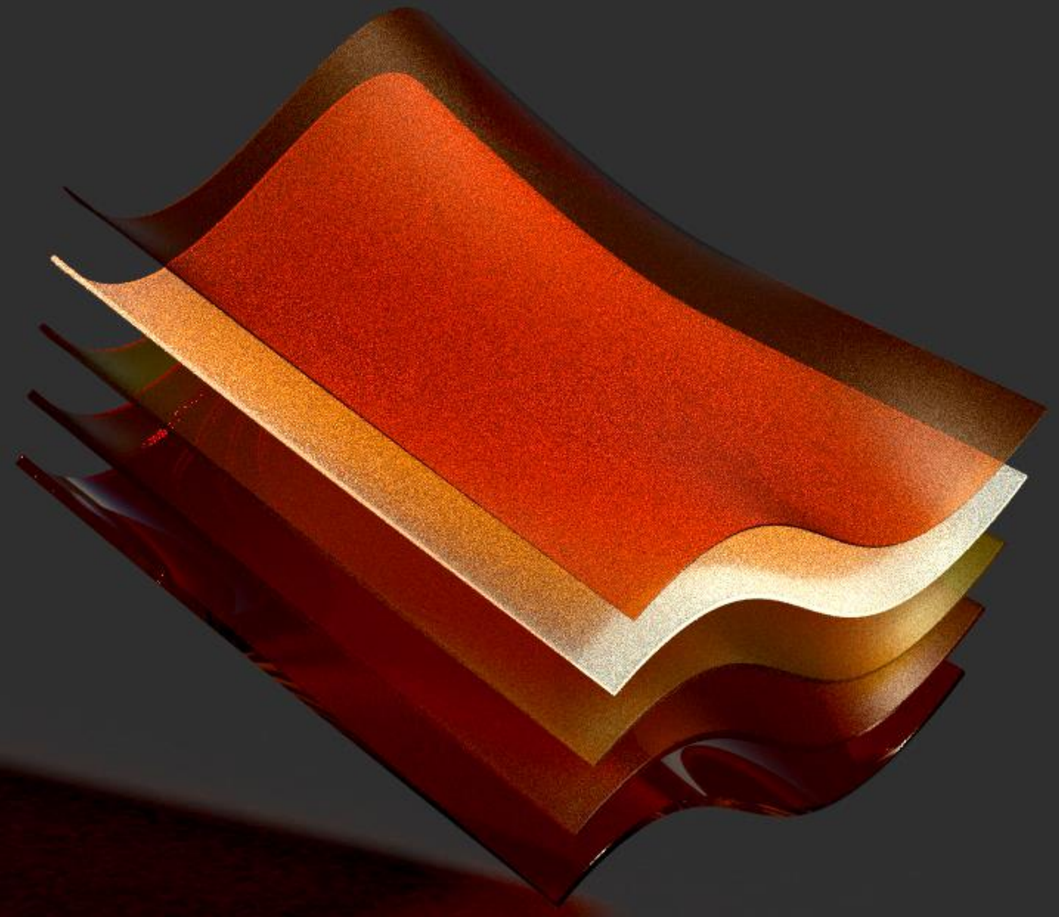
Fusion 360

Basic Surface Modeling

基础曲面建模-放样功能



AUTODESK

曲面 (surface)

曲面建模常用指令

扫掠 Sweep

放样 Loft

面片 Patch

曲面 (surface)

放样指令就类似搭帐篷一样，骨架的形状会决定外型
骨架就像是曲线，而帆布就像是曲面

放样 Loft

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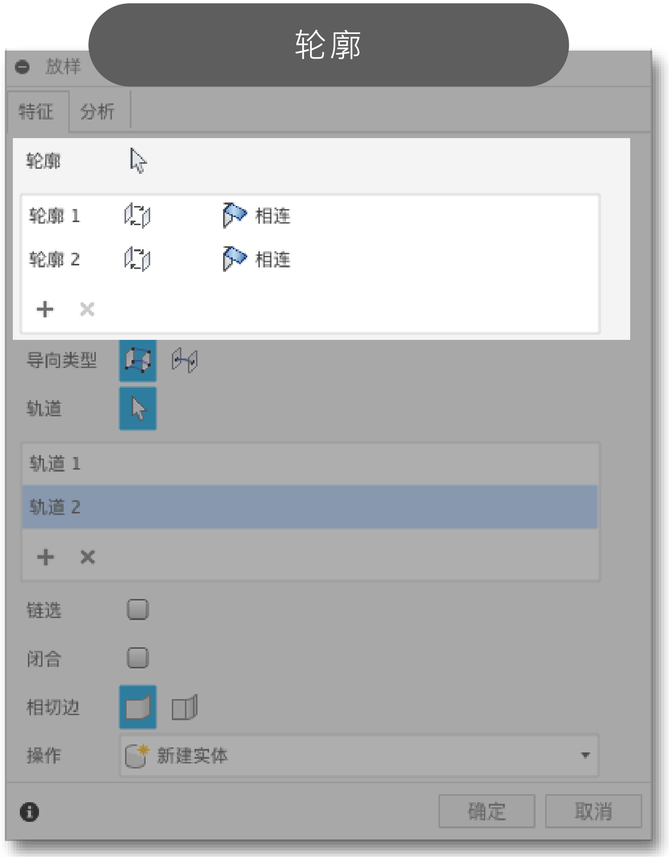
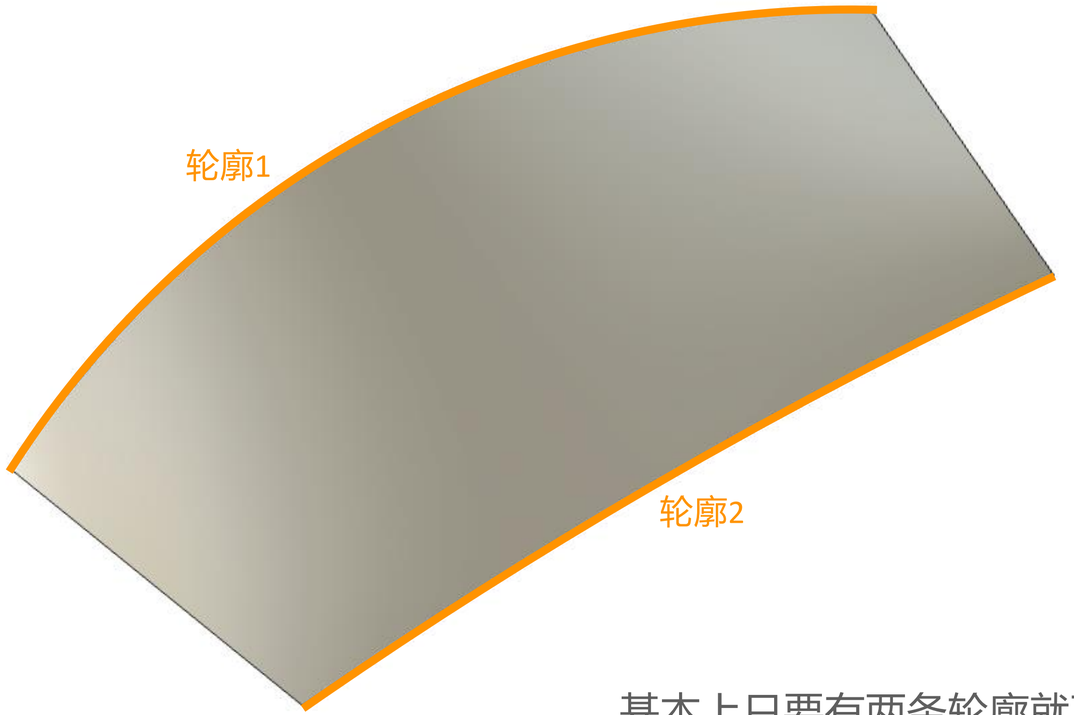
曲面 (surface)



轮廓

放样 Loft



基本上只要有两条轮廓就可以生成

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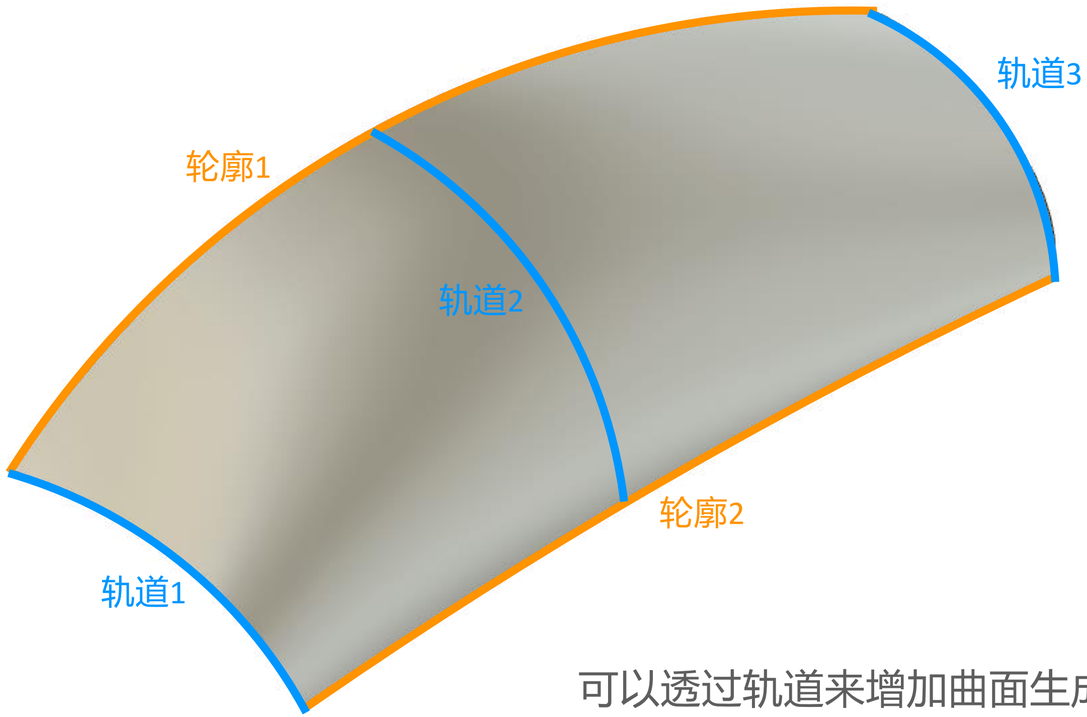
曲面 (surface)

放样 Loft



可以透过轨道来增加曲面生成的控制性
但轨道一定要与轮廓相连才能使用

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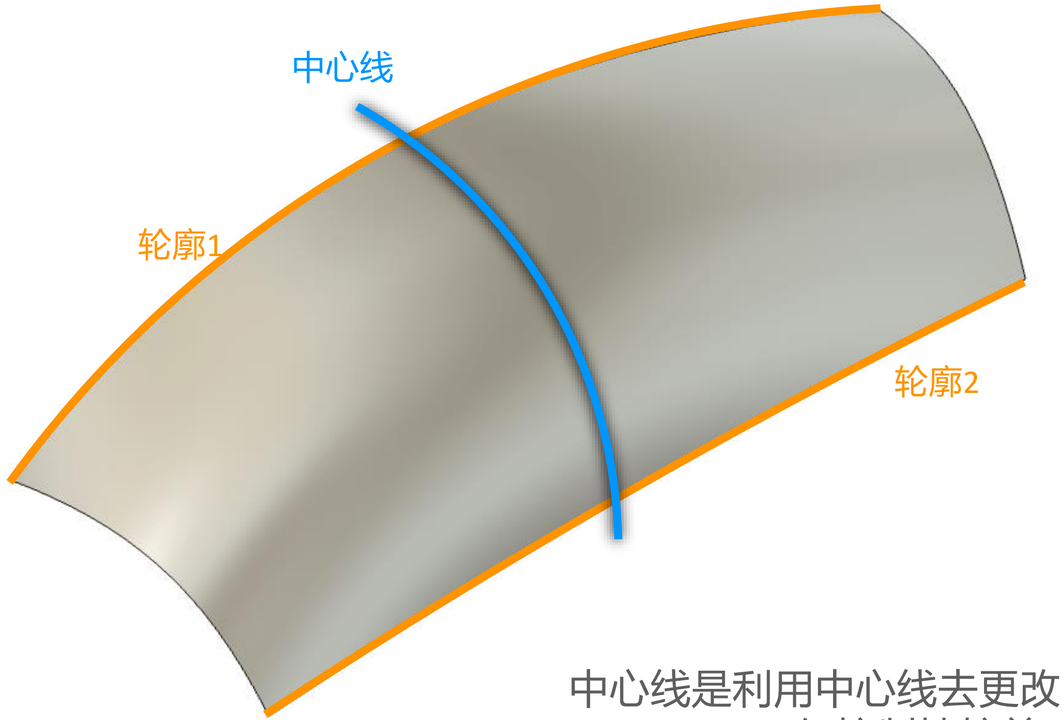
曲面 (surface)

放样 Loft



中心线是利用中心线去更改曲面的曲率
但控制性较差

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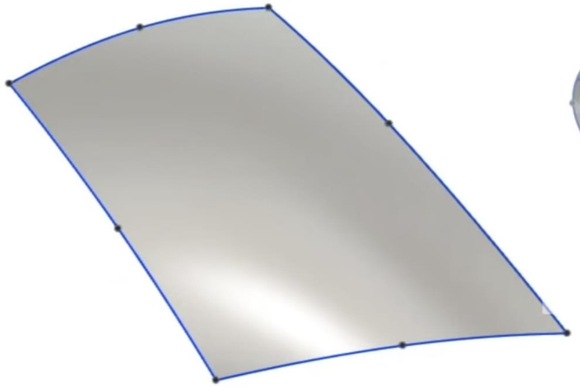
曲面 (surface)

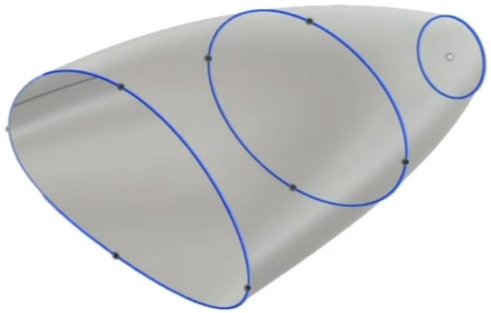
放样 Loft

适合应用放样指令的状况



四边的曲面建构

不同的断面生成造型



曲面的衔接

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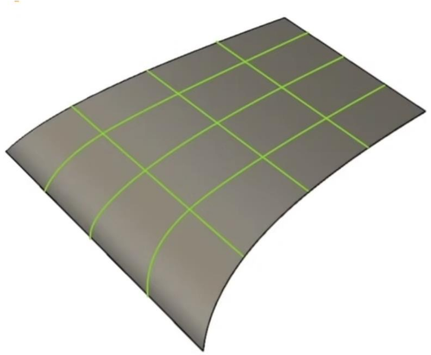
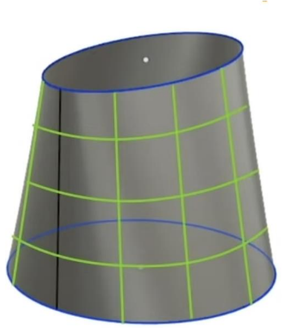
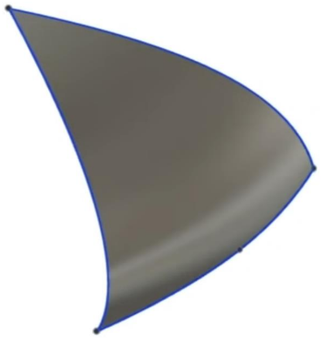
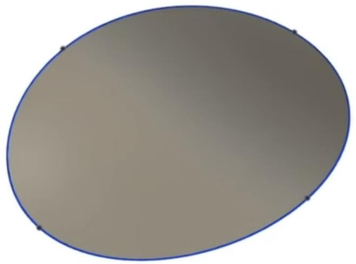
曲面 (surface)

判断看看哪些适合使用放样







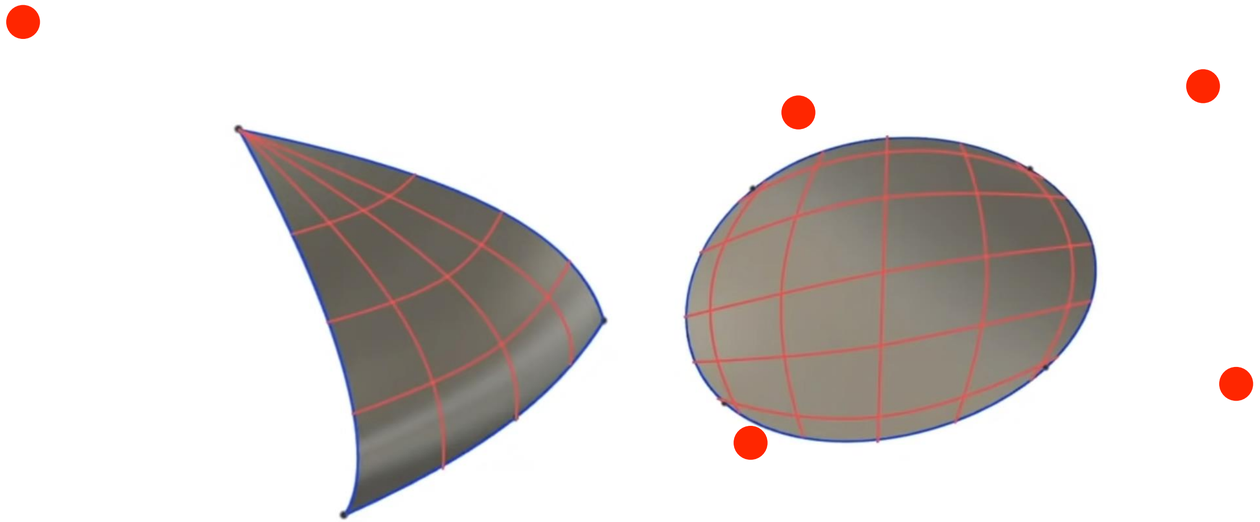


放样 Loft

曲面 (surface)

放样 Loft

为什么不合适？



奇点

曲面 (surface)

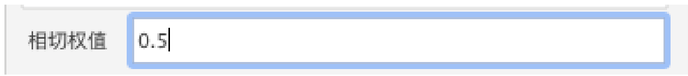
使用点相切可以做出圆顶外观

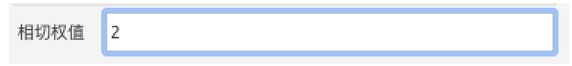
点相切

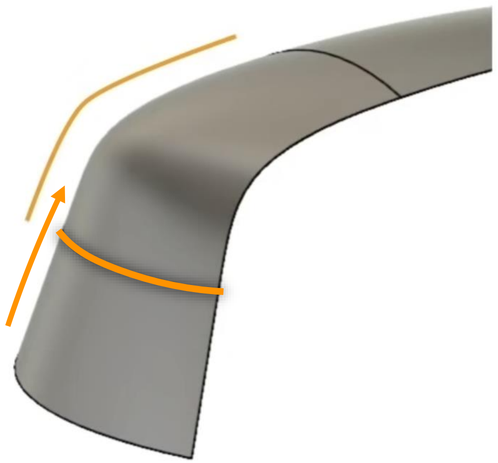
曲面 (surface)

权重

选择对象的权重值越重
则影响曲面越大







AUTODESK

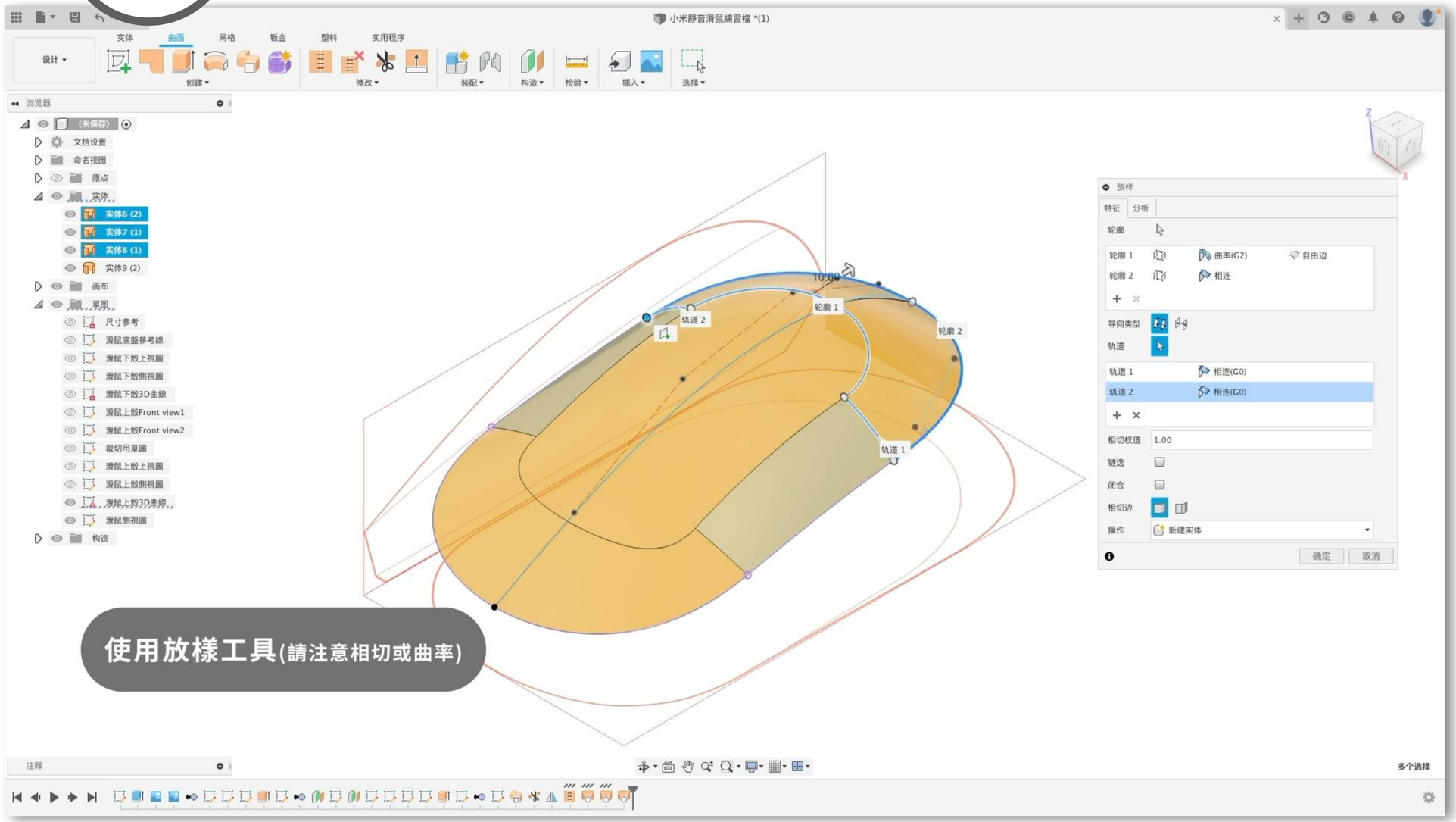
曲面 (surface)

放样 Loft

让我们来练习看看：）

曲面 (surface)

扫掠基本曲面

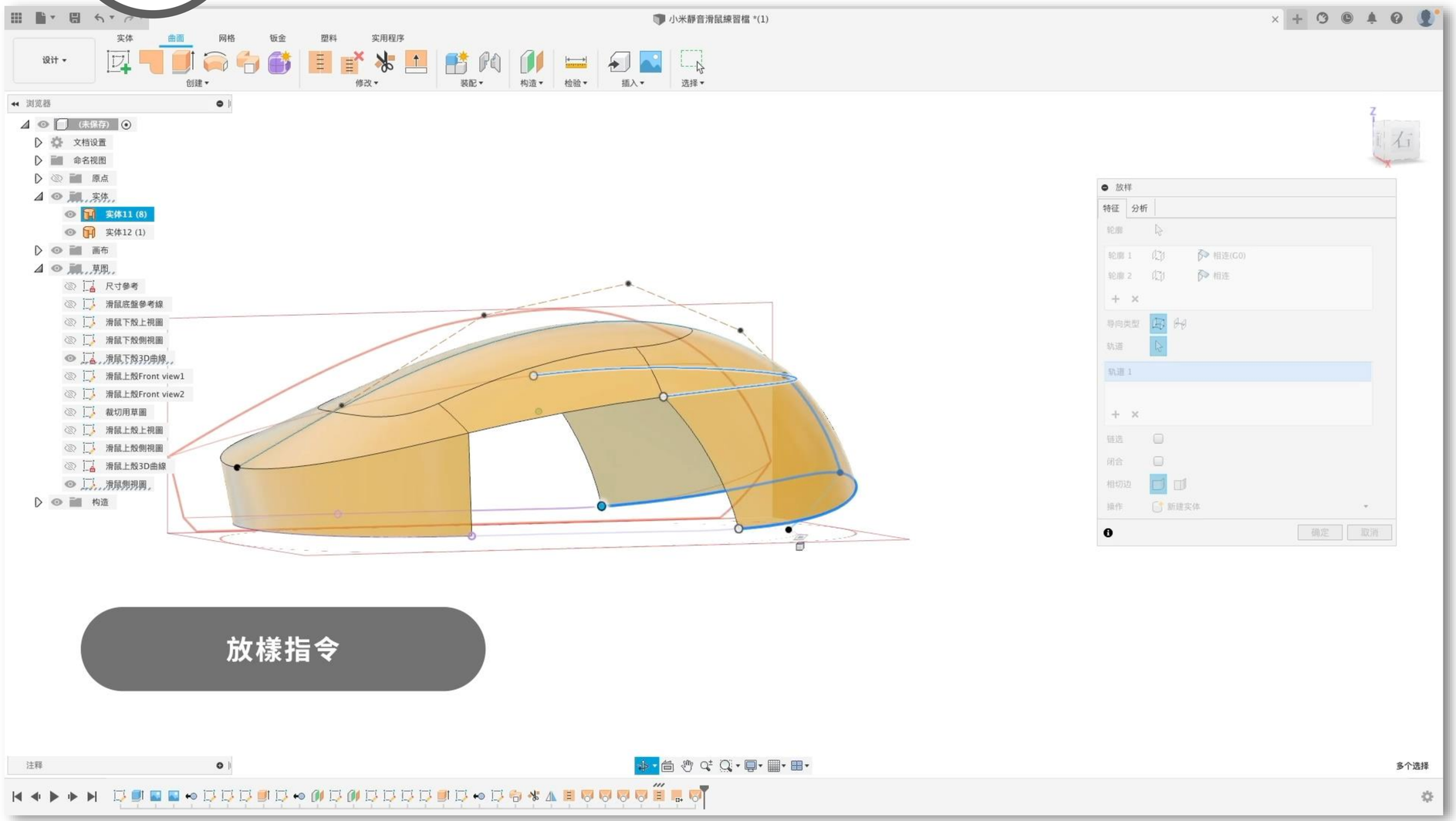


使用放樣工具(請注意相切或曲率)

AUTODESK

曲面 (surface)

扫掠基本曲面



放樣指令

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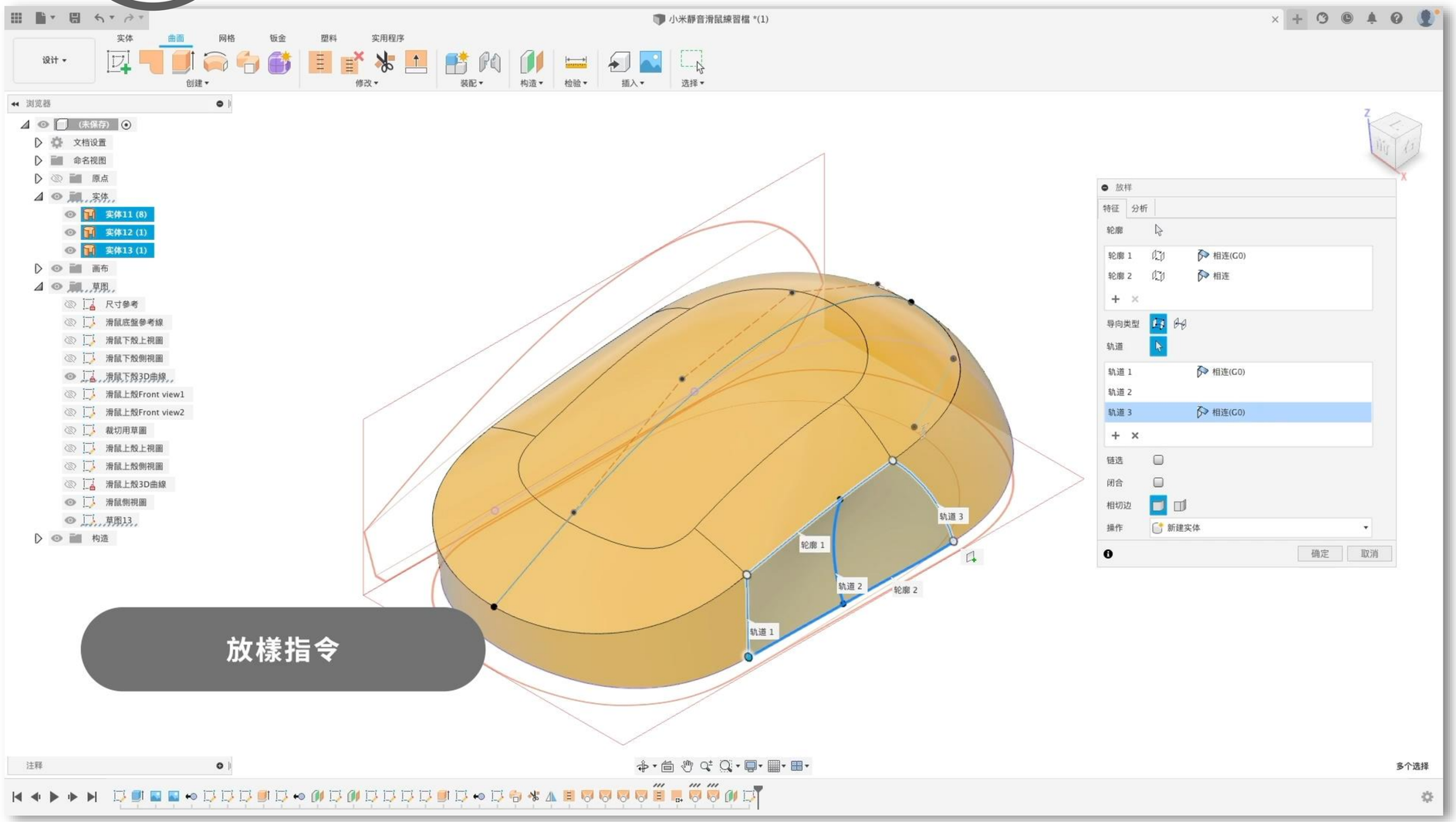
曲面 (surface)

扫掠基本曲面



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