



Seminár z počítačovej grafiky

Projekt

na temu "generovanie 3D auta"

AUTOR: Oleh Sova

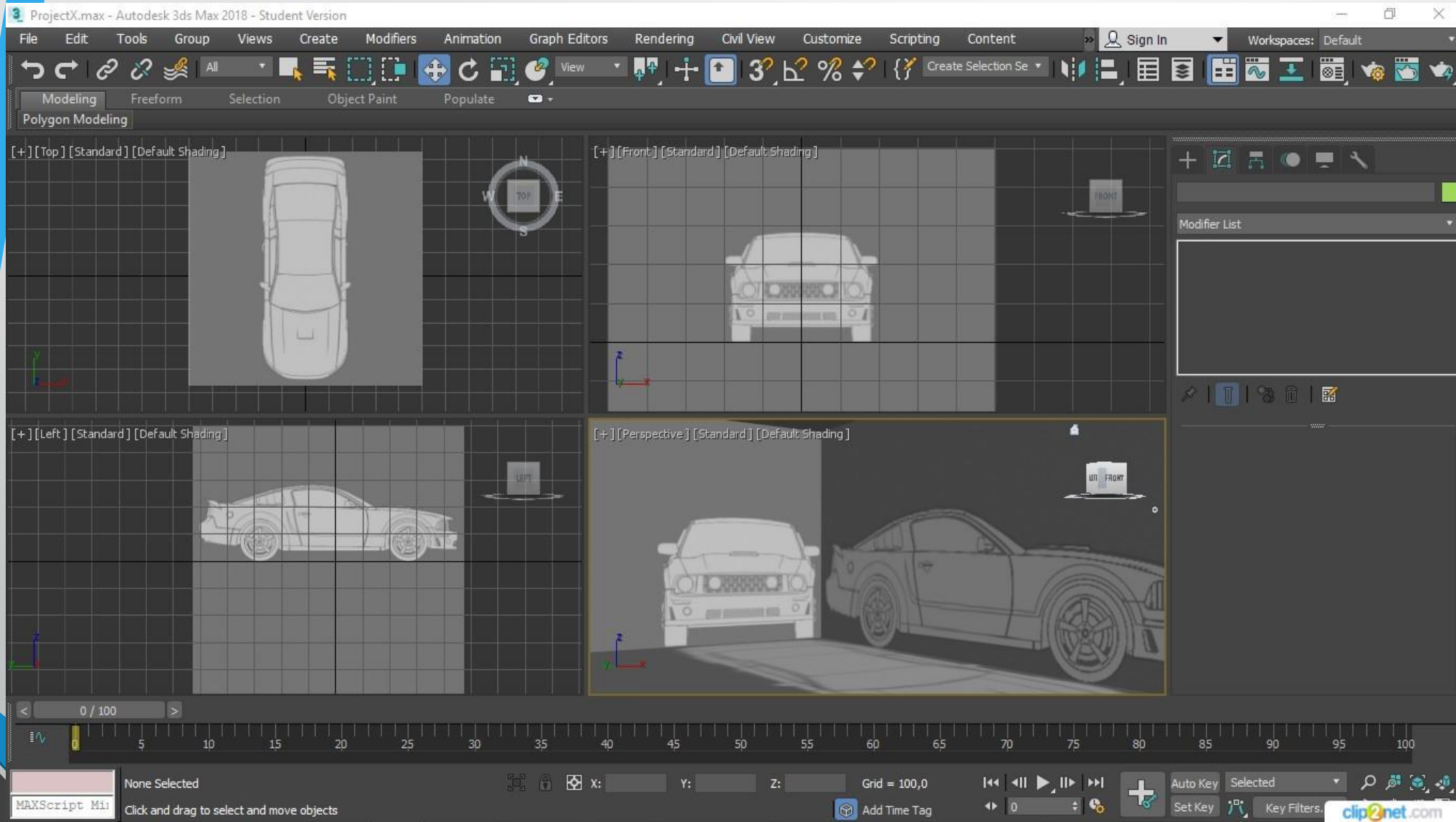
ŠKOLITEĽ: Rastislav Krivoš-Belluš

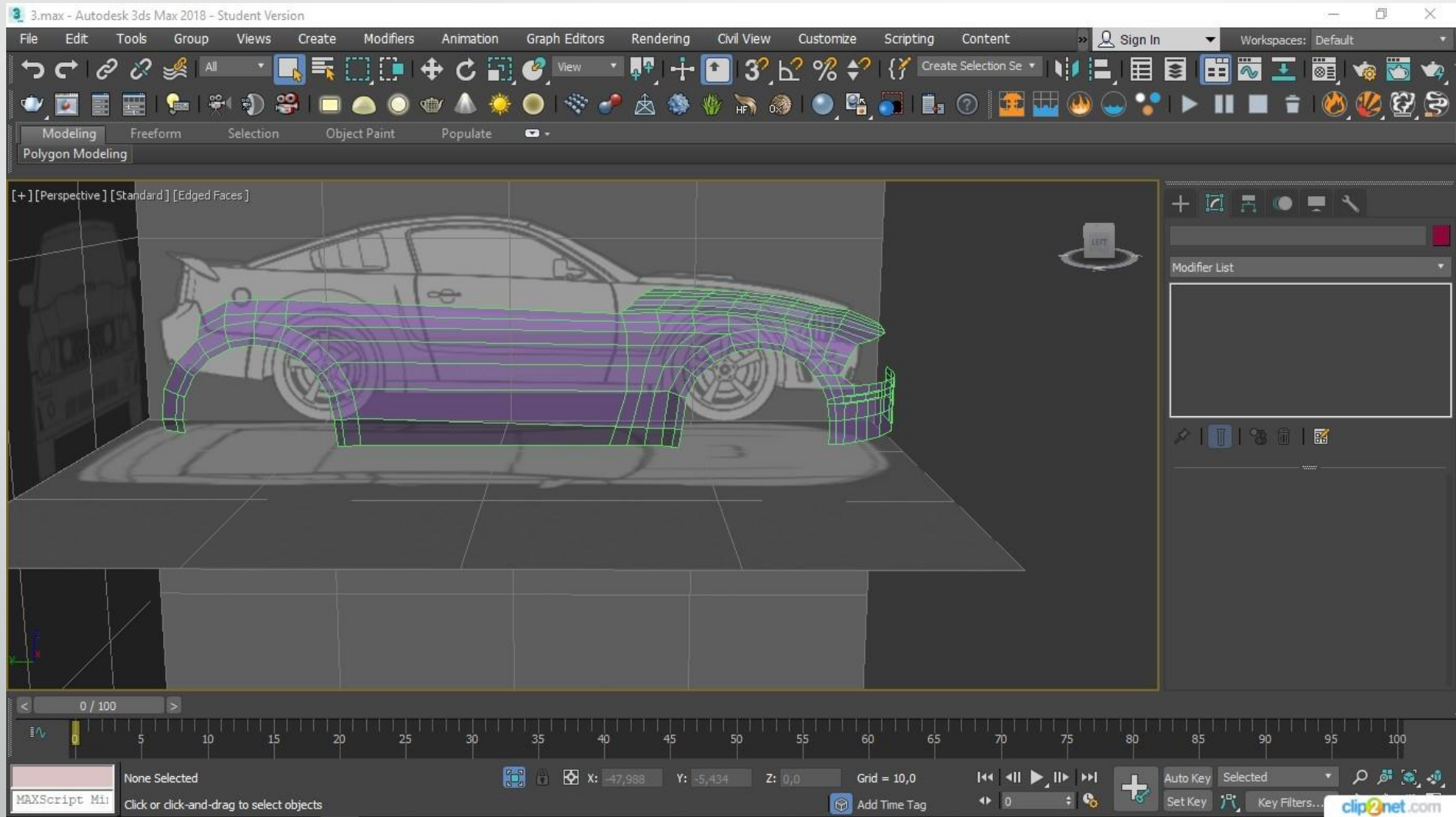
Reference for "Grabber Orange 2007 Mustang GT Coupe"

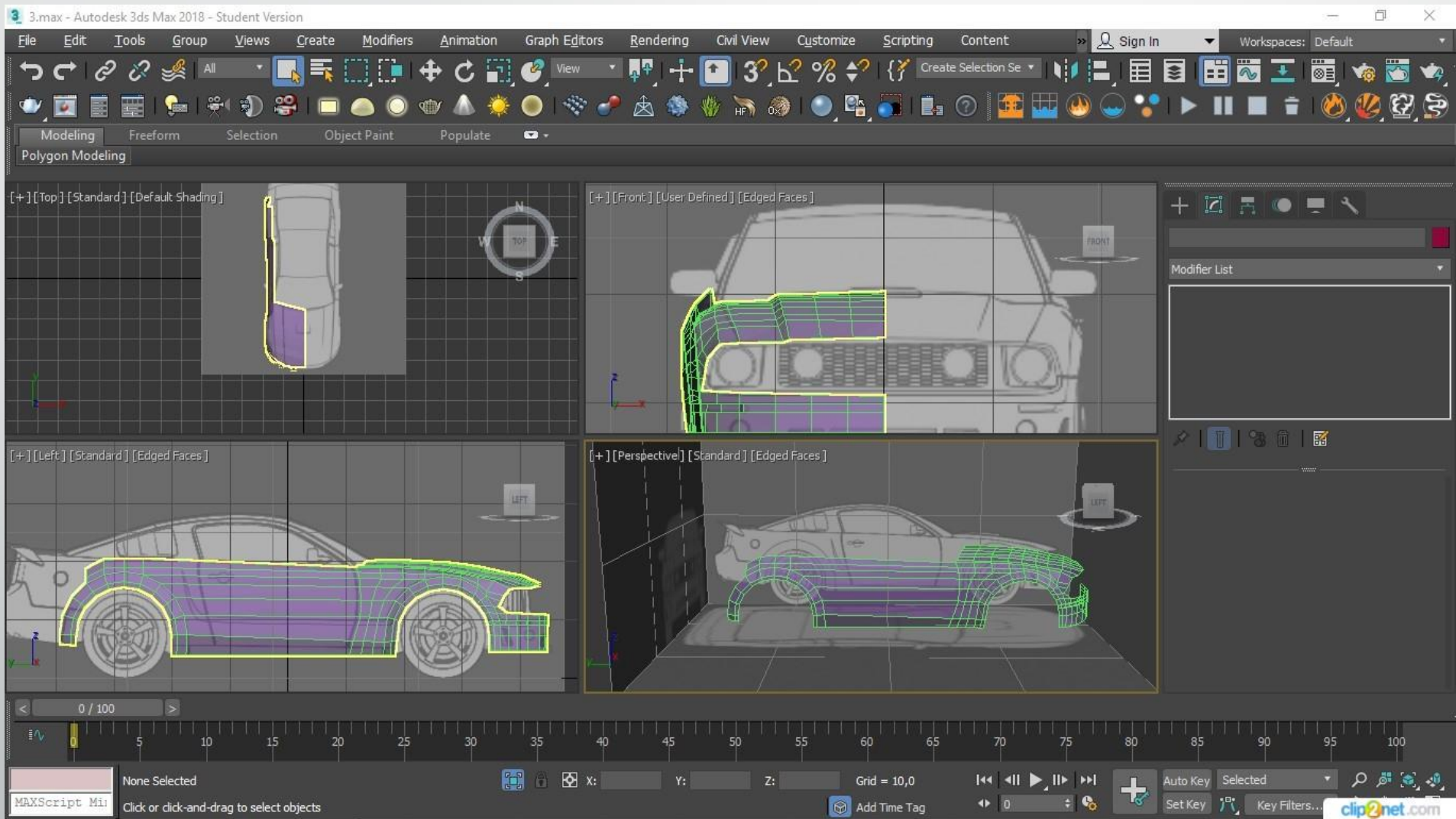


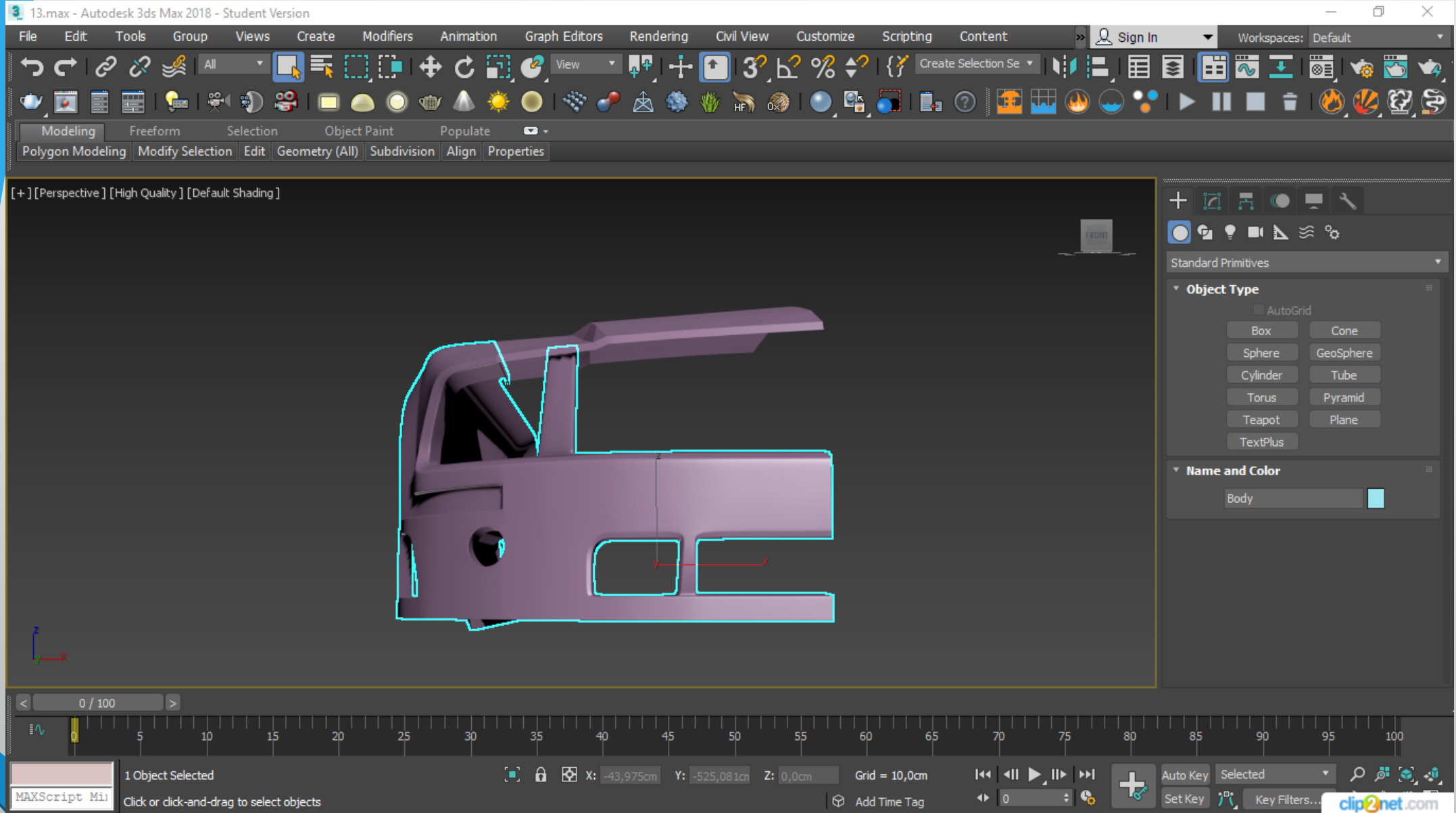


Generovanie 3D modeli











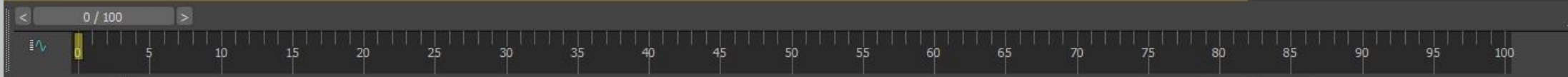
Standard Primitives

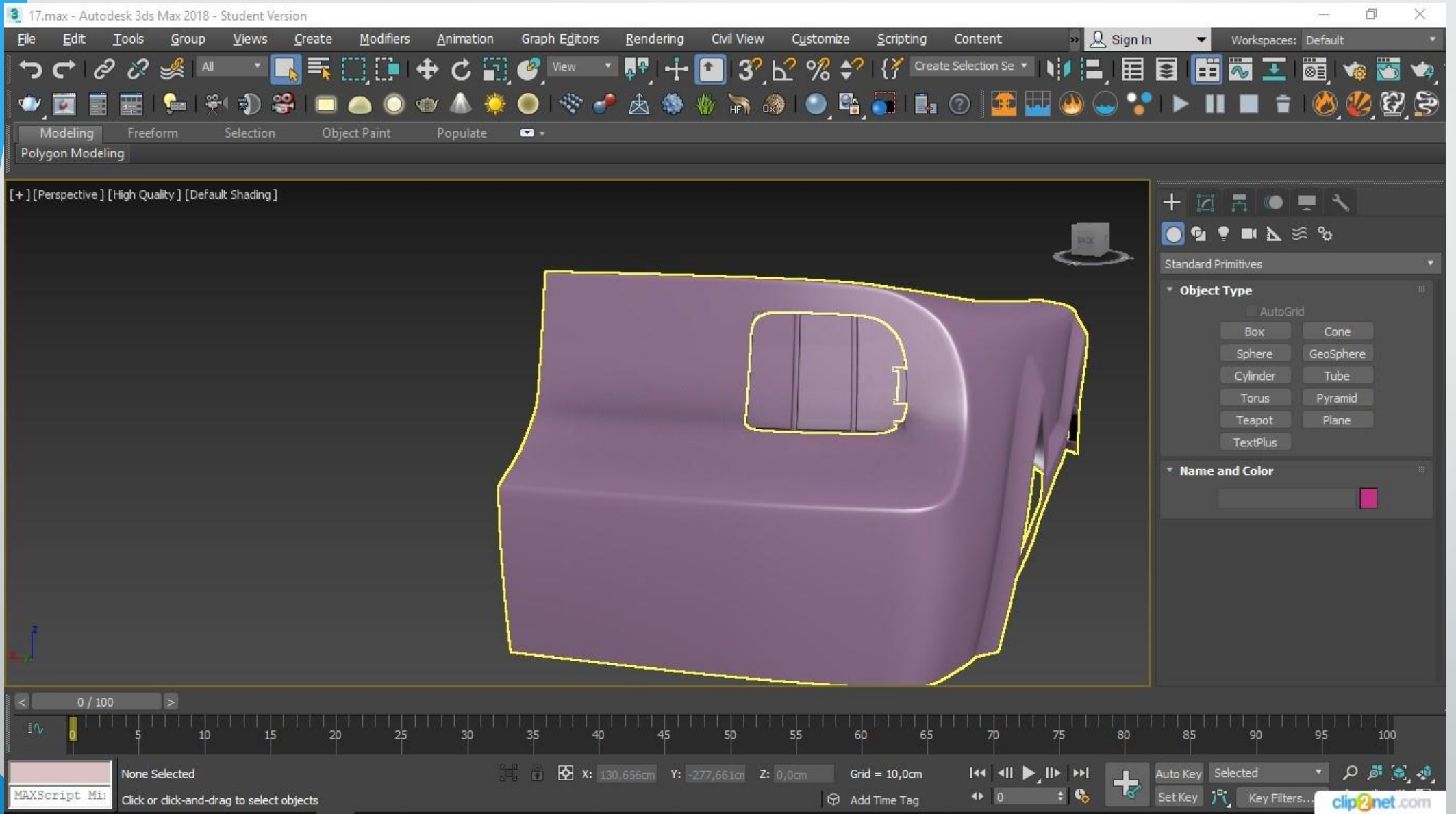
Object Type

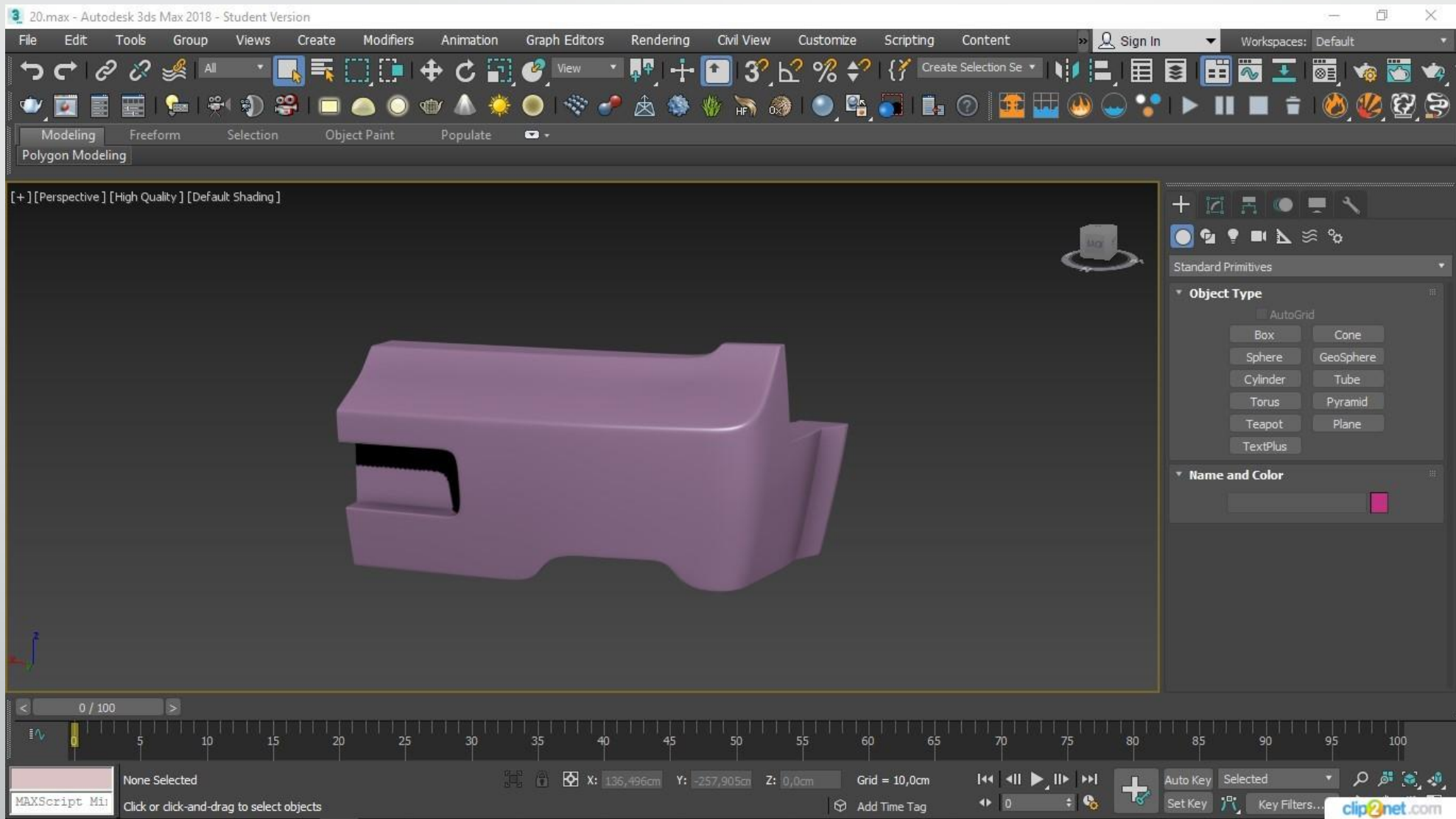
- AutoGrid
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

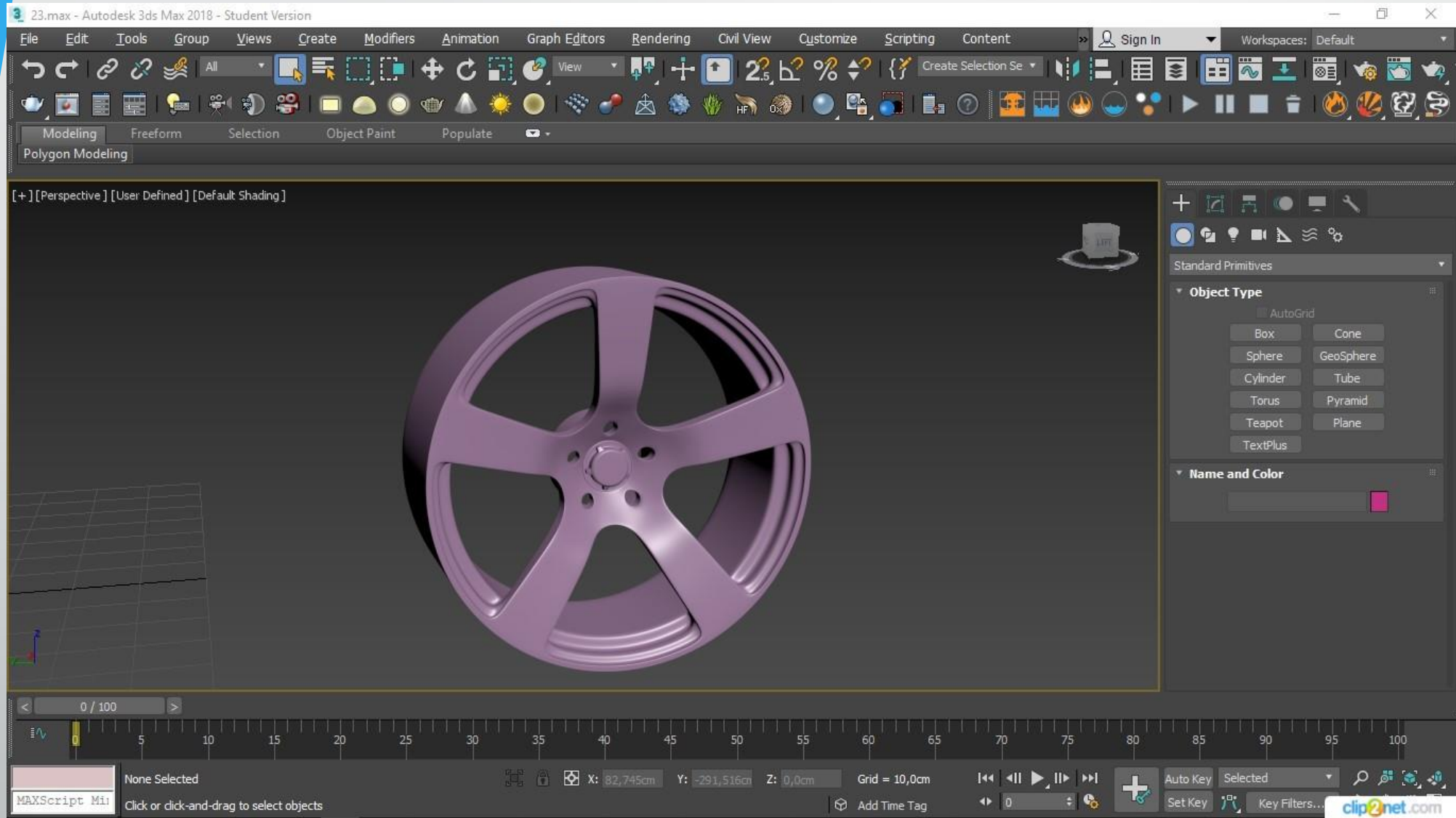
Name and Color

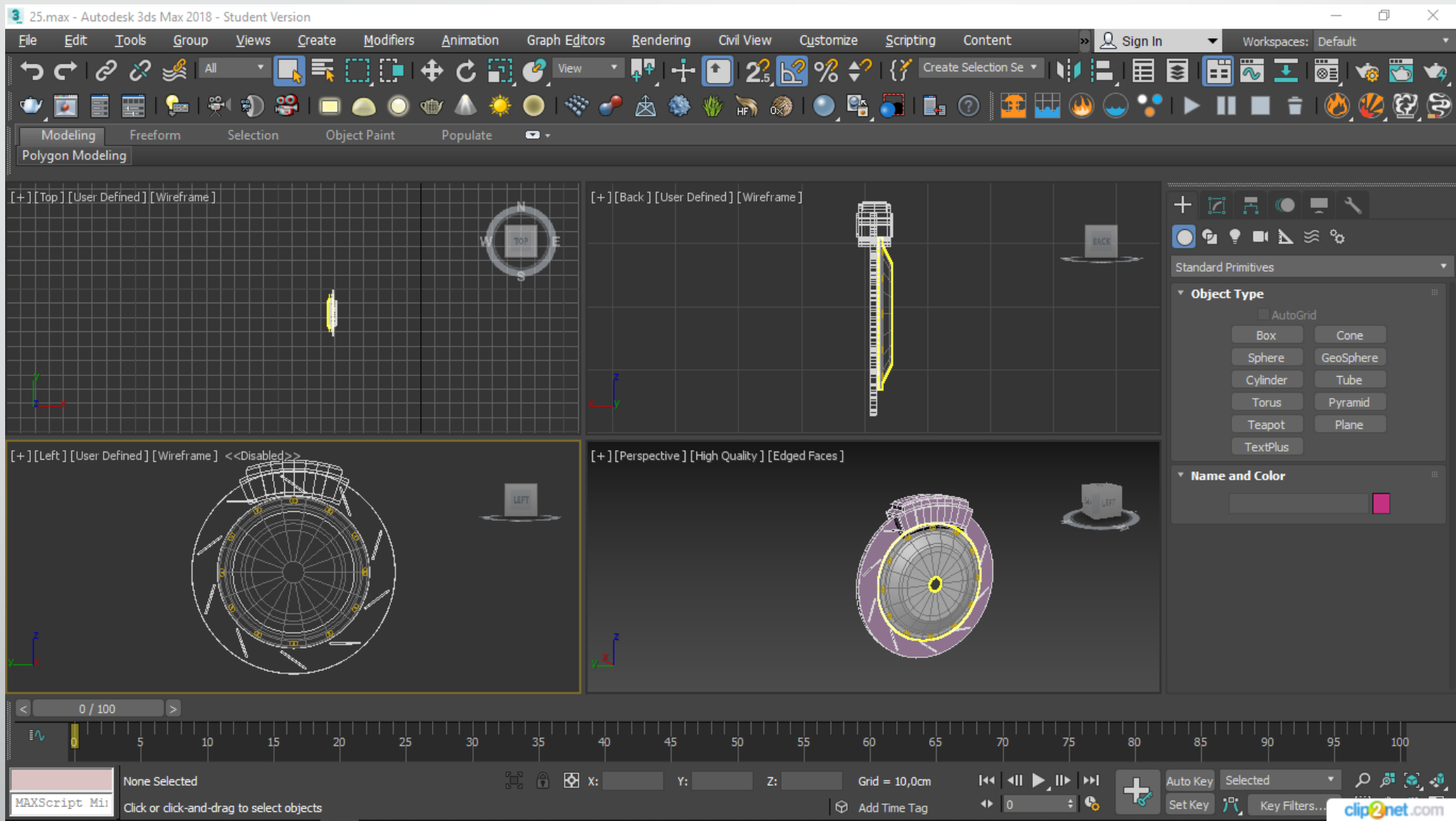
Color selection area with a pink color swatch.

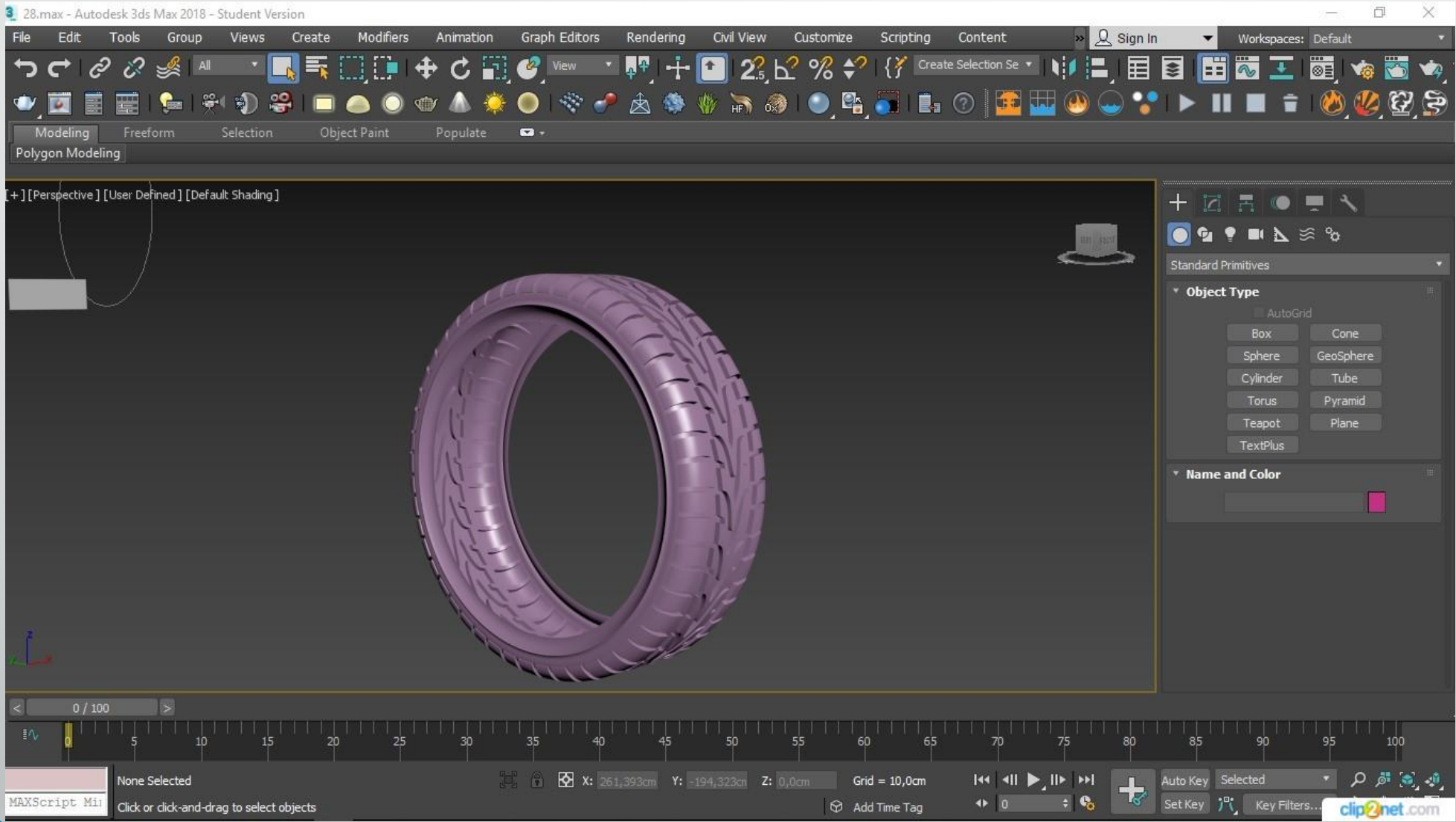


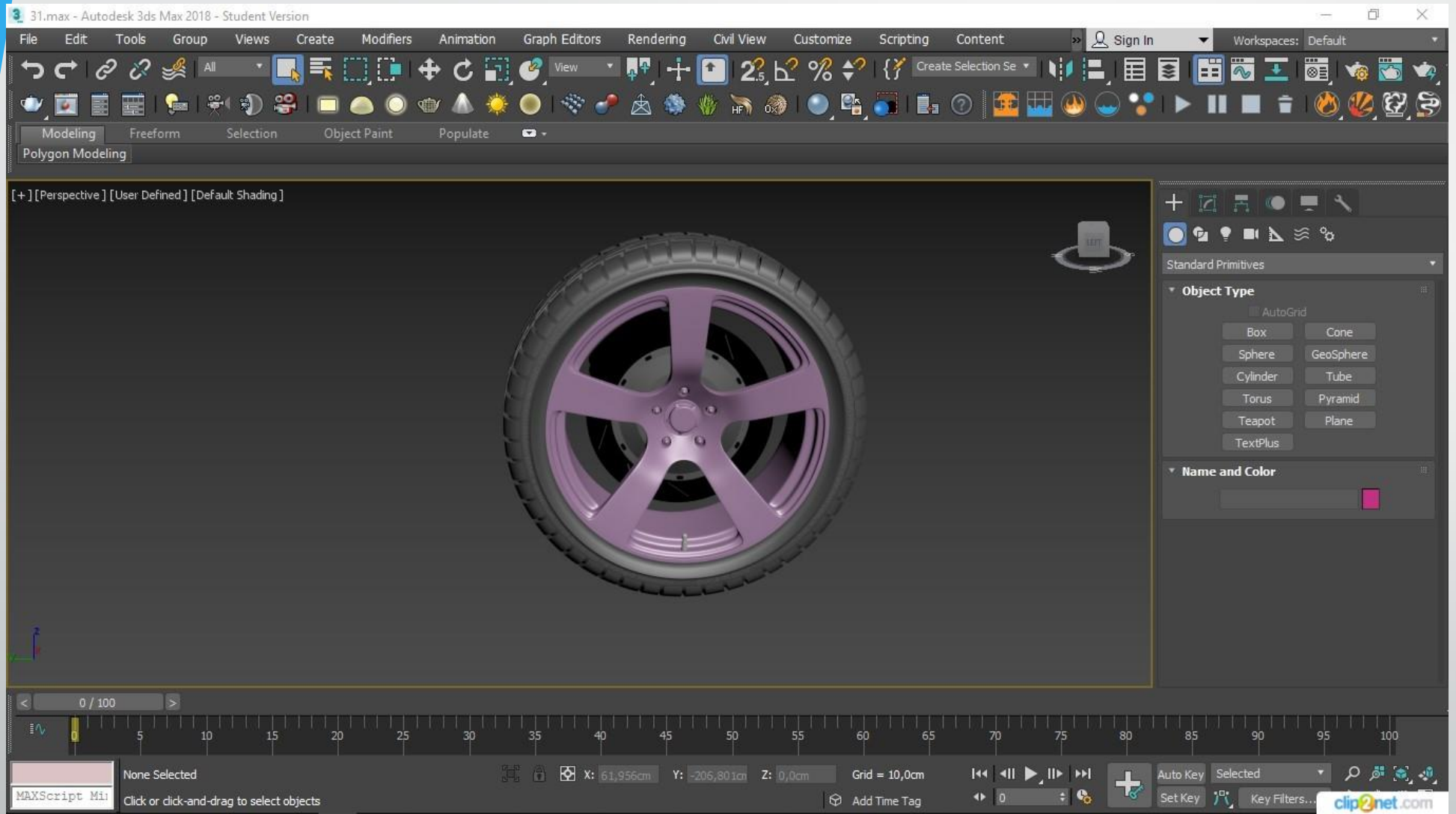


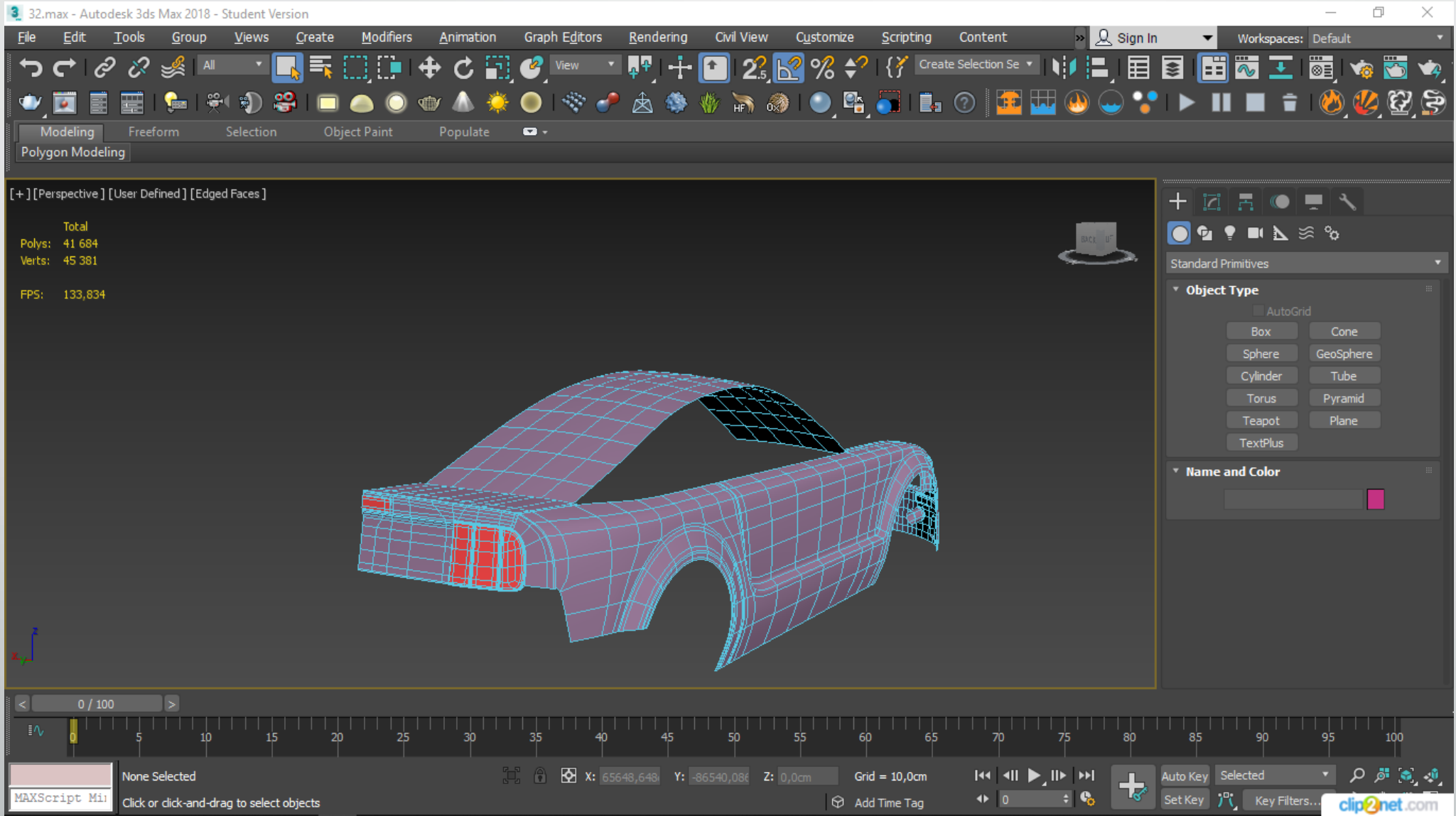


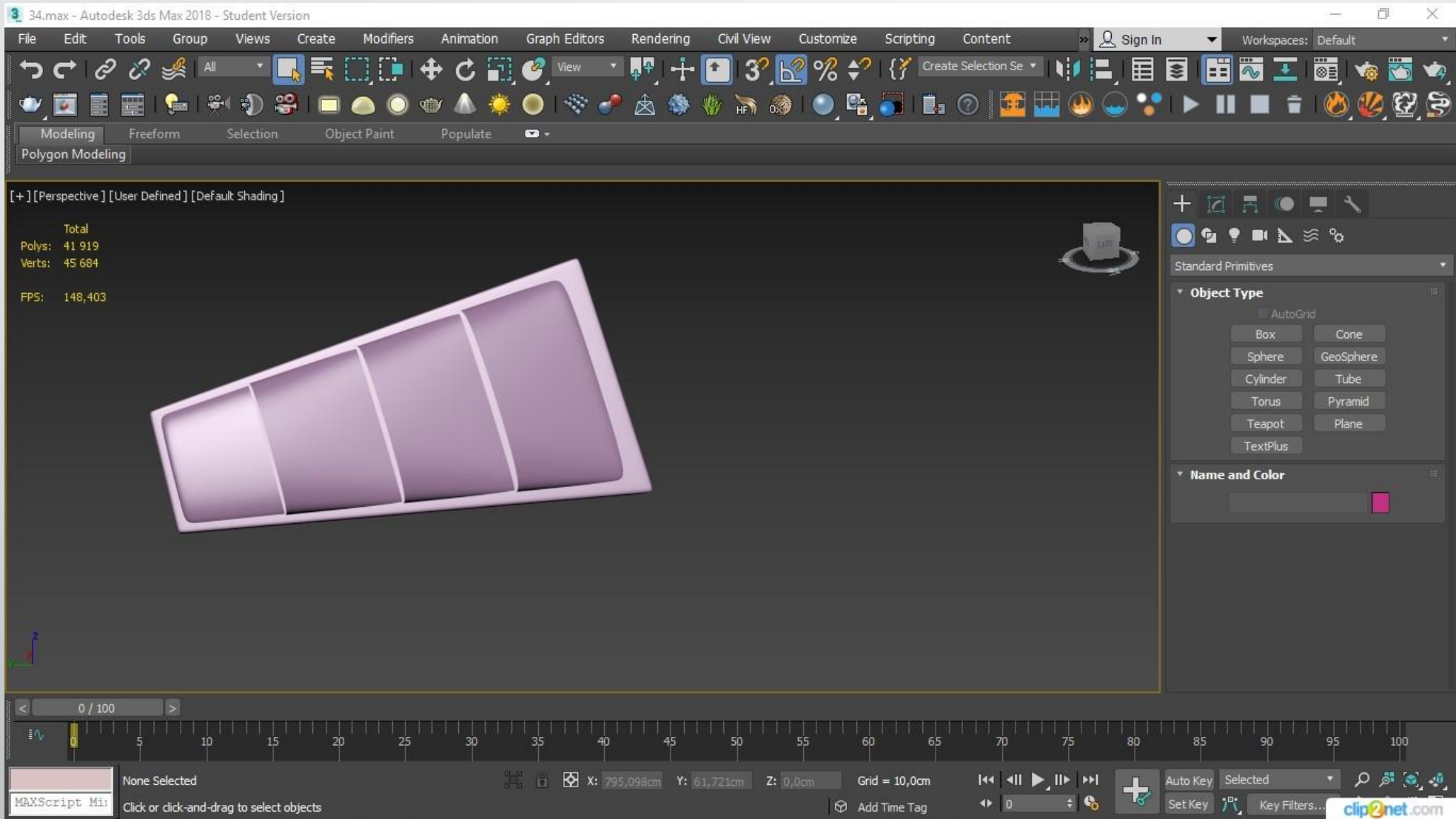


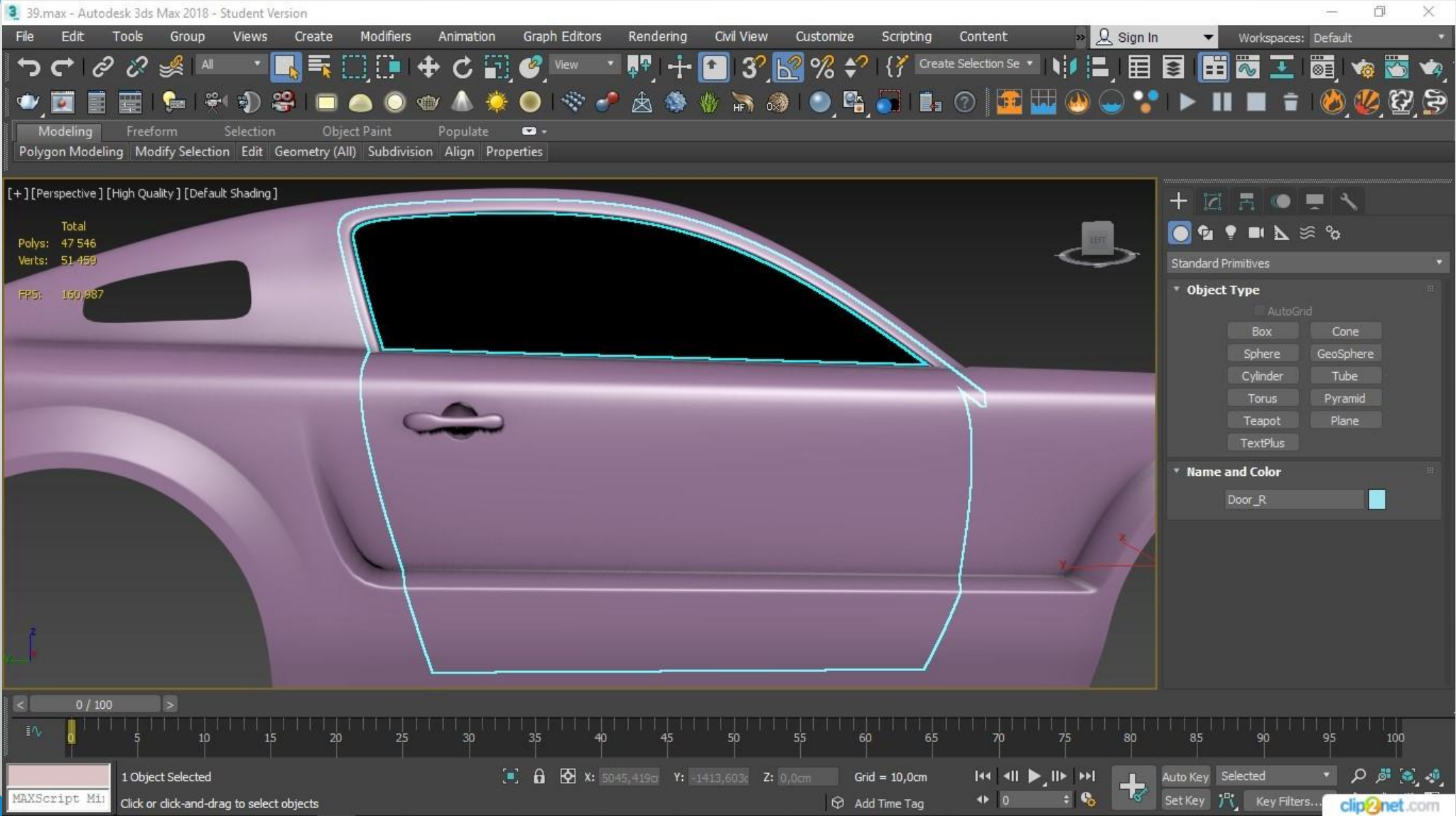


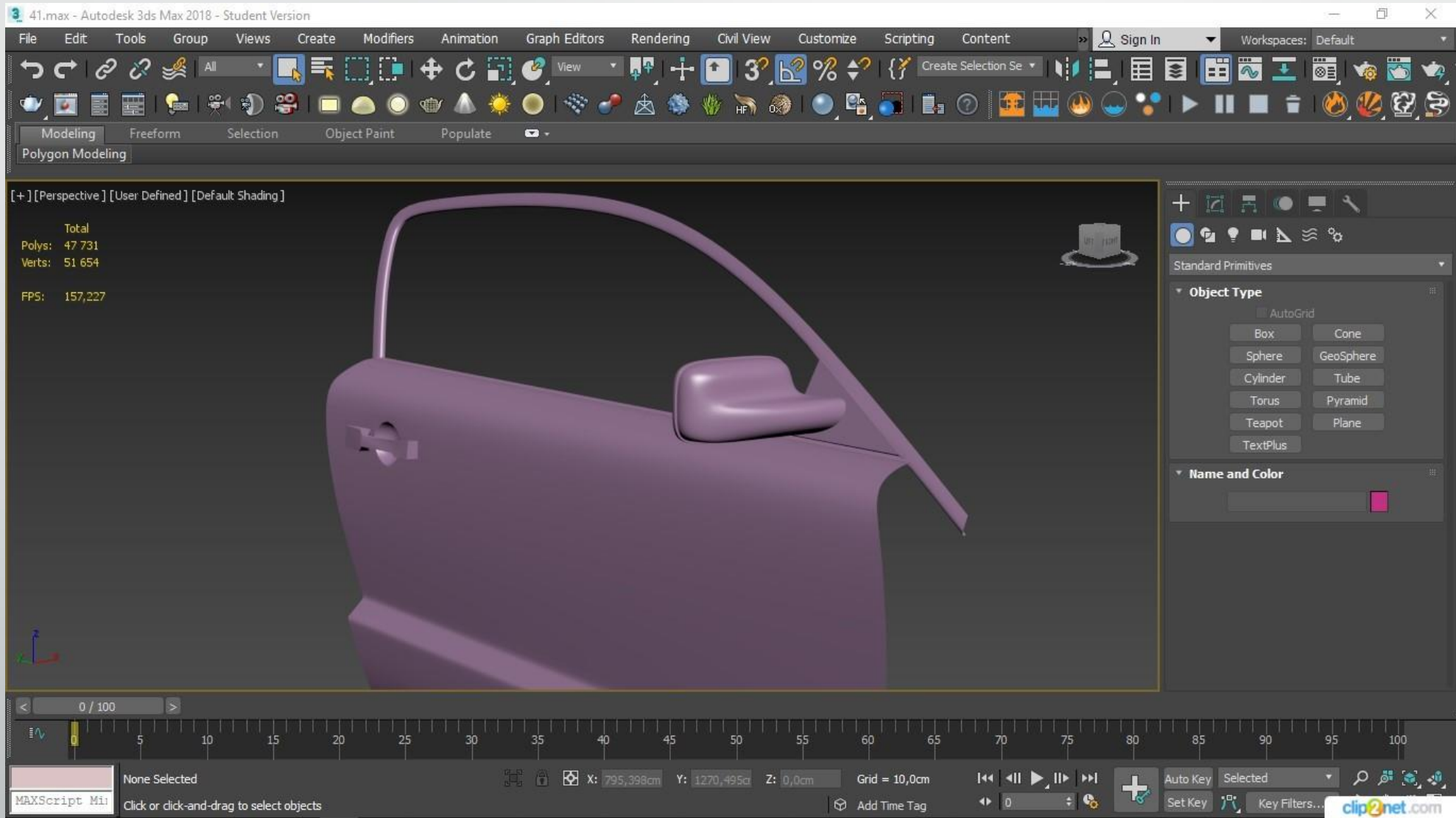


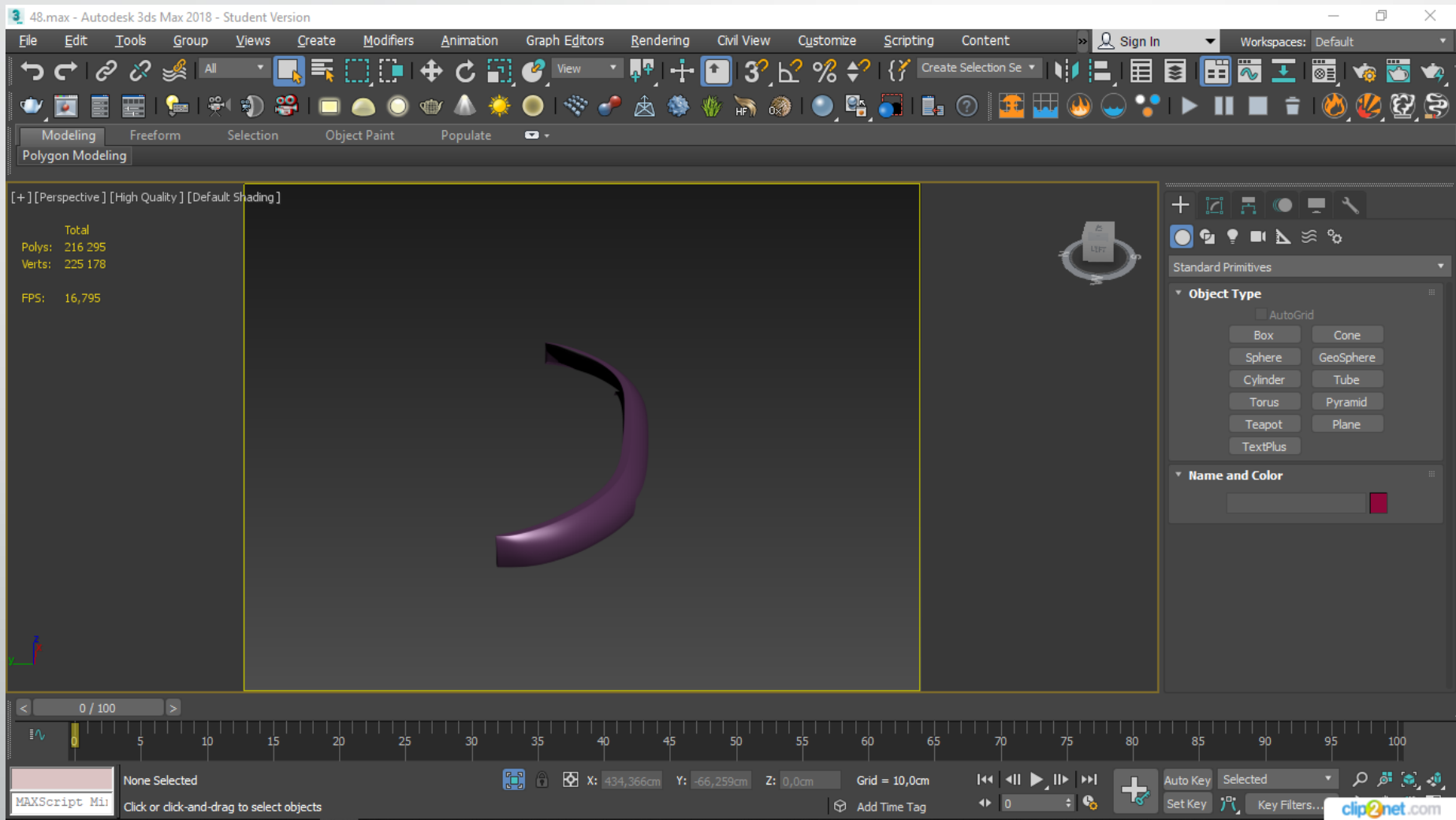


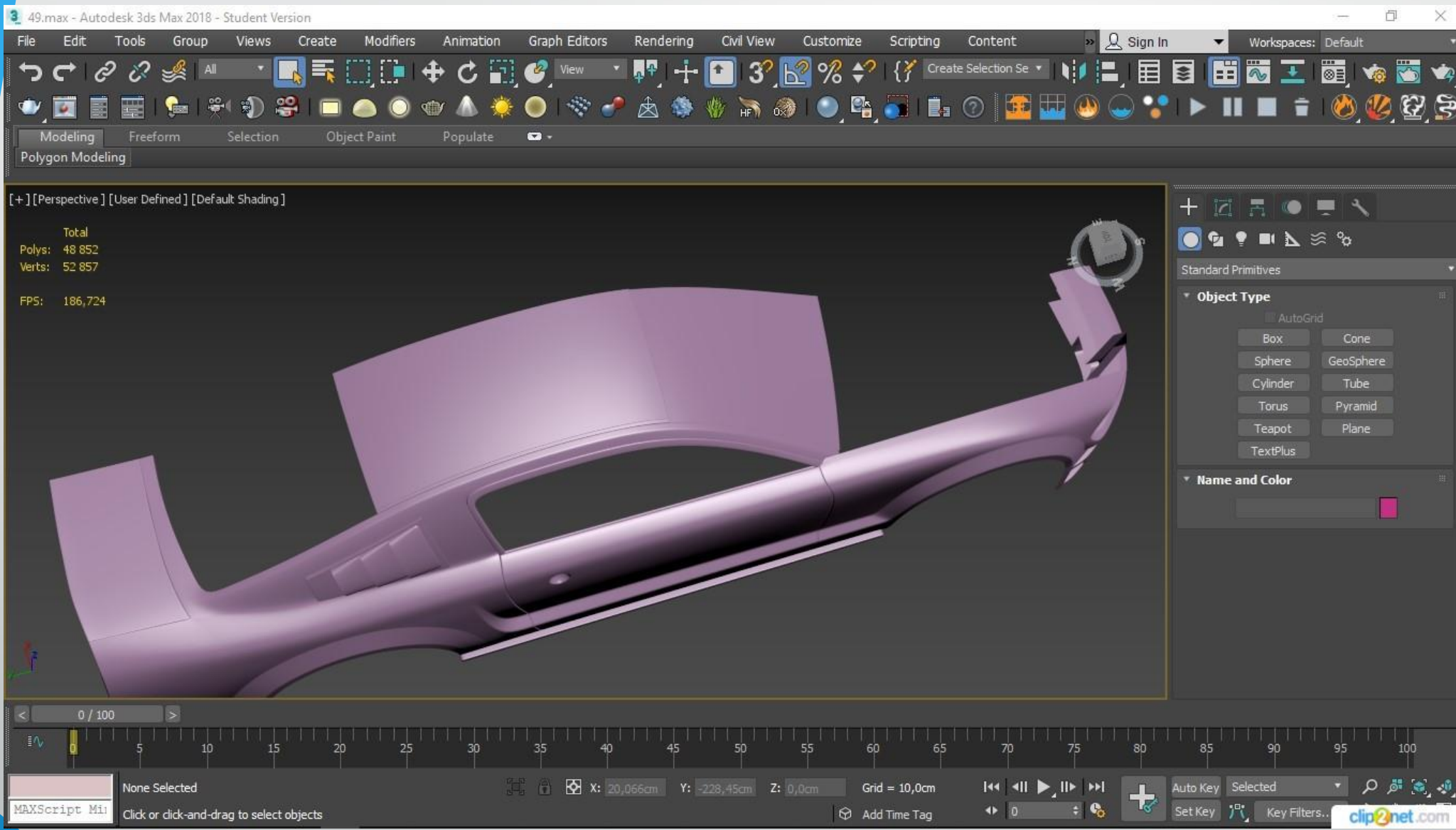


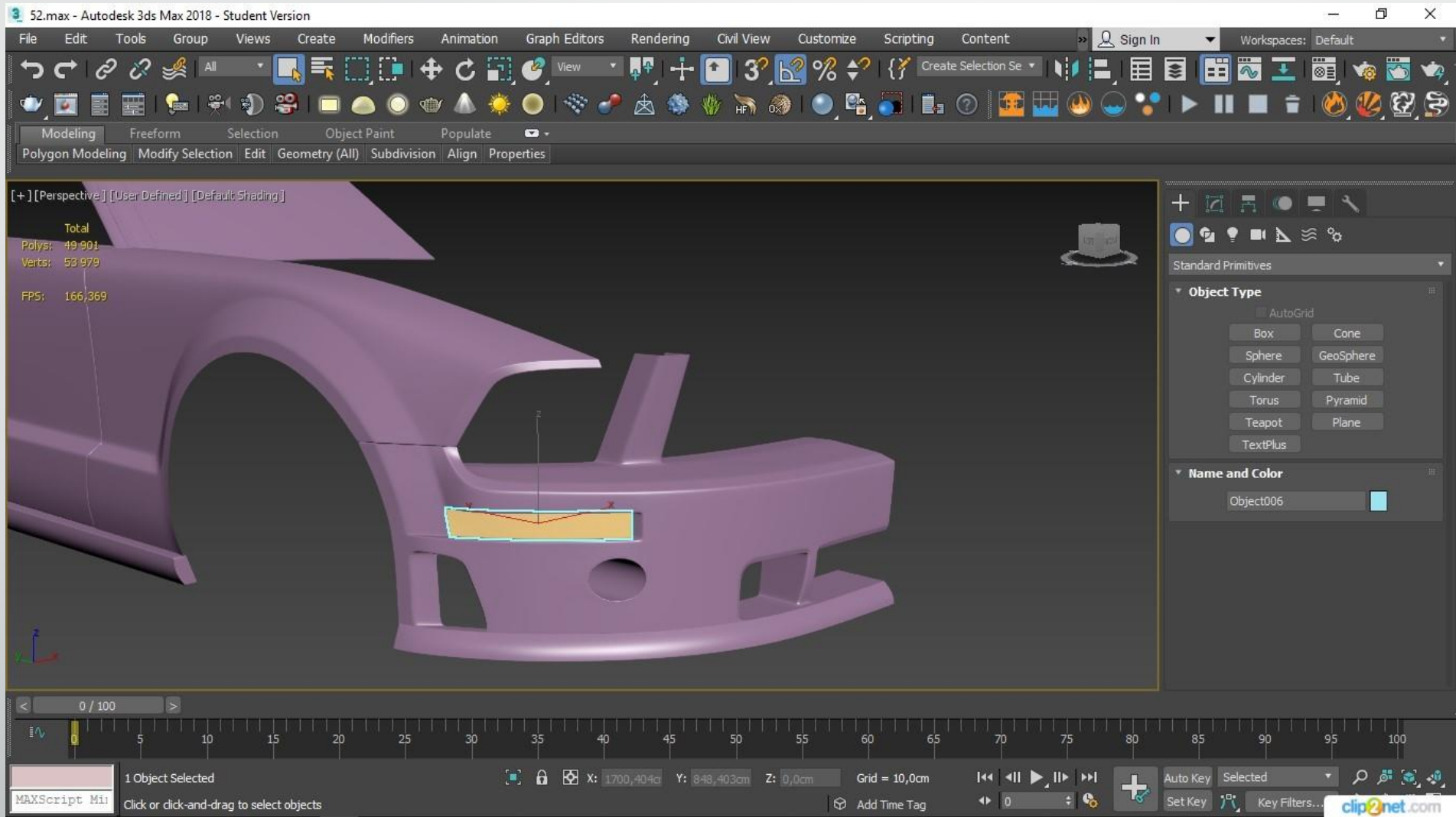


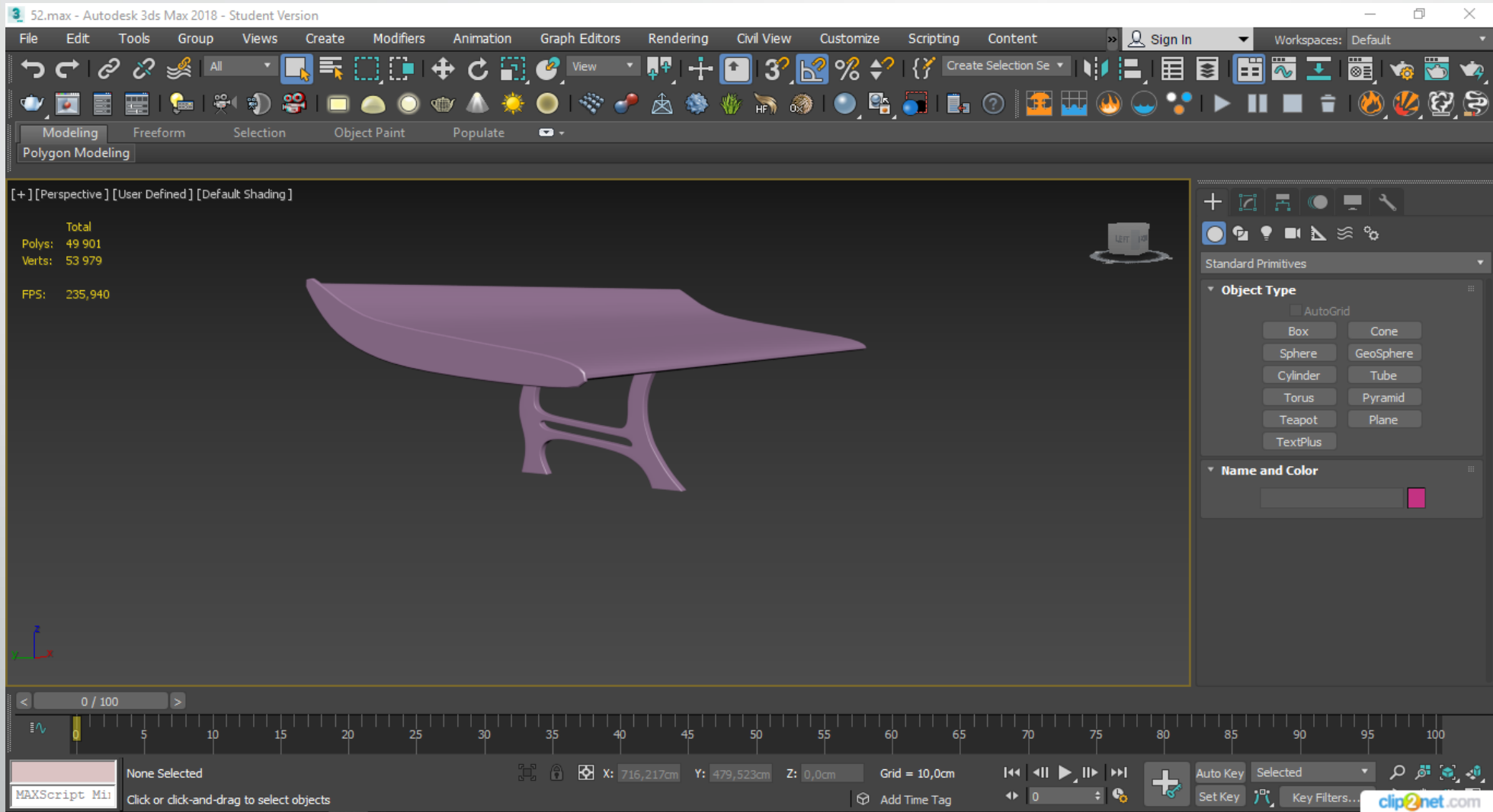


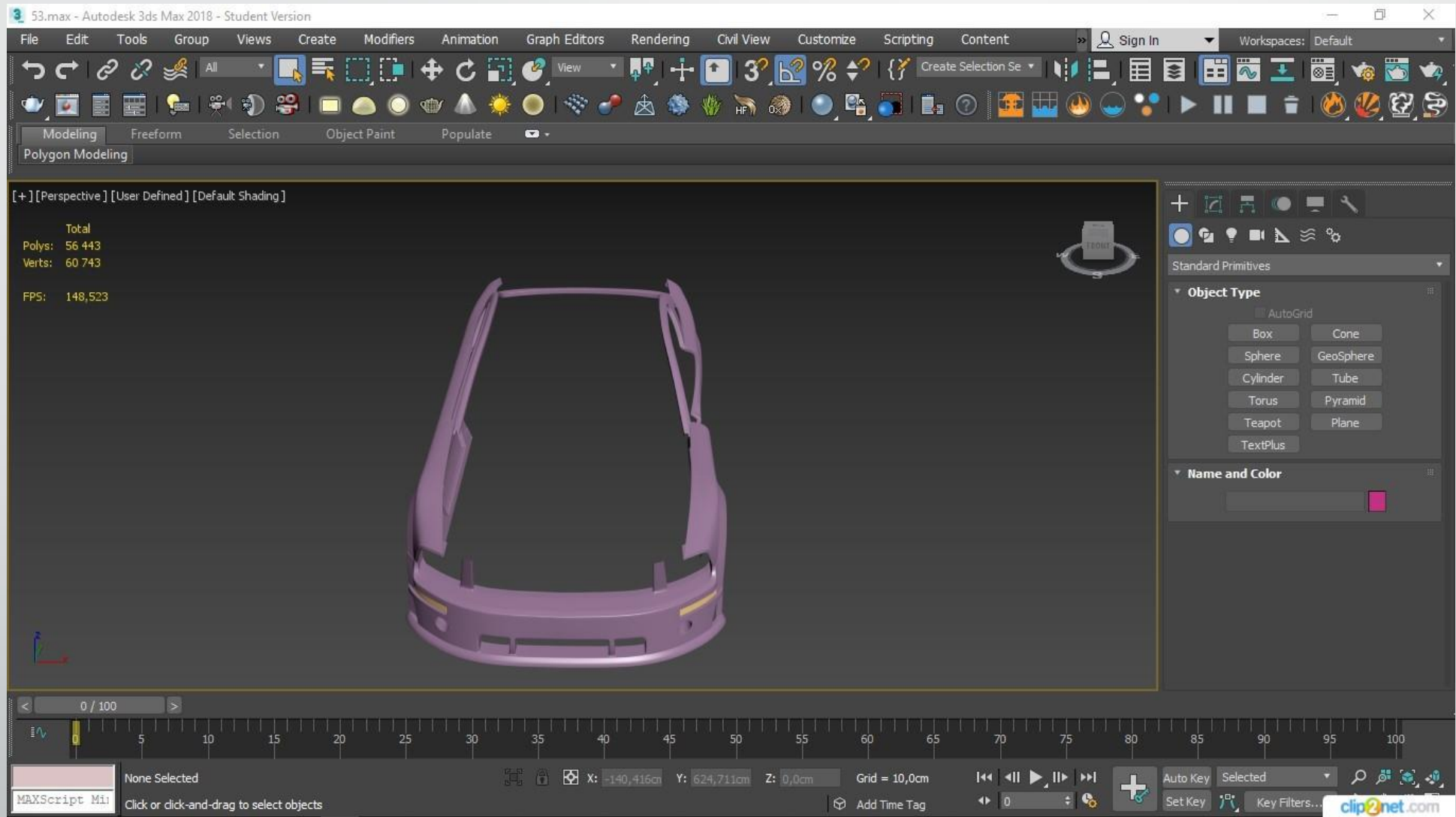


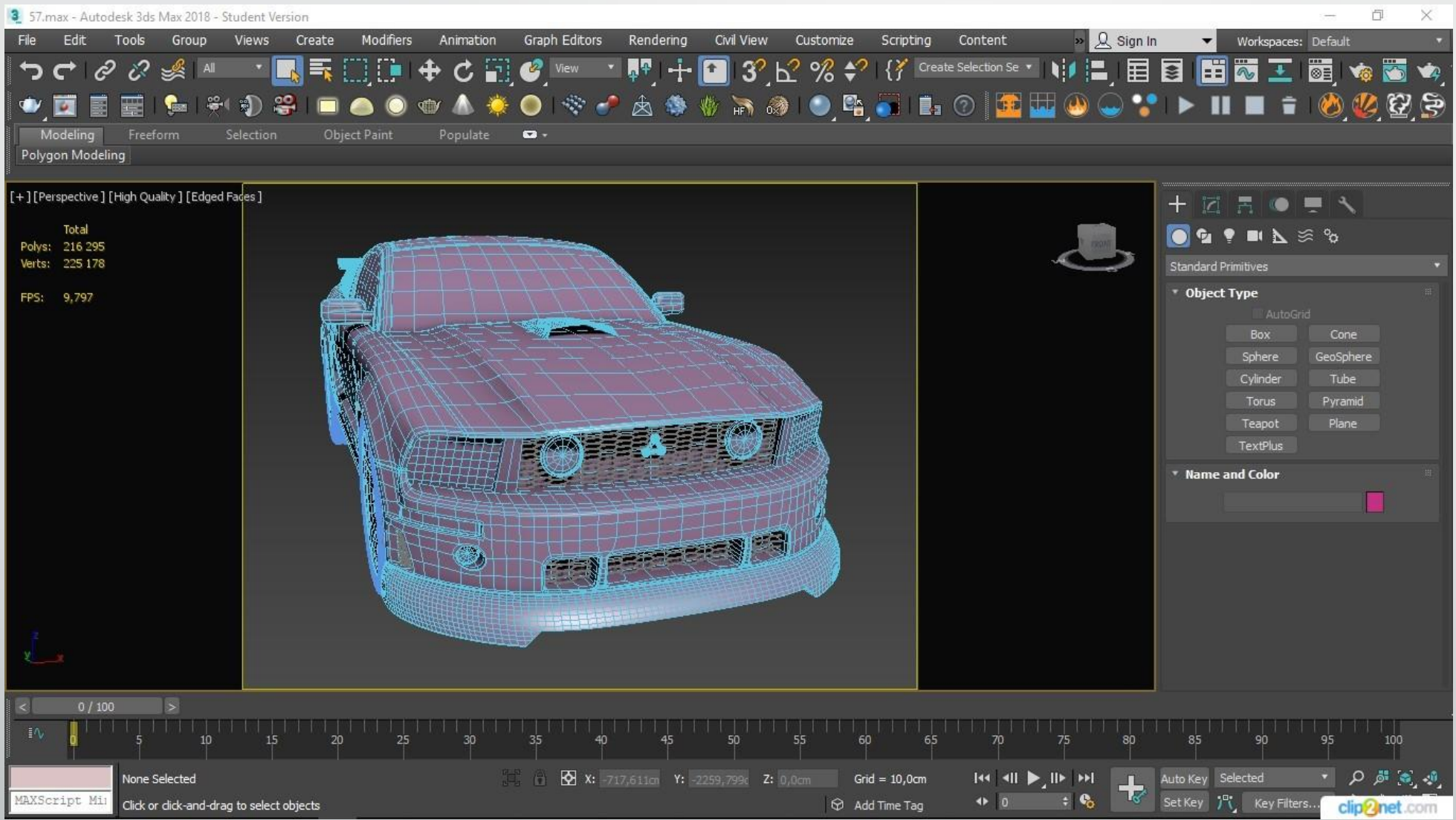


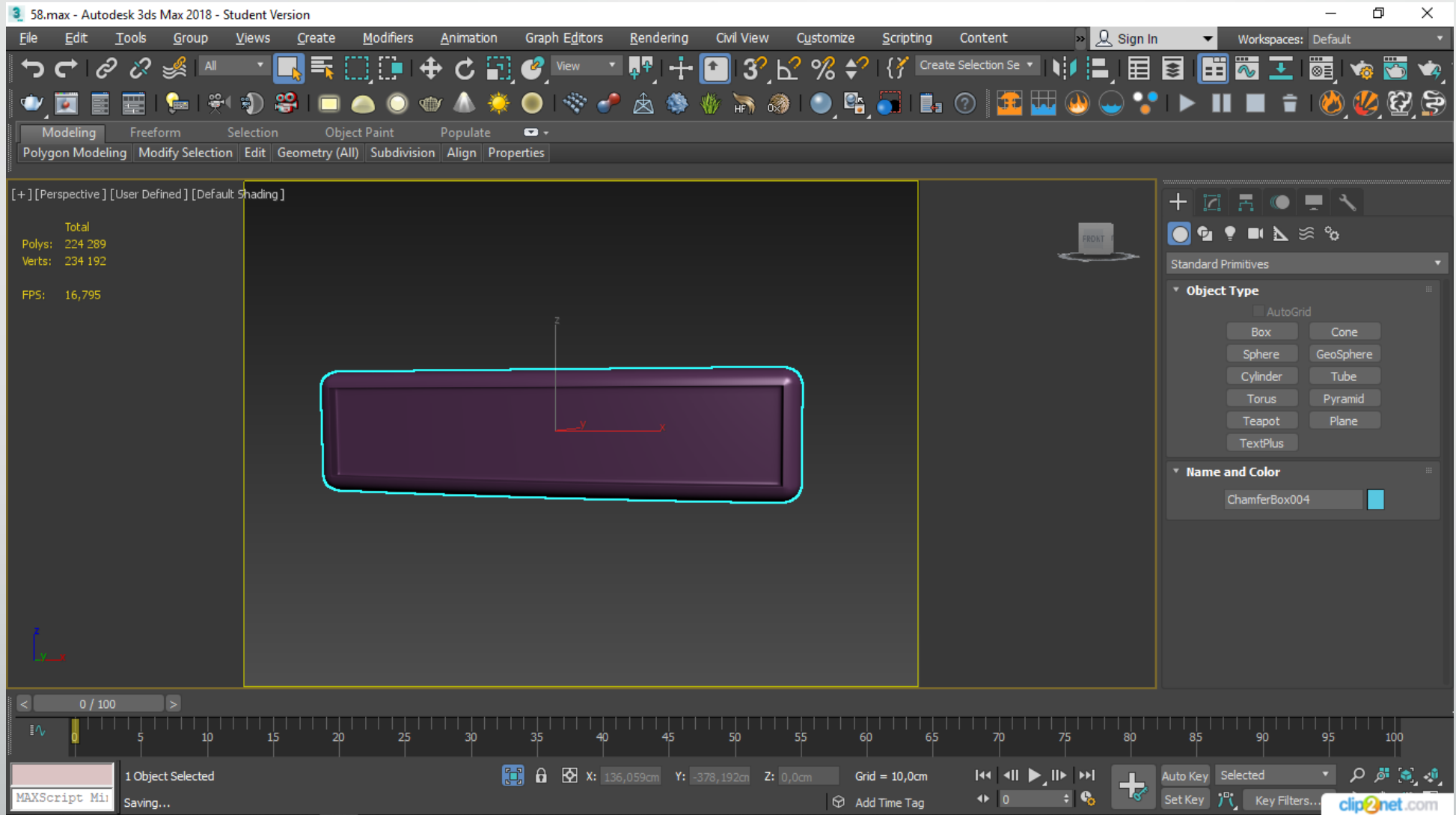












Final 3D model

