

# **UJIAN TENGAH SEMESTER GRAFIK KOMPUTER**

## **“PROJECT UFO GUNADARMA”**

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Kelas: 3IA09

Nama Anggota:

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Ditulis Guna Melengkapi Sebagian Syarat Ujian Tengah Semester Grafik  
Komputer Jenjang S1

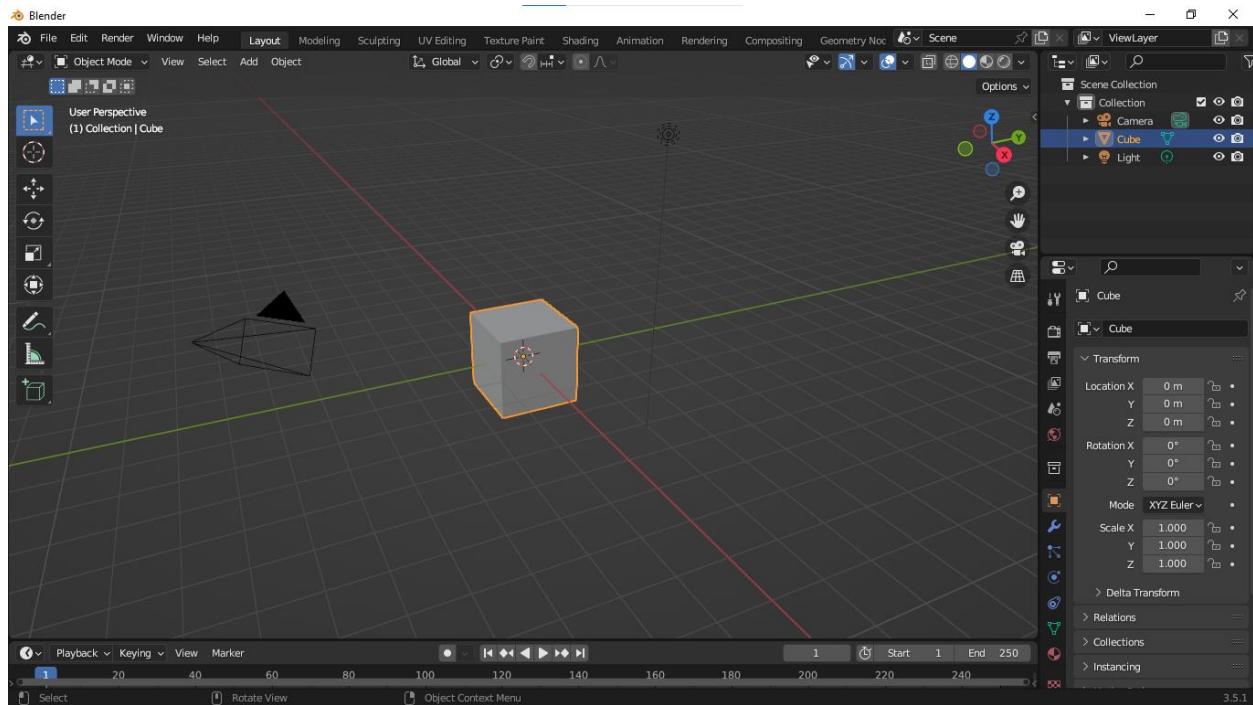
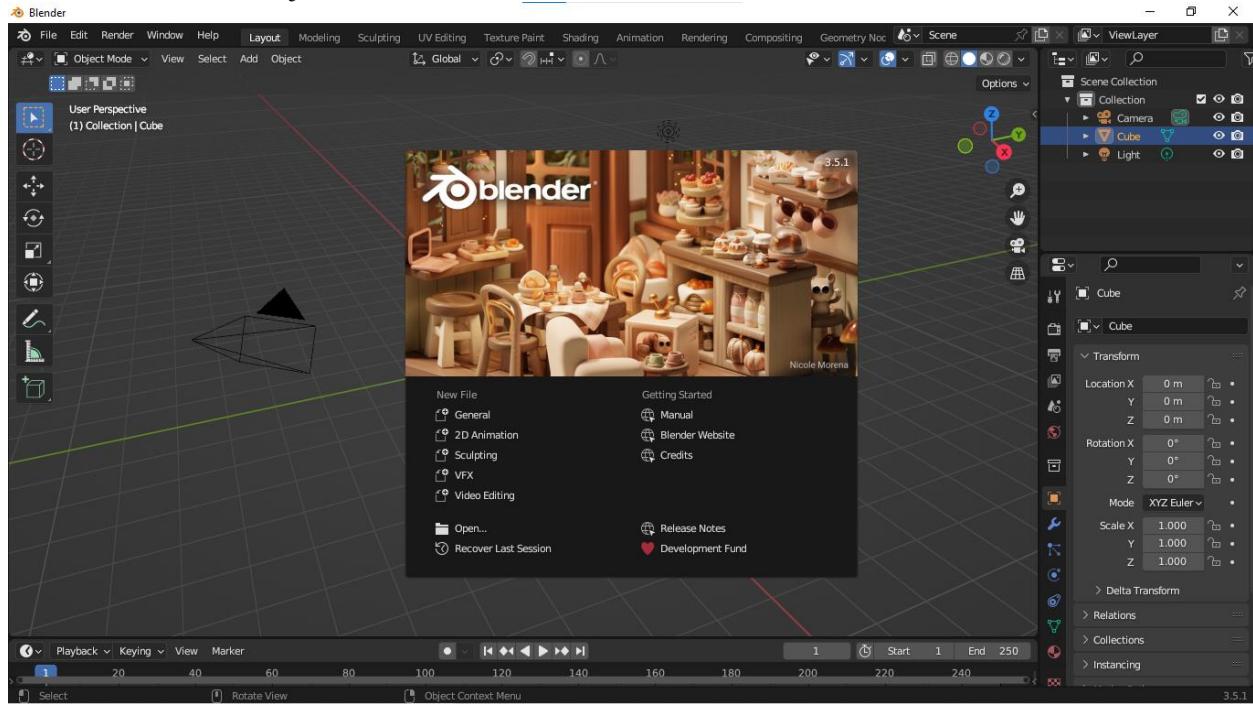


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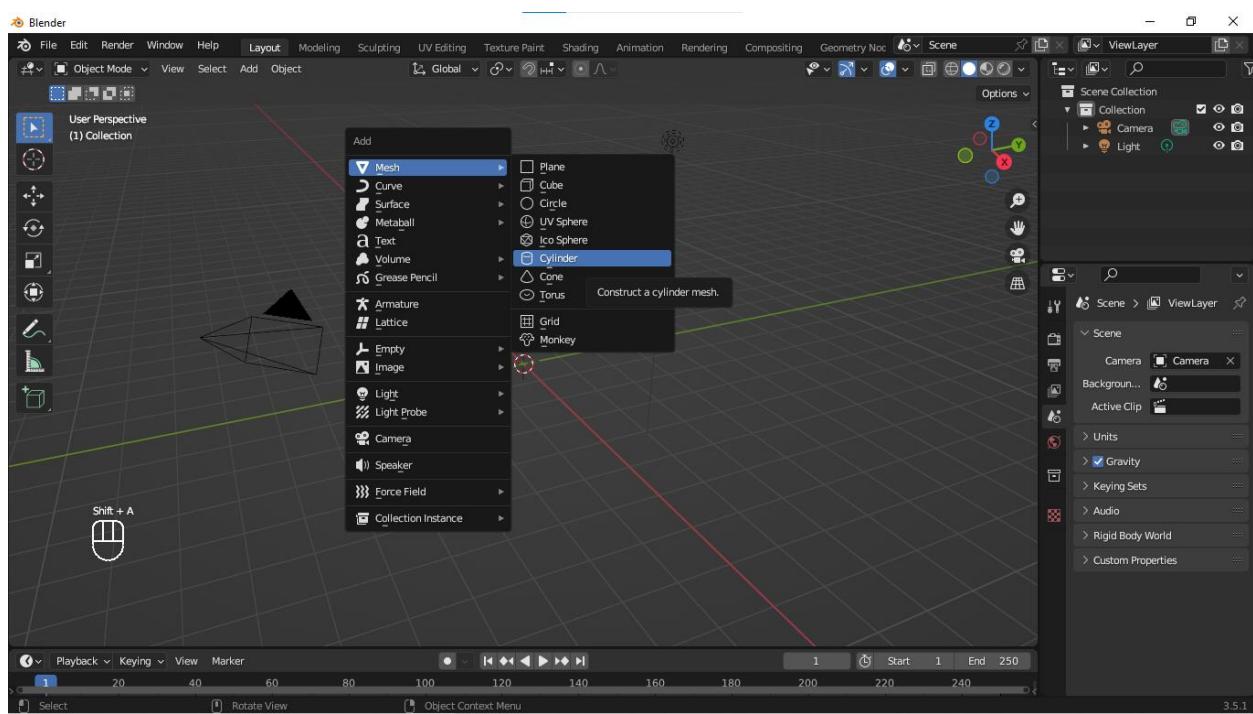
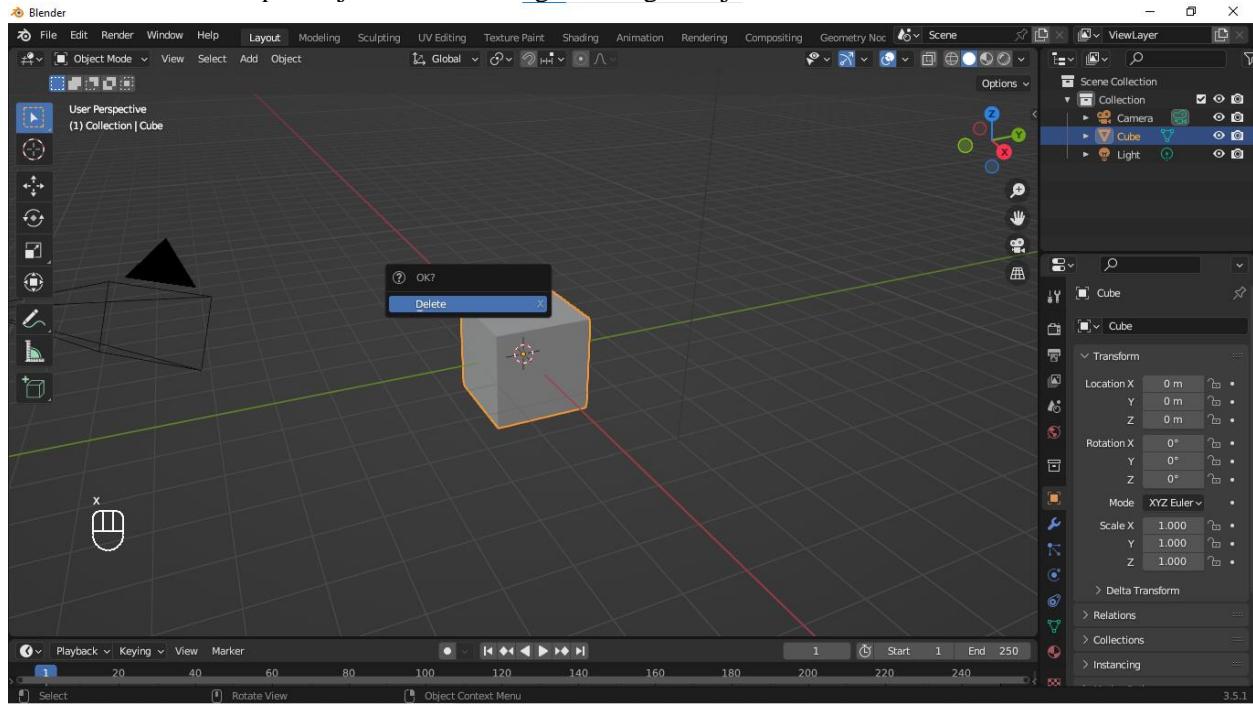
**UNIVERSITAS GUNADARMA**

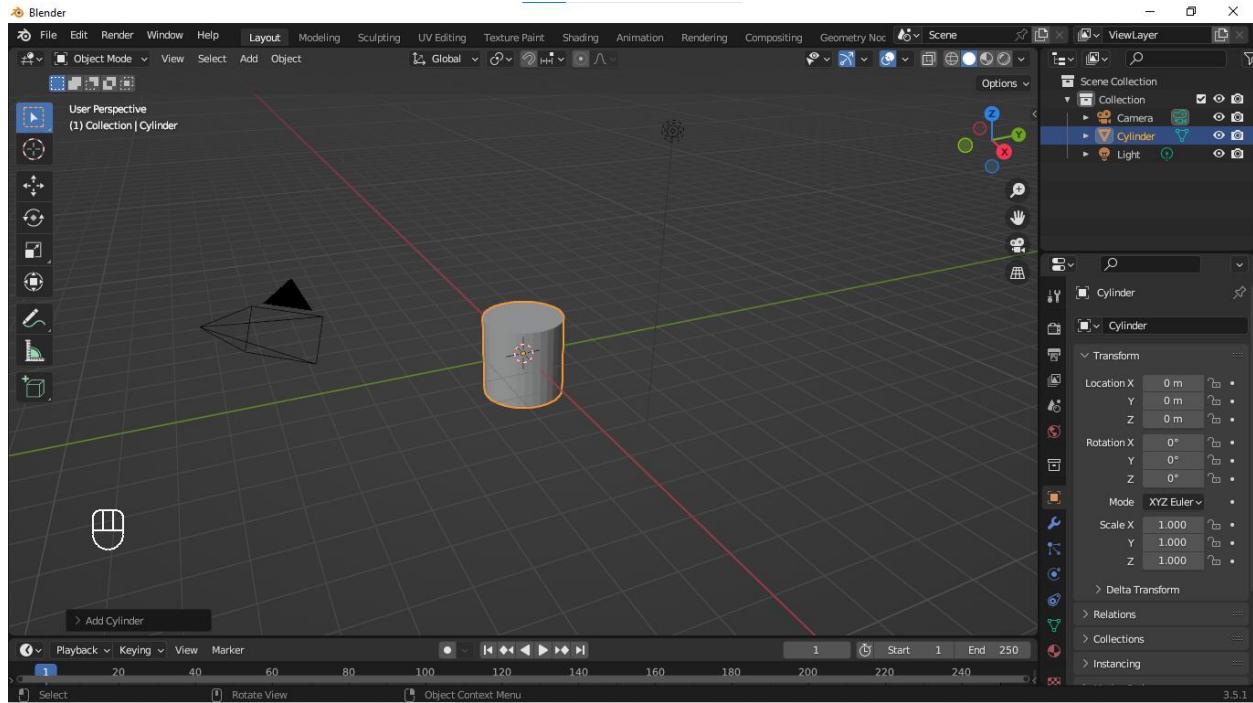
**2023**

- Langkah pertama buka aplikasi Blender lalu akan muncul tampilan seperti gambar dibawah dan akan muncul objek kubus.

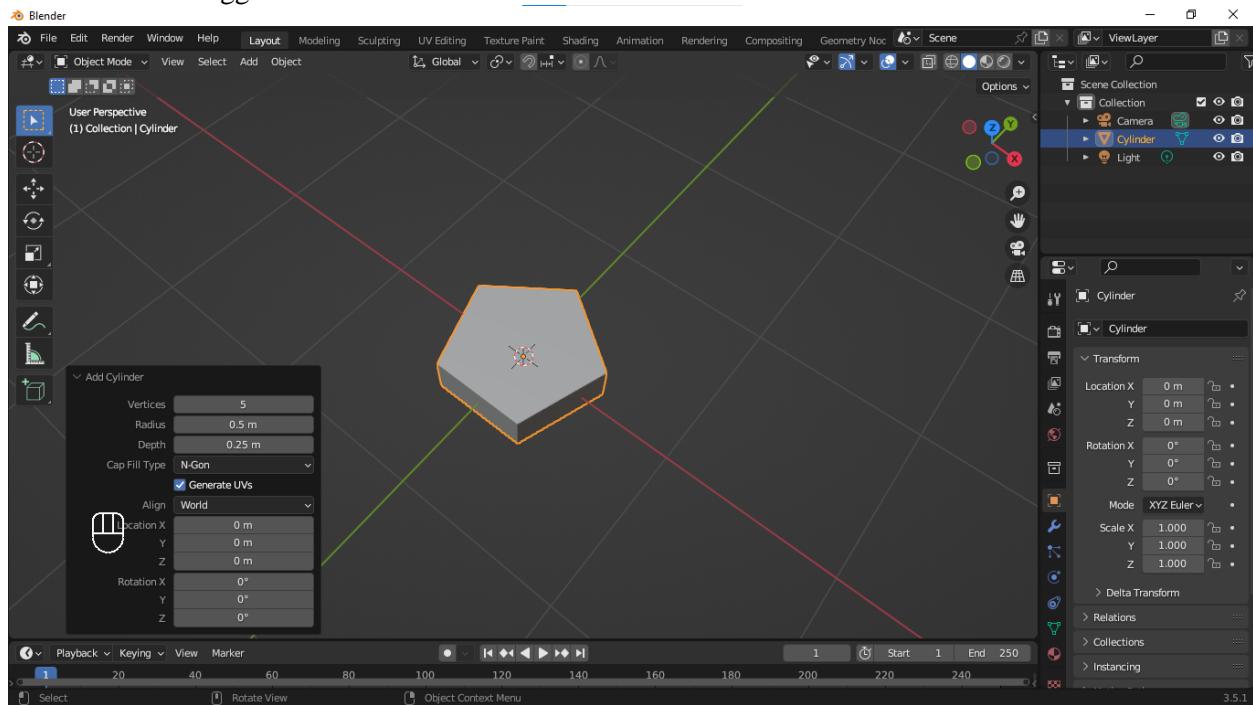


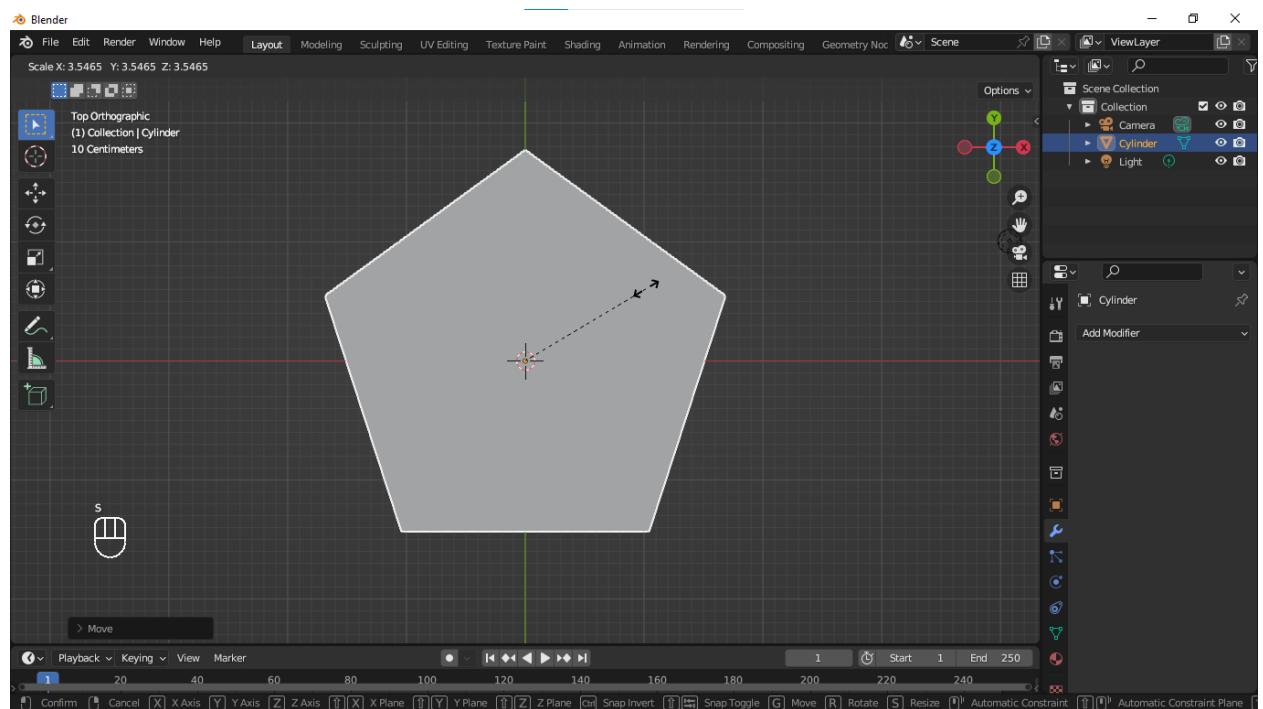
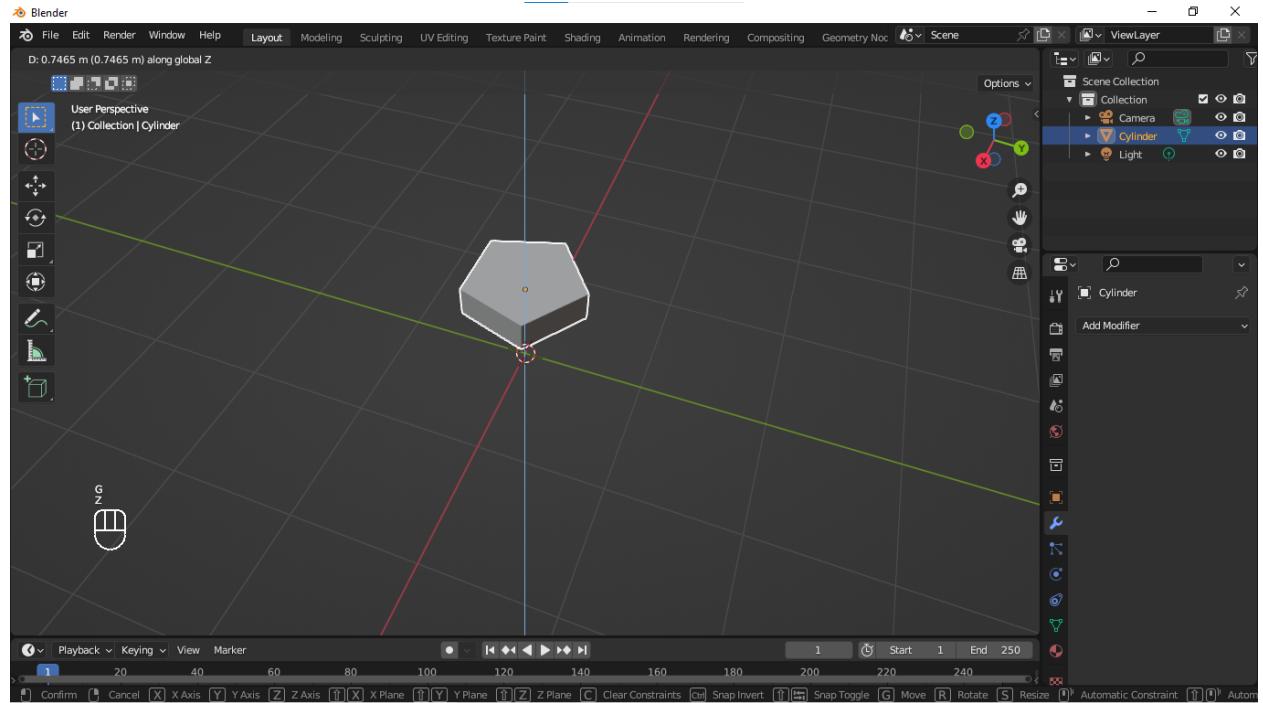
- Kemudian hapus objek kubus lalu diganti dengan objek silinder

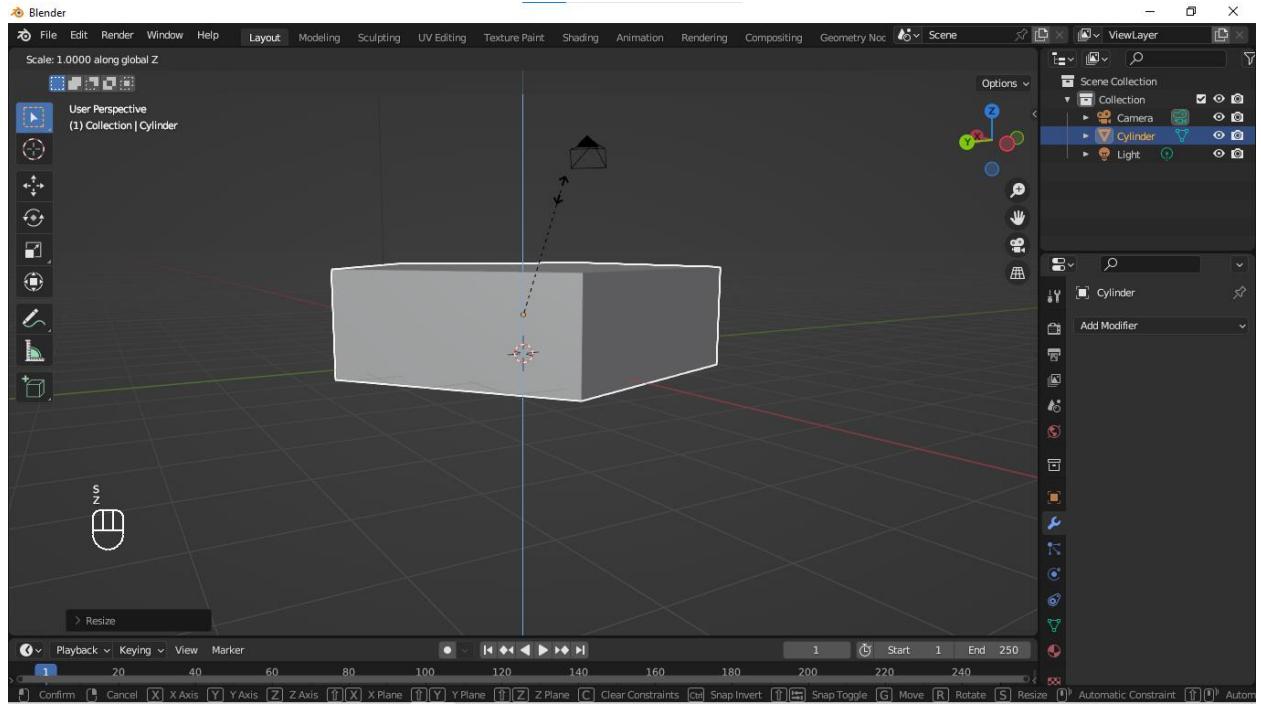




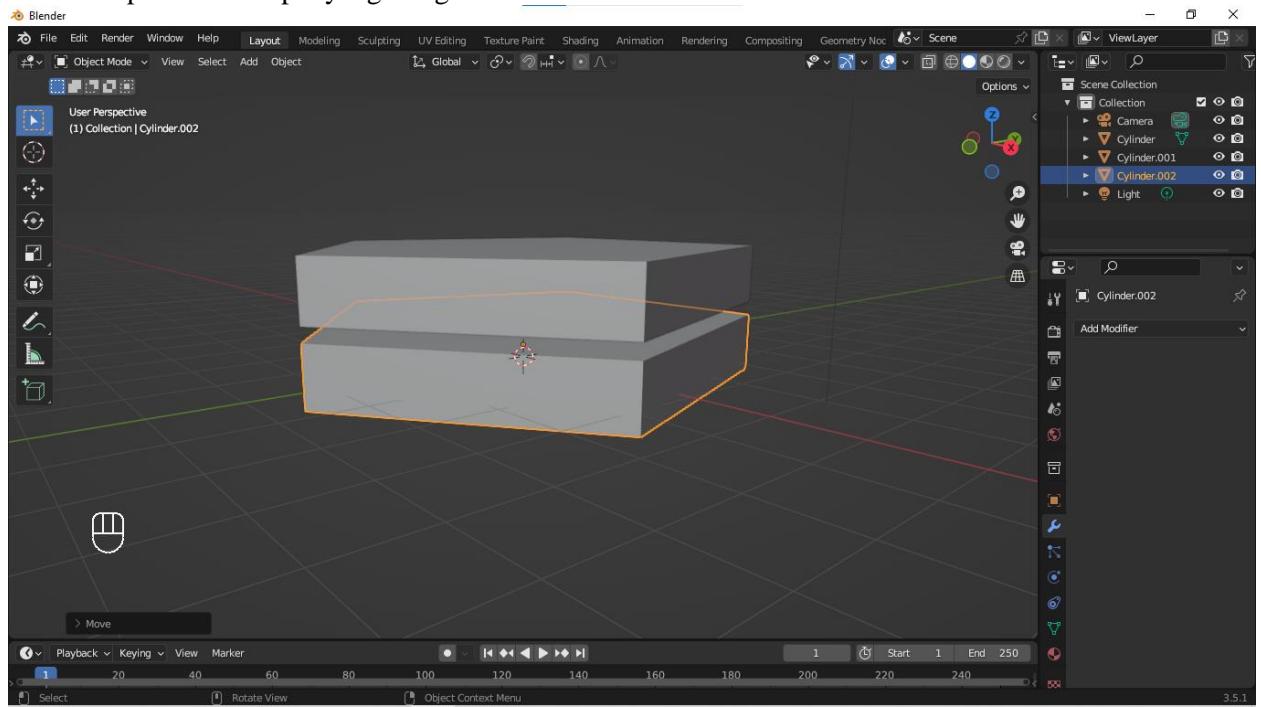
- Kemudian pada vertices silinder ubah menjadi angka 5, setelah itu atur ukurannya dengan cara scale menggunakan S.

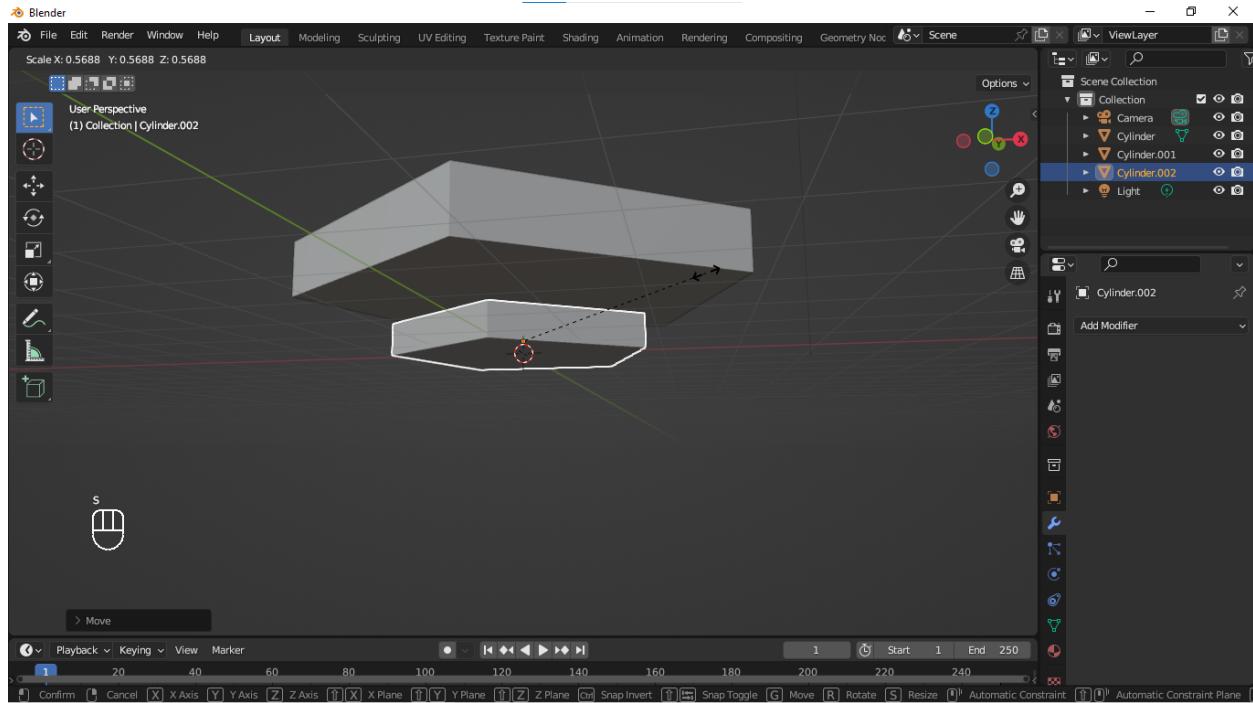




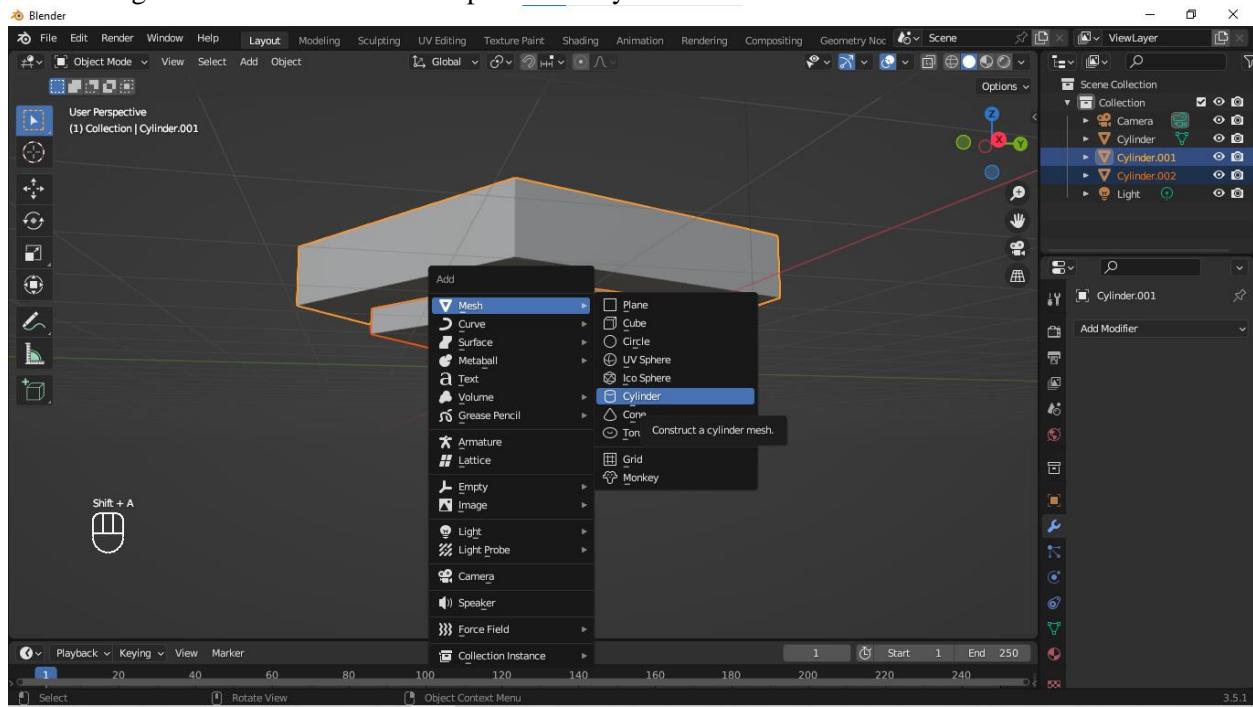


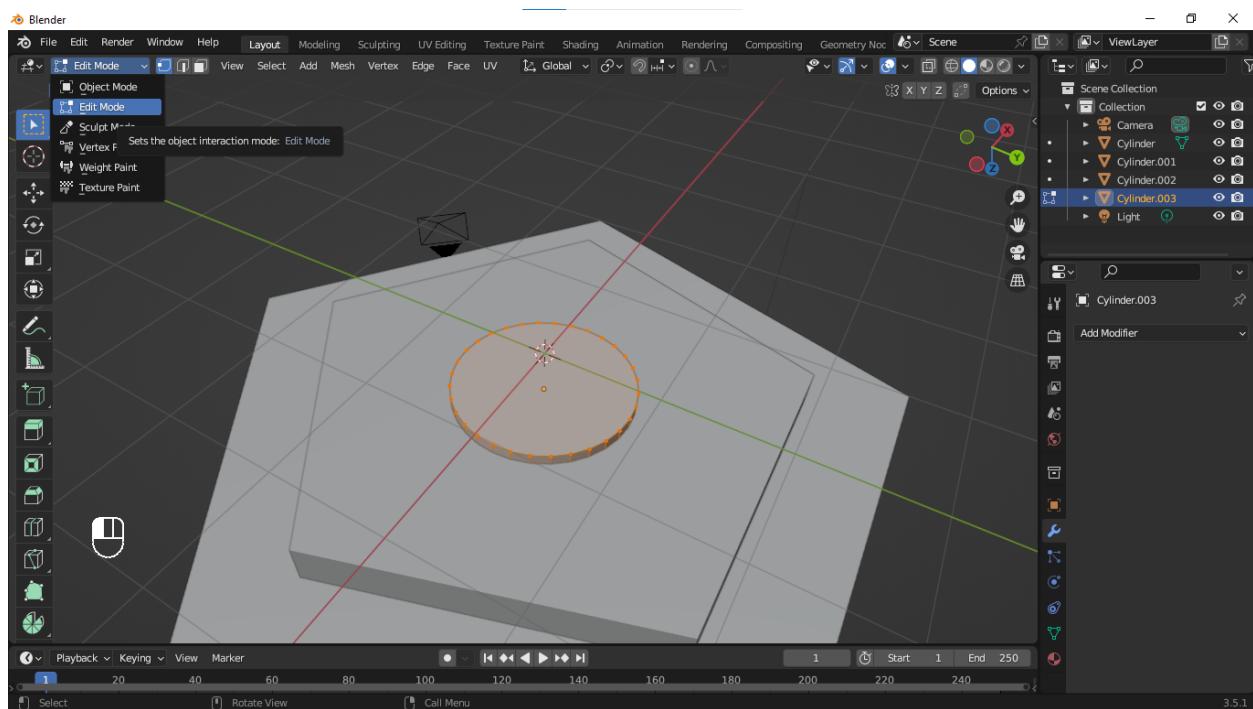
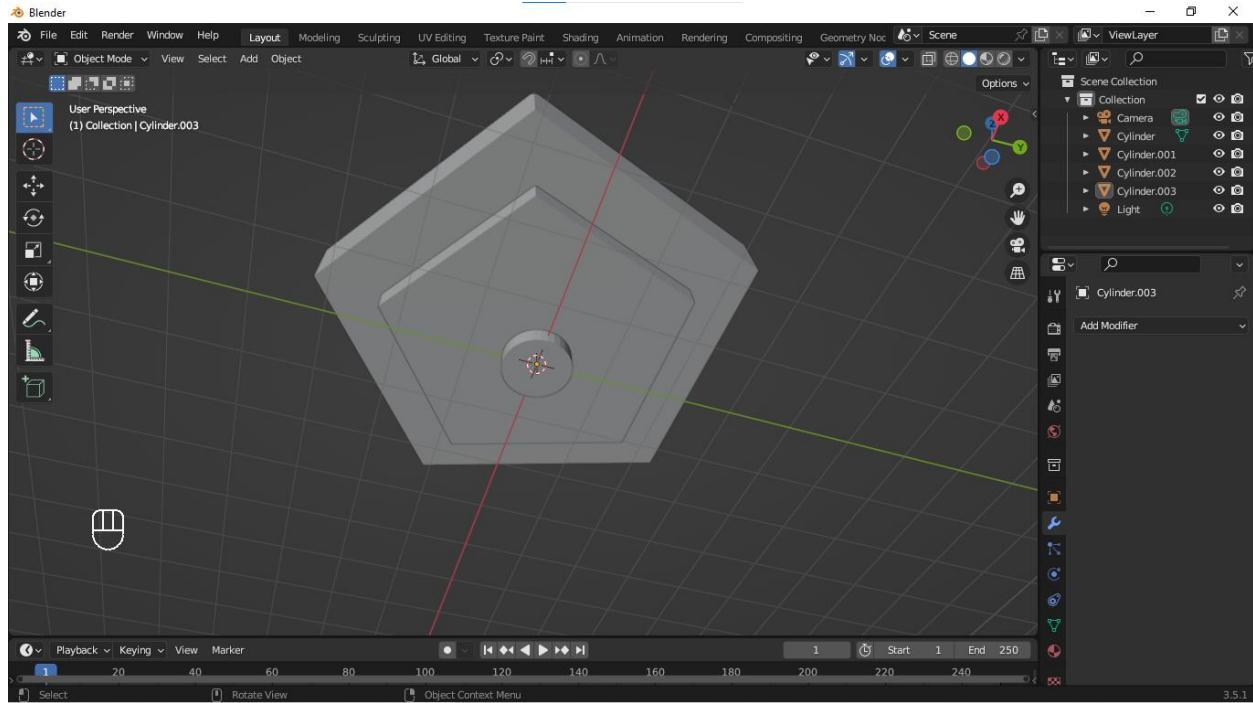
- Lalu duplikat objek diatas menggunakan shift + D. Setelah itu kecilkan ukuran objek kedua dan reposisi ke tempat yang diinginkan.

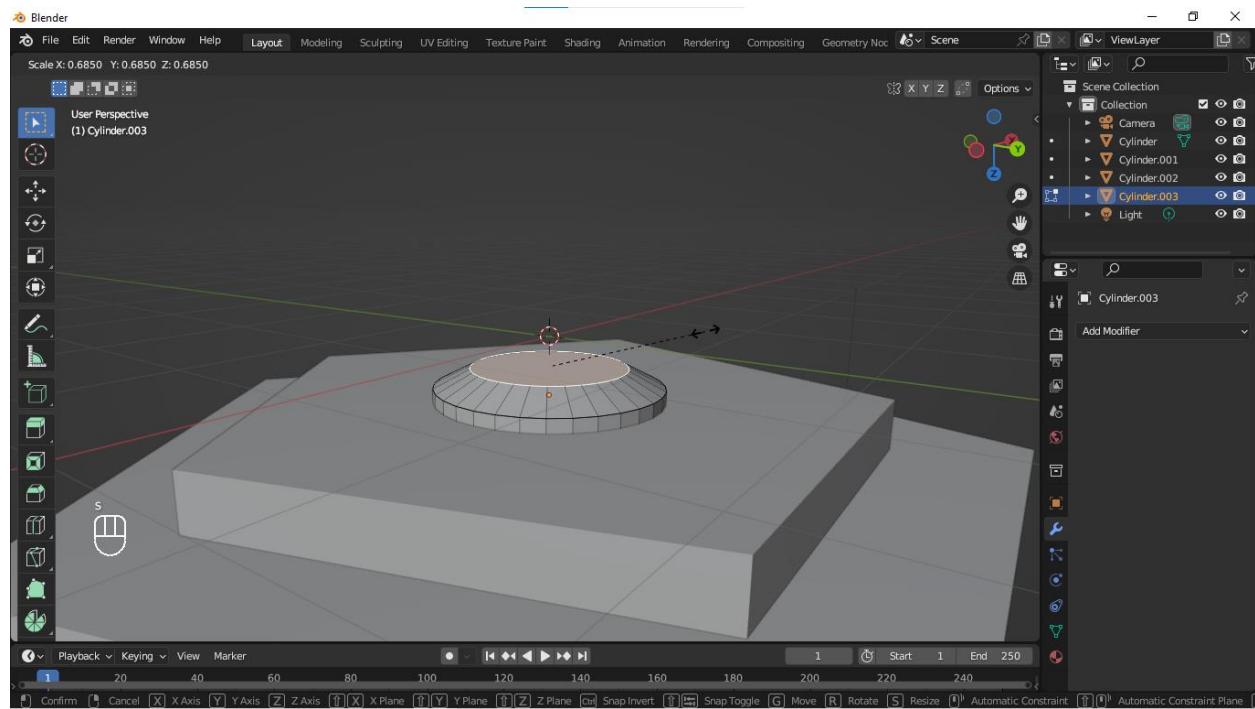
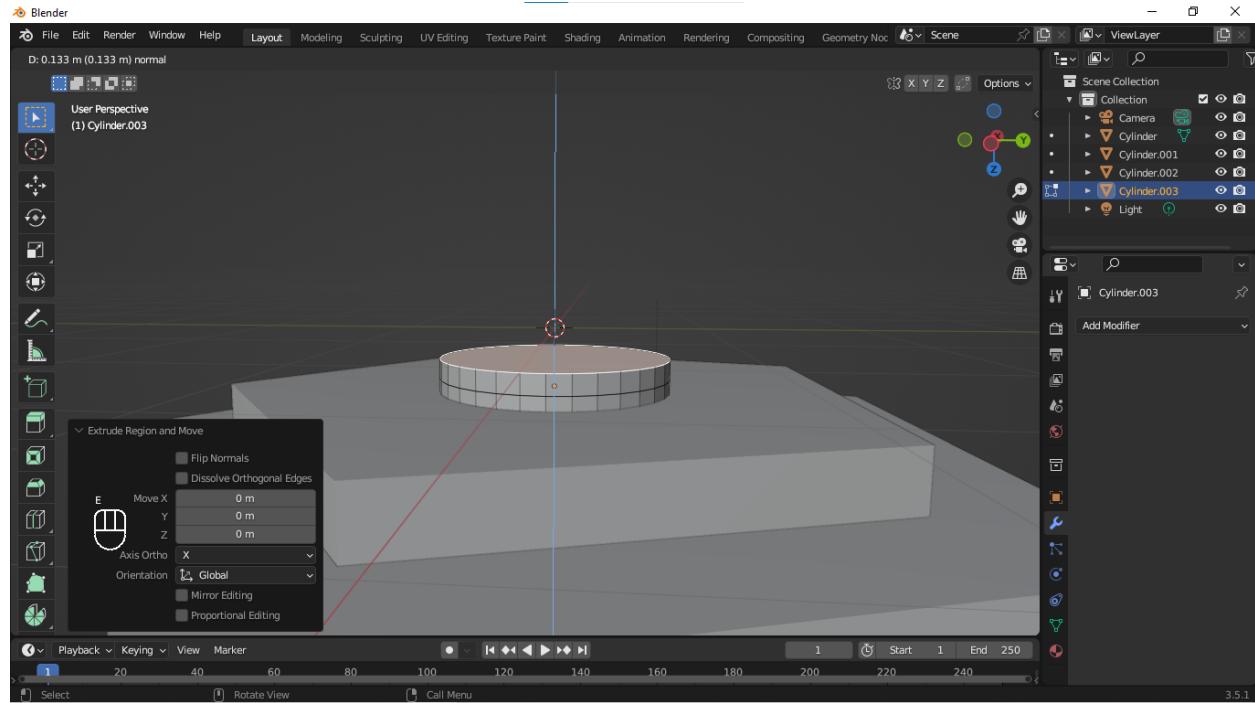


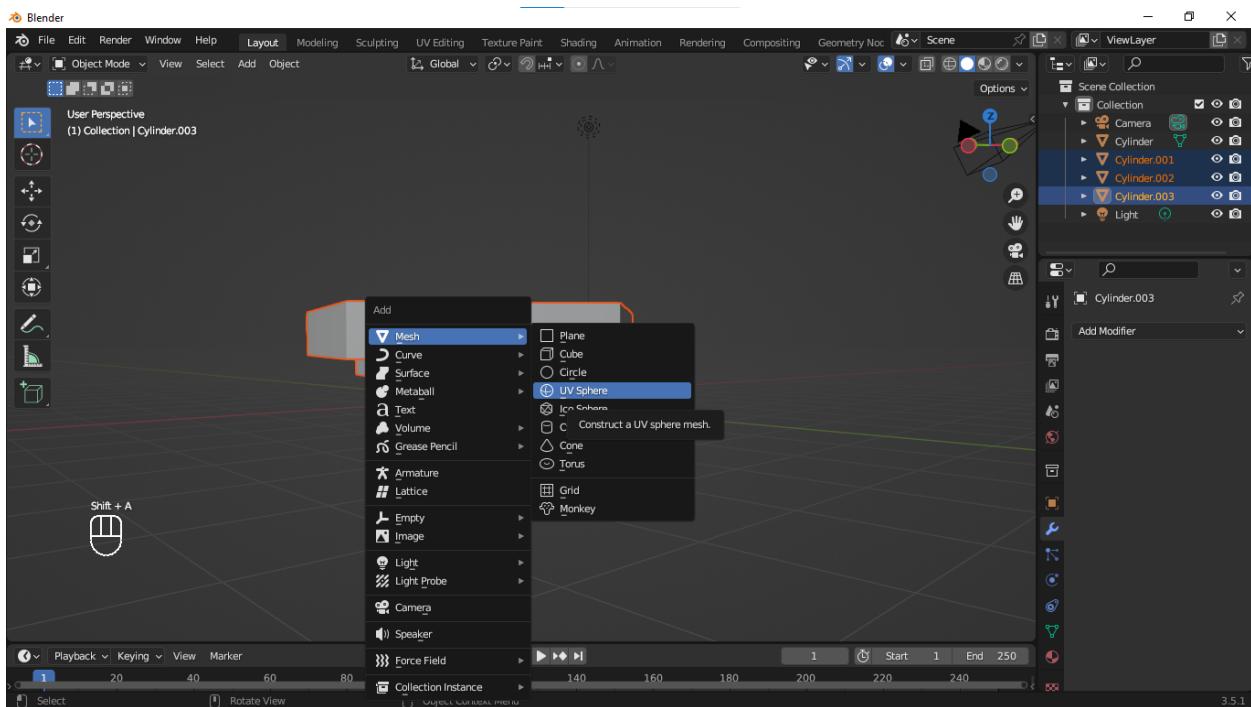
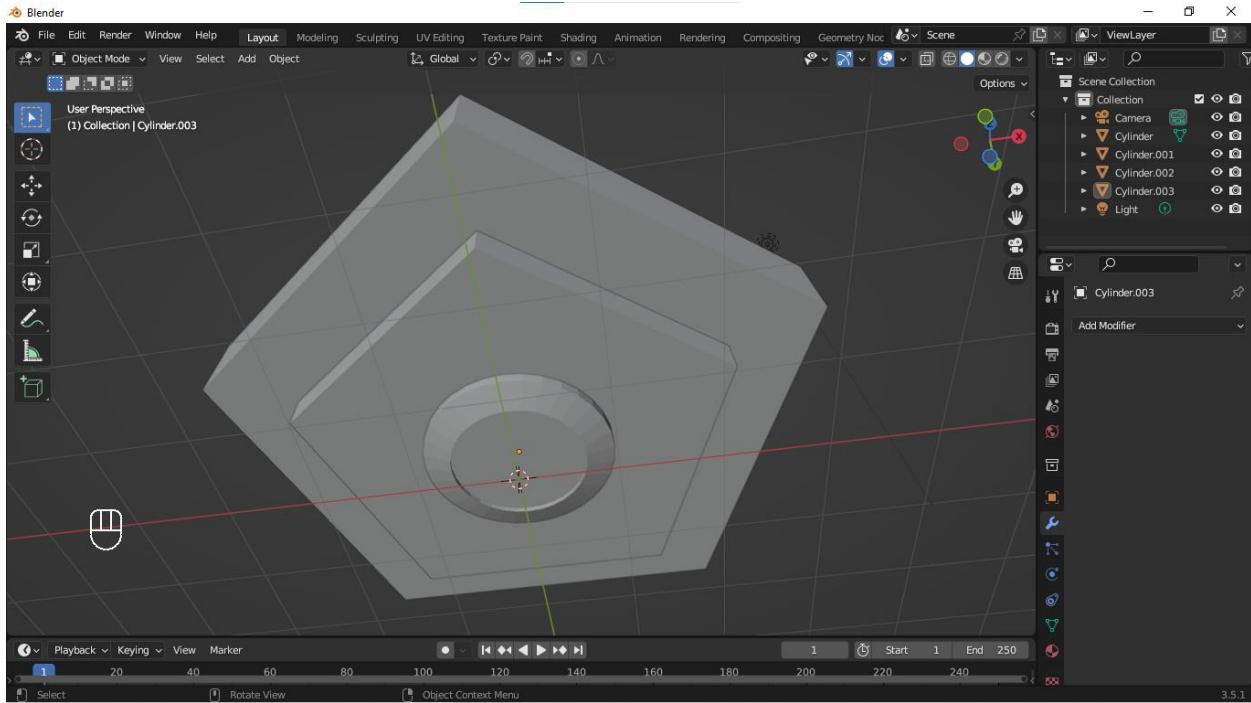


- Langkah berikutnya tambahkan objek silinder baru kemudian scale hingga menipis Lalu Pada bagian atas silinder dikecilkan permukaannya.

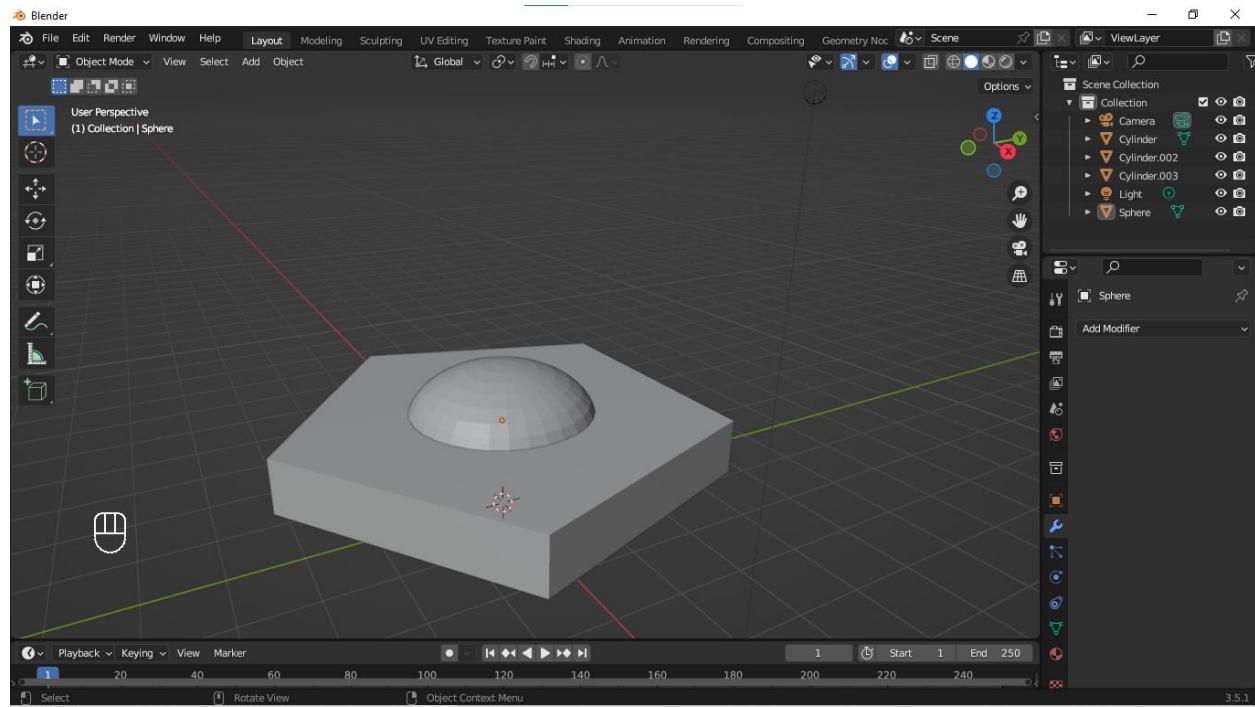
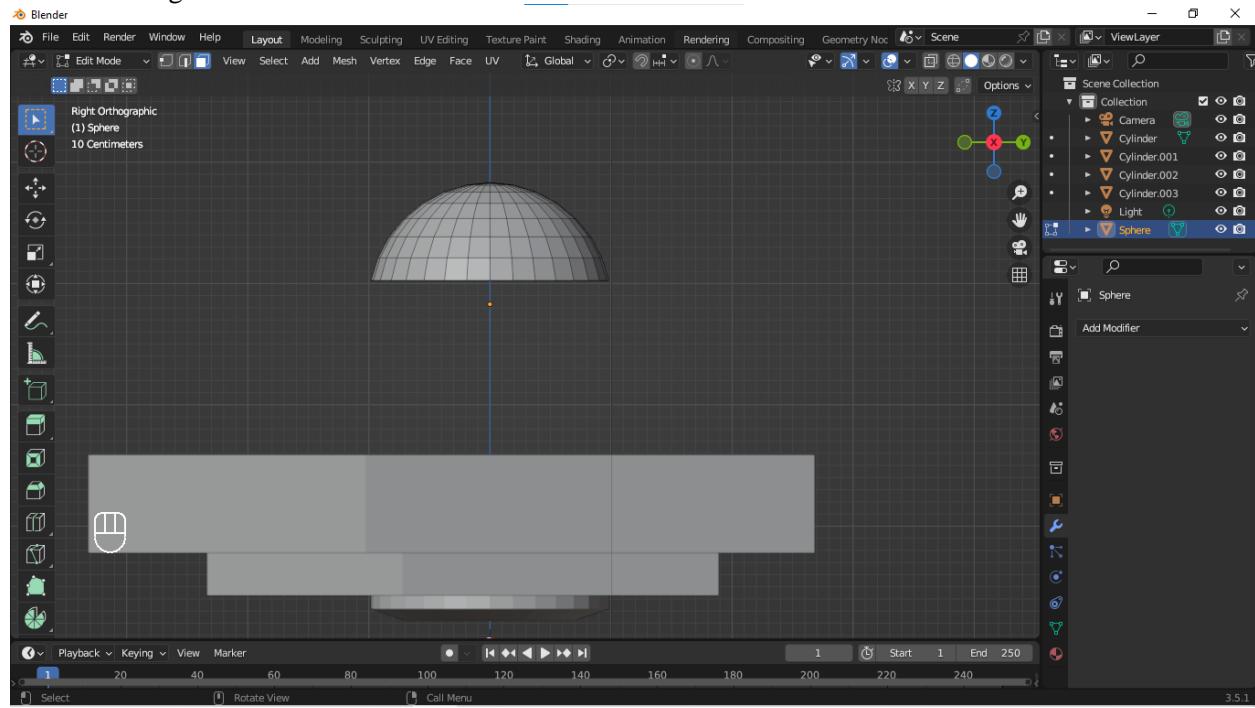


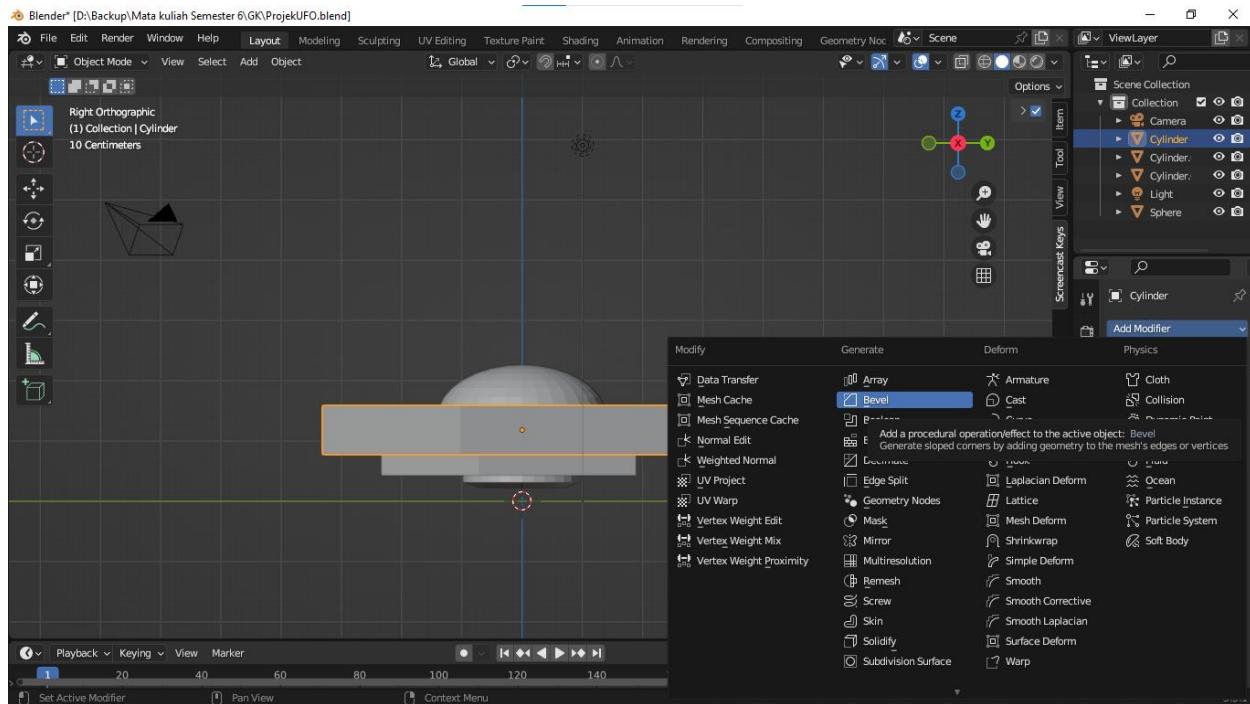




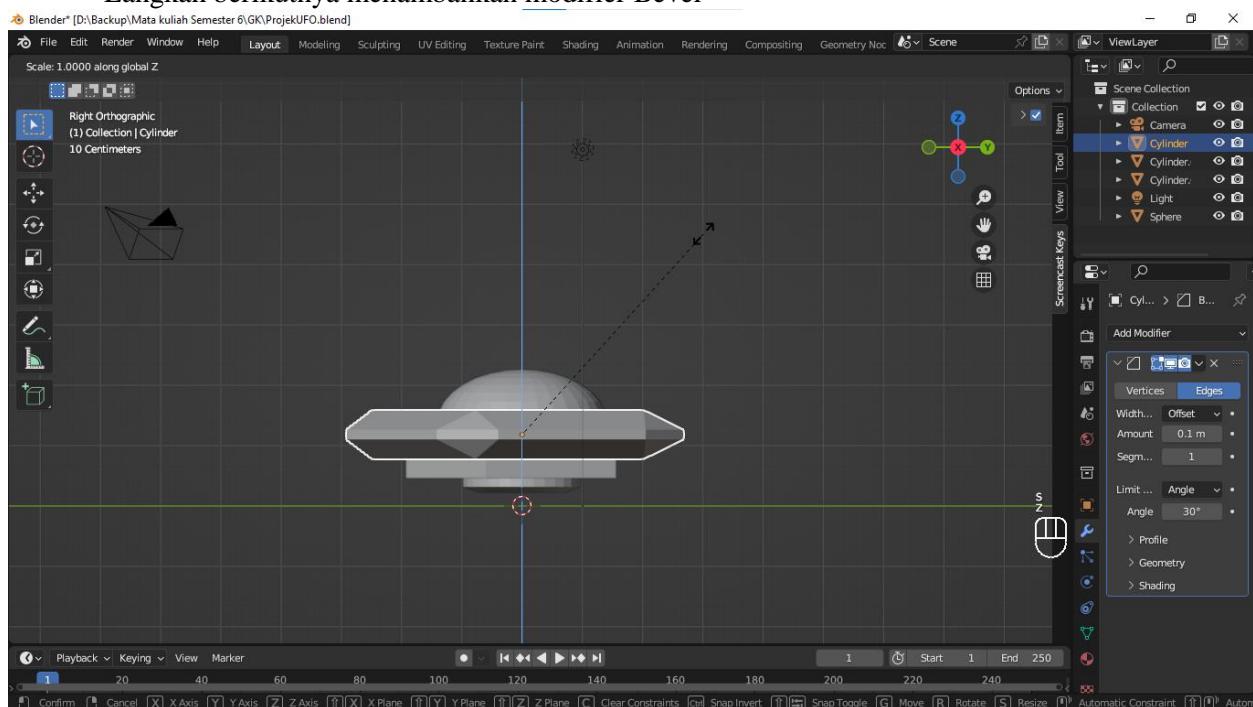


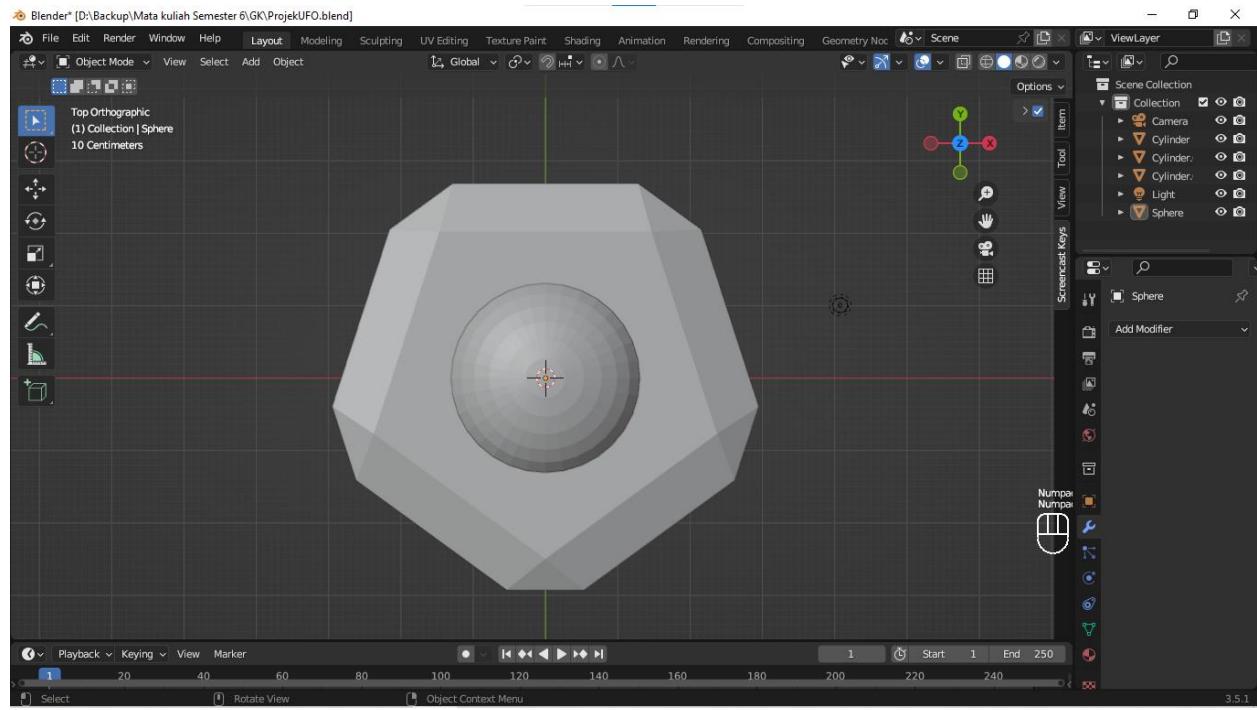
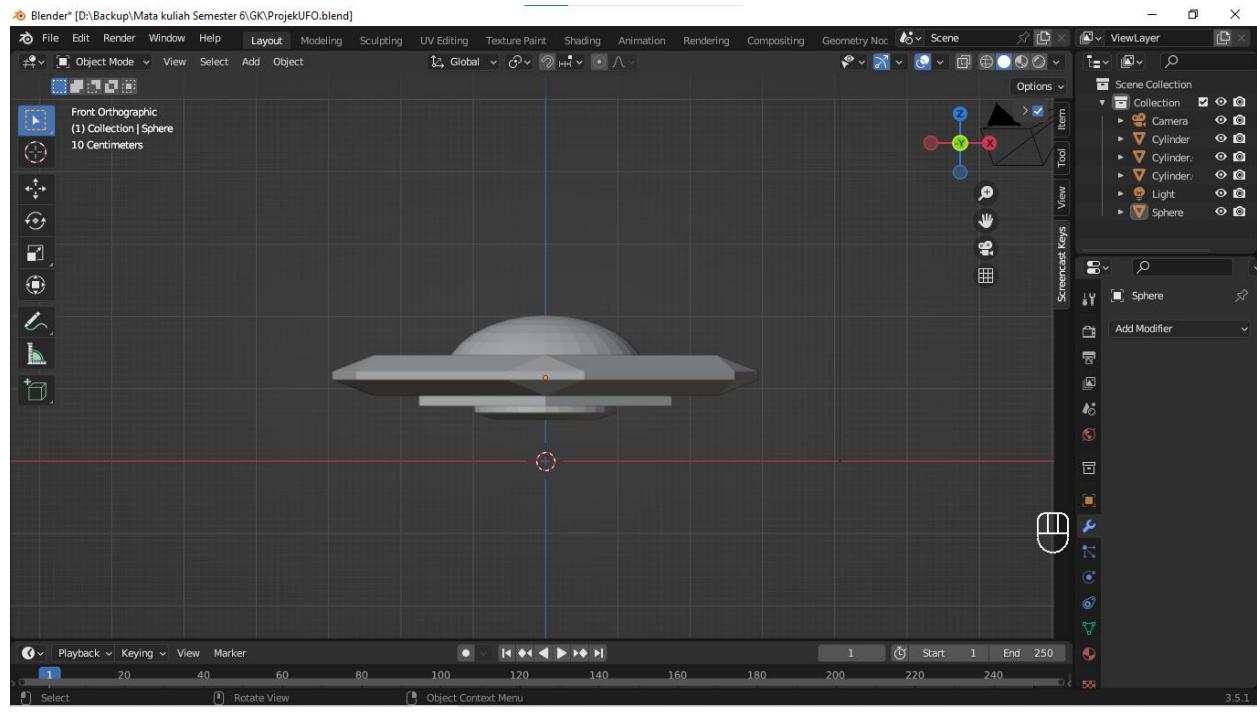
- Tambahkan objek baru yaitu UV Sphare kemudian hilangkan setengah baginya lalu tempelkan ke bagian atas UFO.

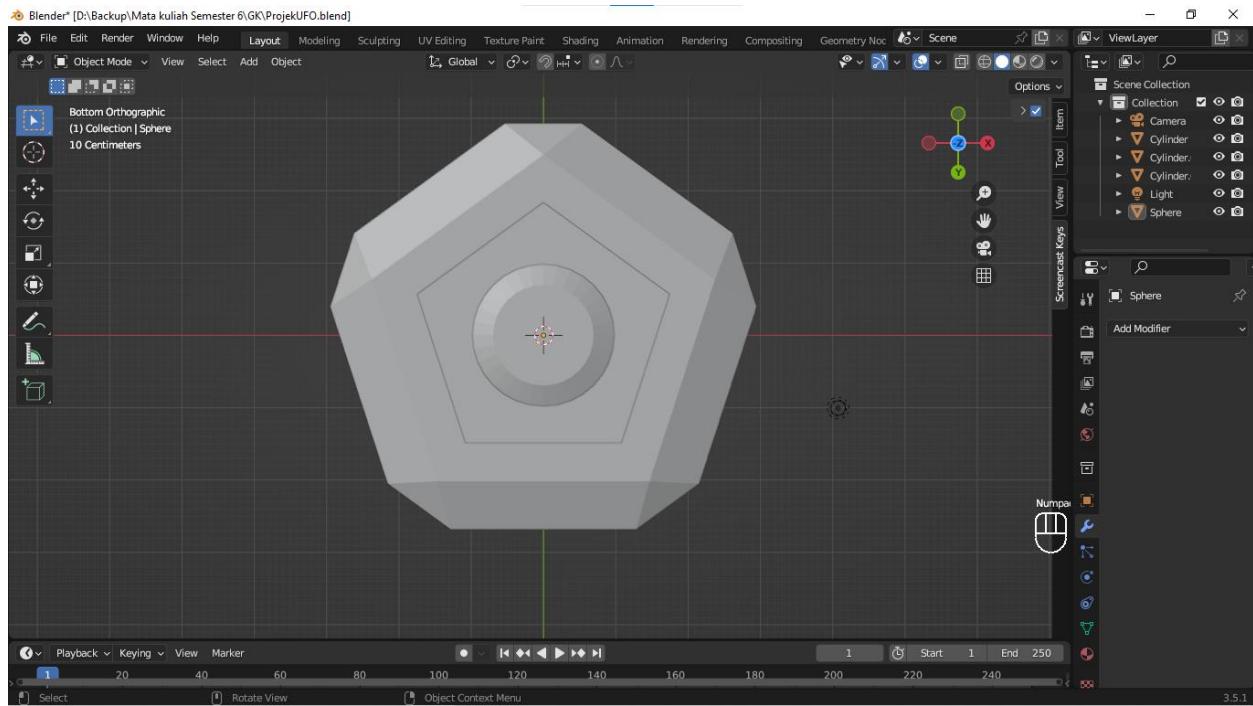




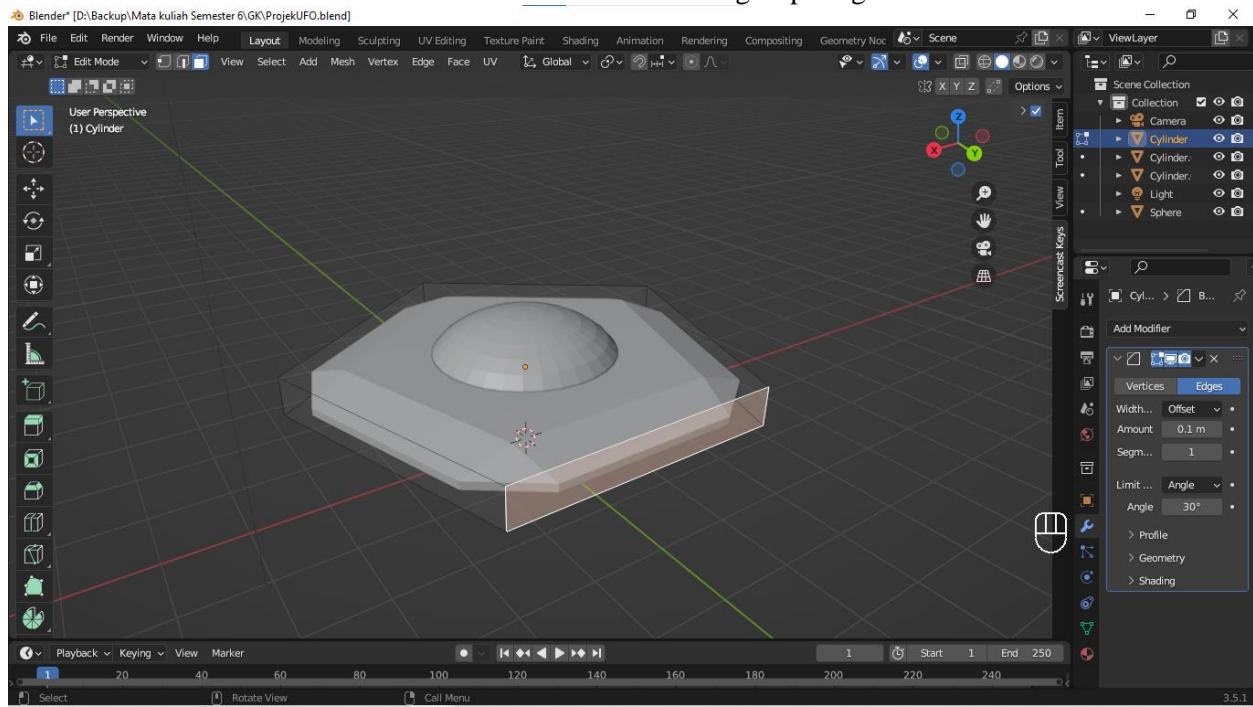
- Langkah berikutnya menambahkan modifier Bevel

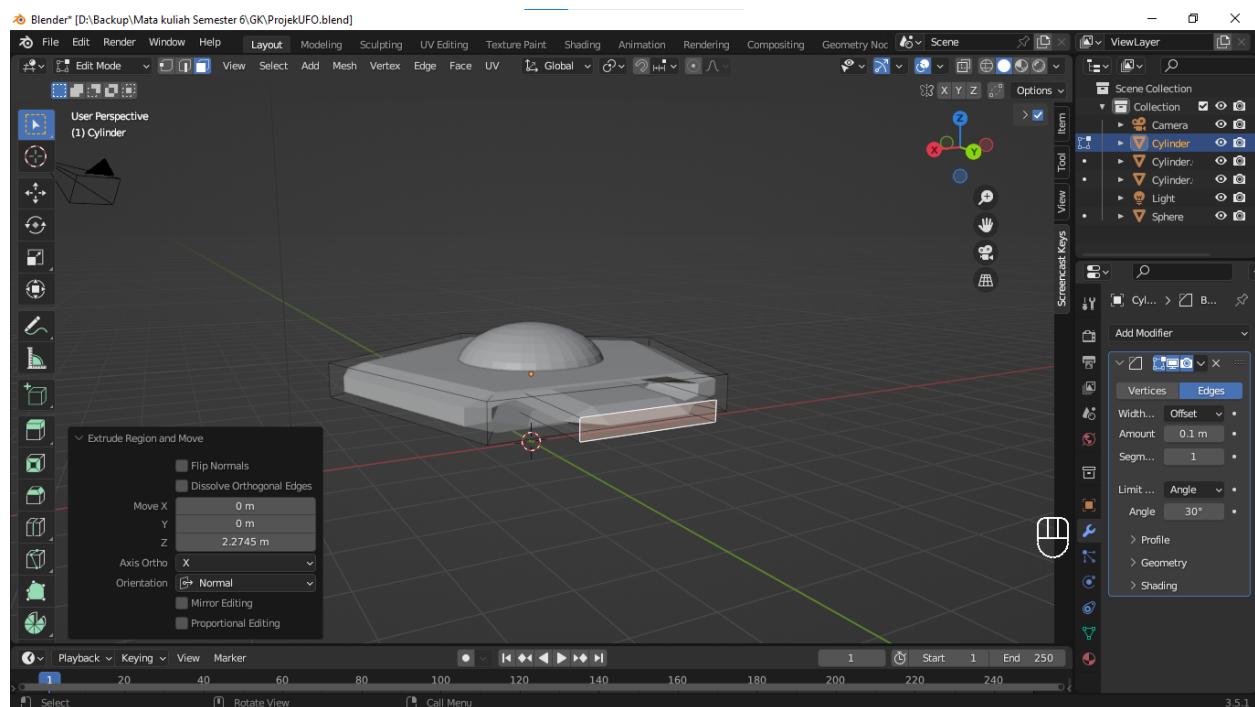
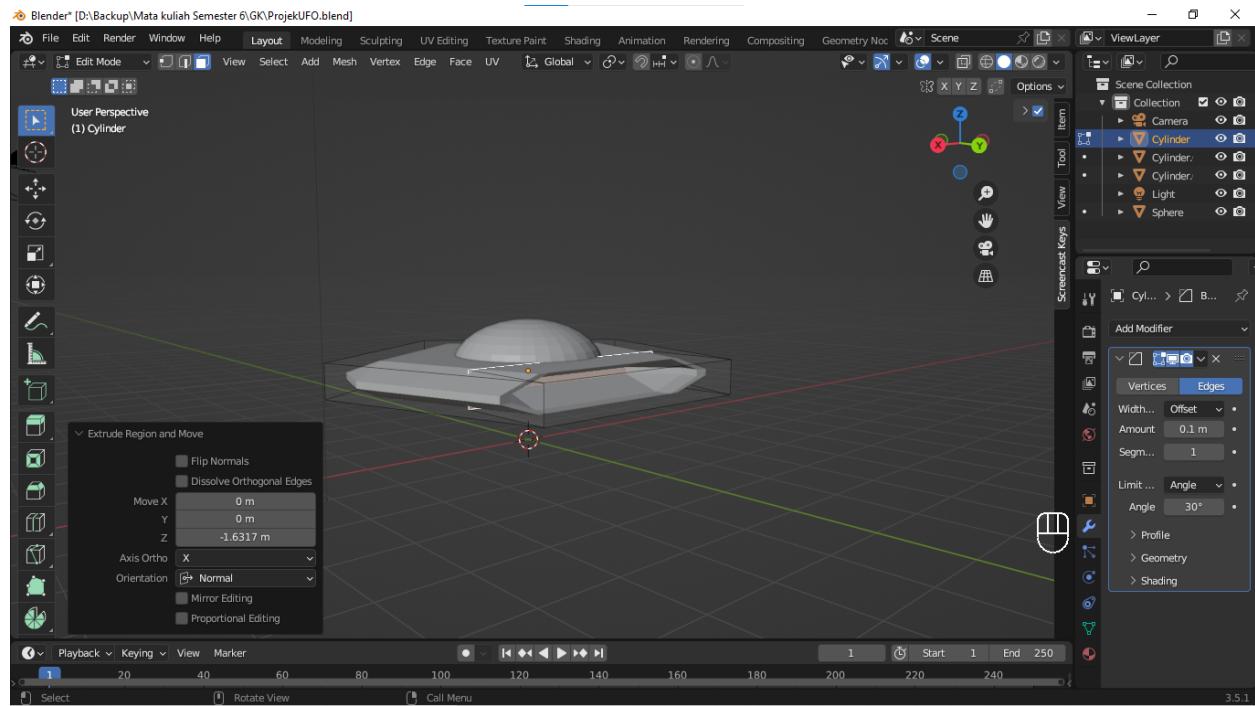


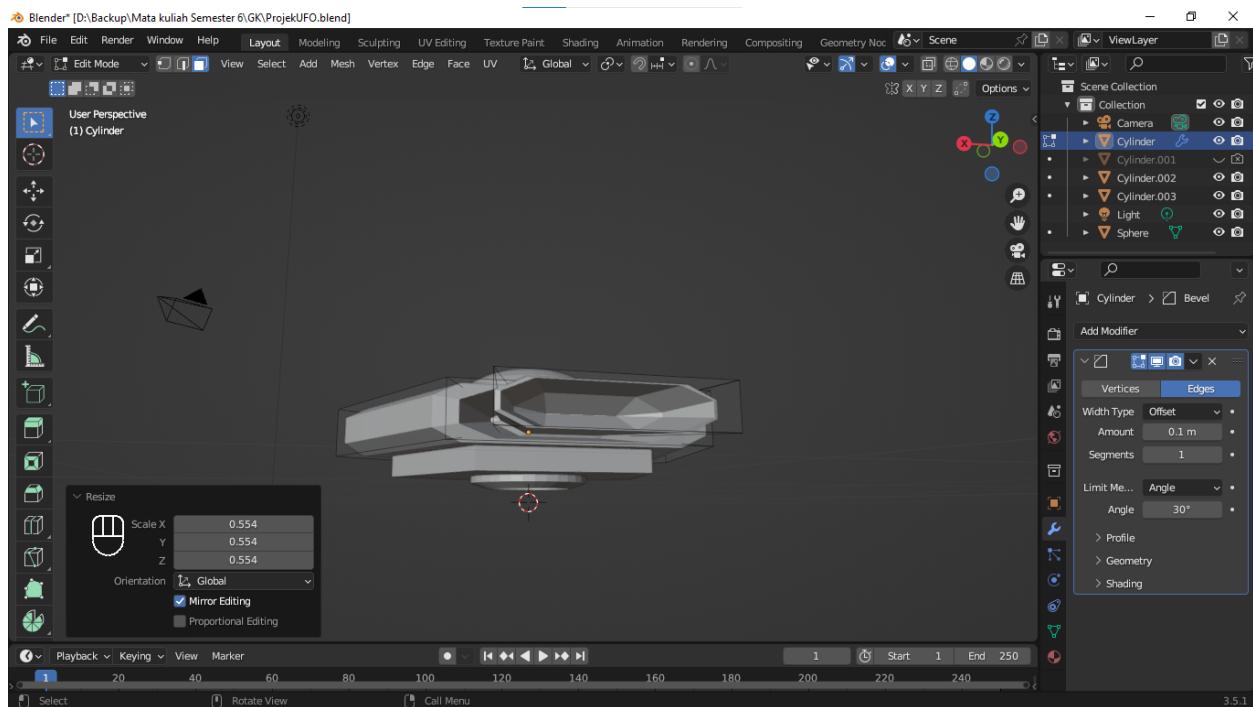
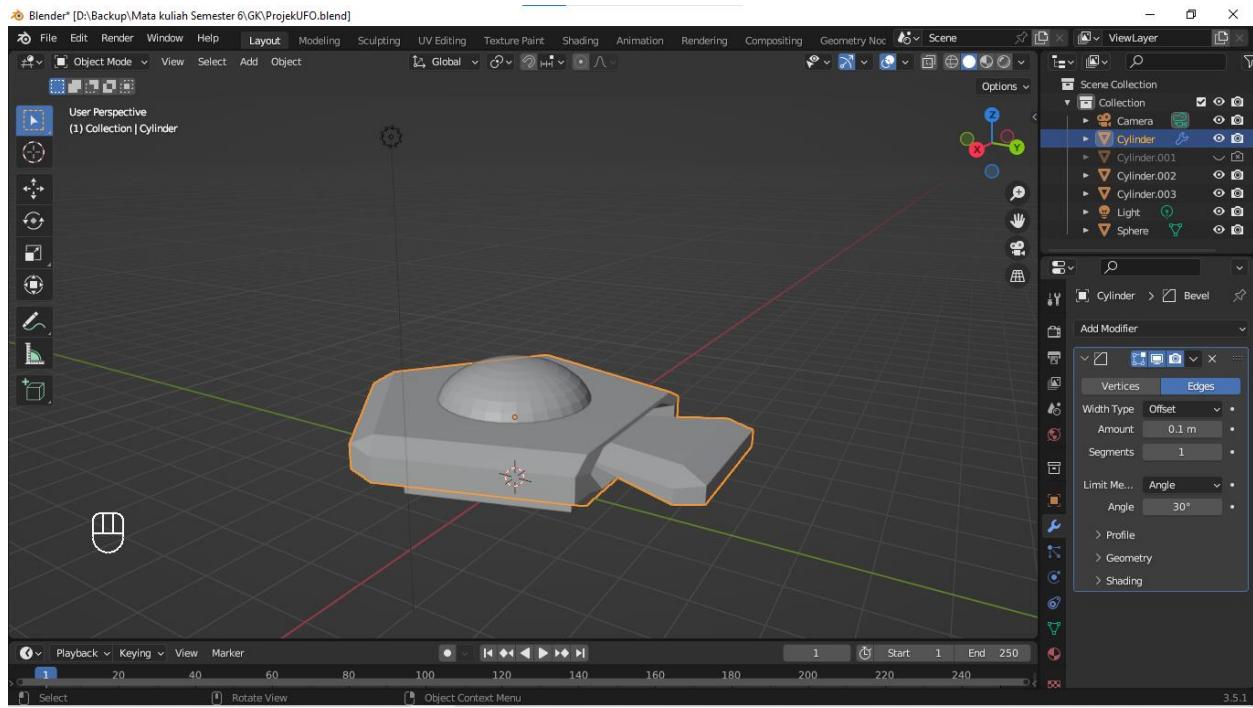


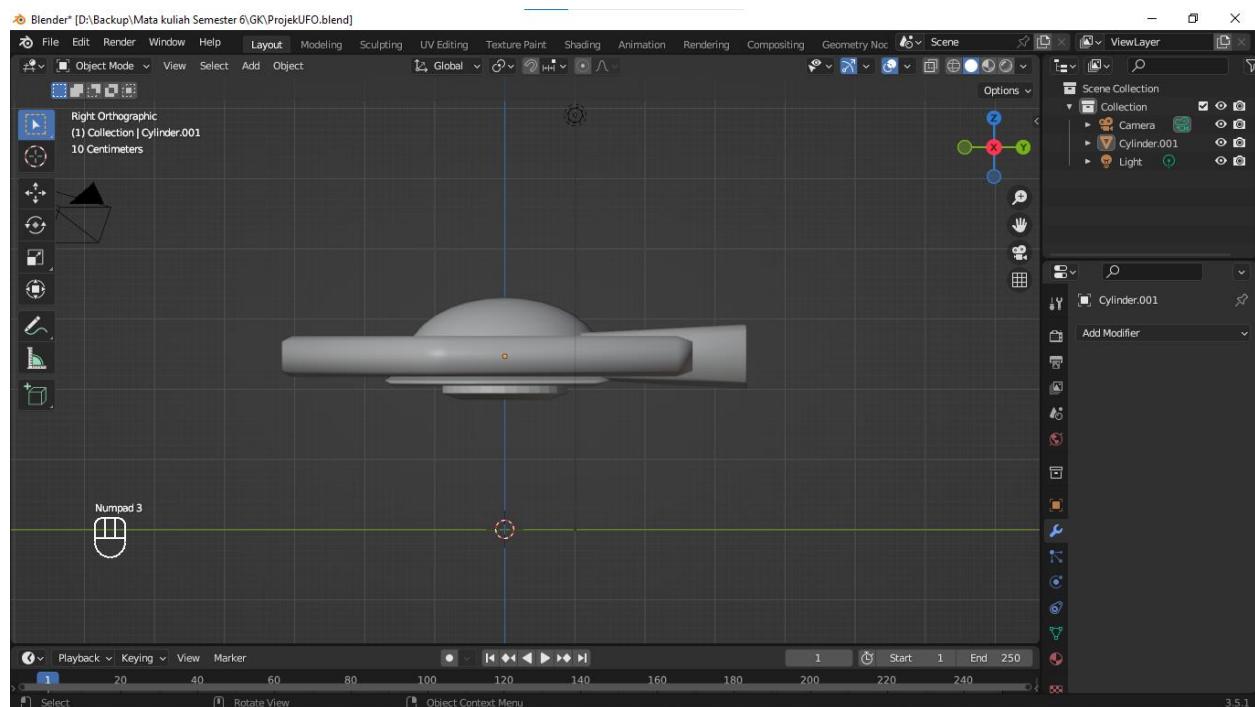
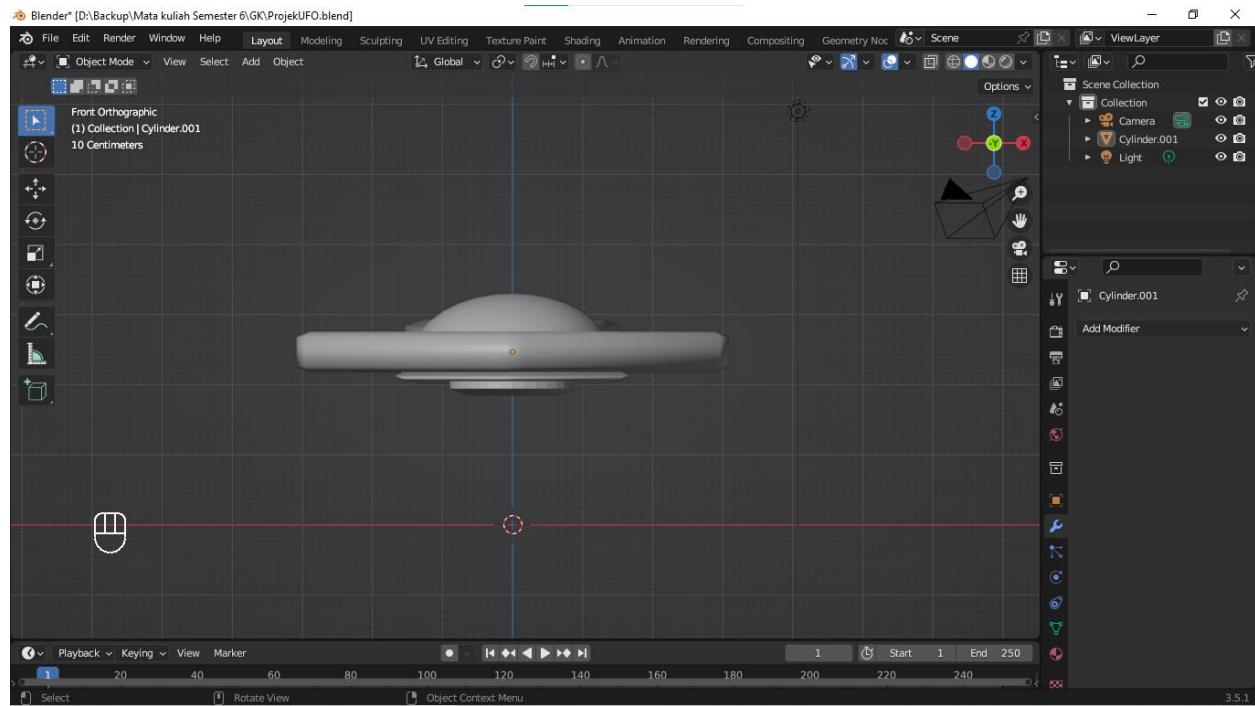


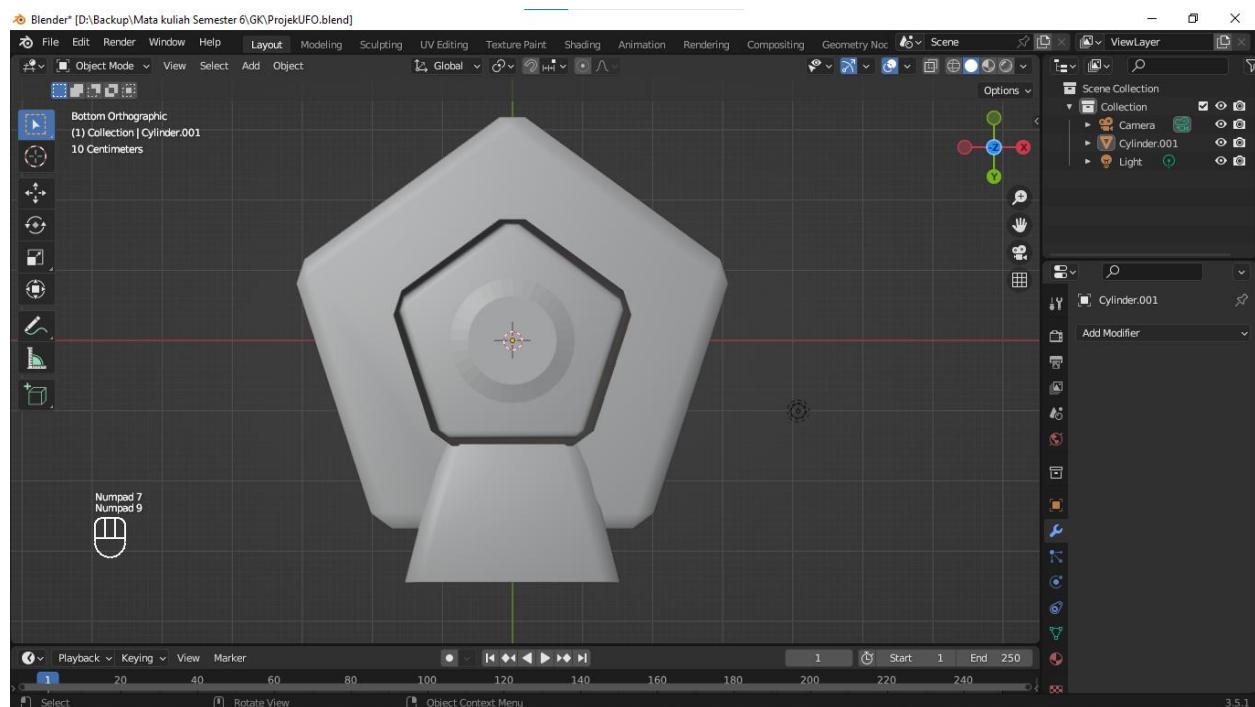
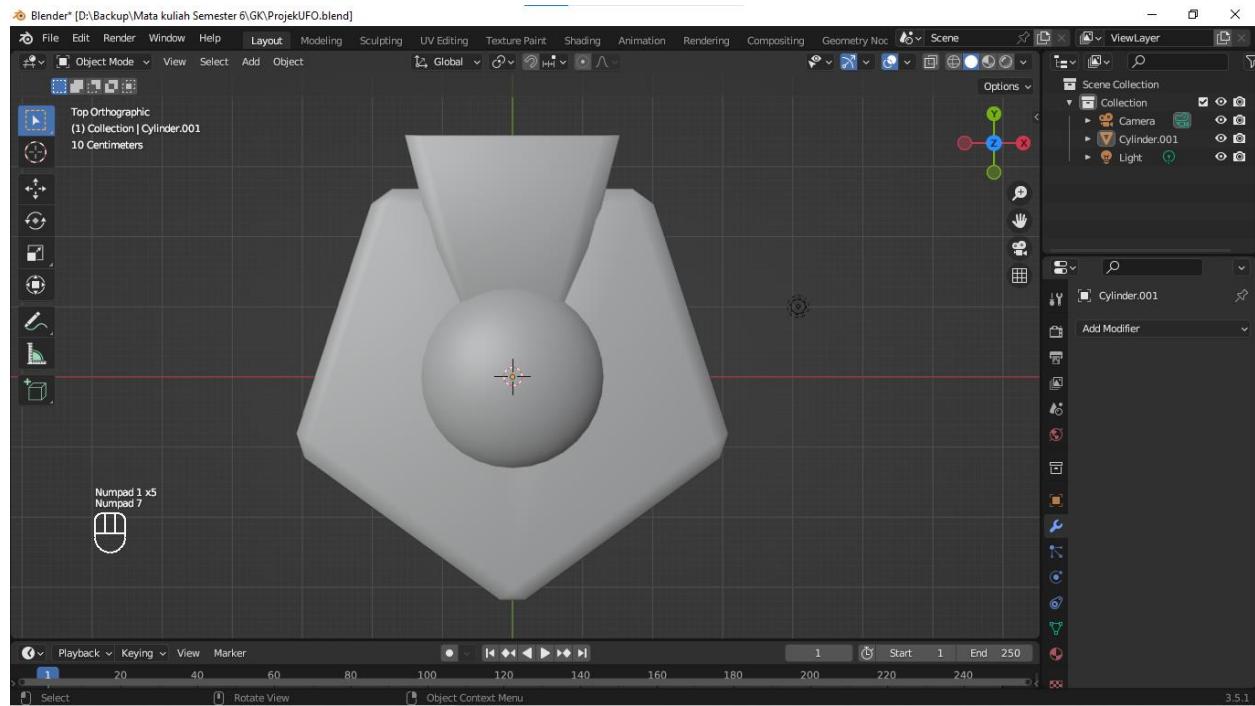
- Selanjutnya untuk membuat ruang mesin ufo dengan cara extrude permukaan bagian belakang ufo kedalam kemudian extrude keluar lalu kedalam lagi seperti gambar dibawah



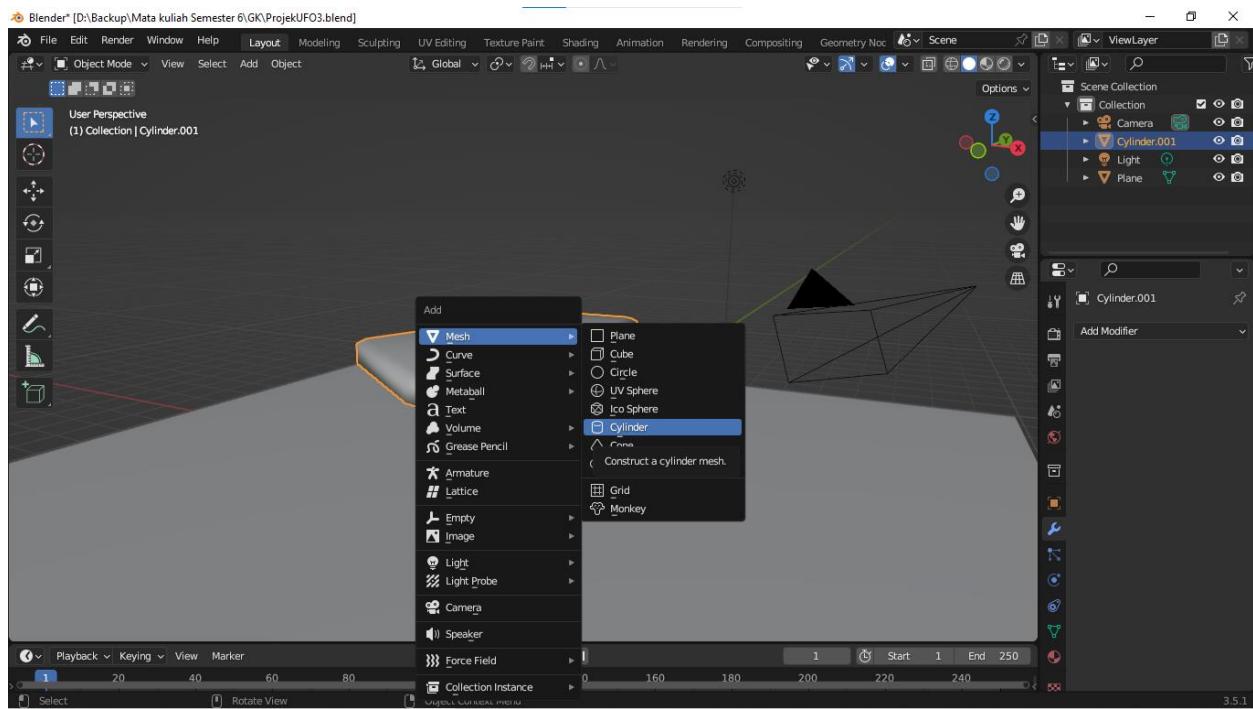
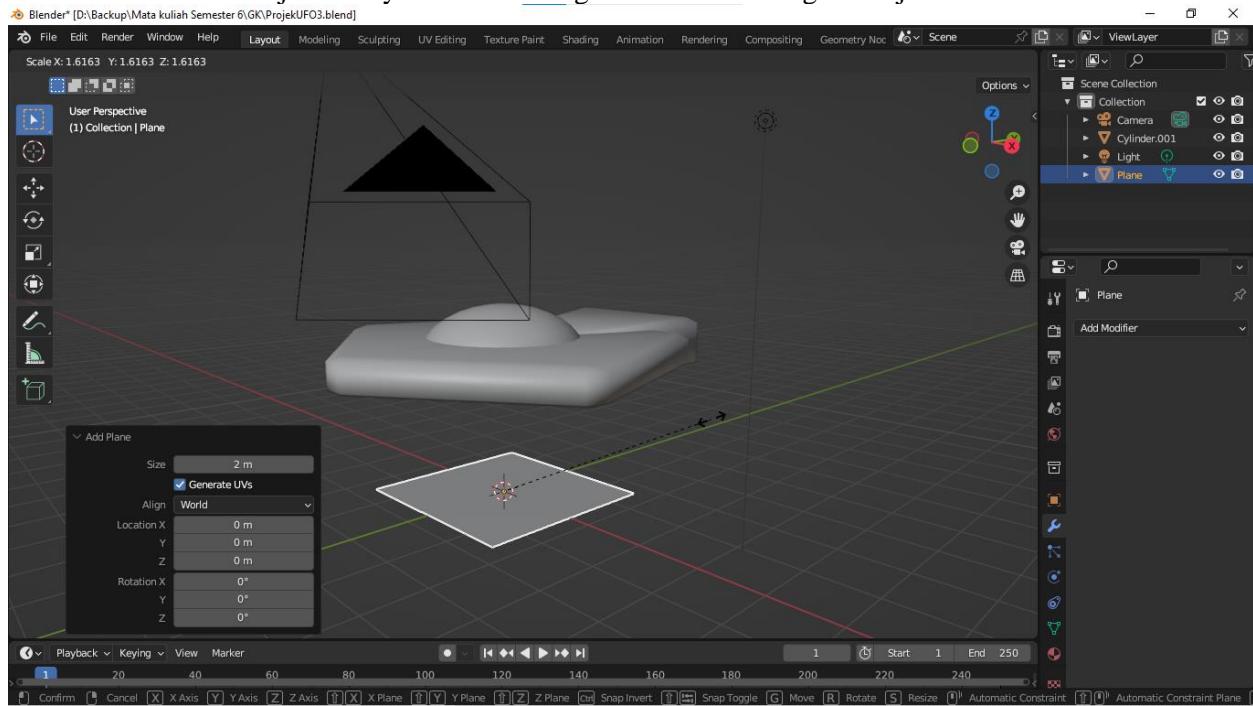




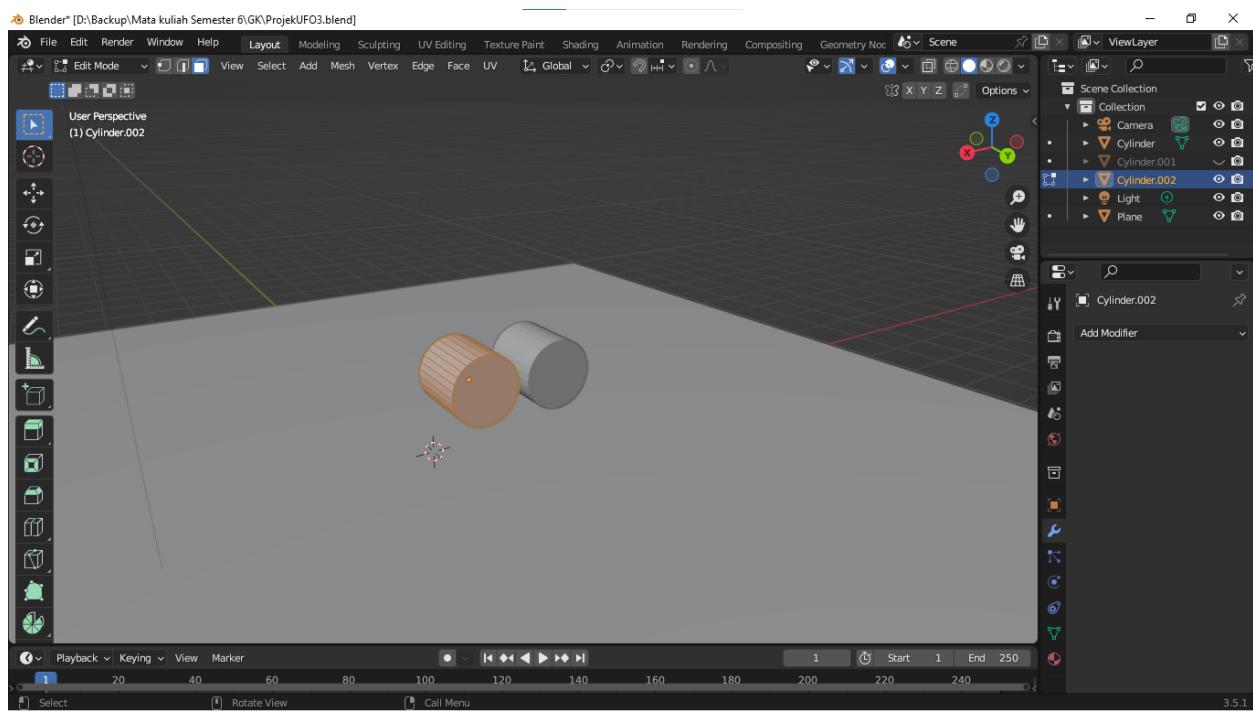
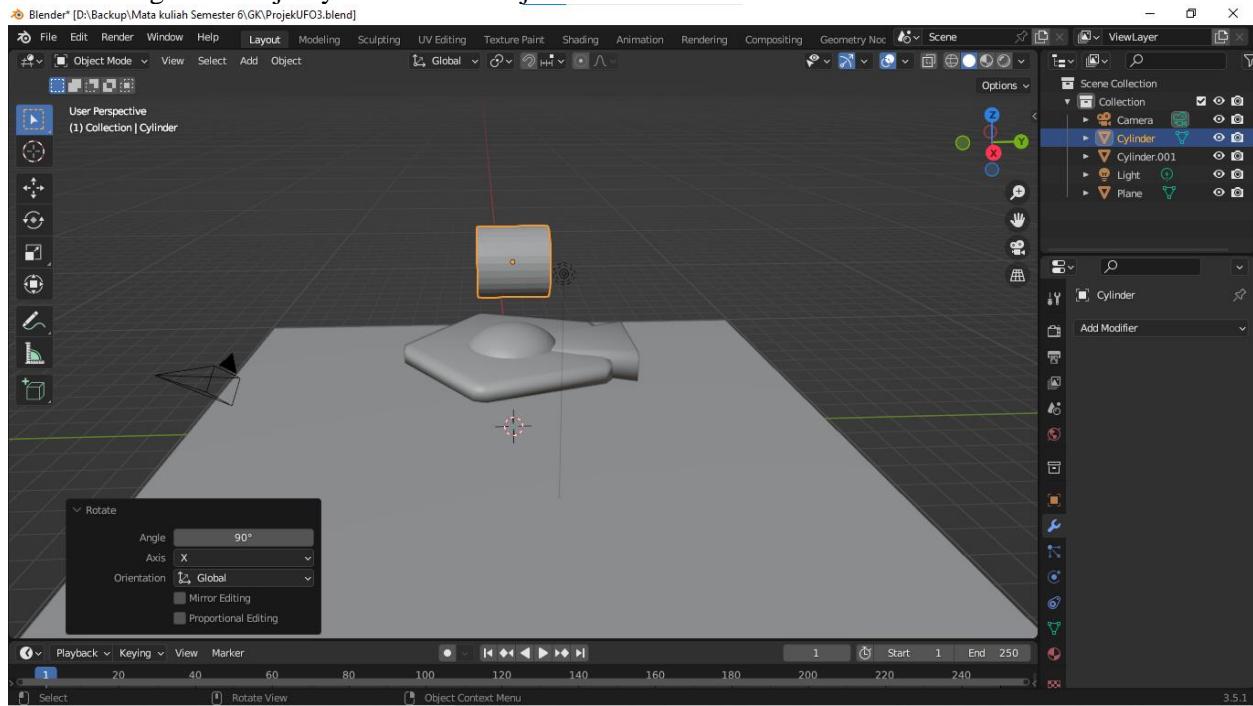




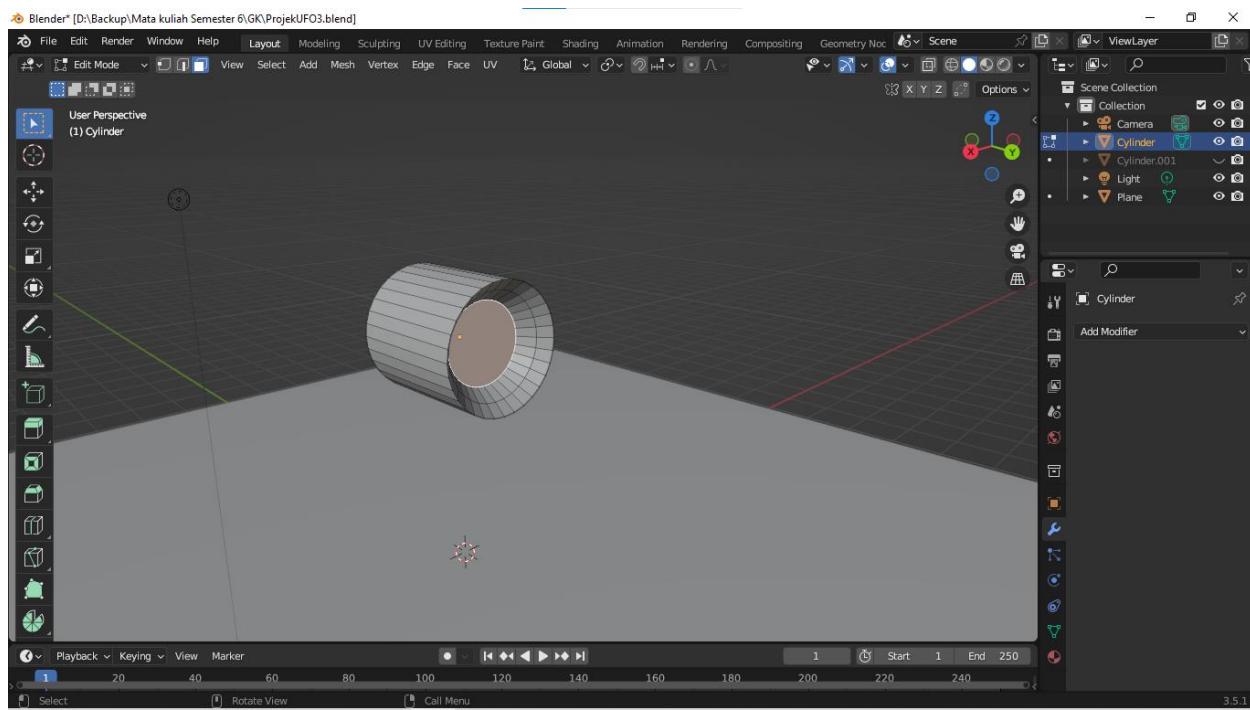
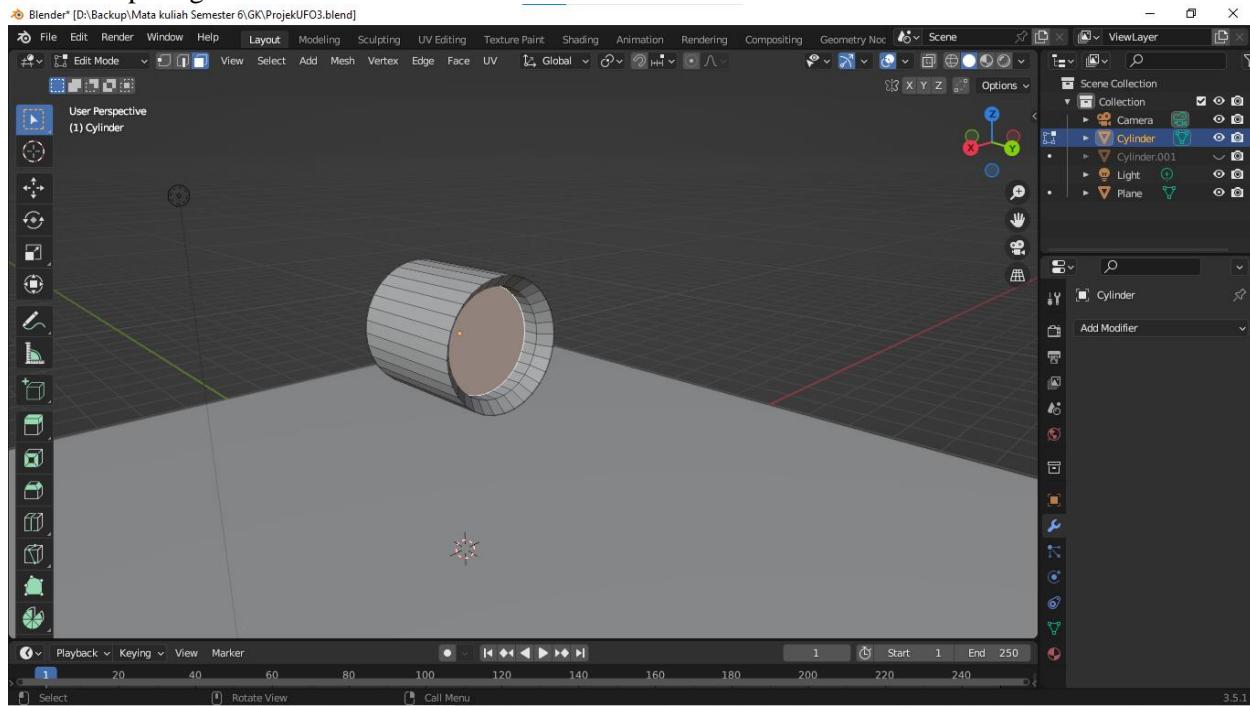
- Tambahkan objek baru yaitu Plane sebagai alas lalu scale agar menjadi lebih besar

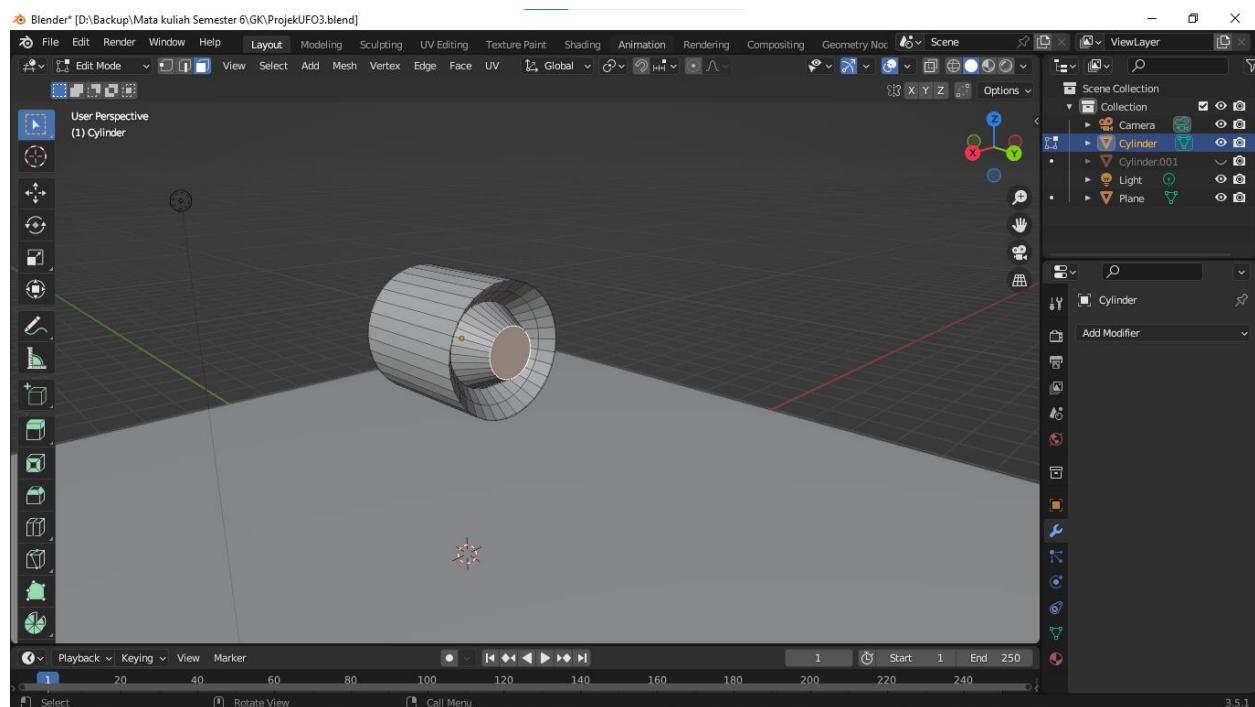
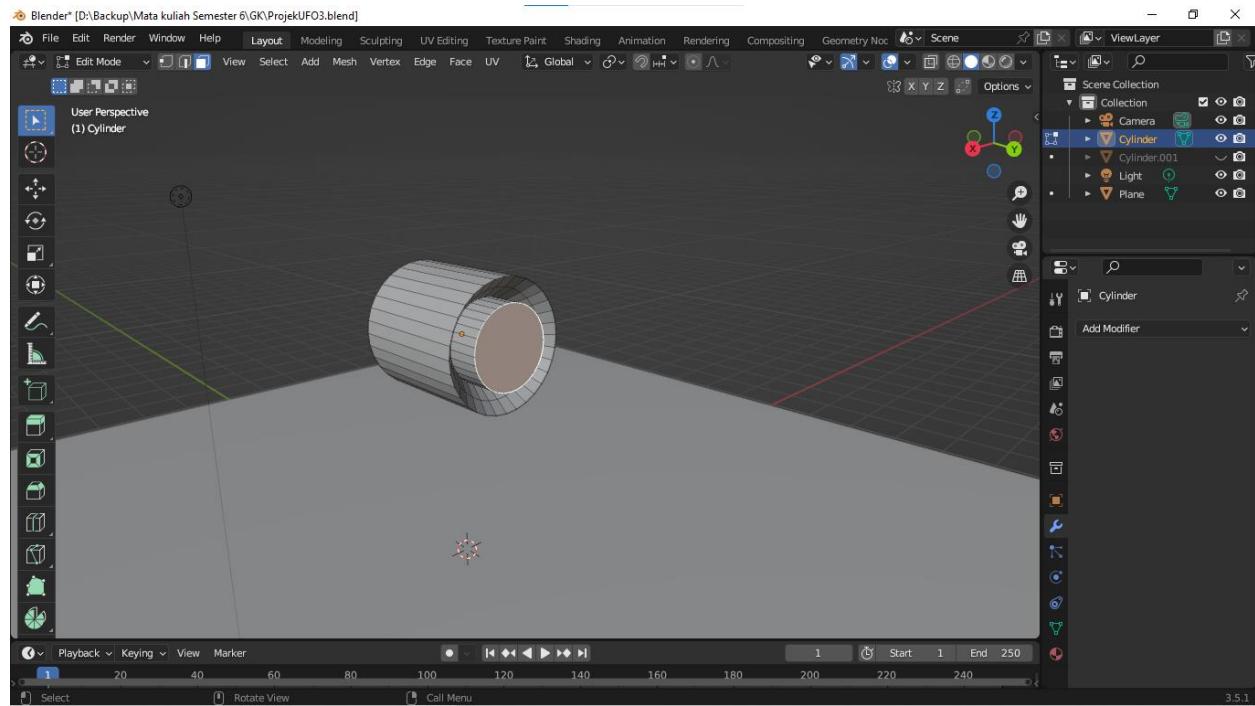


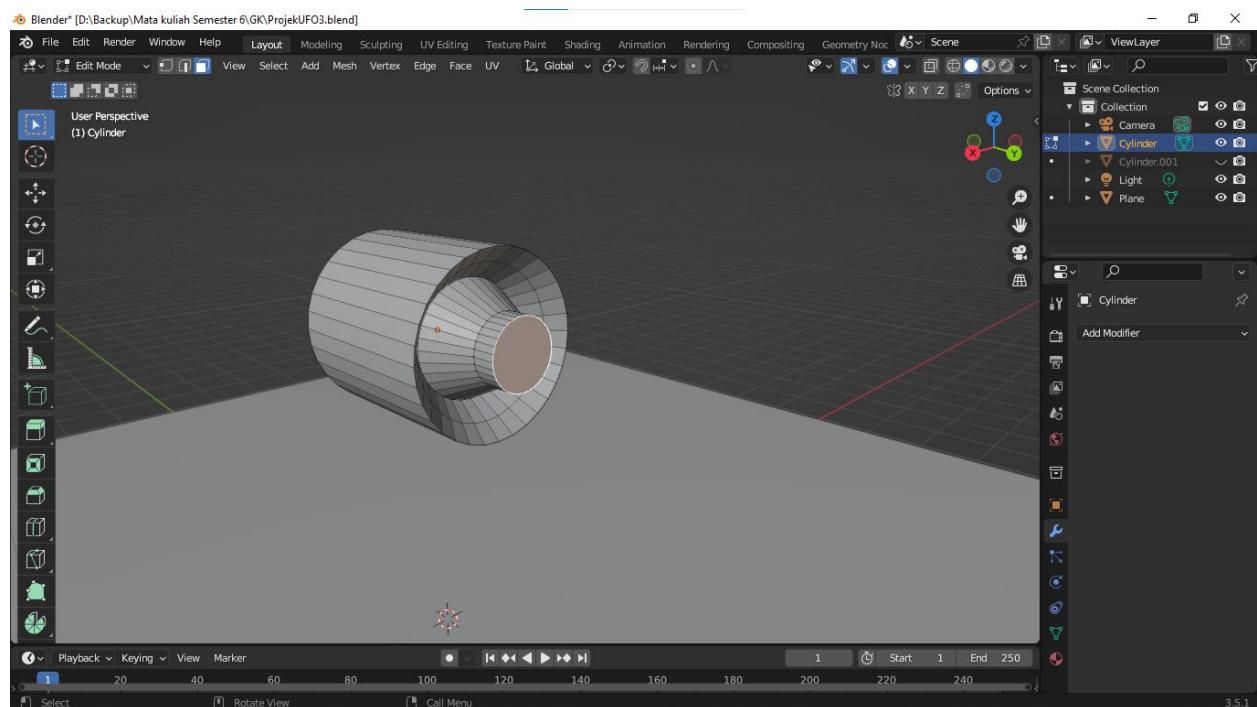
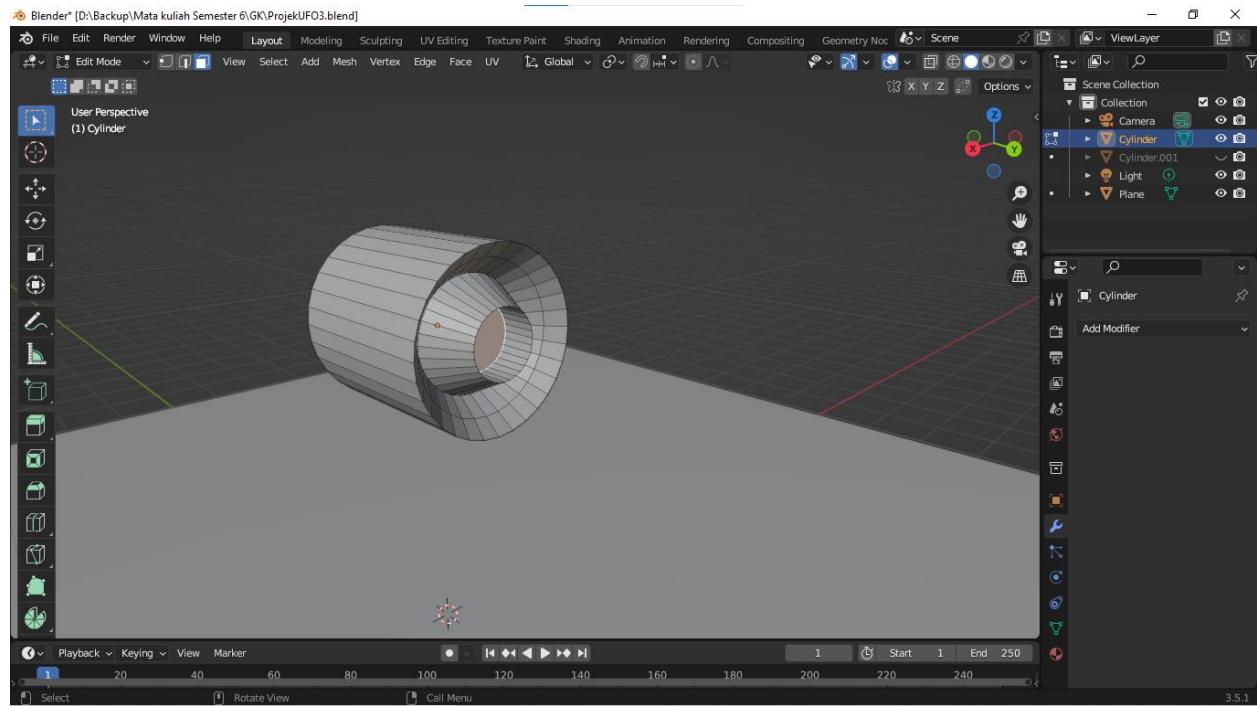
- Langkah selanjutnya tambahkan objek silinder untuk membuat mesin ufo

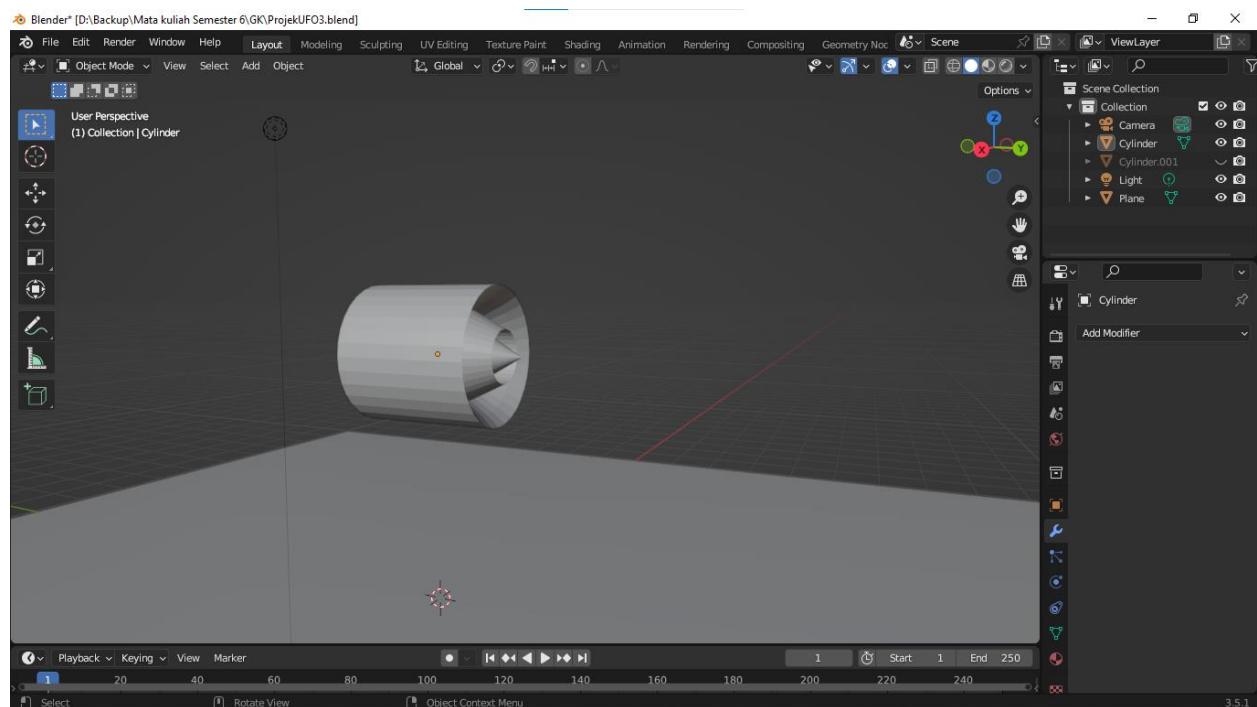
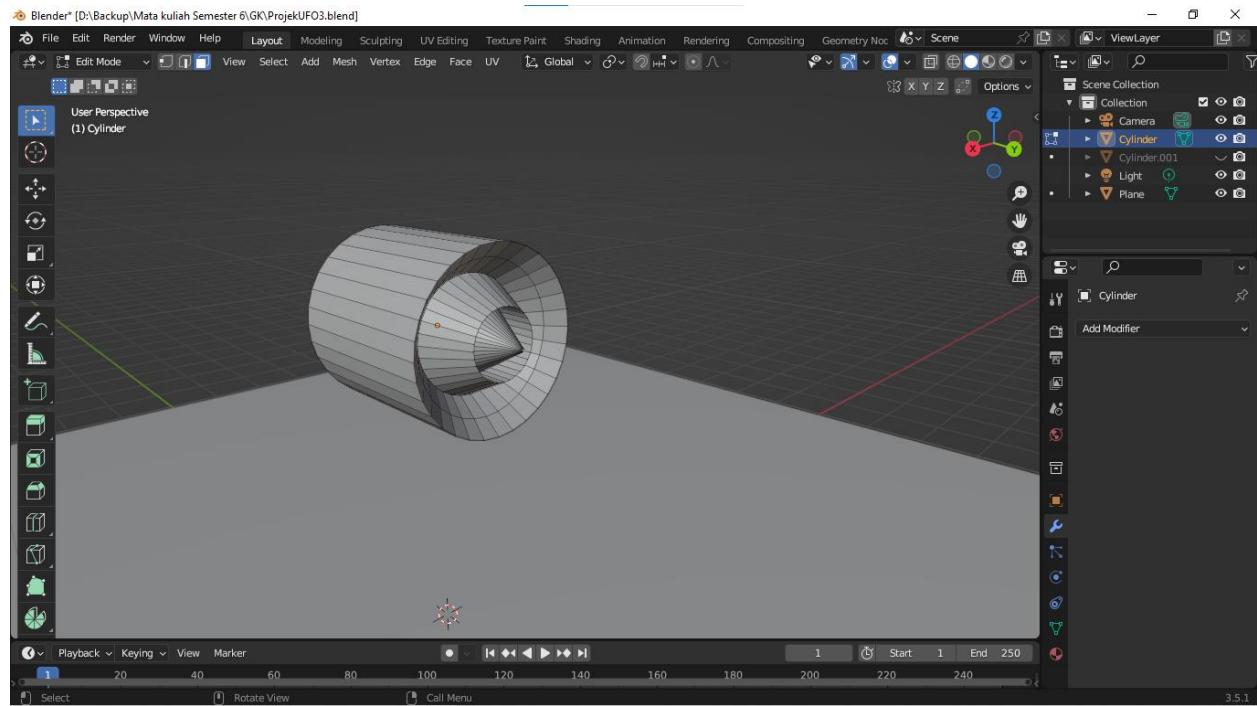


- Kemudian extrude permukaannya kedalam lalu extrude lagi keluar sampai membentuk mesin ufo seperti gambar dibawah

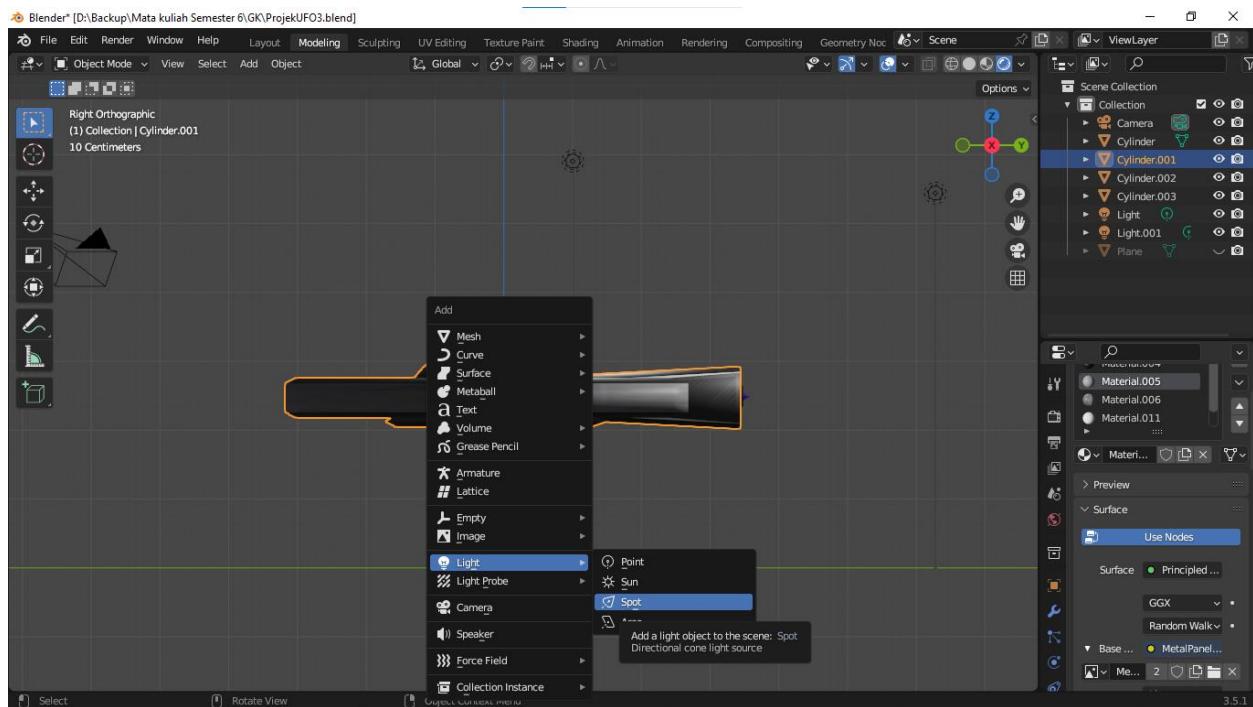
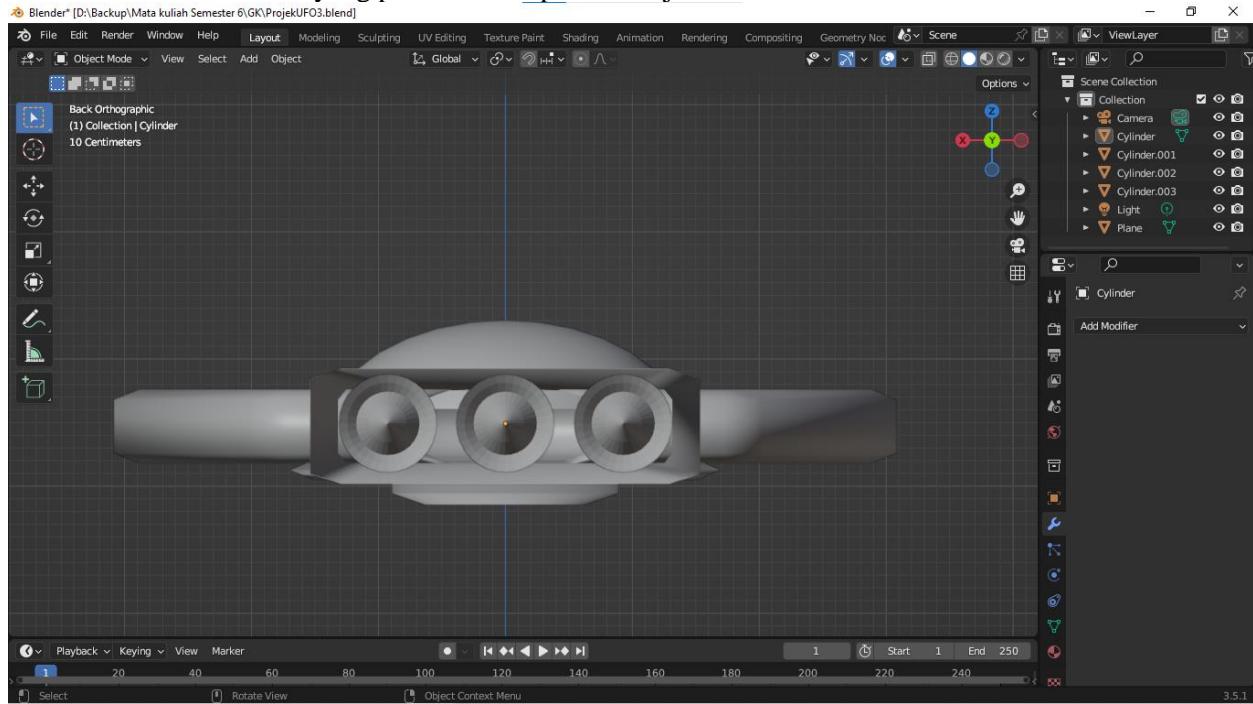




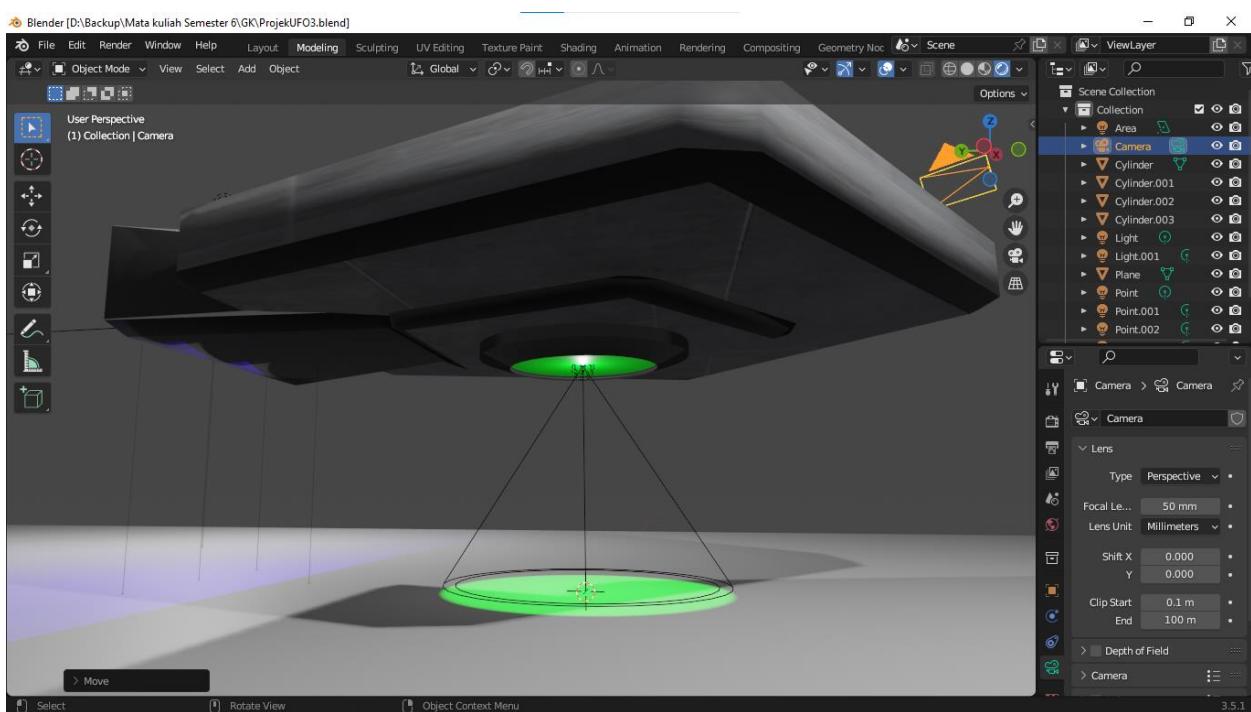
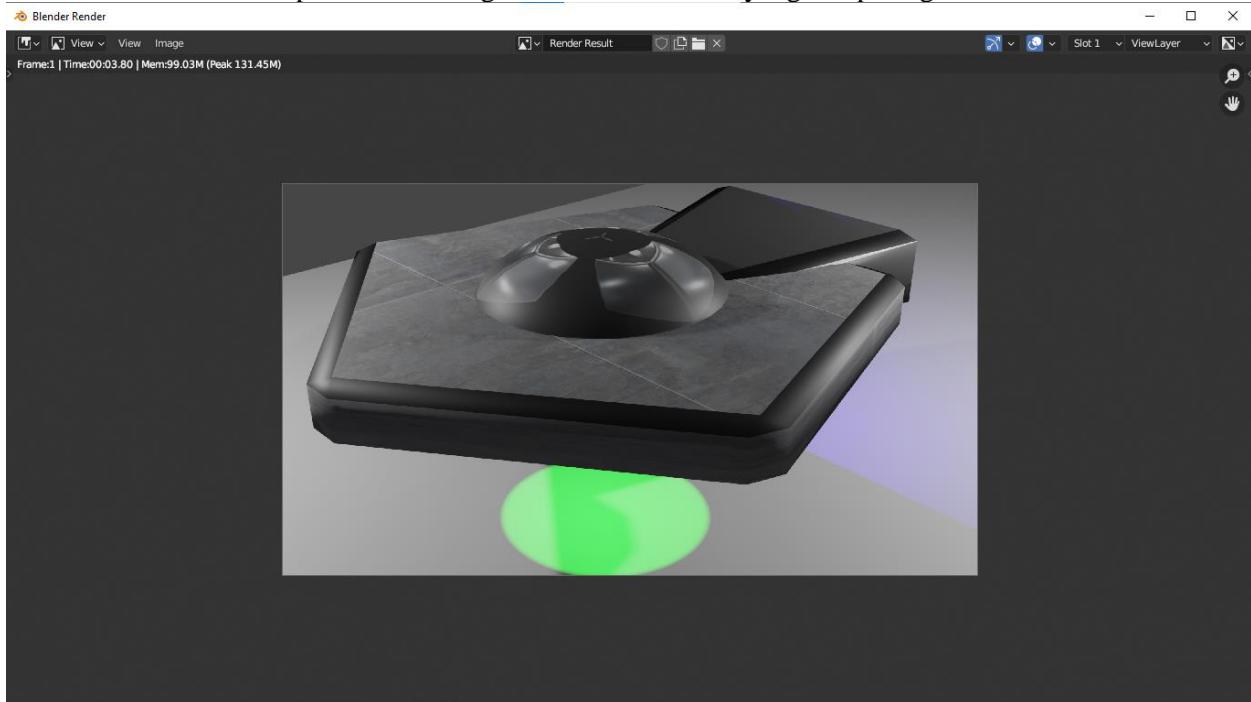




- Setelah itu mesin yang pertama di duplikat menjadi 3



- Lalu beri warna pada seluruh bagian ufo sesuai warna yang ada pada gambar referensi



- Dan yang terakhir tambahkan lampu pada bagian bawah ufo dan pada ketiga mesin

