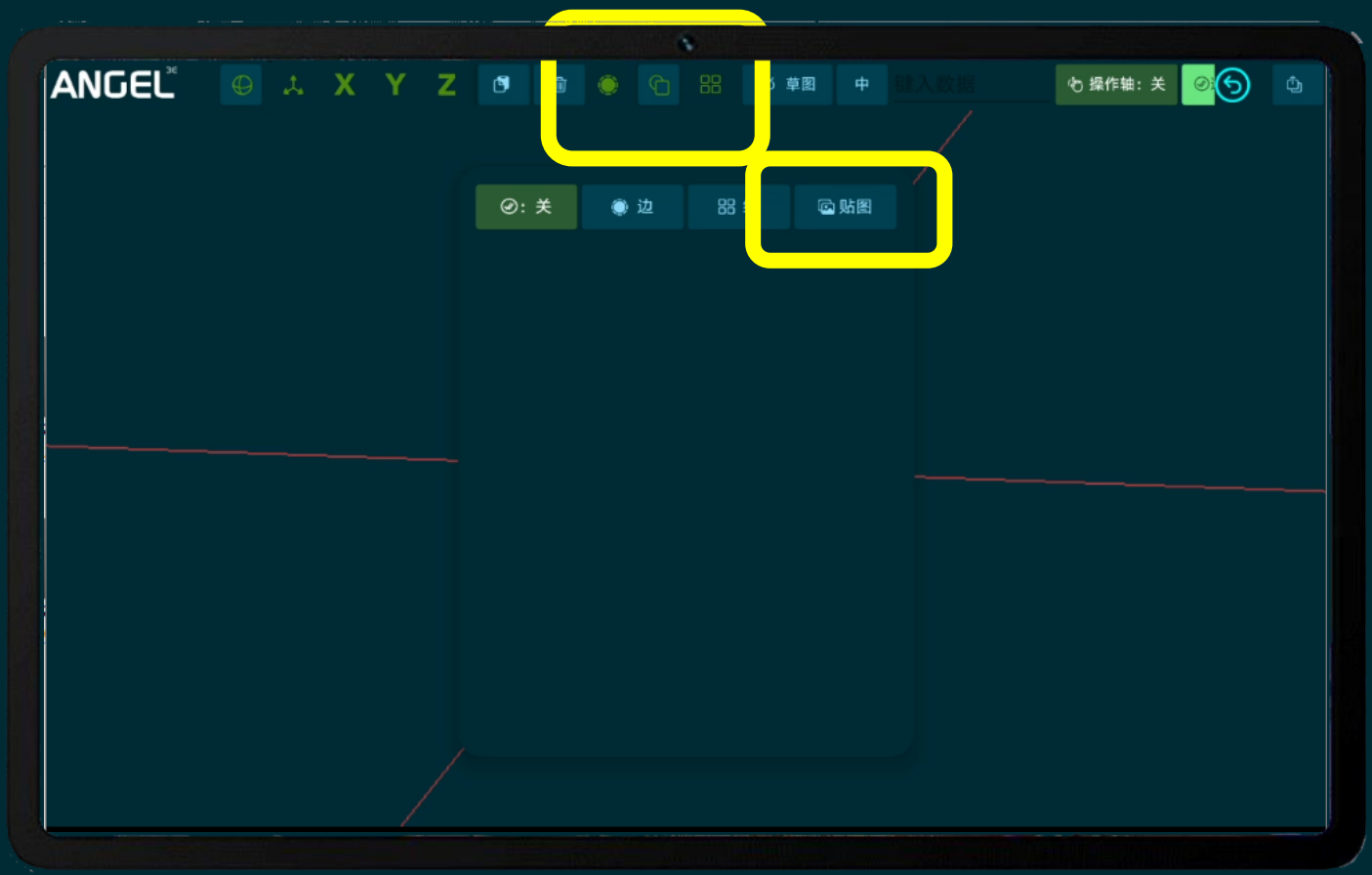
感谢克敌小周提供的高质量ARJ21-700三视图资料







打开中央菜单
长按贴图按钮
导入贴图



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新建贴图集
选择三个方向的图片
并调整位置

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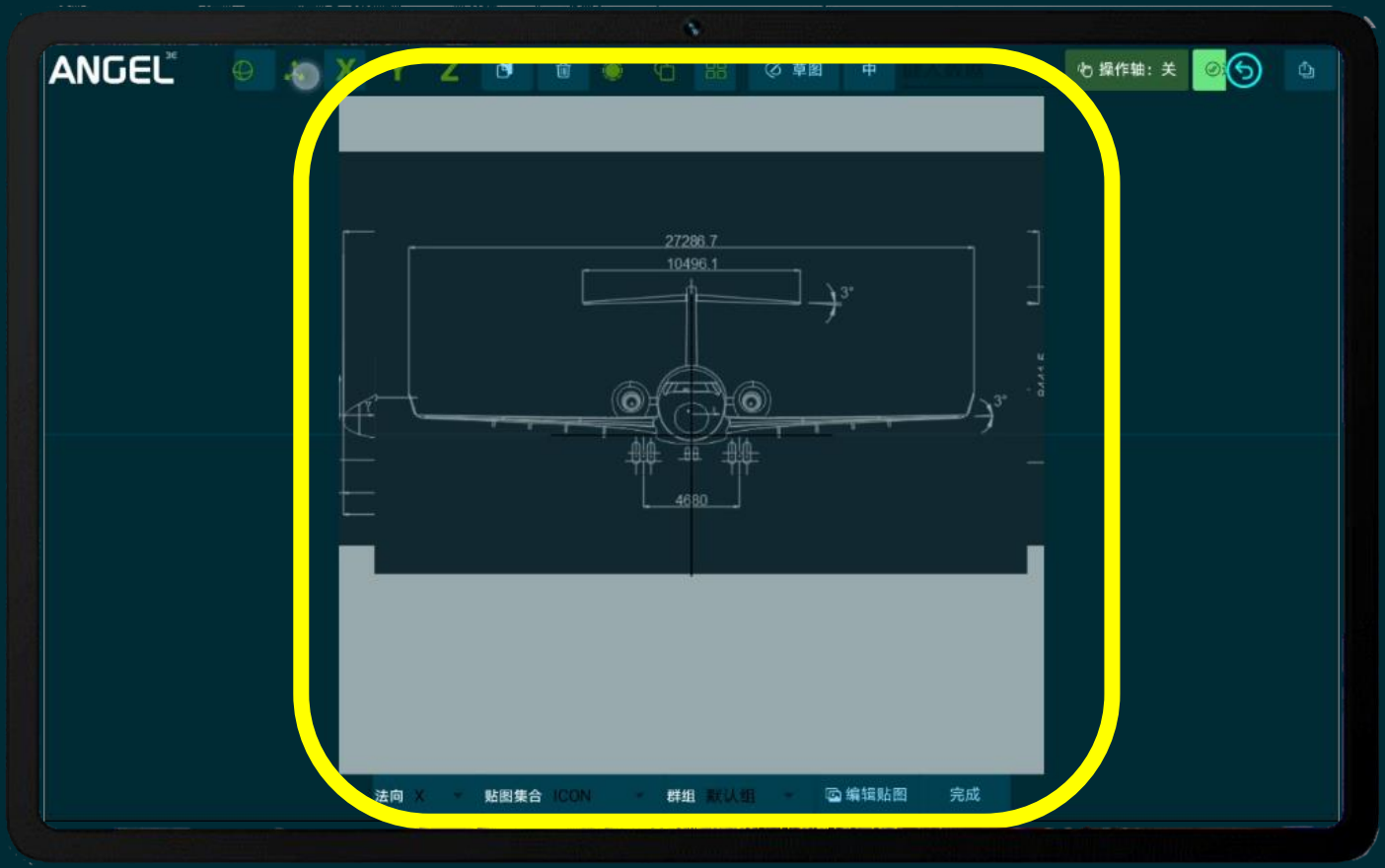
单击左上角退出
打开参考图
进入草图绘制



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首先绘制
中部机身截面
第一个点Y坐标为0

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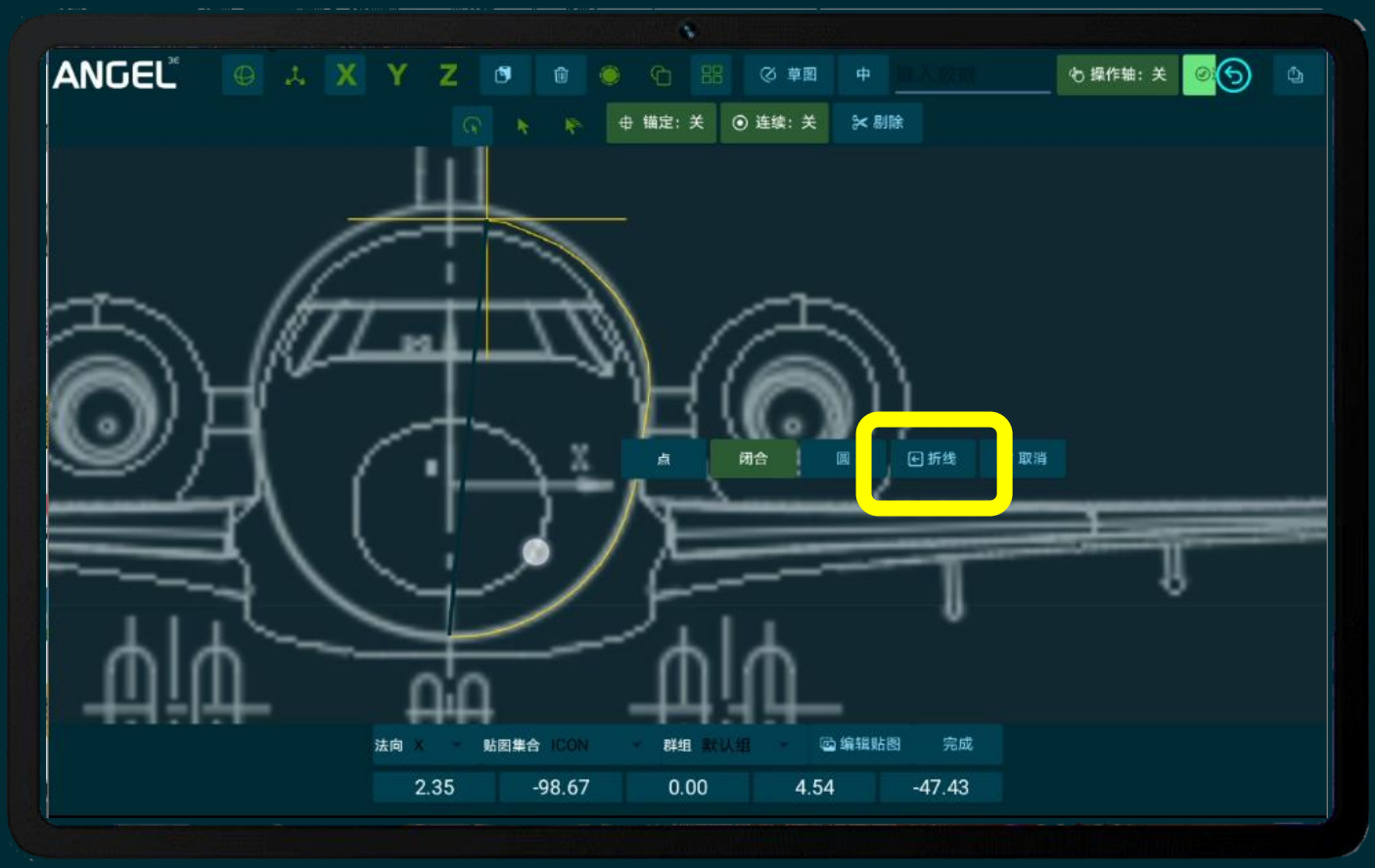
点击“折线”
完成绘制



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点击“镜像”使得此边缘对称且闭合

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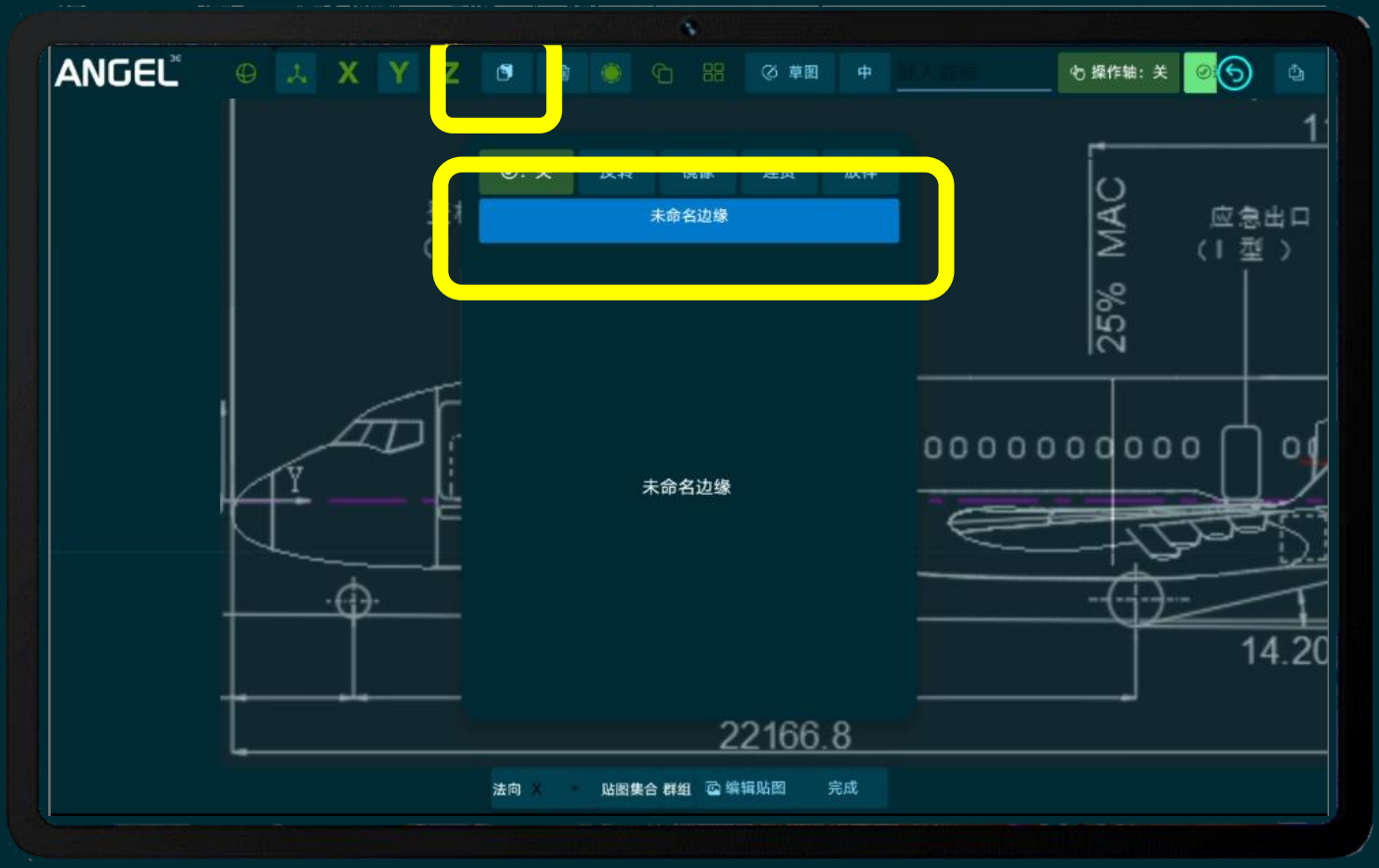
选中边缘
创建副本



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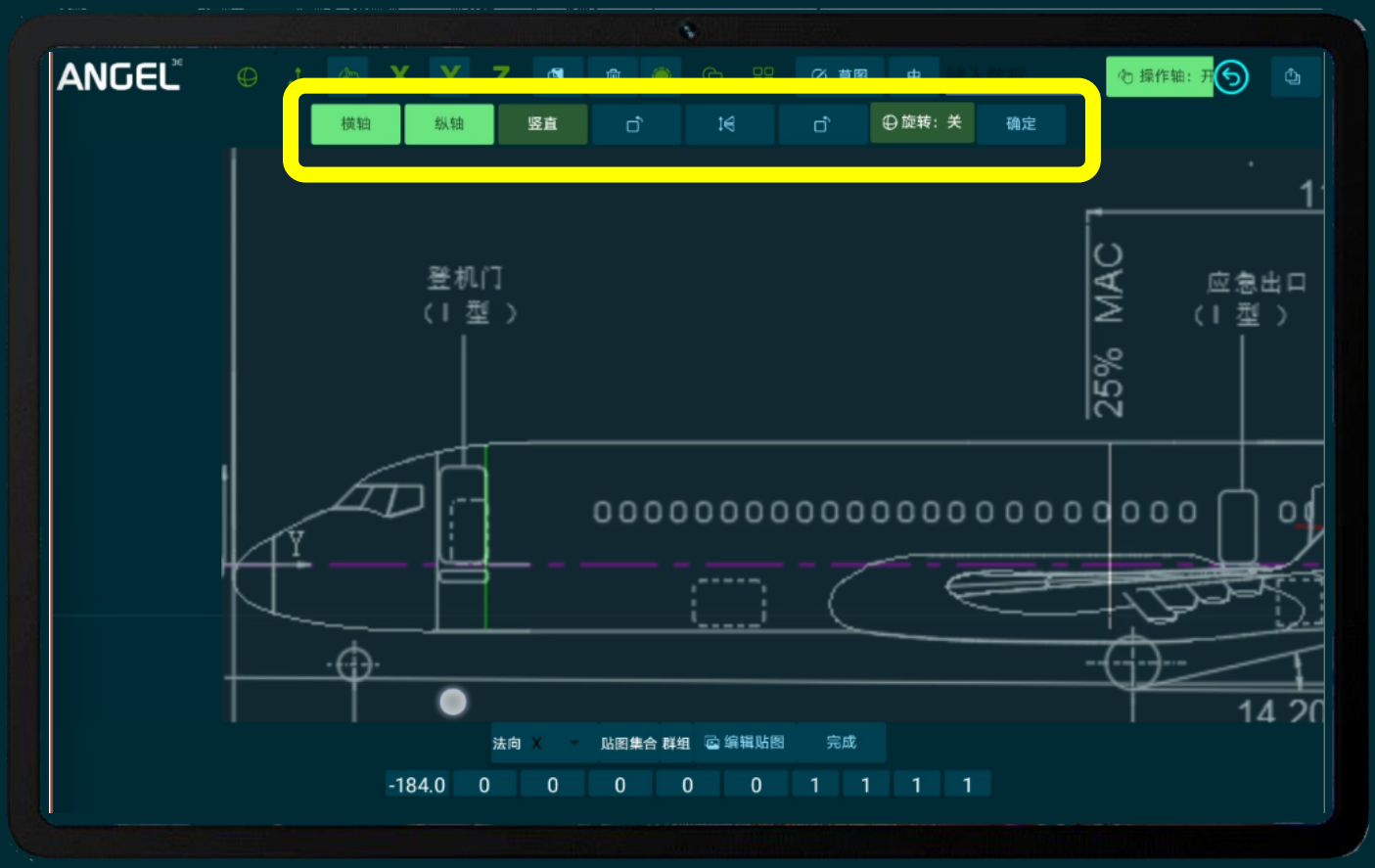
打开操作轴
移动边缘
到指定位置



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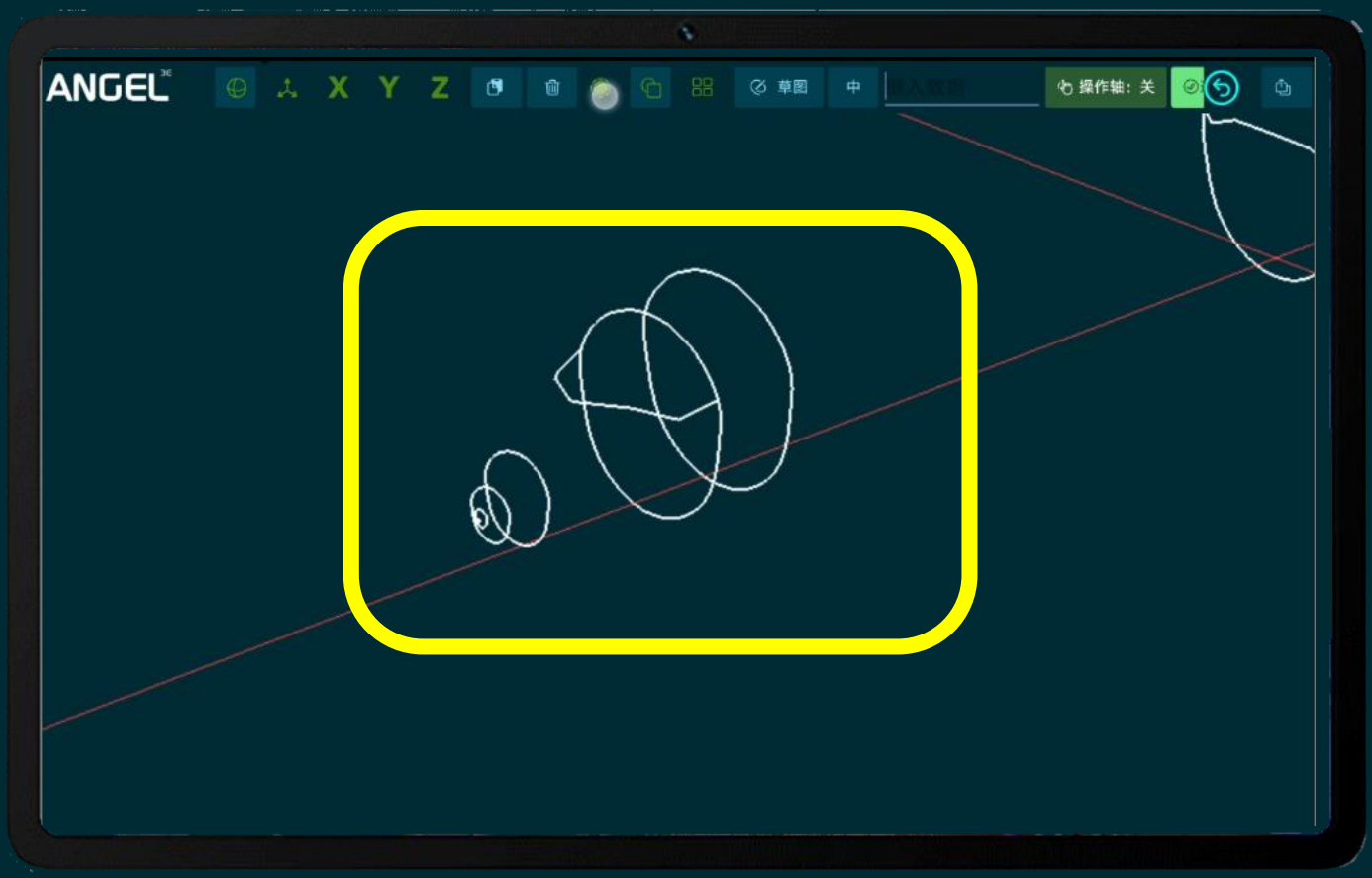
进入草图绘制
选择边缘
剔除前端或去除末端
节选线段

ANGEL

设计
机头部分



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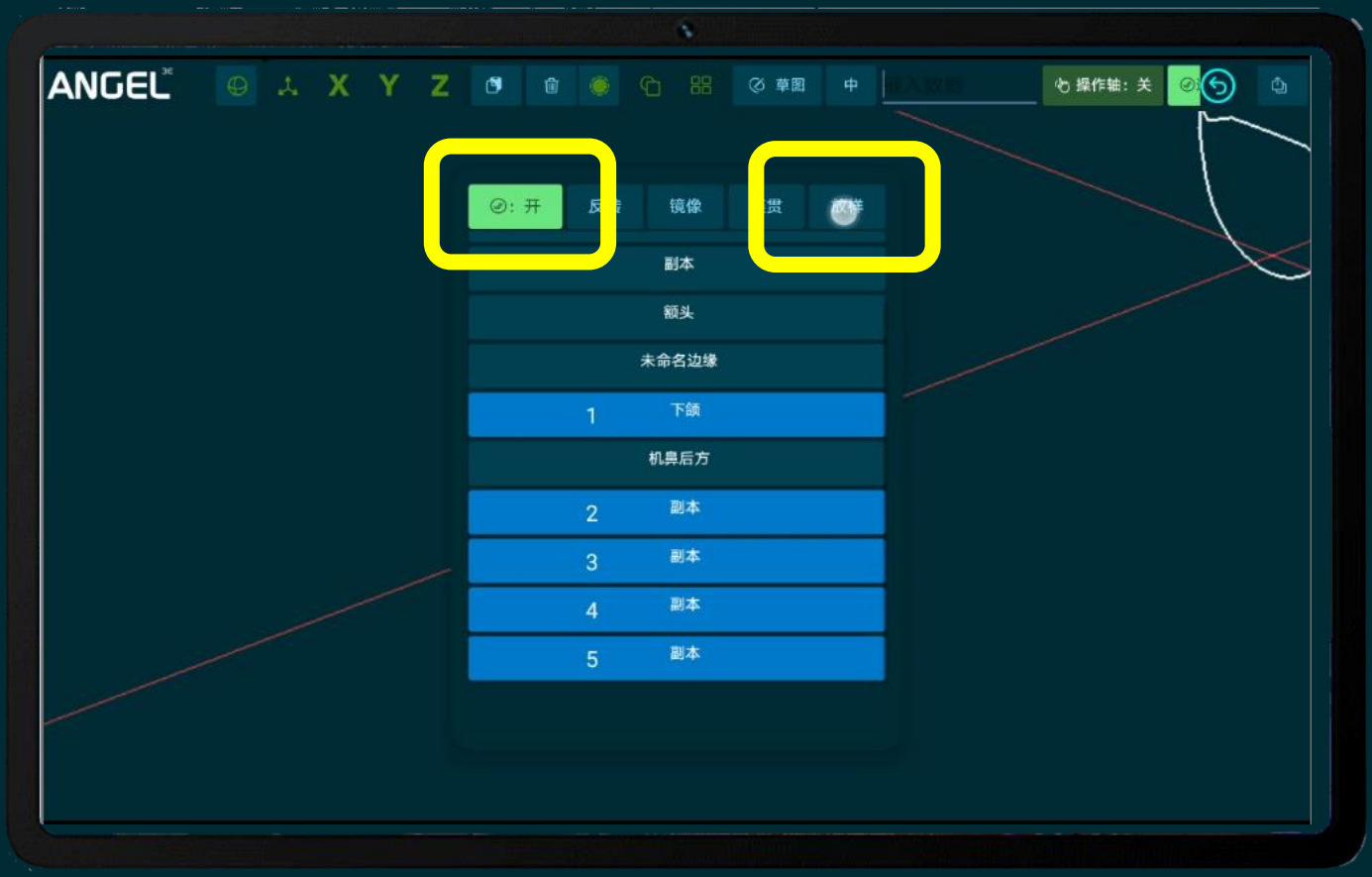
多选后放样
注意线框顺序
与线框端点



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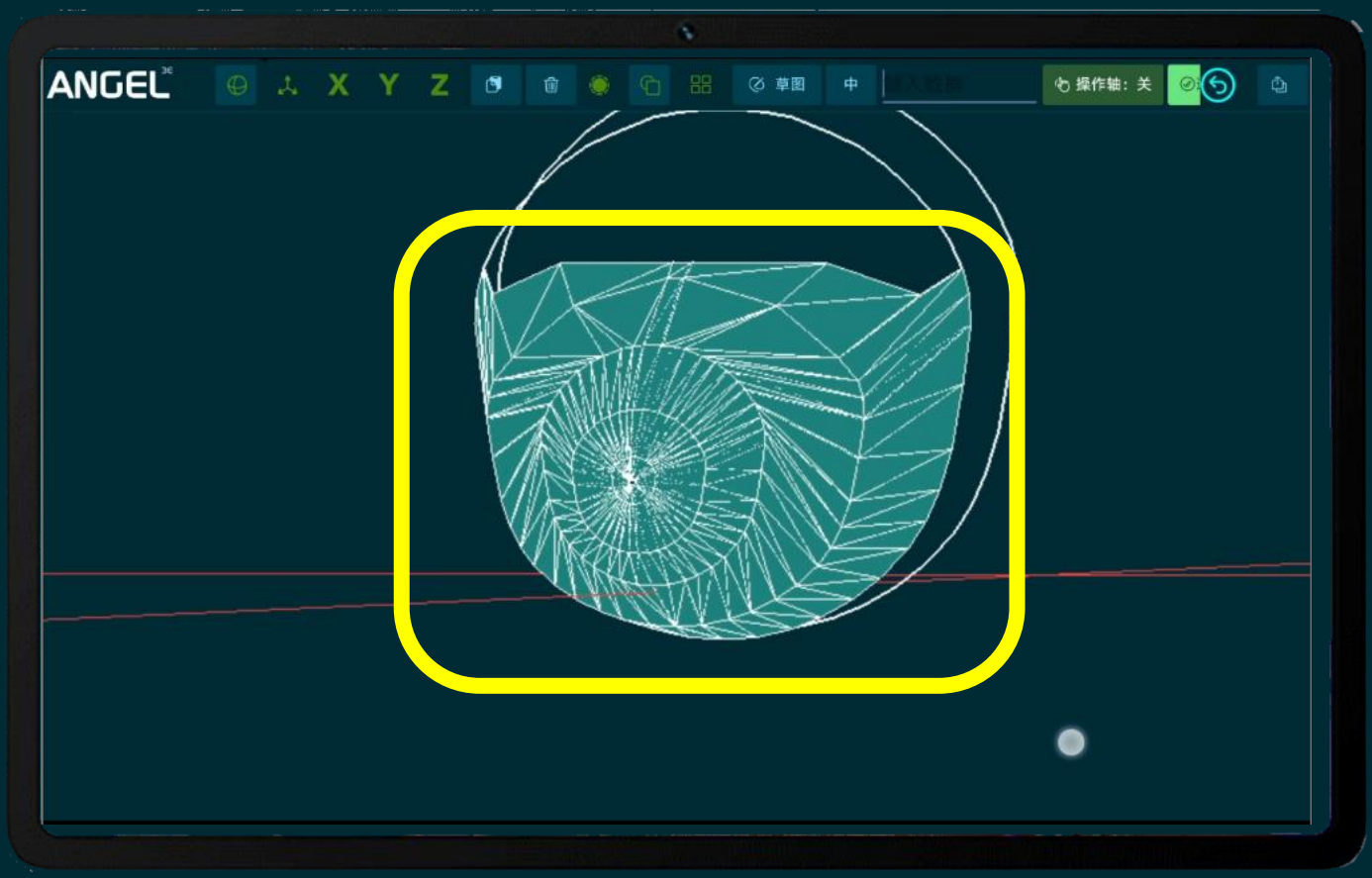
检查
放样效果
筛查扭曲与褶皱



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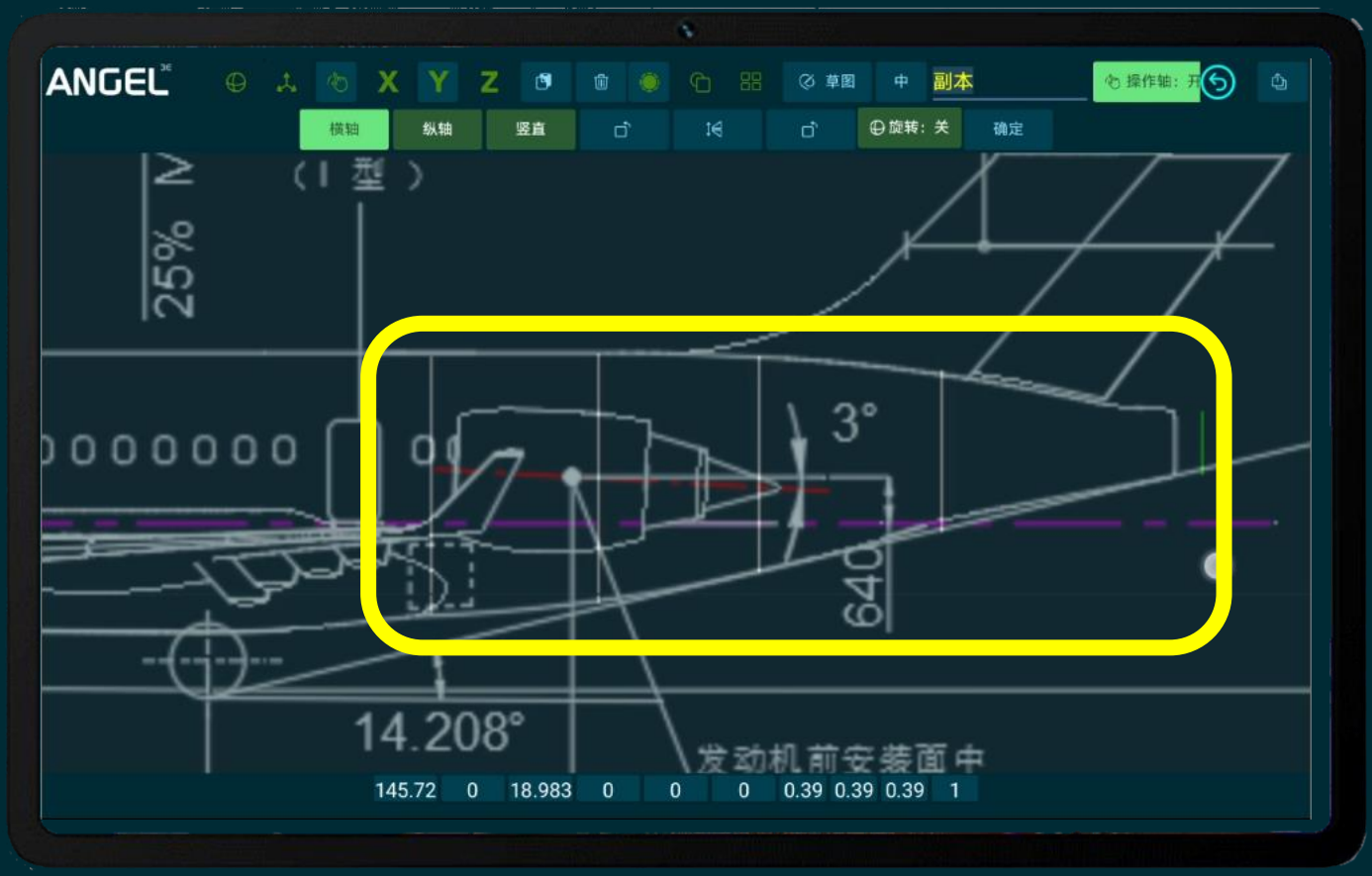
构建更多放样
在副本的基础上缩放
以变换形状



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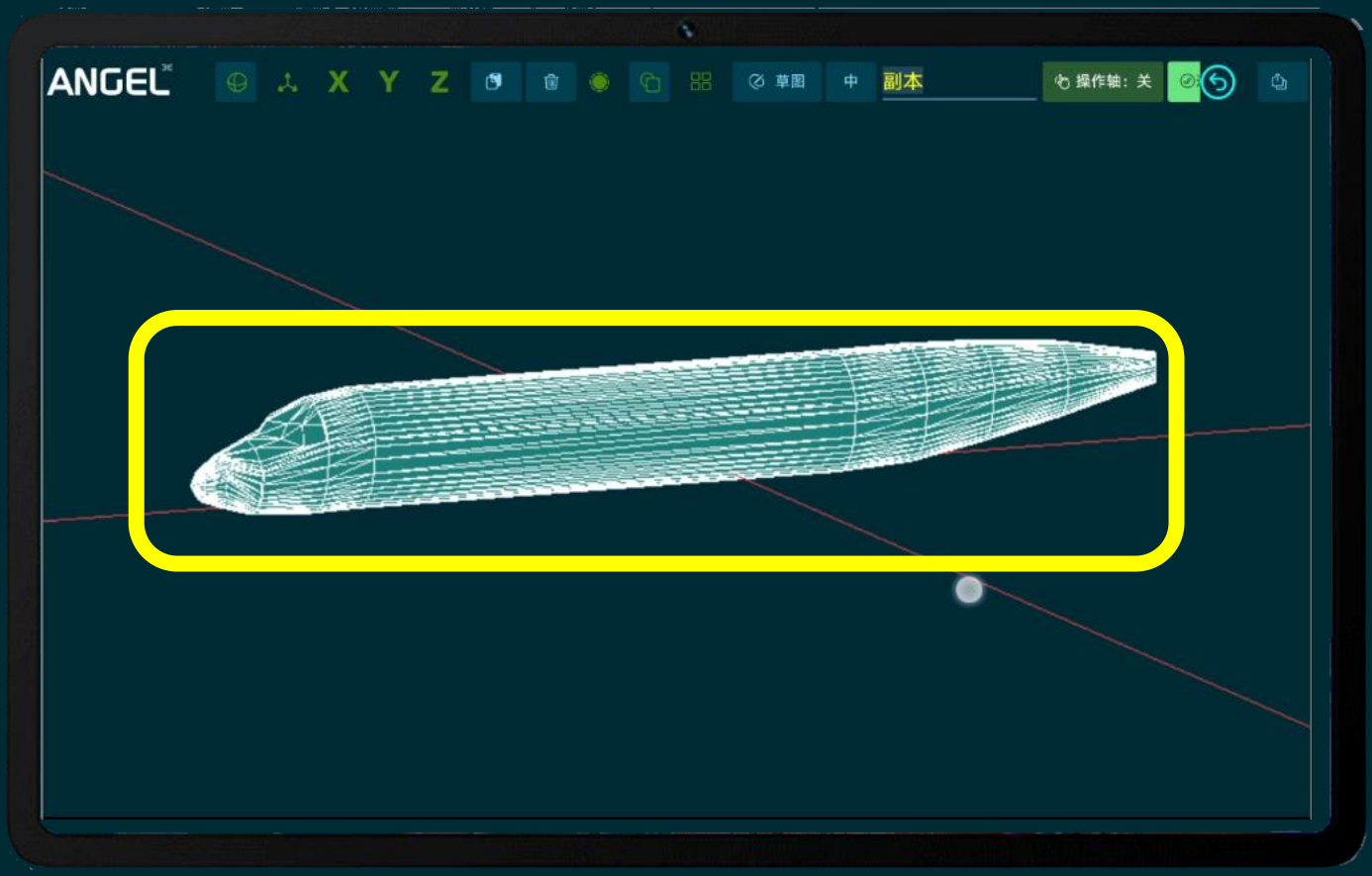
检查
构建完成的机身
是否存在缺陷



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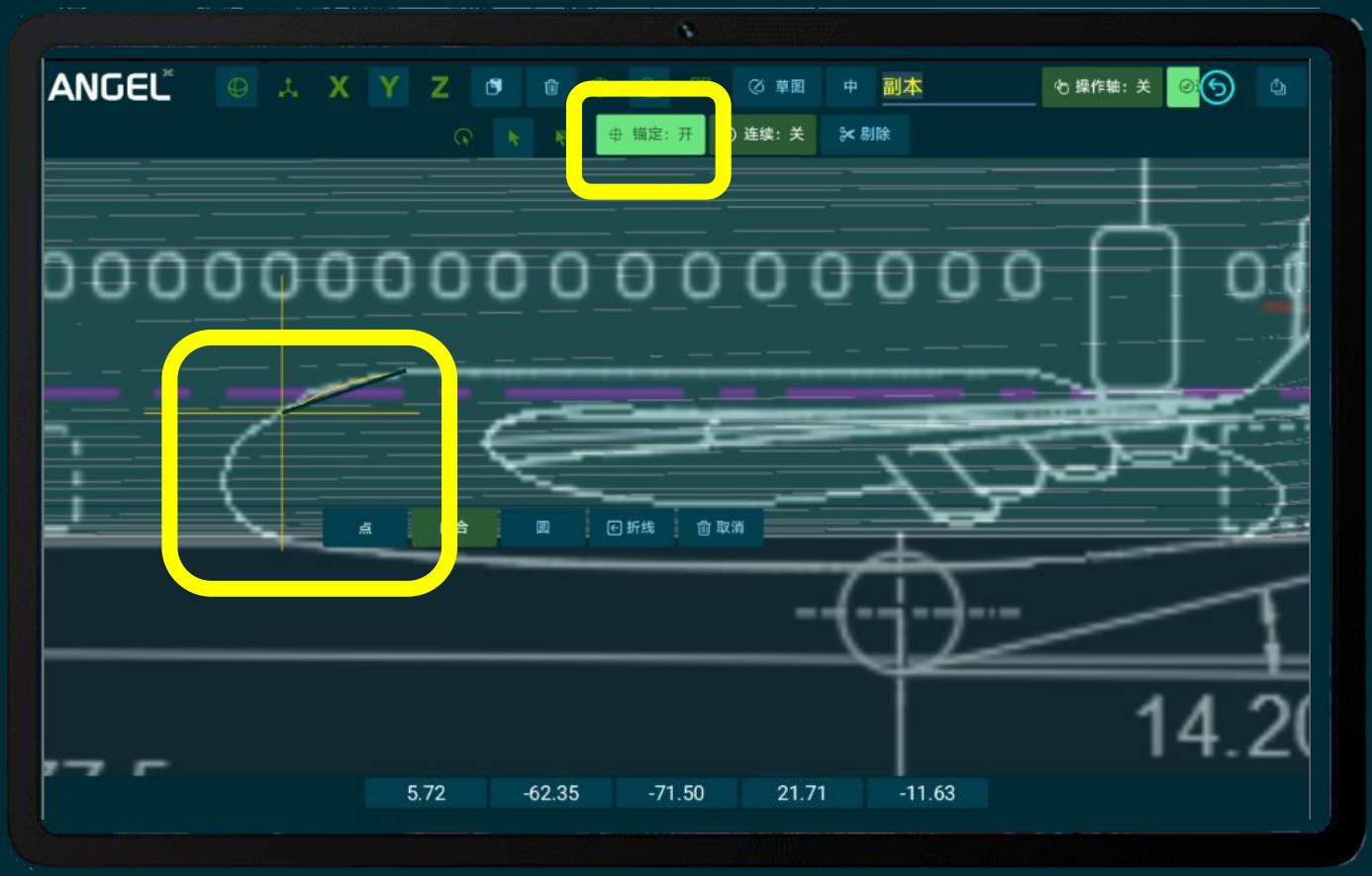
开启锚定
绘制机腹边缘
使节点均匀而密集



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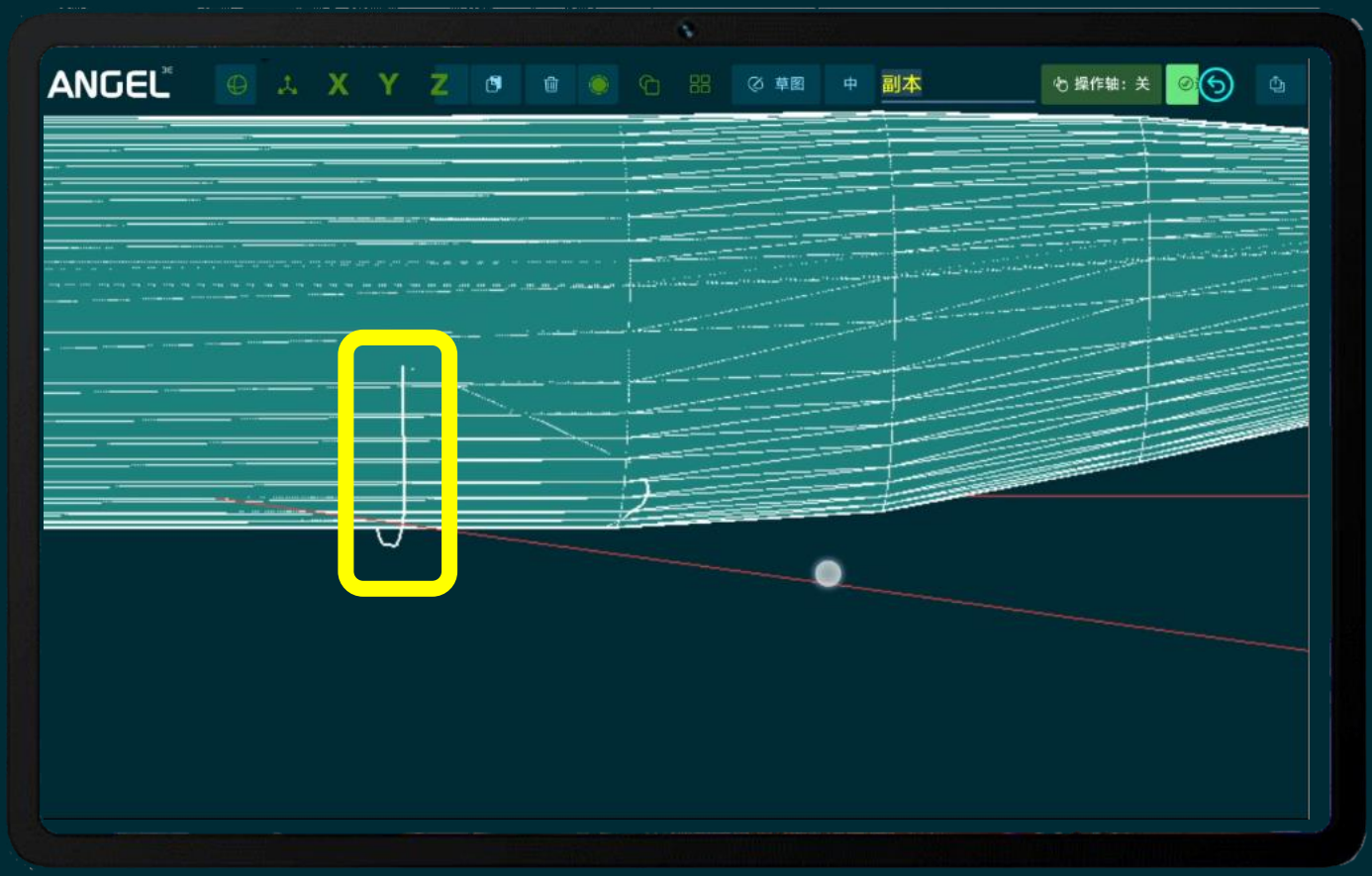
中框
仅需第一个点锚定
绘制后镜像此边缘



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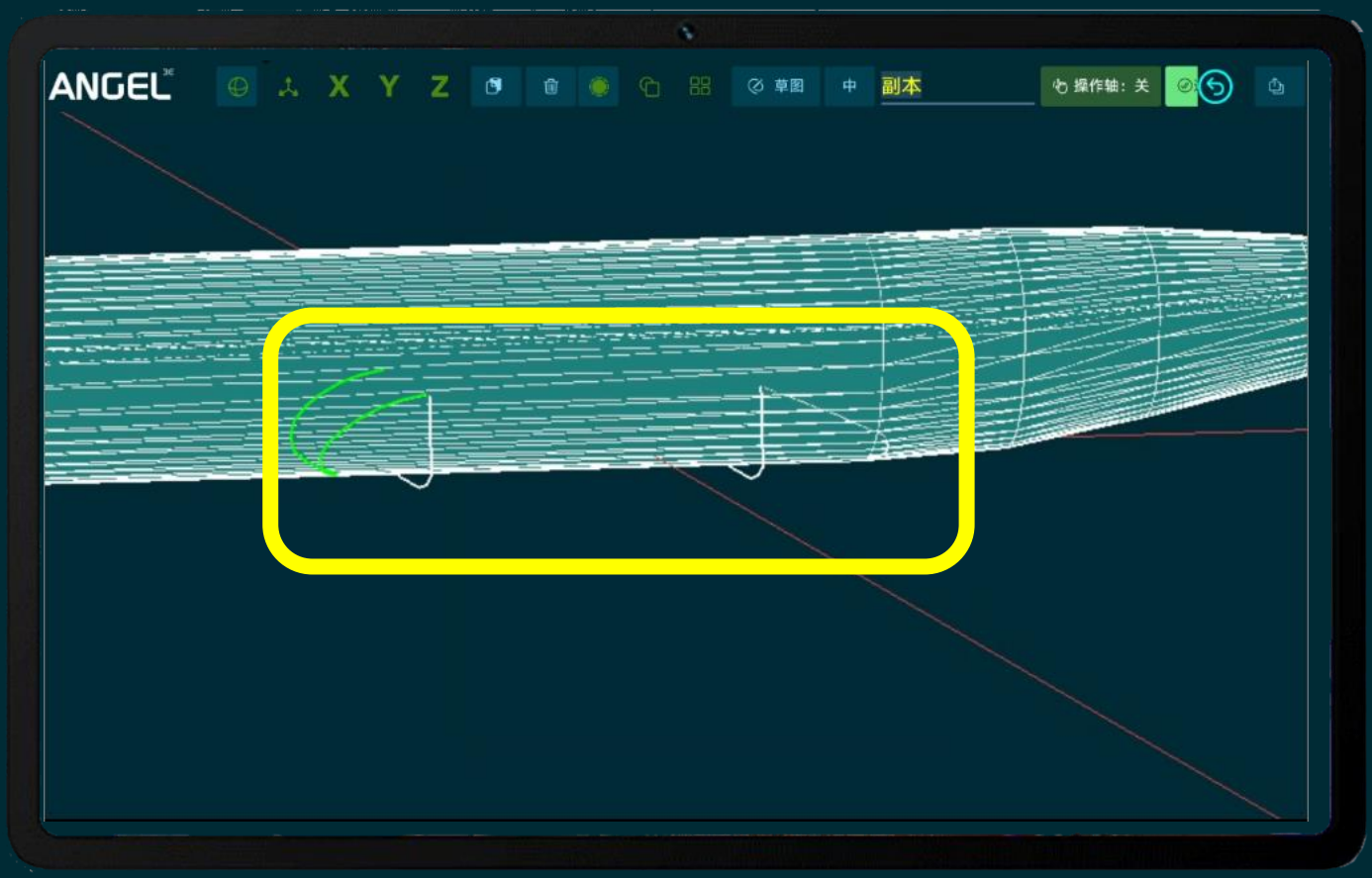
绘制完成的机腹边缘



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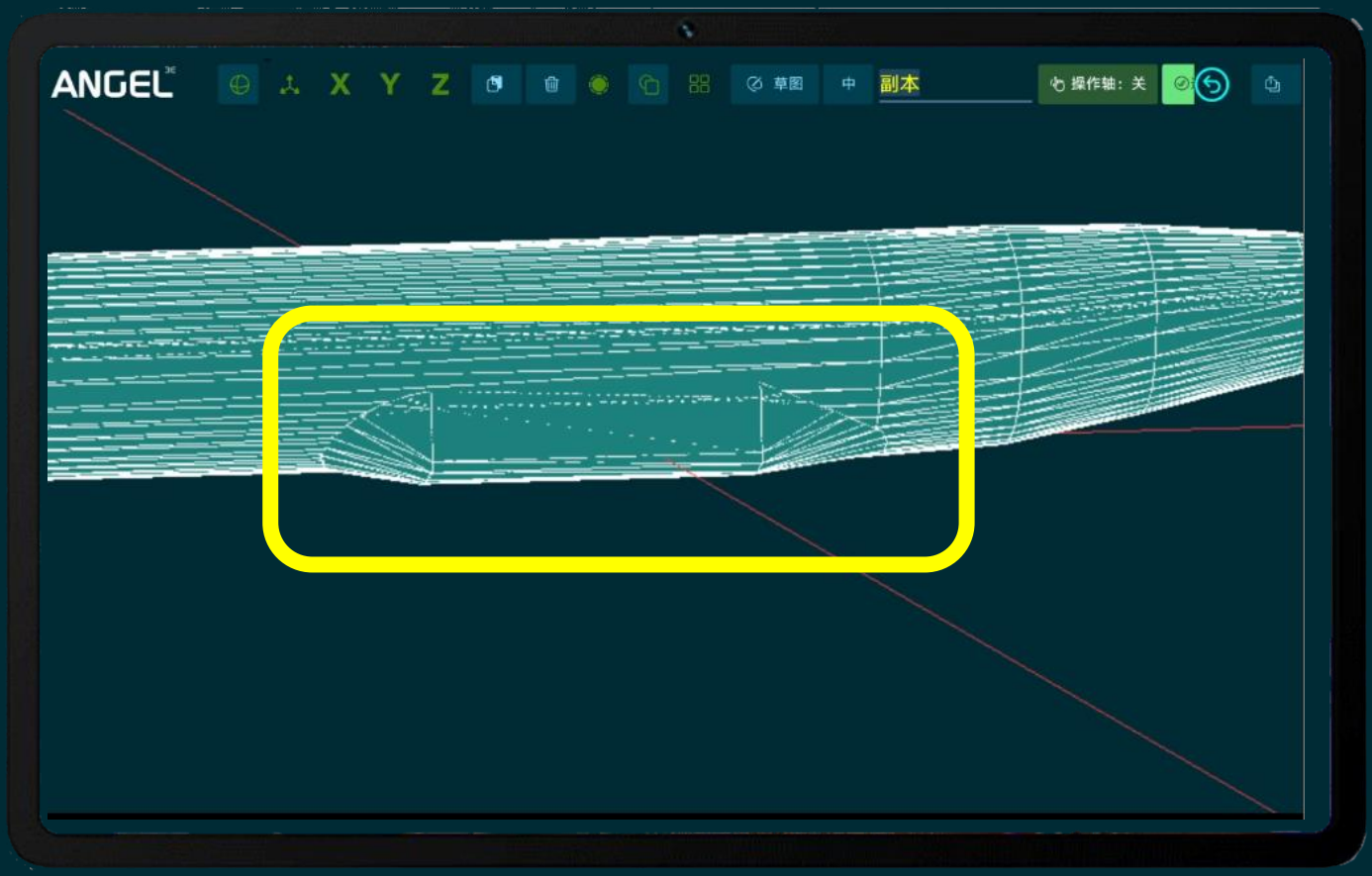
绘制完成的机腹组件



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开启锚定
绘制机翼连接处
注意起点在后缘
并需要开启“闭合”

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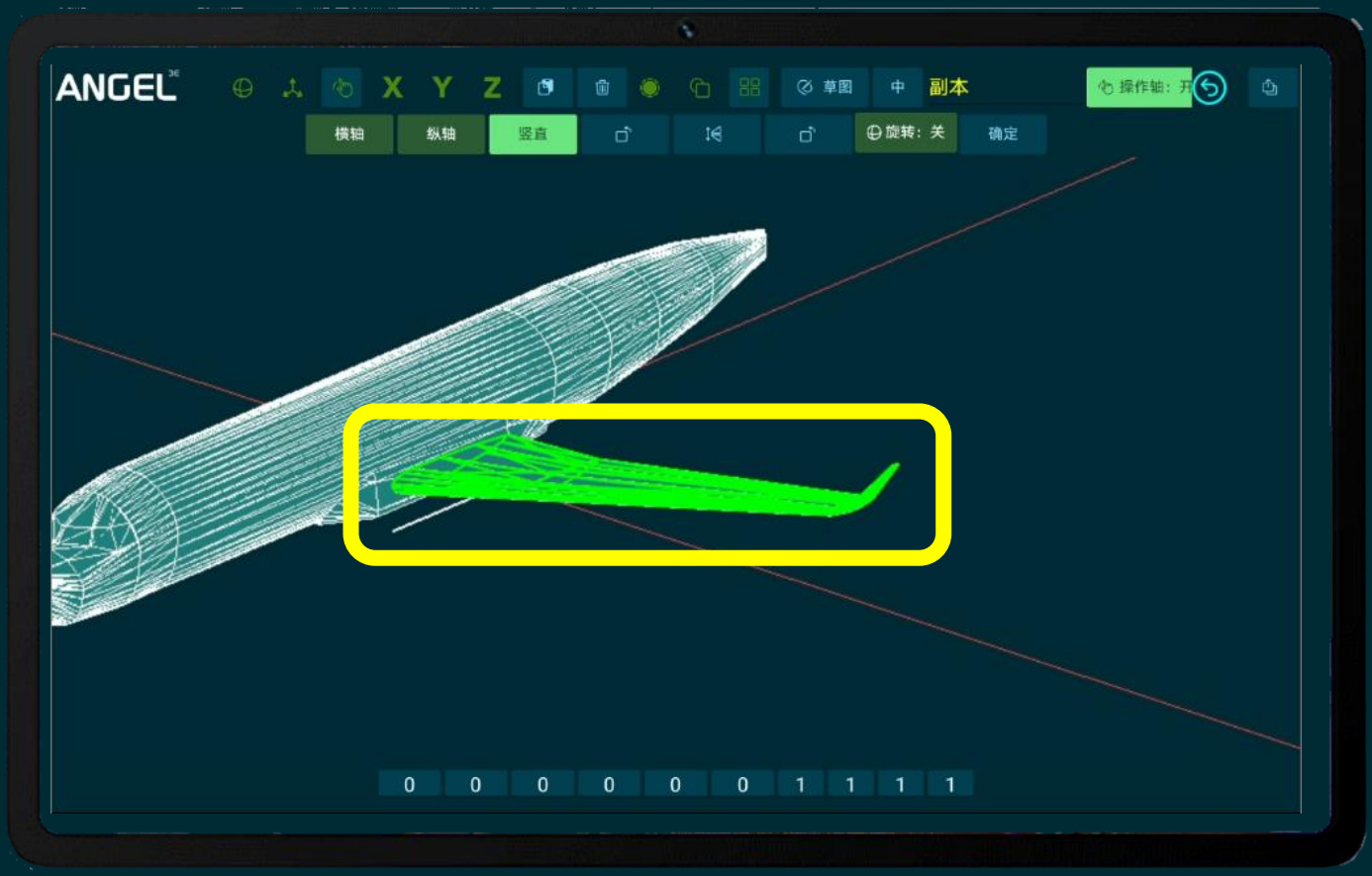
放样，
选中绘制完成的机翼



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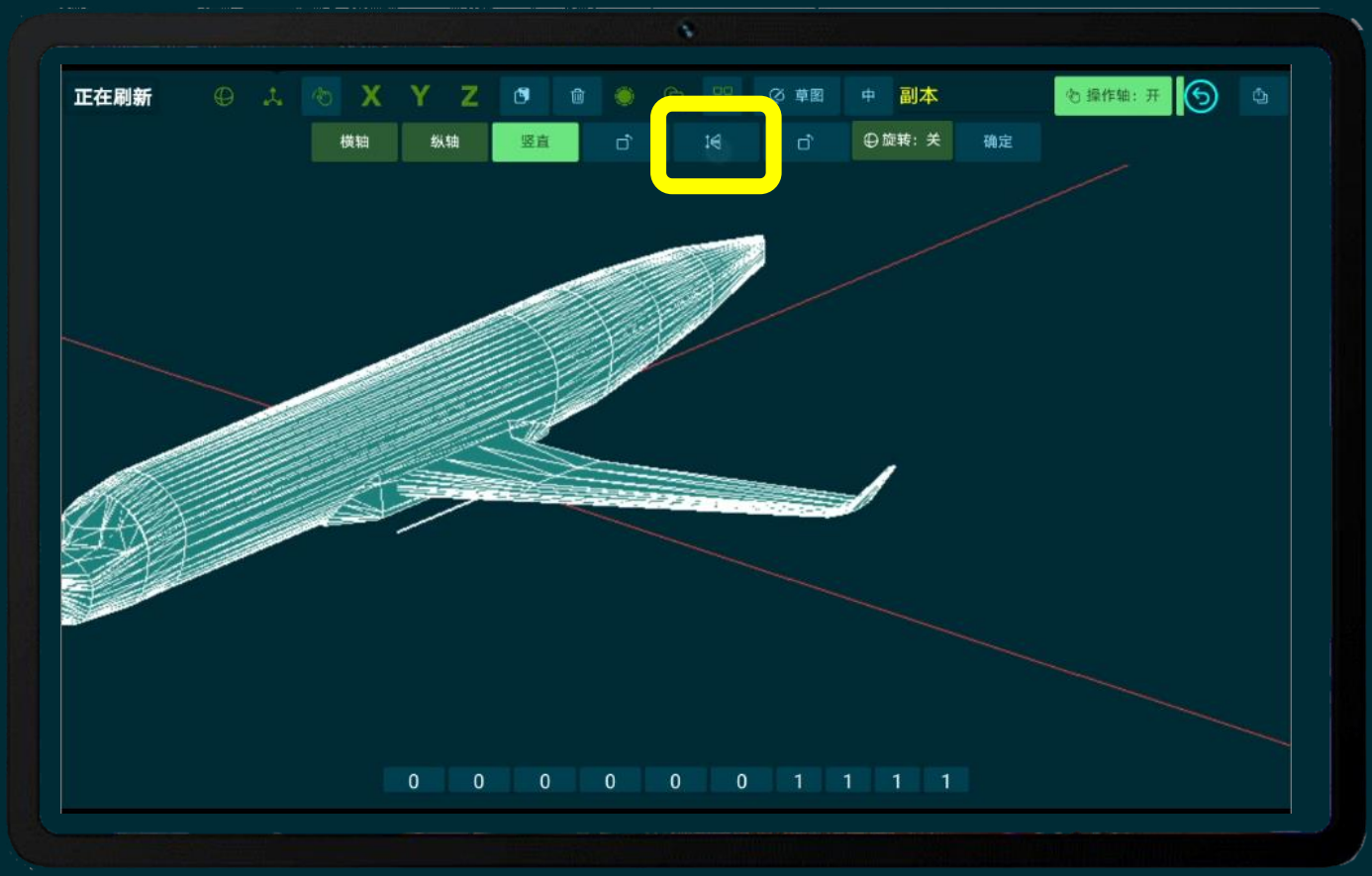
复制机翼
创建镜像



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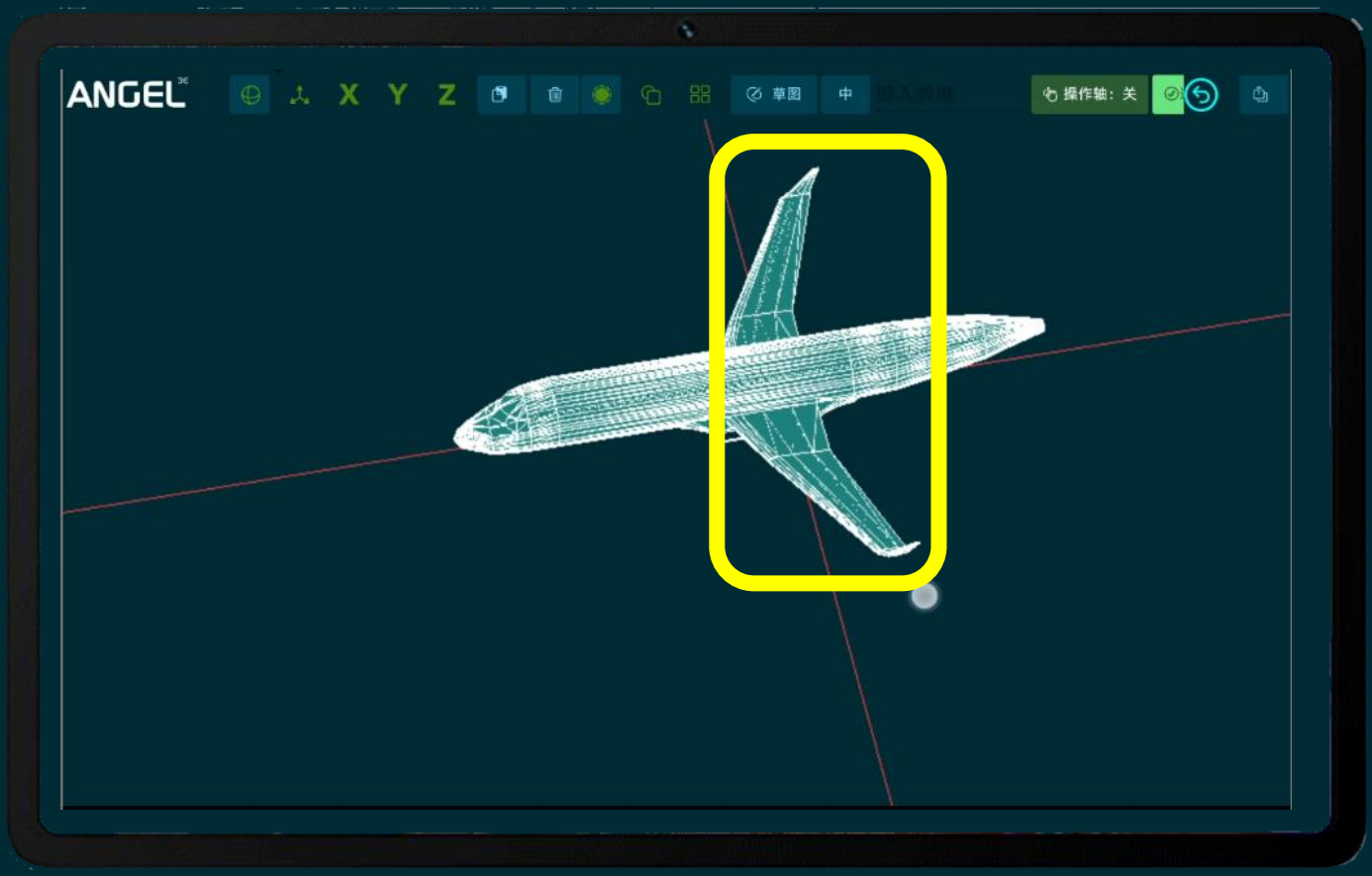
绘制完成的机翼组件



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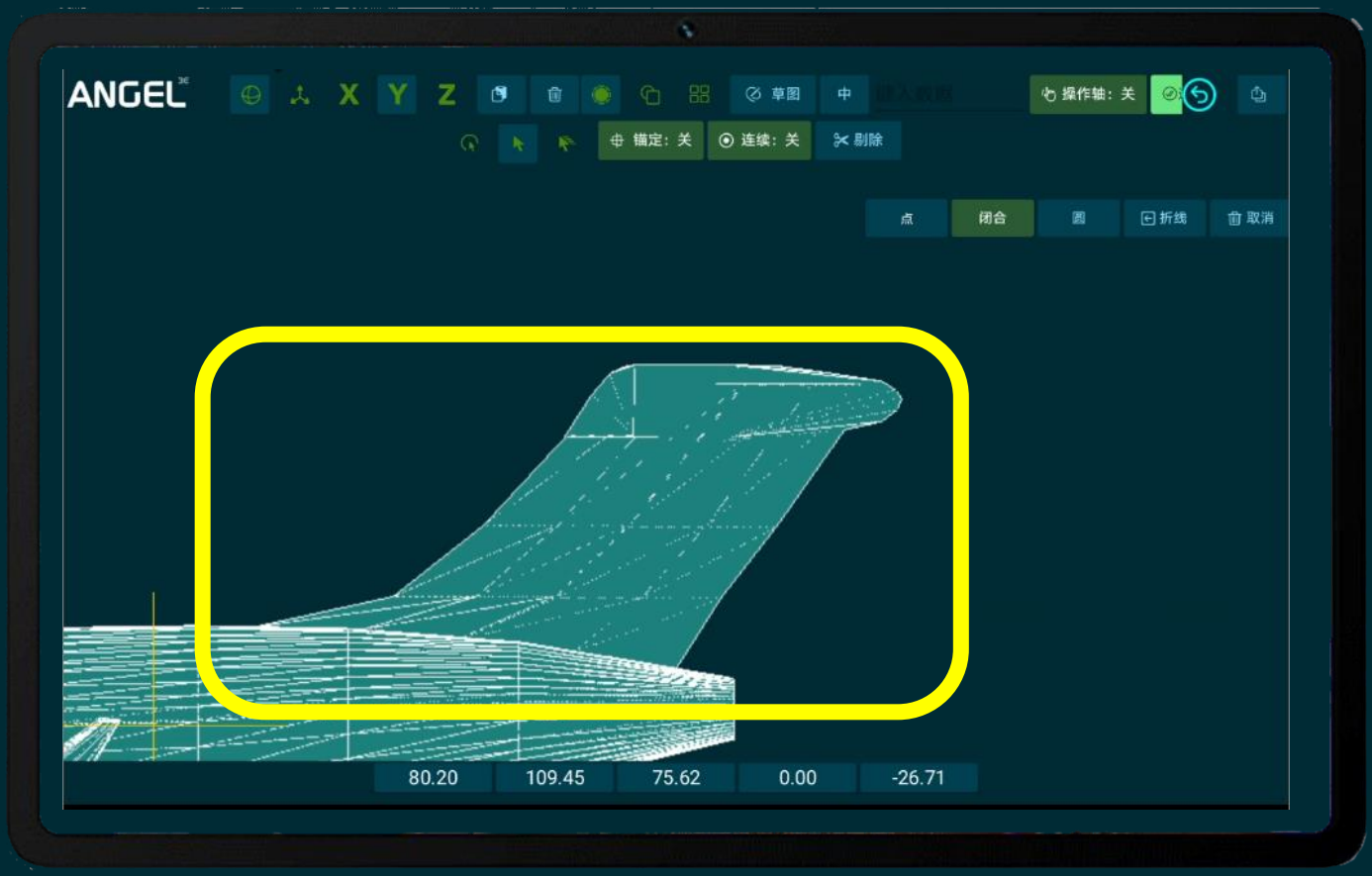
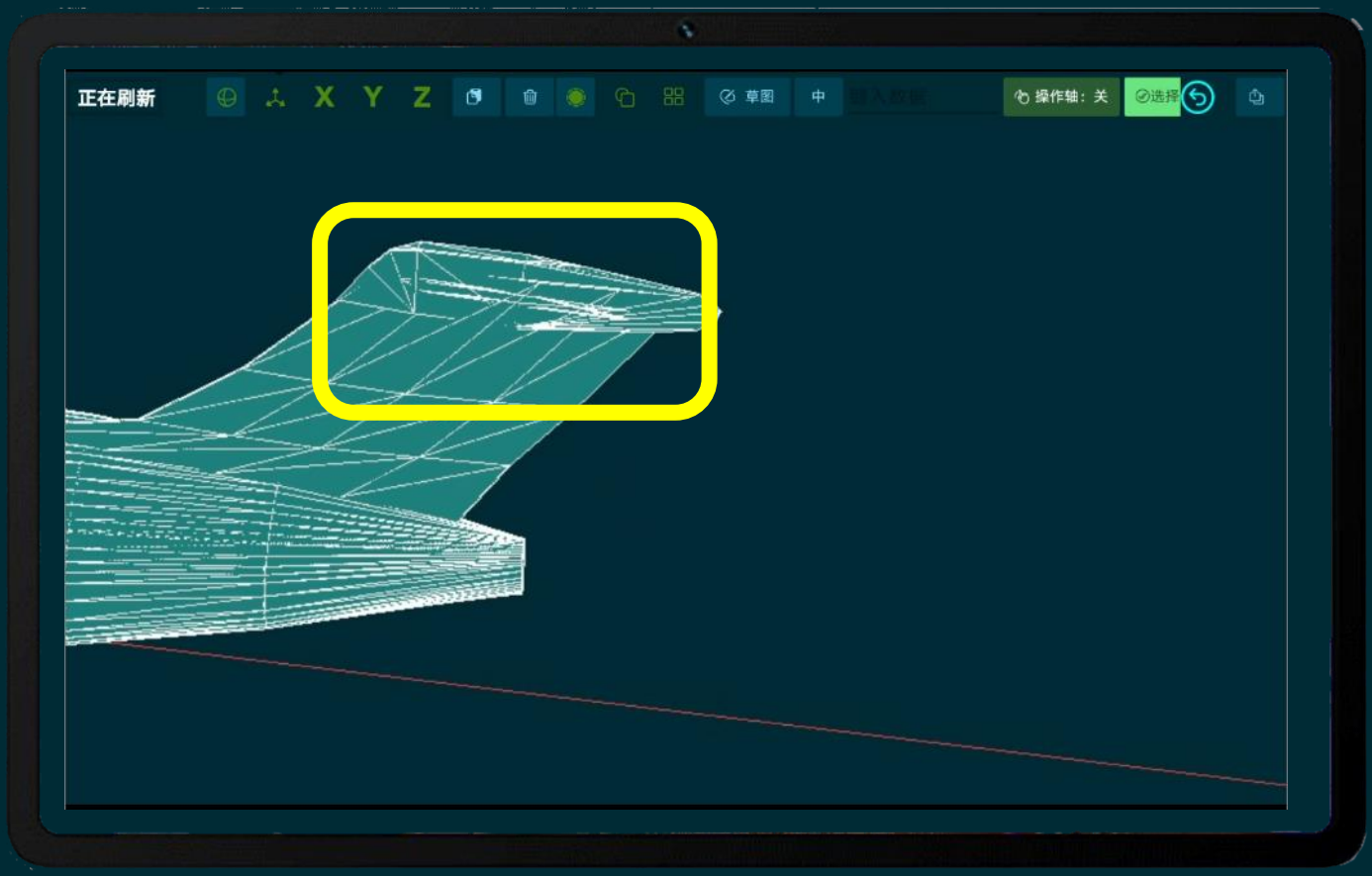
构建垂直尾翼
注意起点Y坐标为0
不要勾选闭合
手动镜像线框



ANGEL

开启锚定，
绘制水平尾翼连接处



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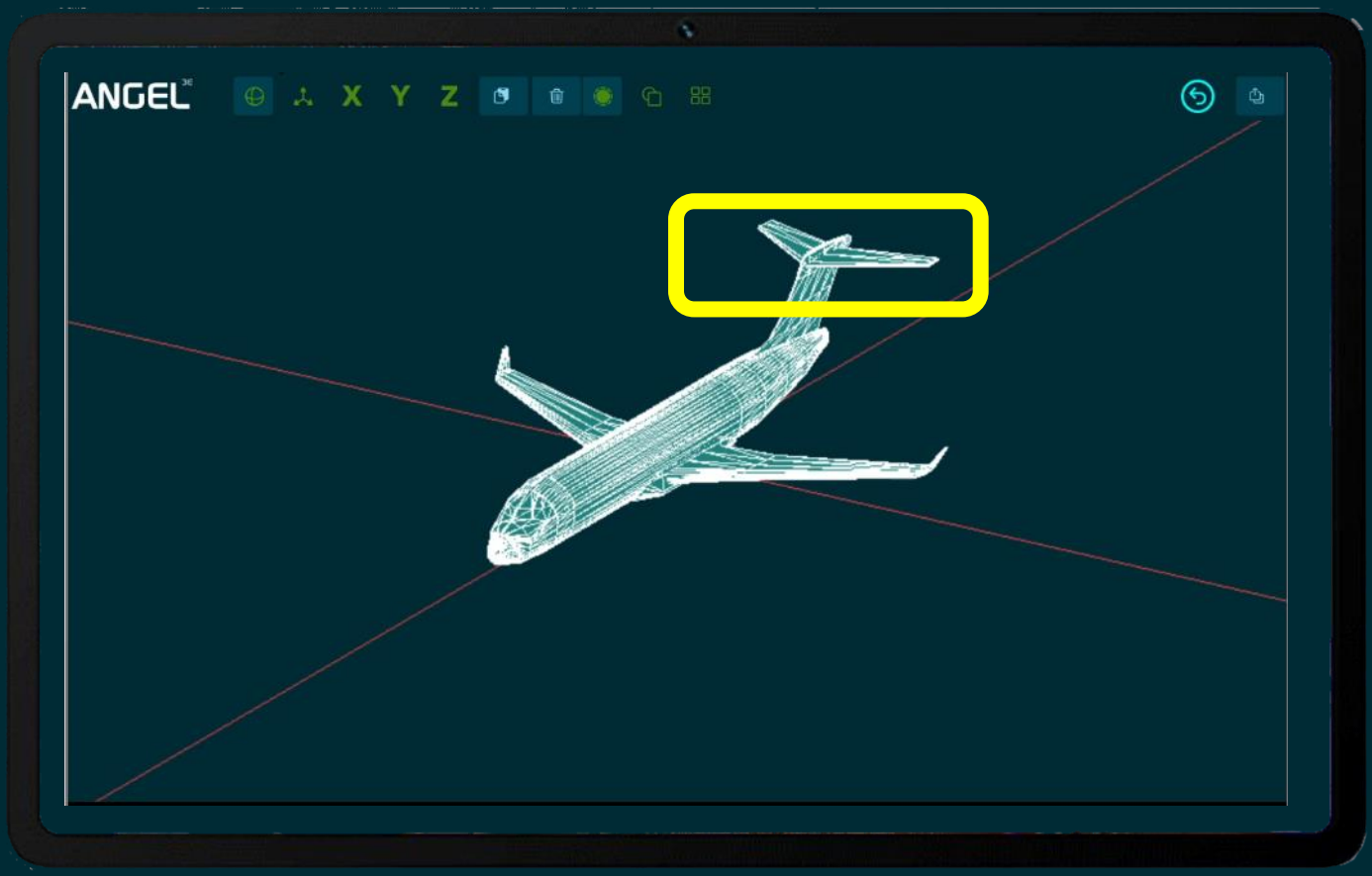
绘制完成的
水平尾翼组件



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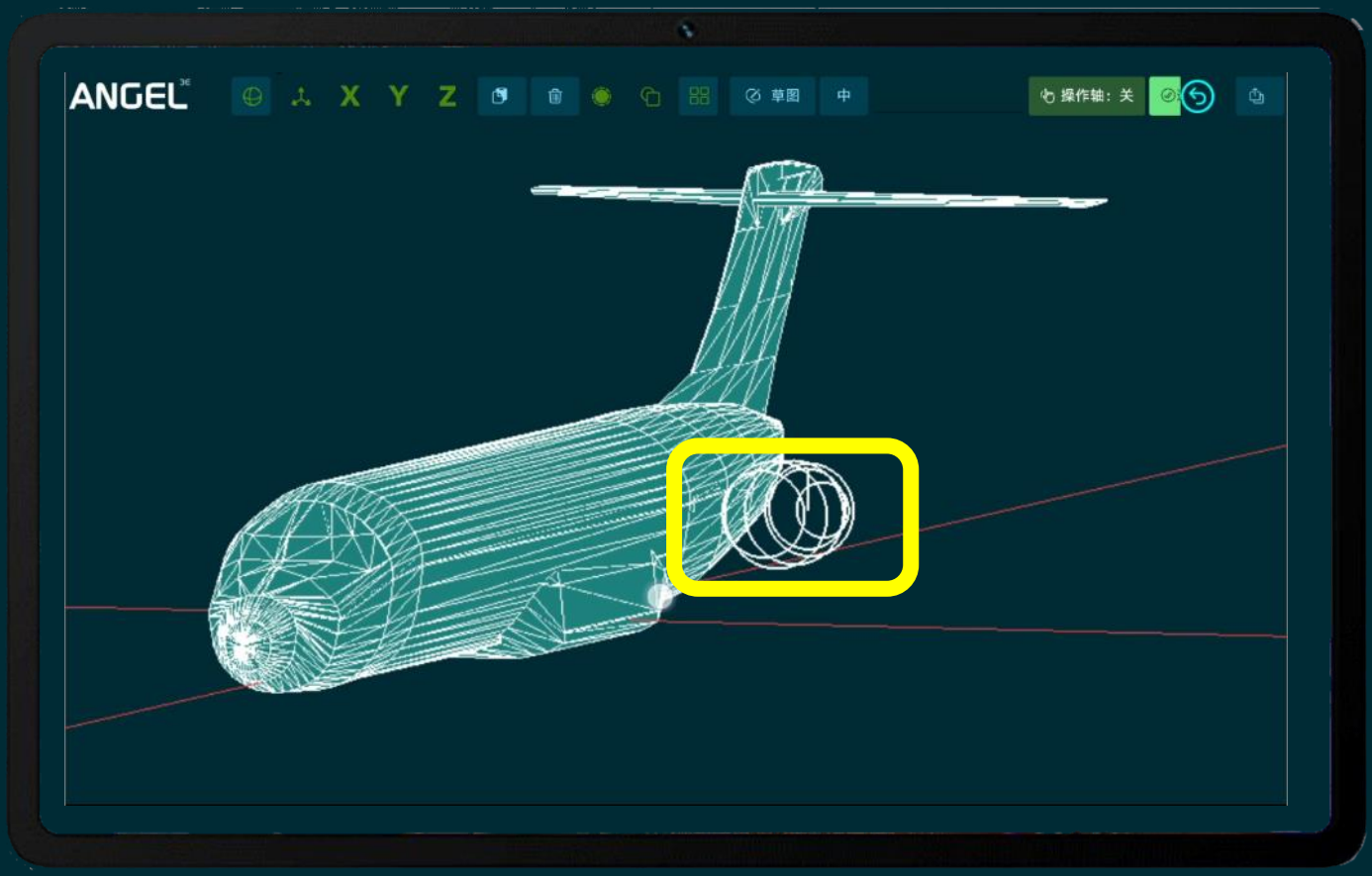
绘制多个圆形
注意点击“圆”时的面
即为圆所在的面



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将零件分组
切换到组页面
隐藏遮挡的零件

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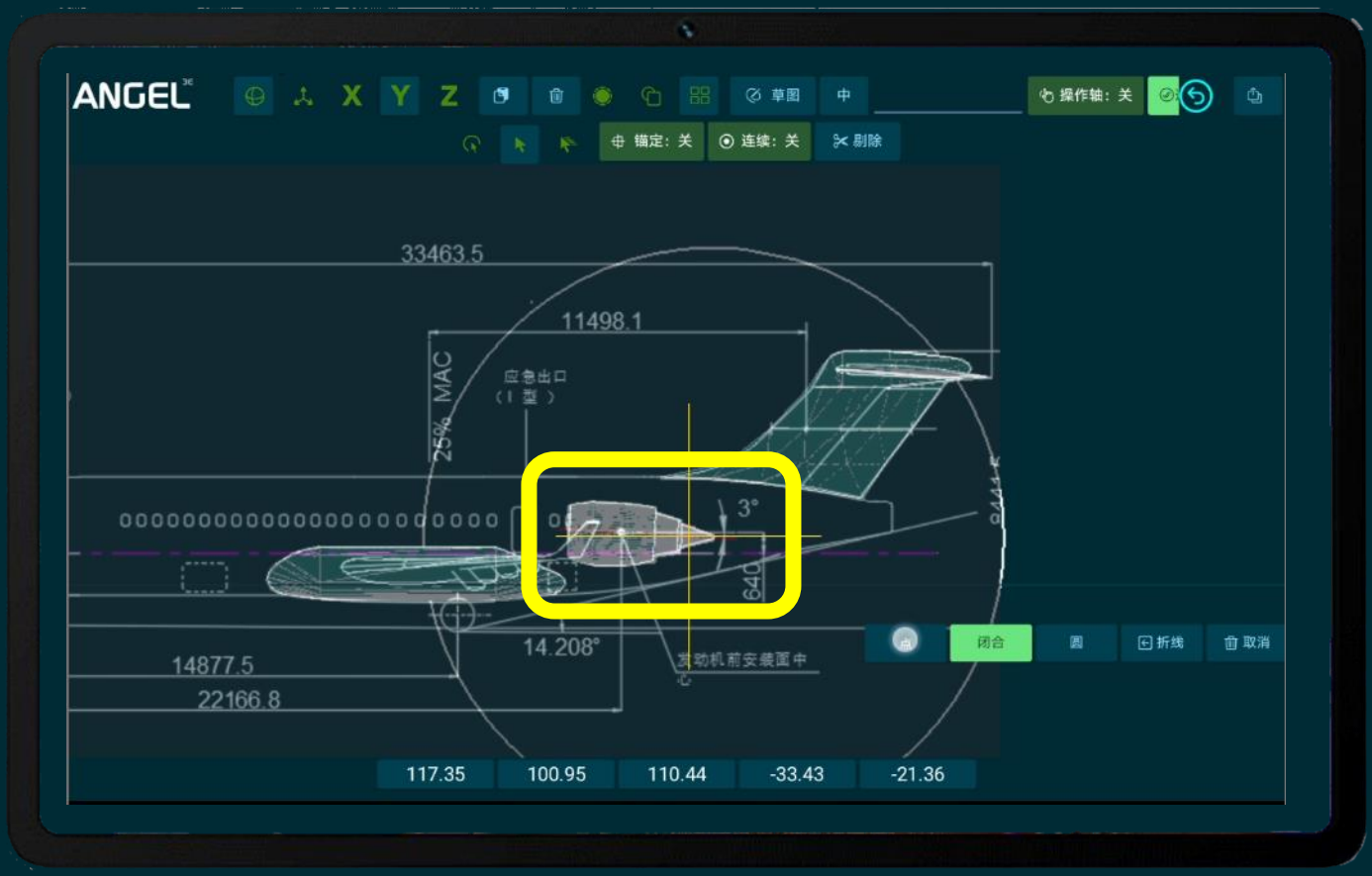
开启锚定
第二次点击正交面按钮
切换侧面
绘制发动机挂架外侧



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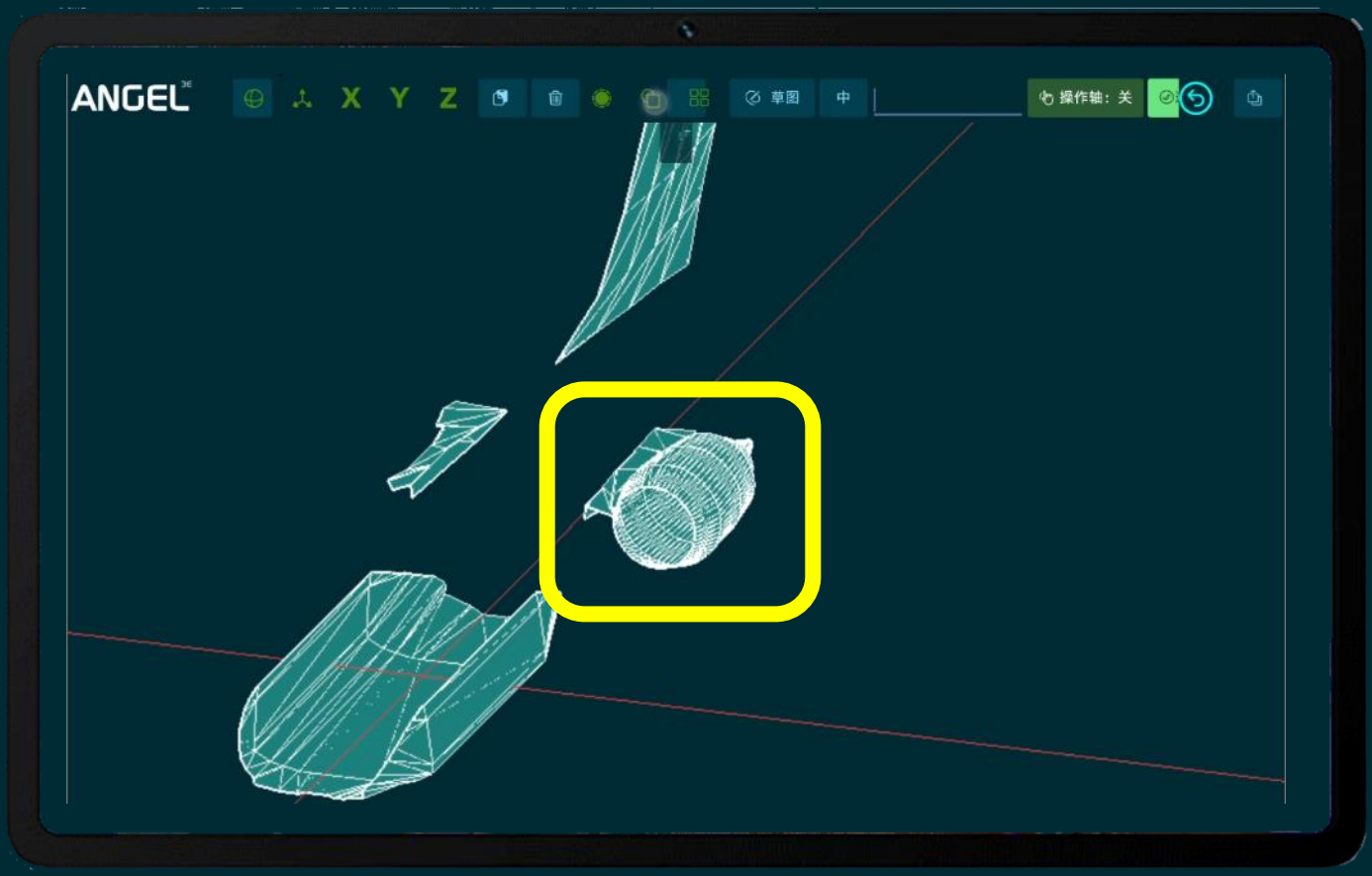
绘制完成的
发动机组件



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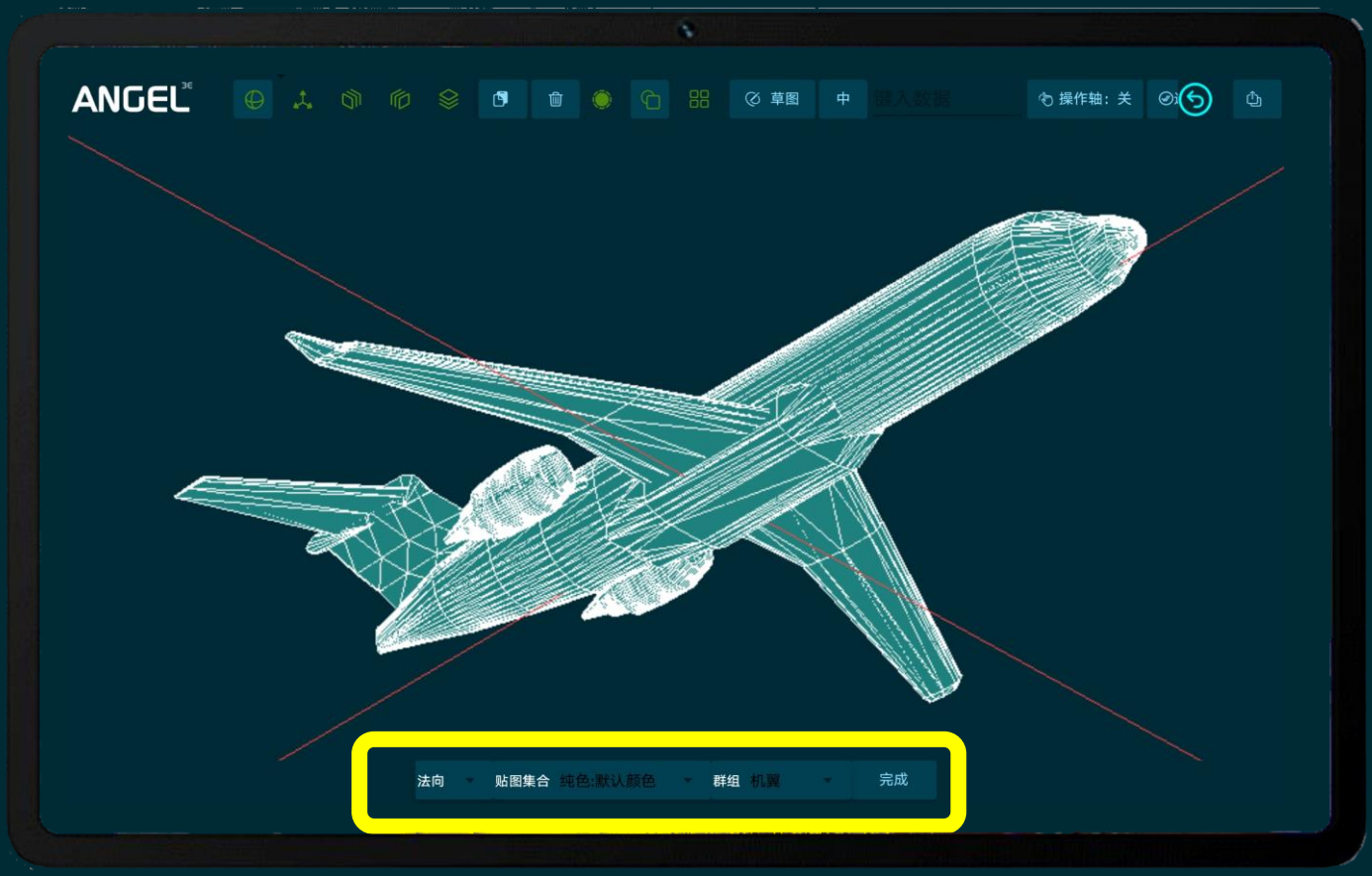
设定飞机的贴图属性



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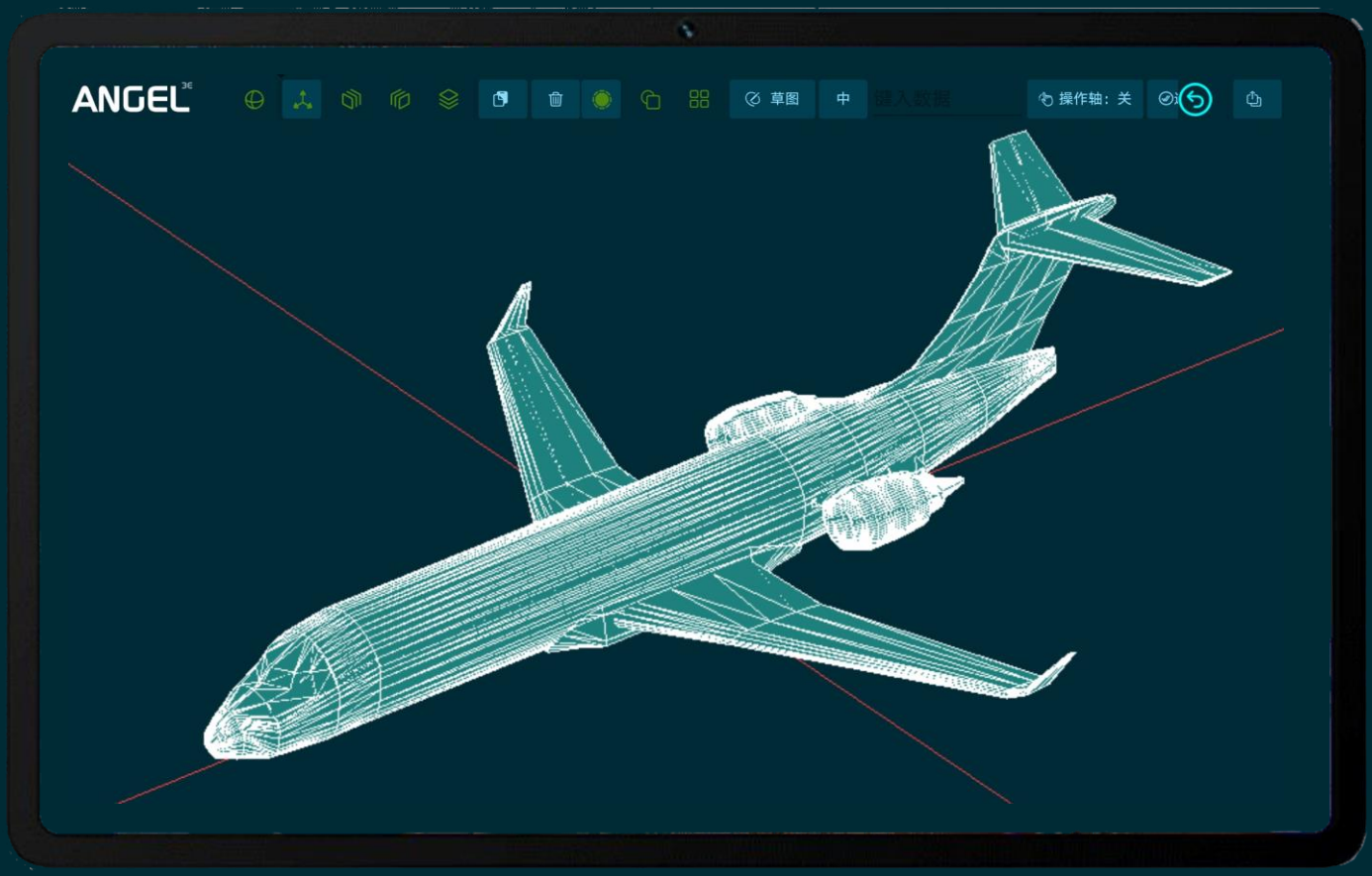
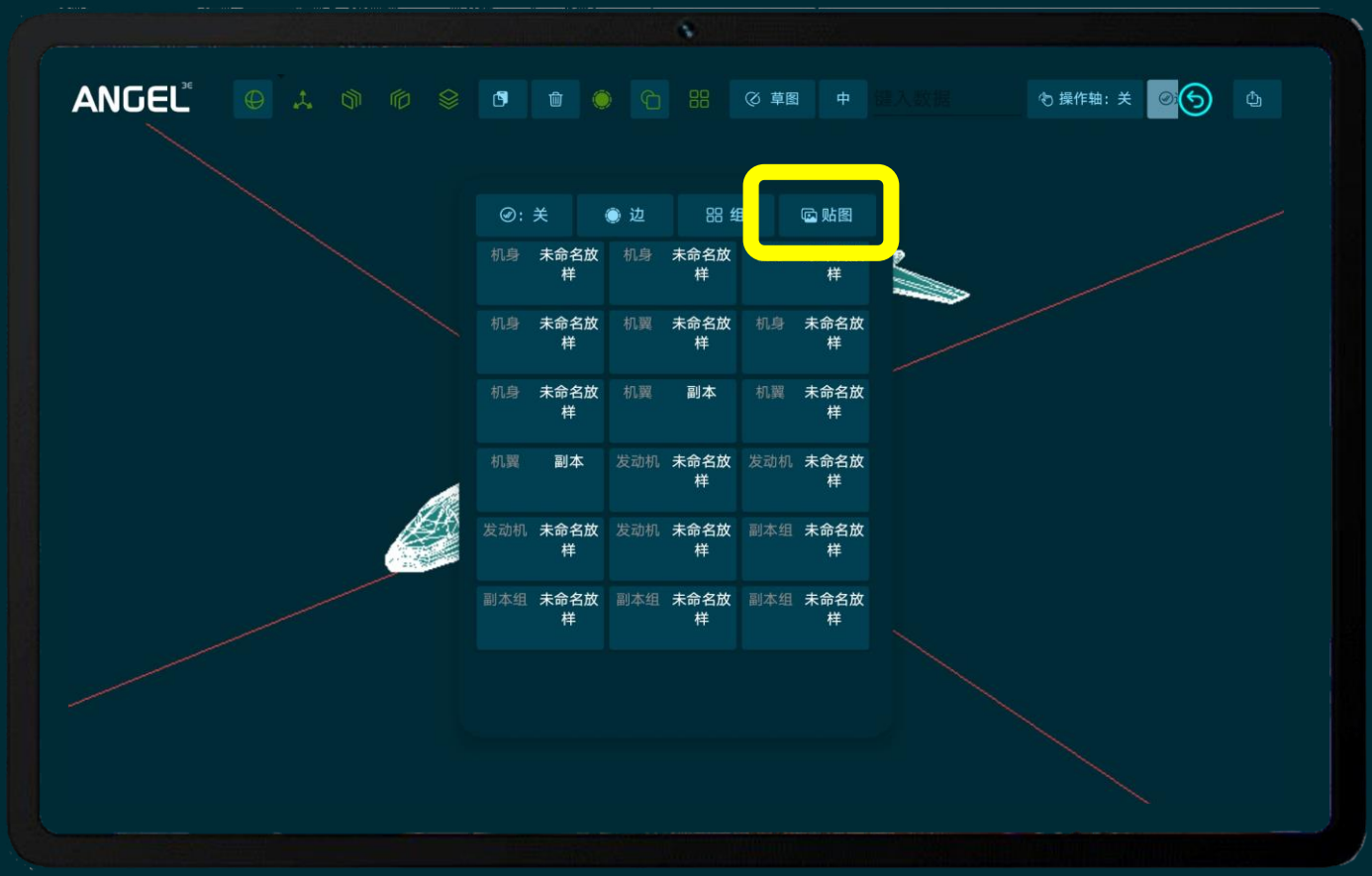
绘制完成的
ARJ21-700



ANGEL

长按按钮
进入贴图编辑



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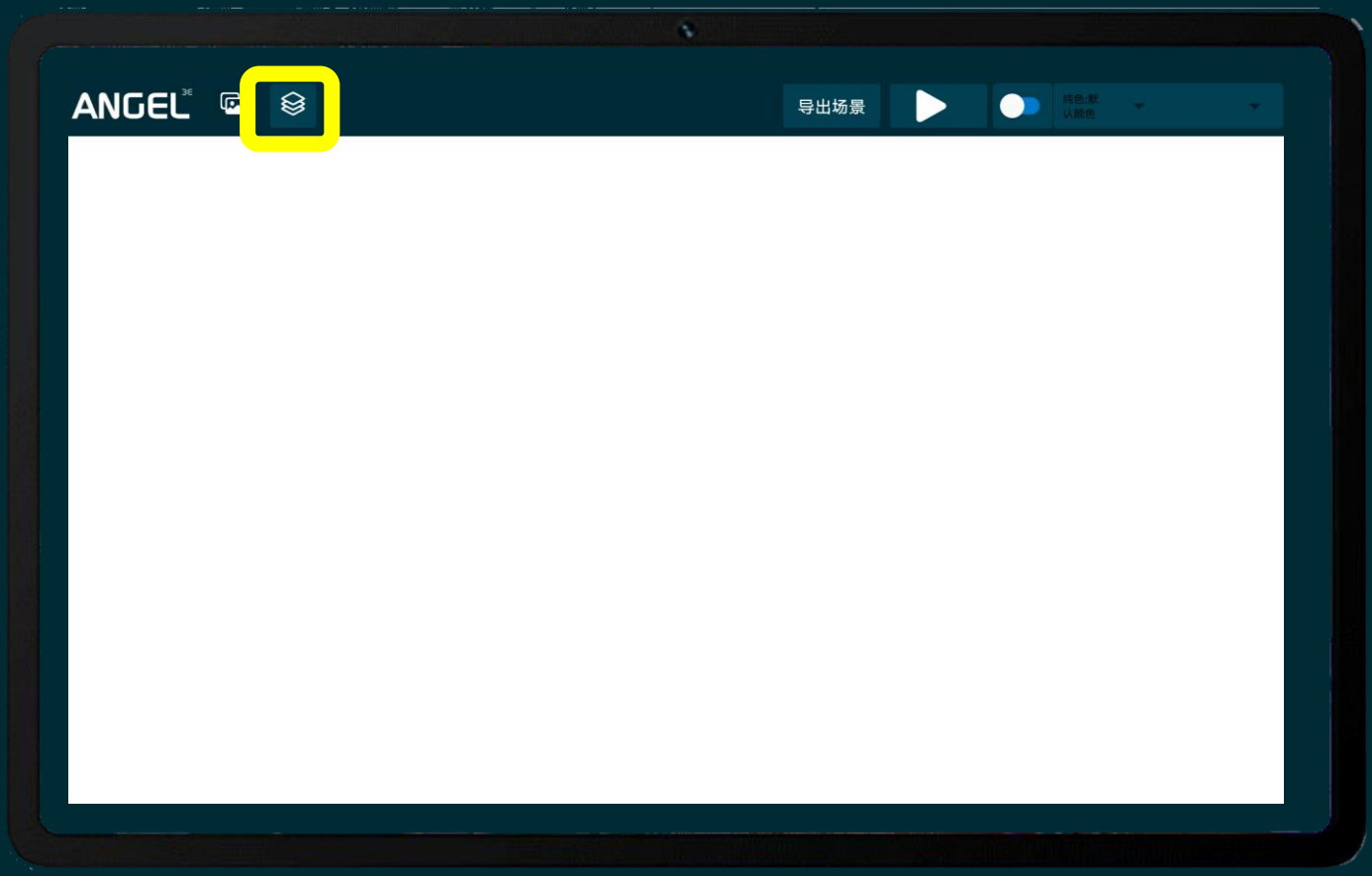
为涂装
创建贴图集

ANGEL

进入
预览页面



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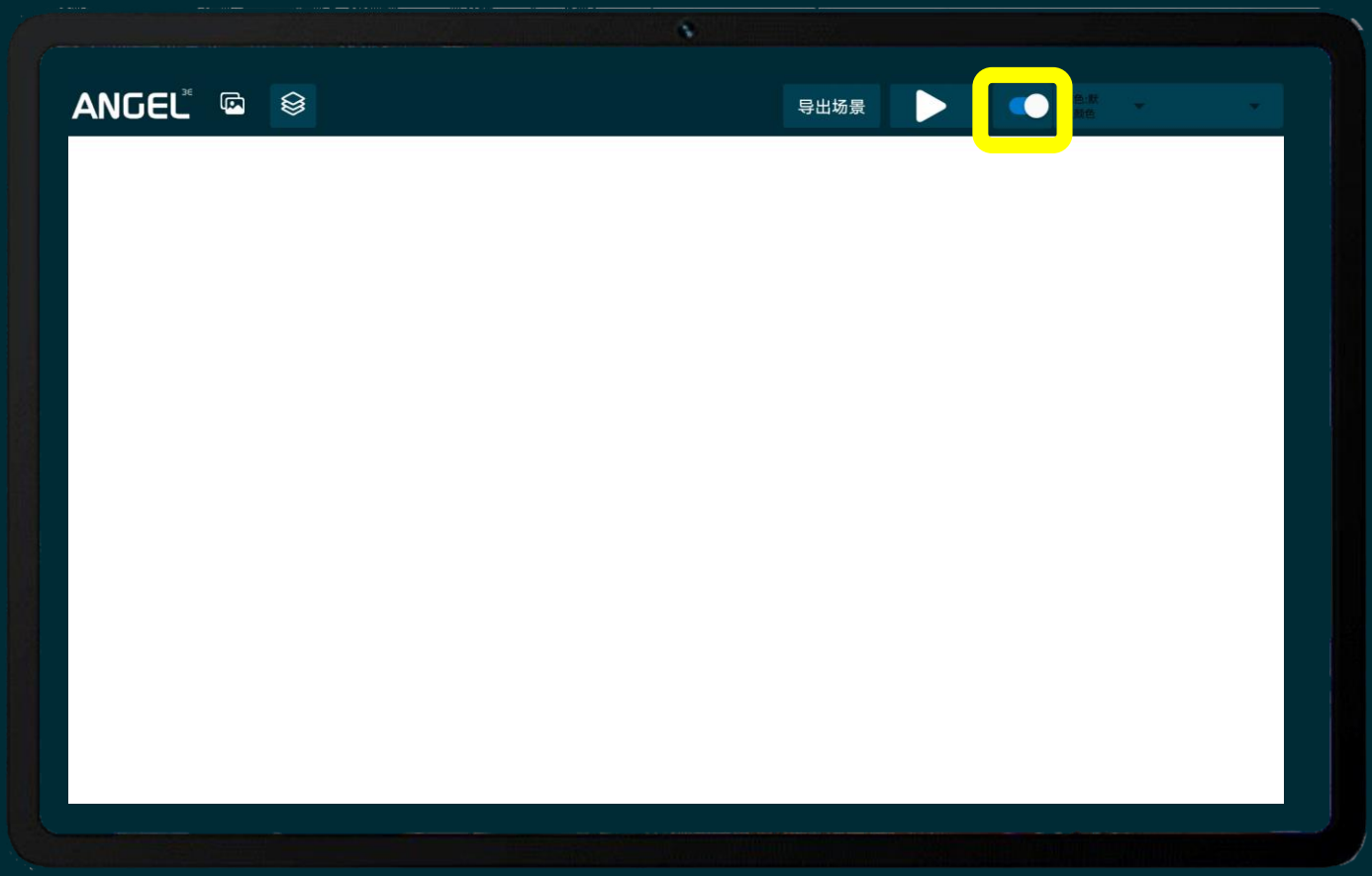
激活
预览开关



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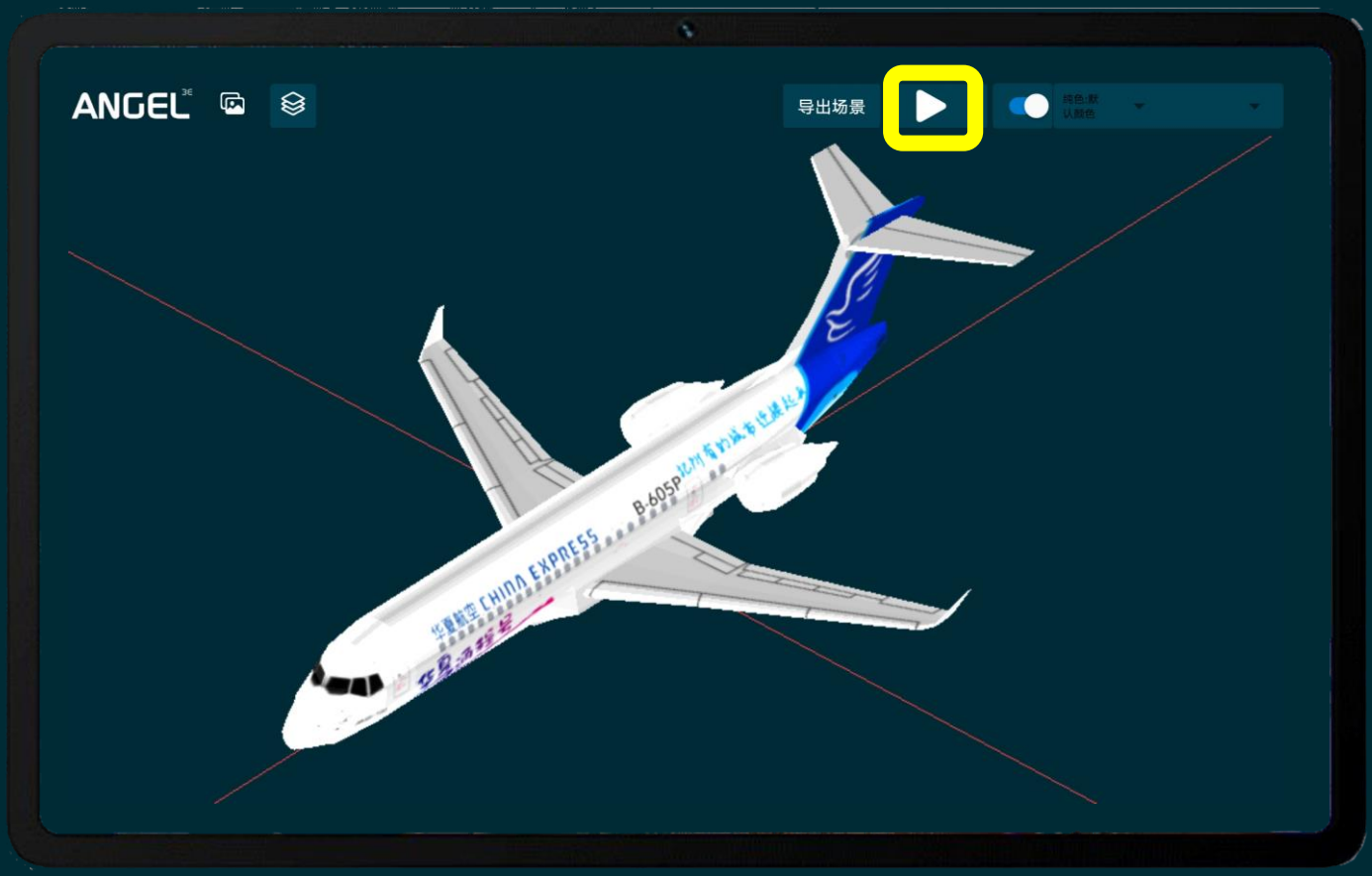
点击
预览场景



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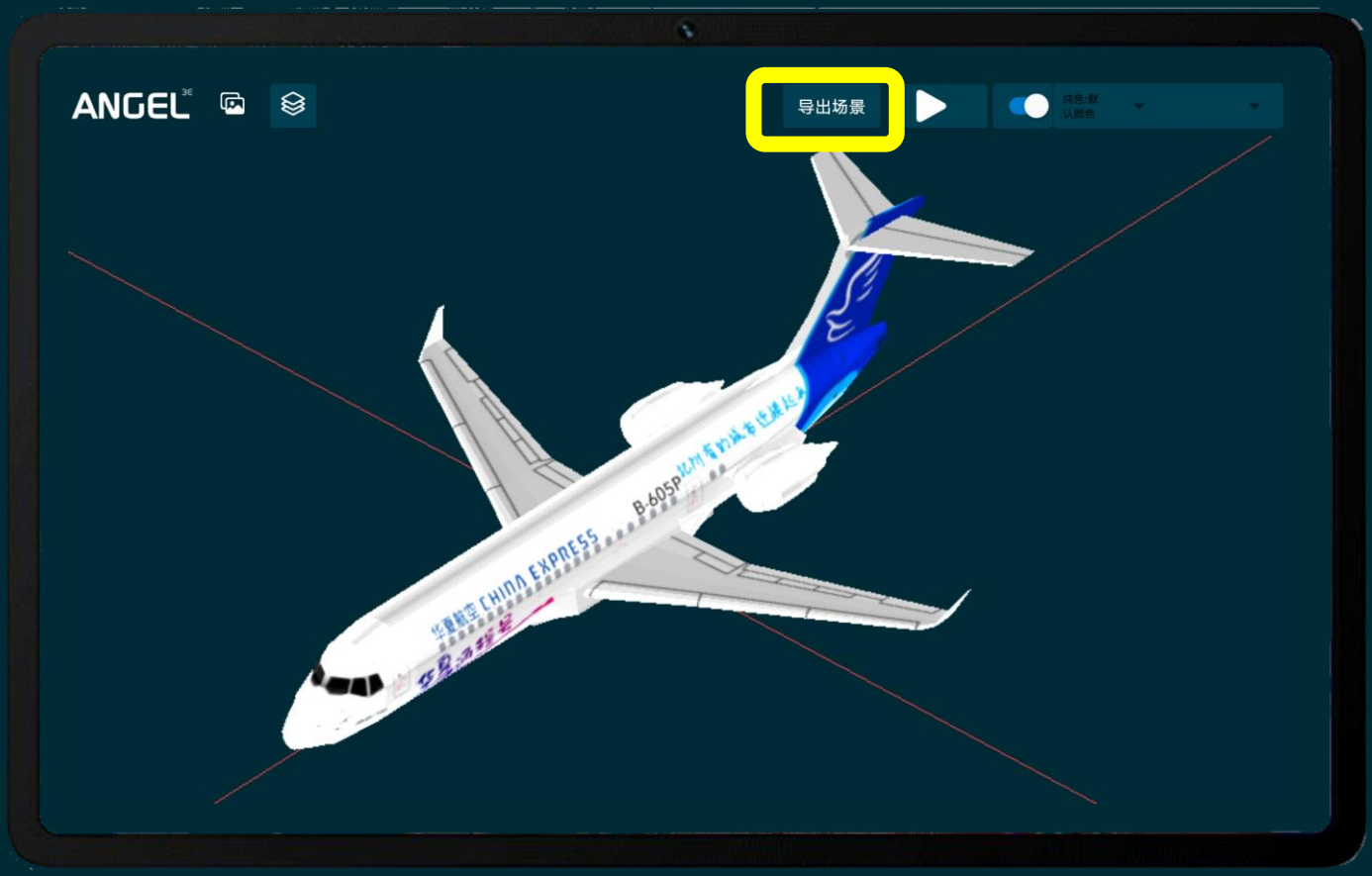
点击
导出场景



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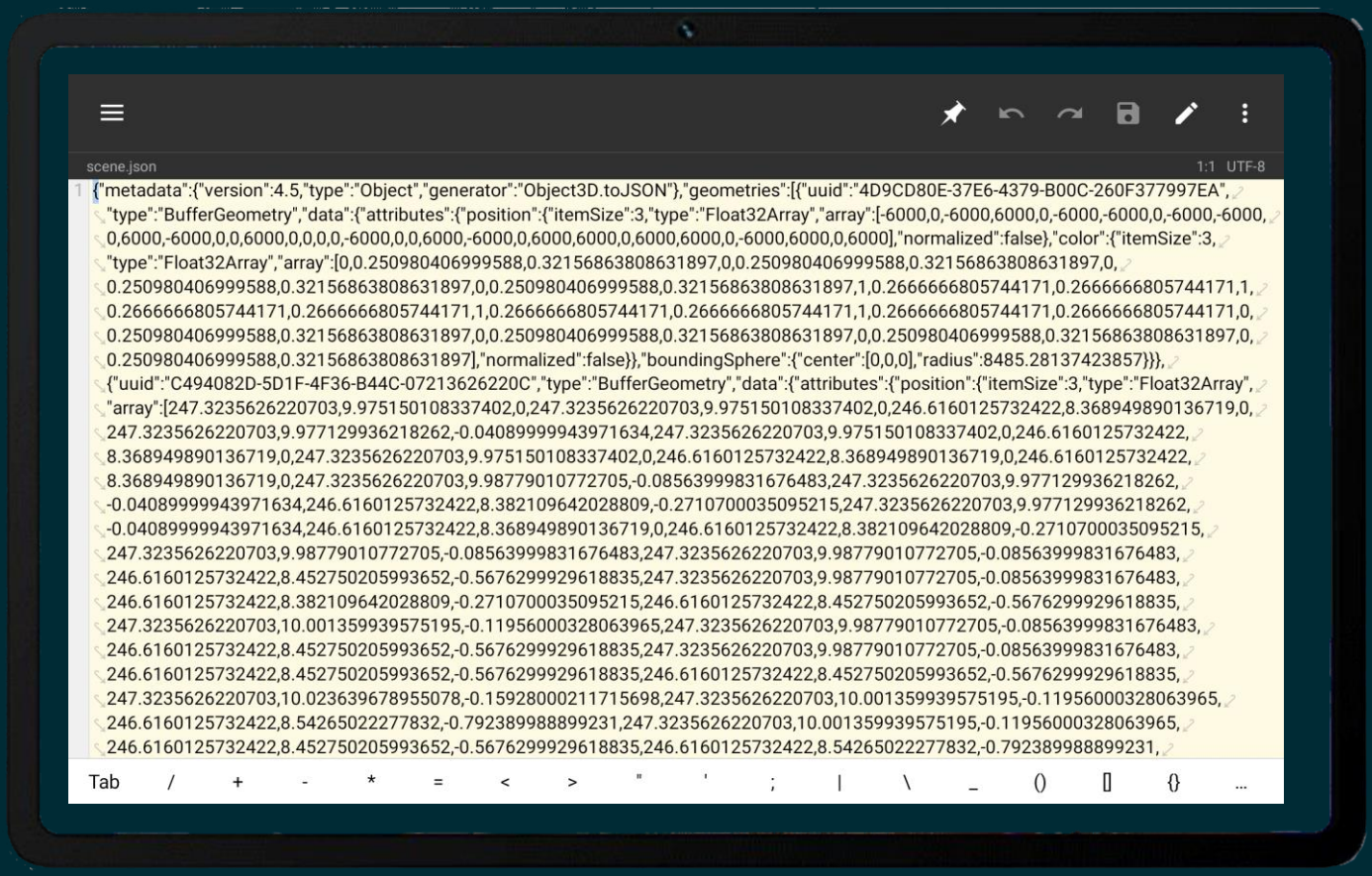
导出
JSON文件
位置：导出的图纸



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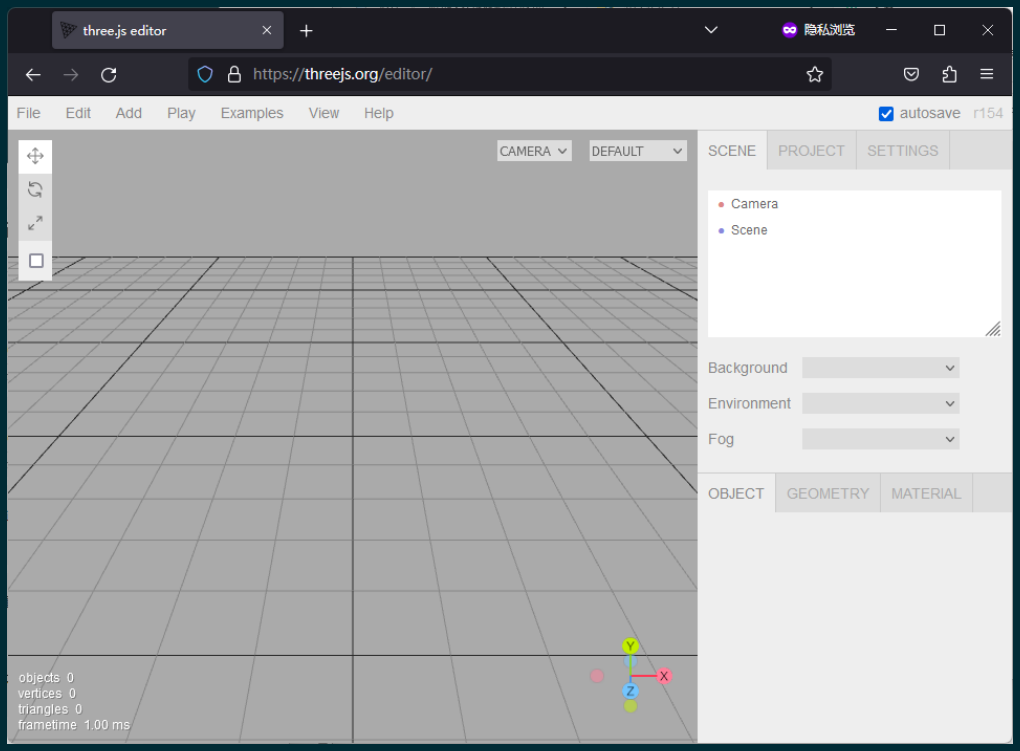
访问
THREEJS
web编辑器



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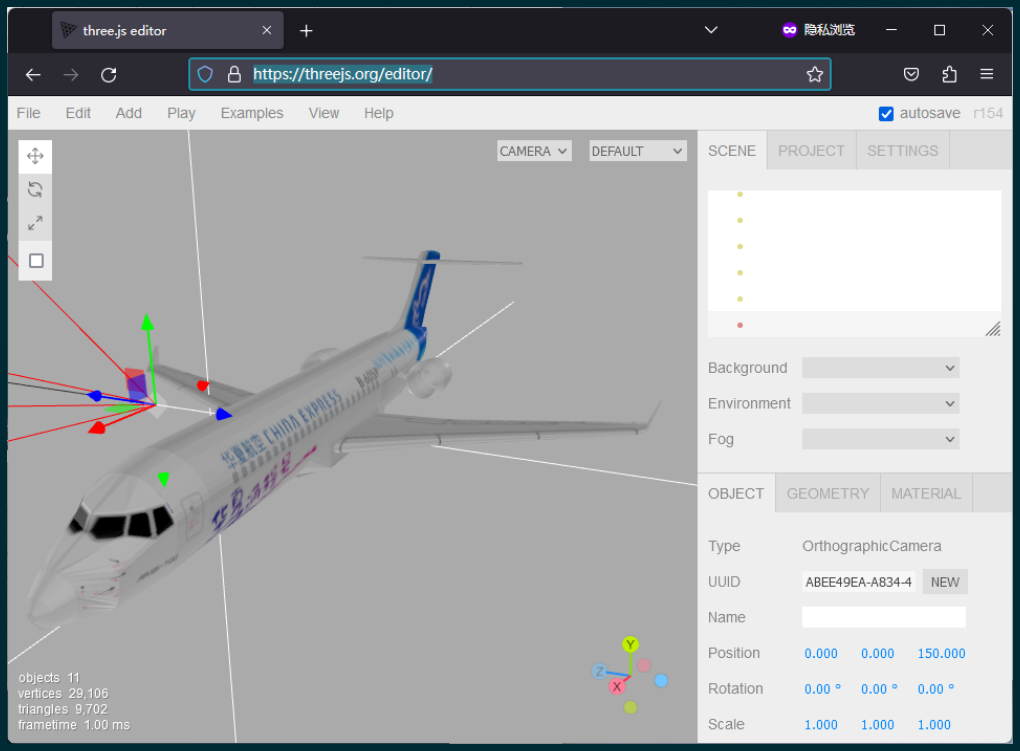
导入
Scene.json



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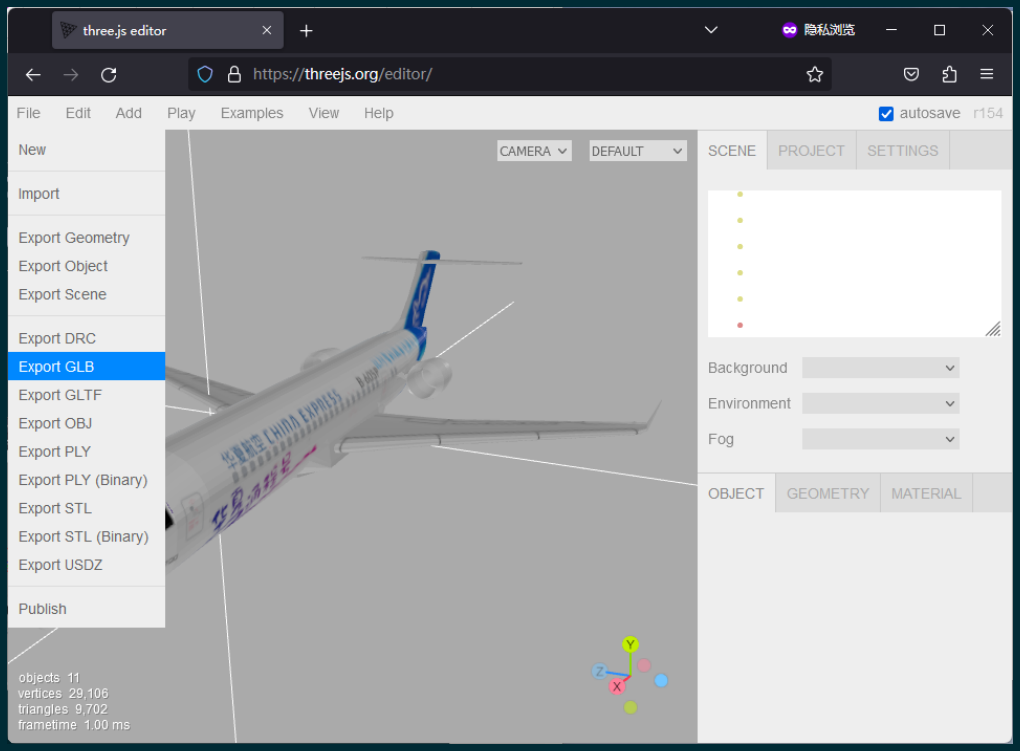
导出为
GLB格式



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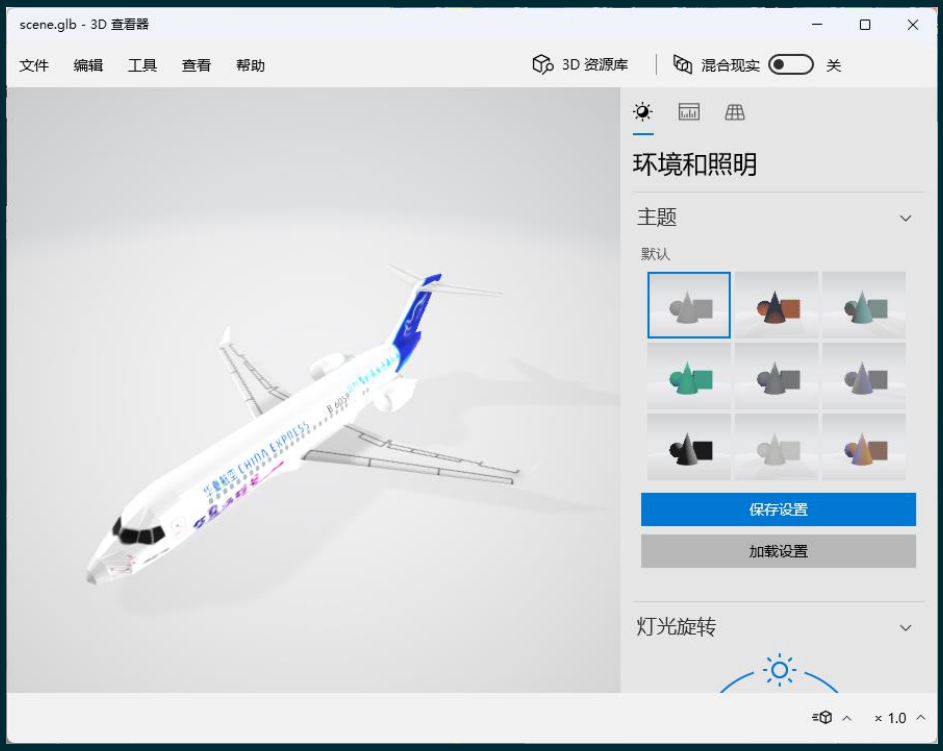
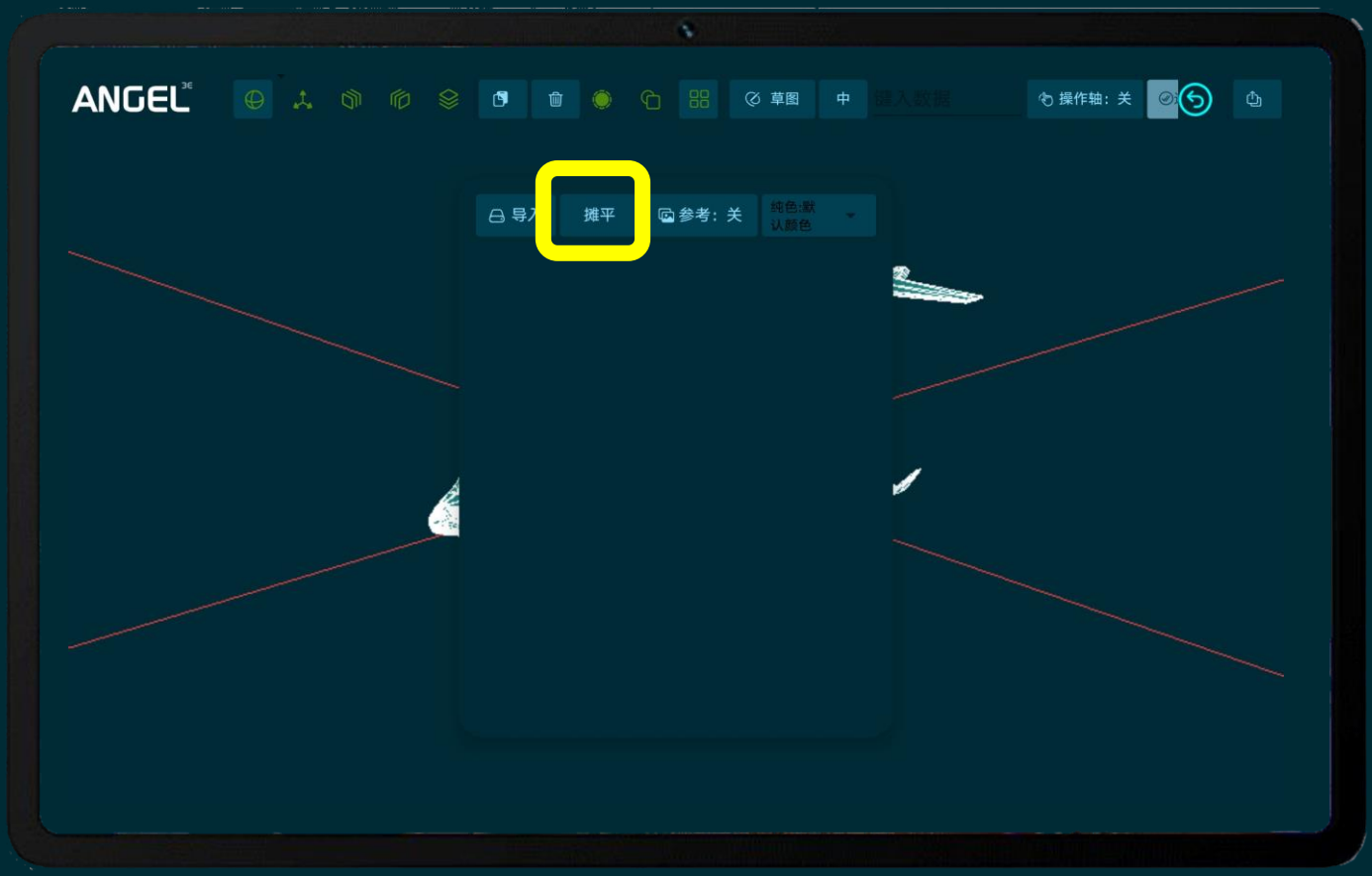
自由
使用作品


scene.glb - 3D 查看器
文件
编辑
工具
查看
帮助
3D 资源库
混合现实
关
环境和照明
主题
默认
保存设置
加载设置
灯光旋转
× 1.0

摊平模型
生成展开图



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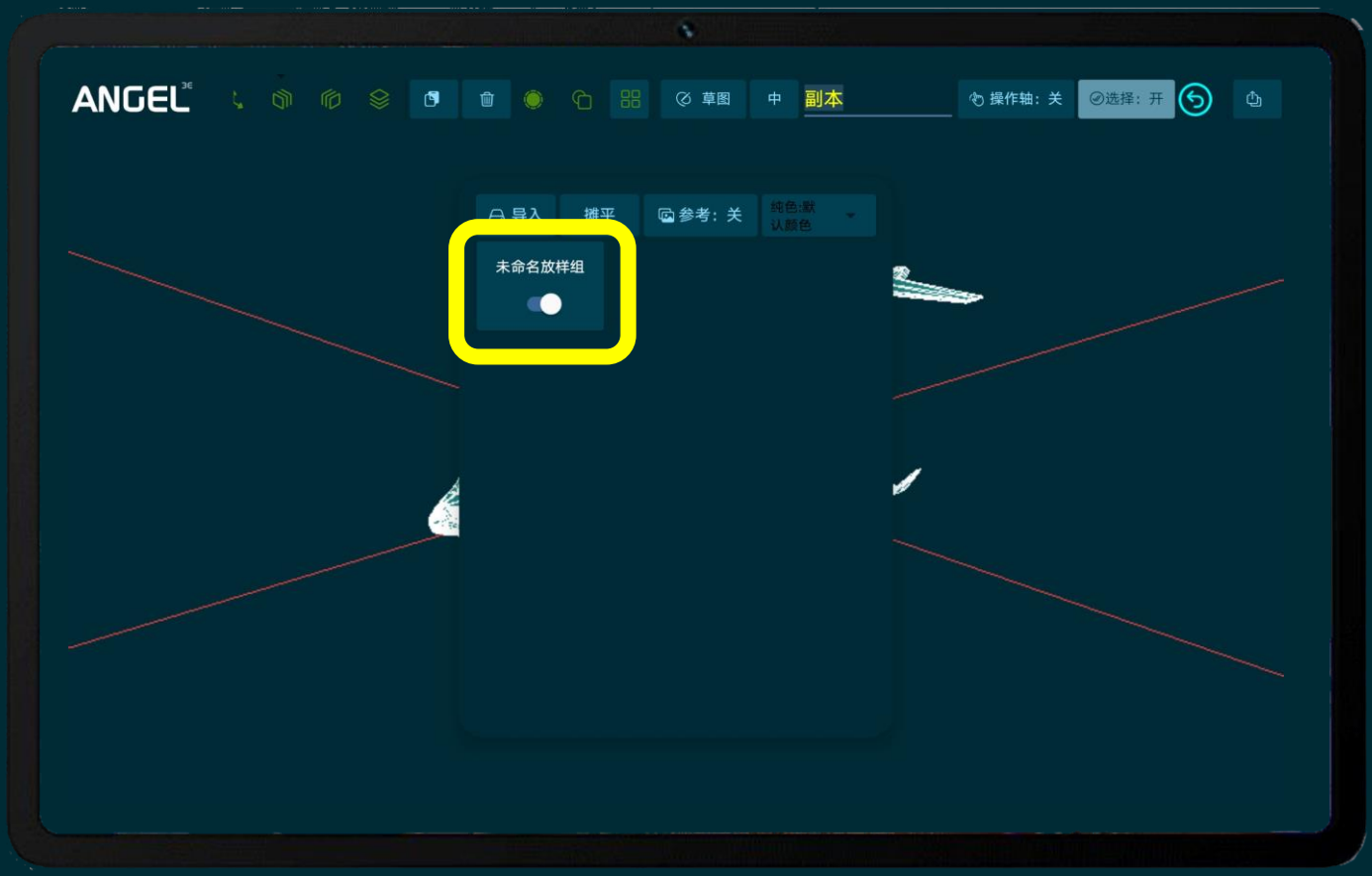
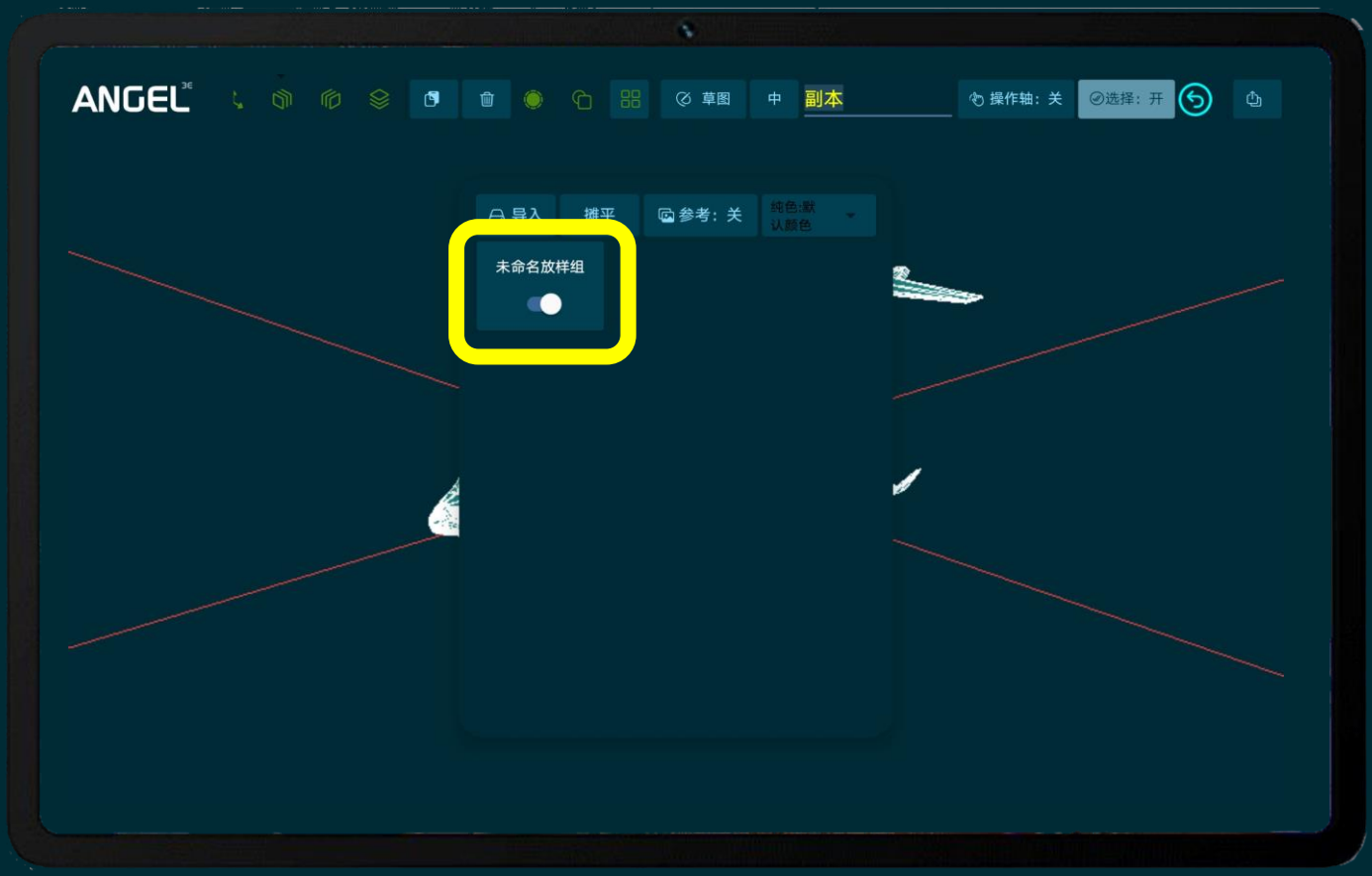
删除
原有零件



ANGEL

删除
原有零件



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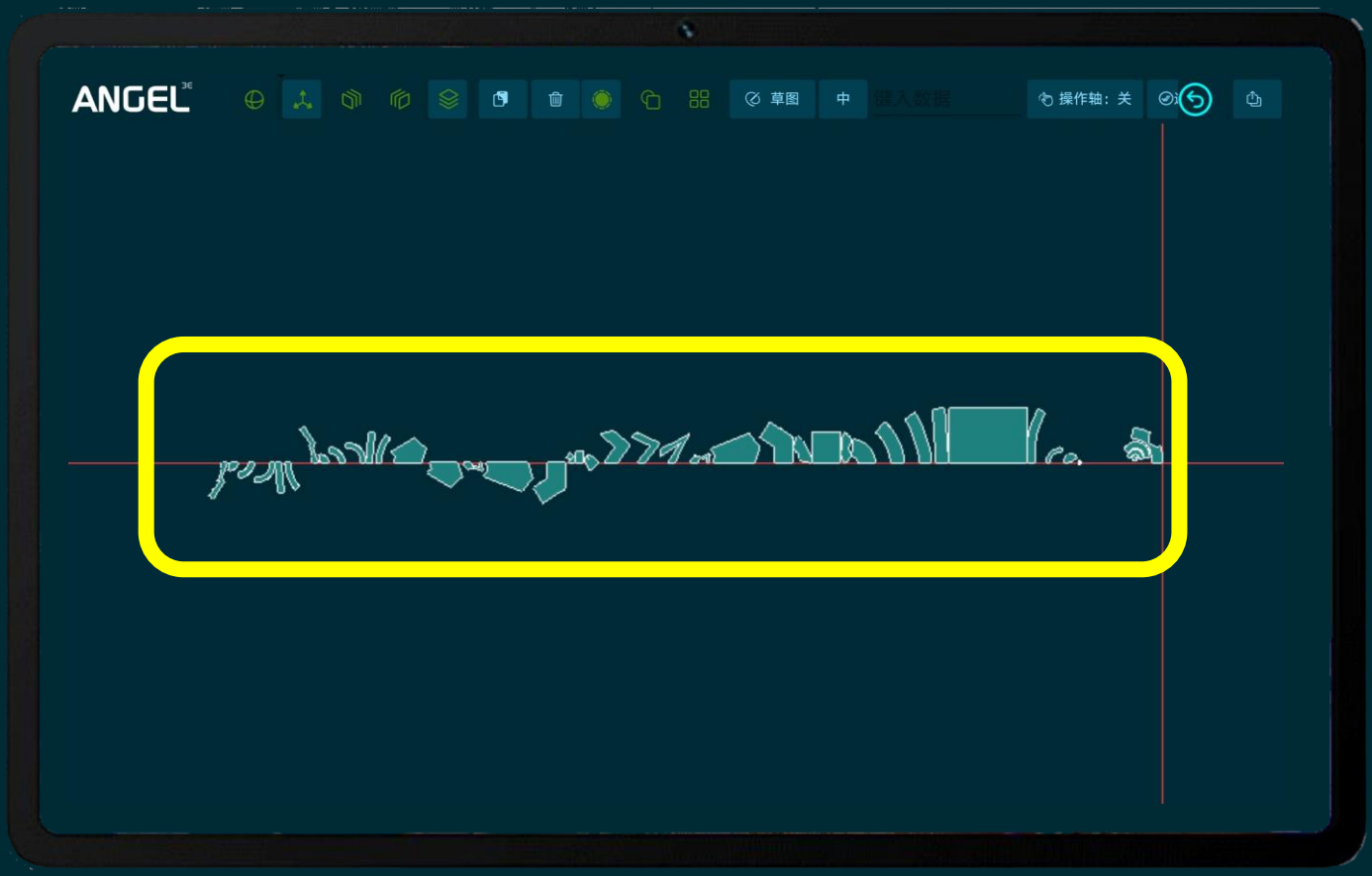
保存项目
摊平完成



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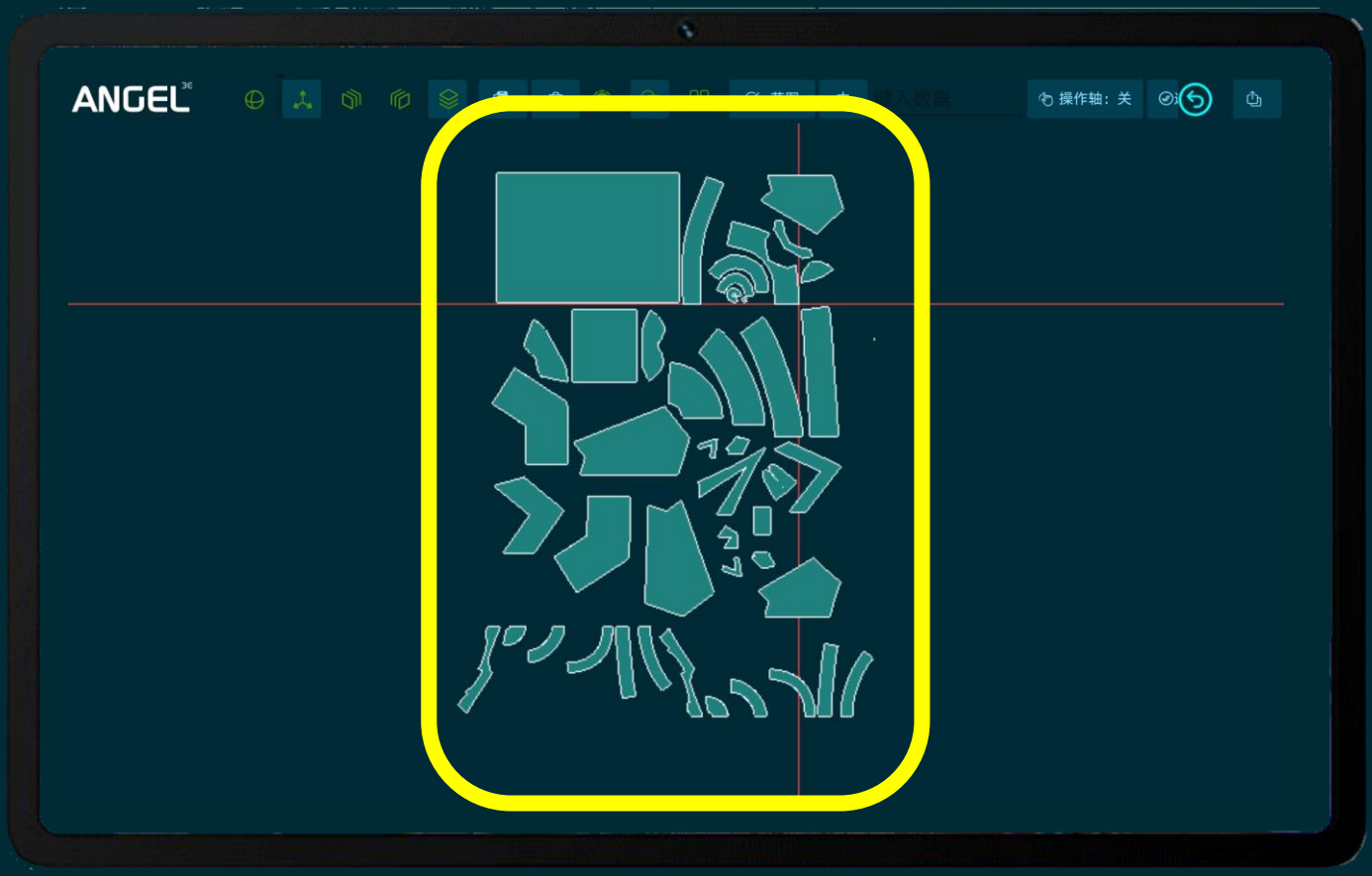
排版
所有零件



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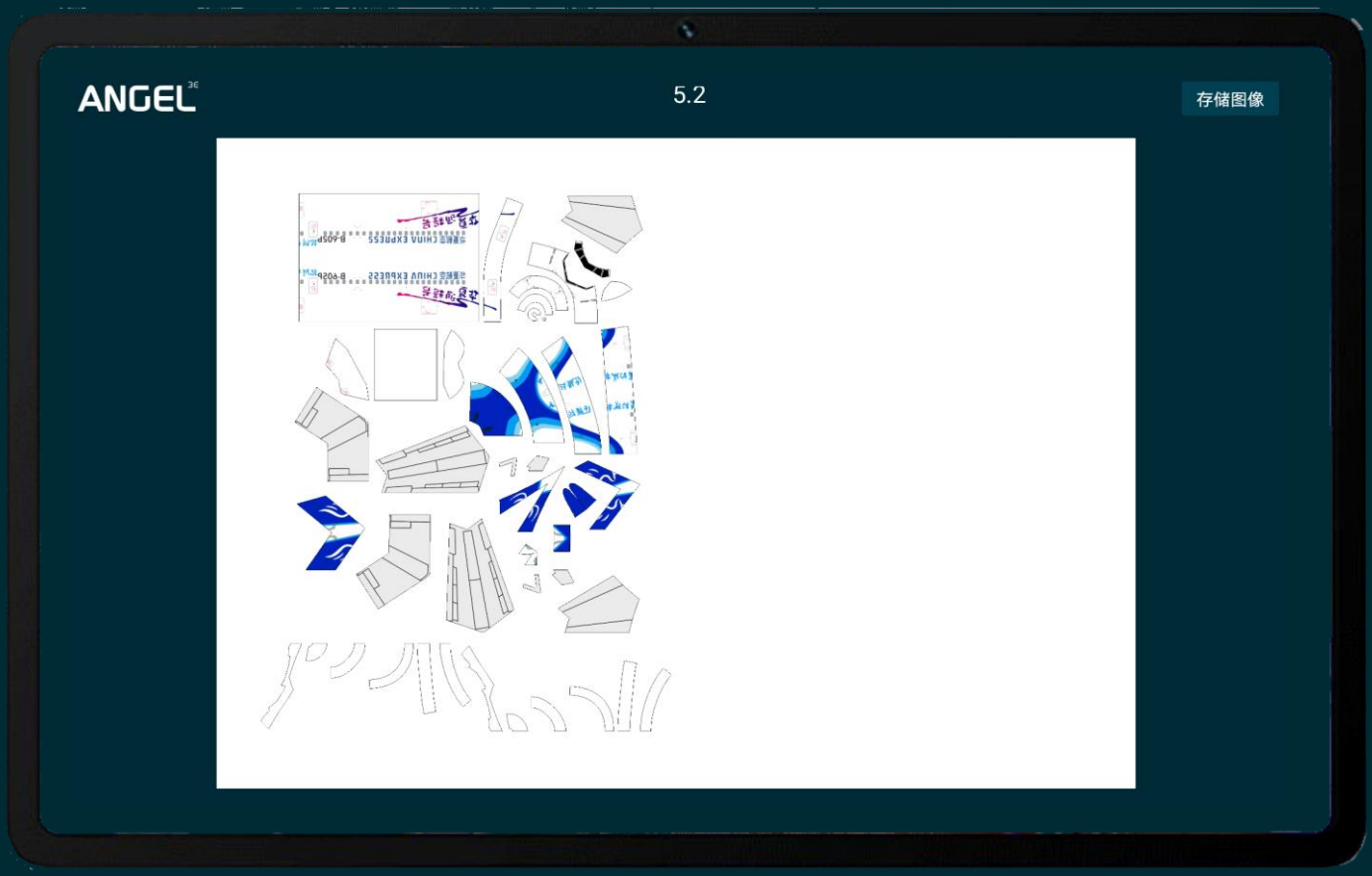
进入
贴图编辑
载入缓存

ANGEL

退出
点击“导出”
进入导出界面



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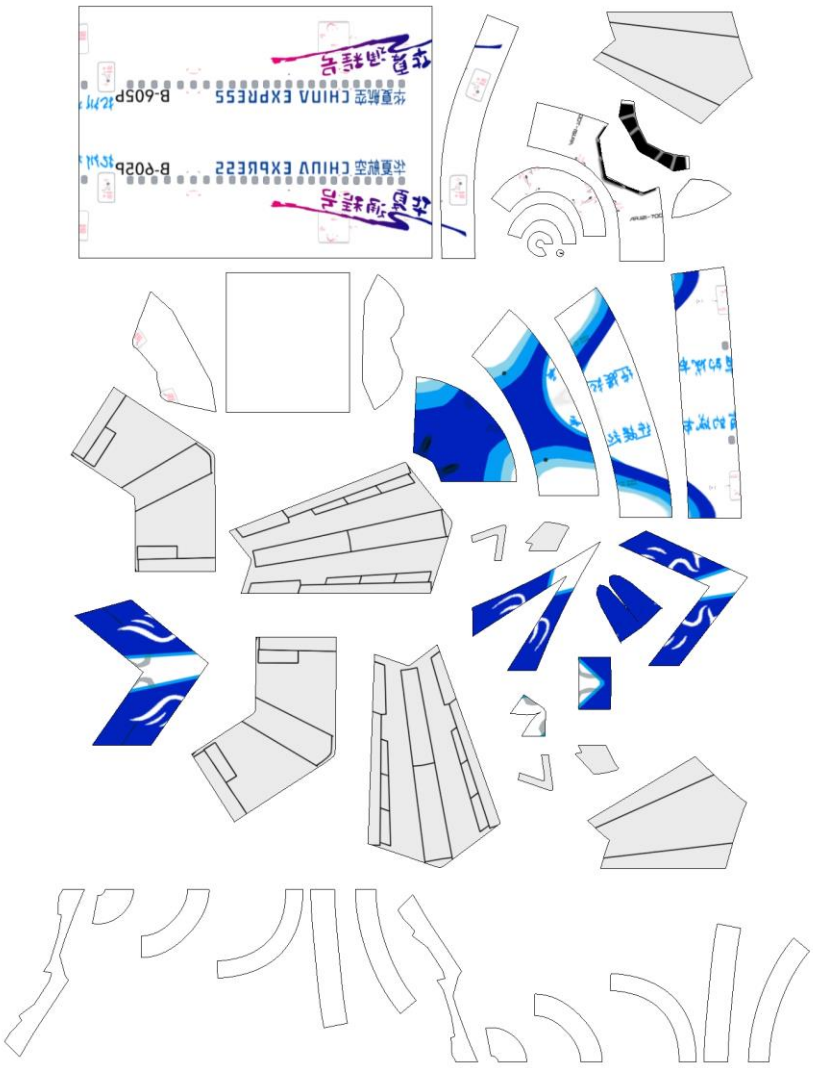
生成
精美图纸



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