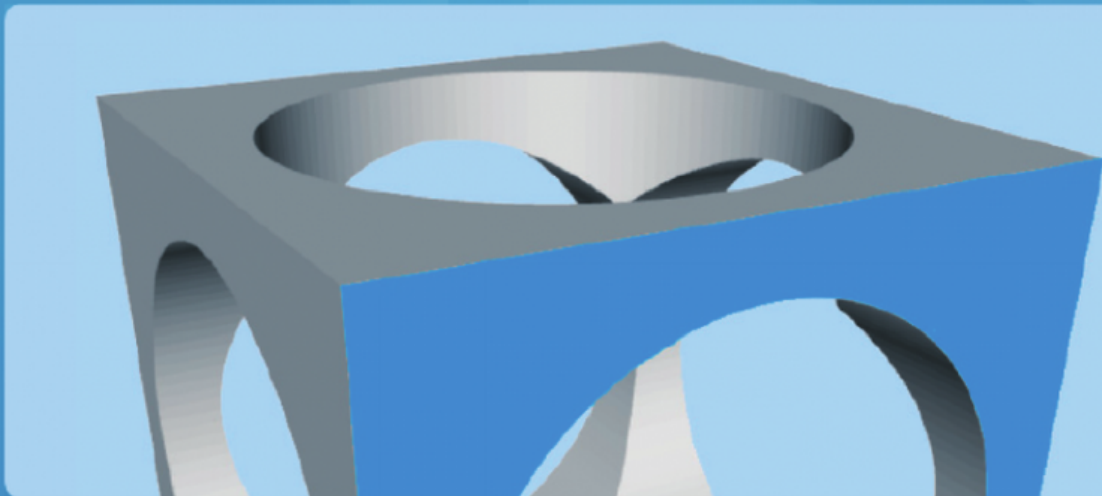


Introduction to
3D Modeling
A Project-Based Approach



Introduction to 3D Modeling

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Preface

This course introduces the reader to 3D visualization, RGB colors, 2D and 3D shapes, geometrical transformations, and Boolean operations with geometrical objects. Its second and more advanced part introduces reference domains, reference maps, and parametric curves and surfaces.

The course is based on PLaSM (Programming Language of Solid Modeling) – a simple and elegant language based on Python where all objects, transformations, and operations are expressed simple commands. While progressing through the course, the reader also learns how to utilize more advanced elements of computer programming to simplify and automate the creation of 3D designs. The combination of geometry and programming is extremely powerful and rewarding. The PLaSM language is very intuitive and there is no need for prior knowledge of computer programming.

Good luck!

Pavel and Alberto

Table of Contents

1	Getting Started	1
1.1	Solid Modeling and PLaSM	1
1.2	Launching PLaSM and running the demo script	1
1.3	3D printing	4
1.4	3D visualization	5
1.5	RGB colors	7
2	Library of Shapes	9
2.1	Cube	9
2.2	Coloring objects	10
2.3	Planar square	11
2.4	Square as thin 3D solid	12
2.5	Box	13
2.6	Planar rectangle	14
2.7	Rectangle as thin 3D solid	14
2.8	Tetrahedron	15
2.9	Planar triangle	16
2.10	Triangle as thin 3D solid	17
2.11	Sphere	18
2.12	Planar circle	19
2.13	Circle as thin 3D solid	20
2.14	Approximation of curved surfaces	21
2.15	Prism	23
2.16	Cylinder	24
2.17	Tube	25
2.18	Cone	27
2.19	Truncated cone	28
2.20	Torus	30
2.21	Convex hull	32
2.22	Dodecahedron	34
2.23	Icosahedron	35
2.24	Extrusion of 2D objects to 3D	35
2.25	Grid and Cartesian product	36
3	First Projects	39
3.1	Aquarium stand	39
3.2	Water molecule	45

3.3	Coffee table	49
3.4	Geometry labs	54
3.5	3D puzzle	72
4	Advanced Topics	74
4.1	XOR of objects	74
4.2	More on scaling	75
4.3	Commands <code>TOP</code> and <code>BOTTOM</code>	77
4.4	Measuring dimensions and printing out information	78
4.5	Boolean operations – doing it the wrong way, doing it the right way	79
5	Primer in Python Programming	83
5.1	Defining and using variables	83
5.2	The Numpy library	85
5.3	Python lists	85
5.4	Printing	86
5.5	Loops	86
5.6	Example 1 - programming a polygon	87
5.7	Example 2 - programming a cone	89
5.8	Example 3 - programming arrays of objects	89
6	Advanced Projects	92
6.1	Carrousel	92
6.2	Temple	94
6.3	Sierpinski fractals	100
6.4	3D gear	104
7	Curves and Curved Surfaces	112
7.1	Reference domains	112
7.2	Mapping curves	113
7.3	Mapping surfaces	115
7.4	Three ways to map a sphere	118
7.5	Primer on Bézier curves	121
7.6	Drawing Bezier curves	121
7.7	2D object with one straight and one curved Bézier edges	123
7.8	2D object with two curved Bézier edges	125
7.9	3D surface defined via four Bézier curves	126
7.10	Coons patch	126
7.11	Rotational surface	127
7.12	Solidifying a surface	128
7.13	Rotational solid	128
7.14	Ruled surface - an introduction	130
7.15	Ruled surface - spiral	131

Full text is available upon enrollment.