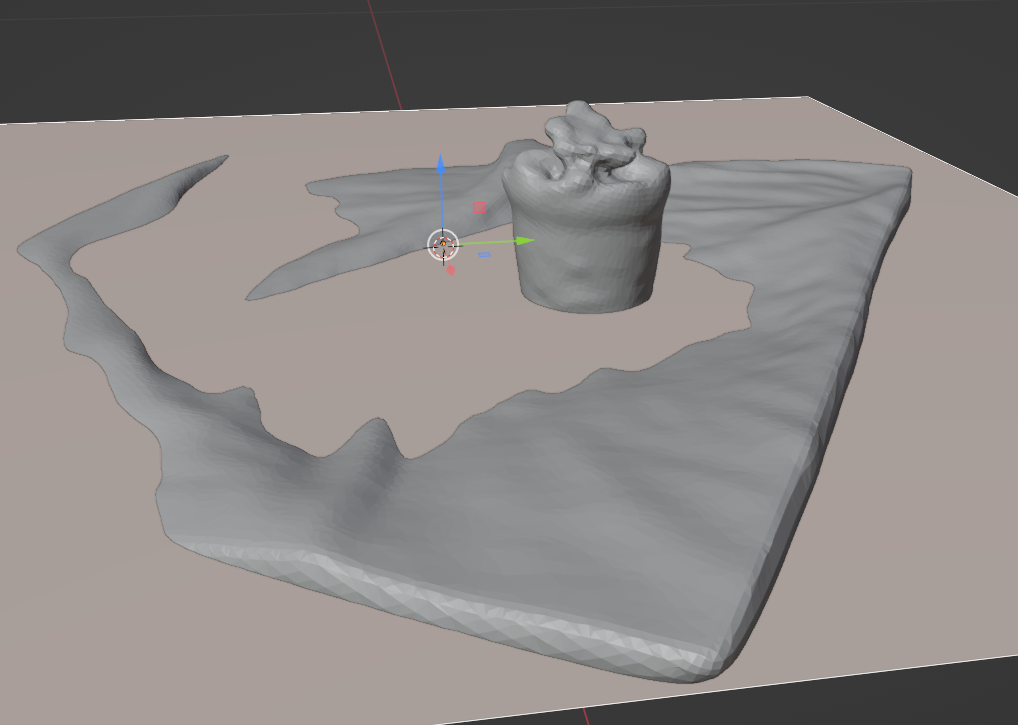
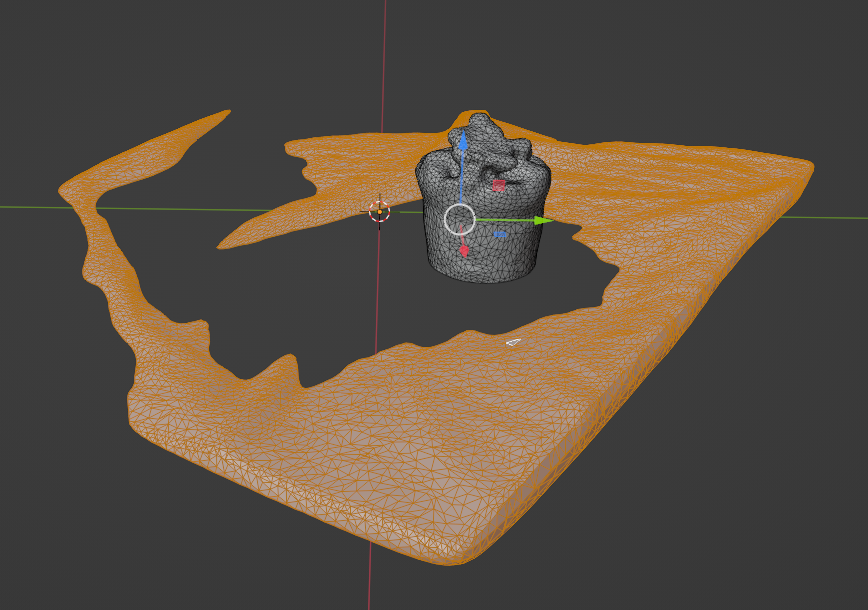
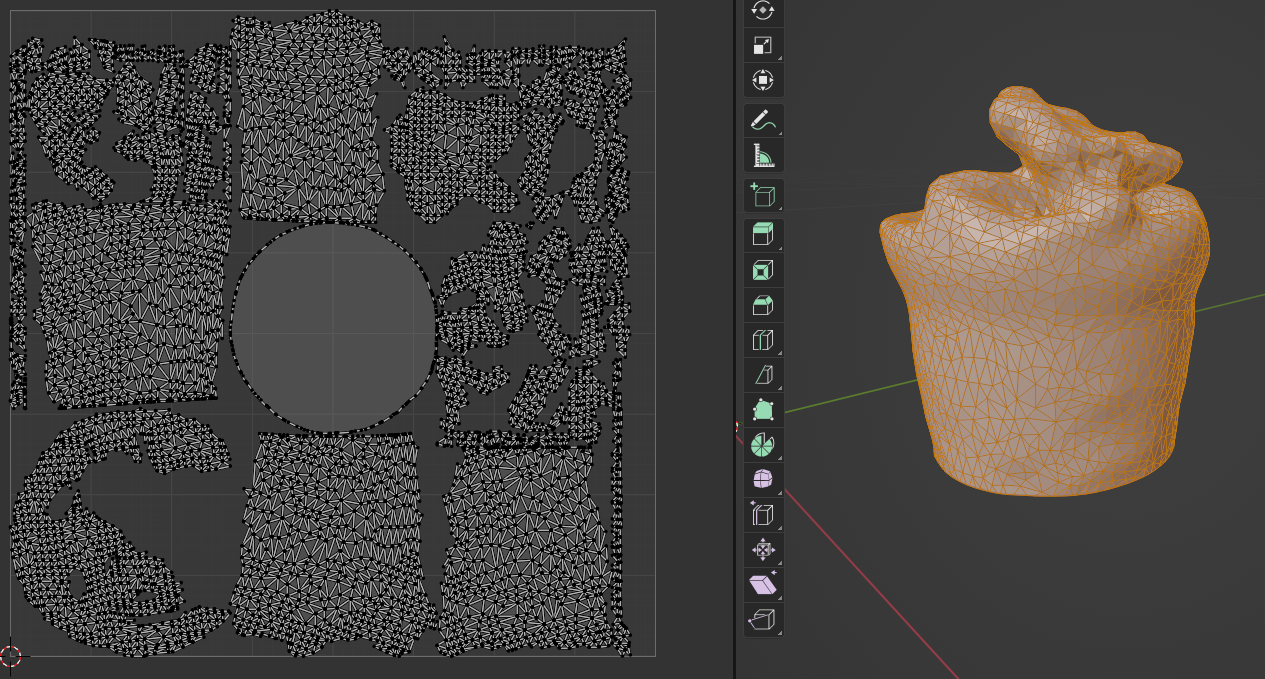
三維模型設計實務 B10815057 廖聖郝 期末報告

* 模型編修過程

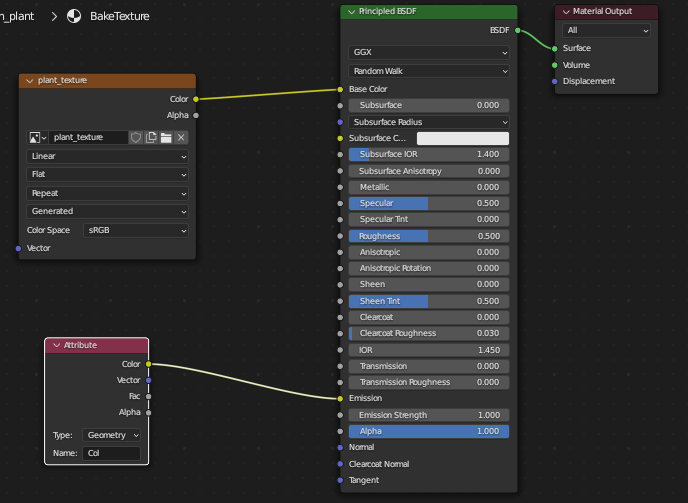
1. 用一塊plane採用布林運算將掃描到布的部分切開，然後按L把剩下的布mesh選取並刪除。

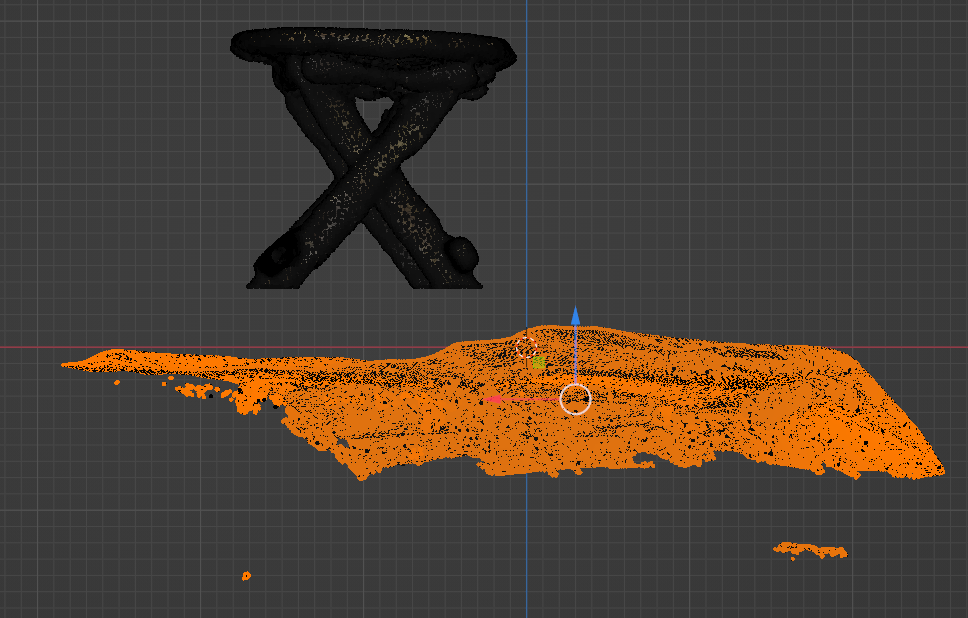
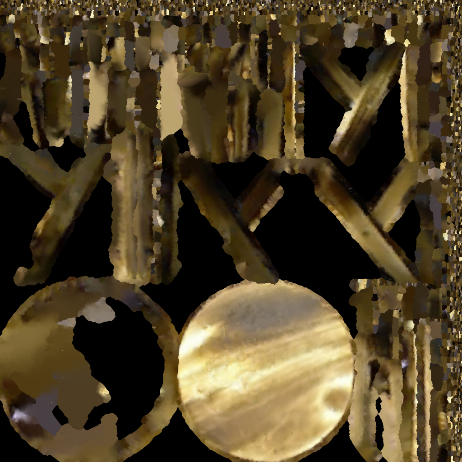
1. 將植物盆栽mesh使用”smart uv project”功能，把mesh攤平到2D平面



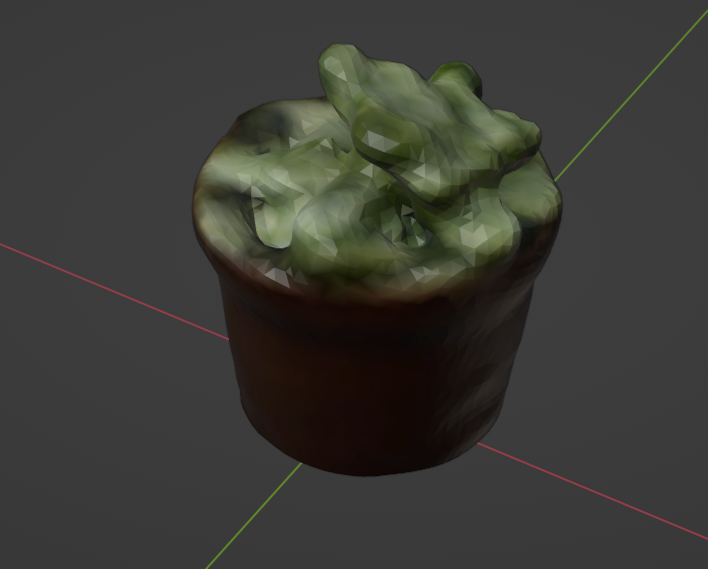
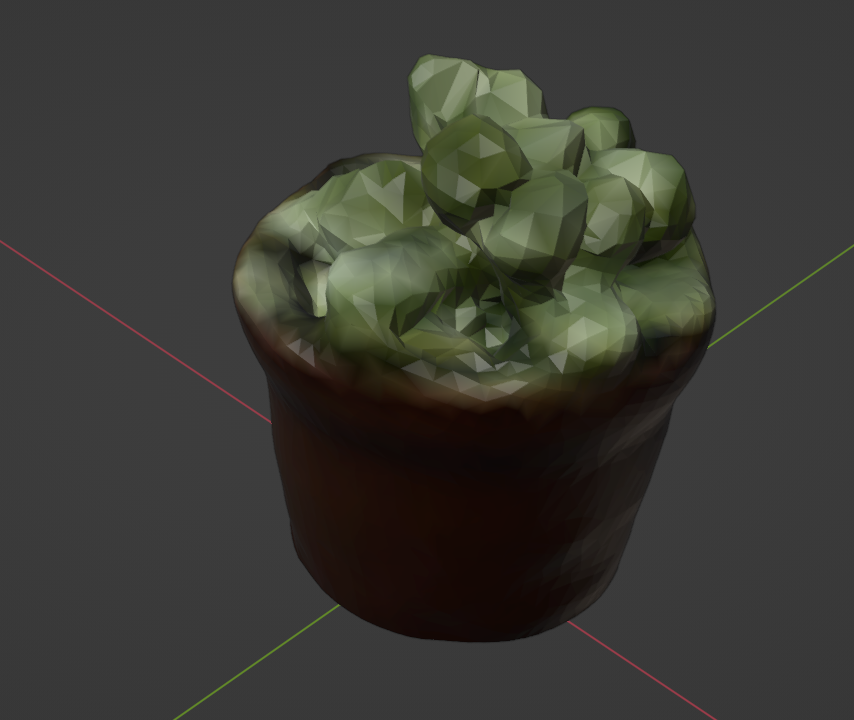
1. 把vertex color bake成貼圖

1. 用透視選取把桌子下面的布mesh都選起來刪除，其餘步驟皆與盆栽相同

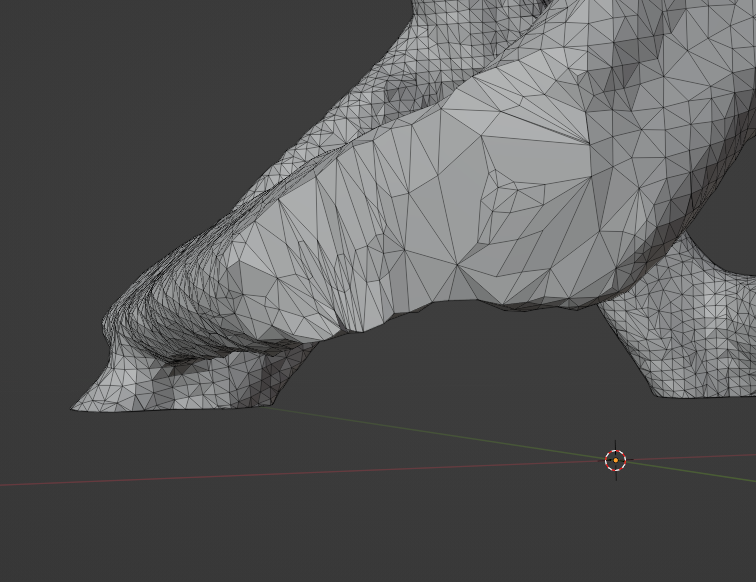
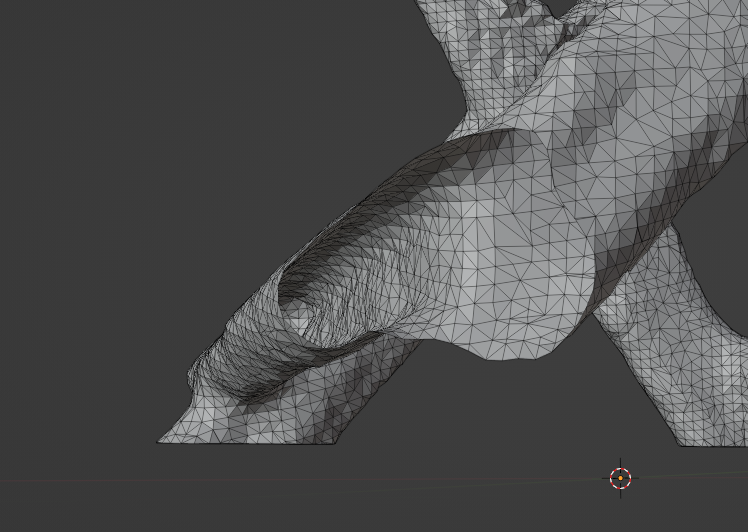
1. 開啟”Sculpt Mode”，將植物的葉片雕塑的更飽滿立體

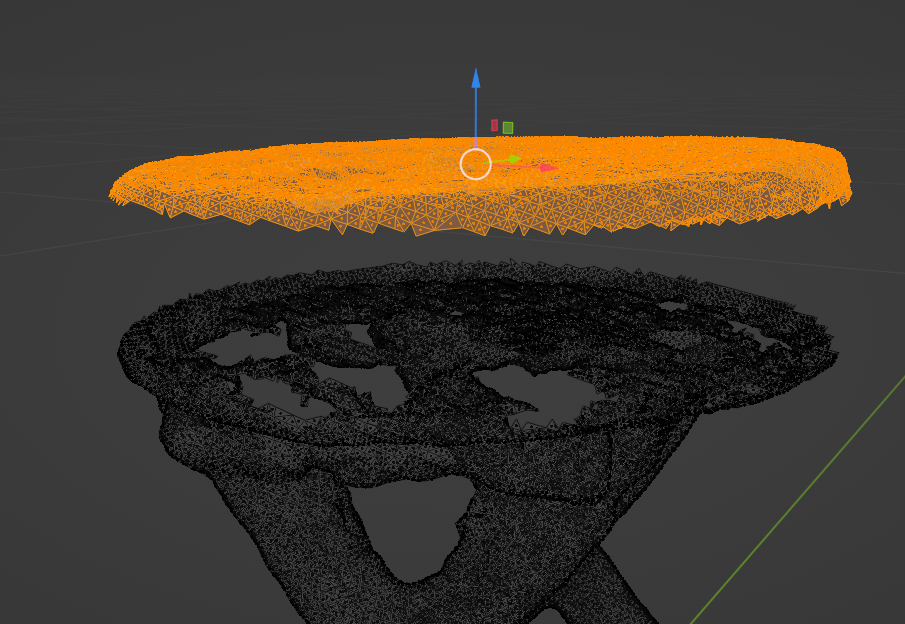
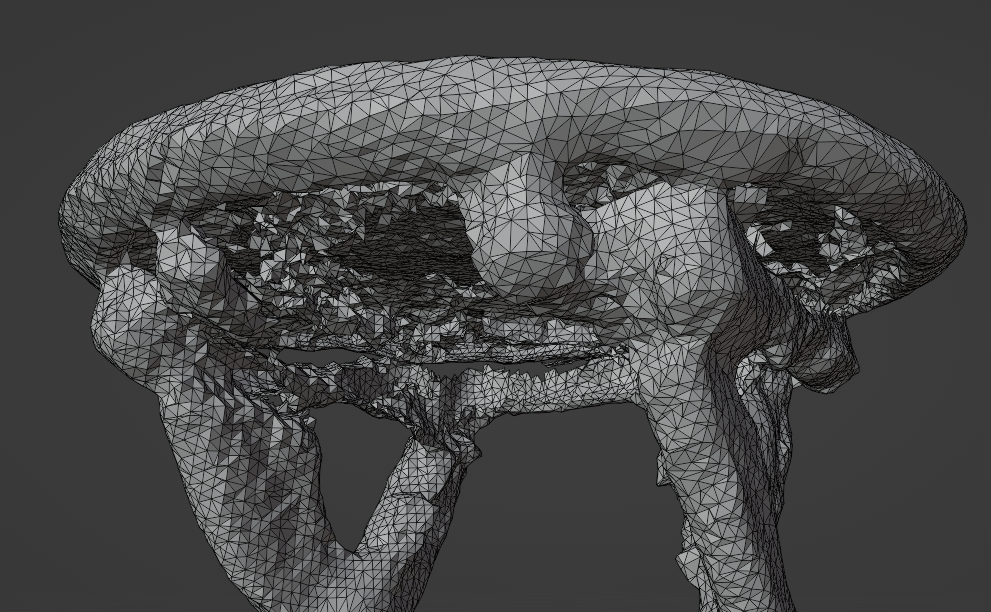
雕塑後

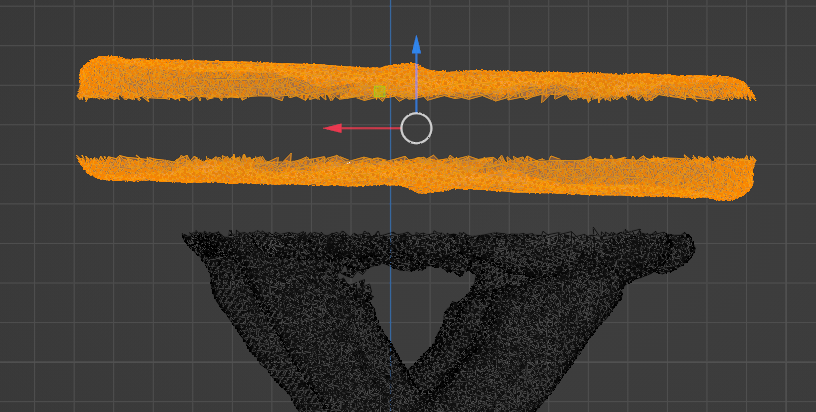
雕塑前

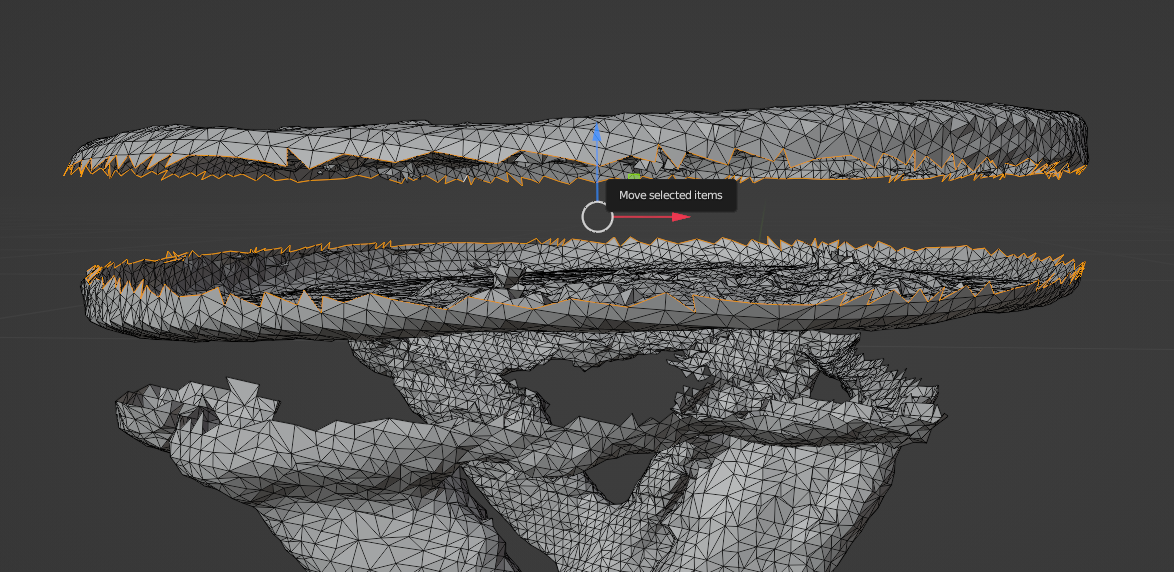
1. 用作業4的方式修補桌腳的破洞



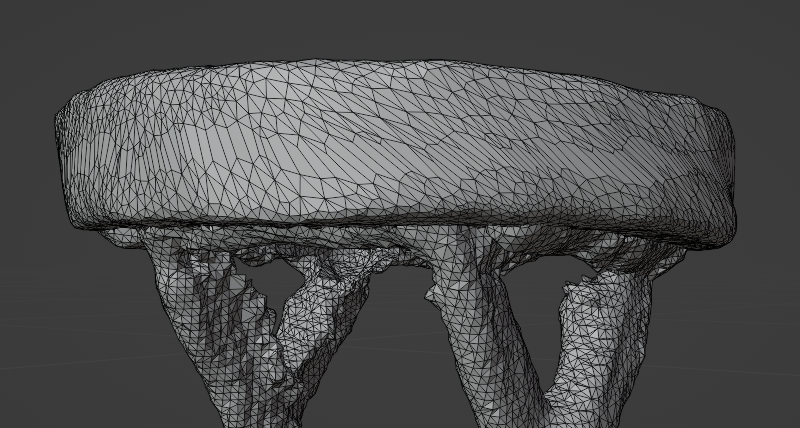
1. A













1. a

* 課程學習心得