

# **MODELAGEM 3D**

## **AULA 2**

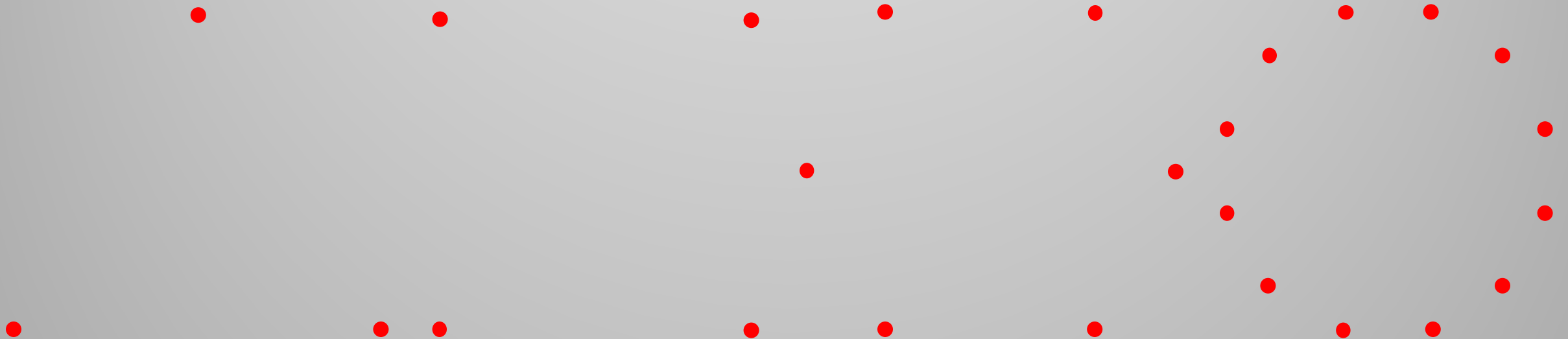
# **MODELAGEM 3D**

Recapitulando

# MODELAGEM 3D

Então...

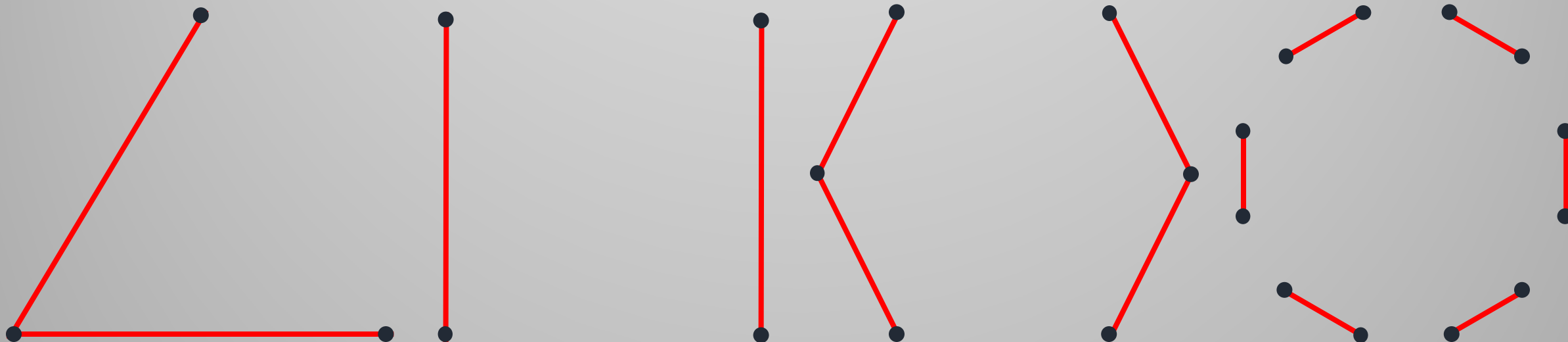
**Vertices** são os pontos do polígono.



# MODELAGEM 3D

Então...

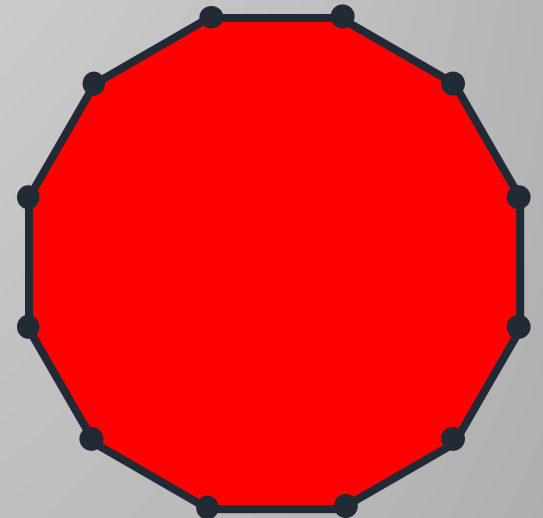
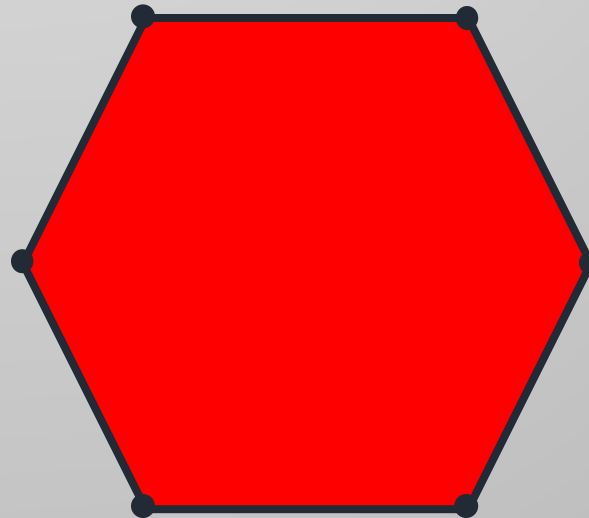
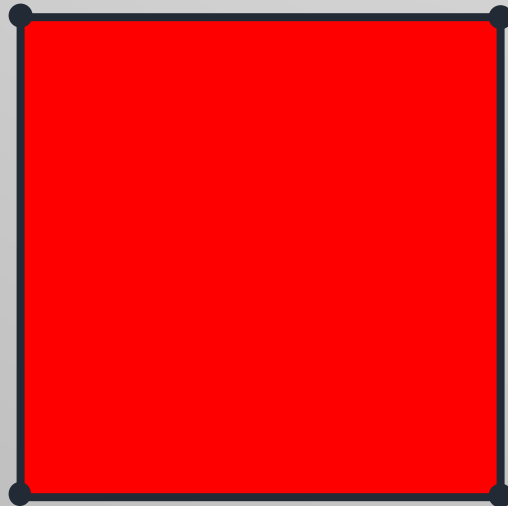
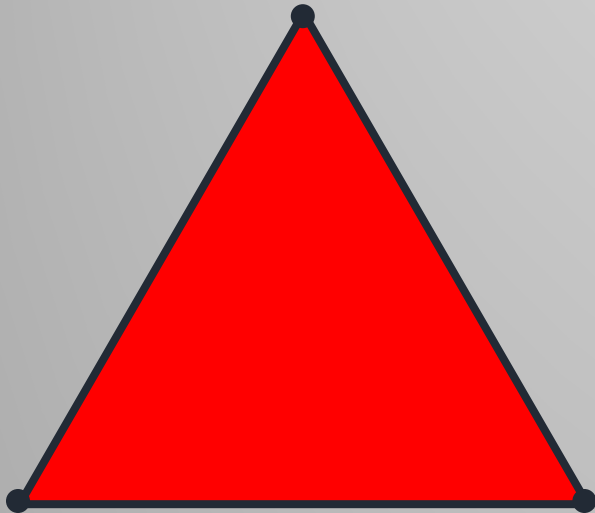
Ligando 2 pontos (vertices) com uma reta criamos arestas (edges).



# MODELAGEM 3D

Então...

Fechando as arestas (edges) criamos polígonos (**faces**).

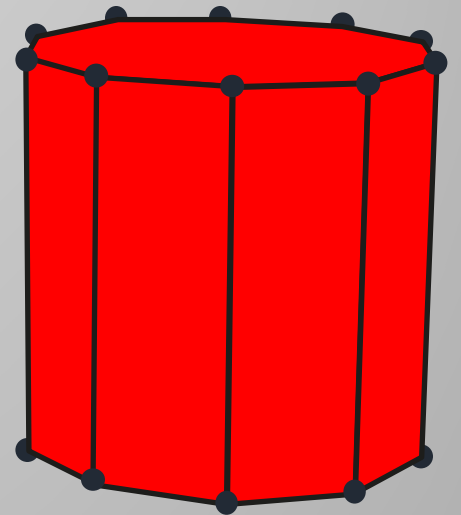
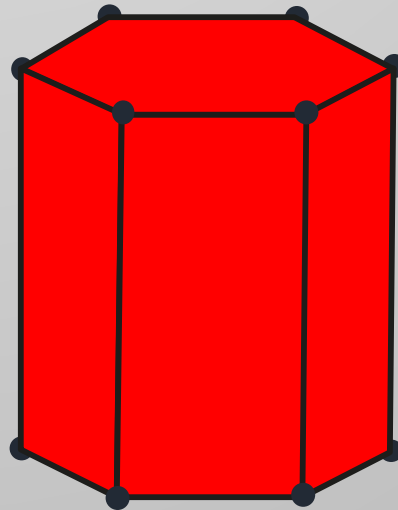
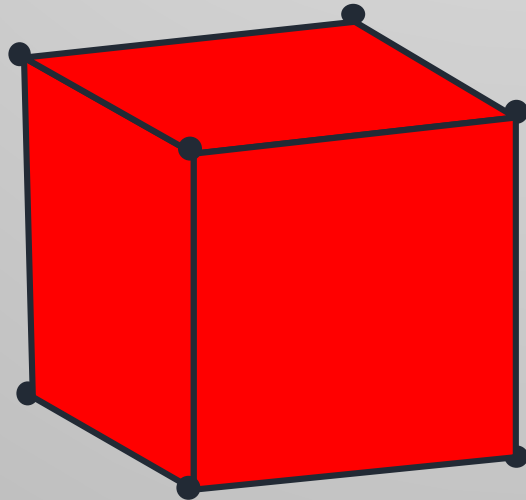
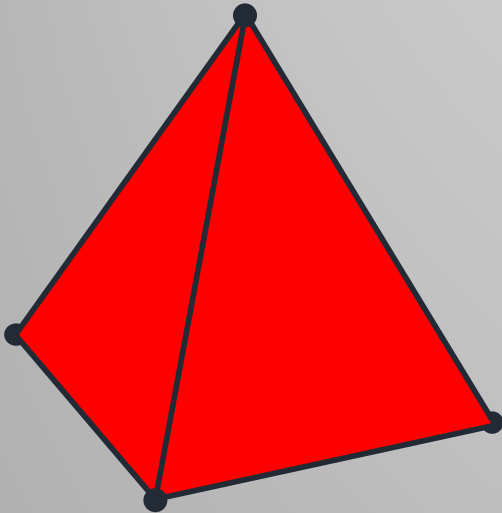


# MODELAGEM 3D

Então...

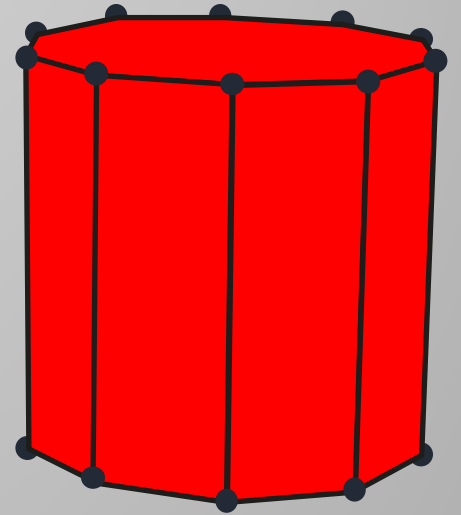
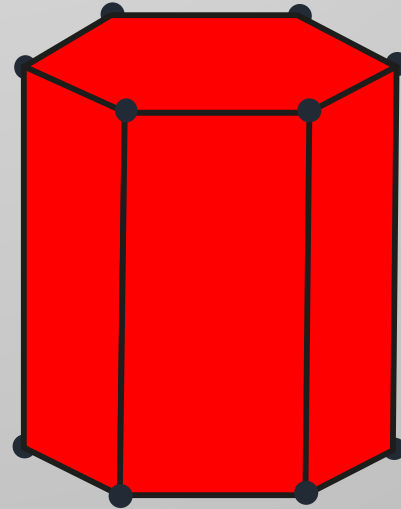
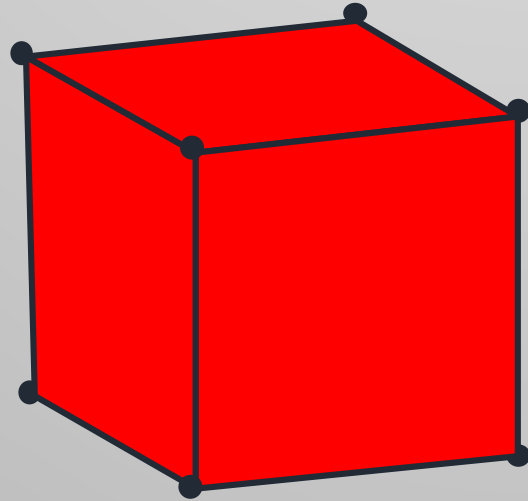
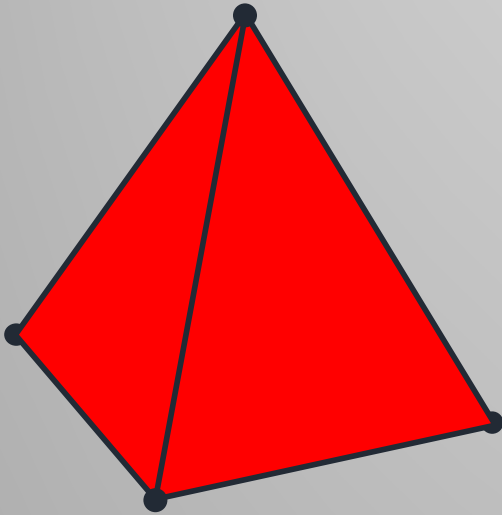
E se juntarmos polígonos (faces)?

Criamos uma **malha** de polígonos, que se for totalmente fechada é chamada de sólido.



# MODELAGEM 3D

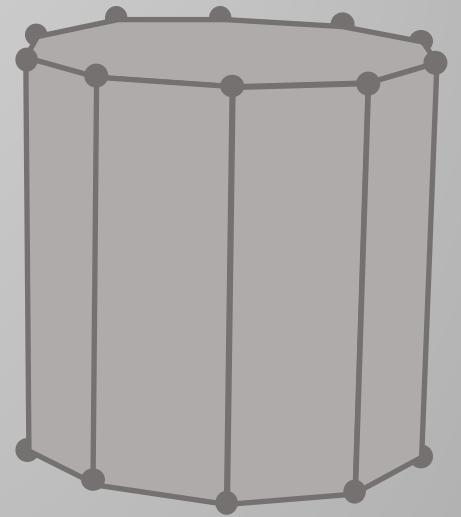
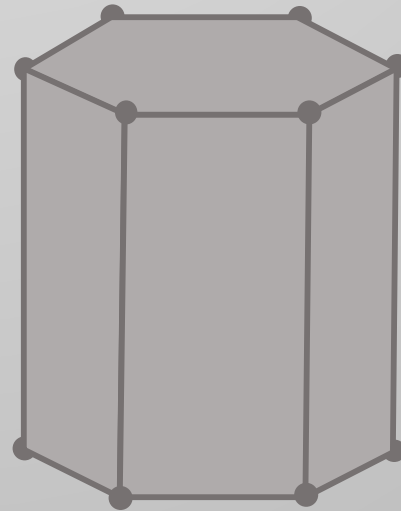
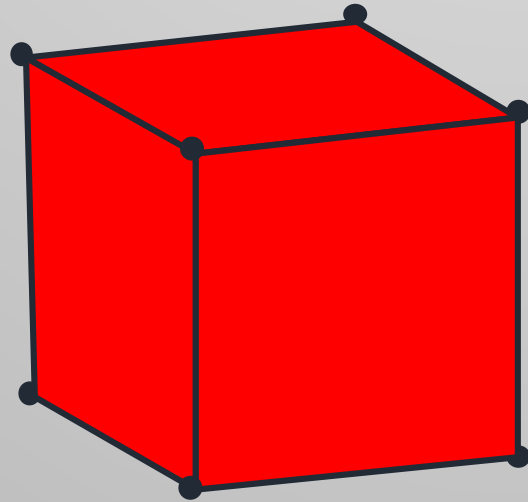
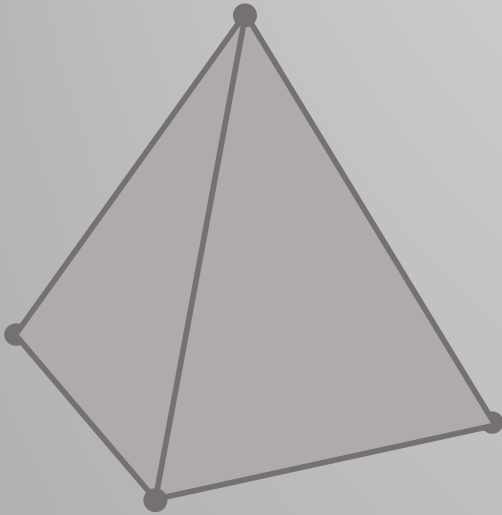
Malha quad  
O que significa malha quad?



# MODELAGEM 3D

Malha quad

O que significa malha quad?



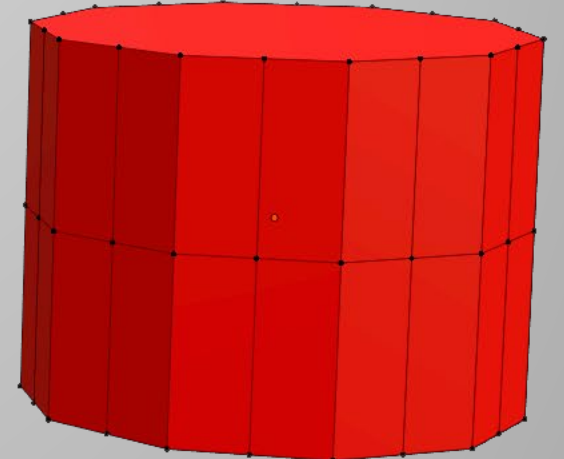
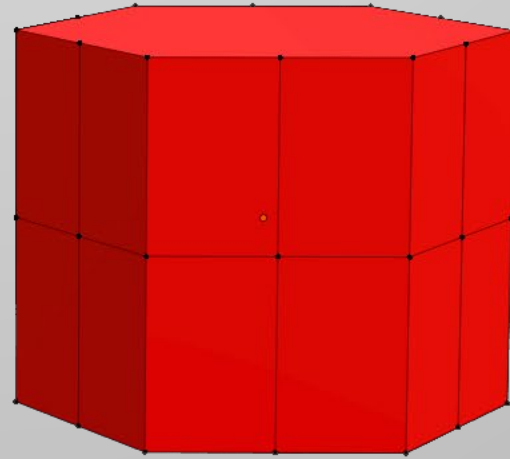
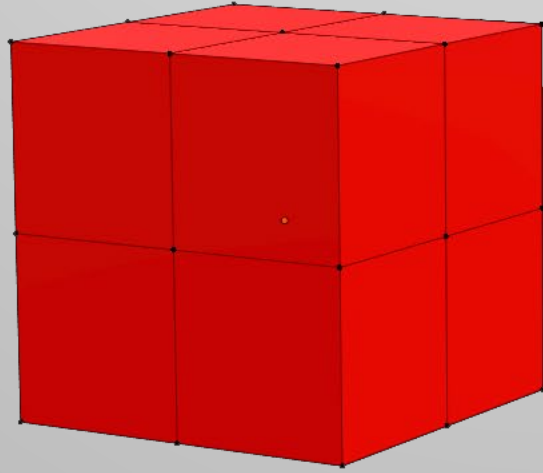
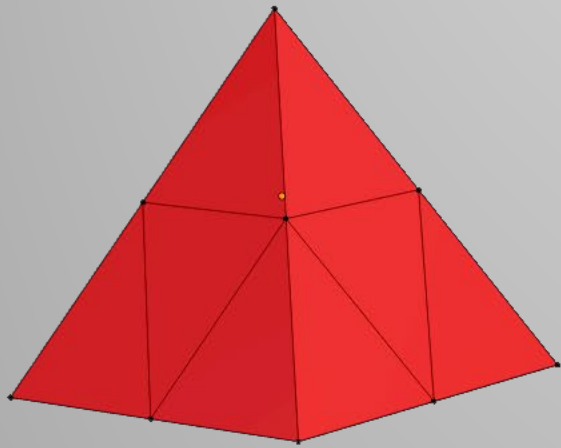


# MODELAGEM 3D

Malha quad

Por que é melhor trabalhar com a malha quad?

Divisão do pólígono

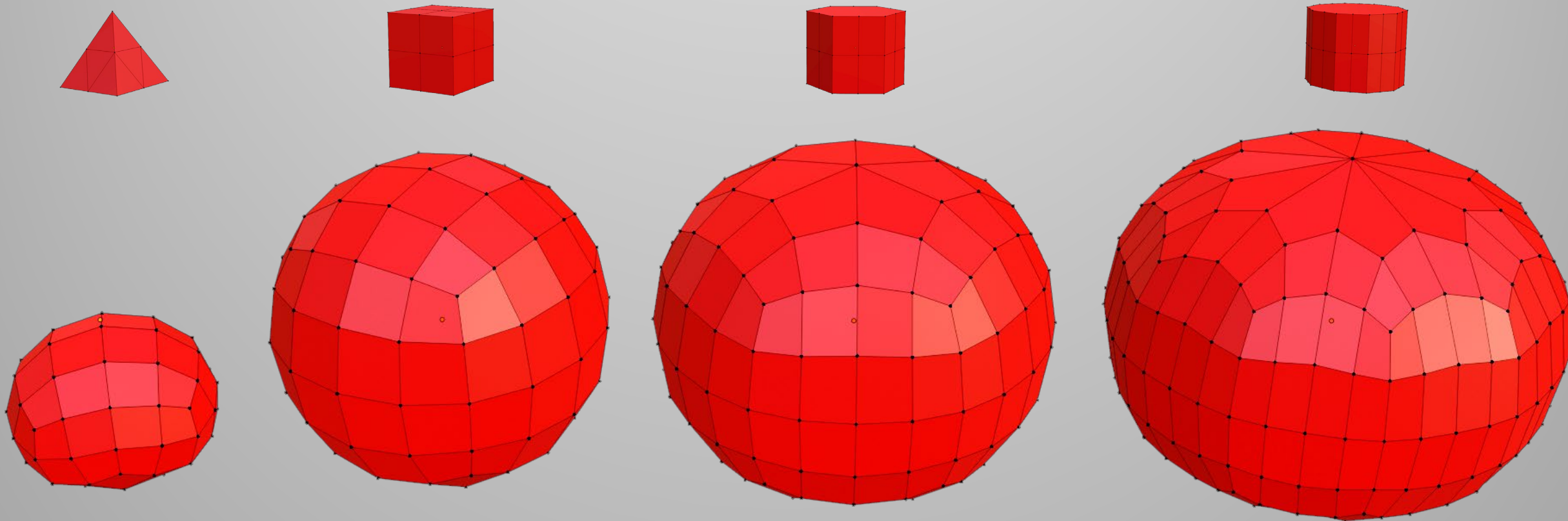


# MODELAGEM 3D

Malha quad

Por que é melhor trabalhar com a malha quad?

Suavização da malha

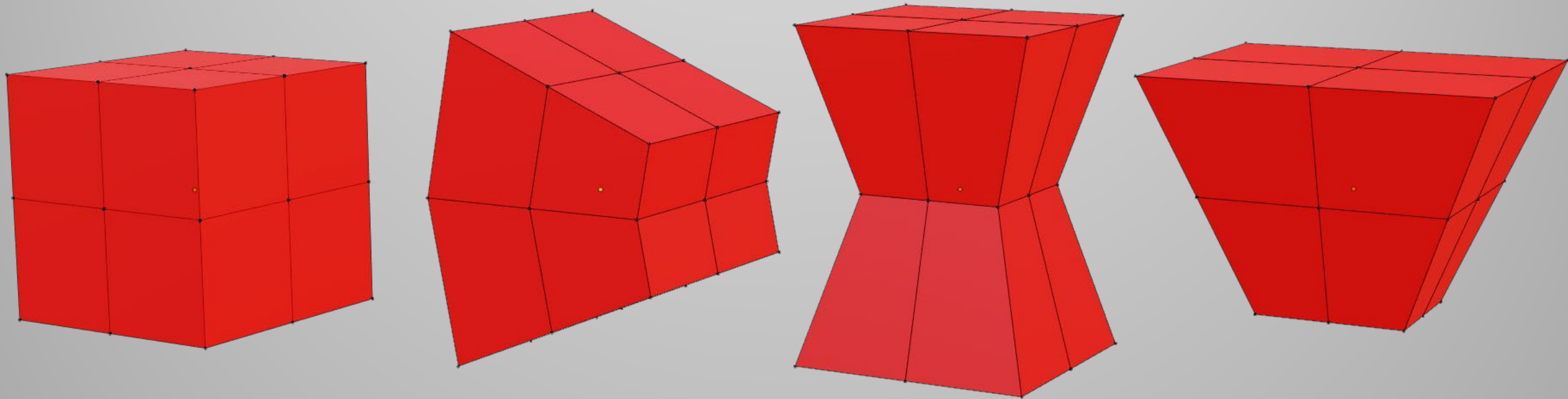


# MODELAGEM 3D

Malha quad

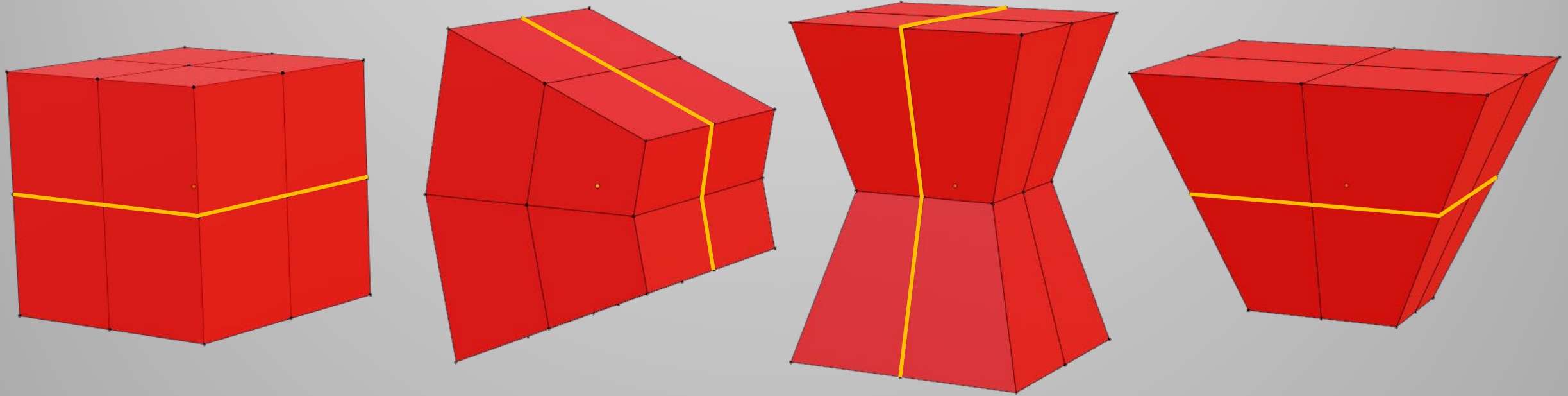
Por que é melhor trabalhar com a malha quad?

Deformação da malha



# MODELAGEM 3D

Looping  
O que são?



# MODELAGEM 3D

Criação de Looping, extrusão, insert e bevel  
Modificador Subdivision Surface

Exercício: Modelar a cadeira do modelo.

