

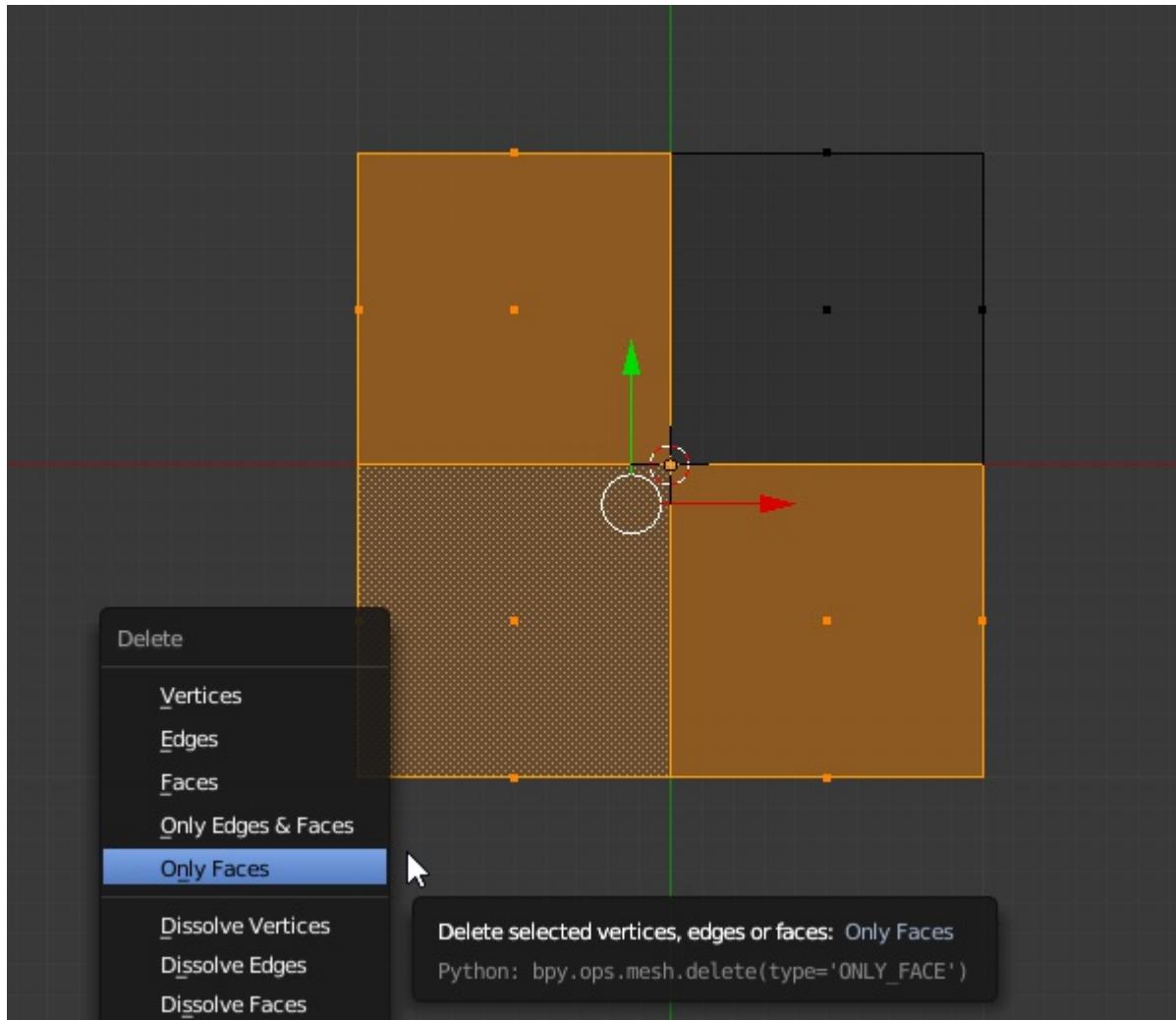
Dokumentation Aufgabe 5

Frank Hasenbalg, 571087

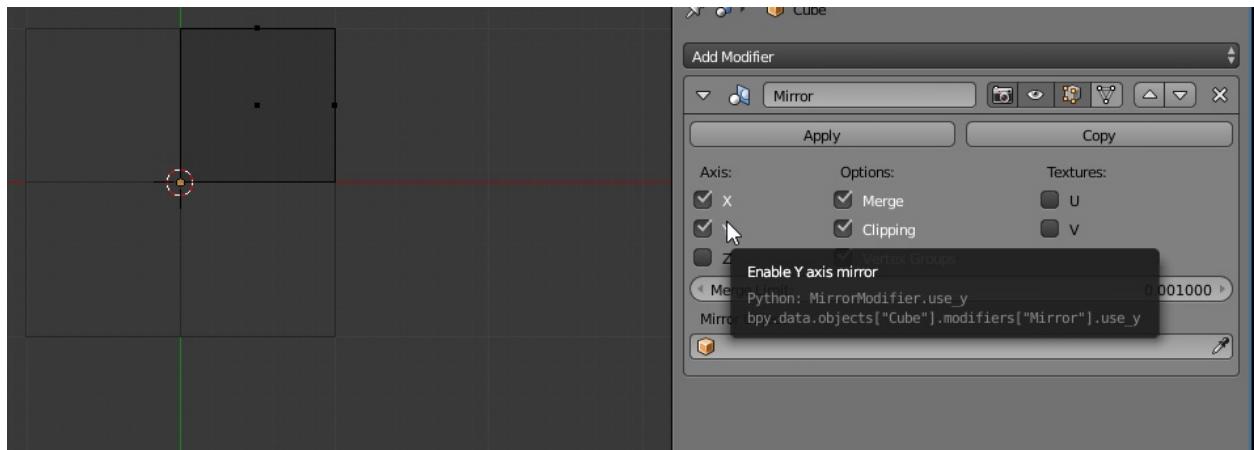
9.11.17

Tisch

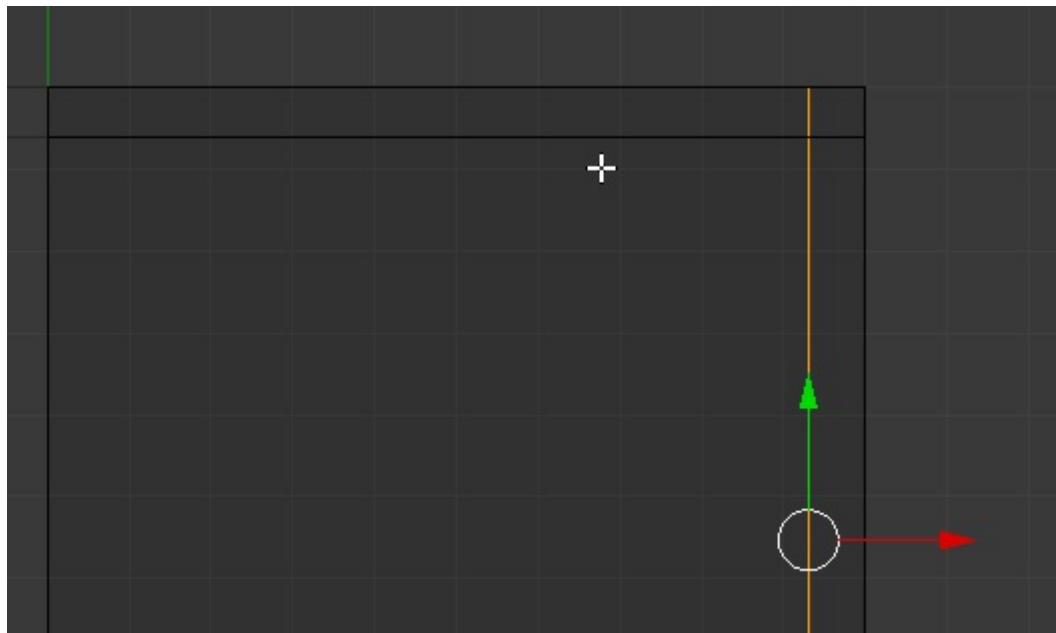
Wuerfel flach gedrueckt und 1/4 behalten.



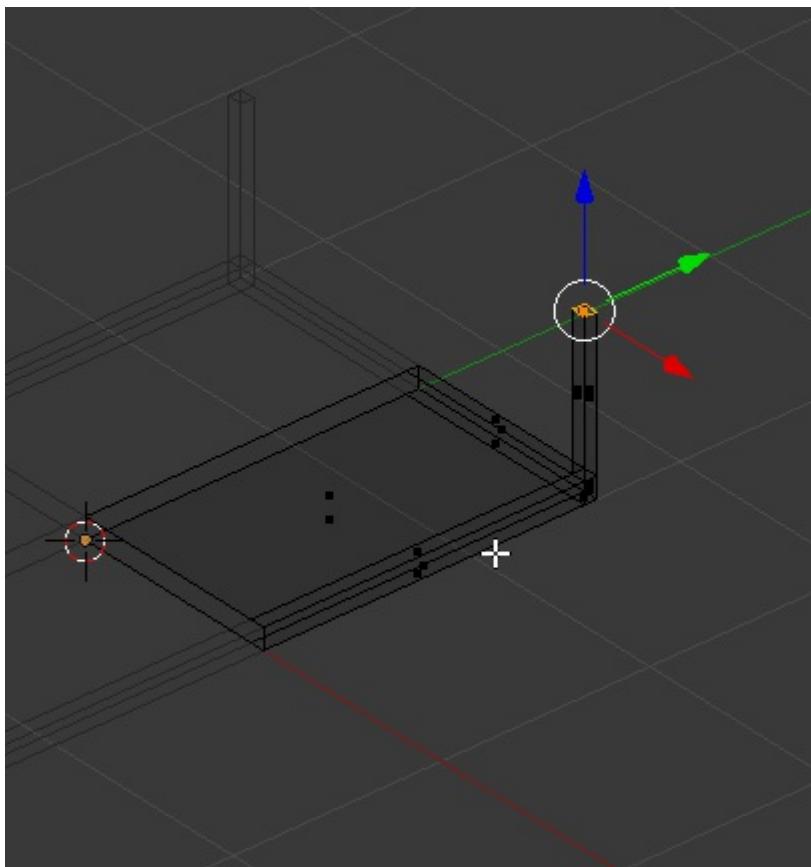
Mirror auf 2 Achsen gestellt.



Geometrie fuer die Beine erzeugt.

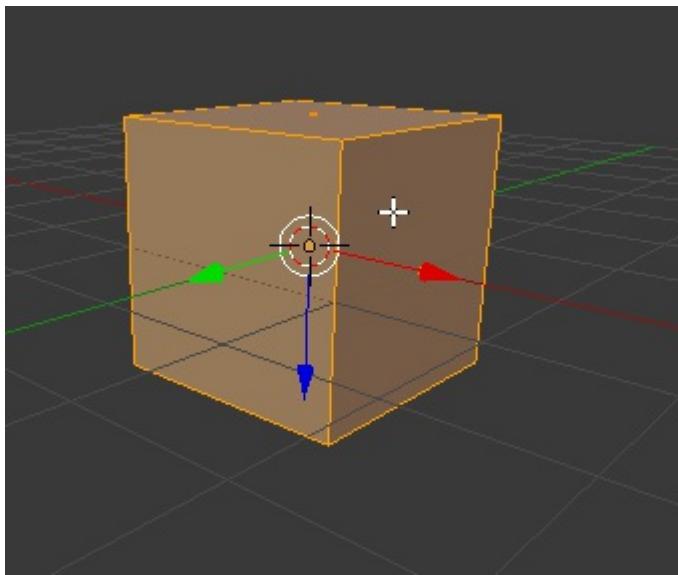


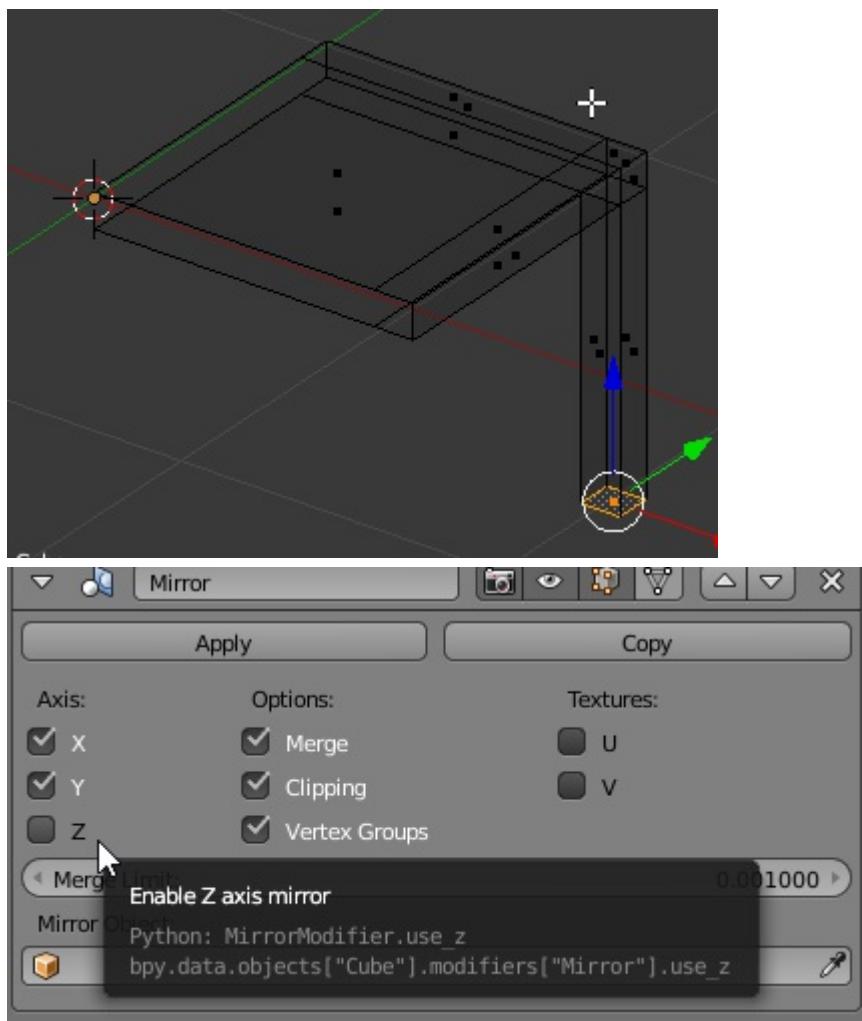
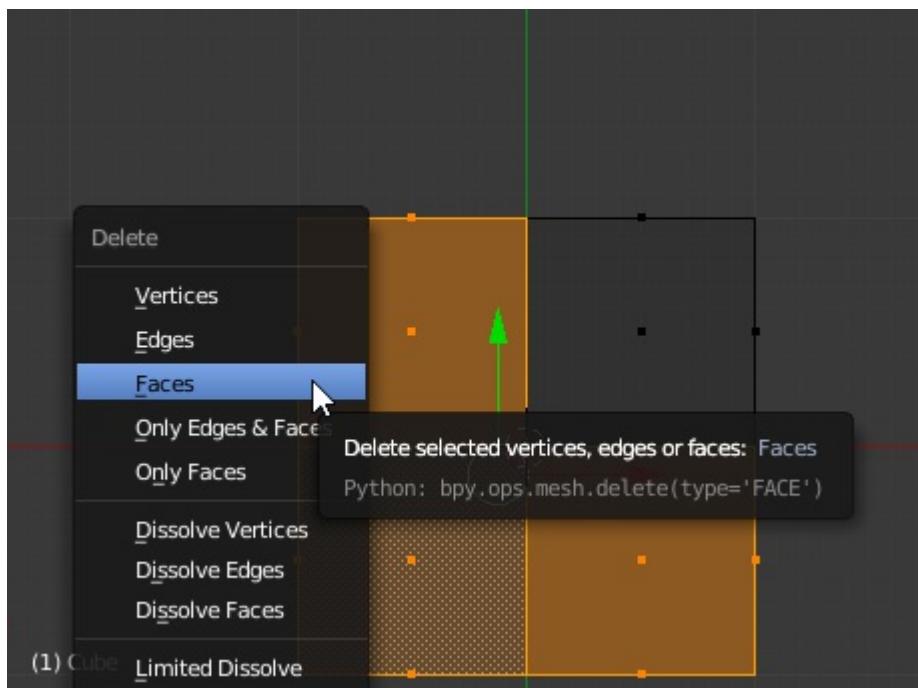
Beine extrudiert.

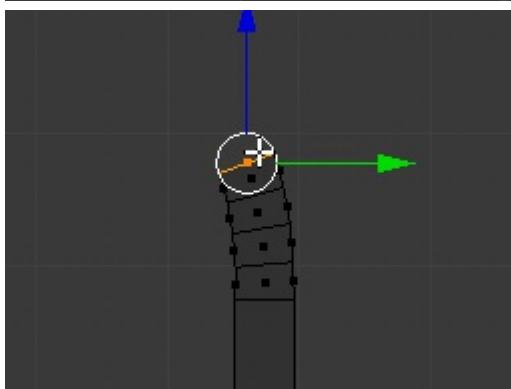
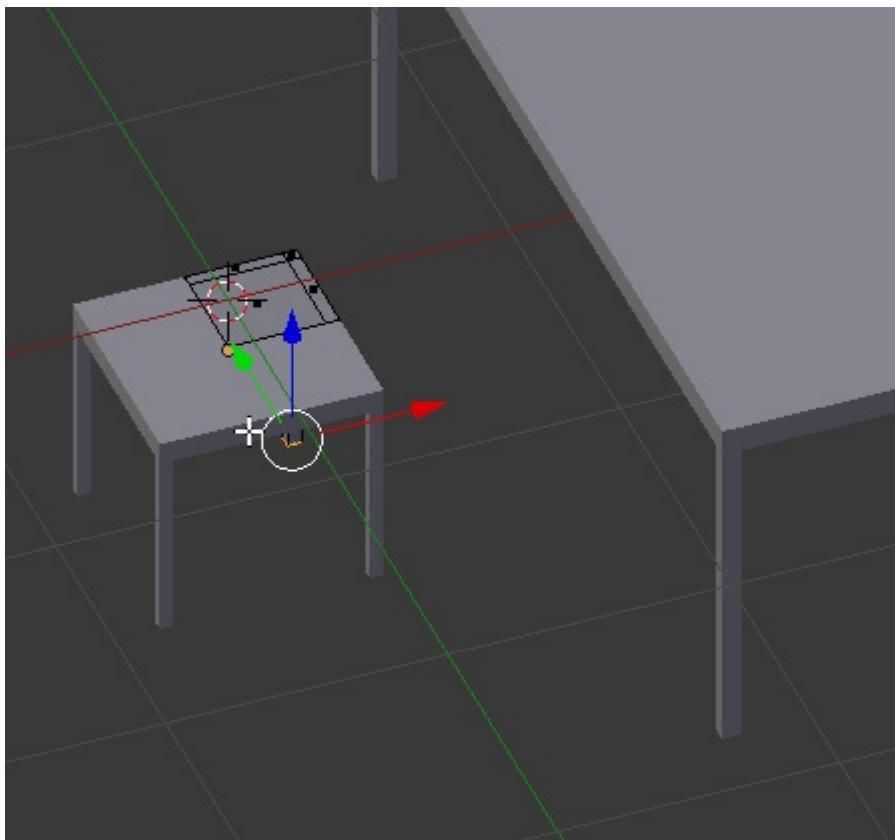


Stuhl

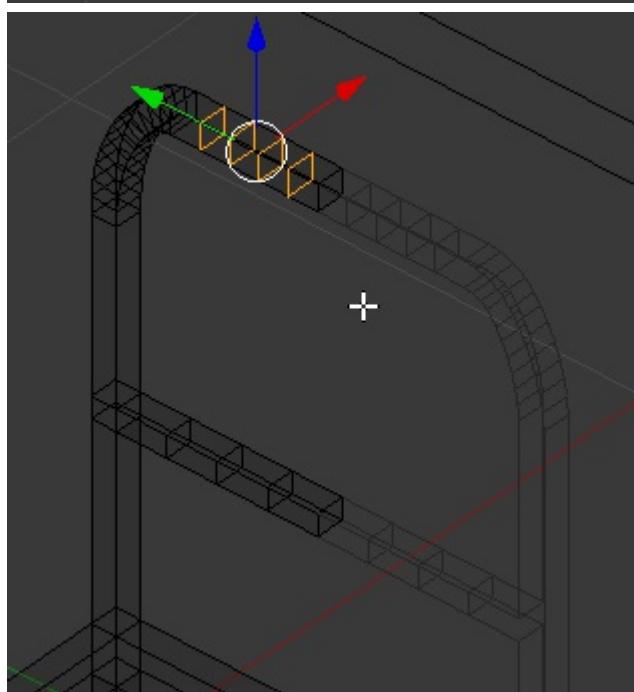
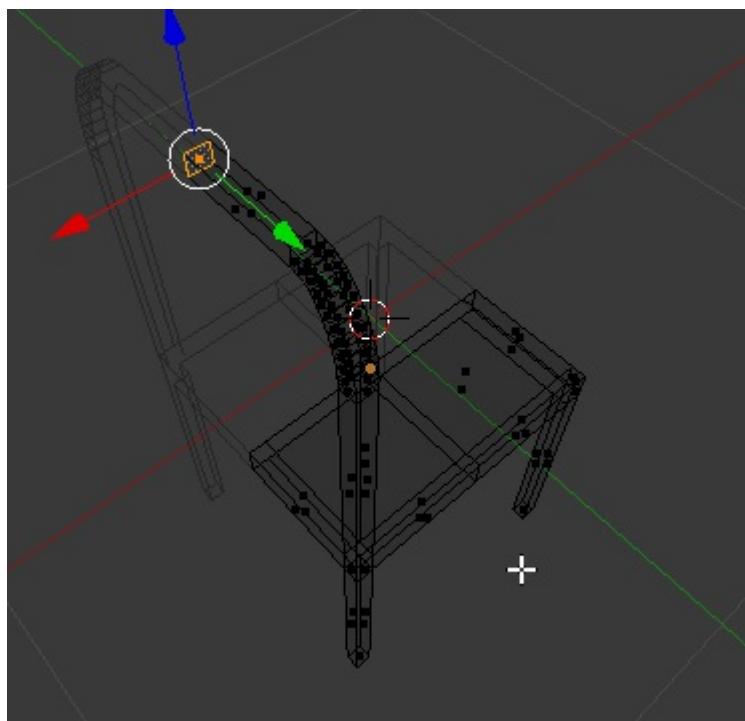
Analog zum Tisch.

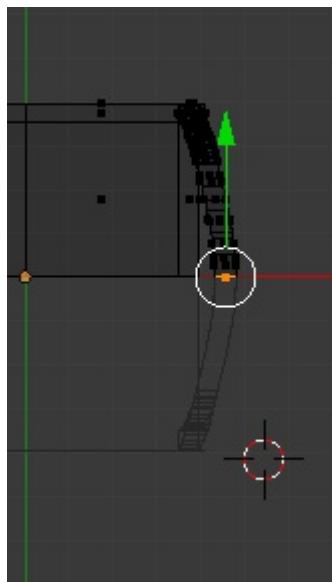






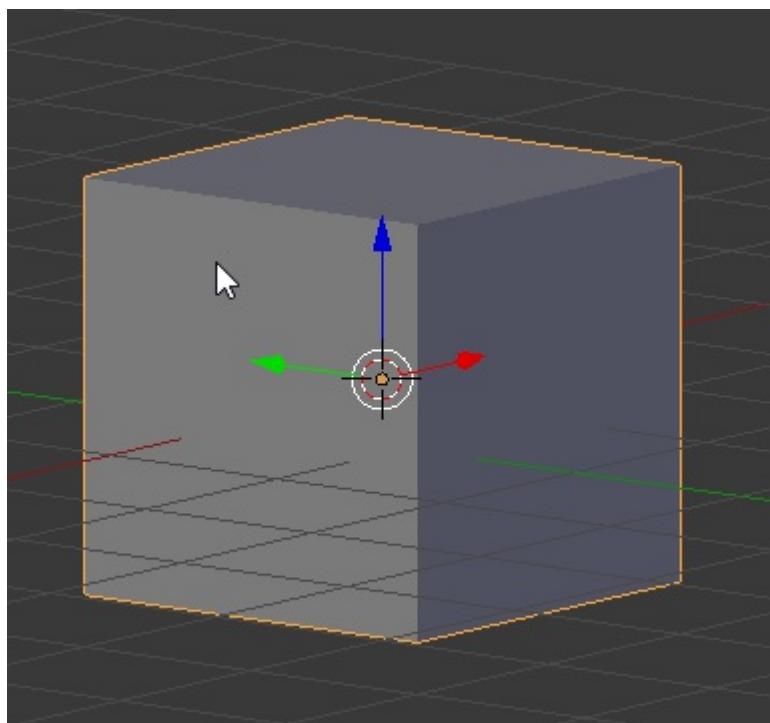
Geschwungene Lehne extrudiert mit einachsigem Mirror.

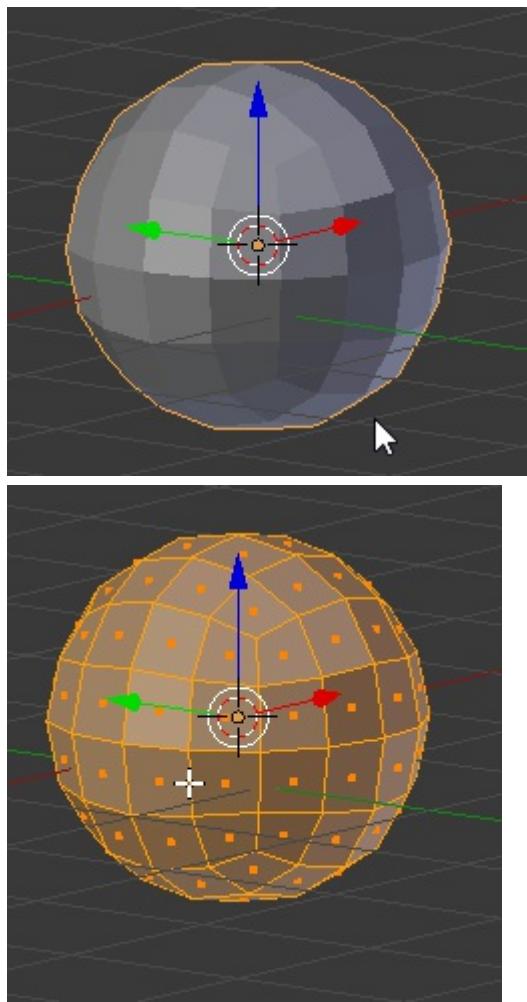




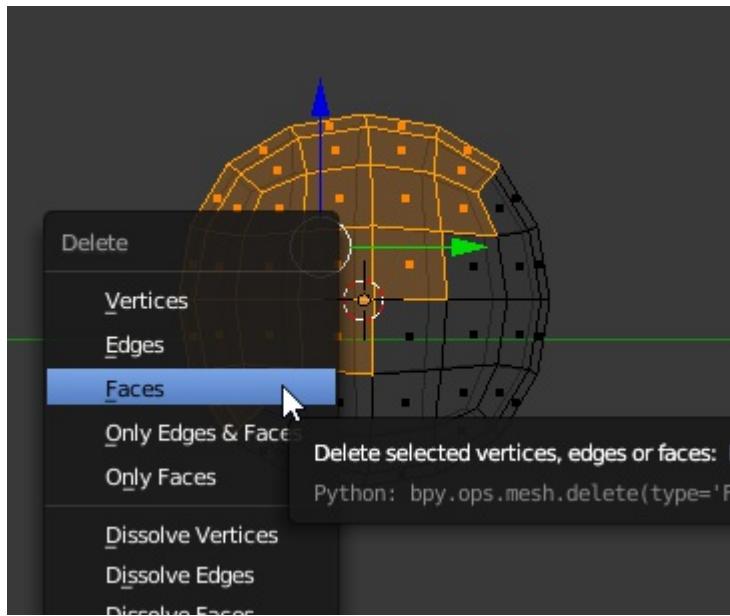
Sessel

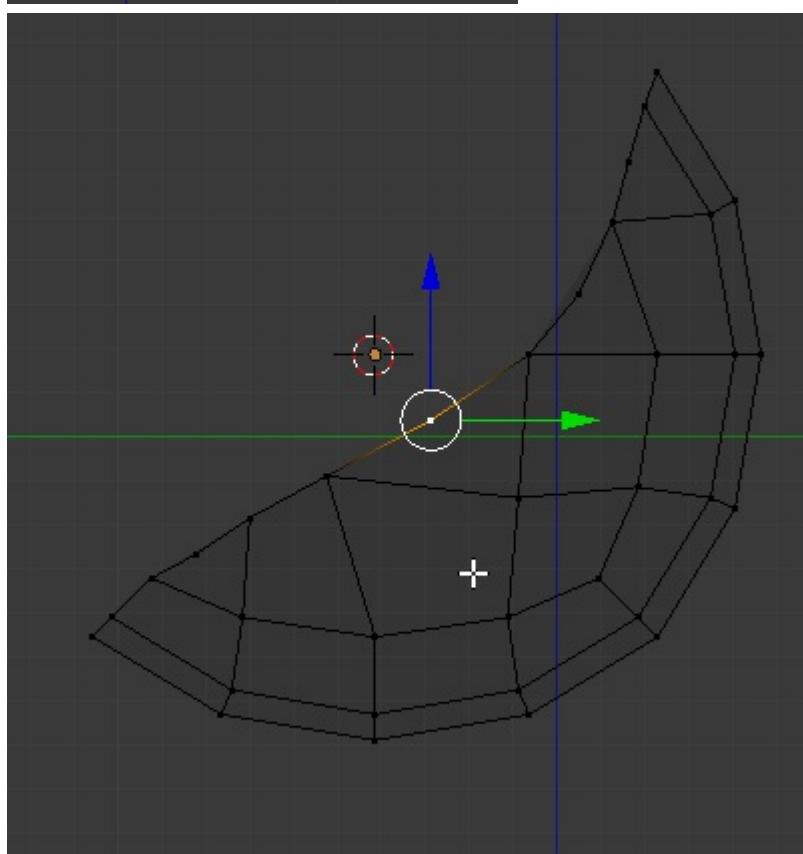
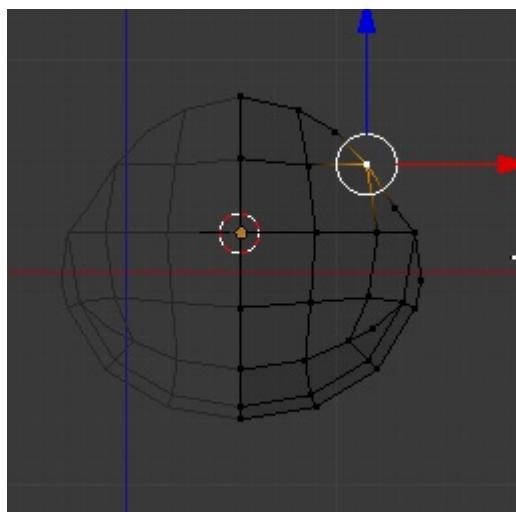
Sudiv auf Wuerfel und angewendet.

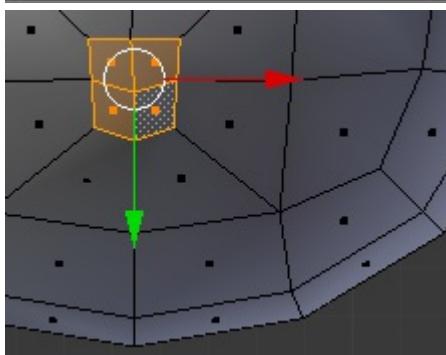
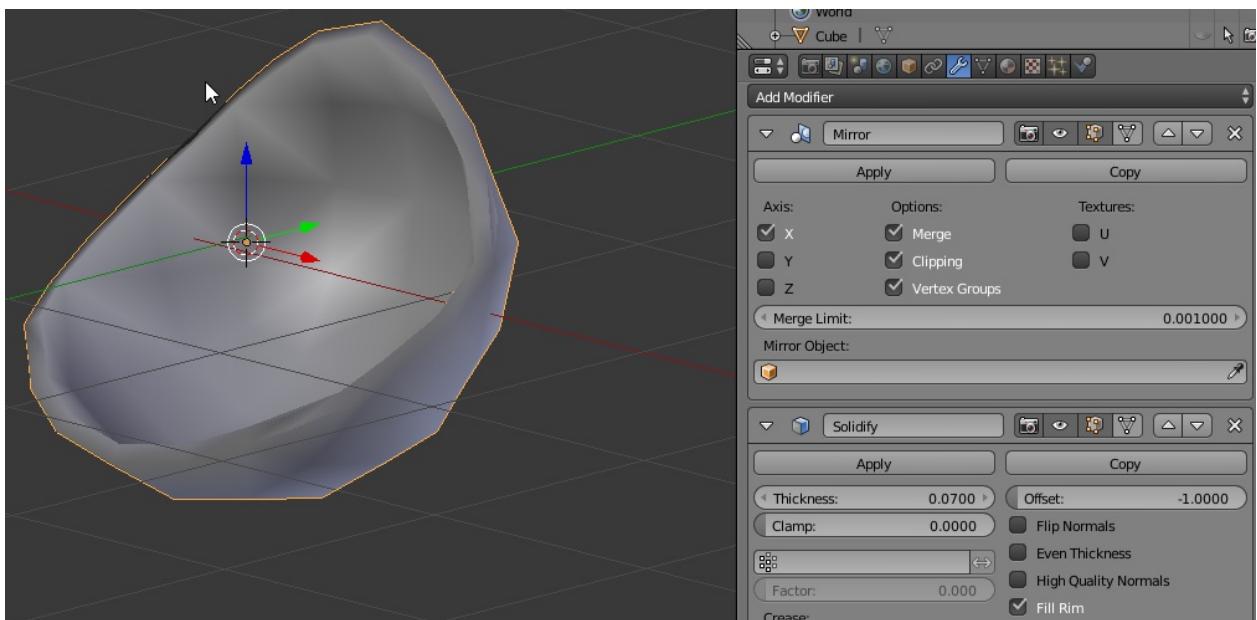




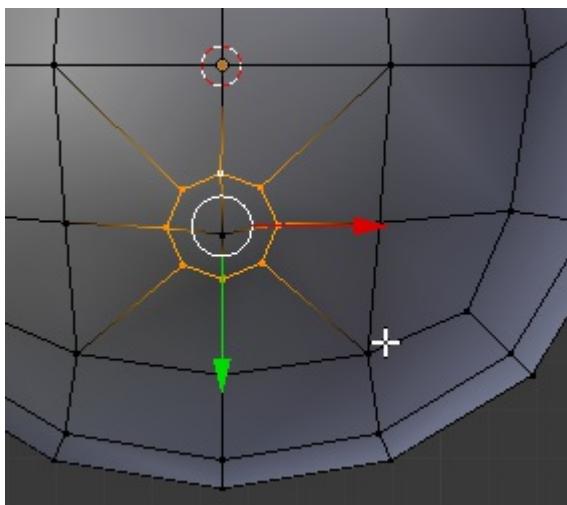
Sessel draus gemacht und Solidify angewendet.

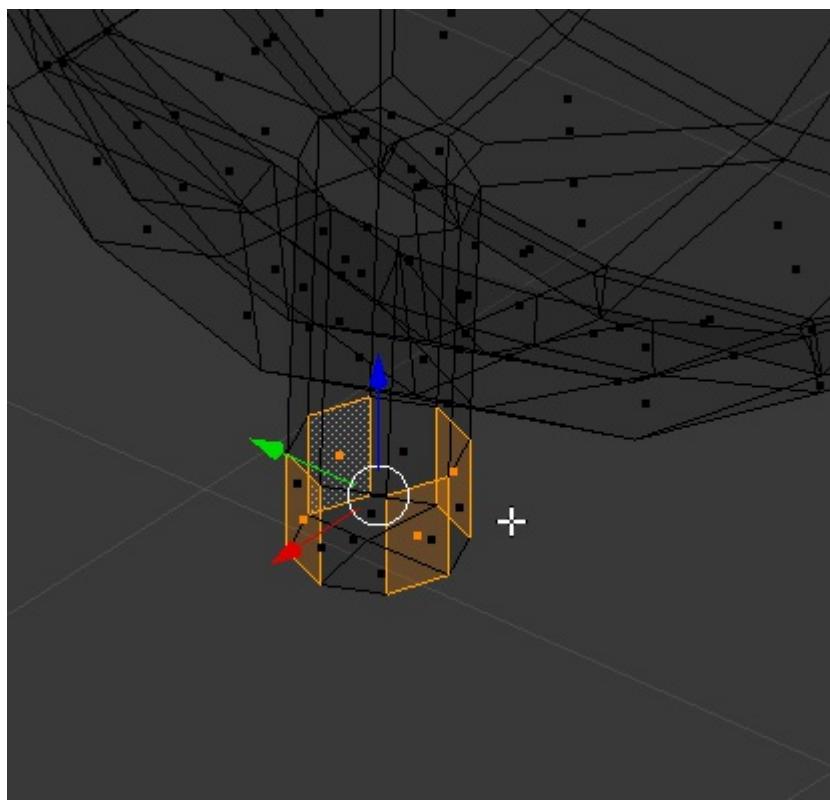




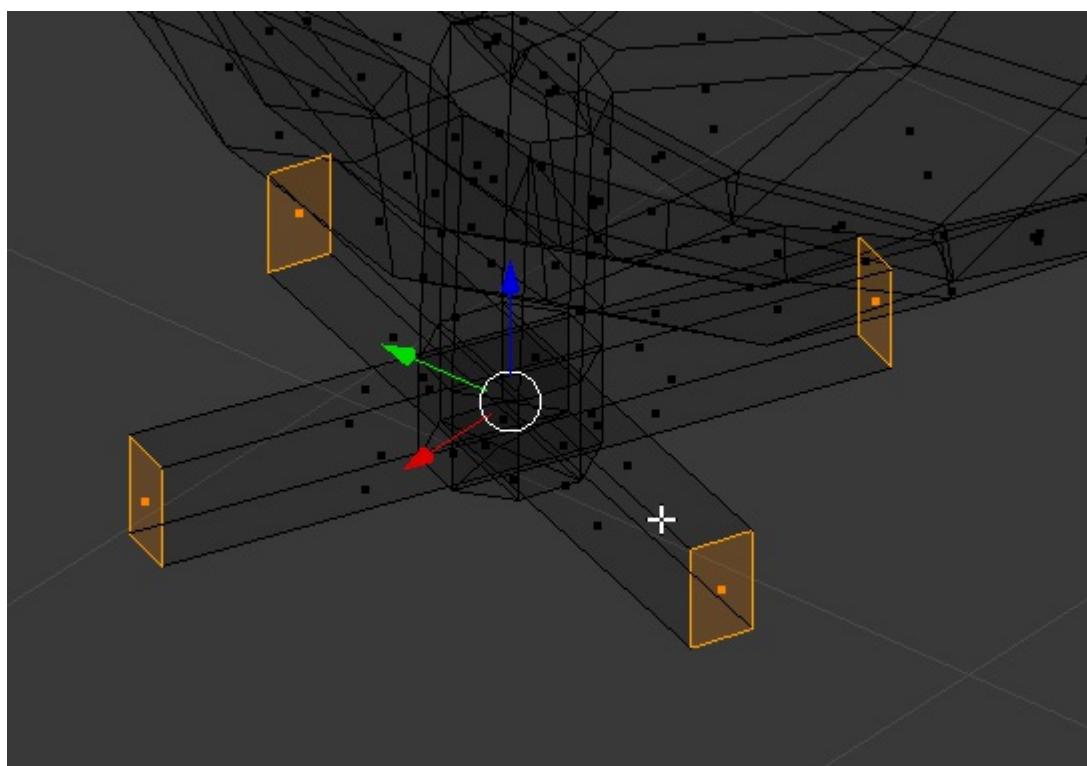


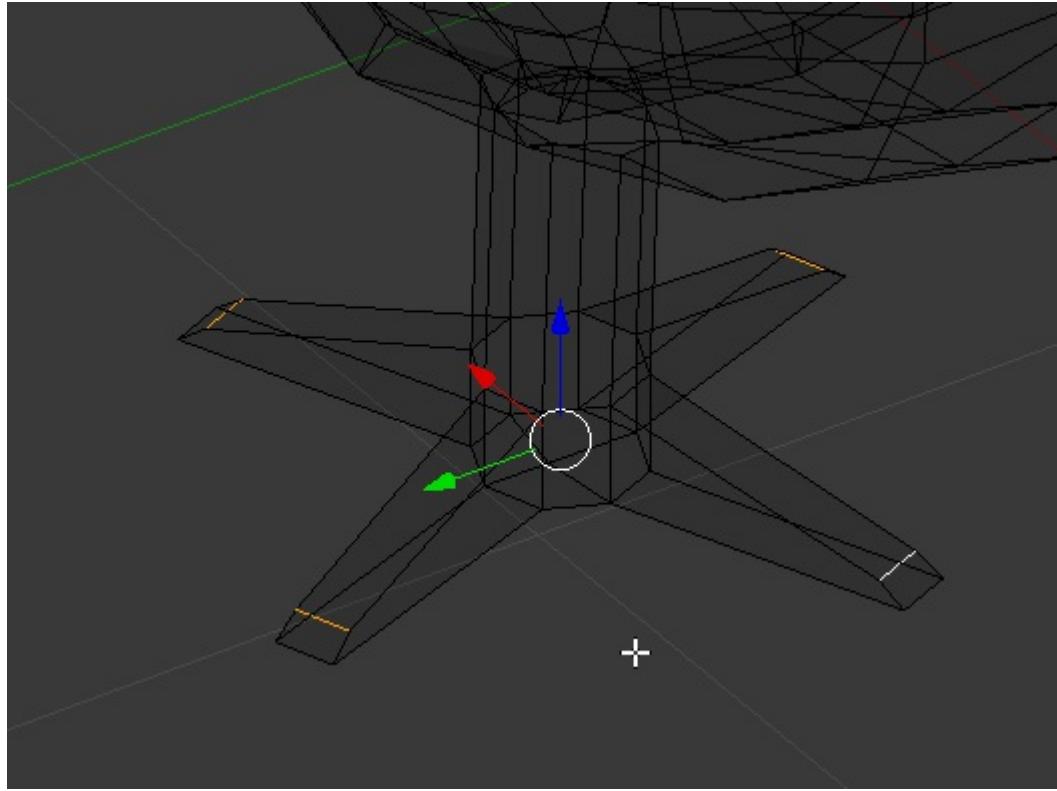
Ring gezogen und Bein extrudiert.





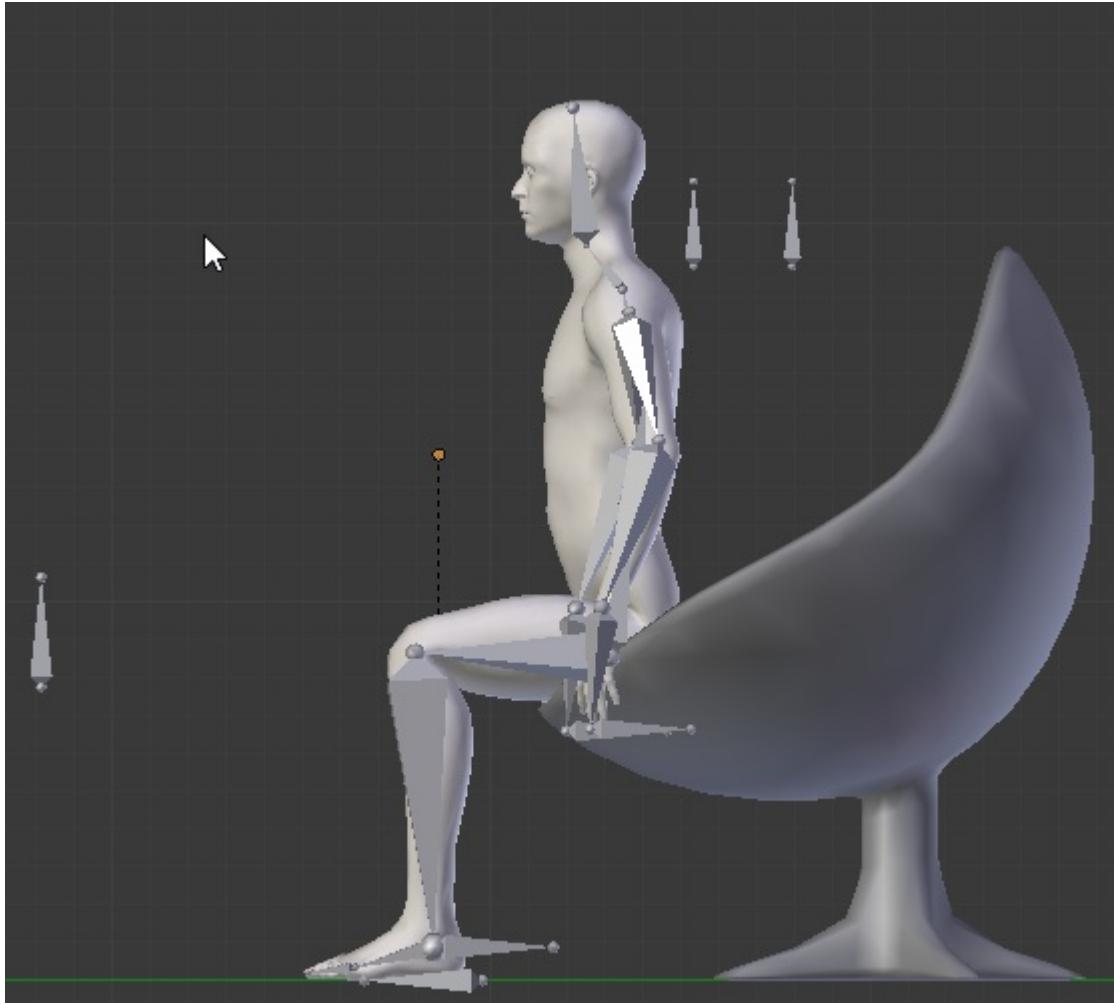
Fuese extrudiert.



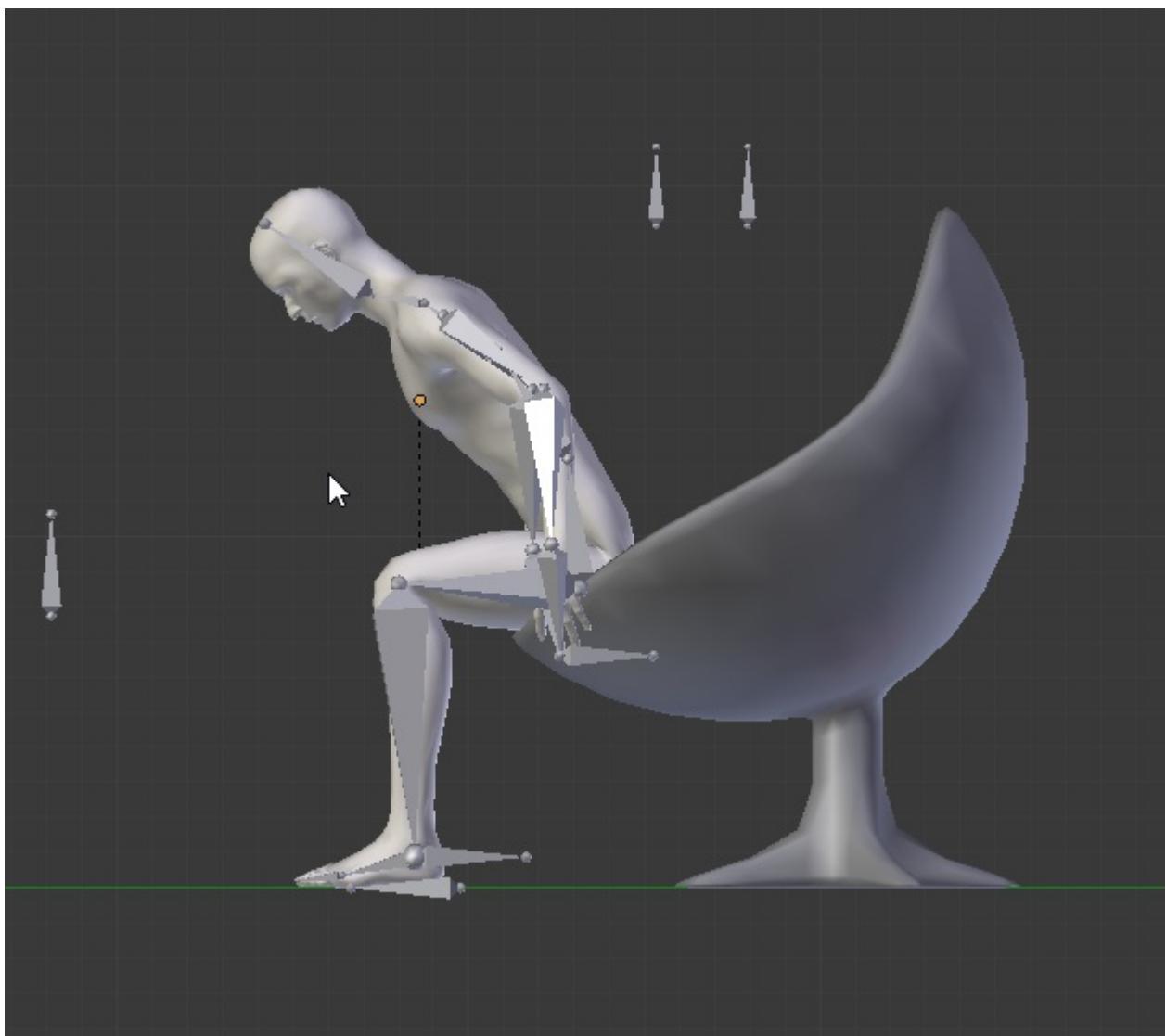


Animation

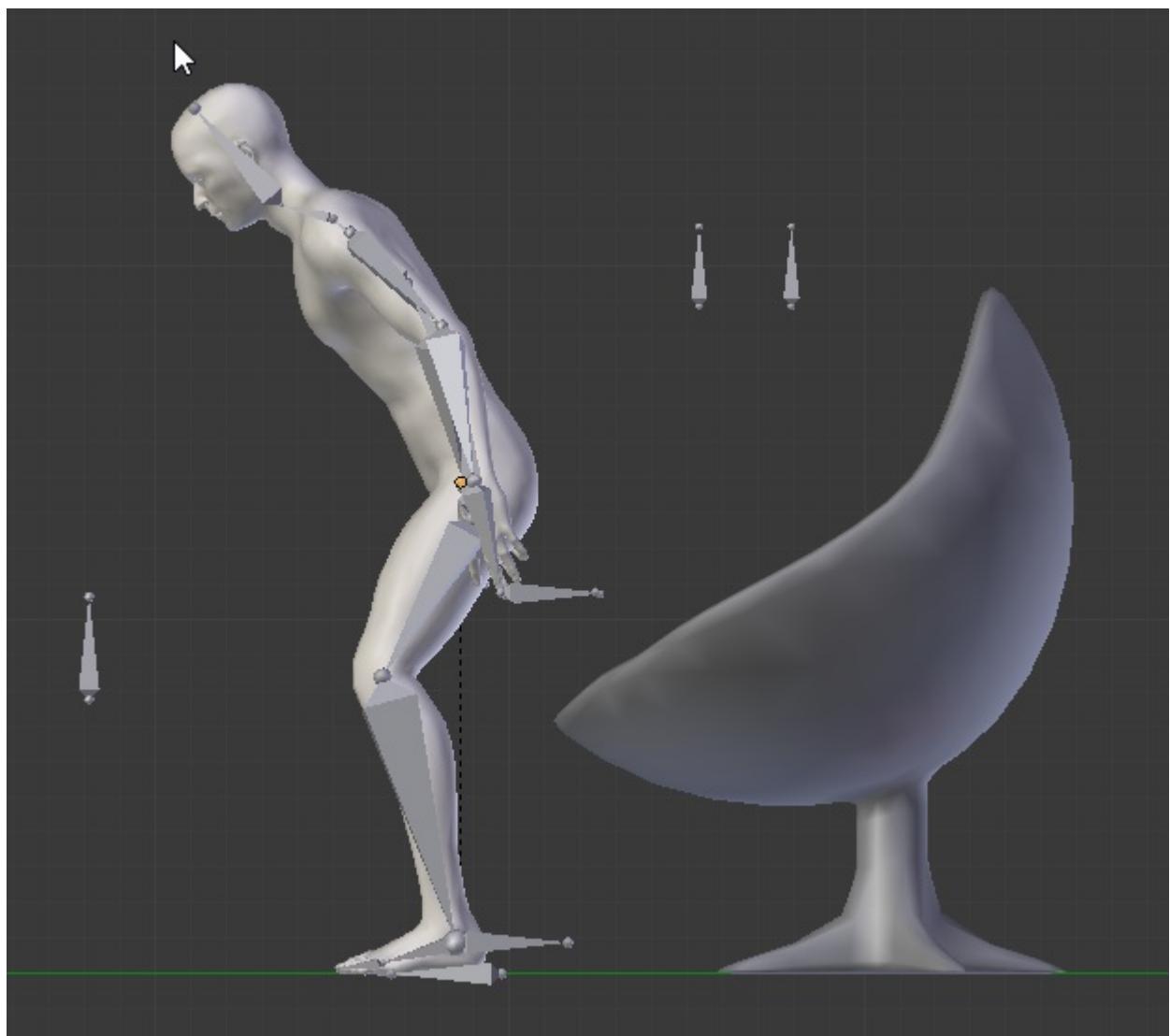
Figur auf die Kante des Sessels gesetzt.



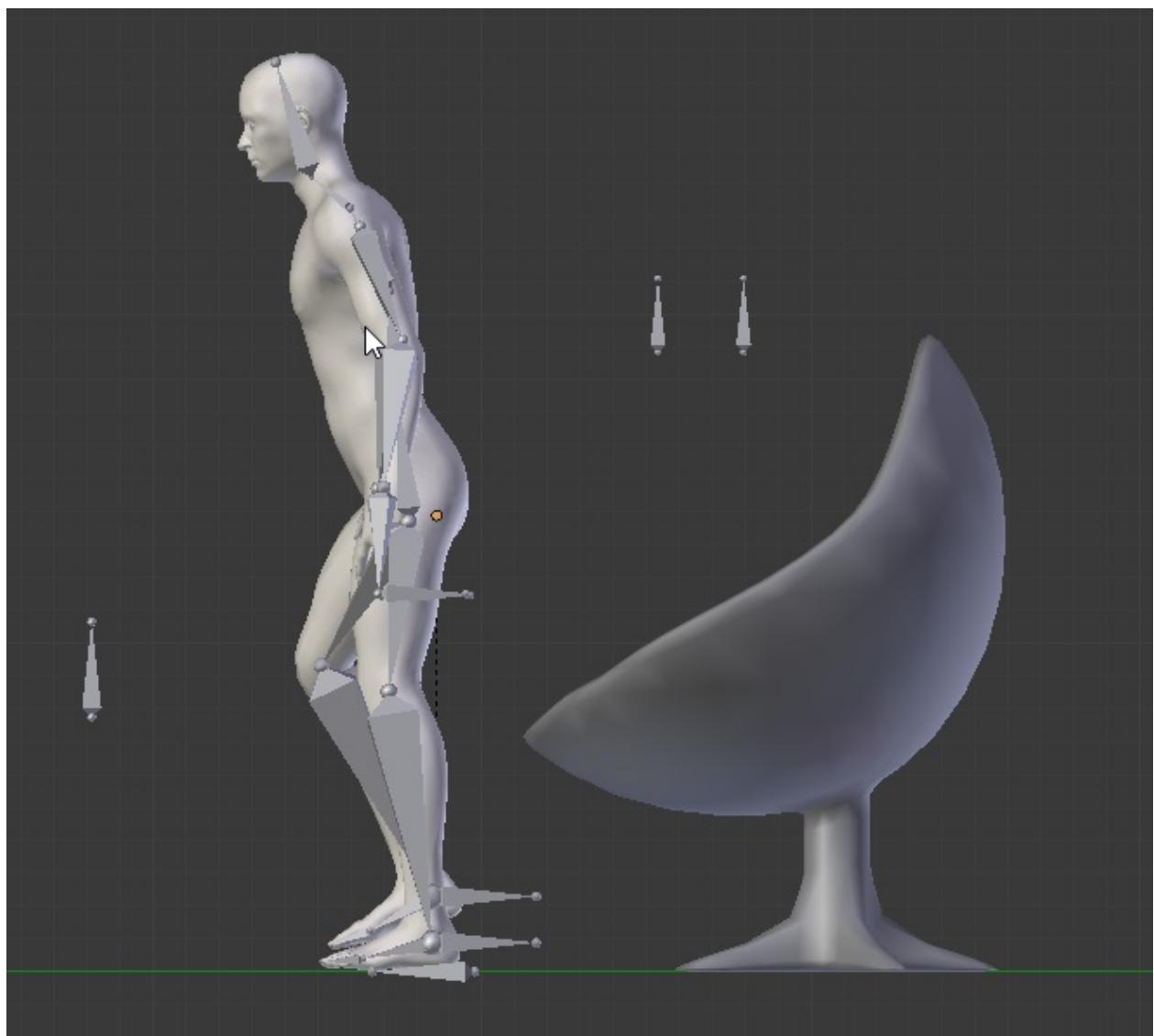
Figur nach vorn gebaeugt.

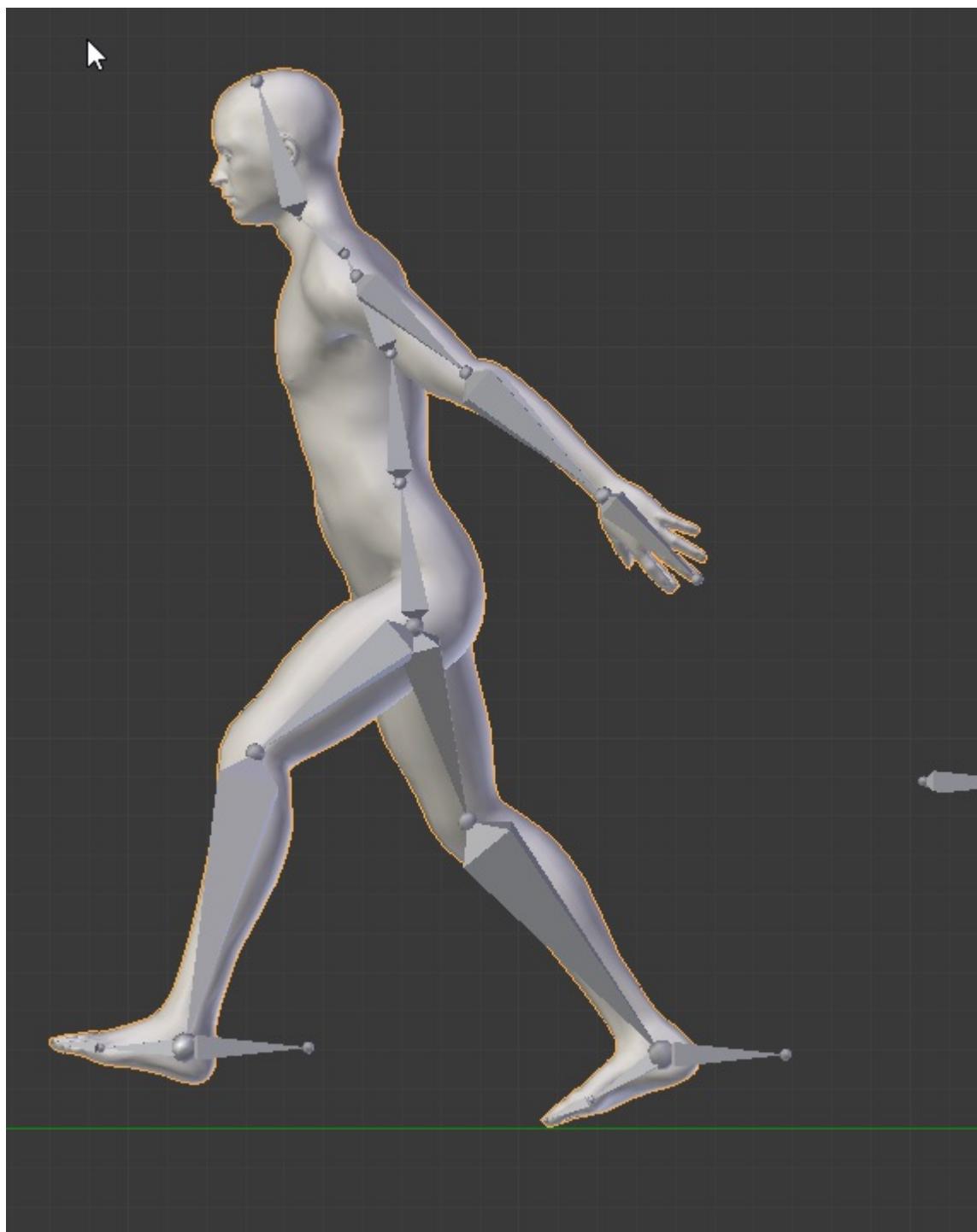


Figur richtet sich auf.

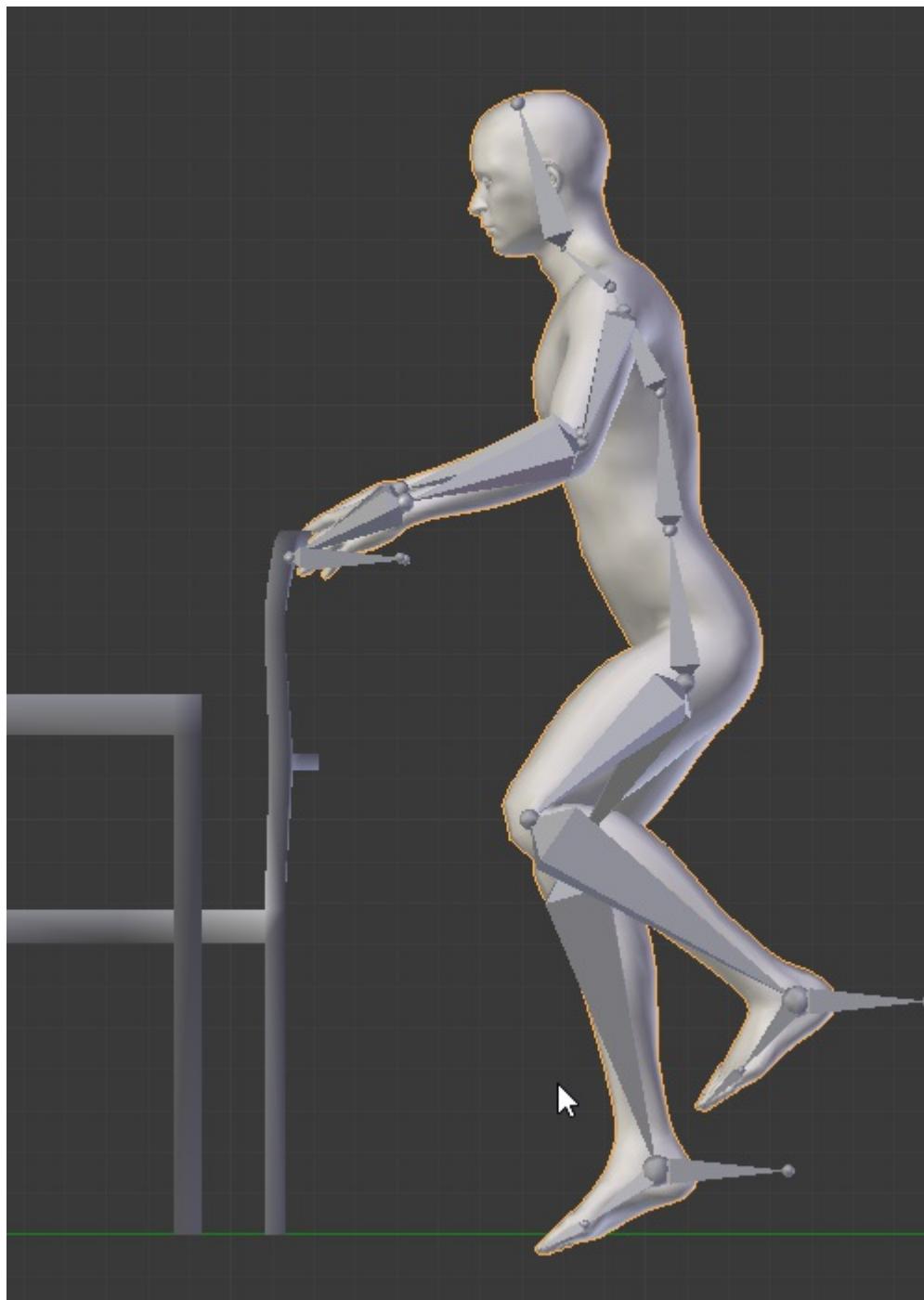


Figur geht in Lauf ueber.

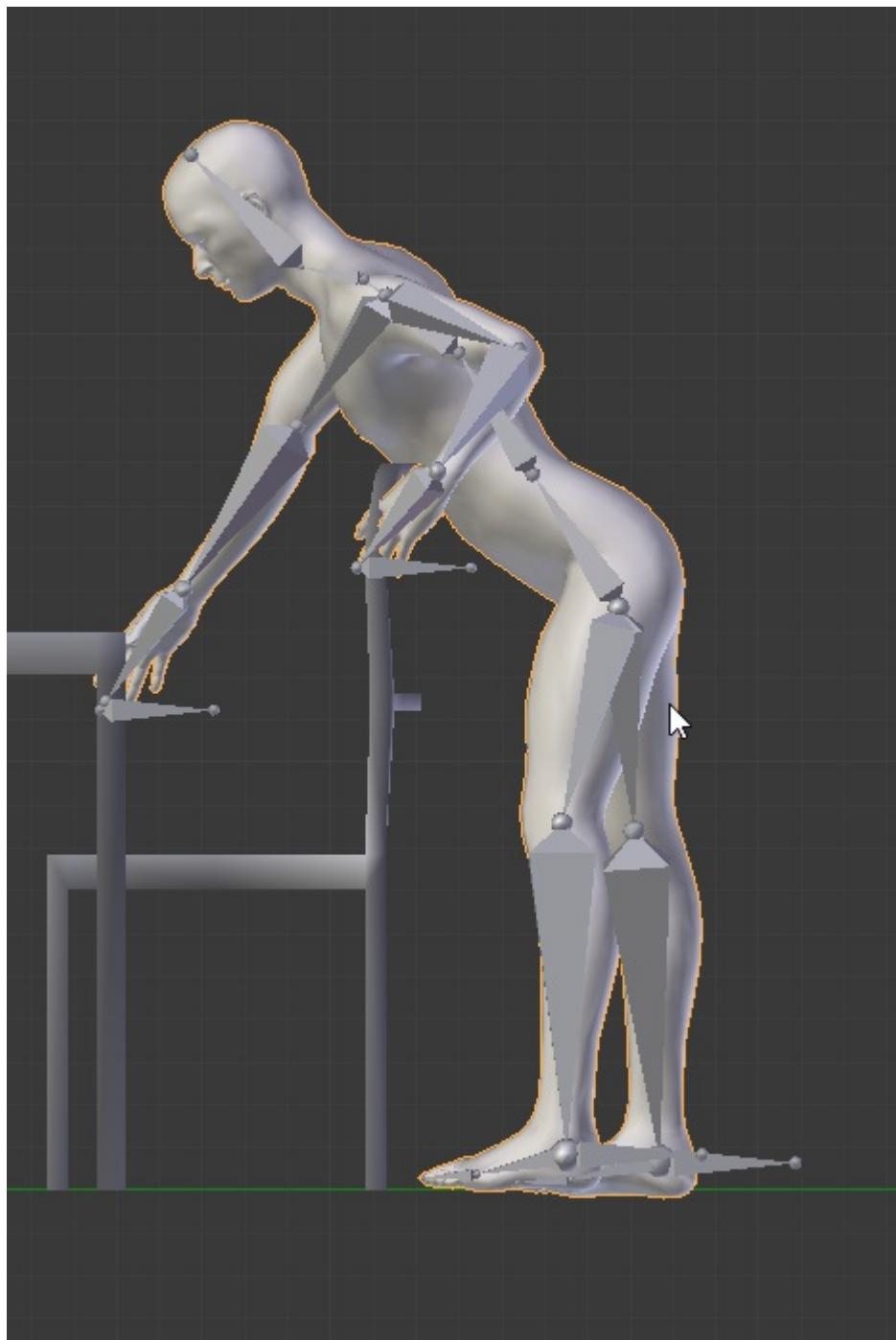




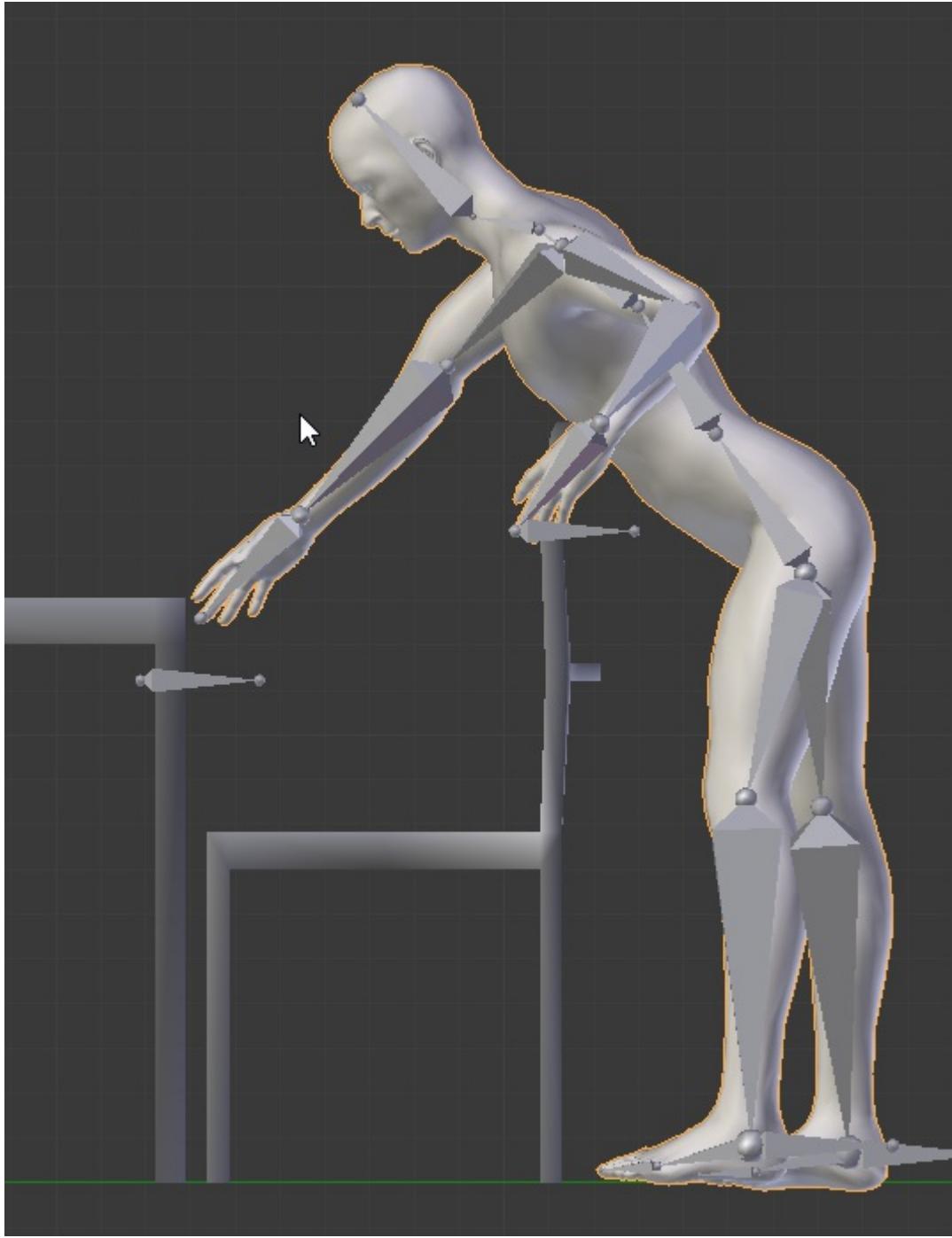
Hand an den Stuhl.



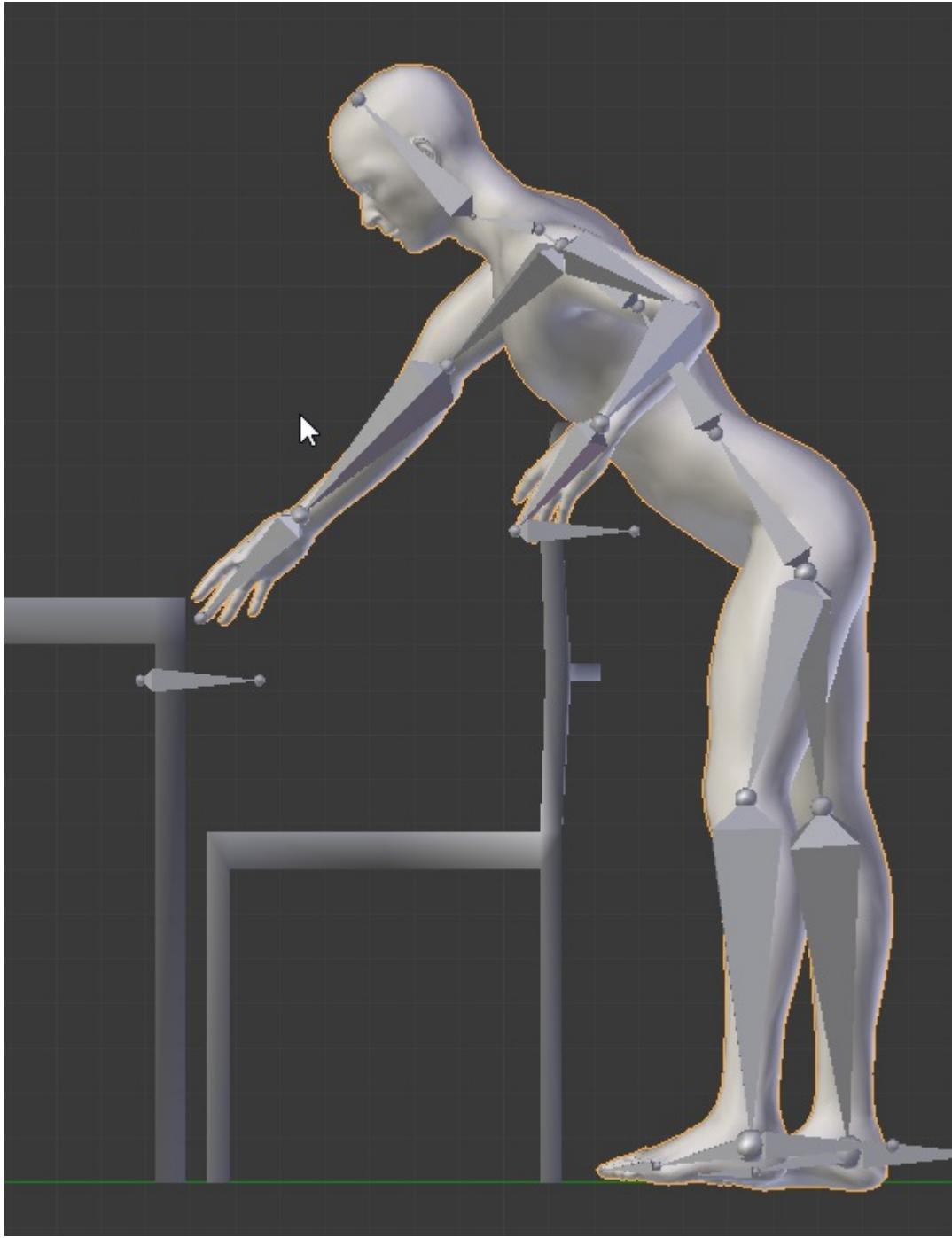
Andere Hand an den Tisch.



Tisch wird weg geschoben.



Tisch wieder rangezogen und Figur sitzt.



Quellen

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