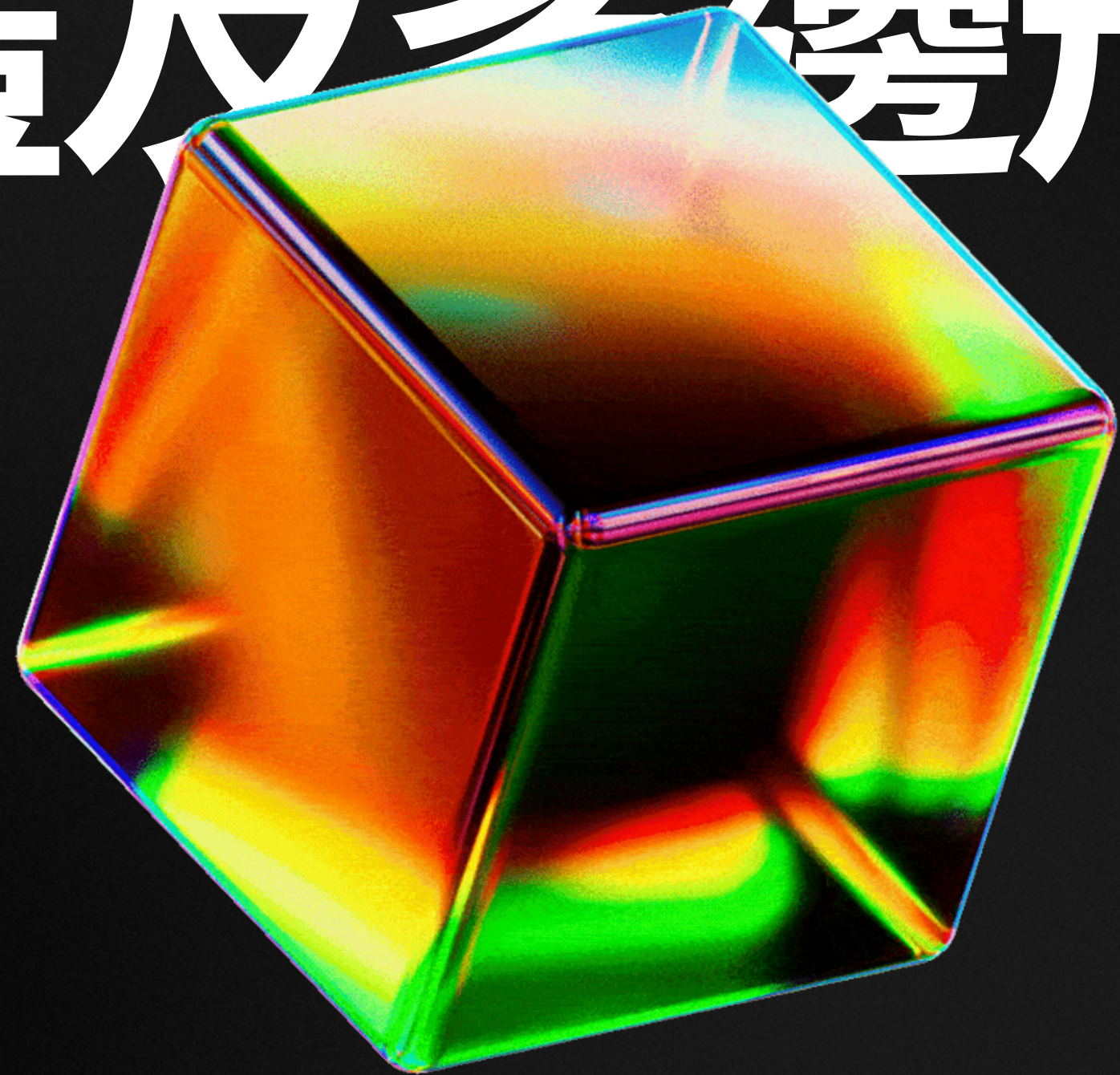


(二)3D建模基礎- 拓展體及多邊形建模

REPORT



製作 火箭



- | | |
|----|------|
| 01 | 形狀解析 |
| 02 | 大物件 |
| 03 | 形狀變化 |
| 04 | 添加物件 |
| 05 | 風格調整 |



概念規劃與參考 (REFERENCE)

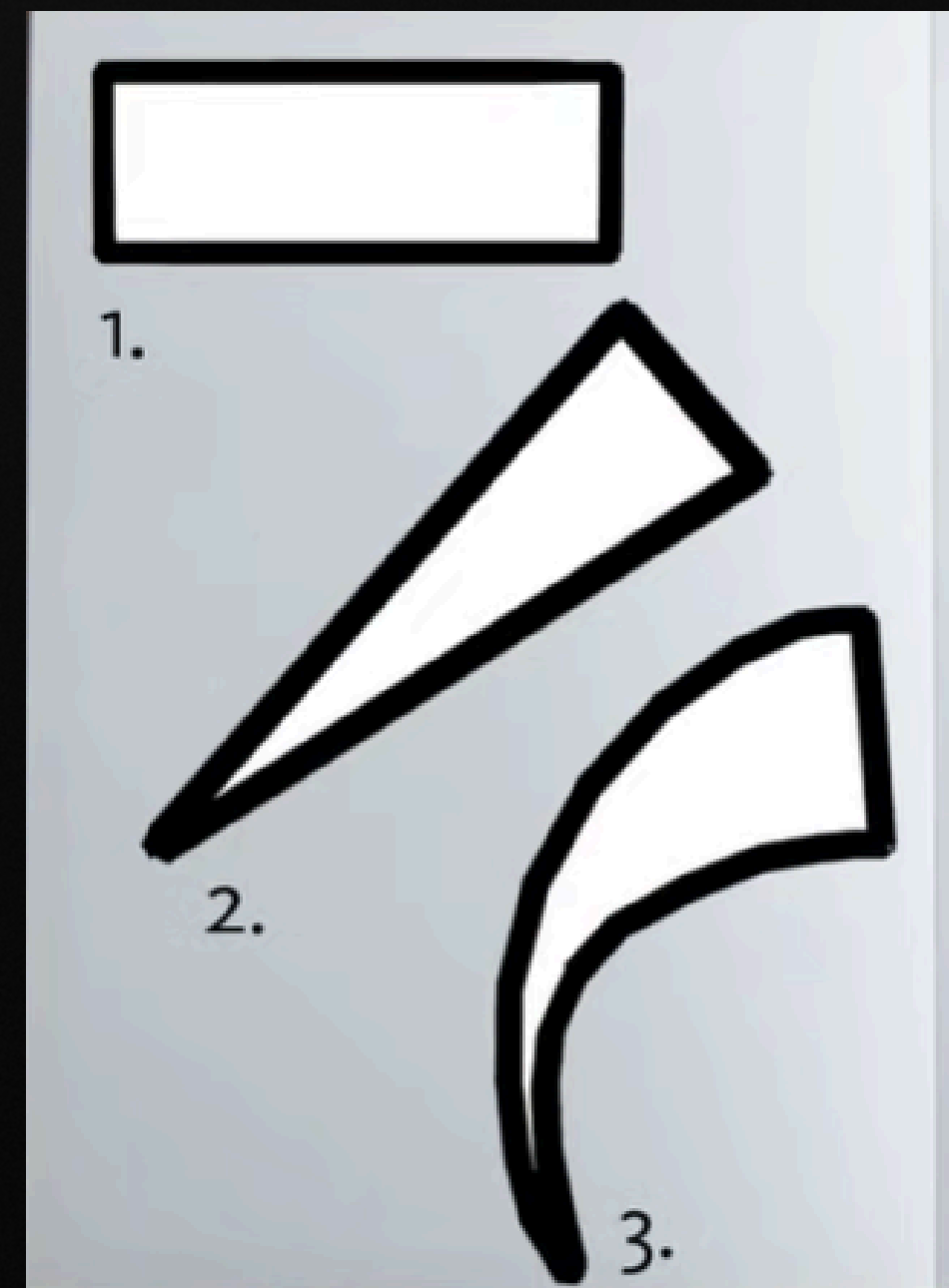
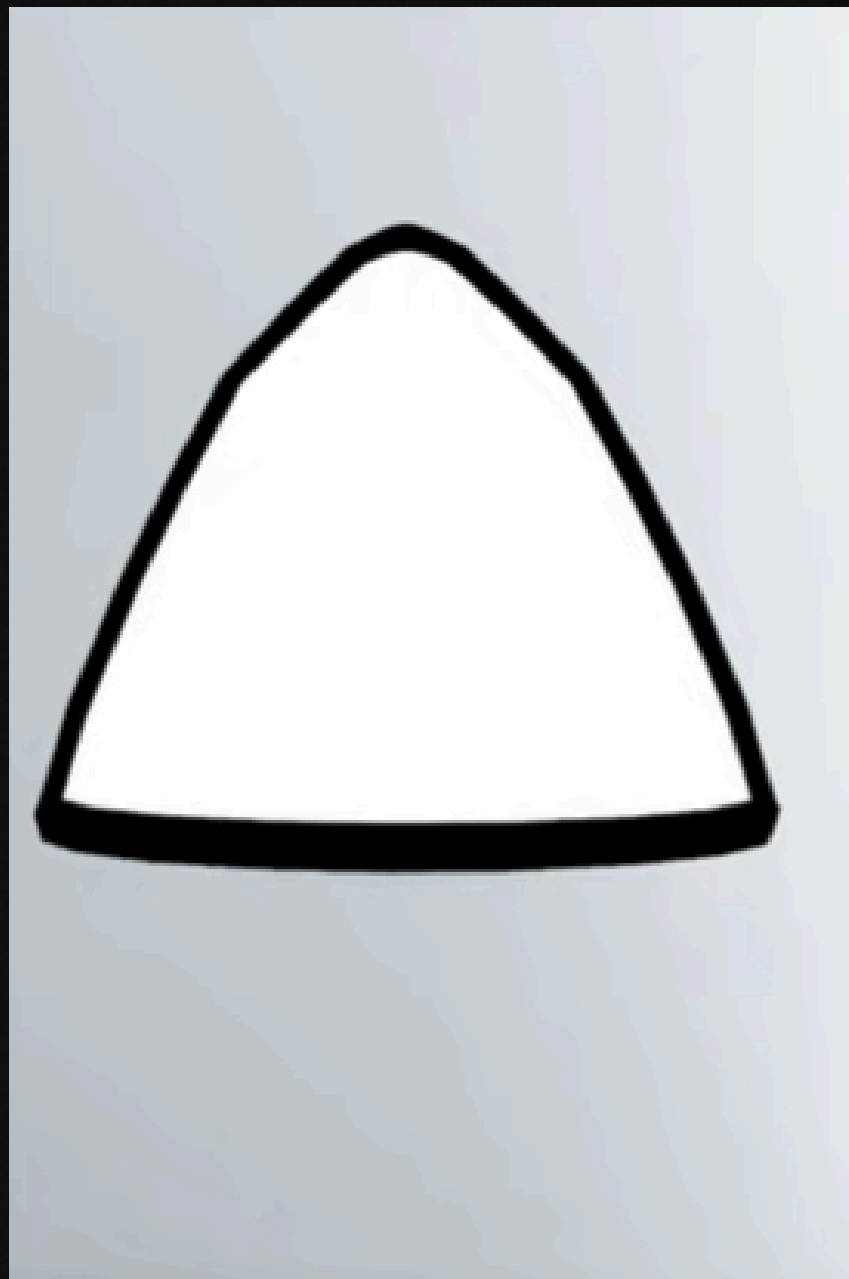
在動手之前，先決定你的火箭風格。是 NASA 風格的寫實火箭，還是像《丁丁歷險記》那種圓滾滾的卡通風格？

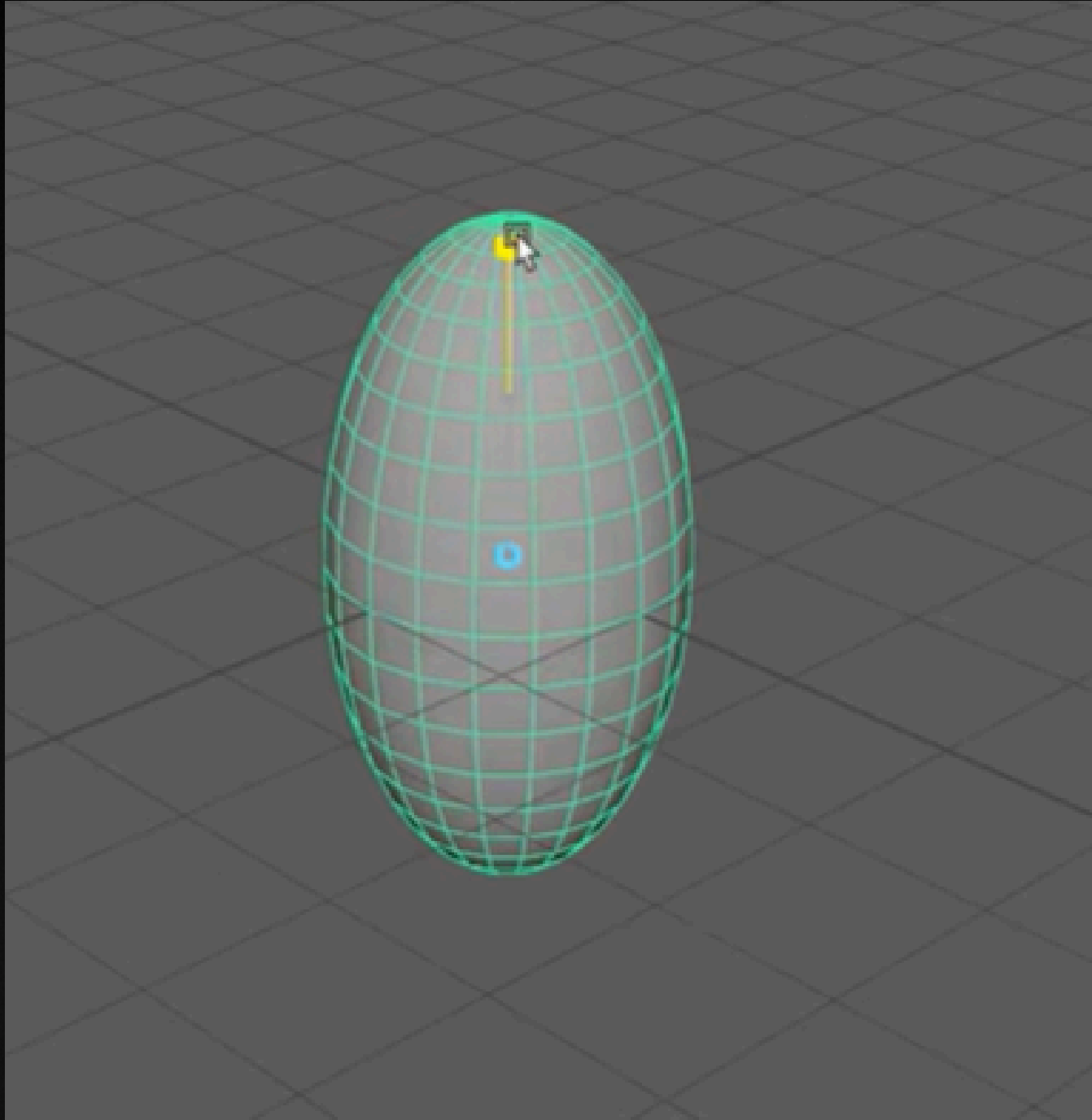
搜集圖片：尋找側視圖 (FRONT/SIDE VIEW)，這能幫你精準掌握比例。

拆解幾何：觀察火箭，你會發現它是由圓柱體 (CYLINDER)、圓錐體 (CONE) 和平面 (PLANE) 組成的。

核心建模步驟 (Modeling)

這部分是製作的骨架，建議由下往上建構：



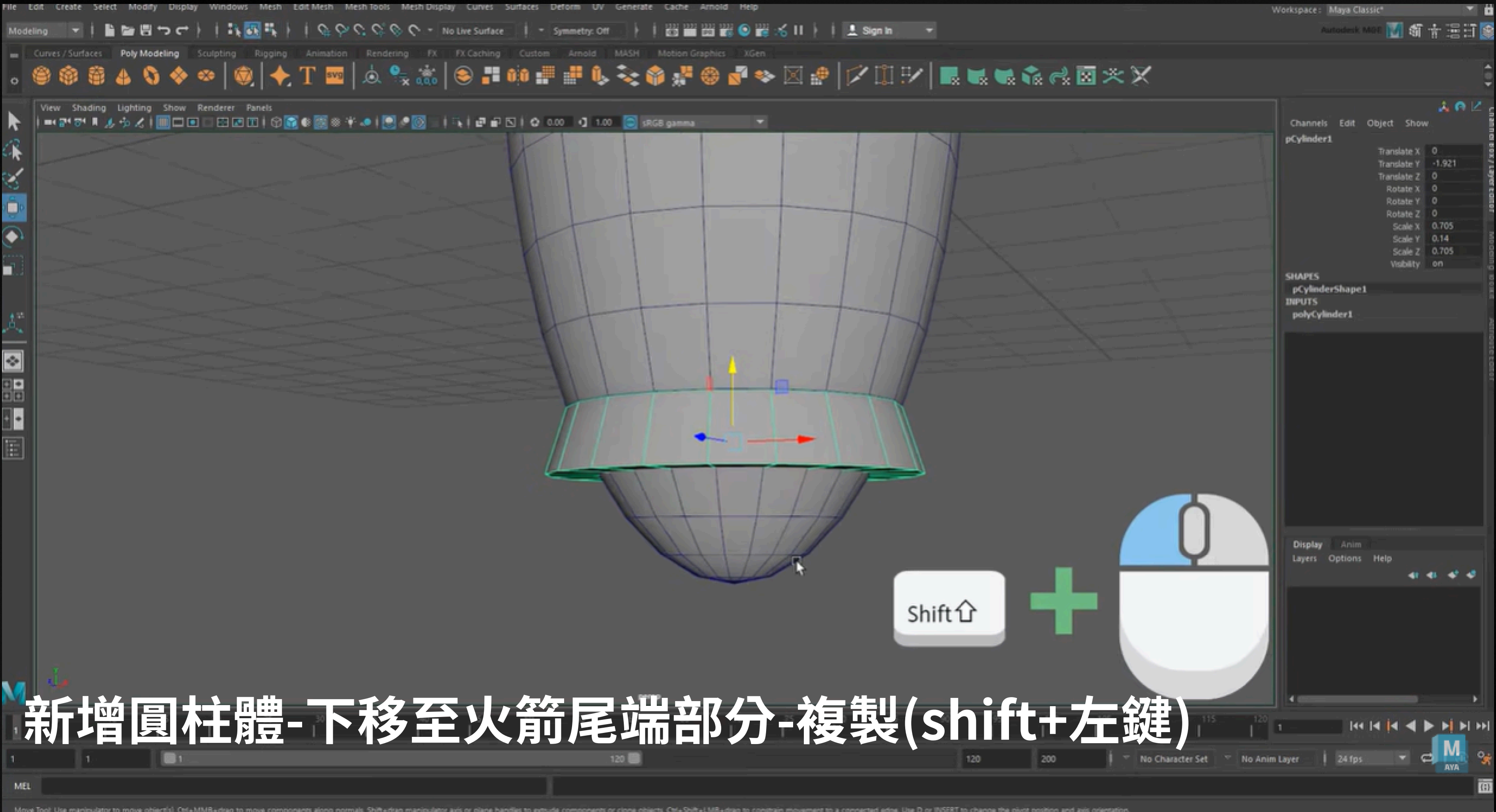


箭體主軸 (The Body)

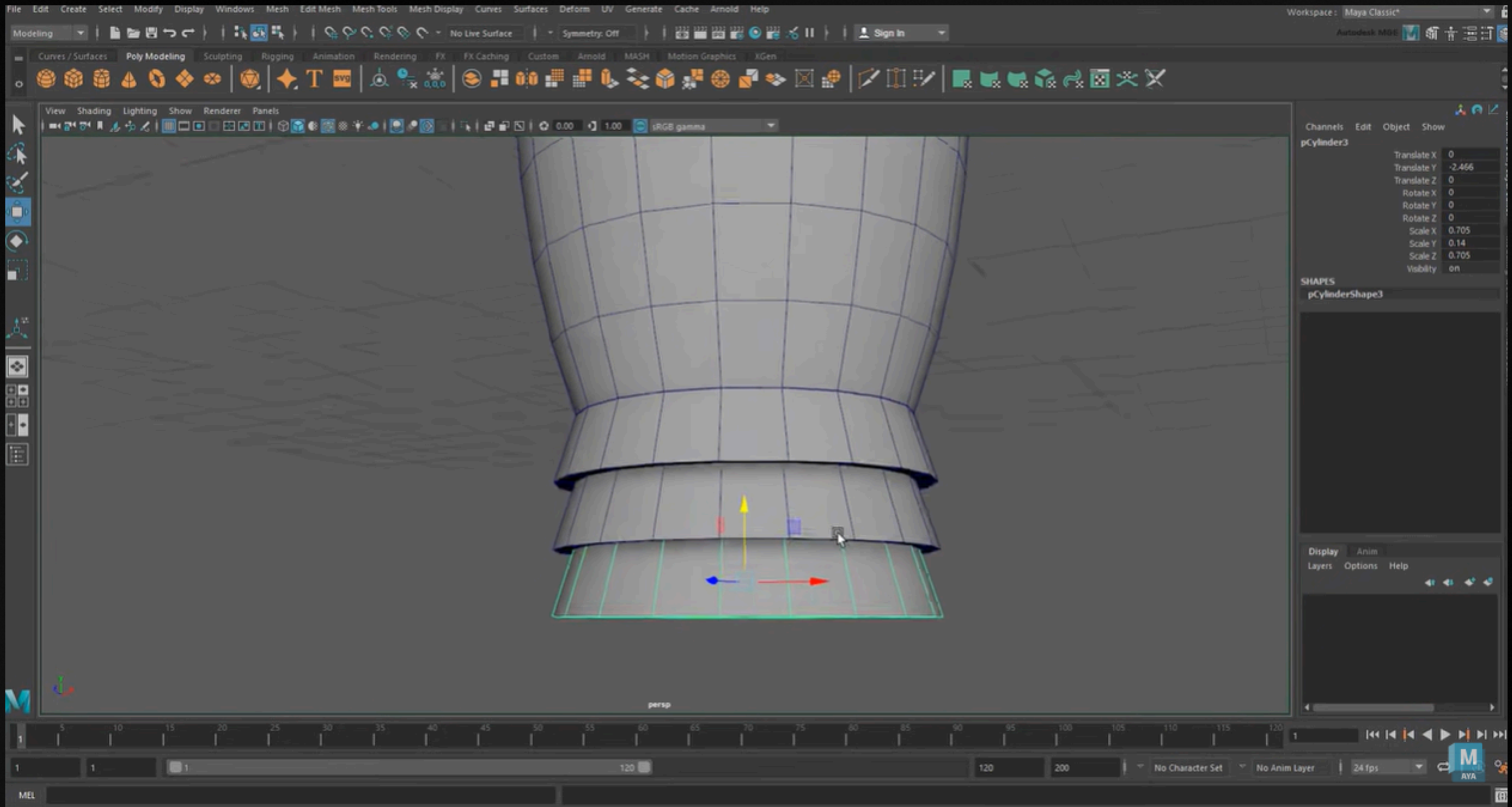
建立圓柱體：從一個圓柱體開始，增加適當的分段 (Segments)。

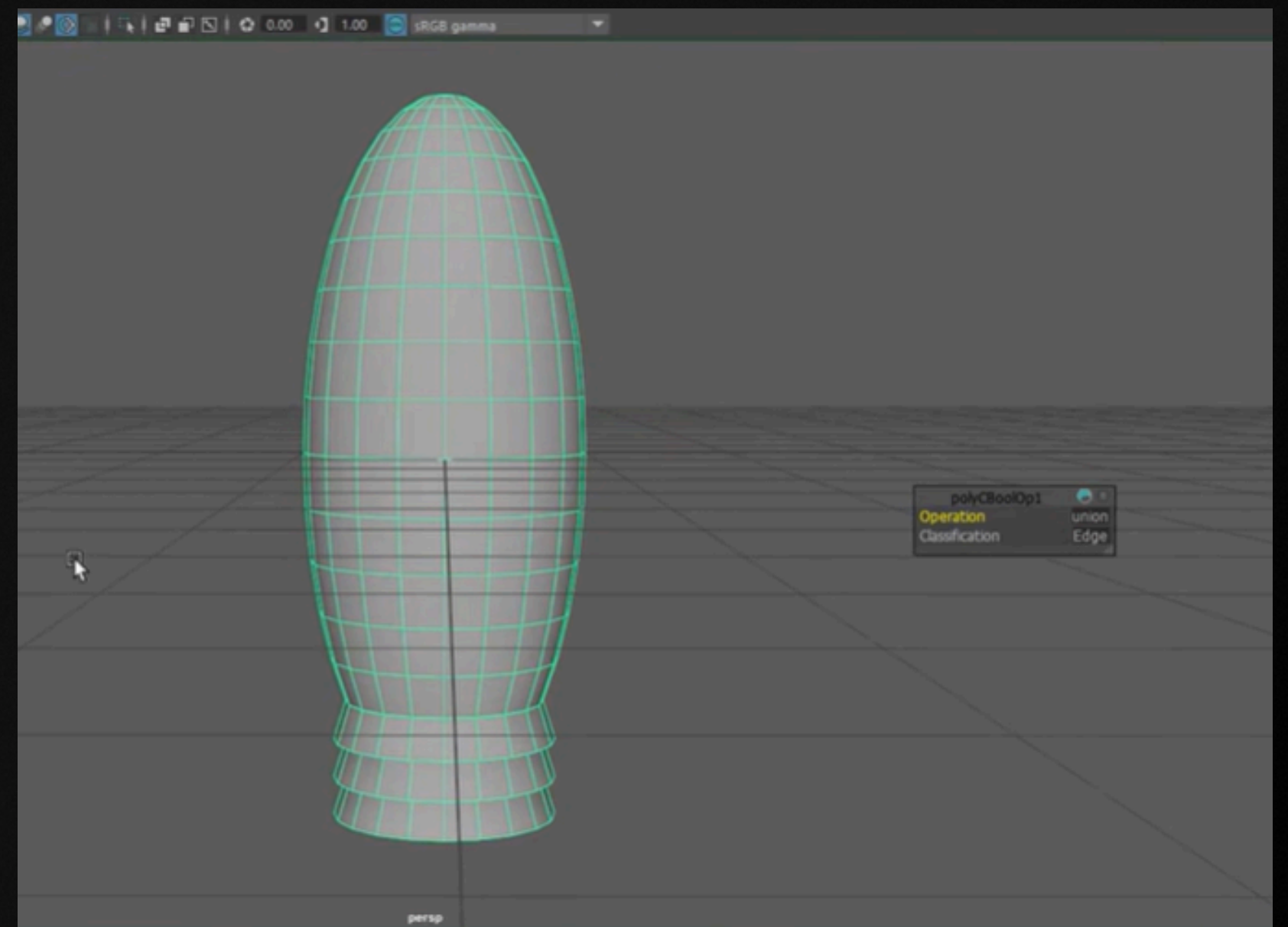
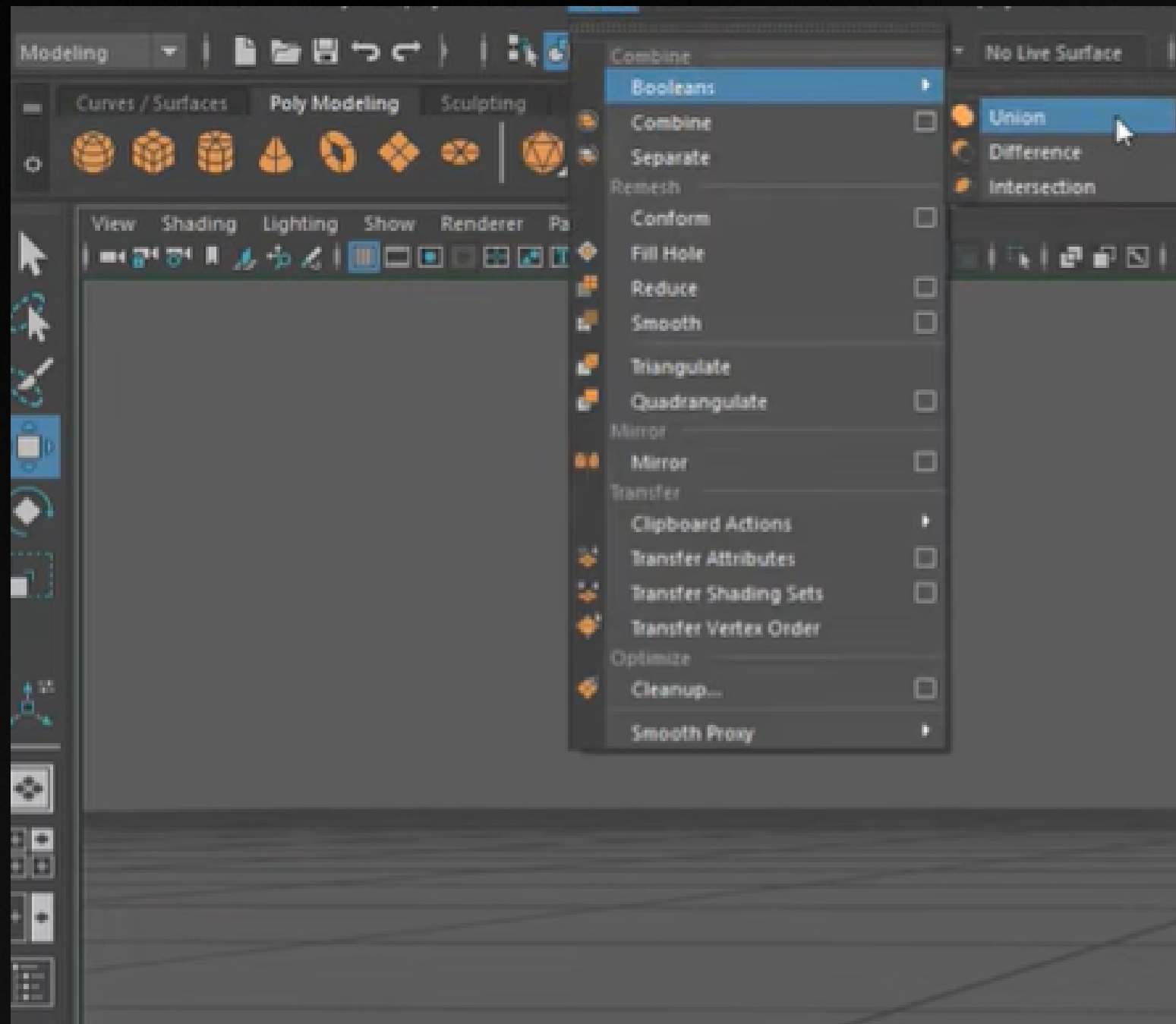
縮放與擠出 (Extrude & Scale)：選取頂部的面，向上「擠出」並縮小比例，形成火箭尖端的弧度。

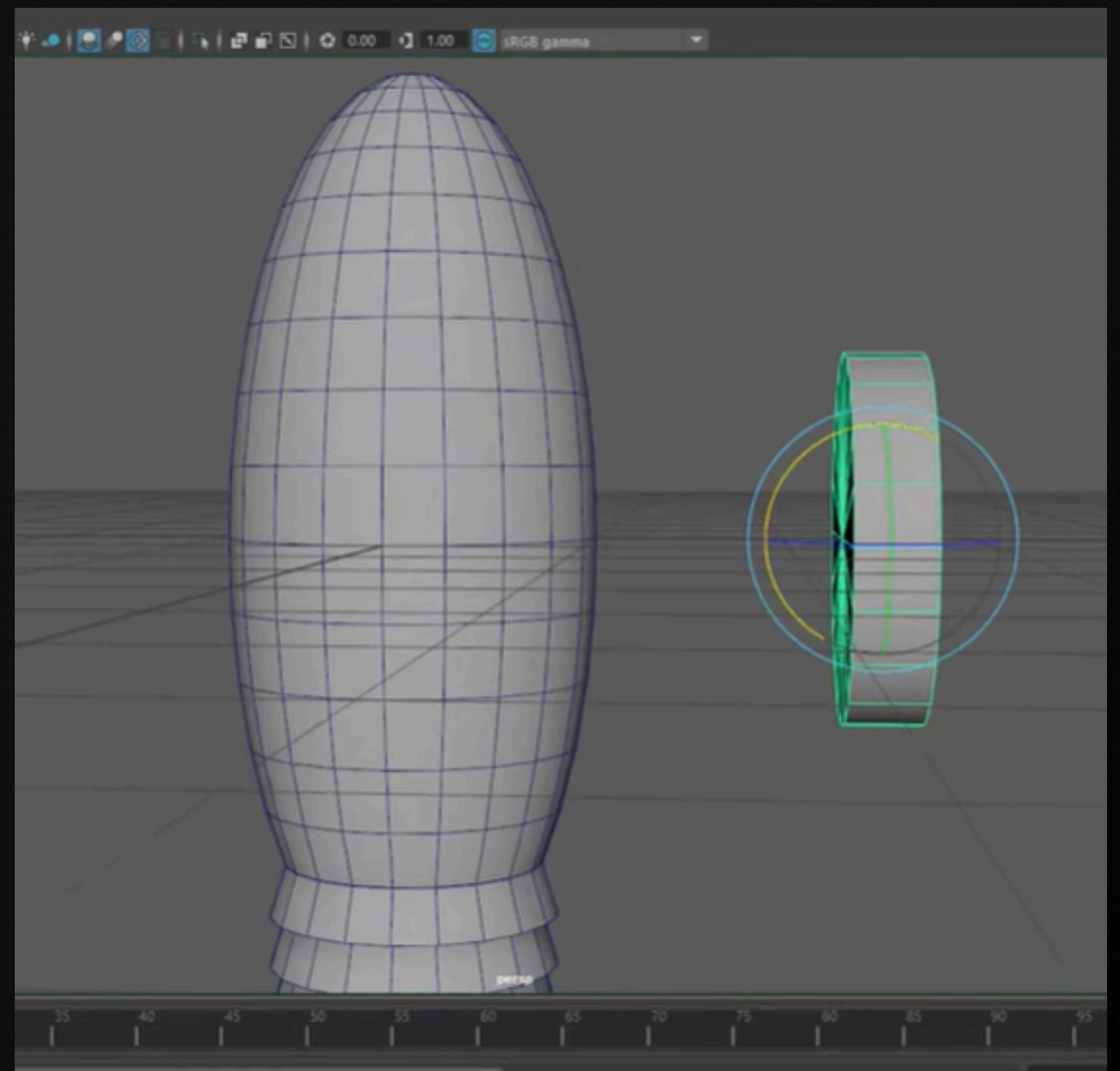
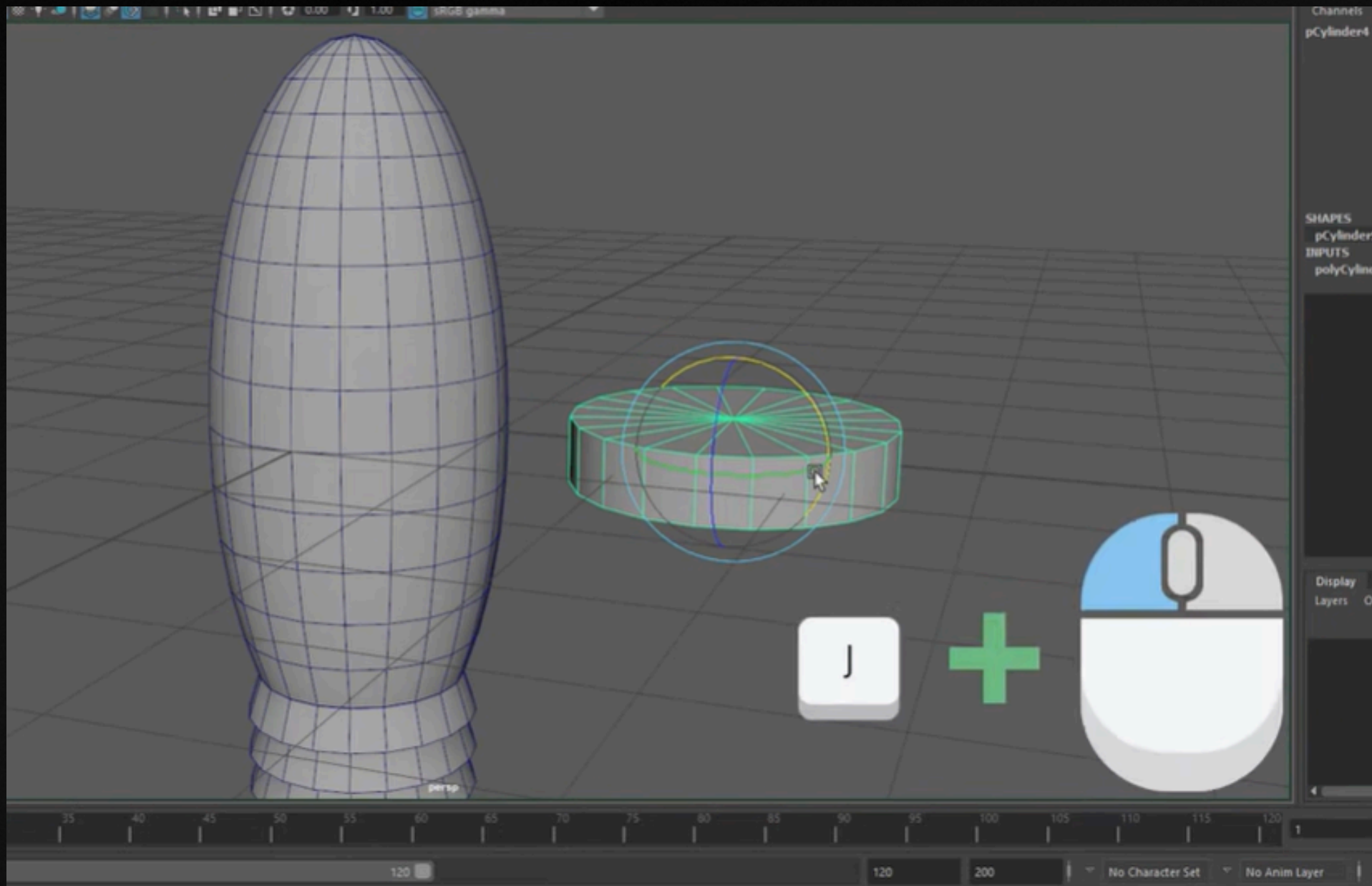
環切 (Loop Cut)：在箭體中間增加環切線，微調腹部的寬度，讓它看起來更有流線感。

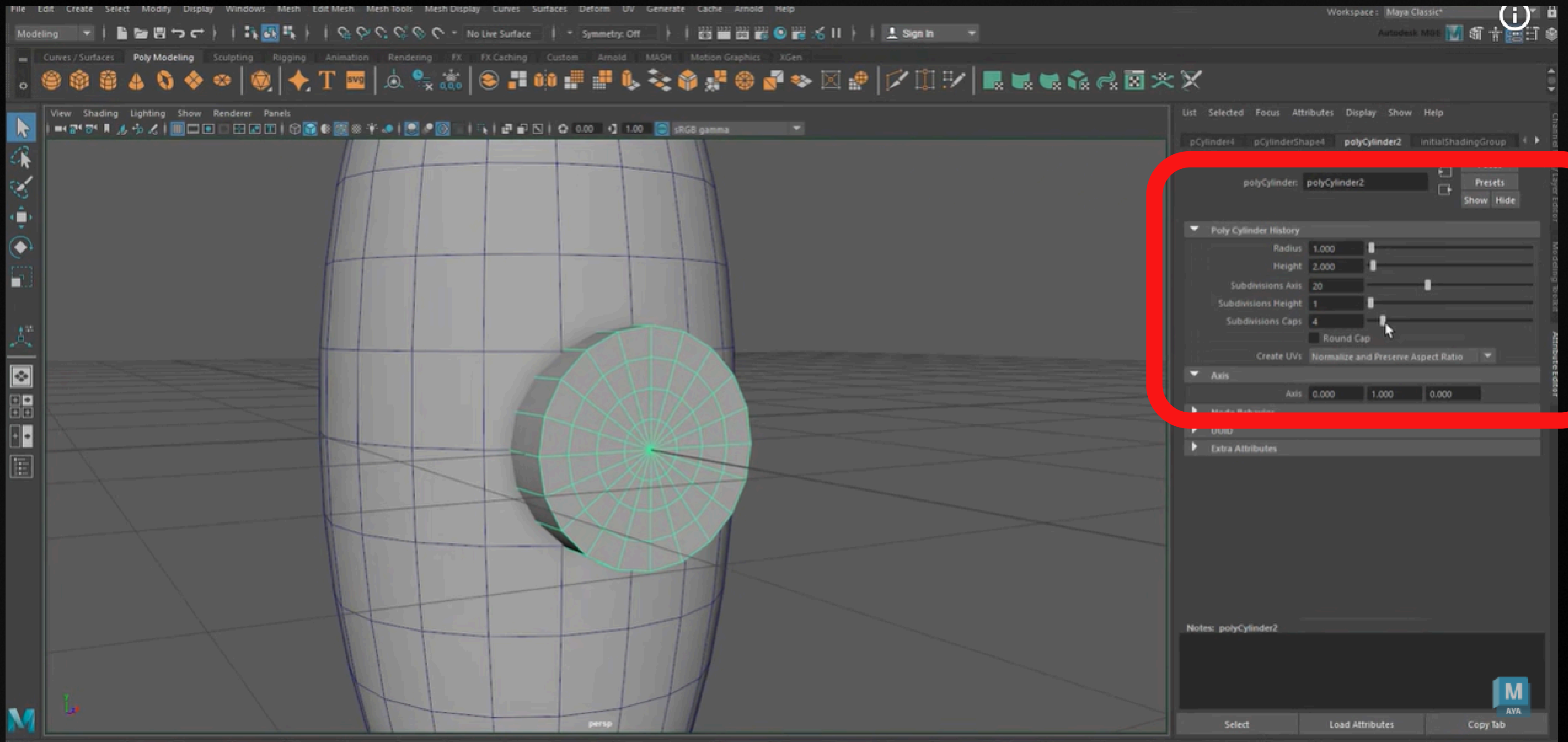


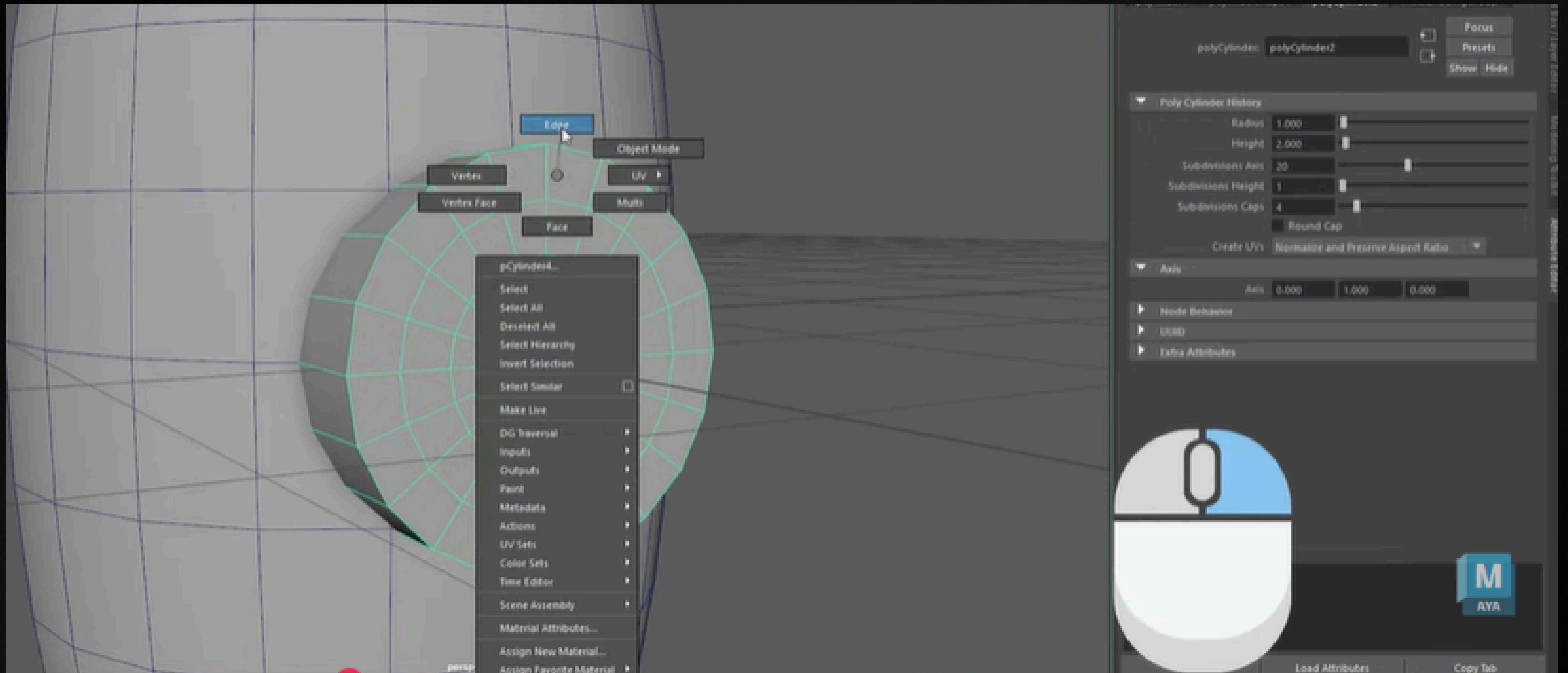
新增圓柱體-下移至火箭尾端部分-複製(shift+左鍵)

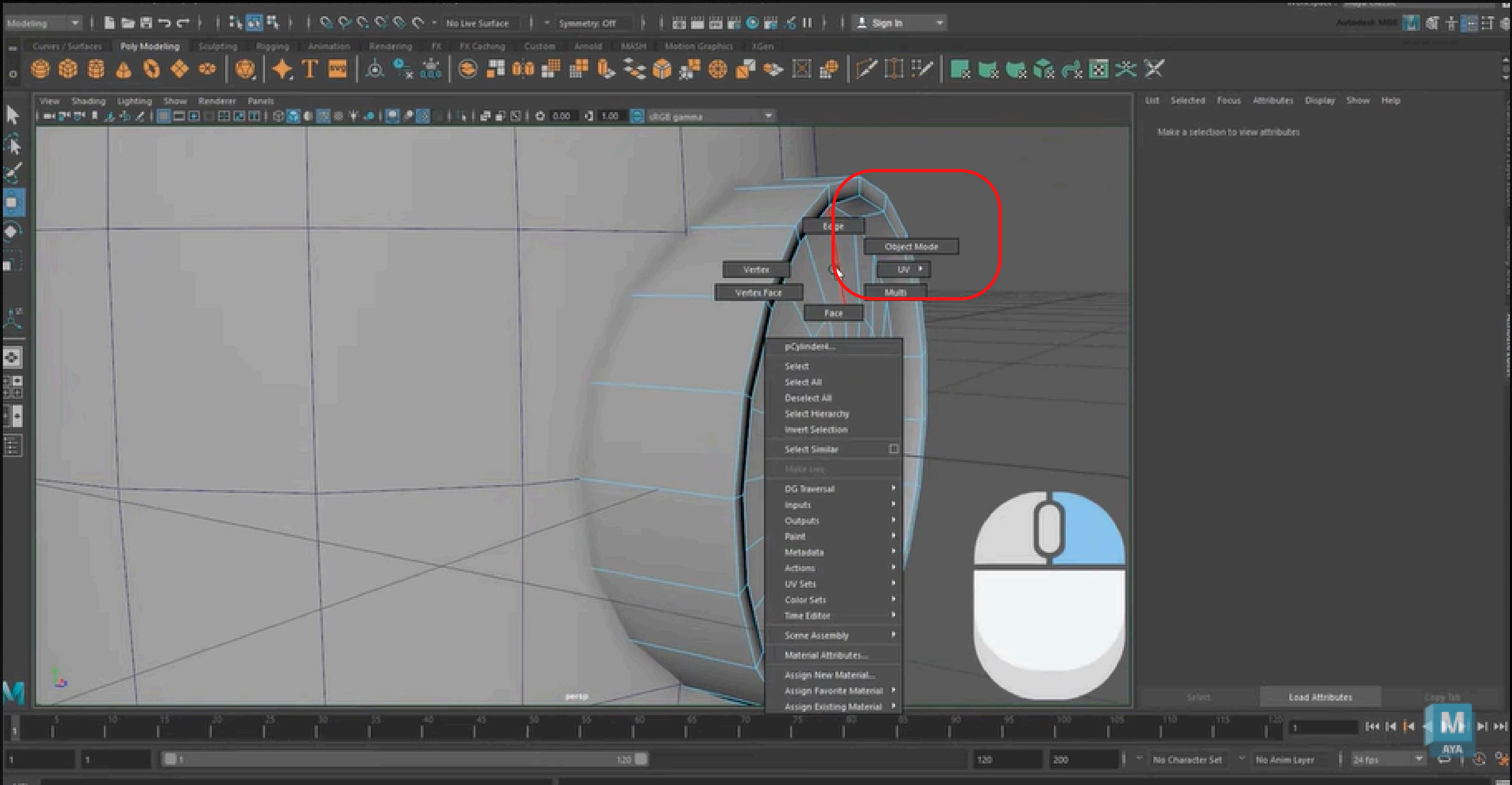


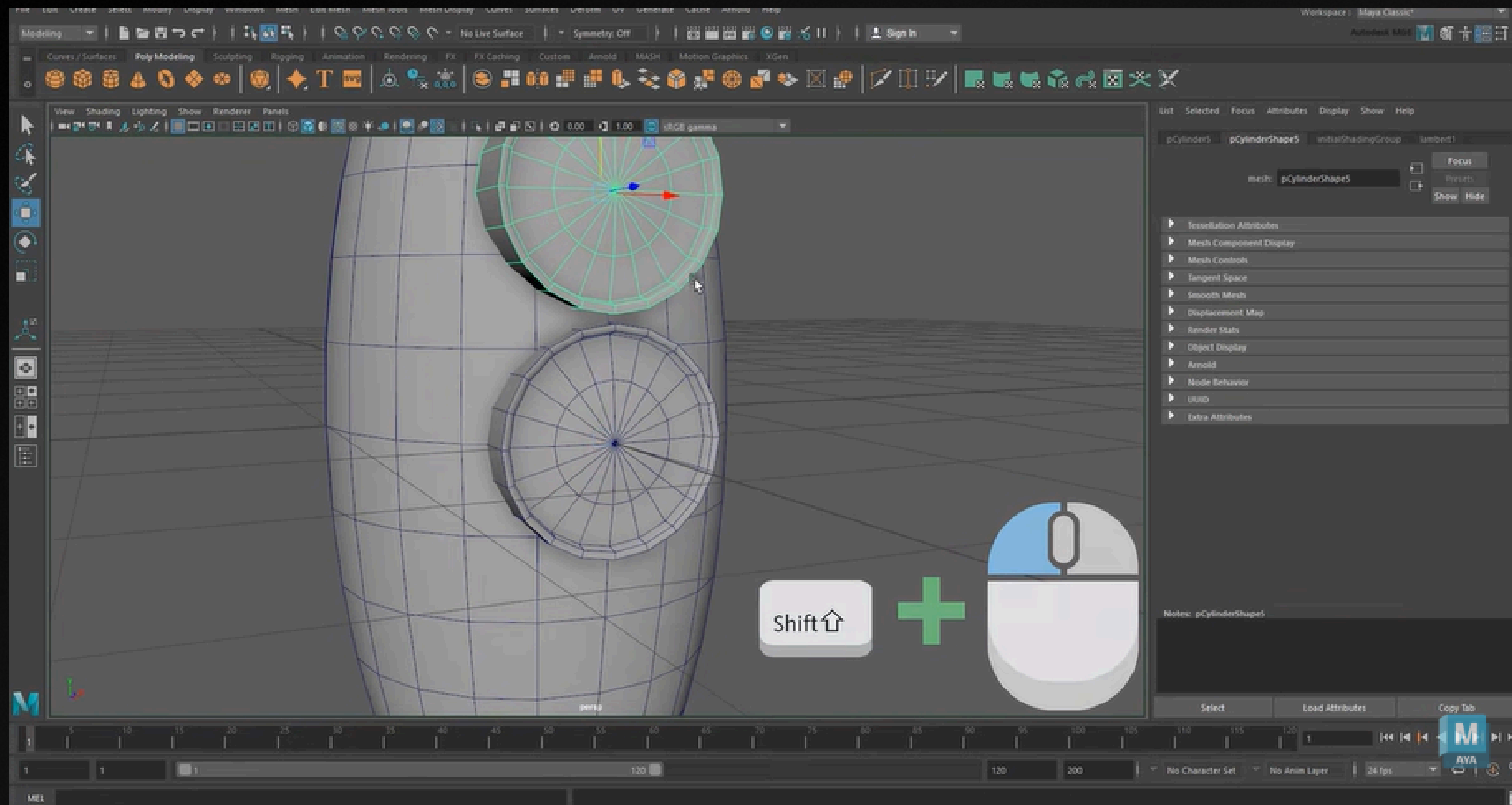




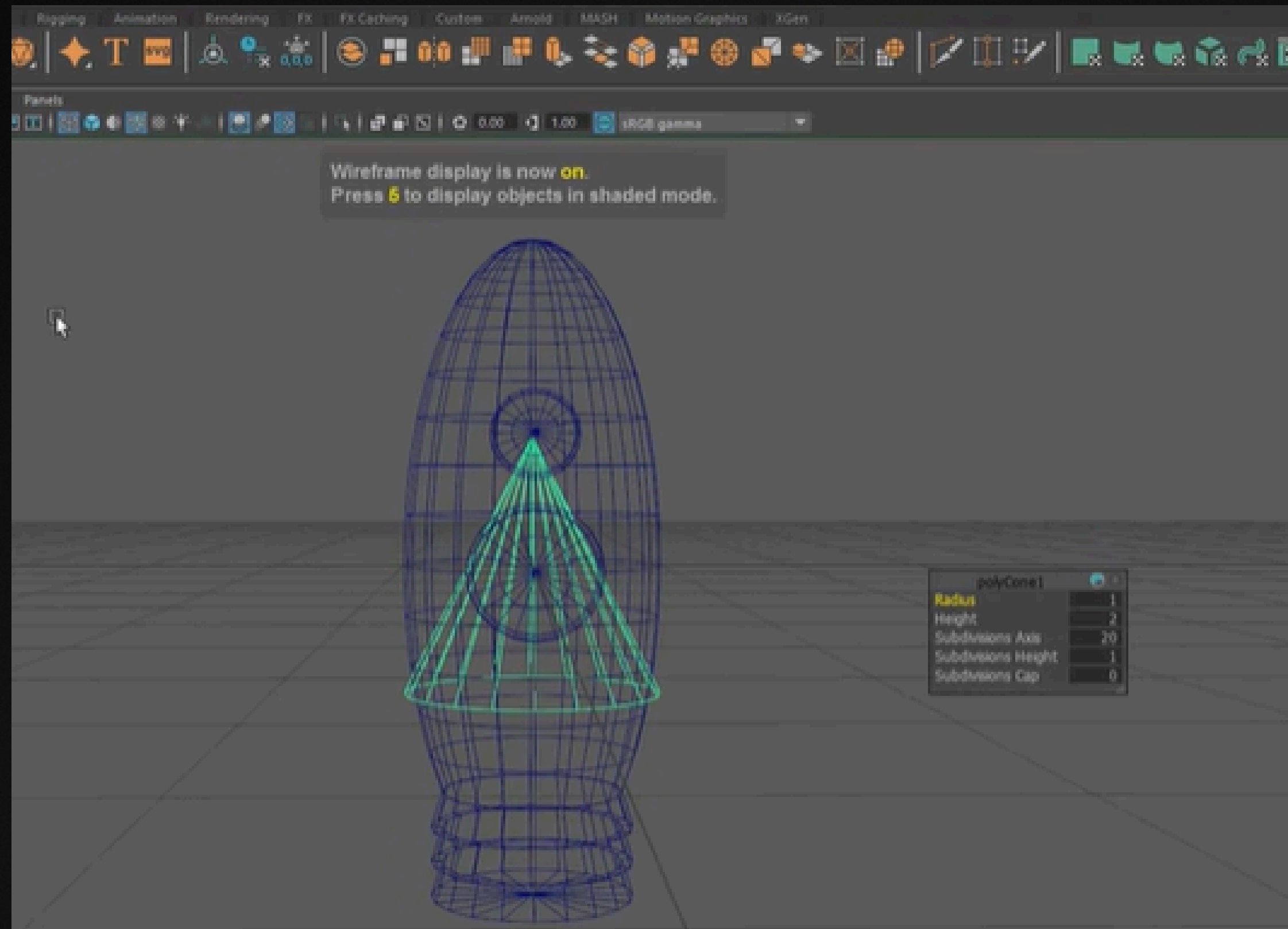
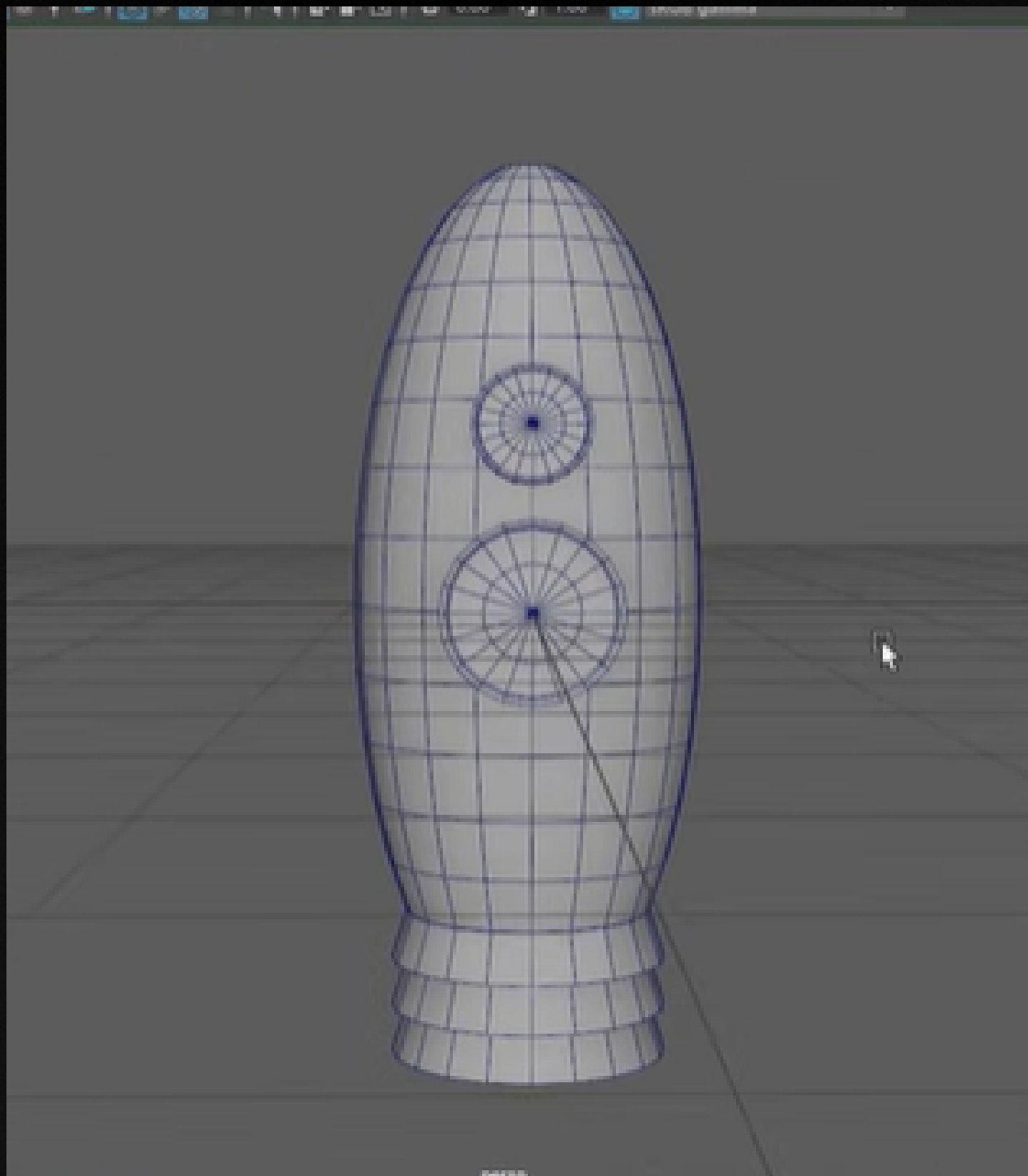




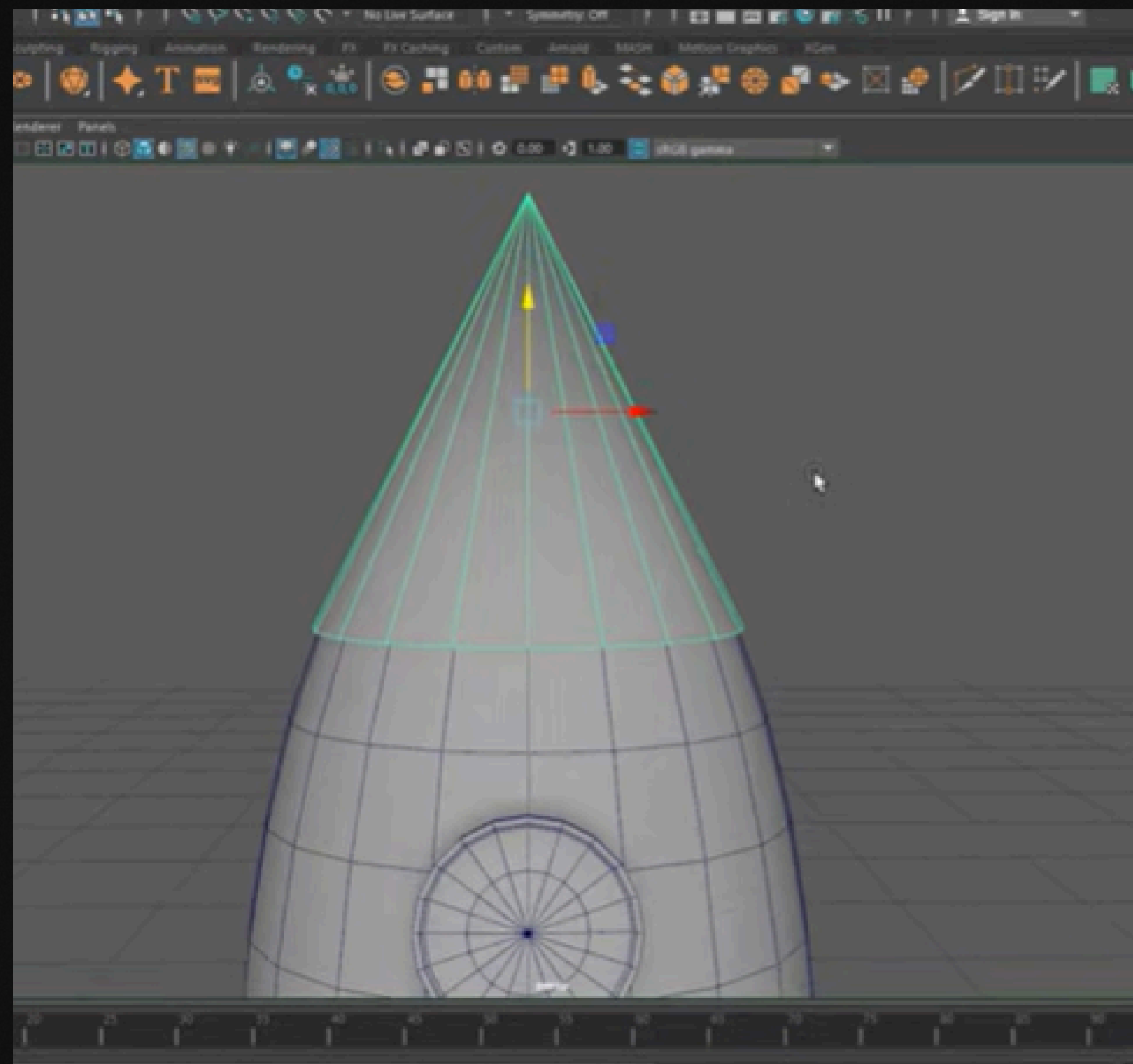
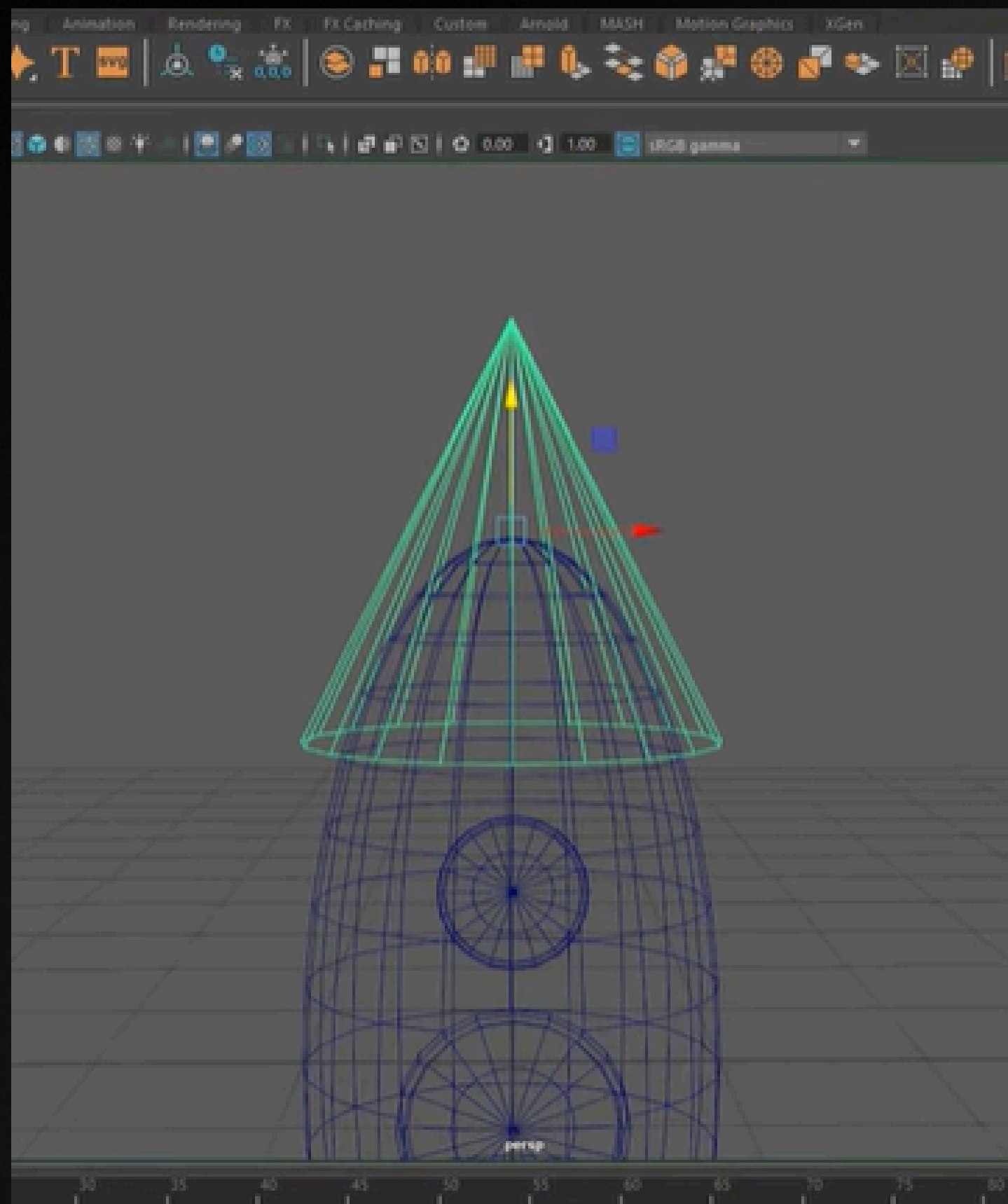


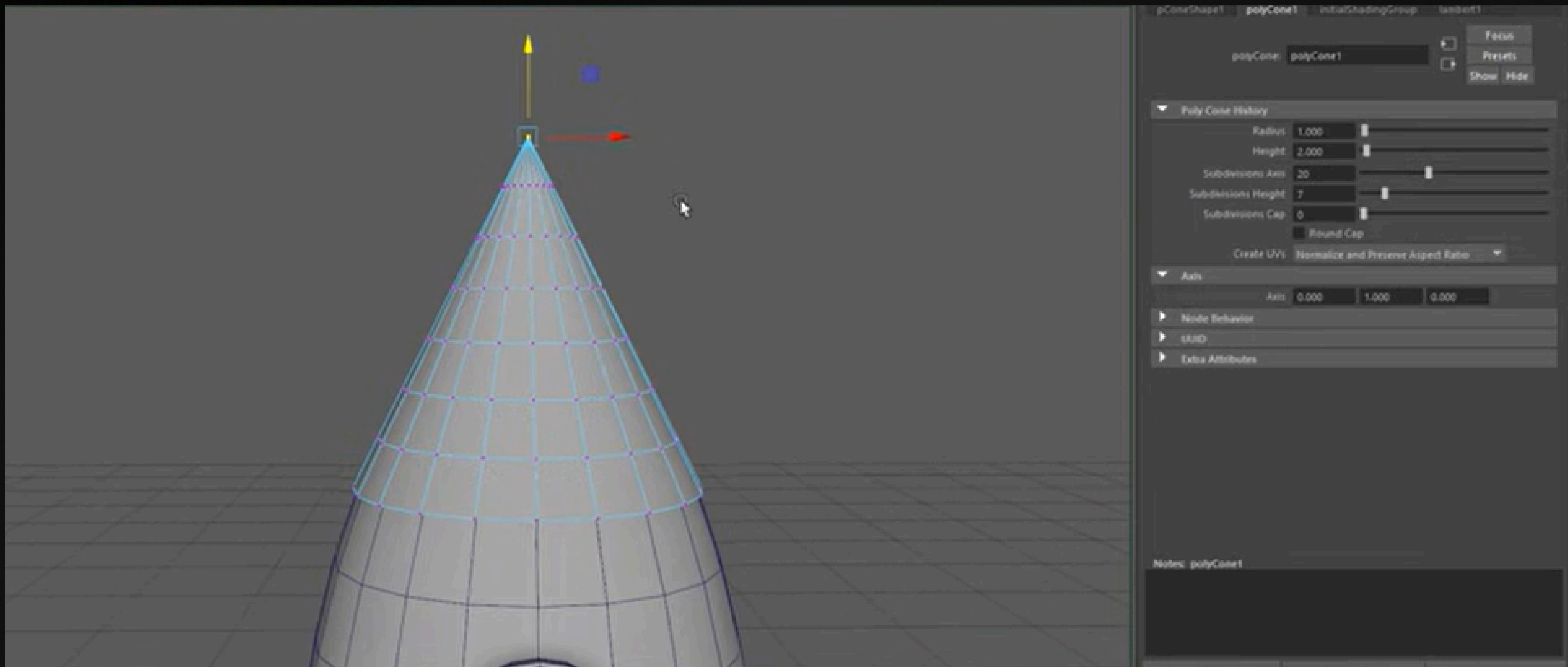


shift+左鍵 複製火箭窗戶

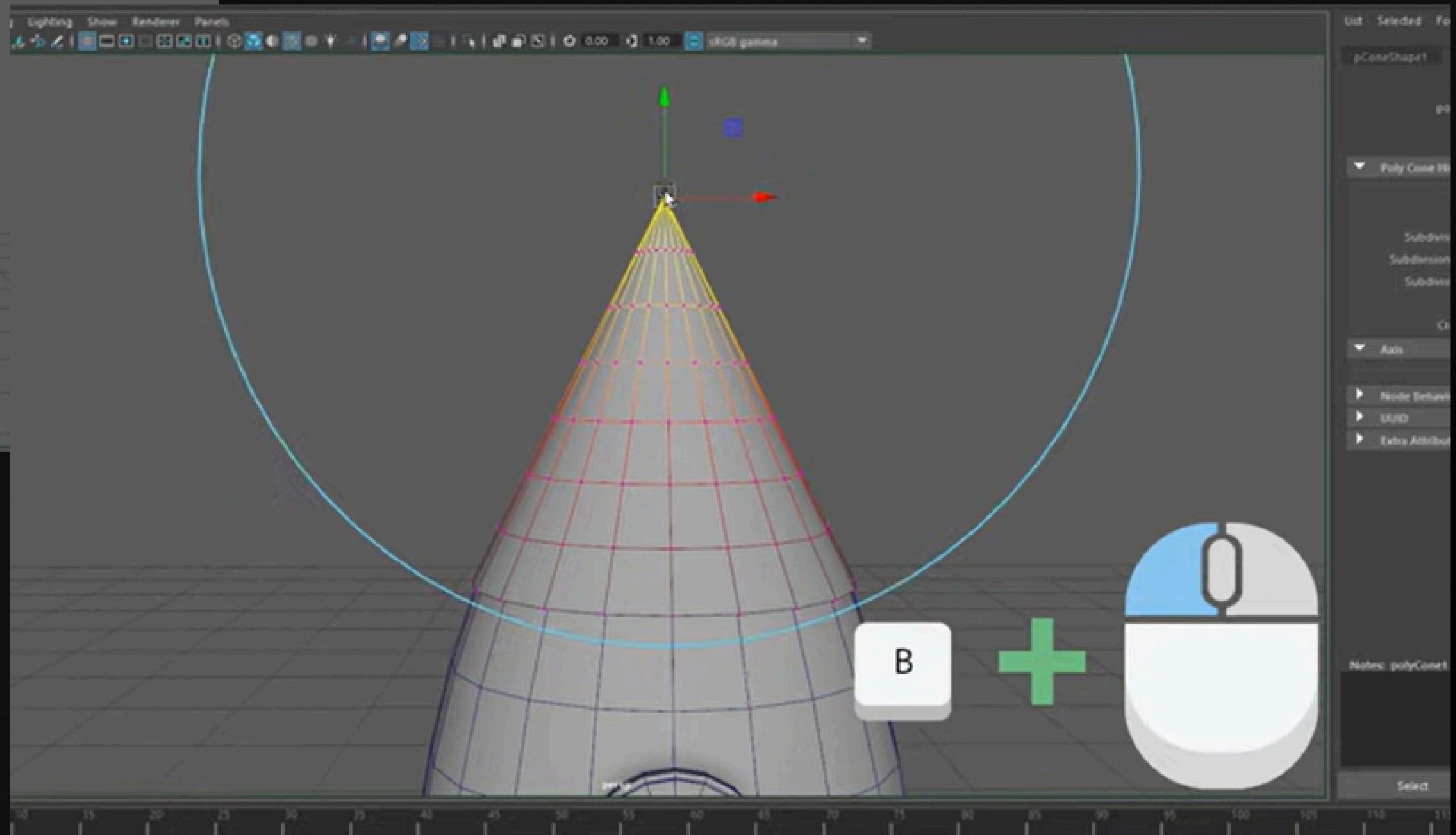
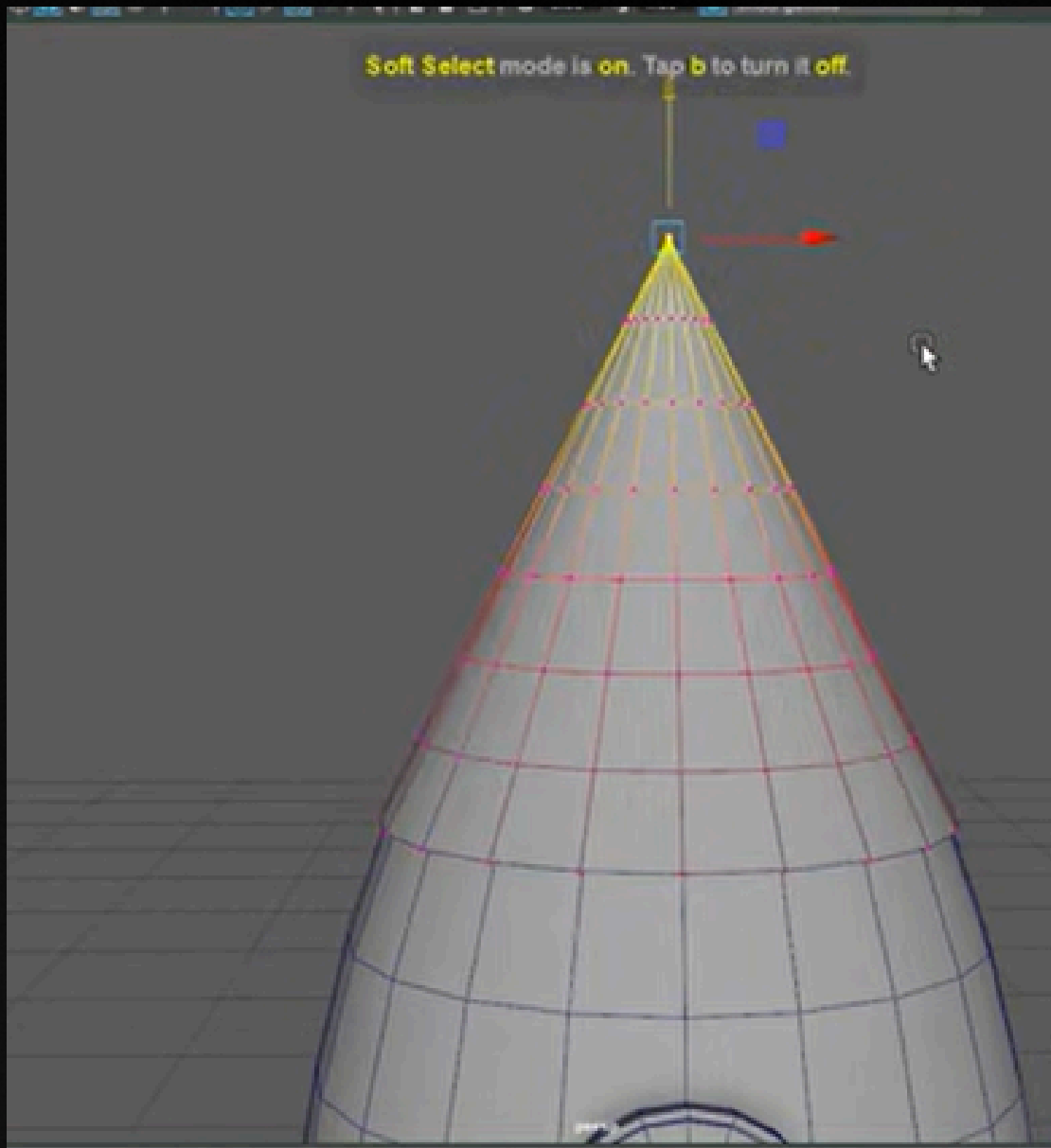


切換視角，新增一圓錐體上升至火箭頂端

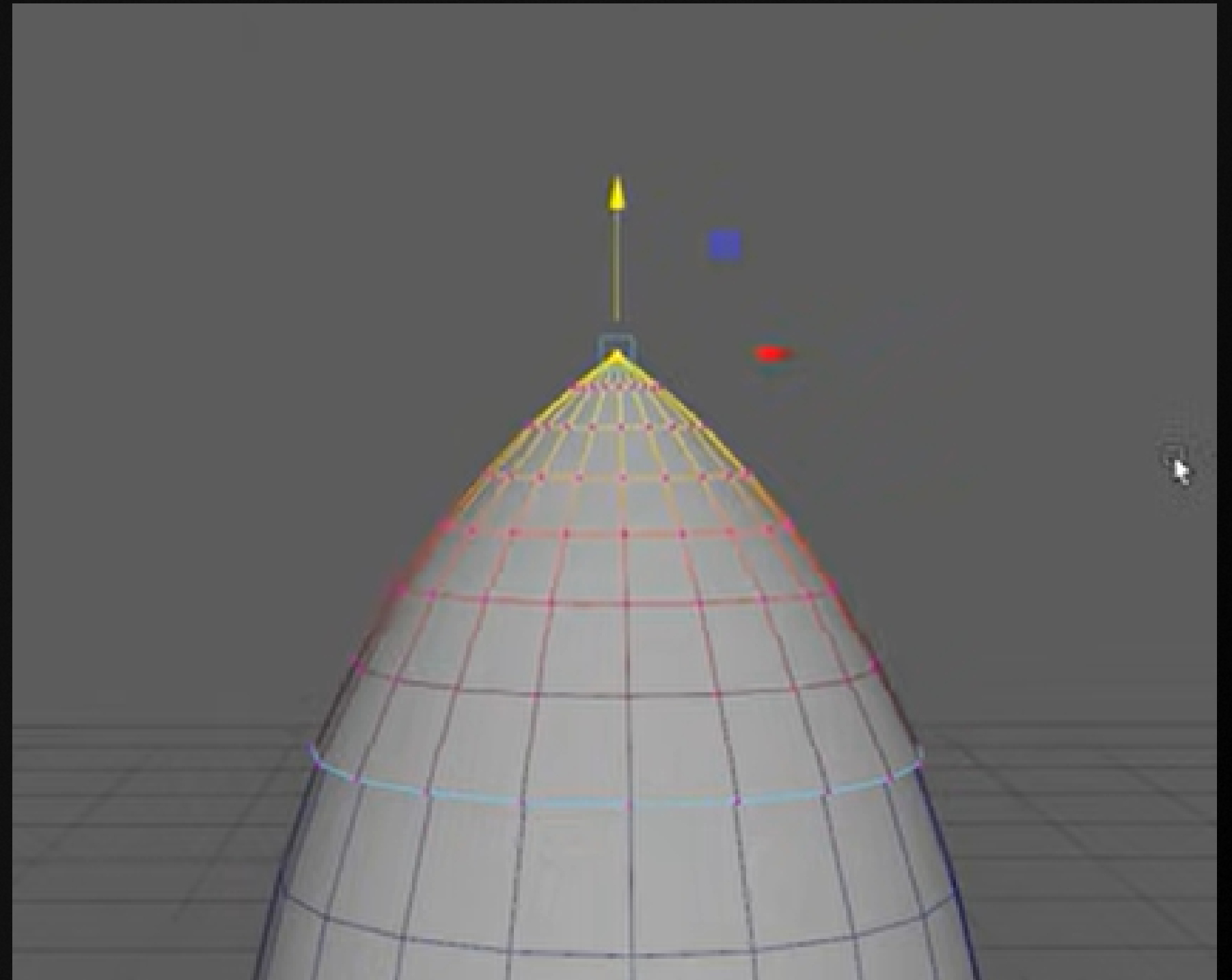
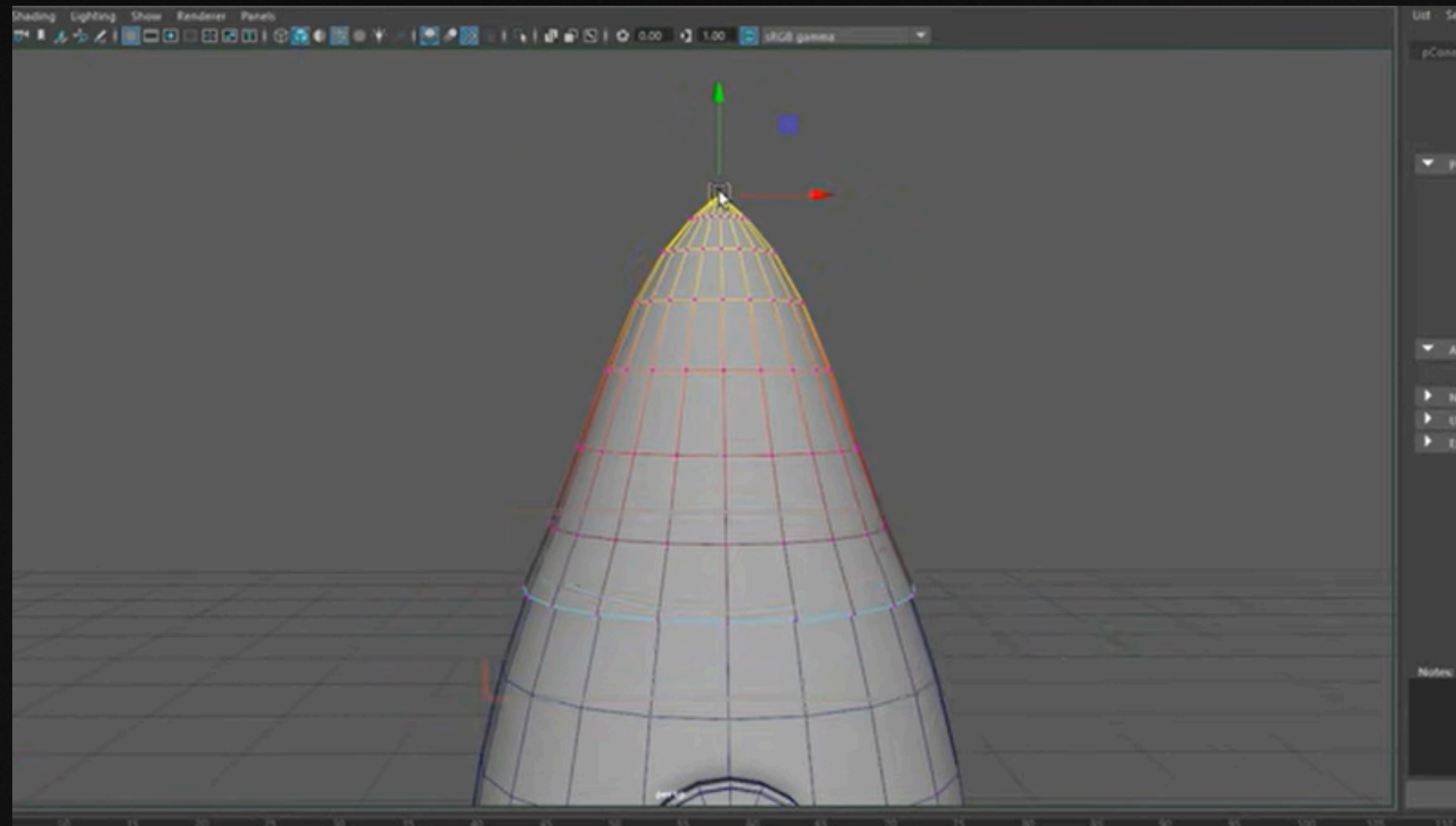




設定頂端面的權重



使頂點向下至符合本體圓弧



全選將其餘物件與本體合併為一物件

