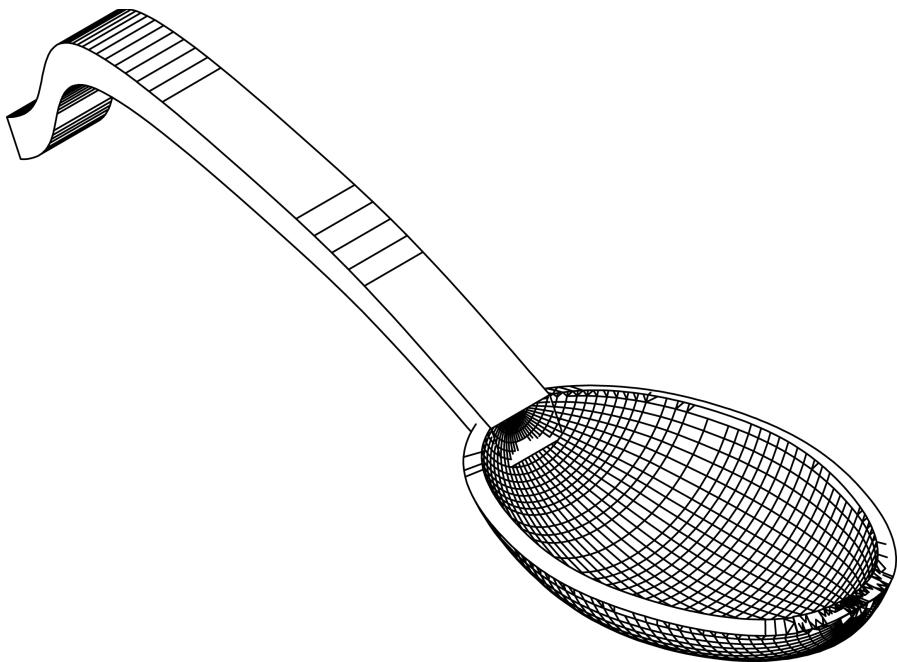


# Enchanted Objects

4.500 Fall 2017

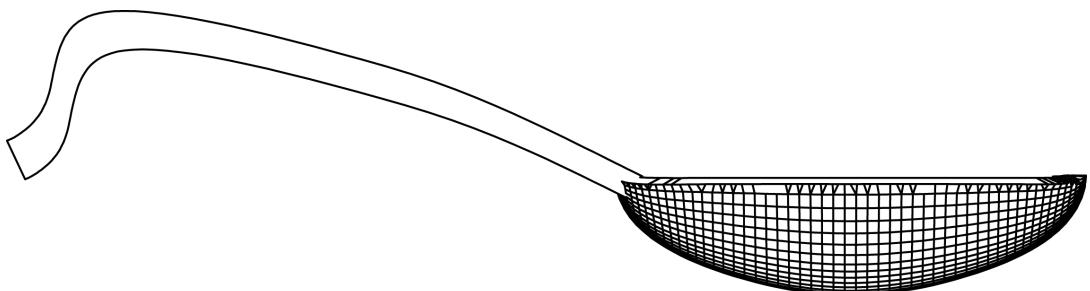
Nina Lutz

# Spoon Iteration 1

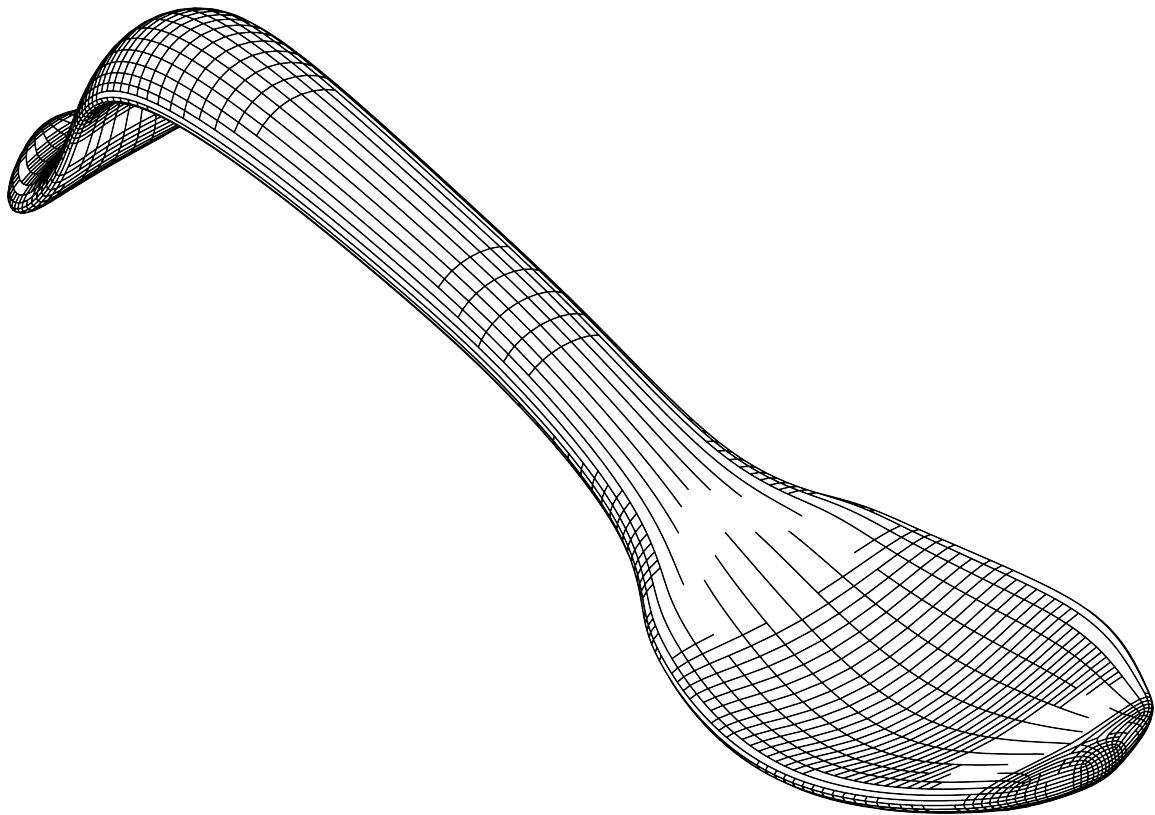


For my spoon I really wanted a defined curved handle with an end that curved again to balance the spoon. I wanted a dramatic form factor at the end of it.

For my first model I focused a lot on forming this curve for the stem and lofting it. I had trouble with modeling the bowl like part at first, especially as I chose to make it a separate part. This was a bad modeling practice as the spoon broke the first time I dropped it.

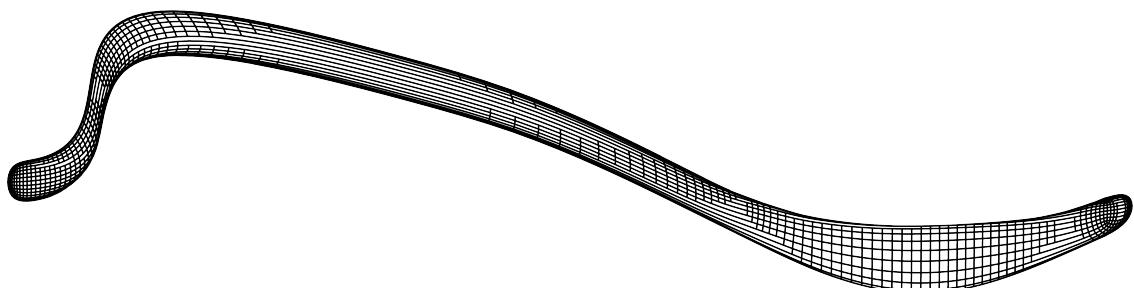


# Spoon Iteration 2

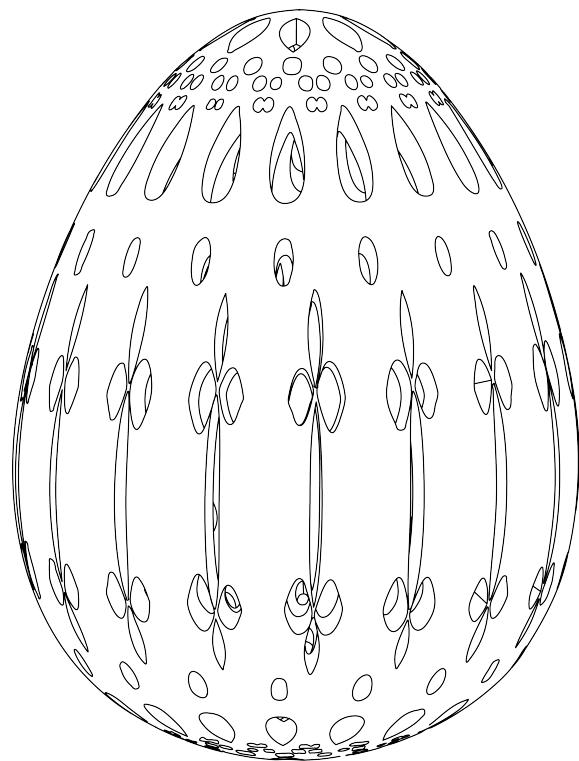
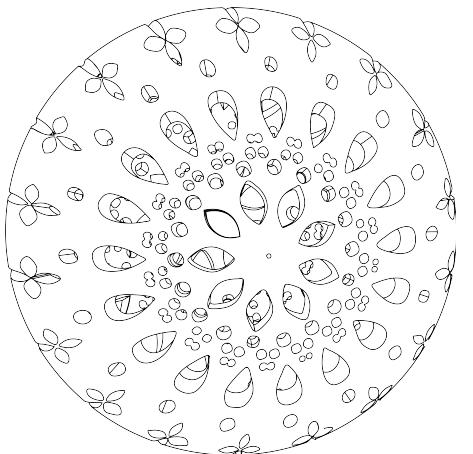


For my second iteration I made my spoon one object instead of two. I kept the same curve structure and profile but refined my mesh modeling to make the 3D form much more robust and whole. Furthermore I experimented with the bowl portion to make the spoon feel more subtle at the end to blend with the curve.

The next iteration of this model would probably see further refinement of the bowl portion of the spoon, as it is a little awkward now, especially at the end.



# Egg



1

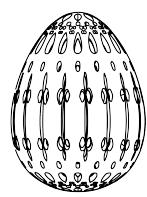
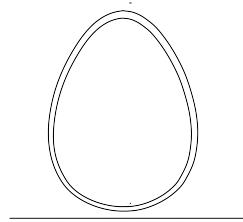
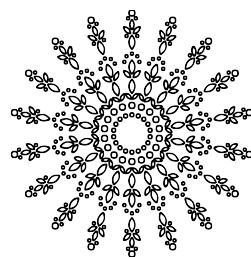
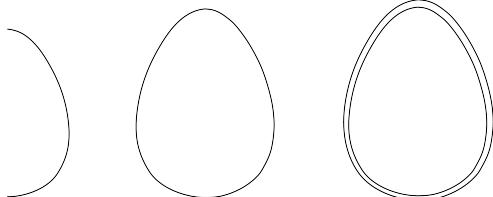
2

3

4

5

6

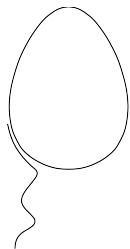


1. Draw an egg curve
2. Revolve around z axis
3. Offset the surface for a hollow shell
4. Design a line lace drawing
5. Project from below onto the surface
6. Take the boolean difference and resize appropriately.

# Stand



1



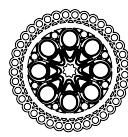
2



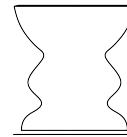
3



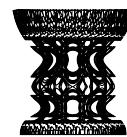
4



5



6



1. Draw an egg curve
2. Revolve around z axis
3. Offset the surface for a hollow shell
4. Design a line lace drawing
5. Project from below onto the surface
6. Take the boolean difference and resize appropriately.
7. (not shown) Make mesh, offset, and save as STL.
8. (not shown) Cut into appropriate parts with planes.