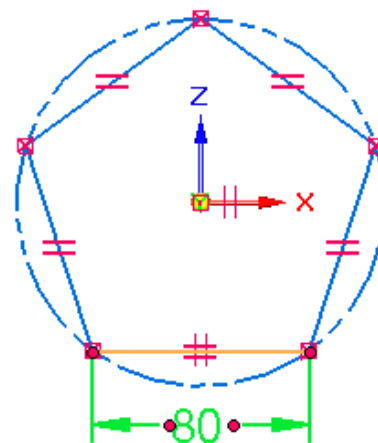


# Harjutus „PALL“

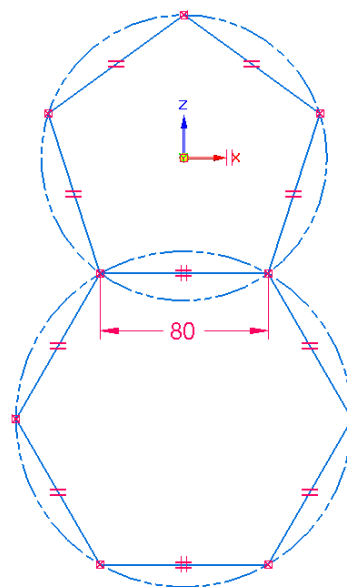
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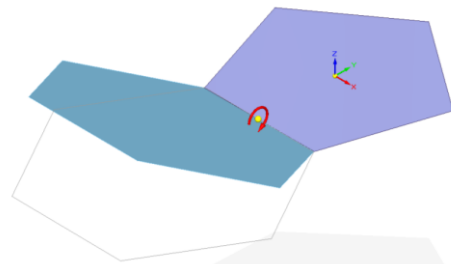
Luu Sketch (5 nurk)



Luu teine Sketch (6 nurk) ja siduda esimese külge, panna külje pikkus võrdseks ja siduda otspunktid

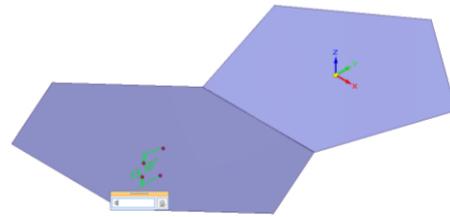


Kasutades käsku Bound (Surfacing) luua mõlemast Seketch'ist pinnad

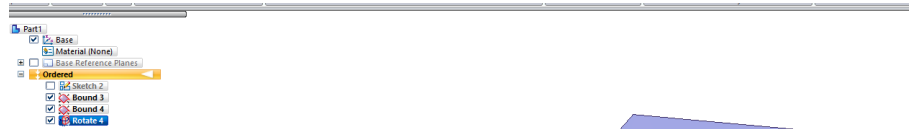


Rotate Faces (Home)  
Panna väärtus =0

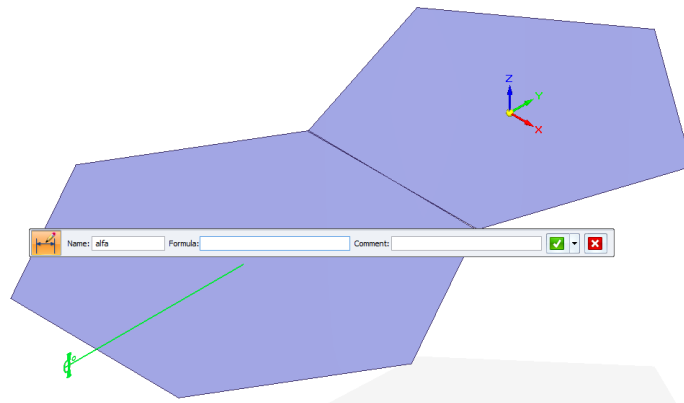
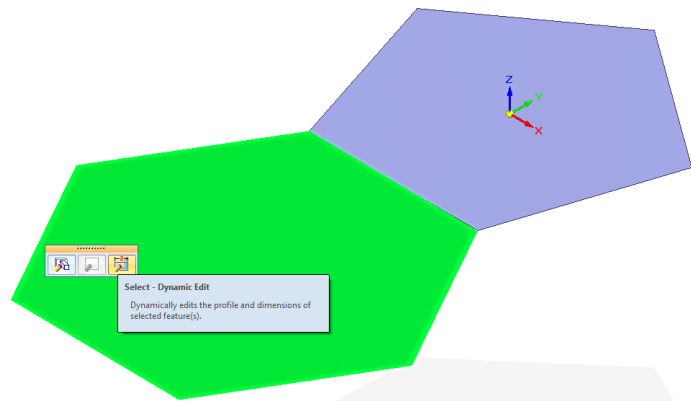
Selgitus: Kuna ei ole teada kui palju peaks see nurk olema, siis otsime seda järgneva tegevuse juures.



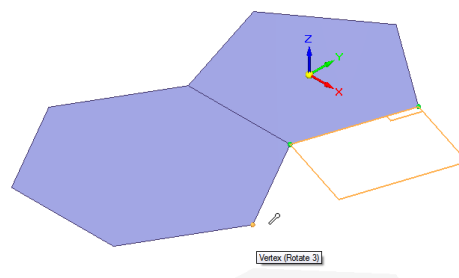
Valida Rotate/Dynamic Edit  
Teha „Topeltklõps“ nullil



Panna „Variable Name“ nimeks „Alfa“

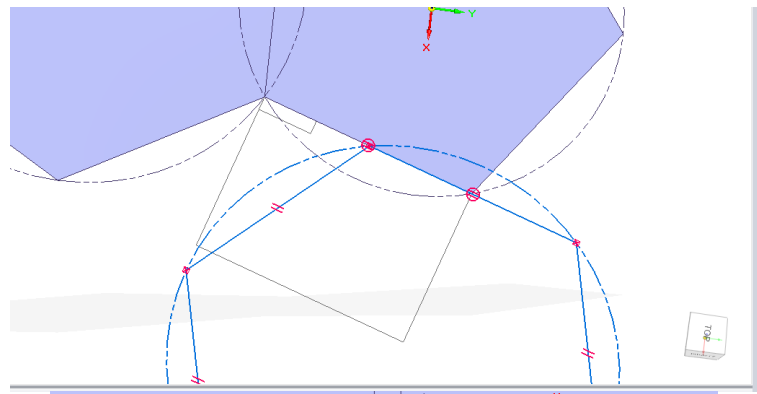


Lisada Plane By 3 points

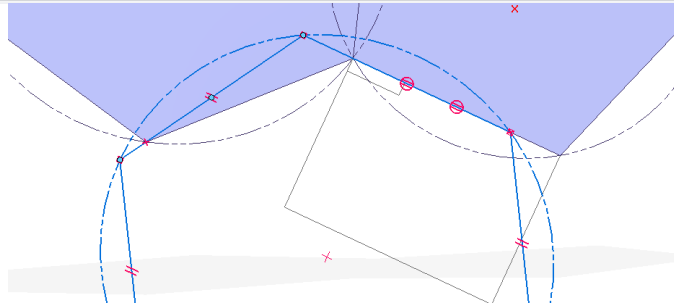


Loodud plaanile lisada Sketch  
(6 nurk)

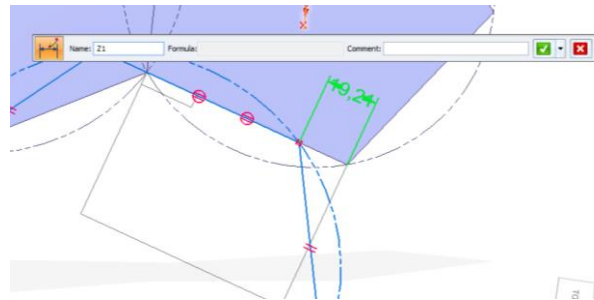
Sidemed:  
Küljepikkused =  
kokku (Colinear)



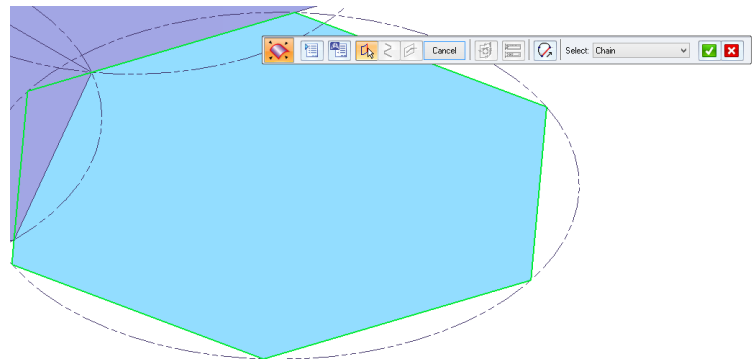
Külje otspunkt joone külge



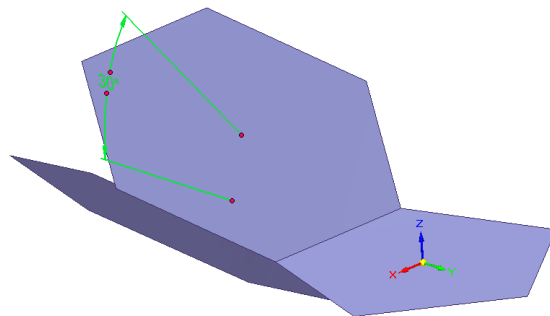
Lisada mõõt ja nimetada see Z1



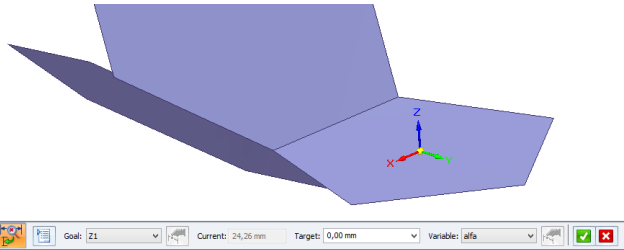
Boundida



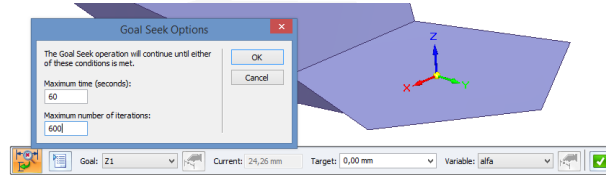
Muuta Rotate Face kraadi



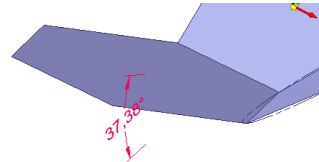
Valida Inspect Goal Seek et saada teada mis nurga all peaks asi olema et nurgad täpselt kokku läheks  
Valida Goal Z1 ja Variable Alfa



Võib muuta Interaktsiooni arvu.  
Options  
Näitab vastasmõju



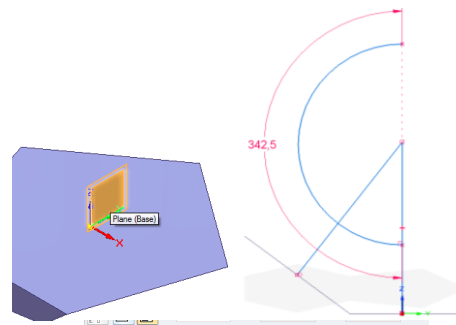
Kui kontrollida siis näeb tegelikku nurga kraadi, mida vaja on.



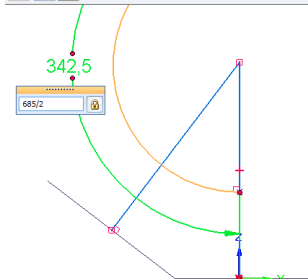
Hakkan otsima palli keskpunkti  
Luua Sketch

Jooned lähtuvad mõlema hulknurga keskpunktist.

Panna külge kaare joone pikkus 685/2. (Palli übermõõt on reeglite järgi 685 mm)

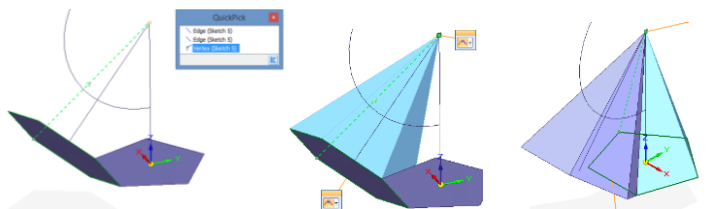


Siduda kaare tsester joonte otsa ja kaare ülemine otspunkt püstise joone külge



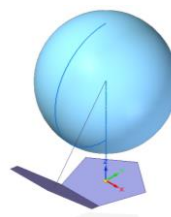
Smart dimension, näidata kaarele ja valida et tahan mõõta pikkust

Luua Bluesurf, kus Face läheb Vertex-i (Single) punkti

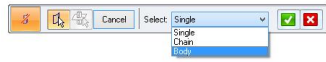


Korrata teisega

Luua Revolved Surf

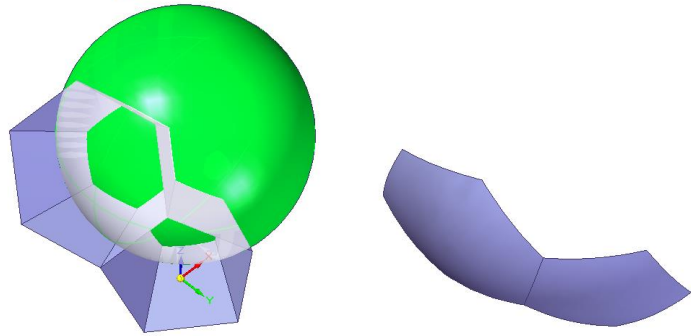


Split Kerale (Body)



Delete FacesKerale (Home)

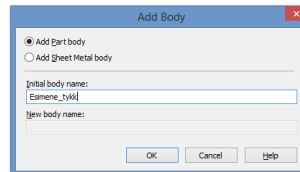
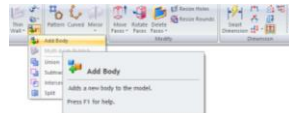
Peita Bluesurfid



Hakkame materjali looma.  
Nii et eraldi tükid oleks eraldi objektidena käsitletavad.

Add Body

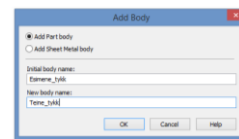
Nimeks „Esimene tykk“



Thicken Single Paksus 2mm

Veel Add Body

Teisele reale „Teine tykk“  
Korrata sama teise tükiga  
Thicken

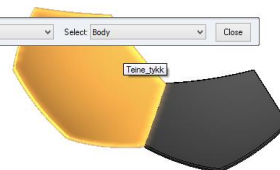


Roundida Face =1

Aktiveerida puus  
Esimene\_tykk (topelklõps)  
ja korrata

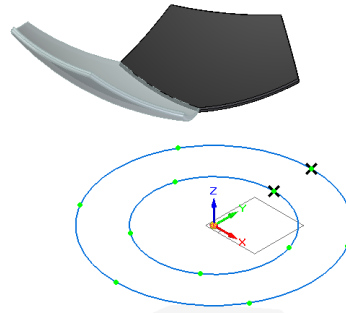


Värvida viie nurgaga tükk

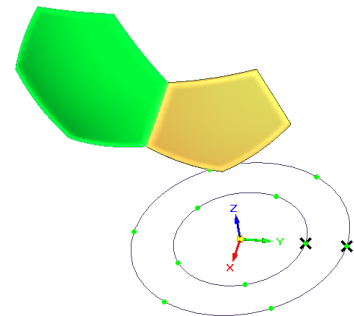
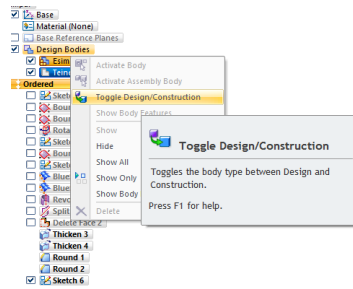


Z

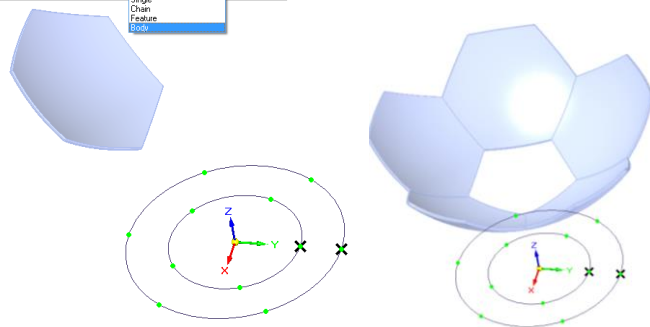
Luua XY pinnale Sketch  
5-ne ja 6-ne ringikujuline  
muster



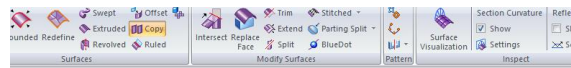
Lõhkuda tükida lahti  
Mõlemad võib korraga



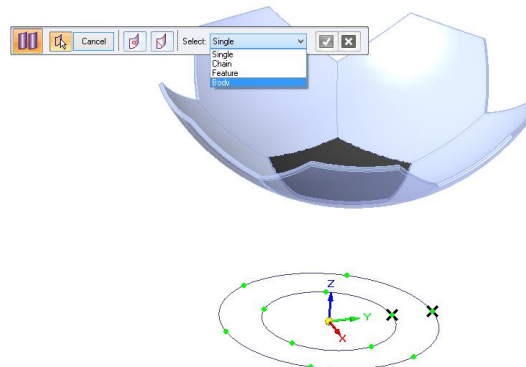
Märkida Teine tykk ja luua  
Circular Pattern ümber viiese  
muster



Järgnevalt soovime kopeerida  
viiesnurkse tüki ja leid atalle  
õige koha.

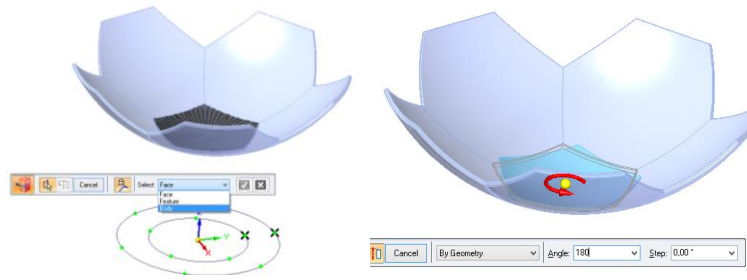


Copy Surf

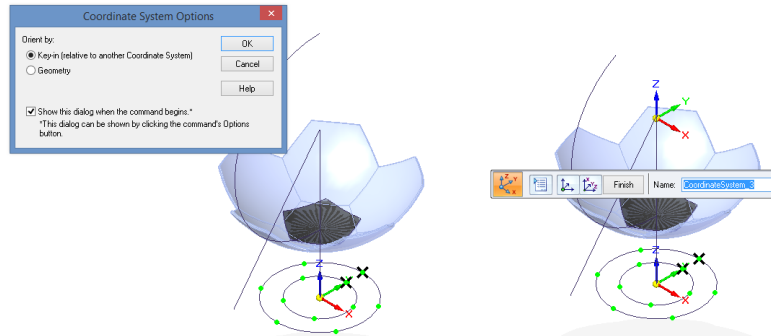


Tahame saada musta tüki õige nurga alla. et teda ülespoole panna

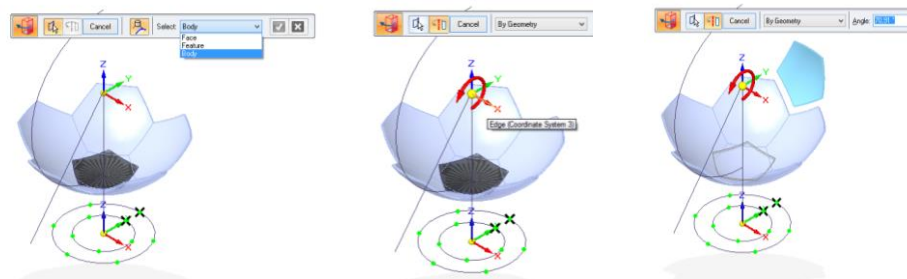
Rotate Faces  
Keerata 180°



Lisada uus koordinaatsüsteem kera keskpunktis oleva joone otsa

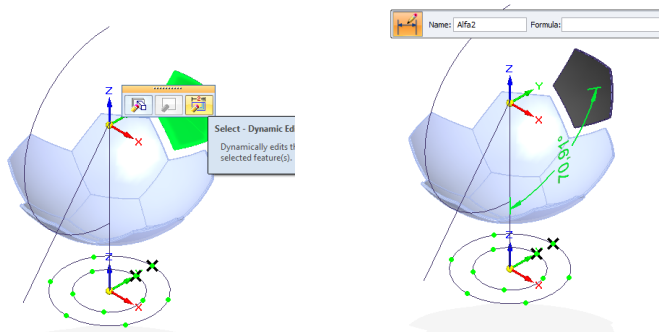


Rotate Faces



Otsime õige nurga

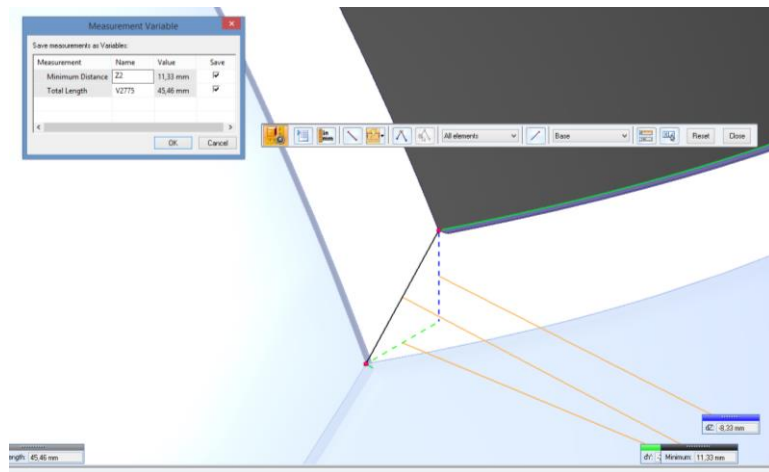
Anname nurgale nimeks Alfa2



Mõõdame ära  
miinimum vahe

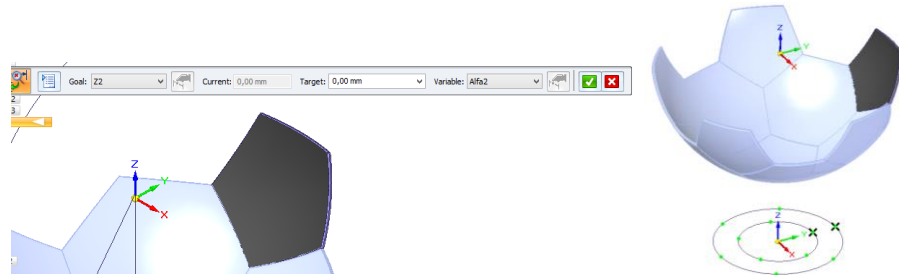
Valime samal ribal  
Measurement  
Variable

Anname nimeks Z2

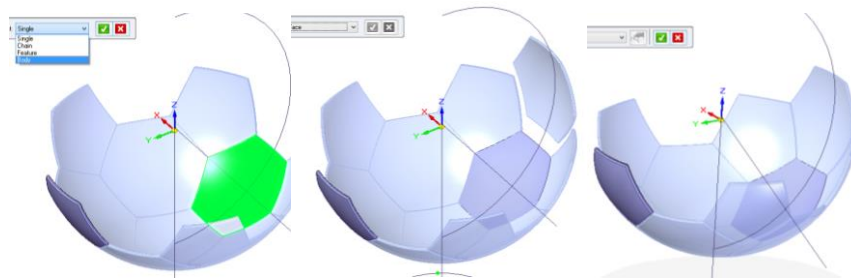


Goal Seek Tahame  
Z2 saada =0 kui  
Alfa2 on muutuv

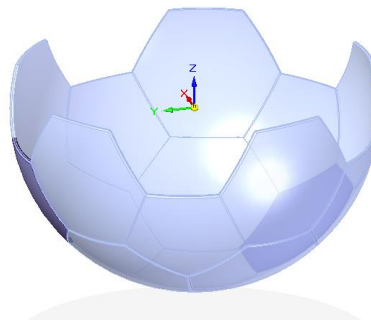
Circular Pattern  
(Body)



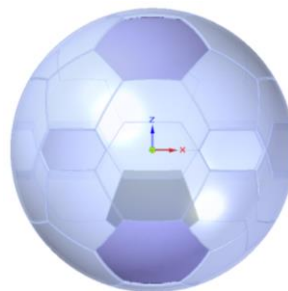
Copy Surf  
Korrata Rotate Faces  
ja Goal Seek  
Anda Nimed Alfa3  
nurgale  
ja Z3 miinimum  
vaheks.



Lua Circular  
Pattern



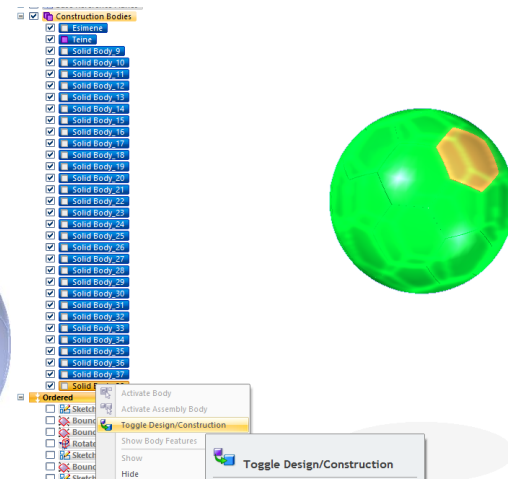
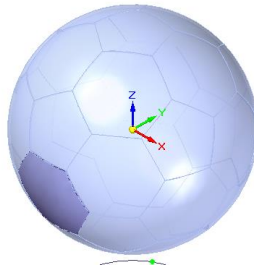
Pegeldada kõik  
Body-d





Rotate Faces.  
Keerata ülemist  
peegeldatud Future-  
t 36<sup>0</sup>

Panna tükid kokku  
tagasi



Värvida.  
Võib katsetada  
materjale ja  
renderdamist.  
Tools/Keyshot  
Render

