

# Box Modeling

- Operações sobre poliedros ou malhas triangulares
  - Extrusão
  - Bevel
  - Inset
- Superfícies de revolução

# Exemplo Box-Modelling



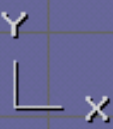


Object: object01



File Edit Mode Object Options View Build Settings Window About

- New
  - Open ...
  - Close ...
  - Save
  - Save As ...
  - Save All
  - Browse ...
  - Configure ...
  - Configure GUI ...
  - Render Preview...
  - Page Setup ...
  - Print Preview...
  - Print ...
  - Exit
- F:\Documents and Settings\Working Man\Desktop\Meu\_Curso\Meu\_Curso\01\_Codigo\scenario\aviao.an8  
F:\DOCUME~1\WORKIN~1\Desktop\MEU\_CU~1\MEU\_CU~1\01\_COD~1\scenario\tt.an8  
F:\Documents and Settings\Working Man\Desktop\Meu\_Curso\Meu\_Curso\01\_Codigo\scenario\tt.an8  
F:\DOCUME~1\WORKIN~1\Desktop\MEU\_CU~1\MEU\_CU~1\01\_COD~1\scenario\torre.an8



Object editor

Object: object01



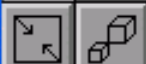
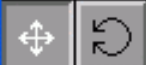
File Edit Mode Object Options View Build Settings Window About



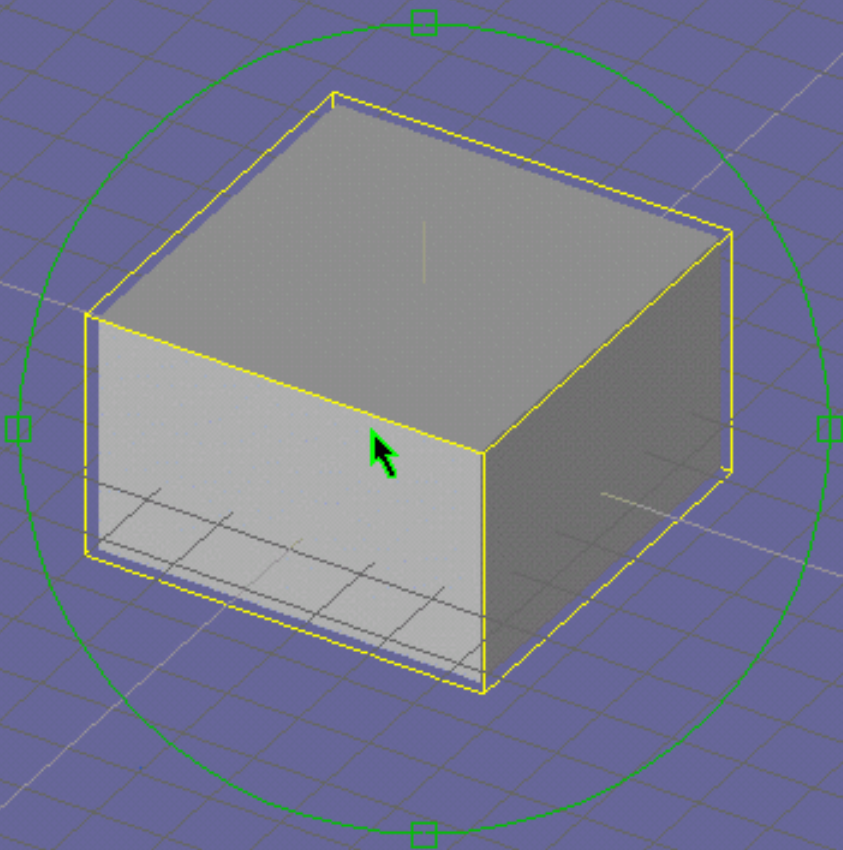
User1



X Y Z



UV



cube01

Position: (-2.01, 4.58, 0)

Object: object01



File Edit Mode Object Options View Build Settings Window About



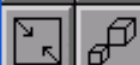
User1



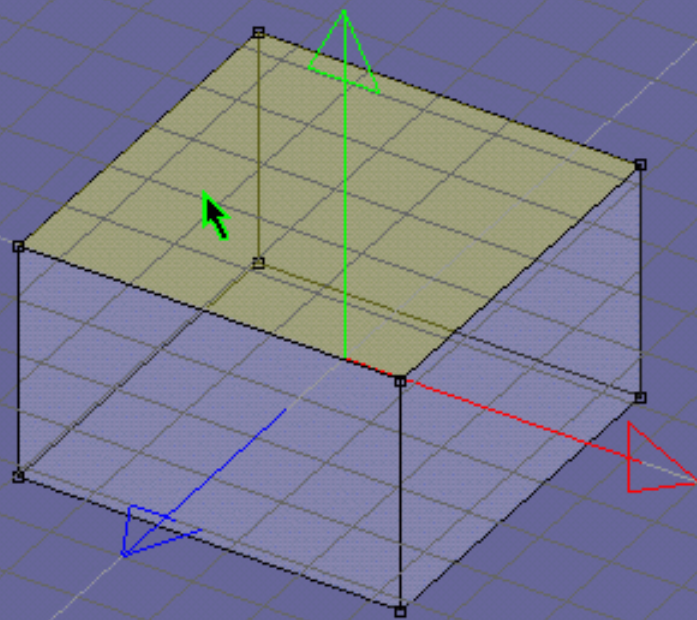
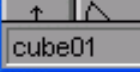
X Y Z



Front Back



UV



cube01

Position: (-2.01, 4.58, 0)

Object: object01



File Edit Mode Object Options View Build Settings Window About



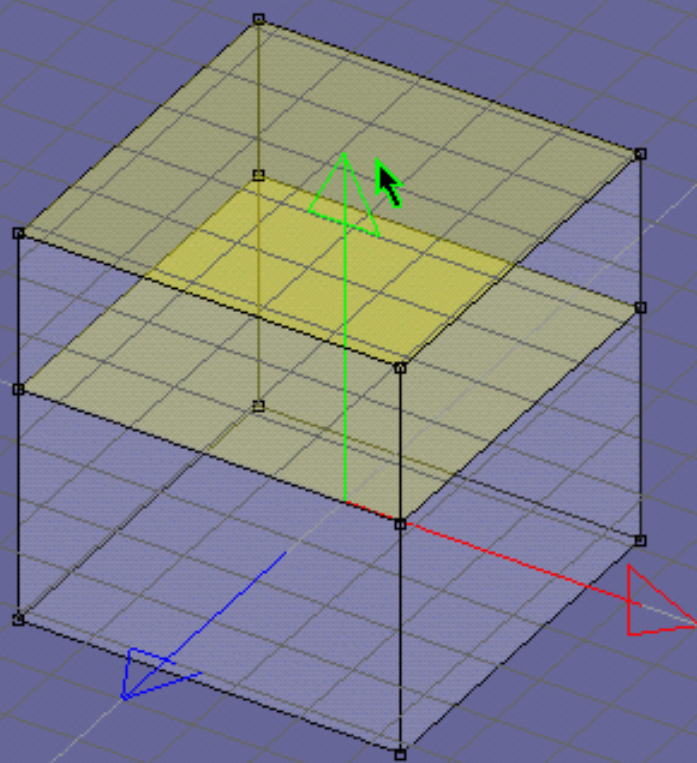
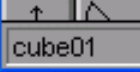
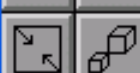
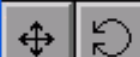
User1



X Y Z



Front Back



cube01

Position: (-2.01, 4.58, 0)

Object: object01



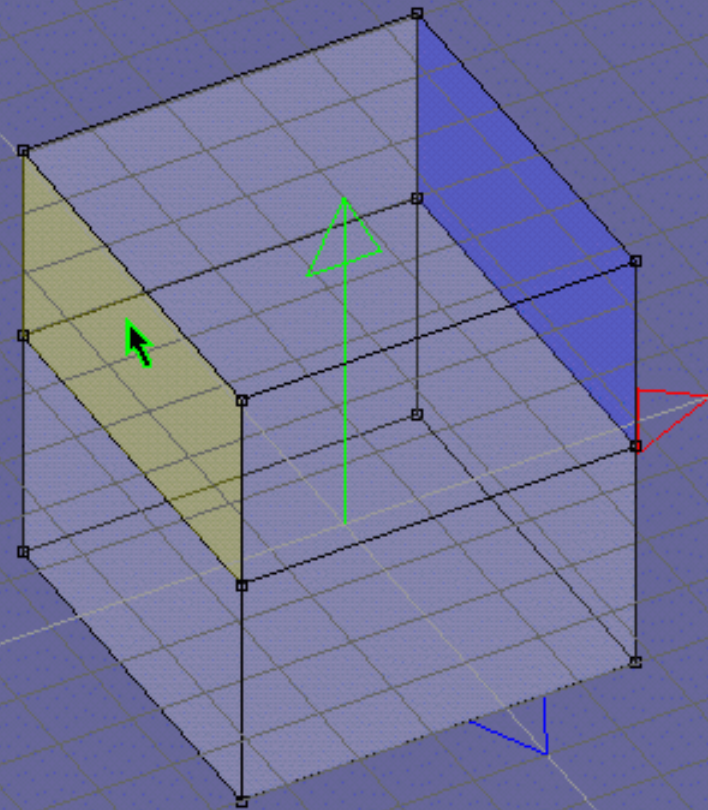
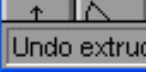
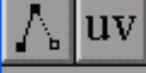
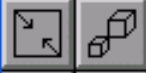
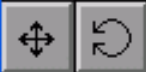
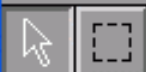
File Edit Mode Object Options View Build Settings Window About



User1



Front Back



Undo extrude faces

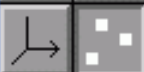
Object: object01



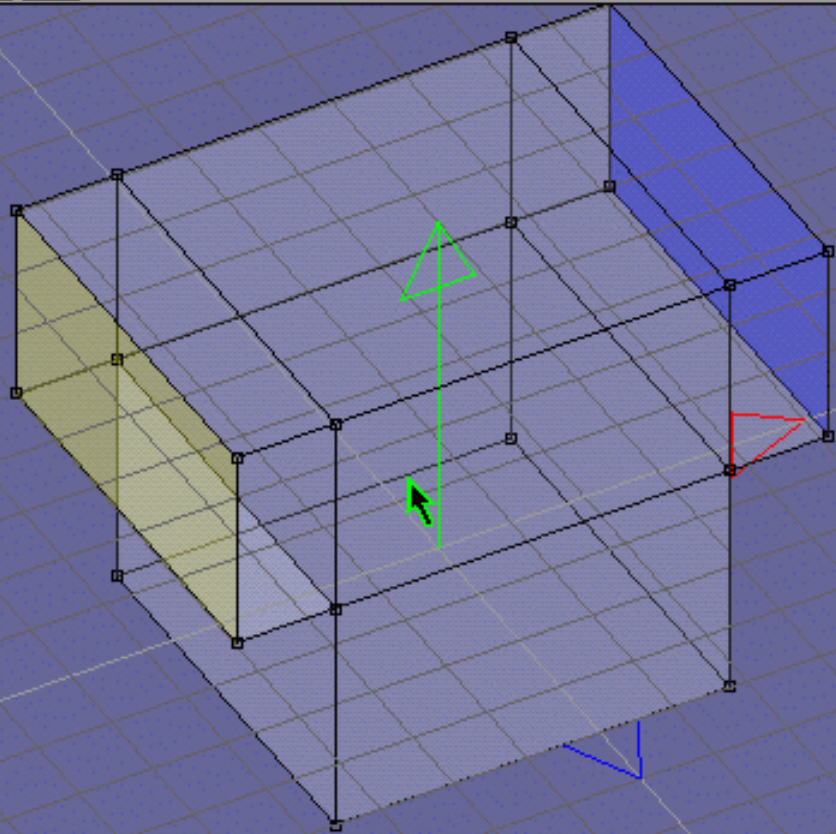
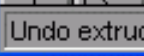
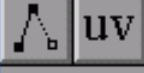
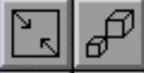
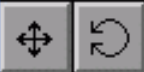
File Edit Mode Object Options View Build Settings Window About



User1



Front Back



Undo extrude faces



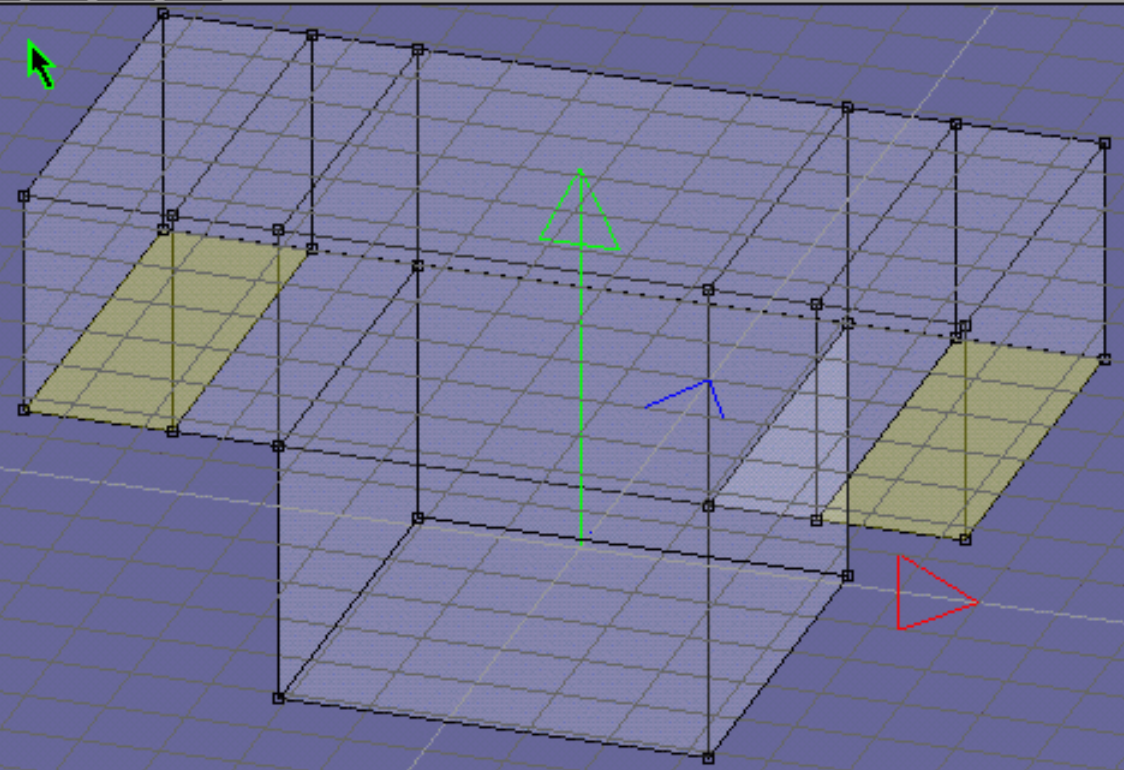
Object: object01



File Edit Mode Object Options View Build Settings Window About



User1



Undo extrude faces

Object: object01



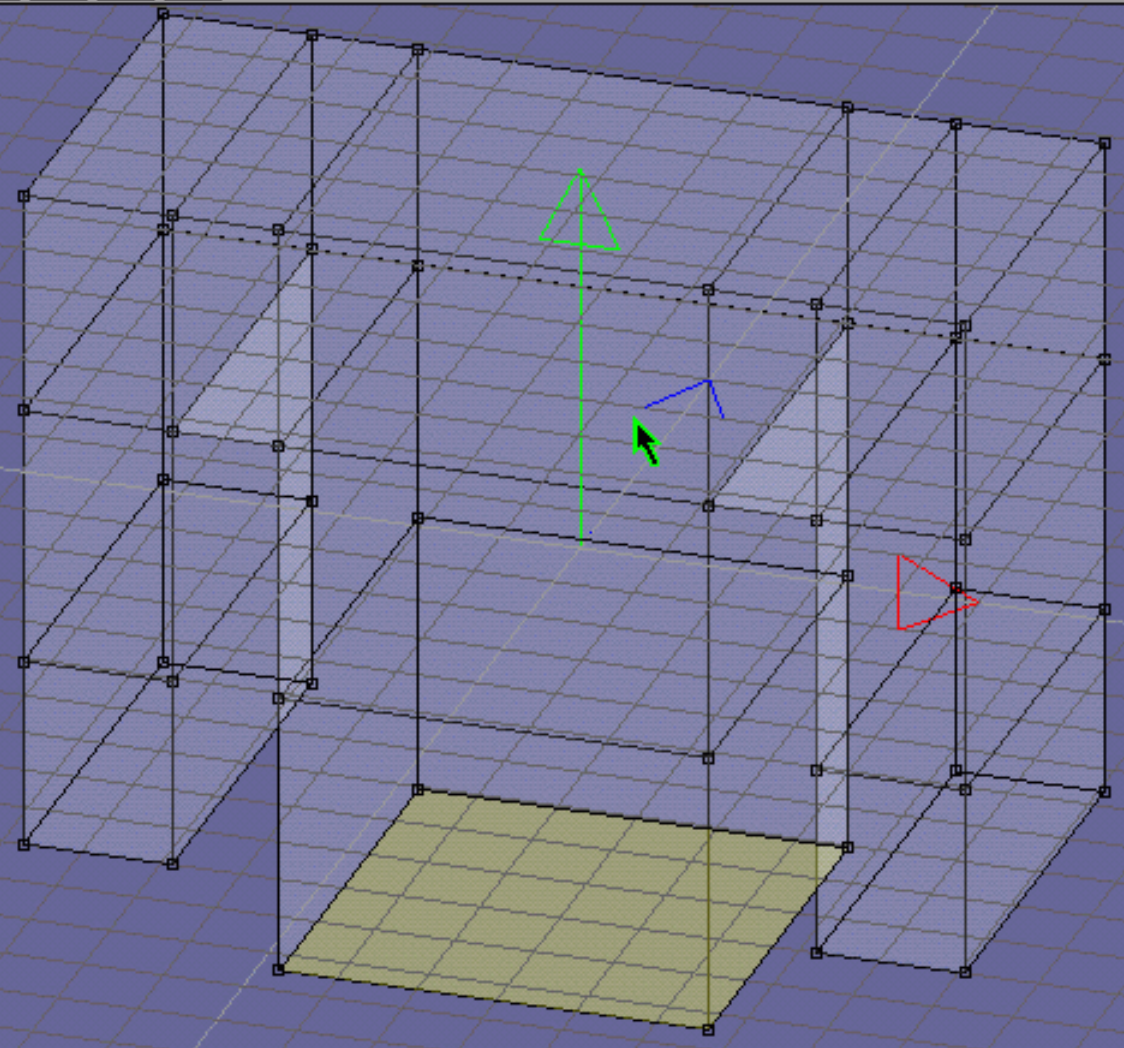
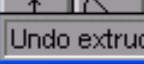
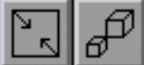
File Edit Mode Object Options View Build Settings Window About



User1



Front Back



Undo extrude faces

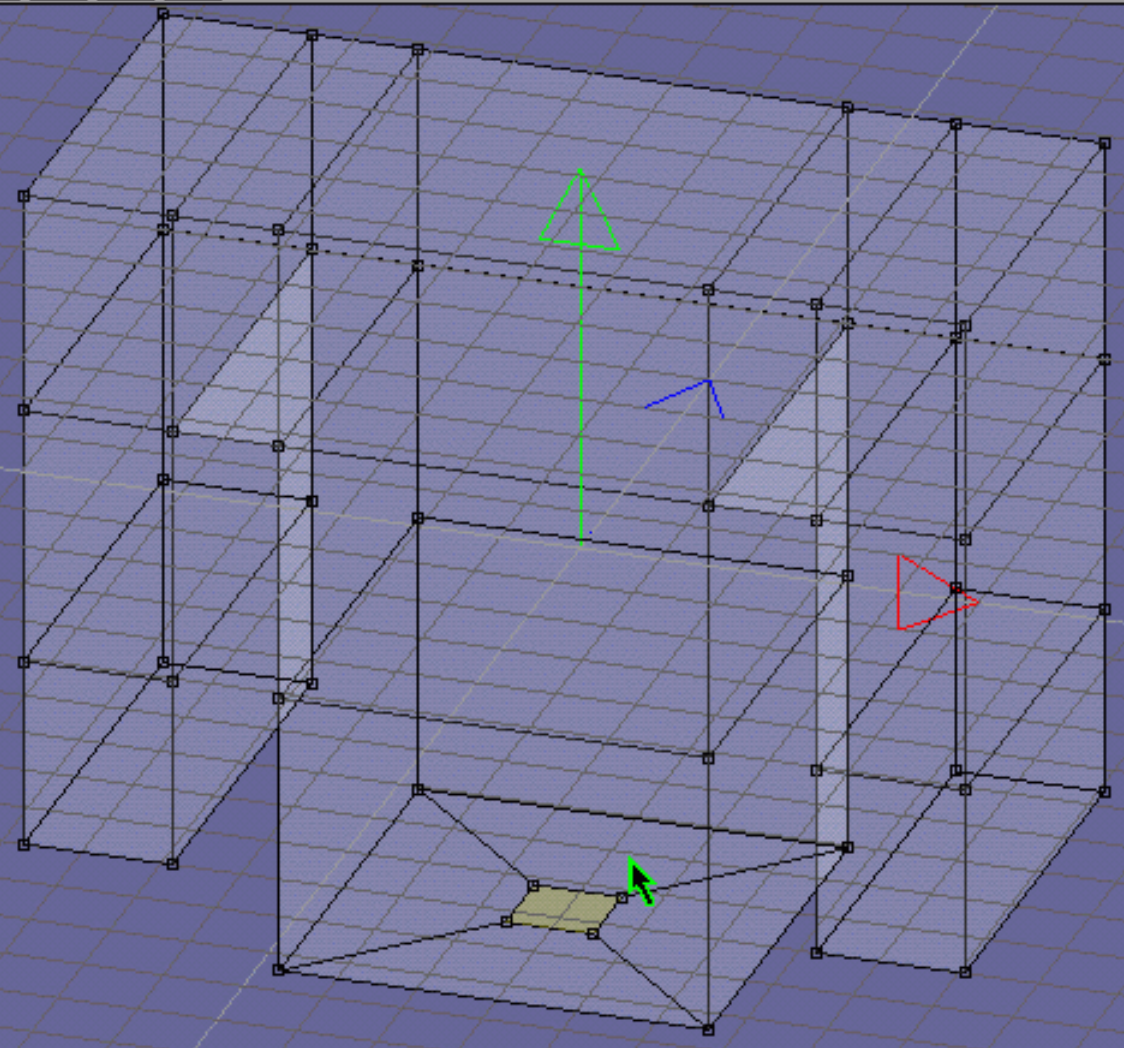
Object: object01



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User1



Undo scale faces

Object: object01



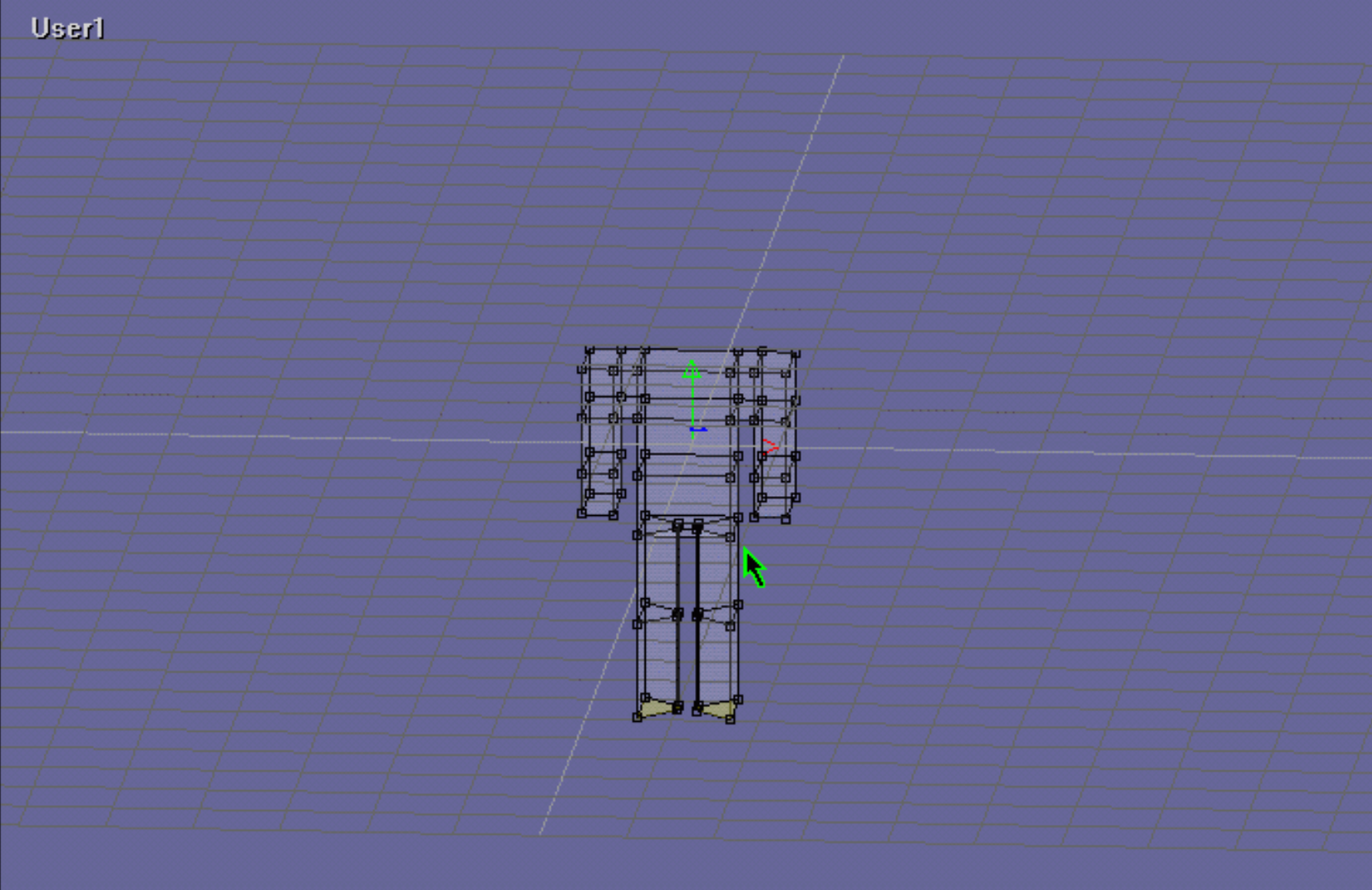
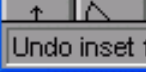
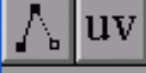
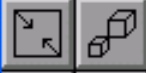
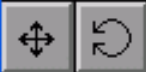
File Edit Mode Object Options View Build Settings Window About



User1



Front Back



Undo inset faces

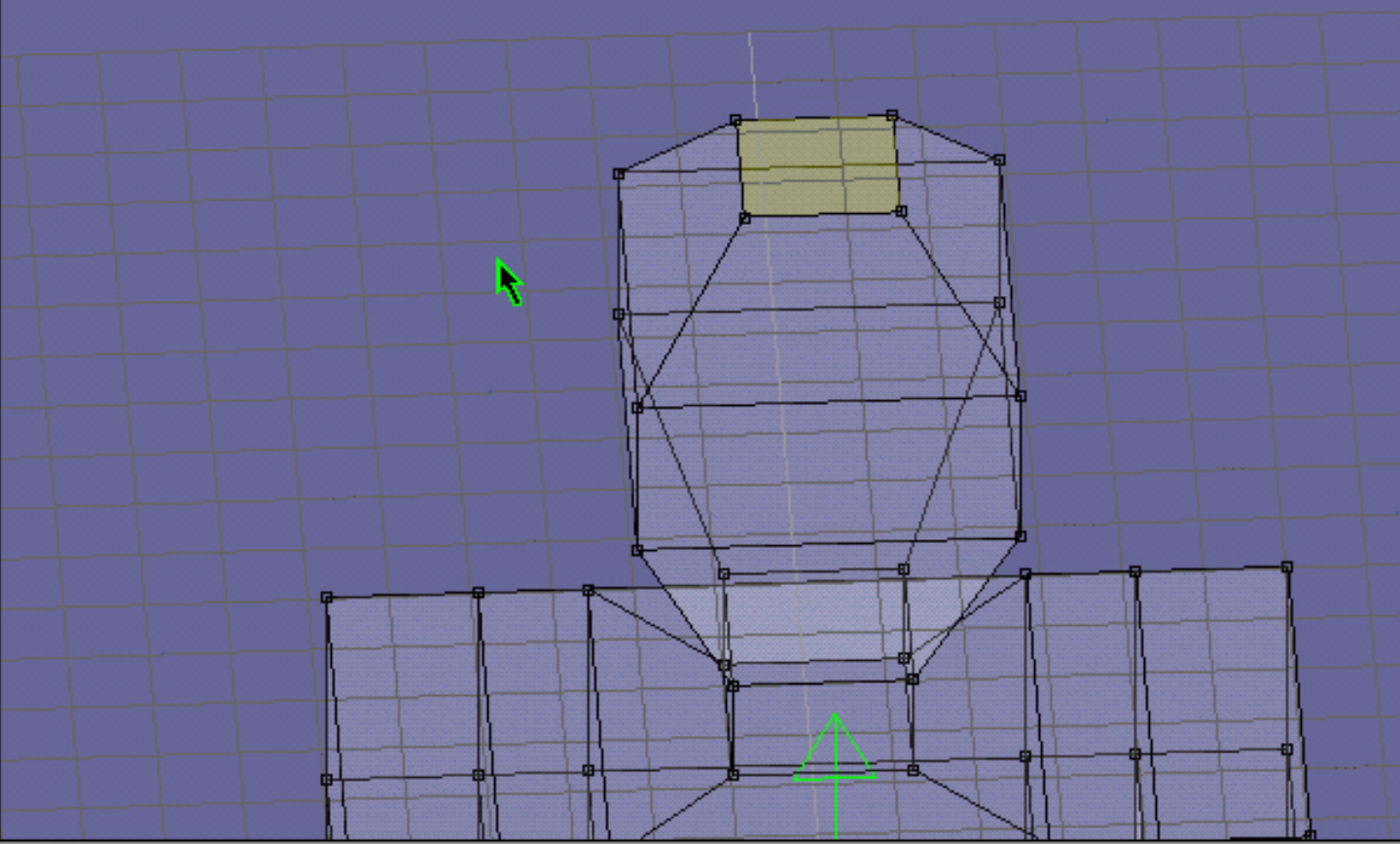
Object: object01



File Edit Mode Object Options View Build Settings Window About



User1



Undo extrude faces

Object: object01



File Edit Mode Object Options View Build Settings Window About



File Object

Apply

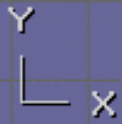
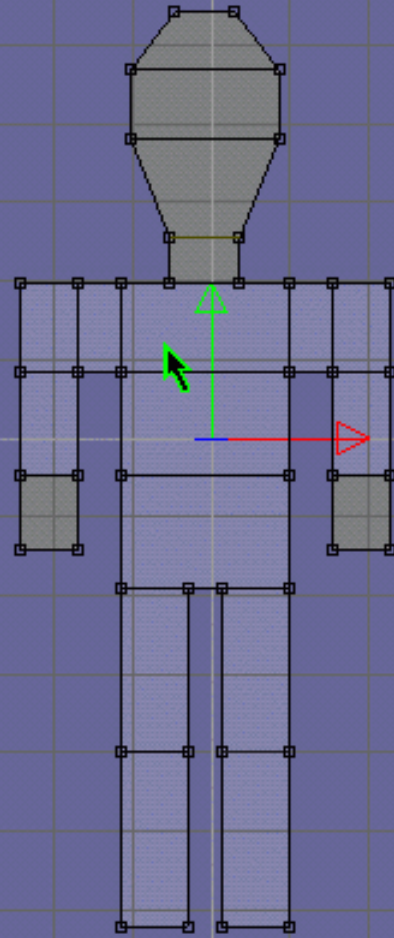
New

Material Name

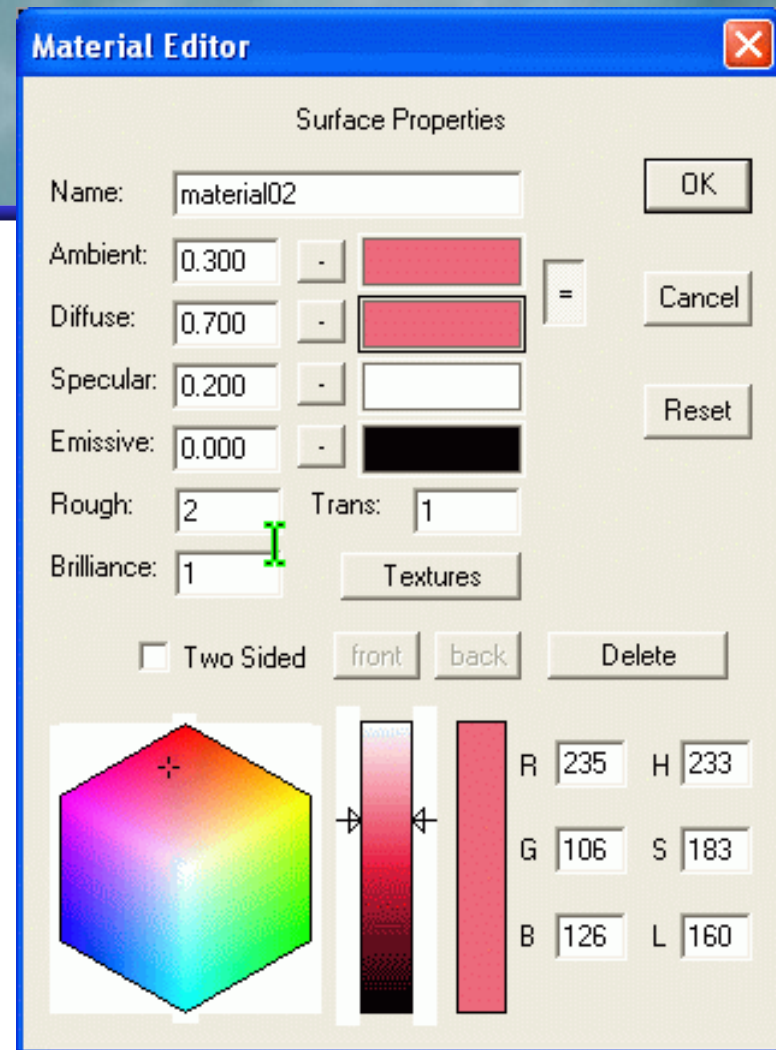
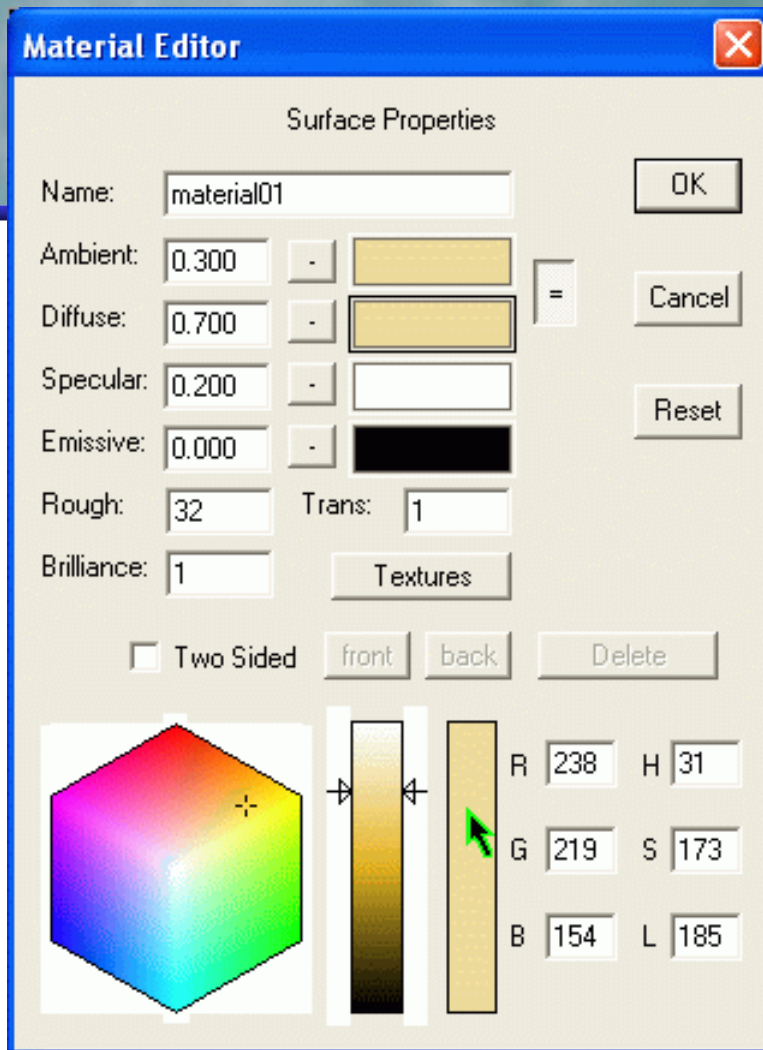
Front Back

UV

Front



Undo extrude faces



Object: object01



File Edit Mode Object Options View Build Settings Window About



File Object User1

Apply

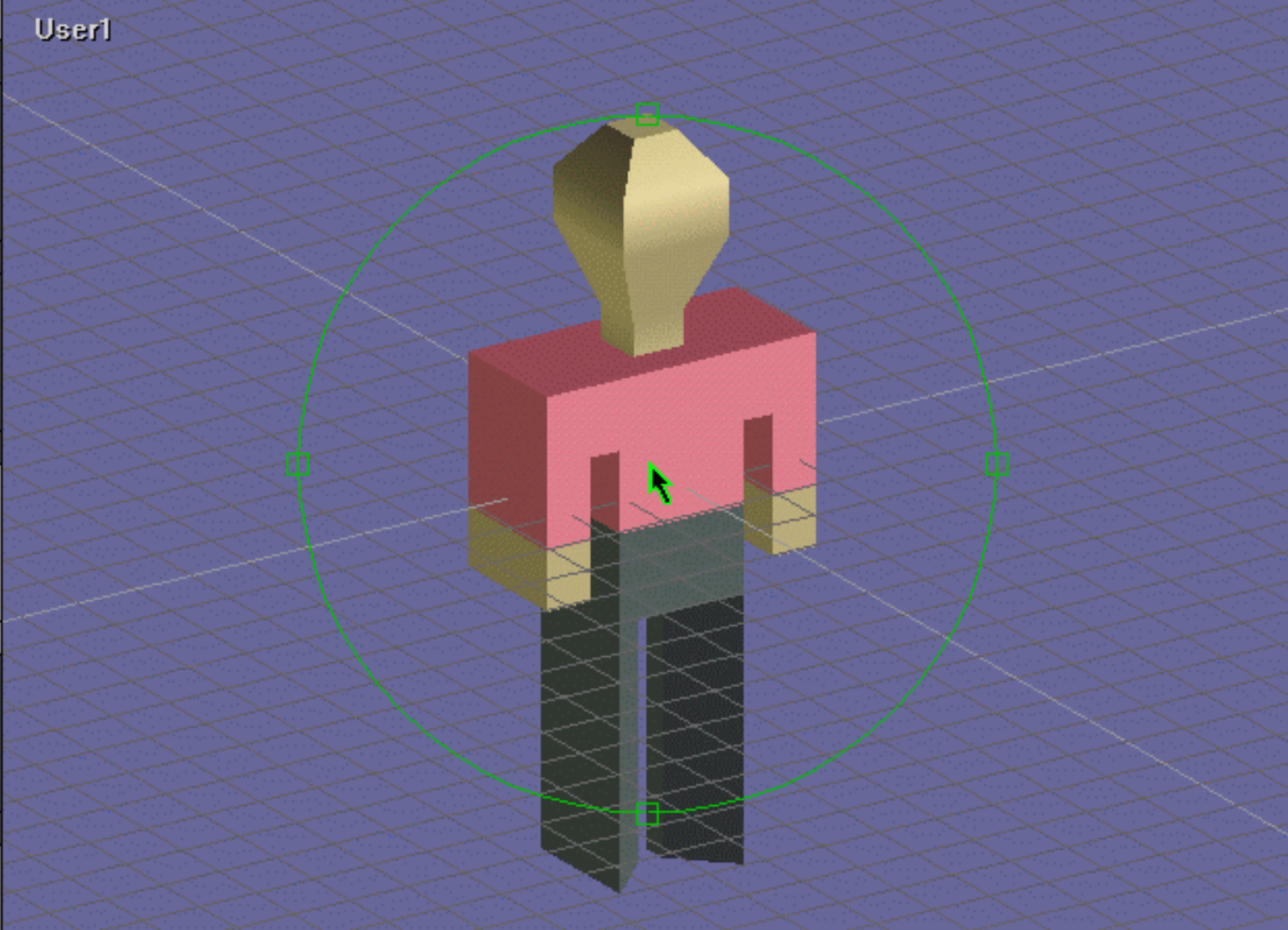
material01

material02

material03

New

Material Name



Undo extrude faces



Object: object01



File Edit Mode Object Options View Build Settings Window About



File Object User1

Apply

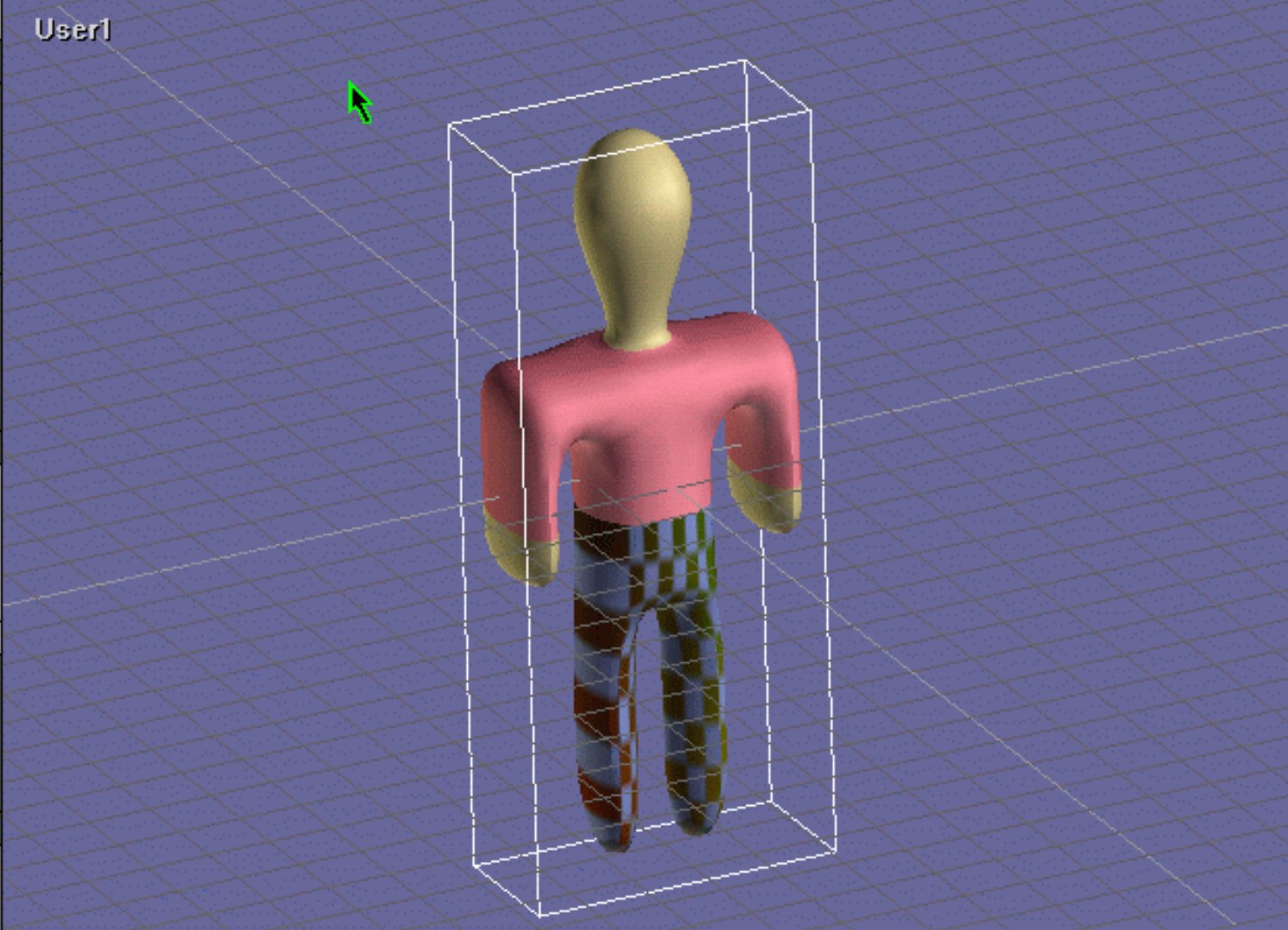
material01

material02

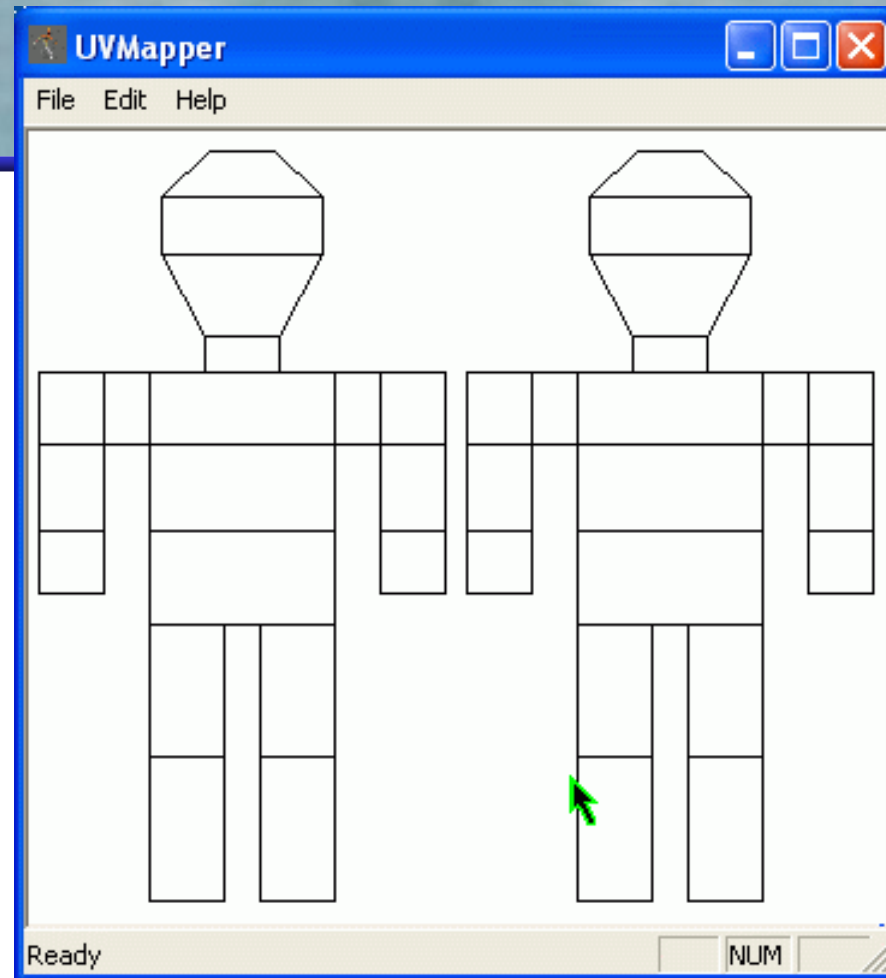
material03

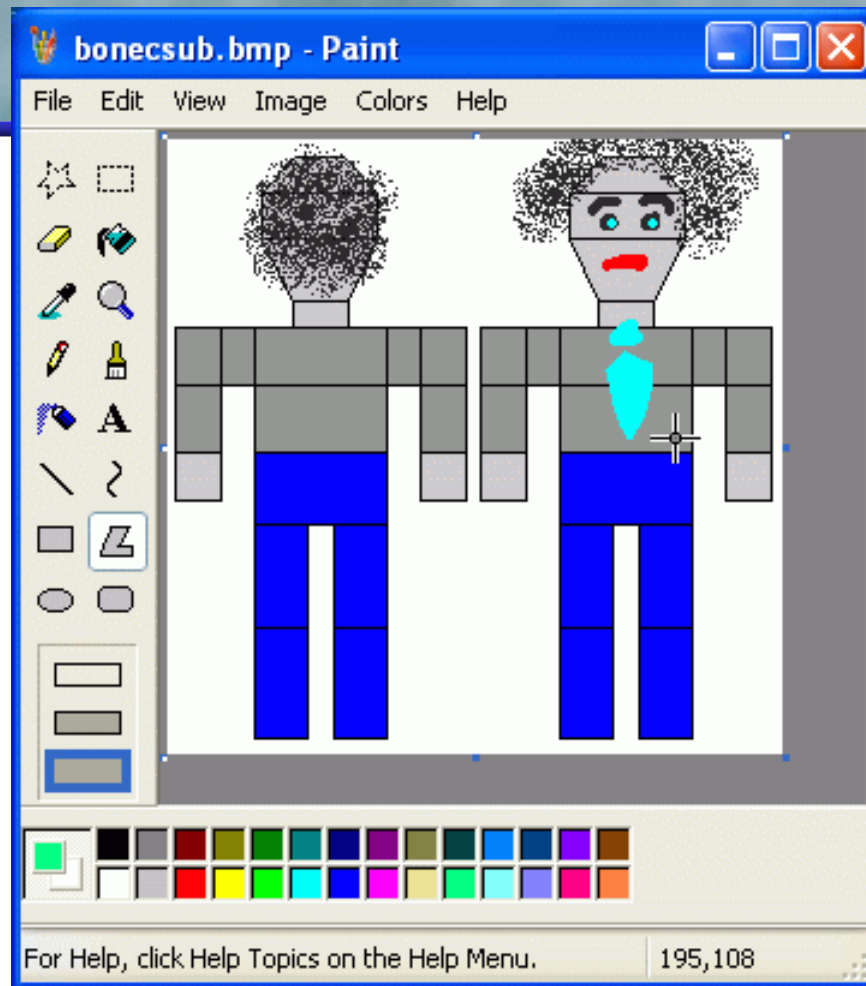
New

Material Name



mesh: mesh01





Object: object01



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File Object

Apply

material01

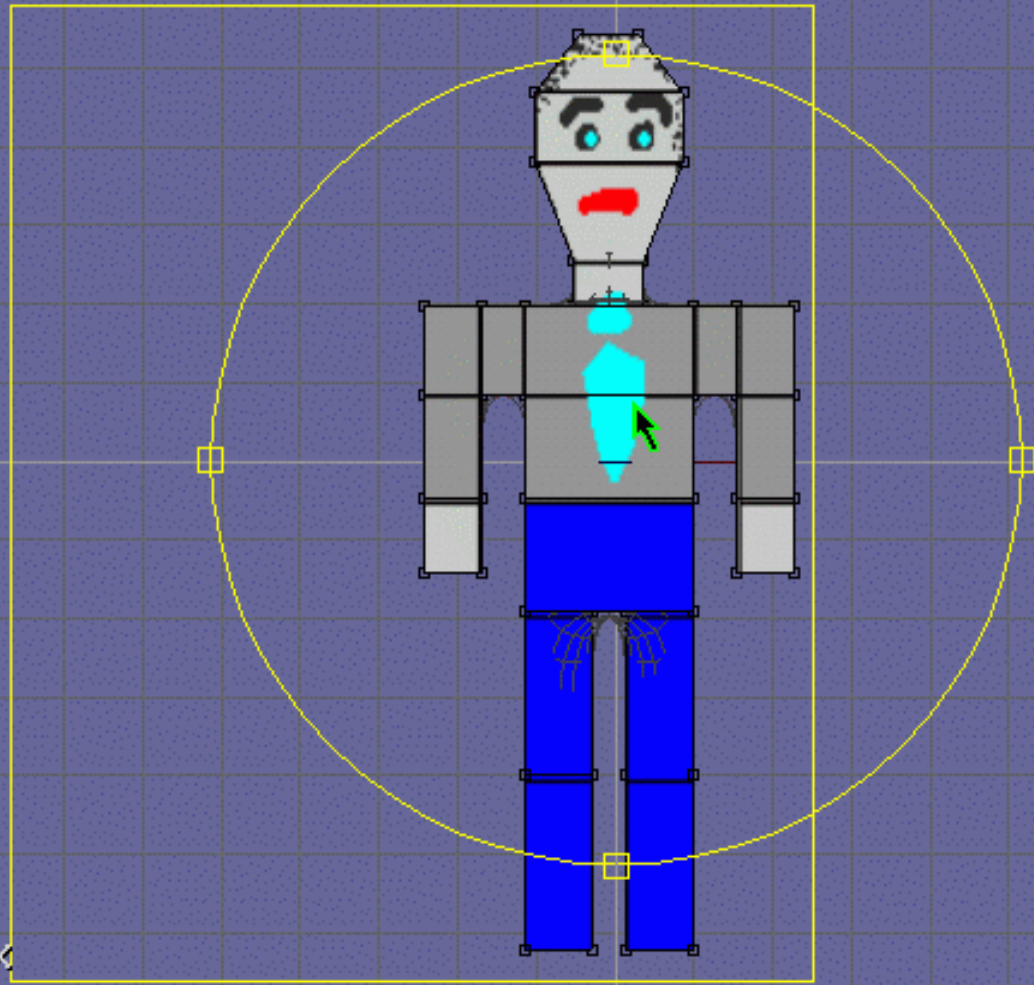
material02

material03

material04

New

Front



subdivision: subdivision01

Object: object01



File Edit Mode Object Options View Build Settings Window About



File Object User1

Apply

material01

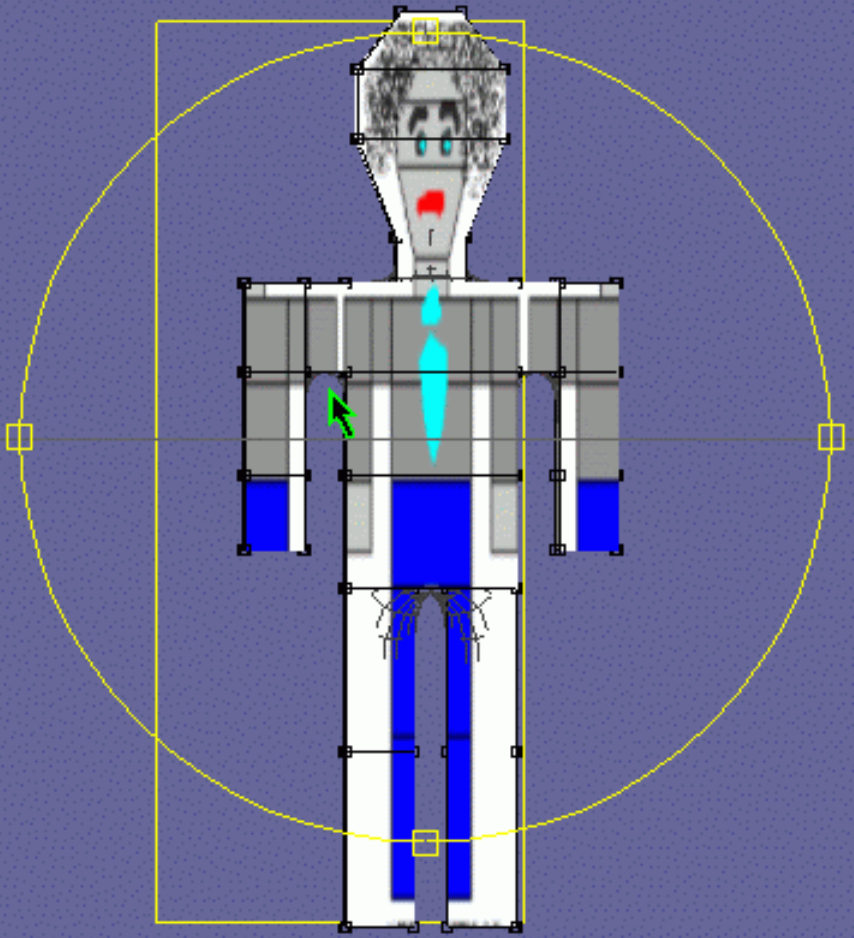
material02

material03

material04

New

User1



Object: bonectex



File Edit Mode Object Options View Build Settings Window About



File Object

User1

Apply



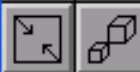
X Y Z



material01



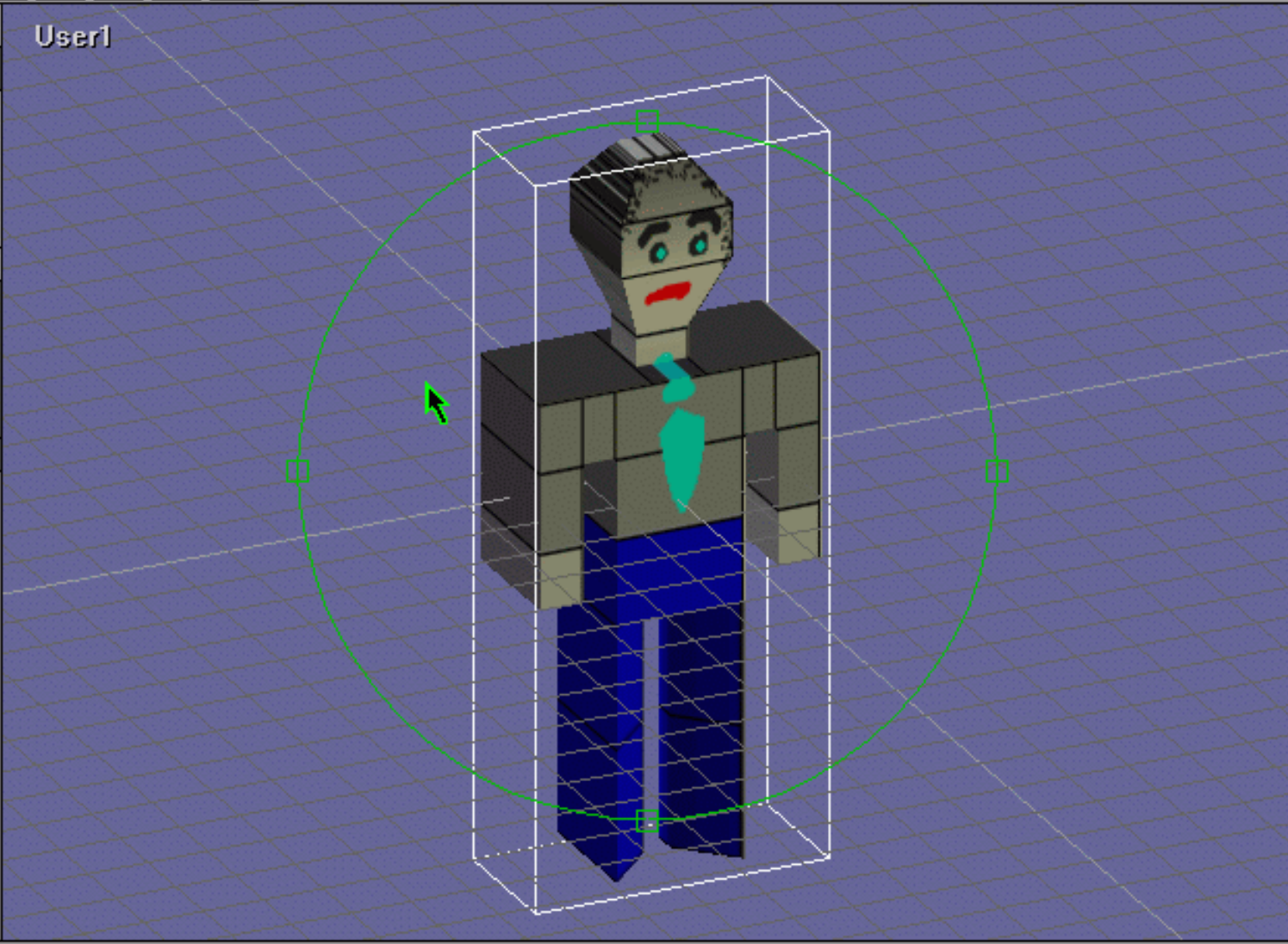
New



Material Name



UV



Object: bonectex



File Edit Mode Object Options View Build Settings Window About



File Object User1

Apply



material01

New

Material Name

UV

