

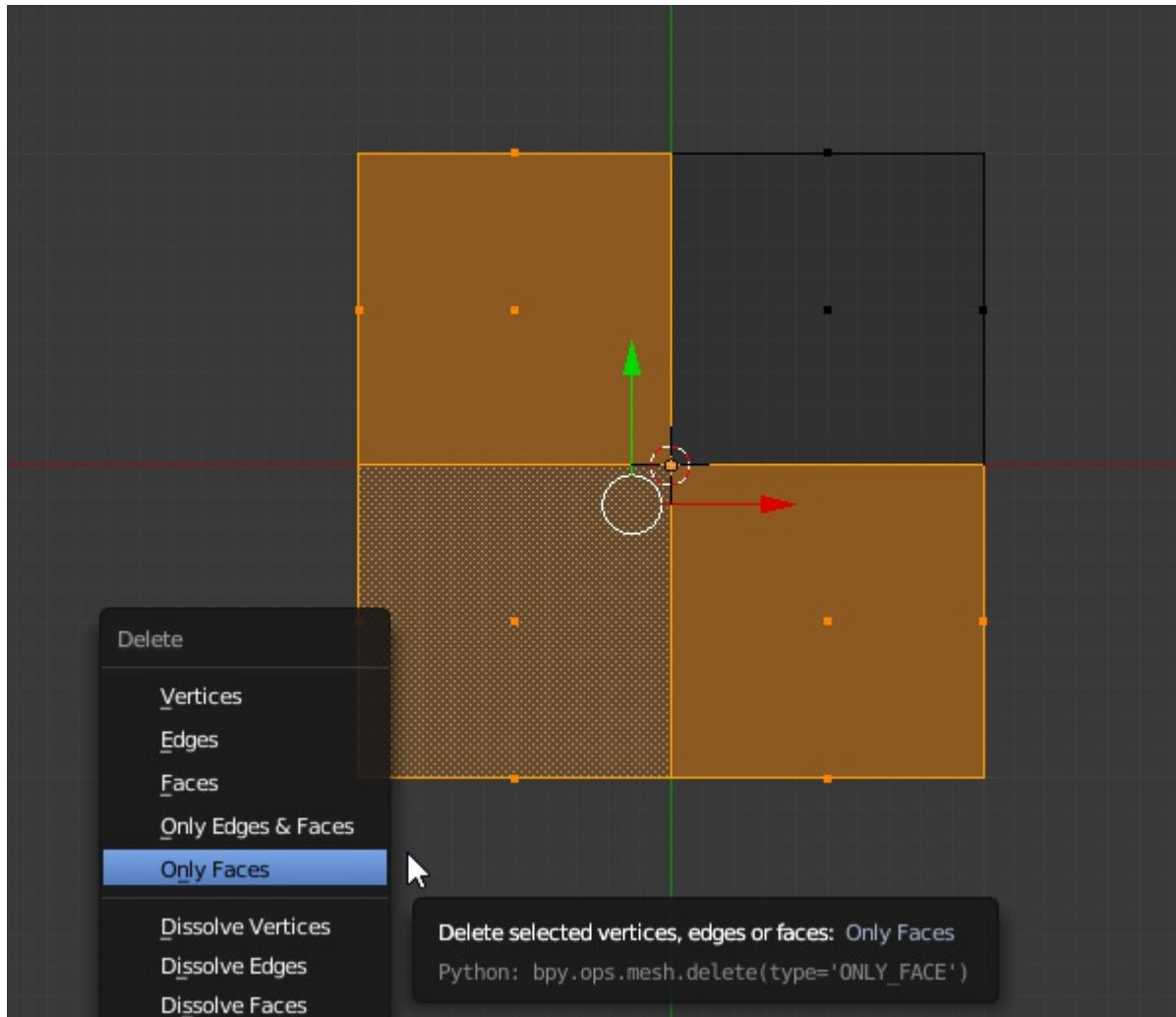
Dokumentation Aufgabe 5

Frank Hasenbalg, 571087

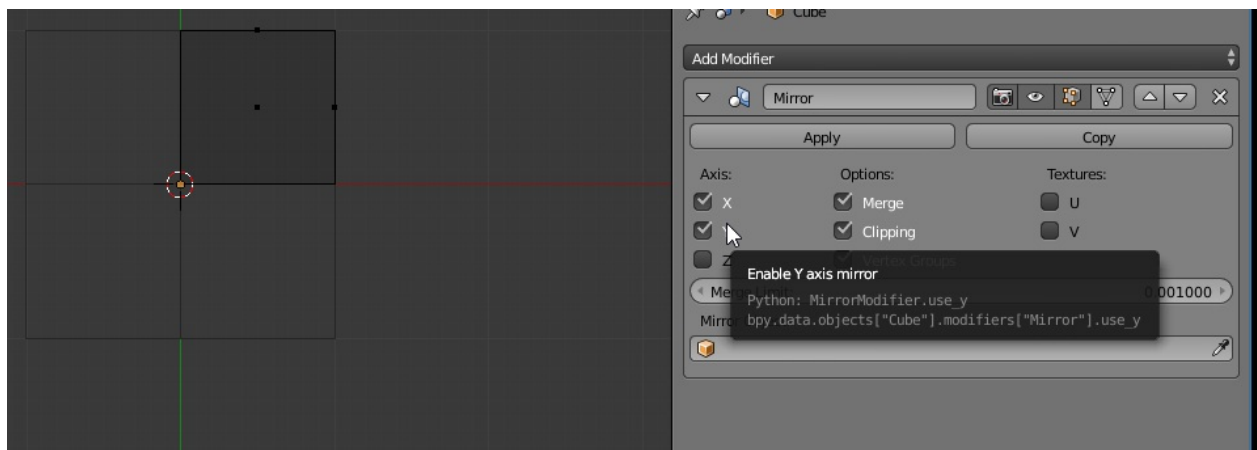
9.11.17

Tisch

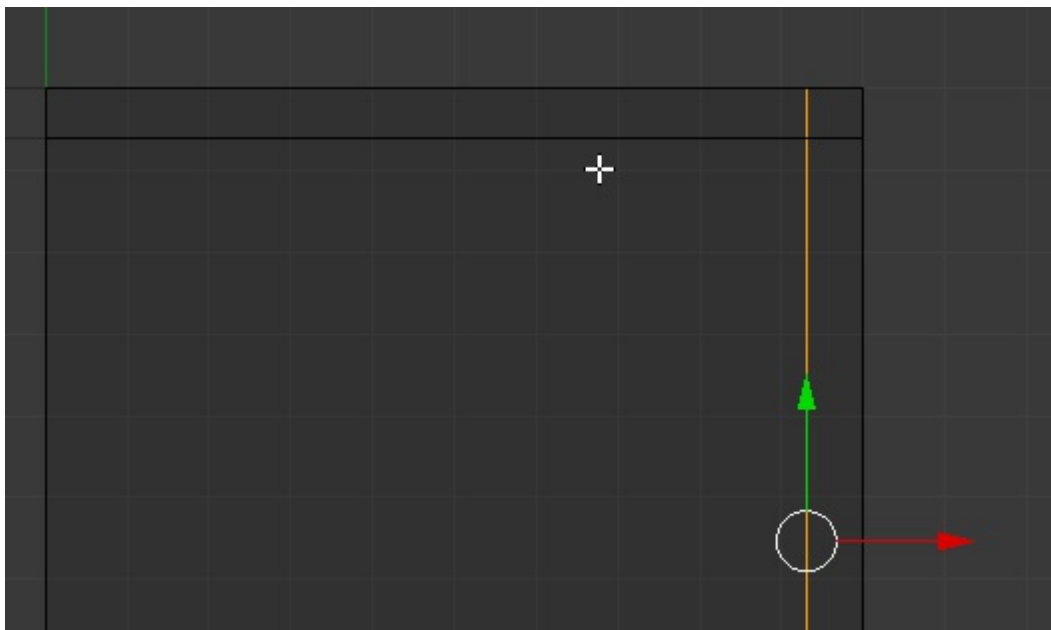
Wuerfel flach gedruickt und 1/4 behalten.



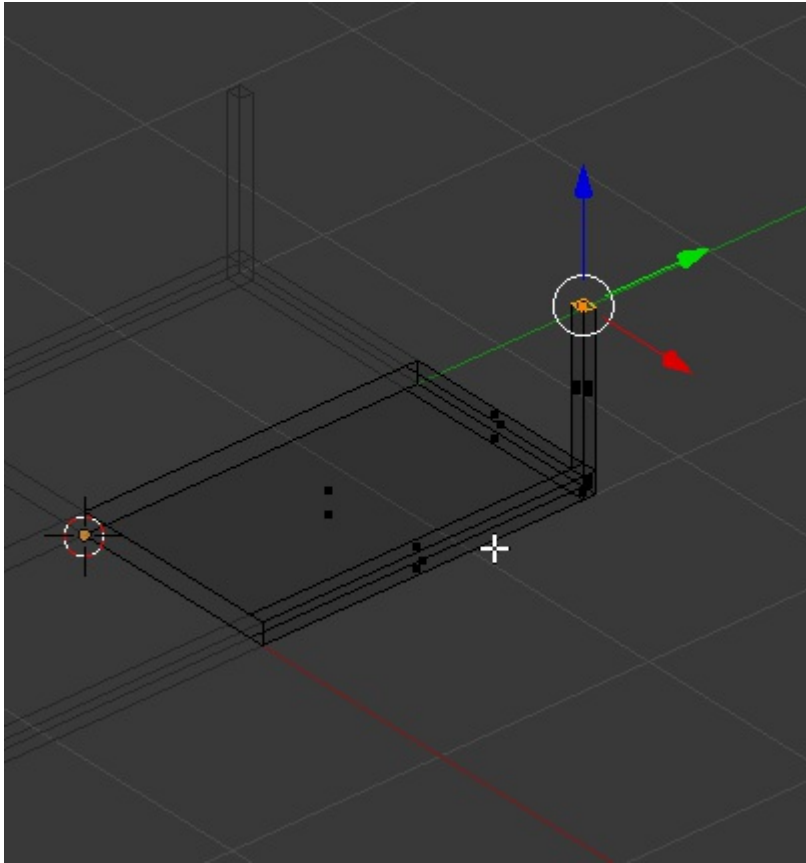
Mirror auf 2 Achsen gestellt.



Geometrie fuer die Beine erzeugt.

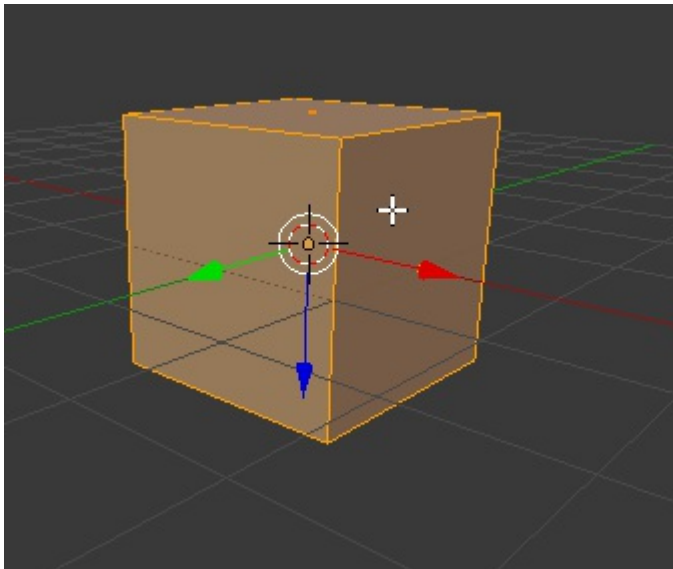


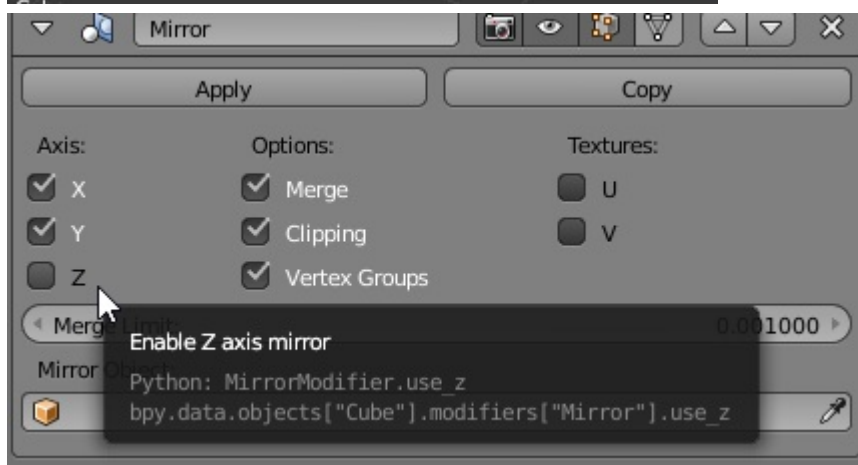
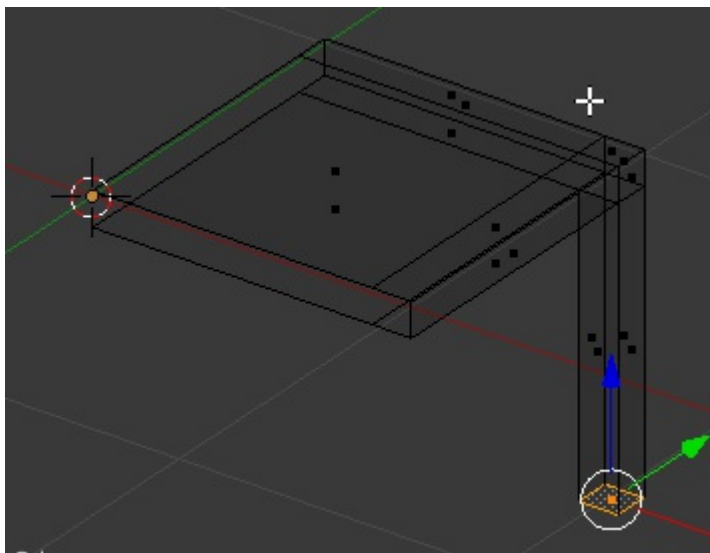
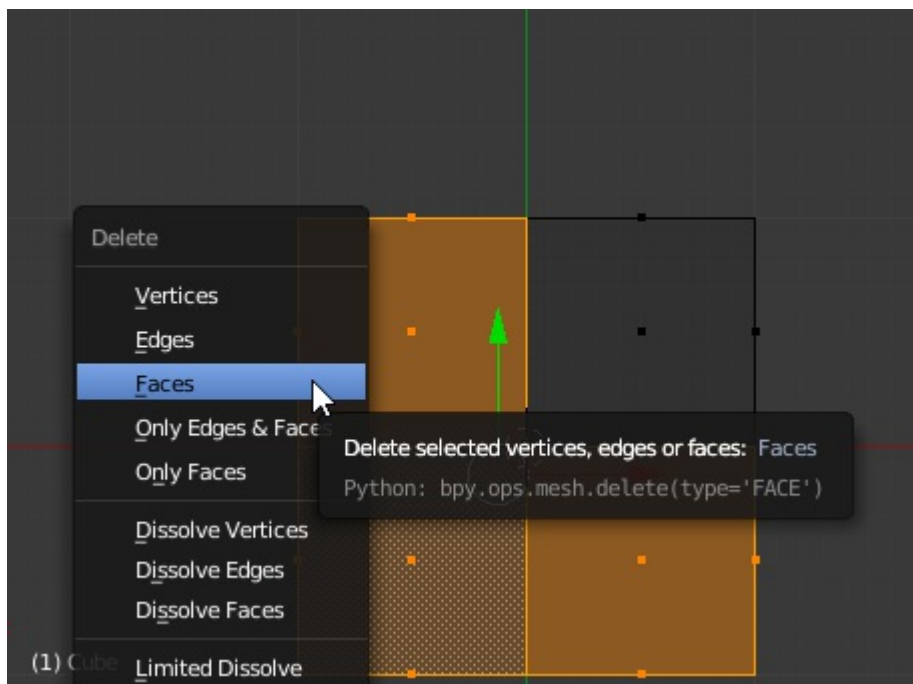
Beine extrudiert.

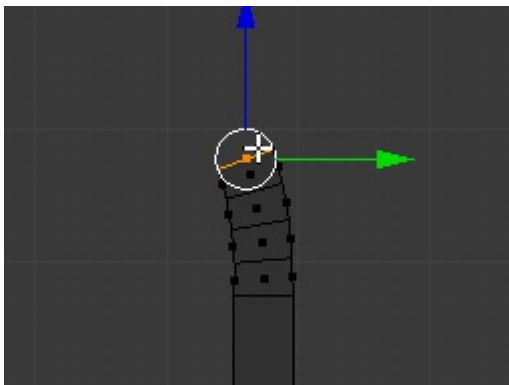
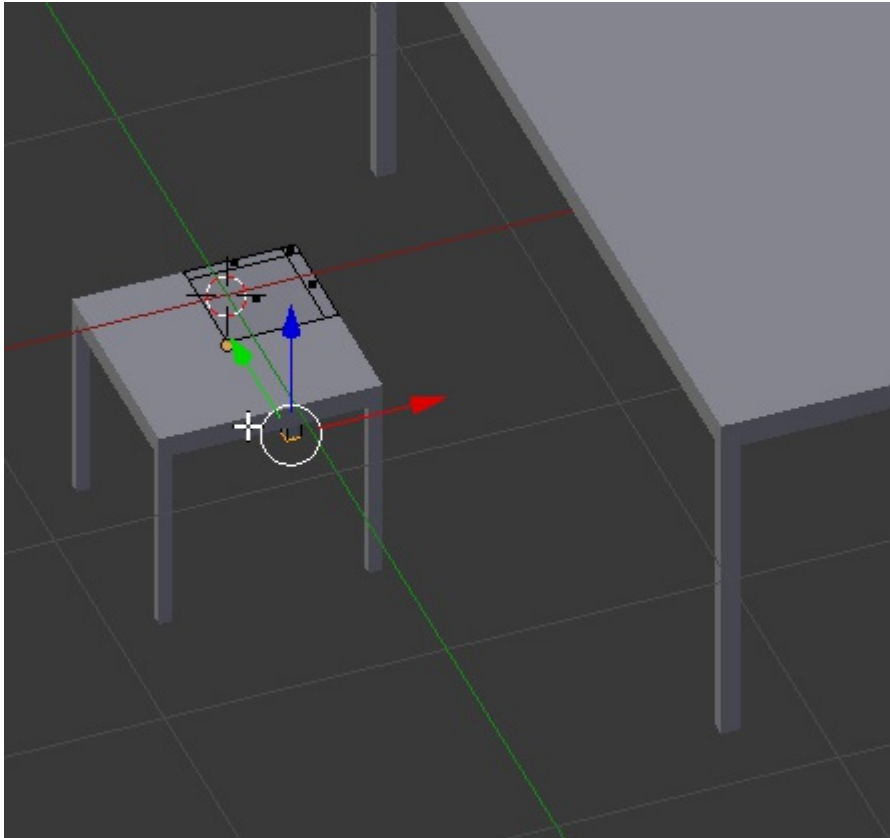


Stuhl

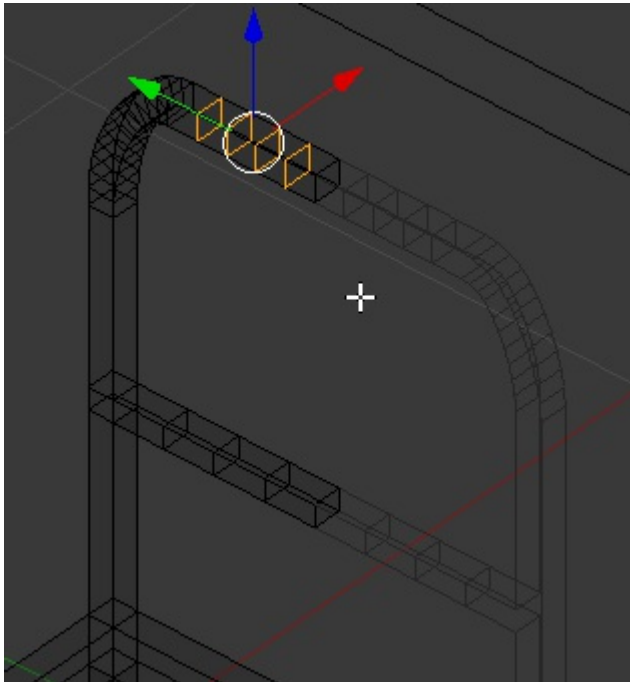
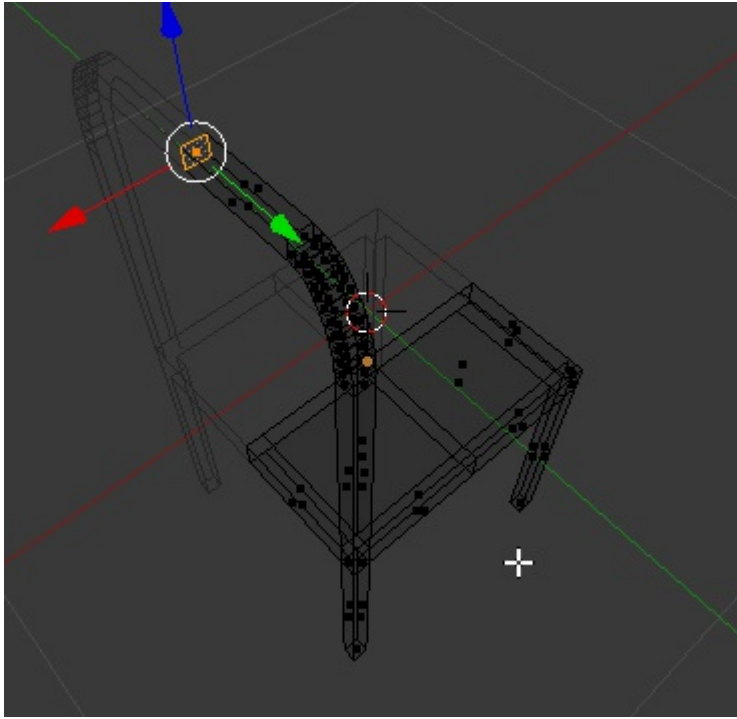
Analog zum Tisch.

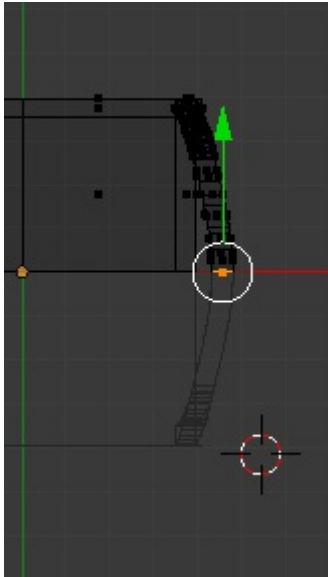






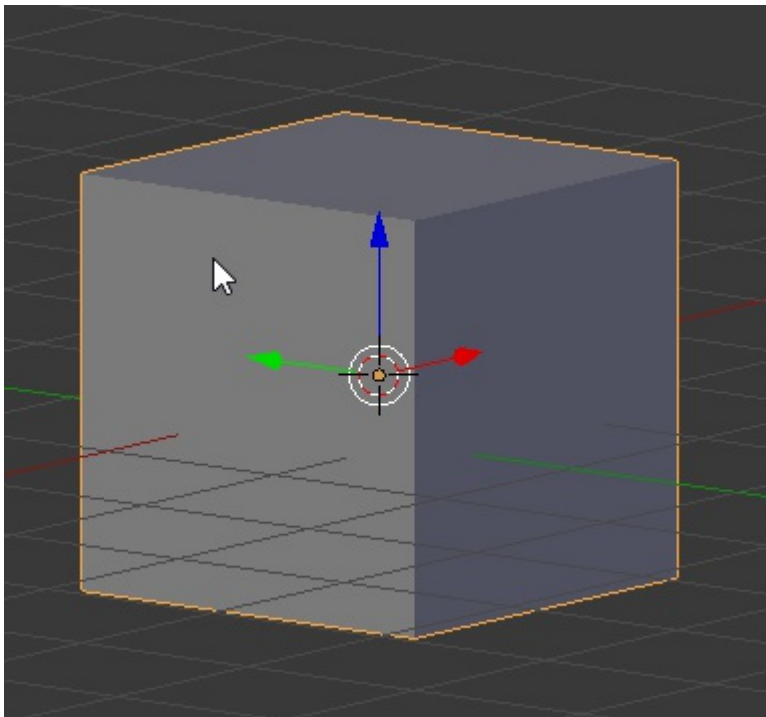
Geschwungene Lehne extrudiert mit einachsigen Mirror.

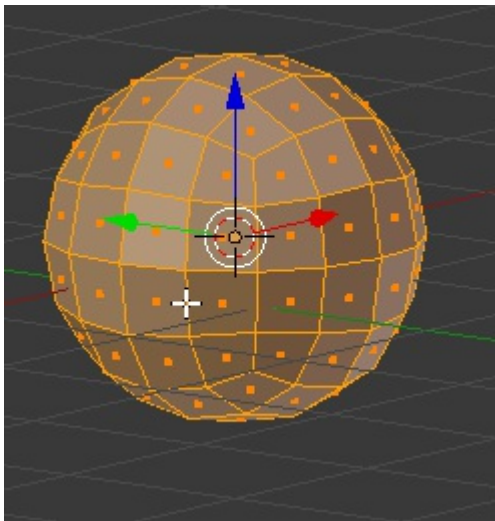
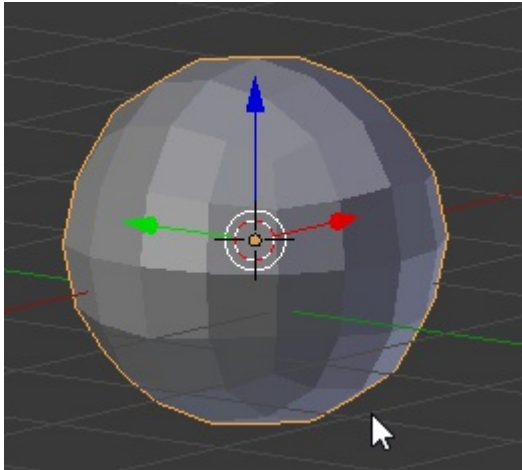




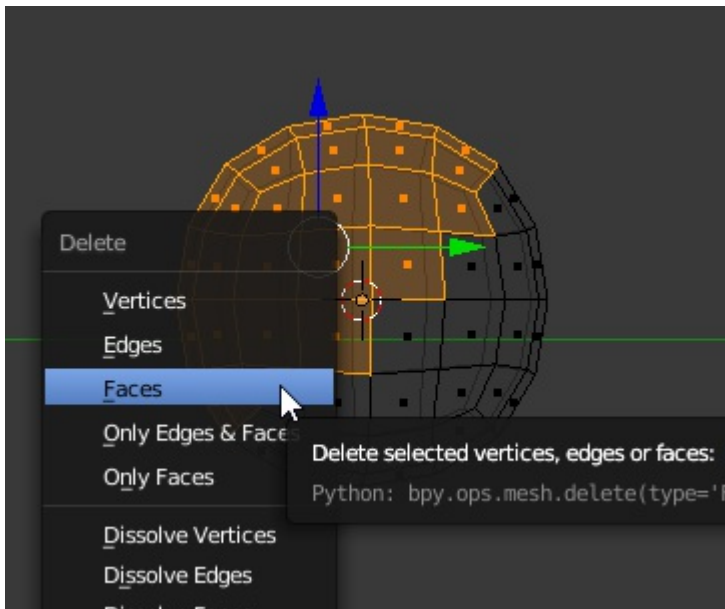
Sessel

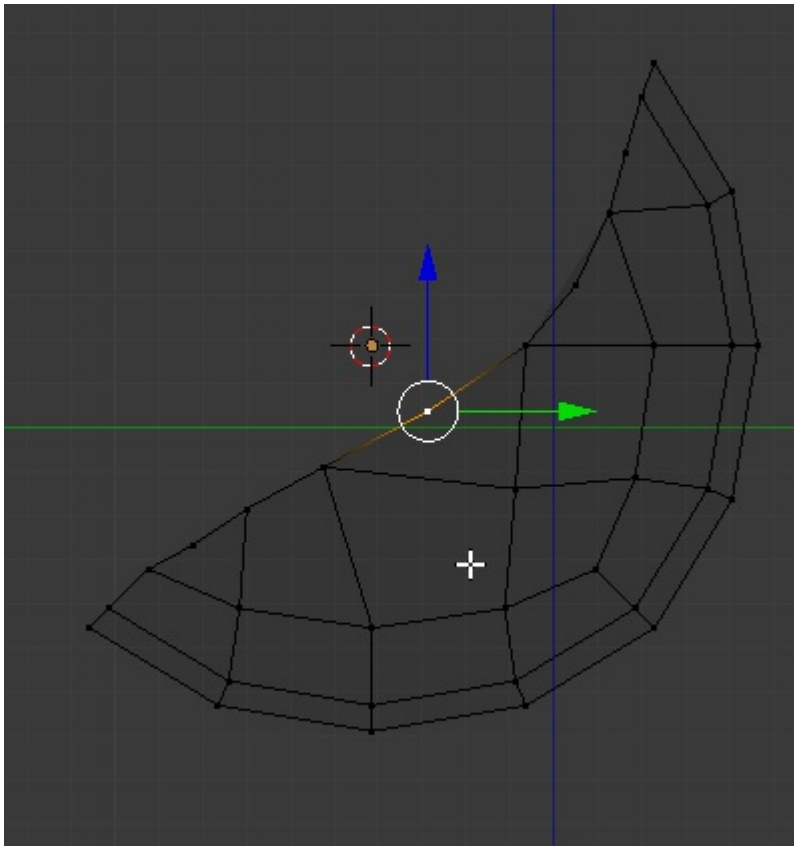
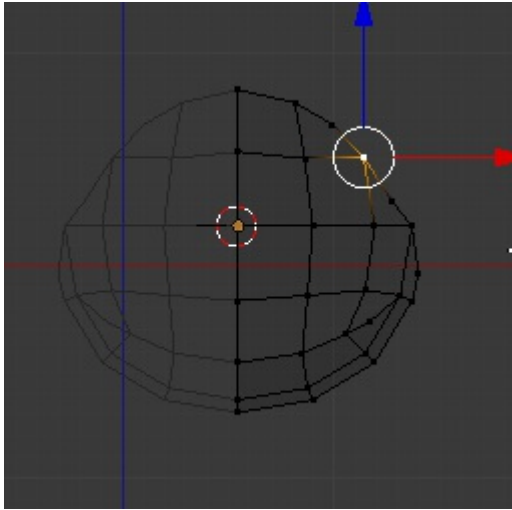
Sudiv auf Wuerfel und angewendet.

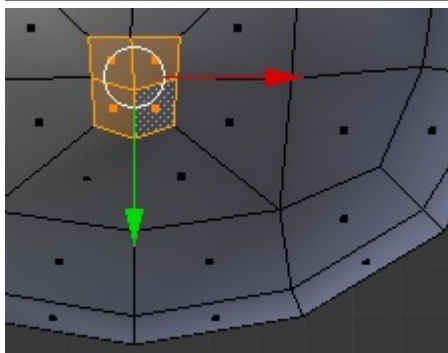
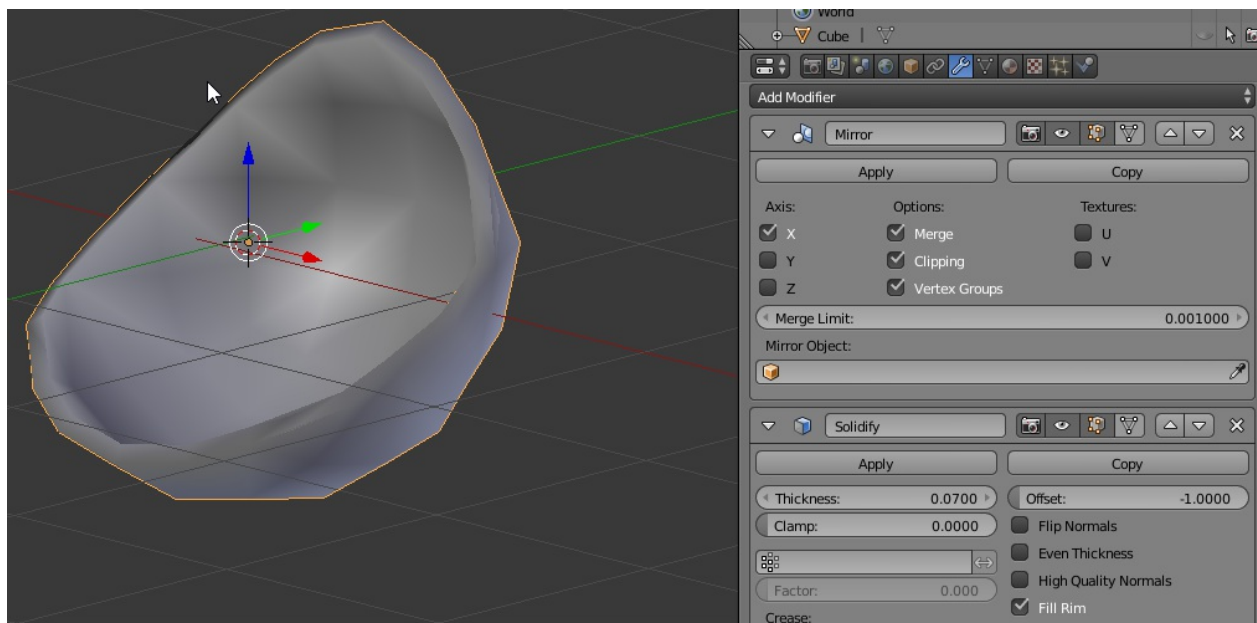




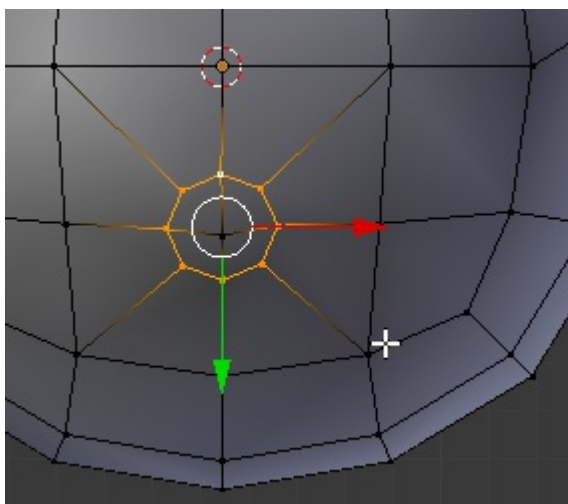
Sessel draus gemacht und Solidify angewendet.

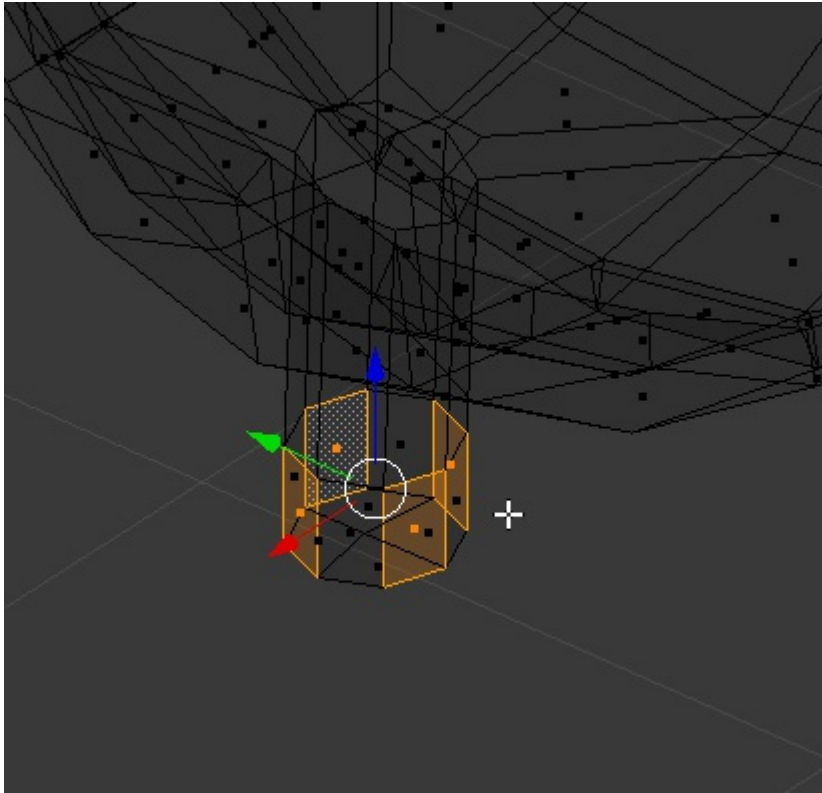




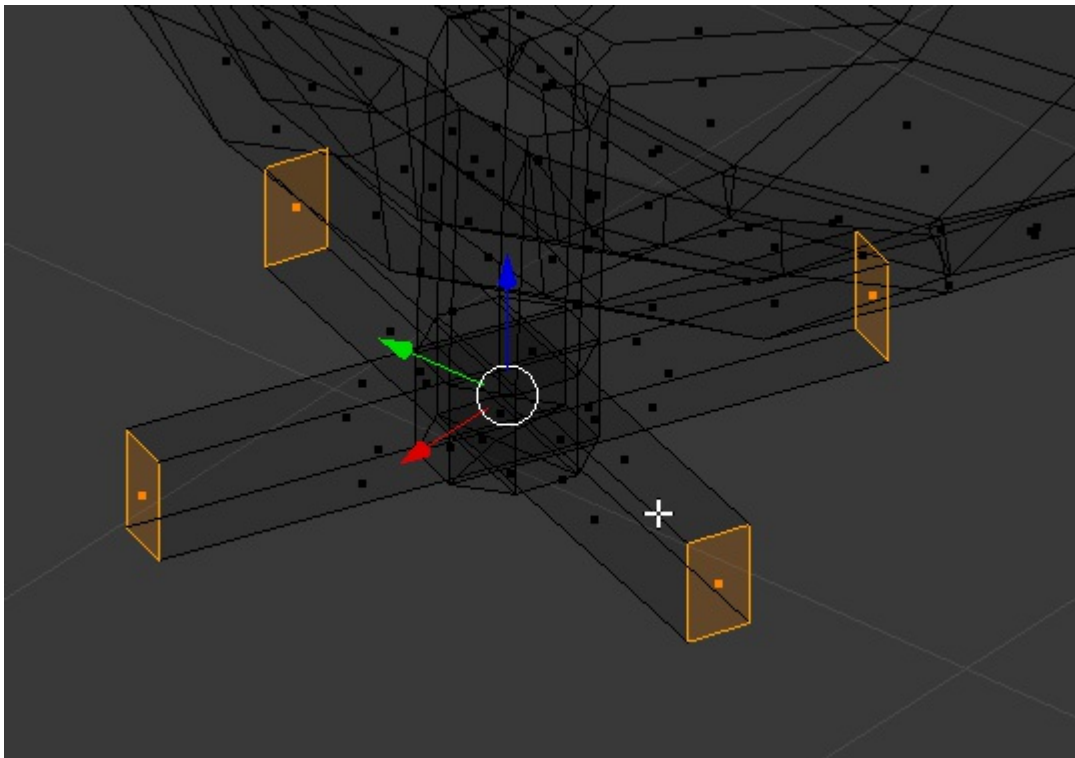


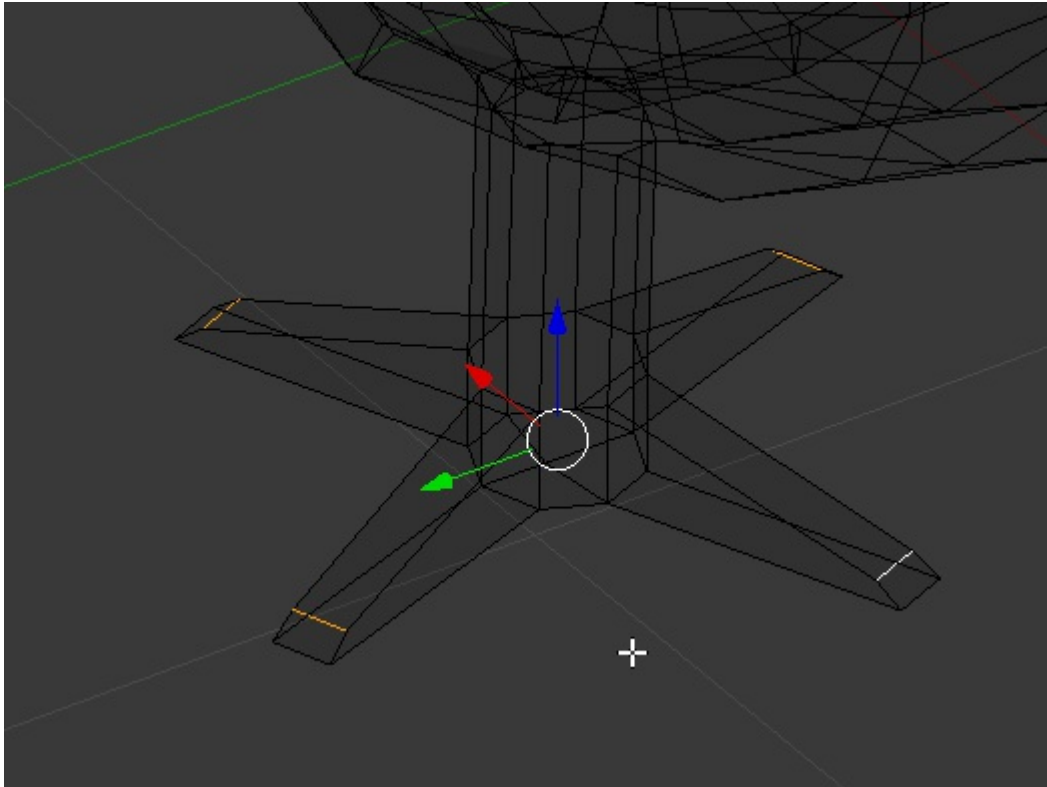
Ring gezogen und Bein extrudiert.





Fuesse extrudiert.





Animation

Quellen

- makeHuman, Joel Palmius, Thomas Larsson, Arvind Pinto, Rob Baer, [Version 1.1.1](#), [Lizenz: AGPL3](#)