

Van Nguyen

Professor Durie

ART103

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Assignment 2: Fusion Ex. P1

Public Fusion Links:

Stamp #1: <https://a360.co/34pEfF5> ("Peace")

Stamp #2: <https://a360.co/3HFFeiP> (a smiley face)

Statement:

In this exercise, I learned to make 3D models of objects (specifically stamps) using Autodesk Fusion 360 program, which allows users to make precise sketches, build forms of the objects in 3D, and render them in many kinds of textures, materials, and settings. Getting used to the program was tedious, but once I understand the workspace and workflow of Fusion, I find it is very straightforward. Sometimes I still have a hard time figuring out how to move the lines of the sketches, or how to create certain features that I want. When that happens, I believe just deleting the incorrect line and re-making a new line is probably easier and would save more time rather than trying to transform the line cluelessly.

Stamp 1 is my first model, which I was following in-class instruction and Youtube tutorial to make it. Stamp 2 is one I made freshly from scratch base on my memory from what I learned in making Stamp 1.





