

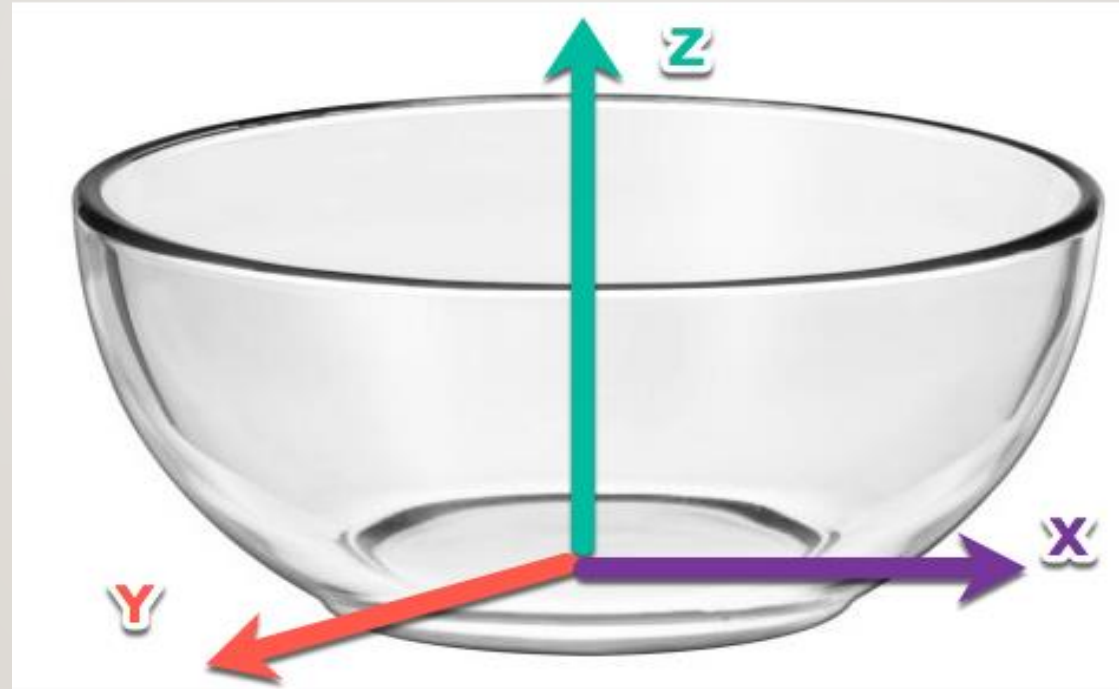
3D OBJECTS BY

REVOLUTION



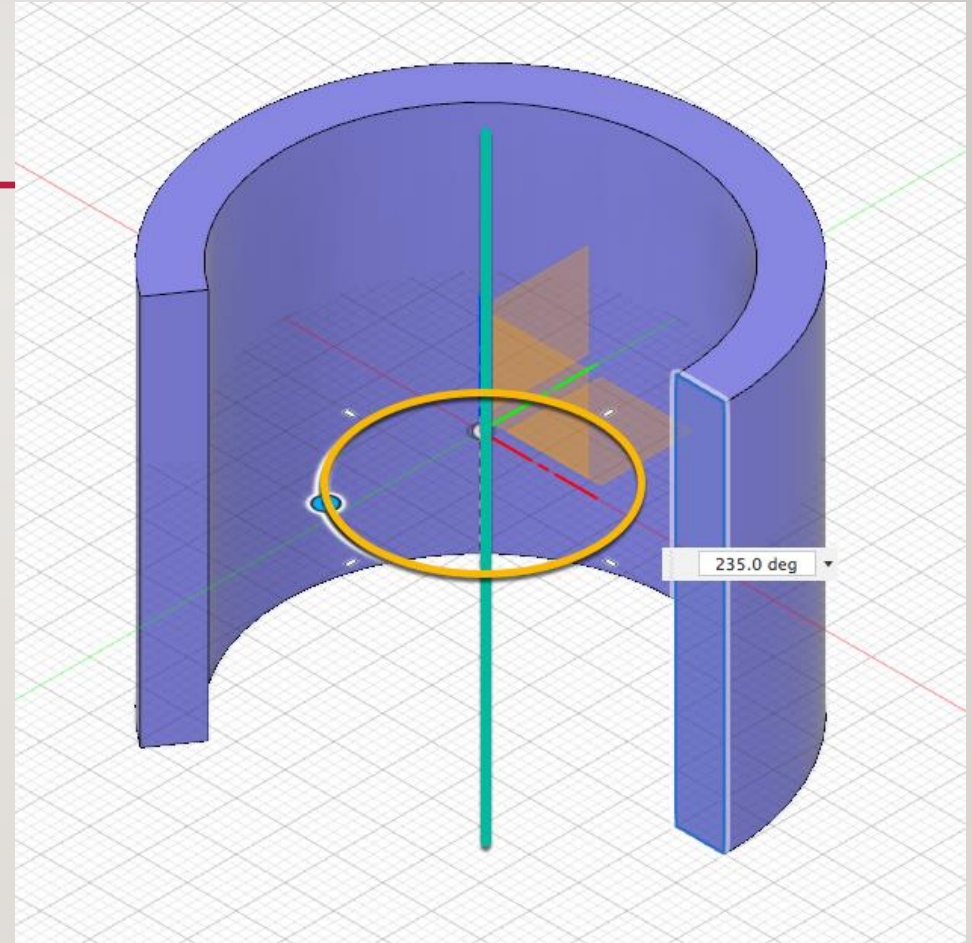
CREATES CYLINDERS, BOWLS, SPHERES

- Revolve a 2D profile about an axis

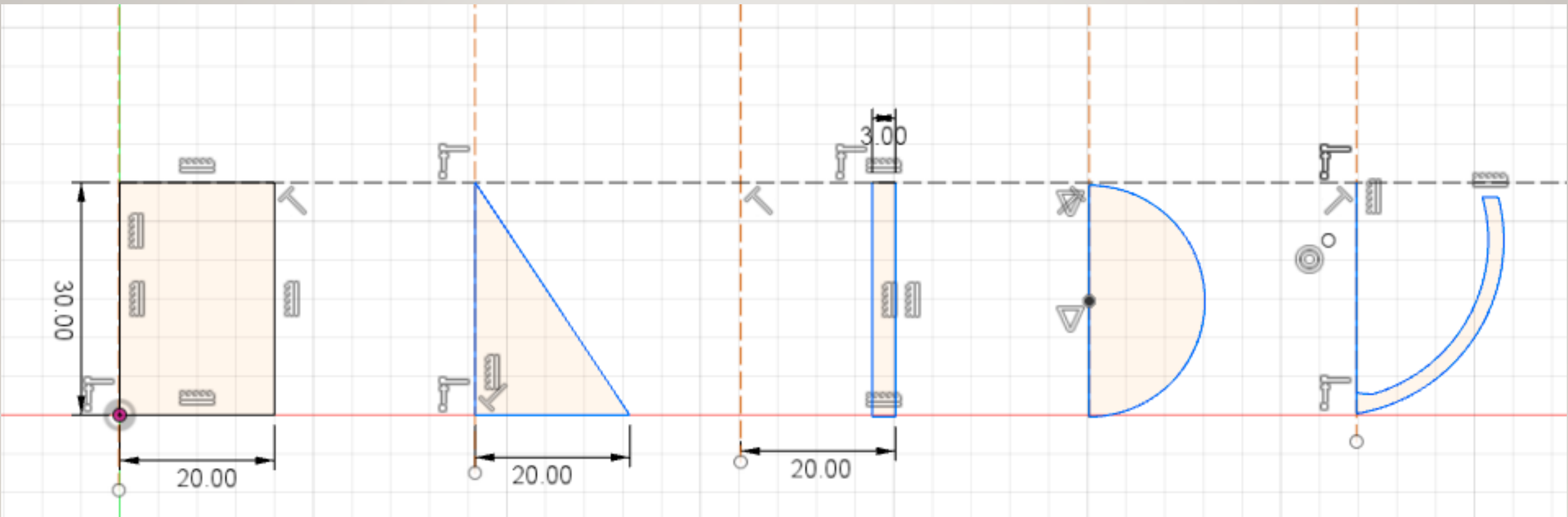


CYLINDERS

- Draw the 2D profile
- Make sure that it is a closed section
- Create > Revolve
 - Select the section
 - Select the axis
 - Revolve (degrees)

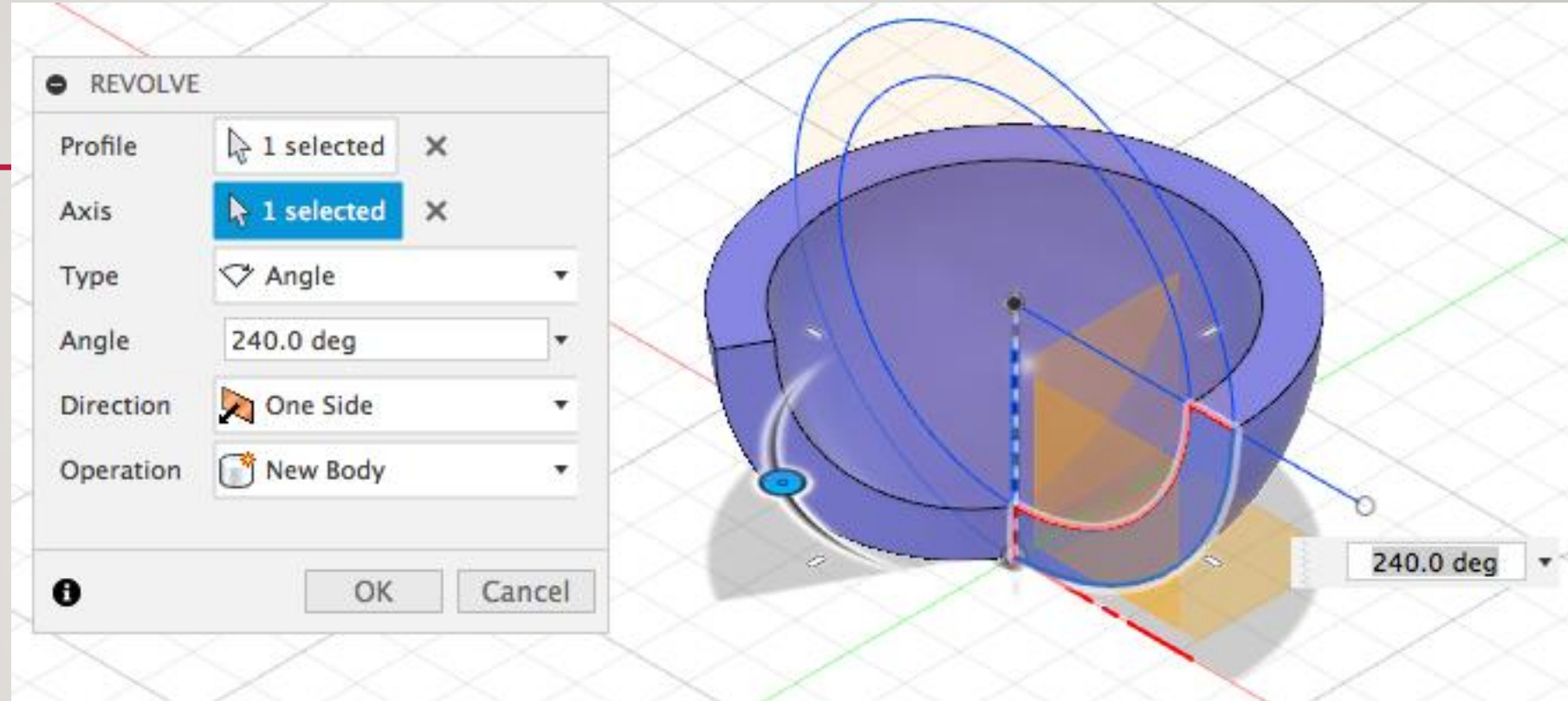


GUESS THE OBJECT CREATED



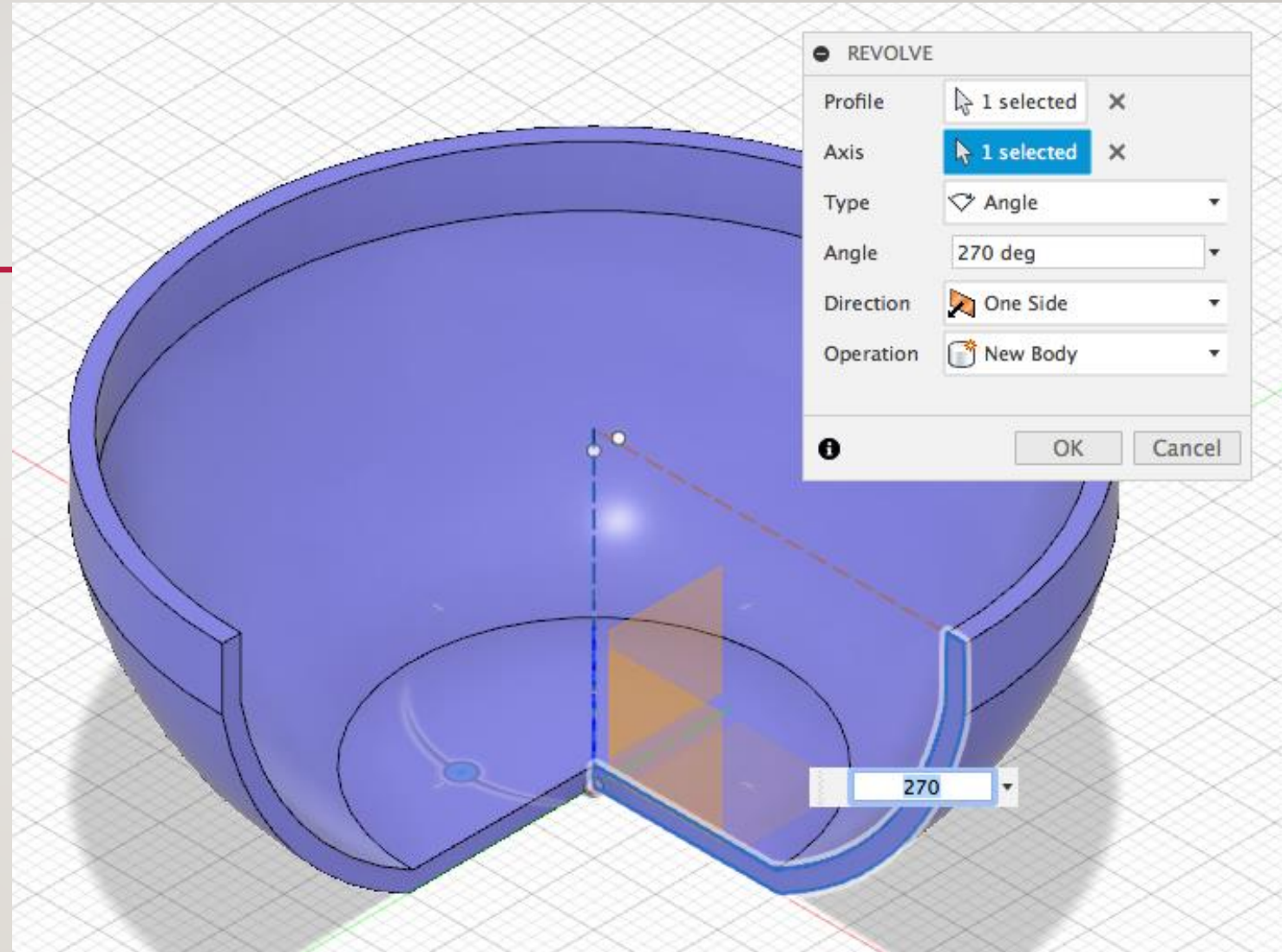
SPHERES

- Use an arc
- Revolve
 - Can be used to 'CUT' shapes

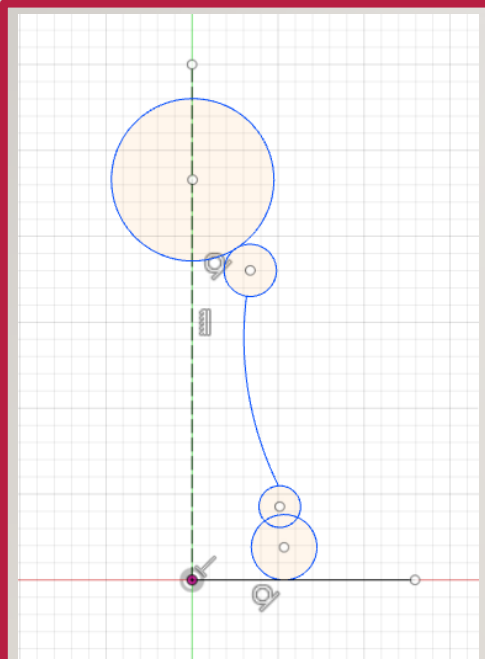


BOWLS

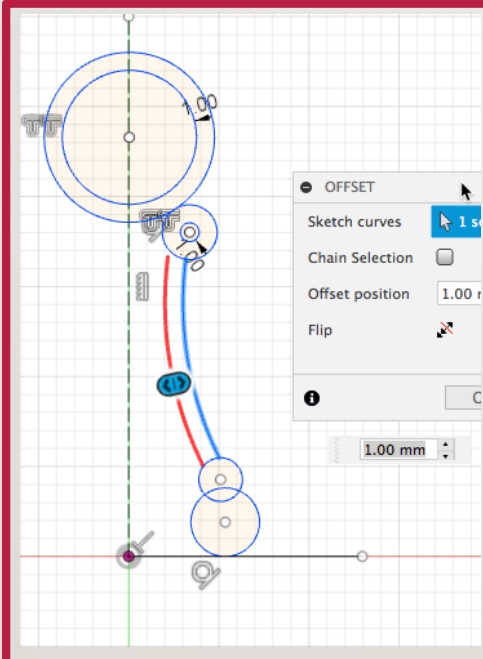
- Profile
 - Flattened top
 - Arc curve
 - Flattened bottom



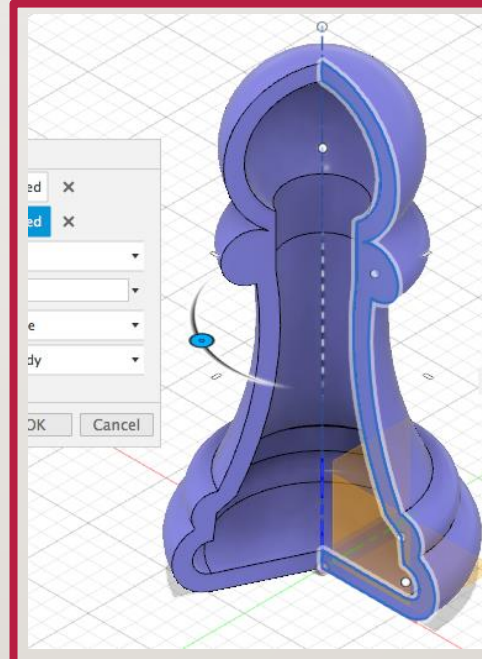
EXAMPLE: CHESS PIECE (PAWN)



Sketch the outline



Use outline to get the profile

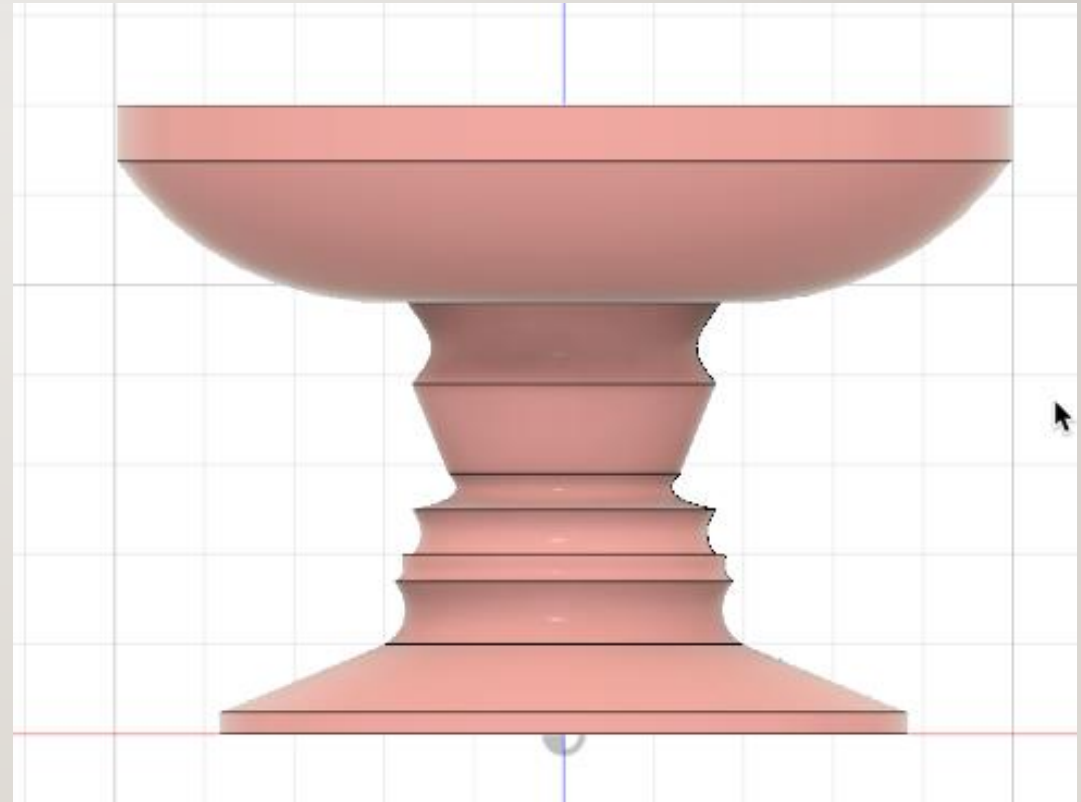
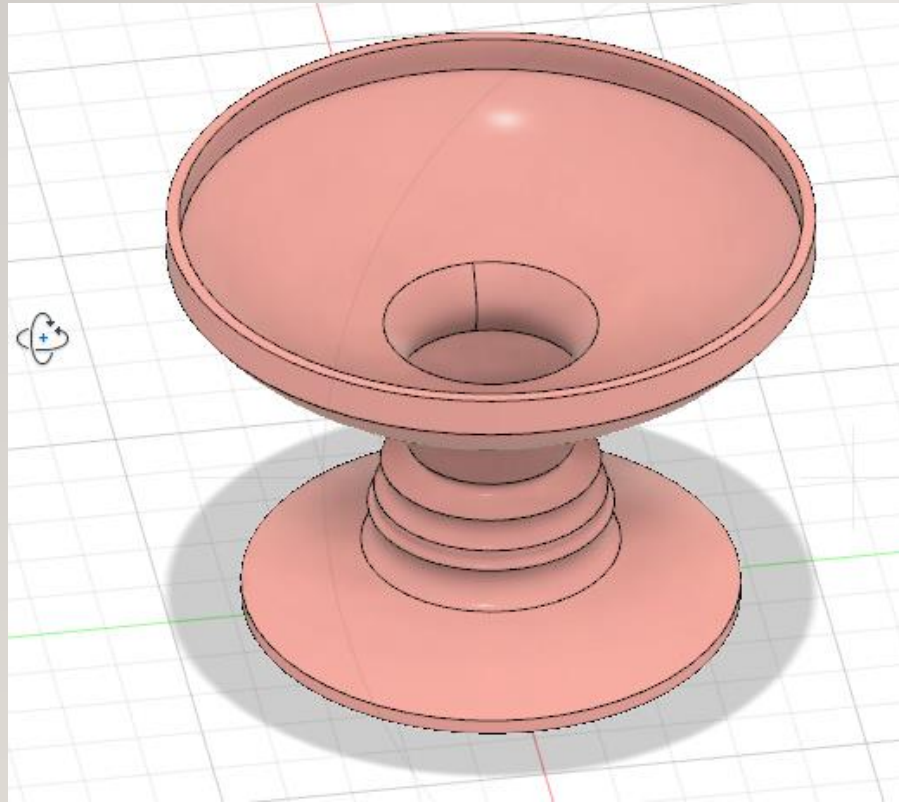


Revolve about axis

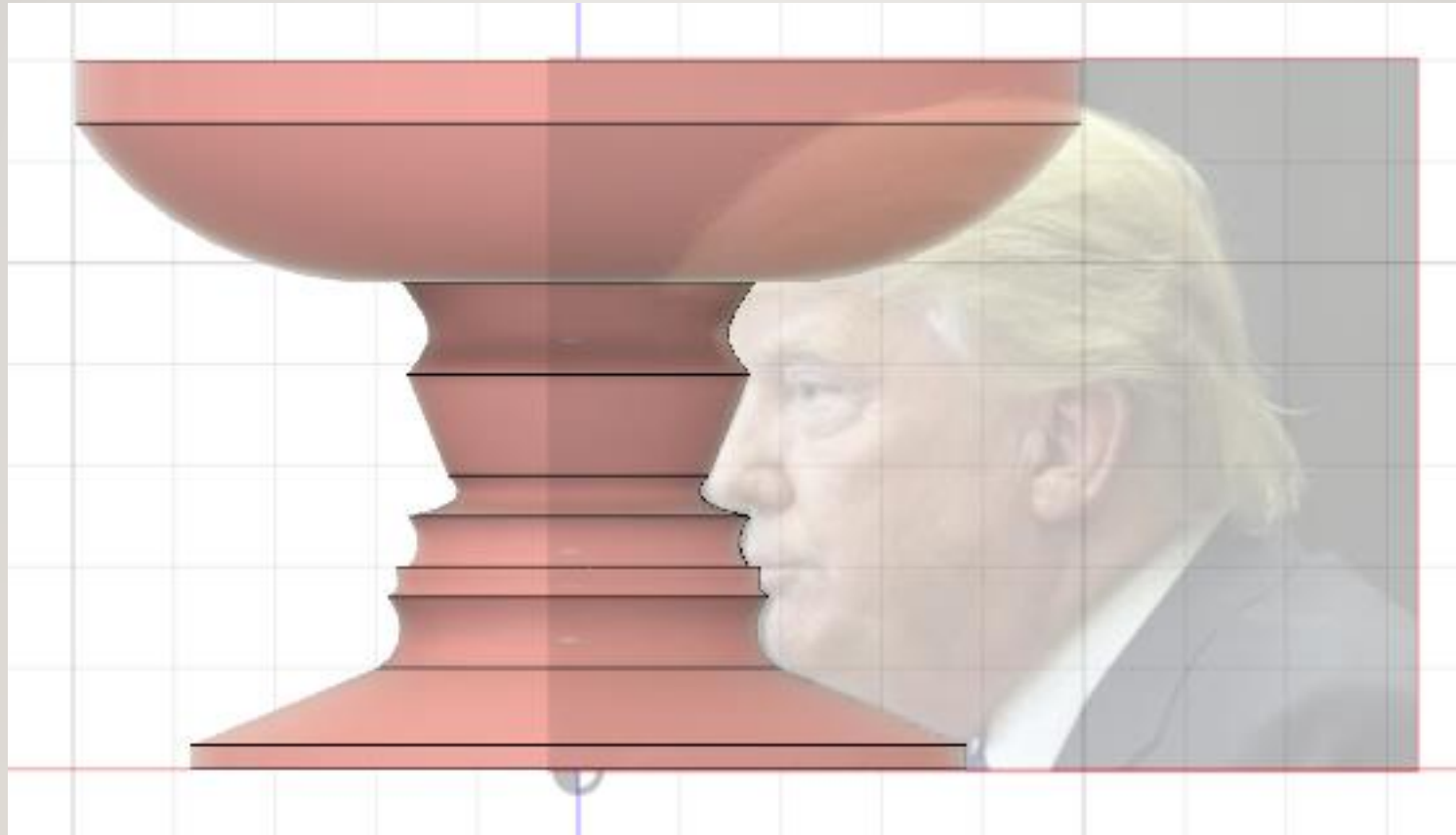


Finished Pawn piece

EXAMPLE: GOBLETS



USE AN ATTACHED CANVAS TO GET THE OUTLINE



COMBINING 3D BODIES – KNIGHT CHESS PIECE

- You can combine bodies formed using different 3D creation methods to form a single object
- Knight Chess piece
 - Base – by revolution
 - Profile – by extrusion

