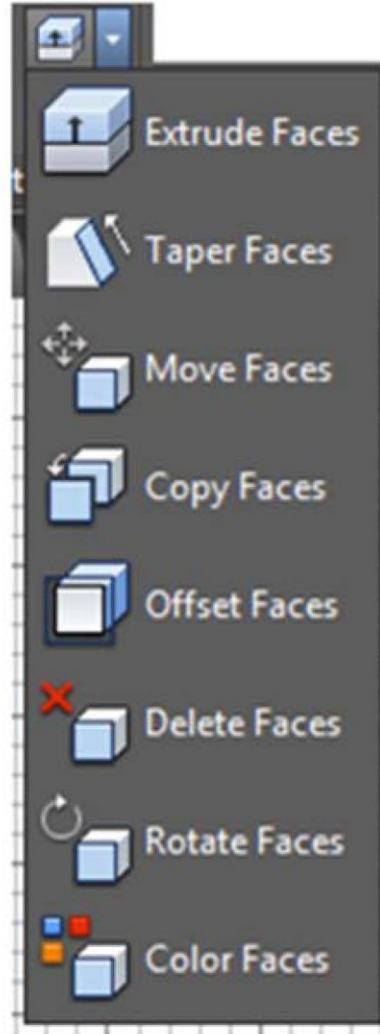


BÖLÜM 11

KATI MODELLERİN DÜZENLENMESİ (SOLID EDITING)



3B katıların yüzeylerine ilave yükseklik verir.

3B katıların seçilen yüzeylerine istenilen açı kadar eğim verir.

3B katıların seçilen yüzeylerini belirli mesafe kadar taşır (uzatır).

3B katıların seçilen yüzeylerini kopyalayarak çoğaltır.

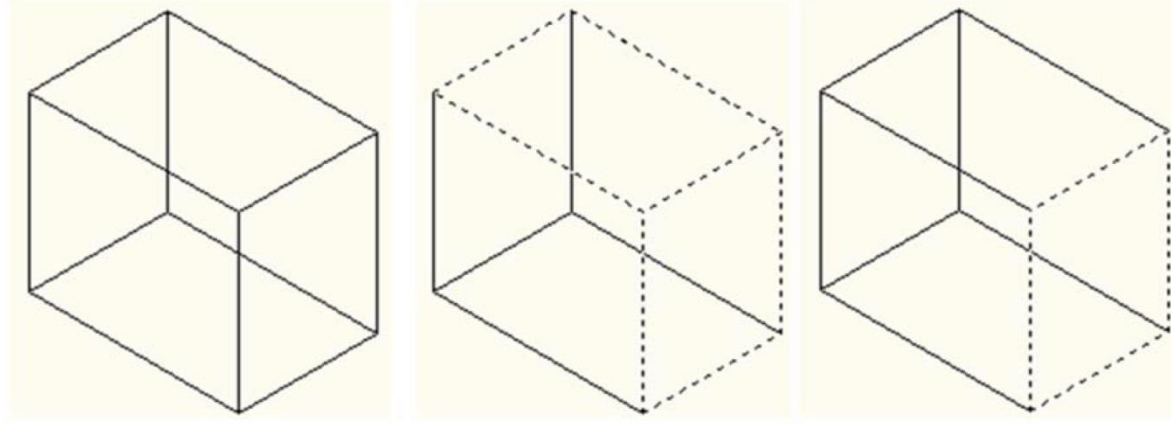
3B katıların seçilen yüzeylerini belirli mesafe kadar öteler.

3B katıların yüzeylerinde bulunan chamfer, fillet yüzeyleri ile delikleri siler.

3B katıların yüzeylerini istenilen açı kadar saat ibresi yönünde döndürür.

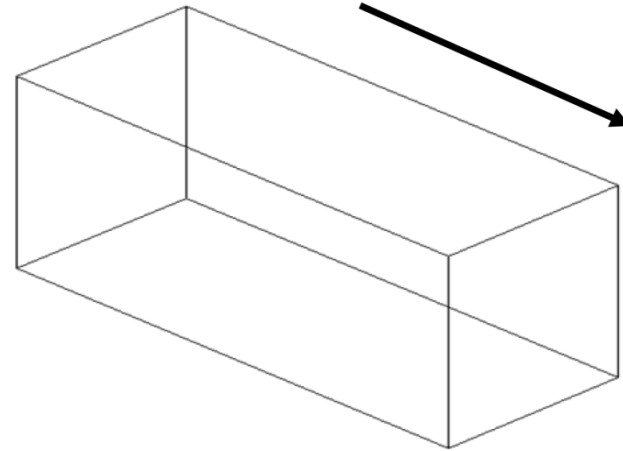
3B katıların seçilen yüzeylerine renk atar.

Extrude Faces



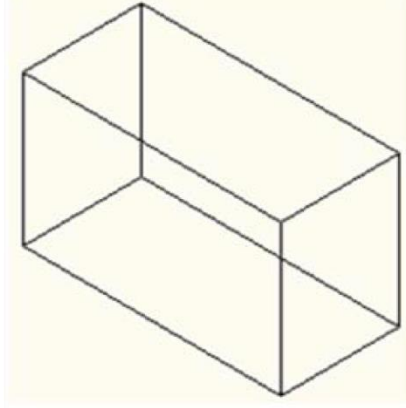
Temel komutlarla oluşturulmuş
3B Katı model

Yüzey seçimleri

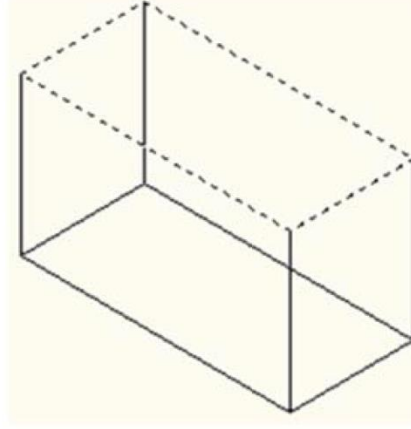


İşlemler sonucunda elde edilen katı model

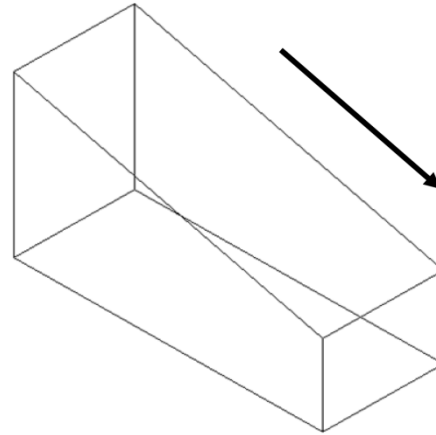
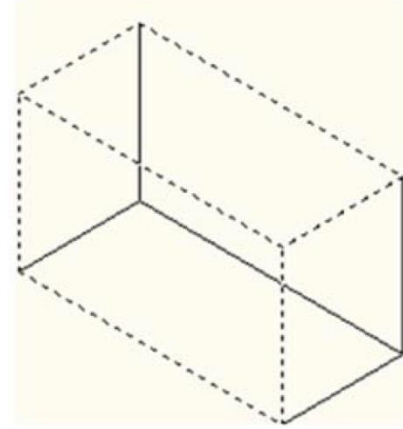
Taper Faces



Temel komutlarla oluşturulmuş
3B Katı Model

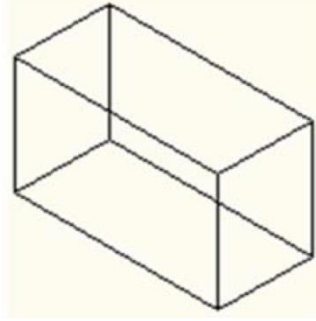


Yüzey seçimleri

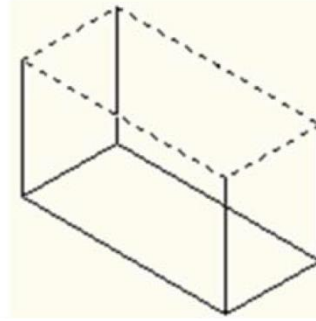


İşlemler sonucunda elde edilen katı model

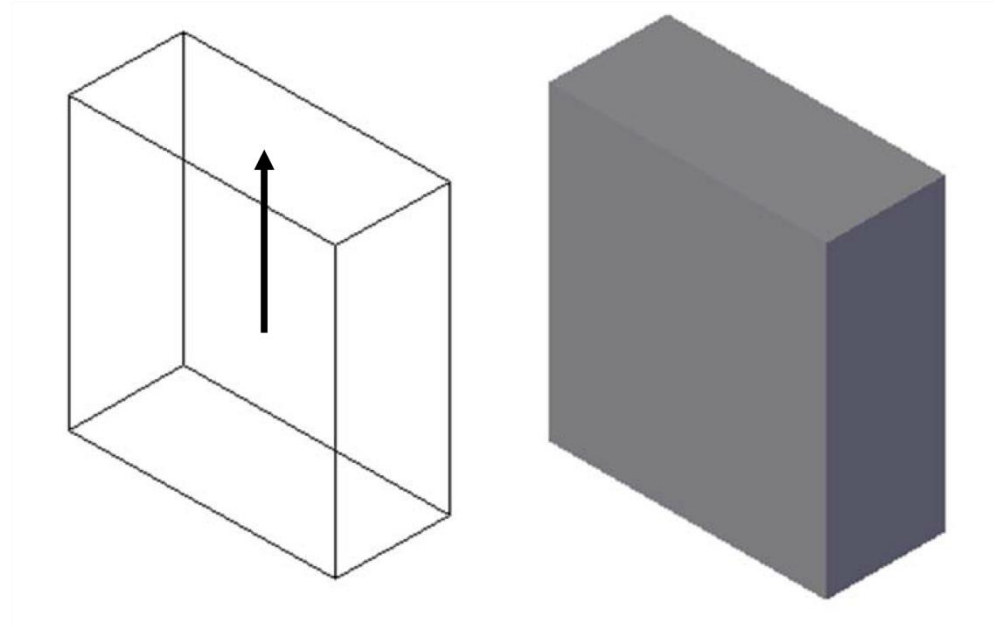
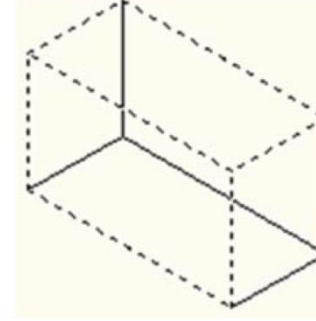
Move Faces



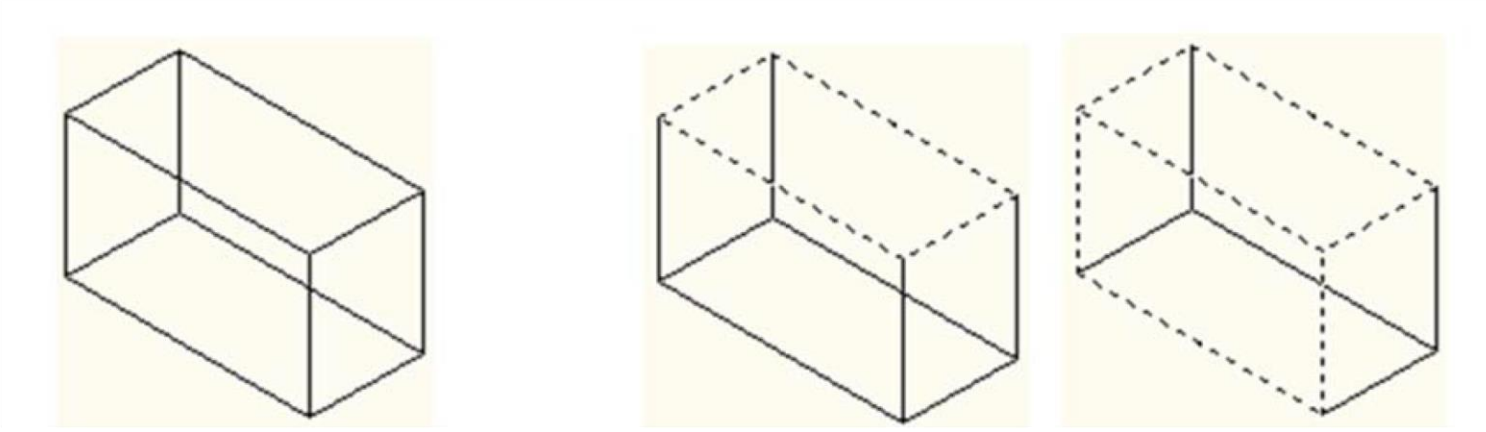
Temel komutlarla oluşturulmuş
3B Katı Model



Yüzey seçimleri

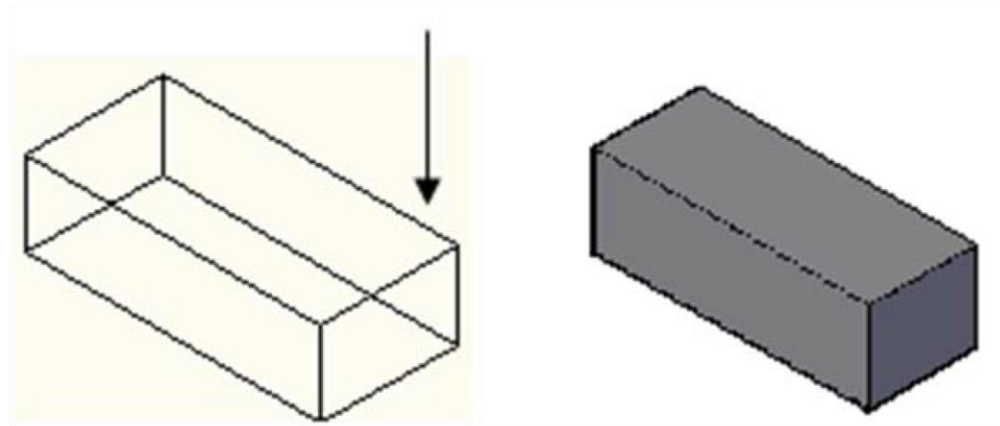


İşlemler sonucunda elde edilen katı model



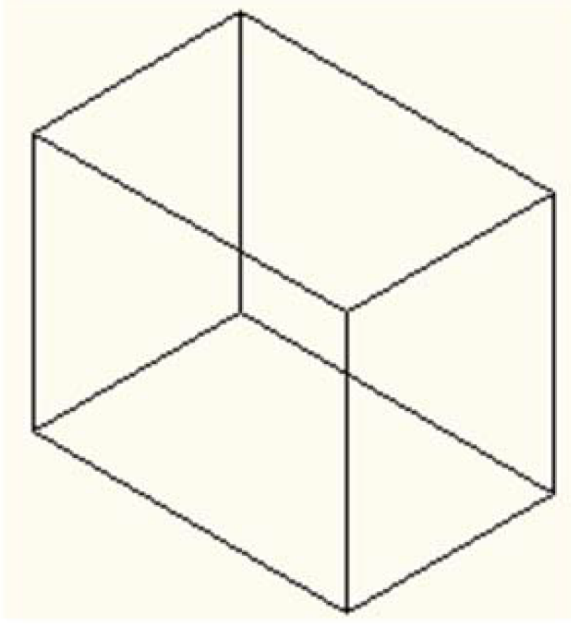
Temel komutlarla oluşturulmuş
3B Katı Model

Yüzey seçimleri

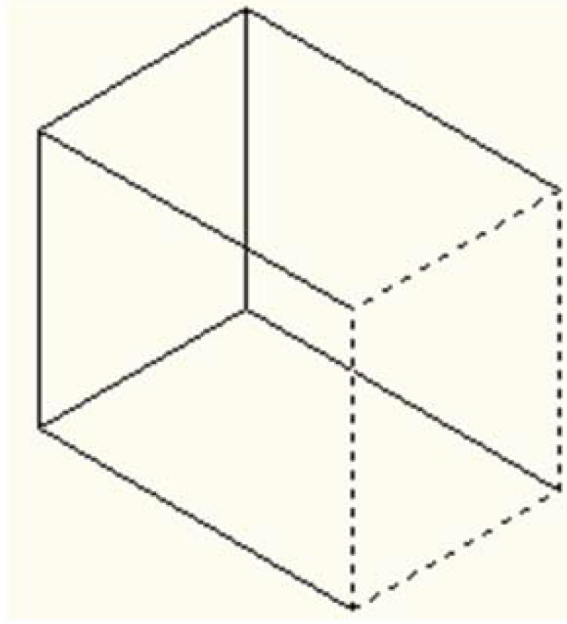


İşlemler sonucunda elde edilen katı model

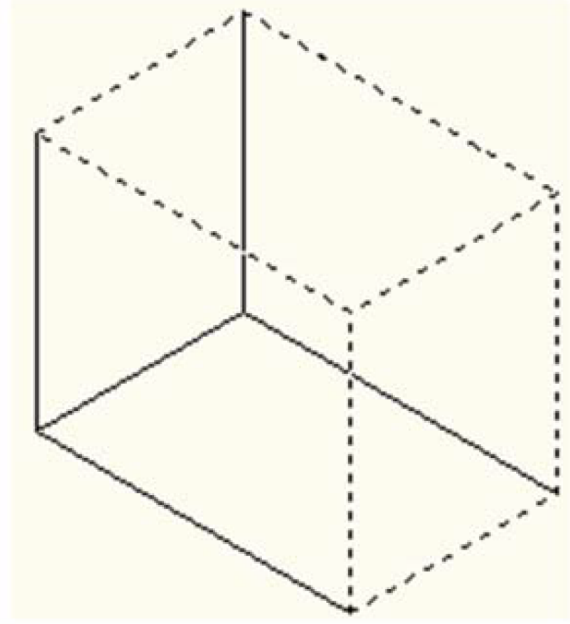
Copy Faces

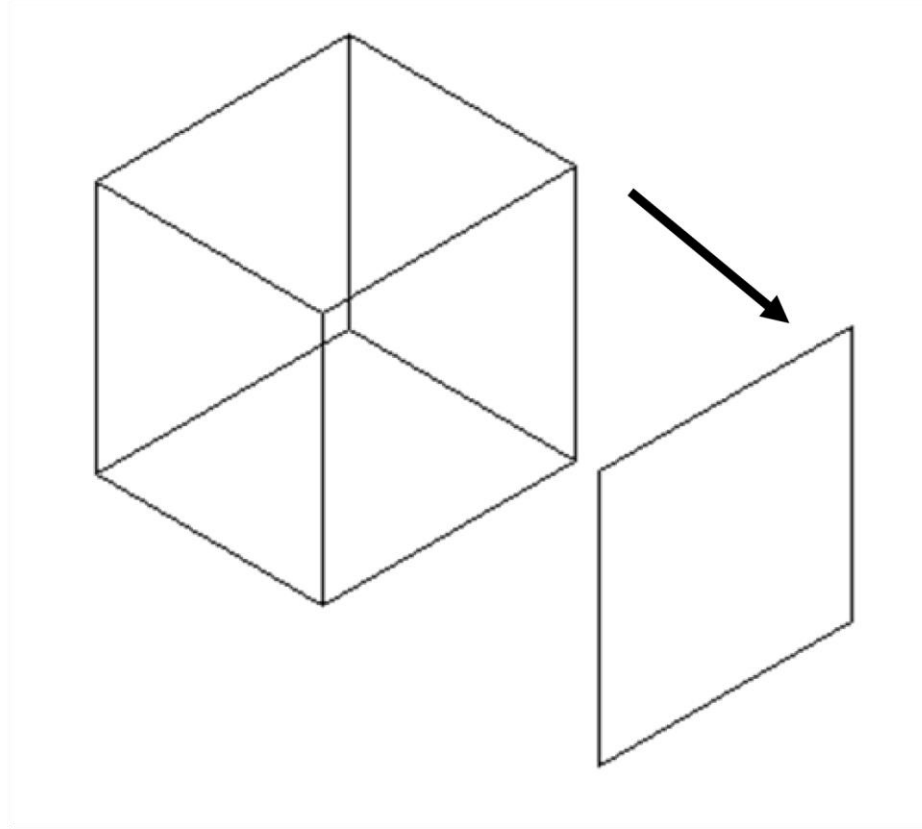


Temel komutlarla oluşturulmuş
3B Katı Model



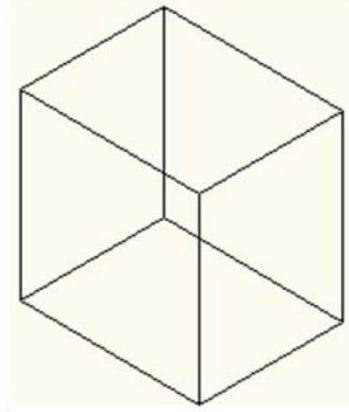
Yüzey seçimleri



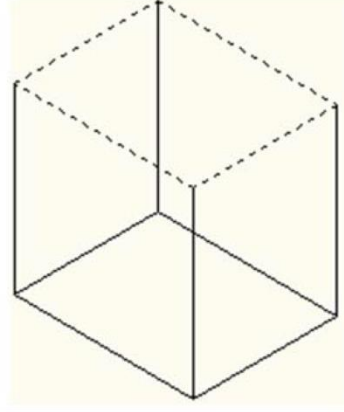


İşlemler sonucunda elde edilen katı model

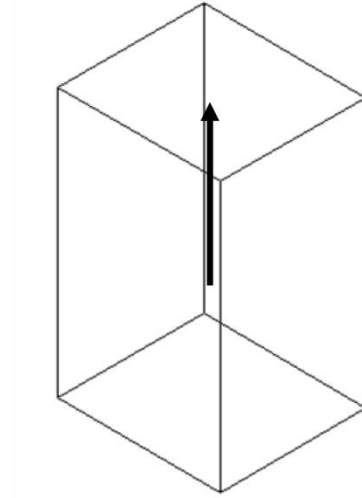
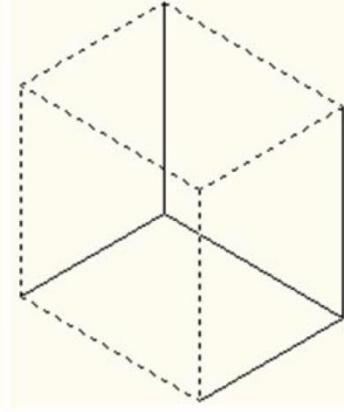
Offset Faces



Temel komutlarla oluşturulmuş
3B Katı Model

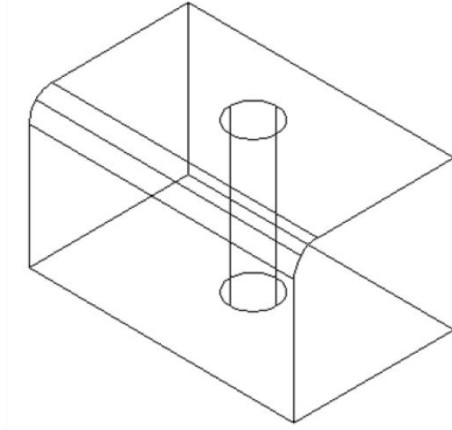


Yüzey seçimleri

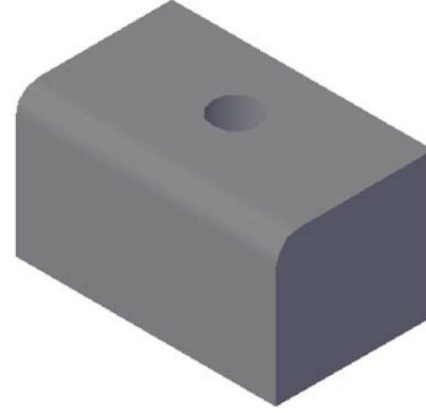


İşlemler sonucunda elde edilen katı model

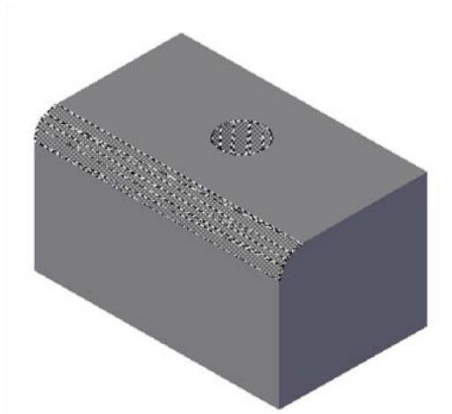
Delete Faces



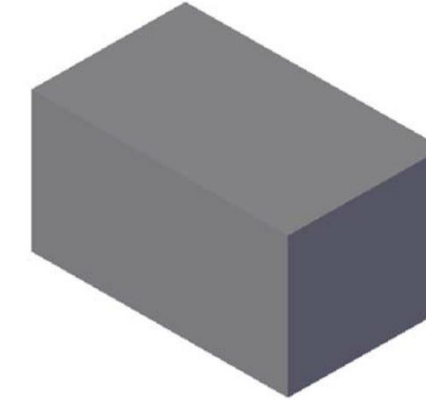
Temel komutlarla oluşturulmuş
3B Katı model



Modelin katı görünüşü

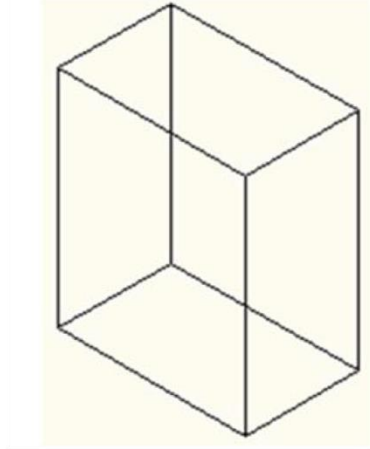


Silinecek yüzey ve deliğin
seçilmiş görüntüsü

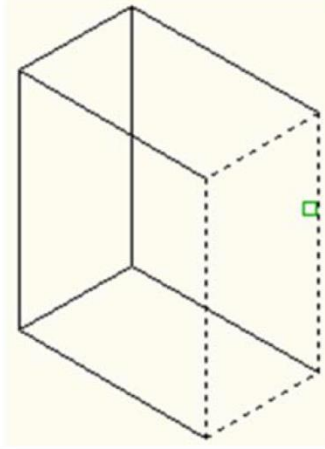


İşlemler sonucunda elde edilen
katı model

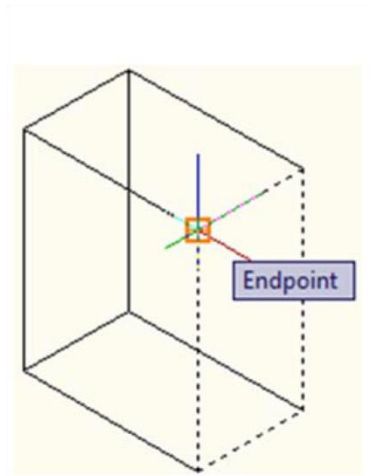
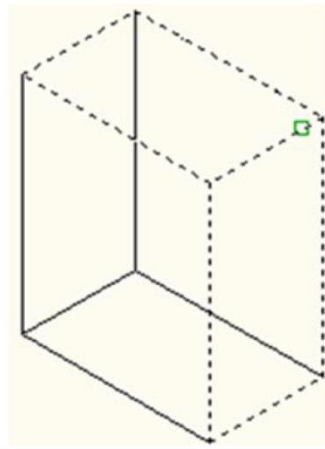
Rotate Faces



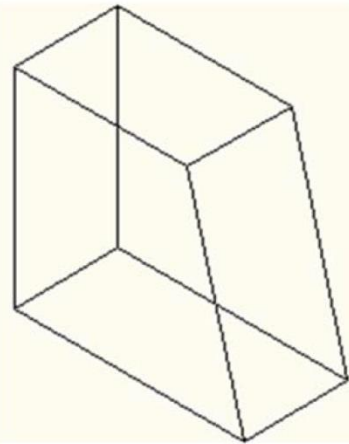
Temel komutlarla oluşturulmuş
3B Katı model



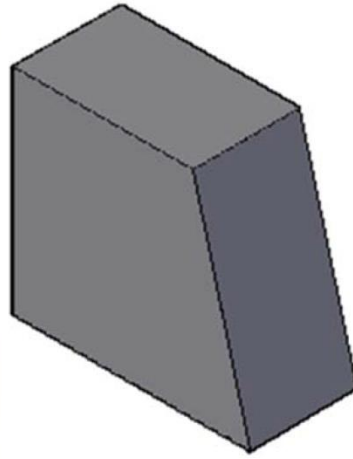
Yüzey seçimleri



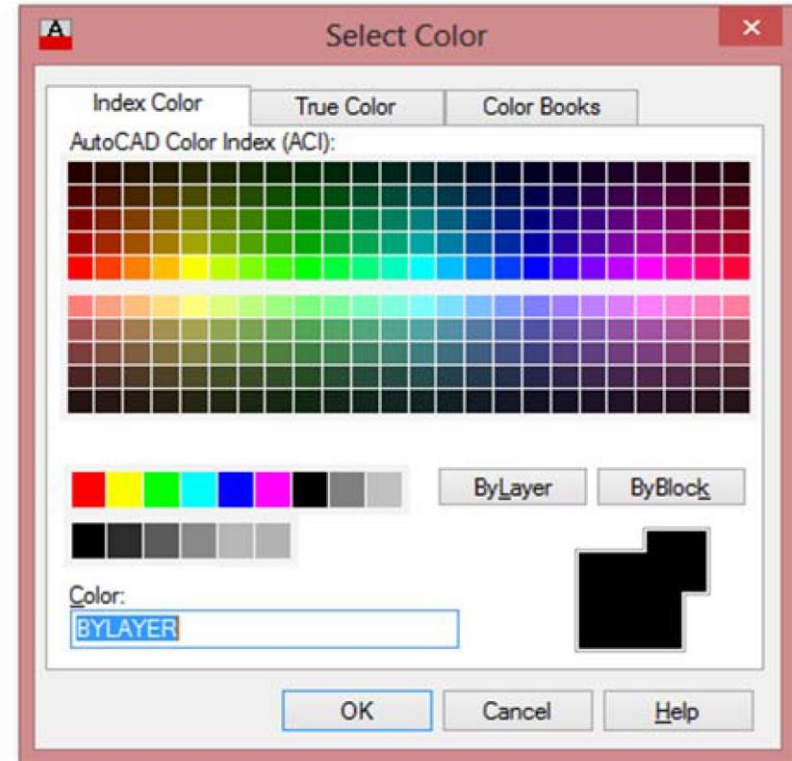
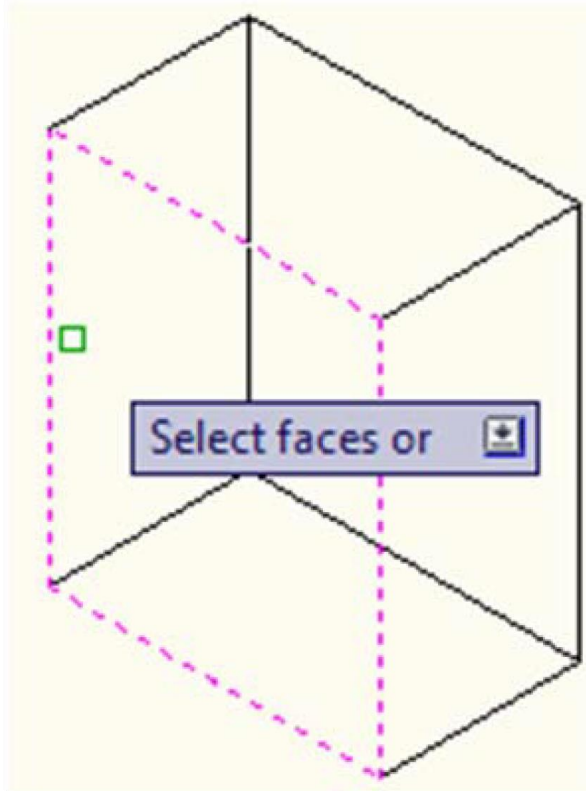
Döndürme eksenini seçimi



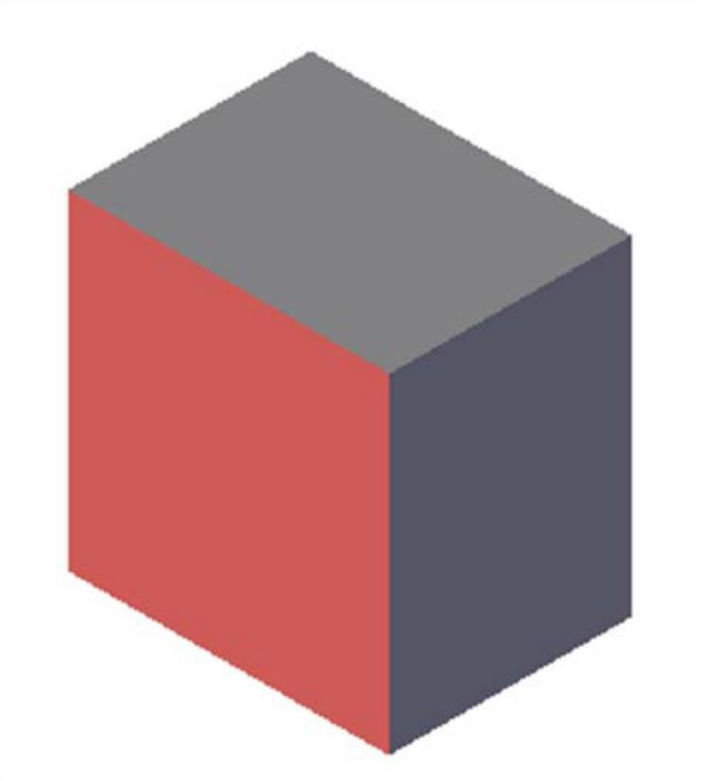
İşlemler sonucunda elde edilen katı model



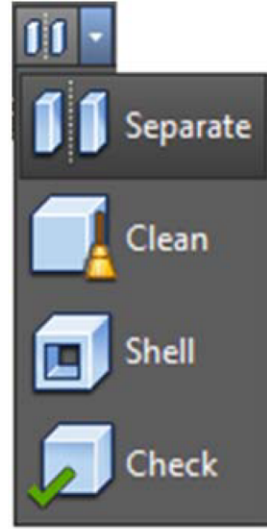
Color Faces



Renk seçim penceresi



İşlemler sonucunda elde edilen katı model



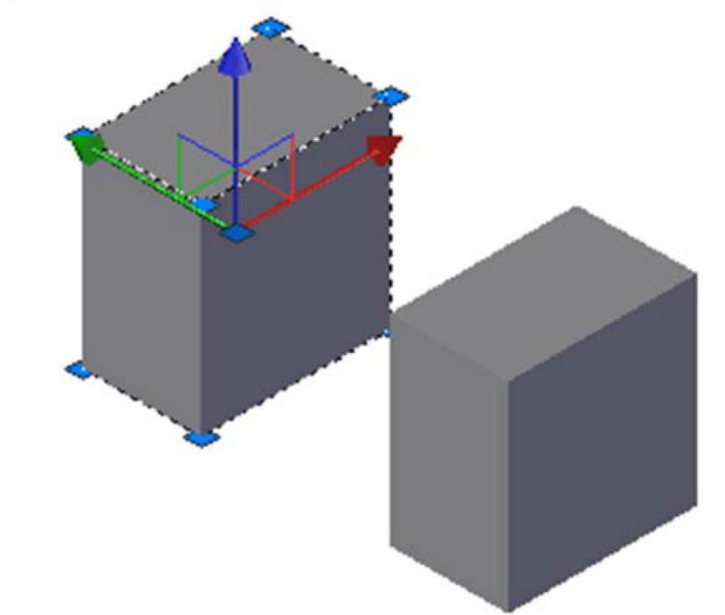
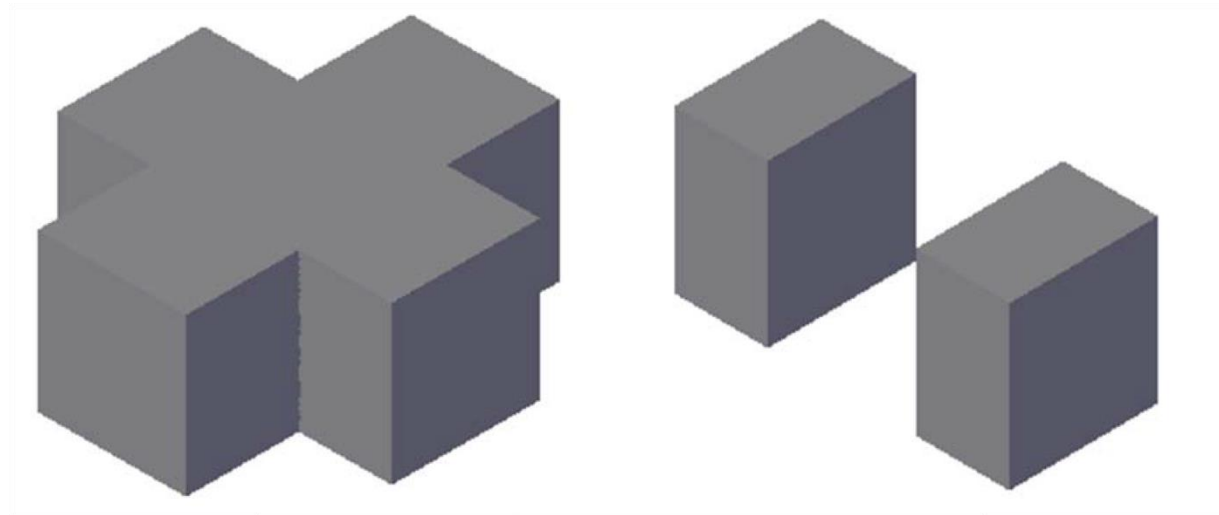
3B'lu katıları ayırır.

3B'lu katıların yüzeylerindeki 2B'lu nesnelere siler.

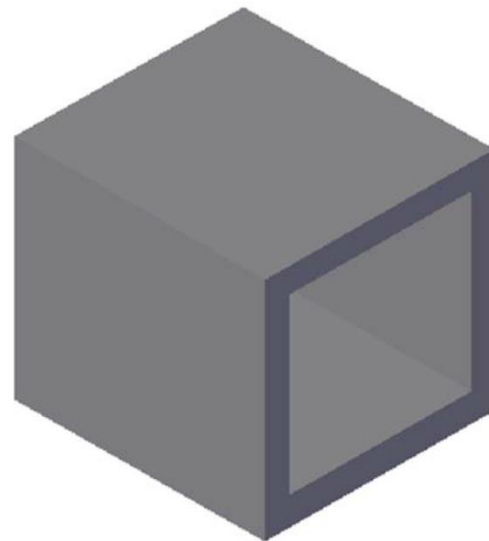
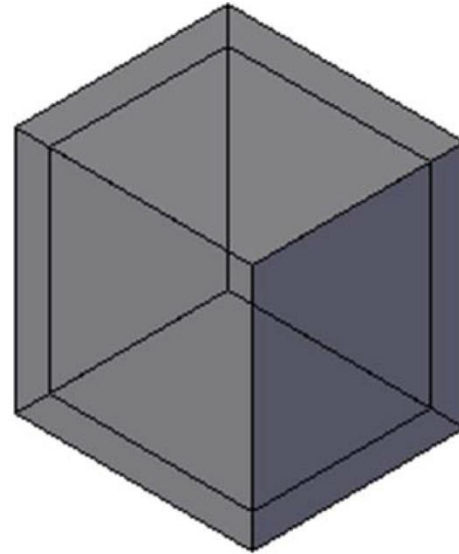
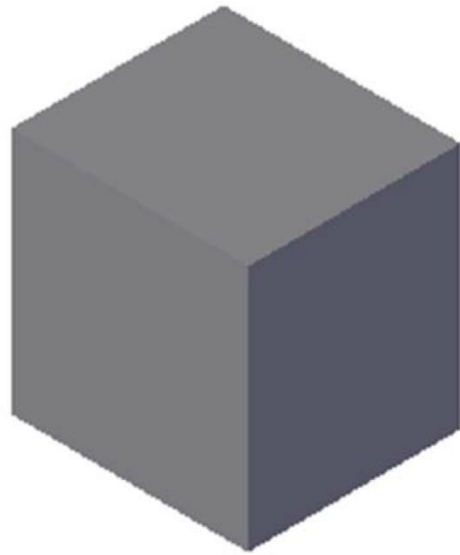
3B'lu katılarda kabuk oluşturur.

3B'lu katı nesnelere ACIS kaydeder.

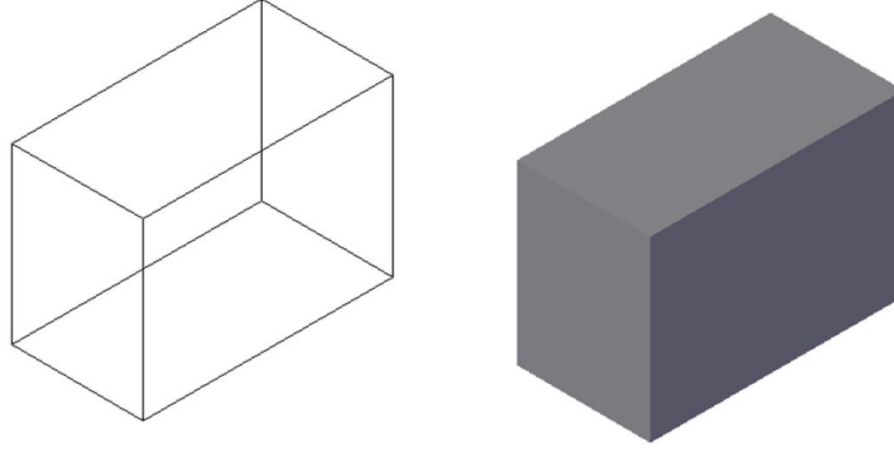
Separate



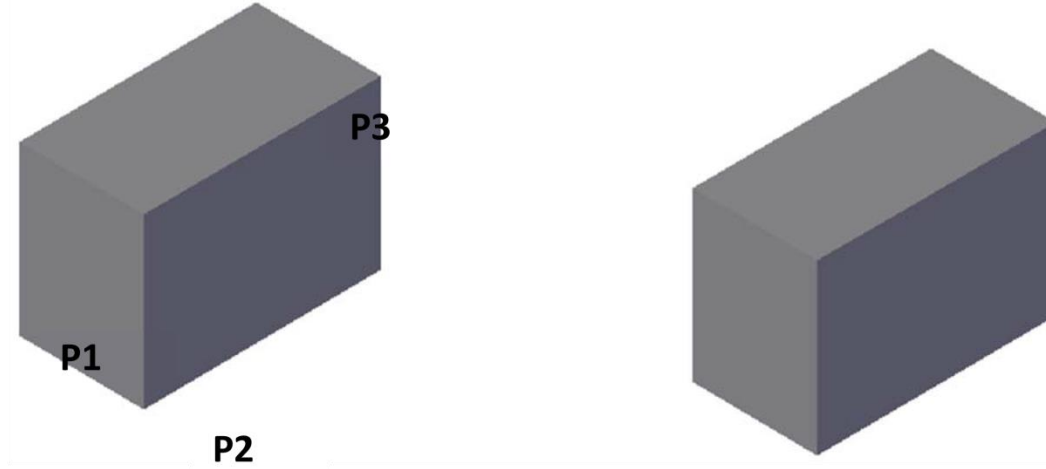
Shell



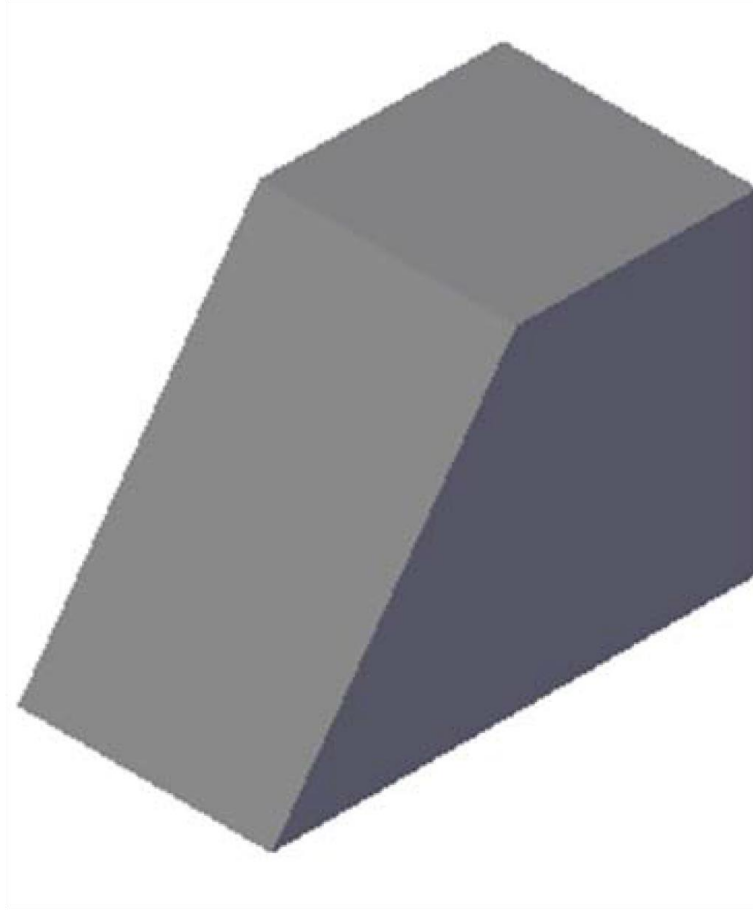
Slice



Temel komutlarla oluşturulmuş katı model görüntüsü



Kesme düzleminin geçeceği 3 noktanın tanımlanması ve kalacak bölgenin seçilmesini gösteren görüntü

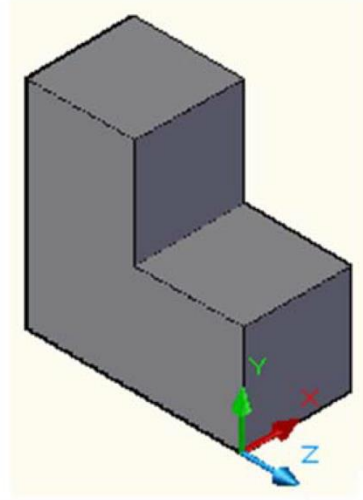


Kesme işlemi sonucunda elde edilen katı model görüntüsü

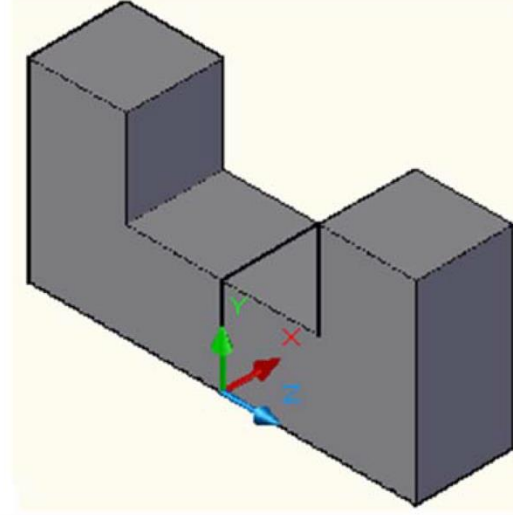
BÖLÜM 12

KATILARI DEĞİŞTİRMEK (MODIFY)

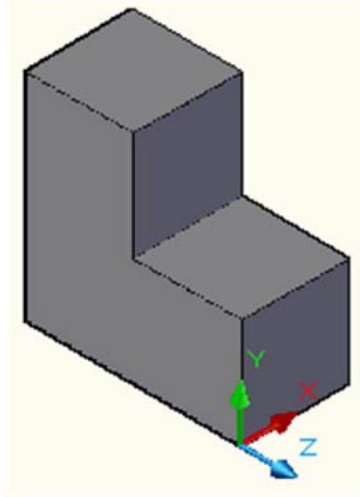
3D Mirror



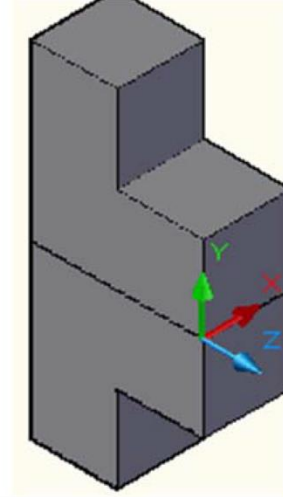
Aynalama seçeneği ile kopyalanacak katı model



İşlem sonrası elde edilen model

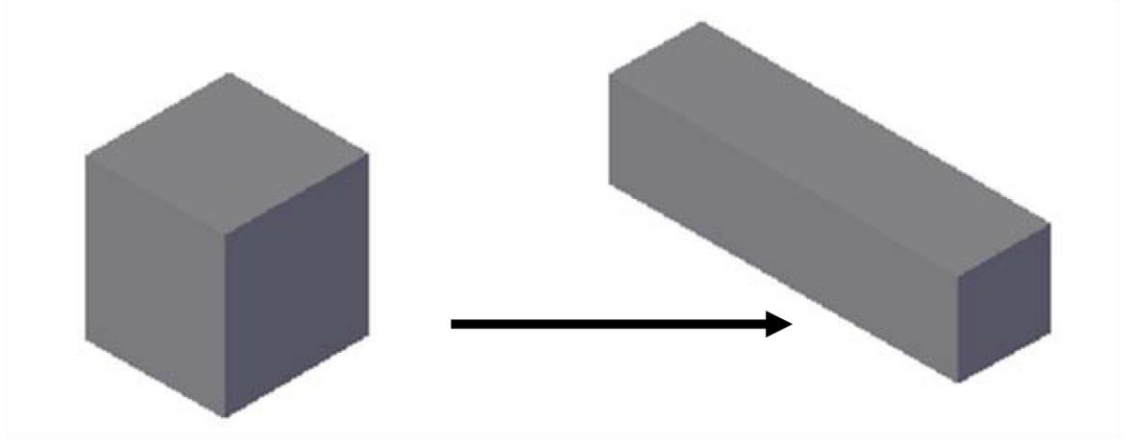
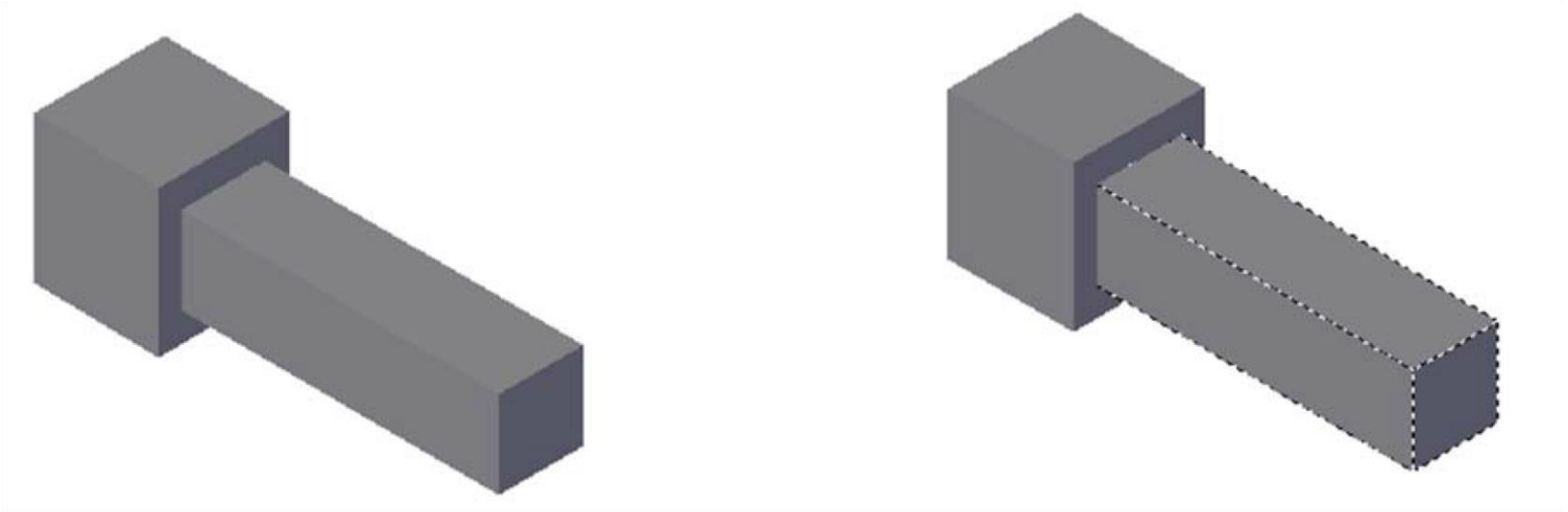


Aynalama seçeneği ile kopyalanacak katı model

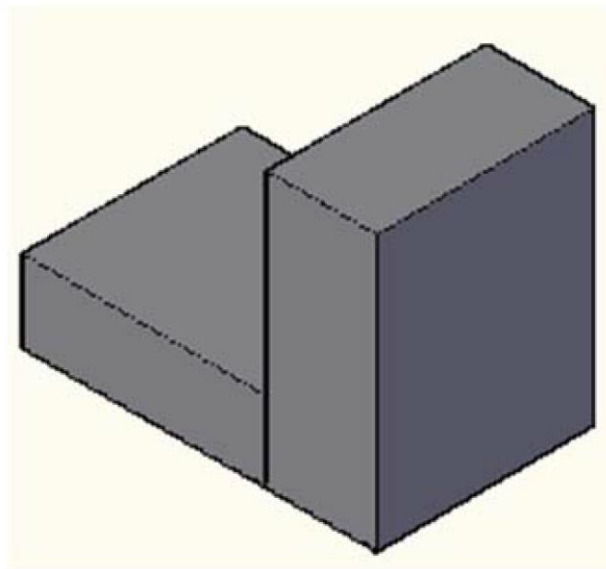
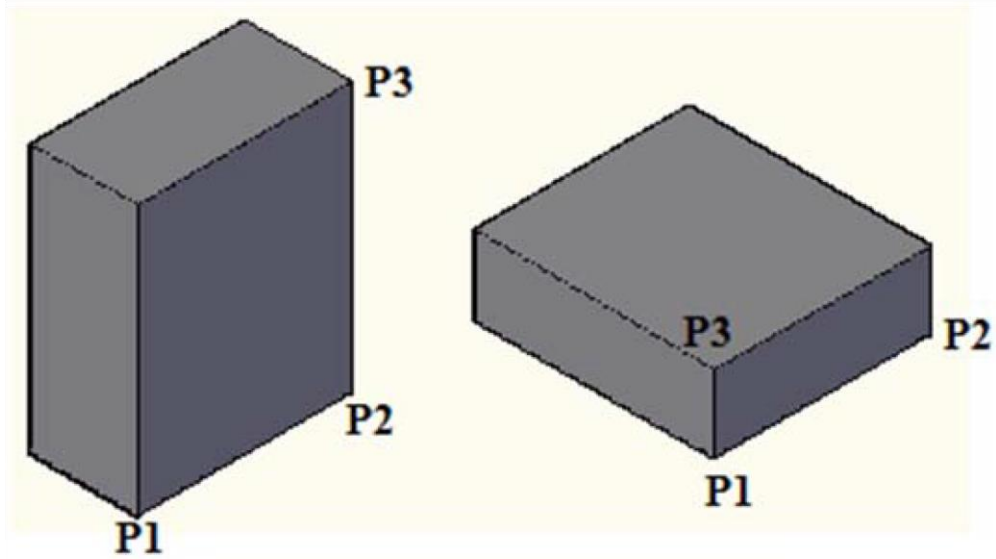


İşlem sonrası elde edilen model

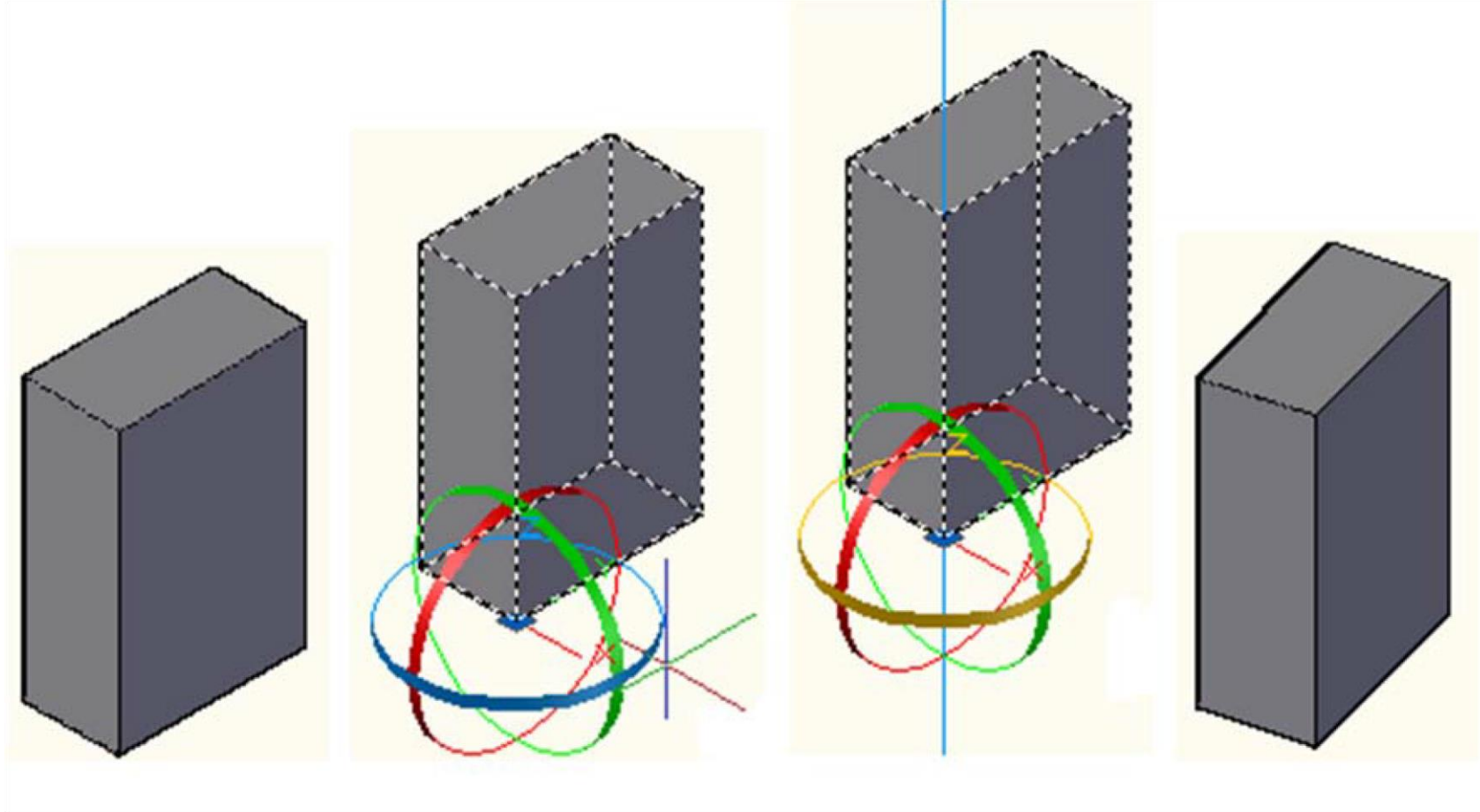
3D Move



3D Align

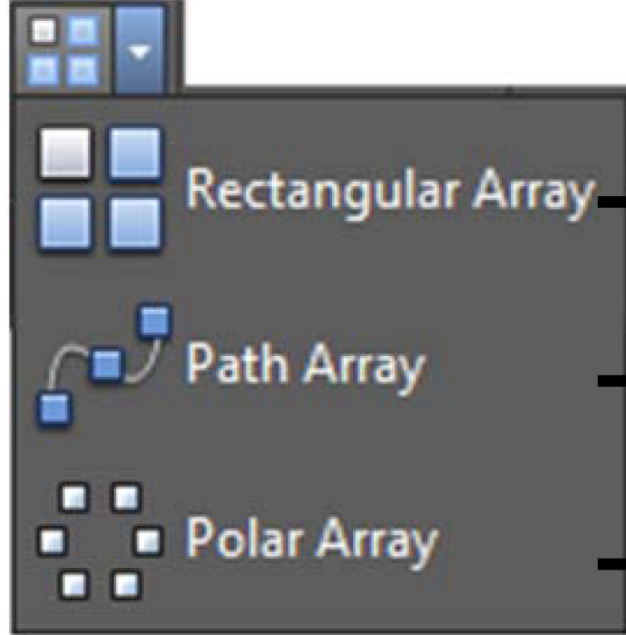


3D Rotate



İşlemler sonucunda 15 derecelik açı ile döndürülen 3B nesnenin görüntüleri

Array



Doğrusal çoğaltma

Belli bir yol boyunca çoğaltma

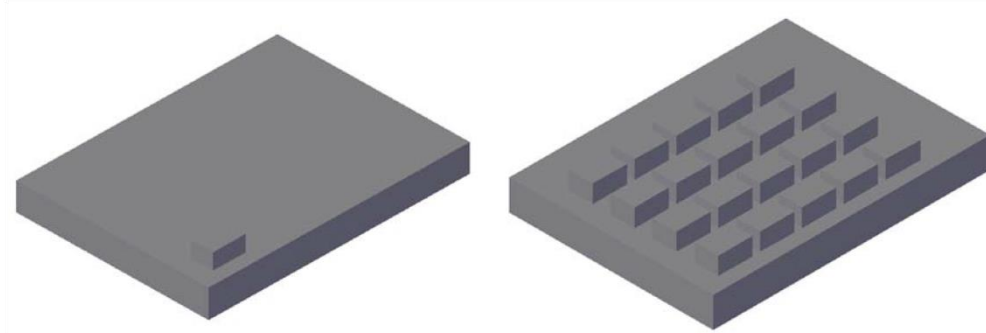
Dairesel çoğaltma

Rectangular Array



Sütündeki iki nesne arasındaki mesafe
(nesnenin kendi uzunluğu artı boşluk mesafesidir).

Satırdaki iki nesne arasındaki mesafe
(nesnenin kendi uzunluğu artı boşluk mesafesidir).

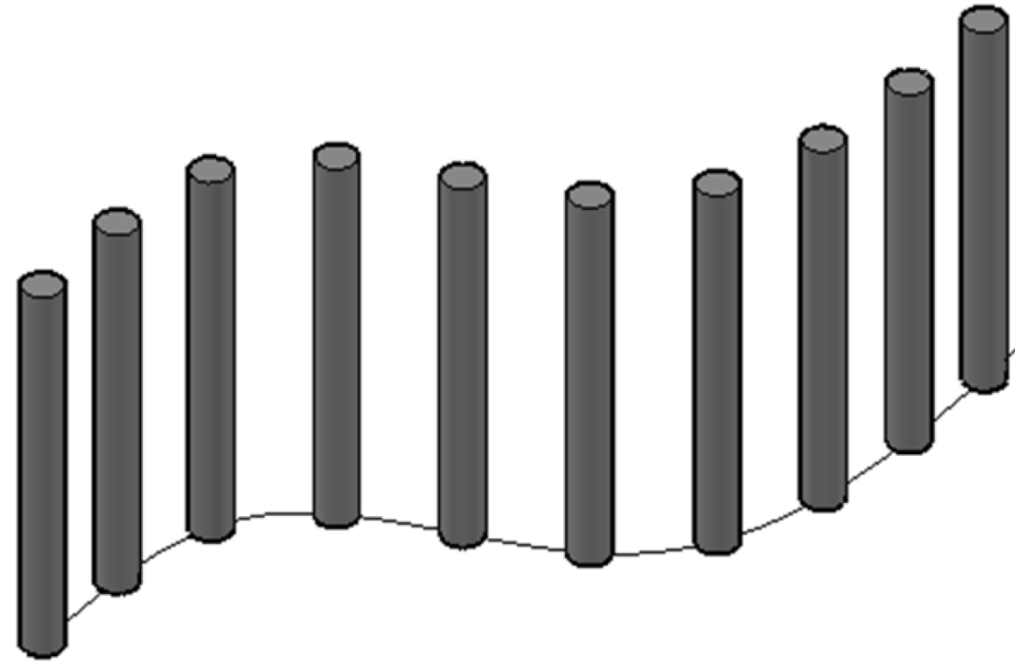
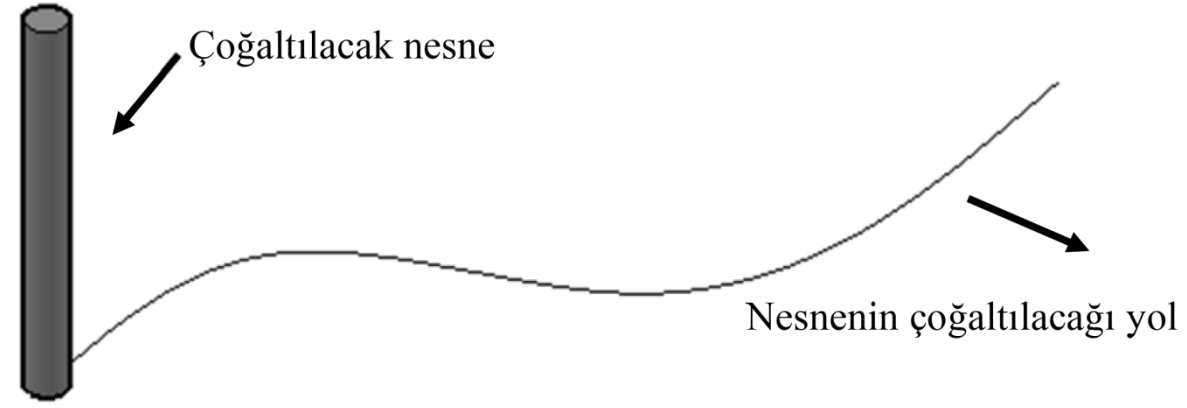


Çoğaltılacak nesnenin görüntüsü ve işlemler sonucunda elde edilen görüntü

Path Array



Çoğaltılacak nesnelere arası mesafe



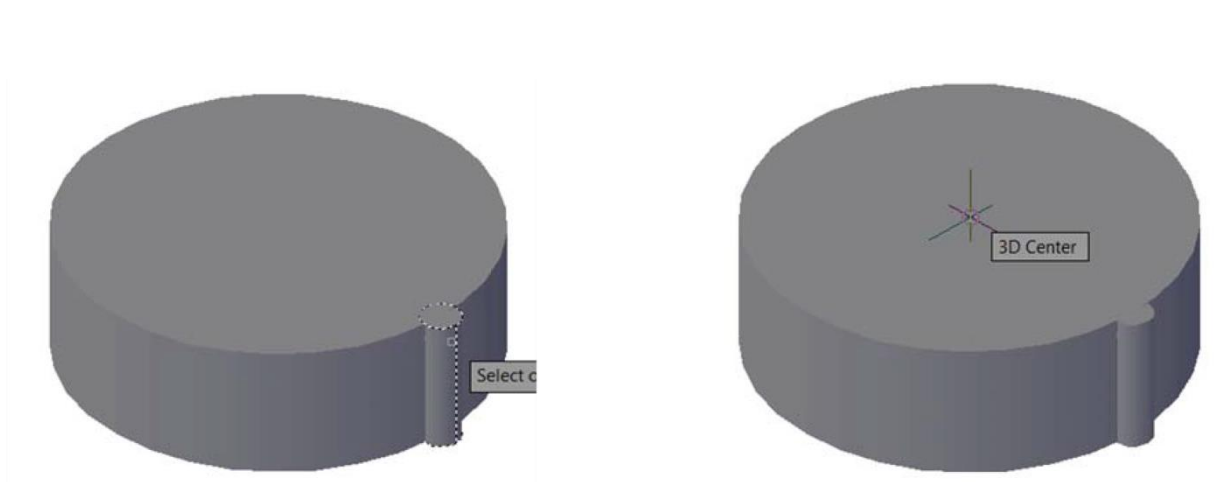
İşlemler sonucunda elde edilen görüntü

Polar Array

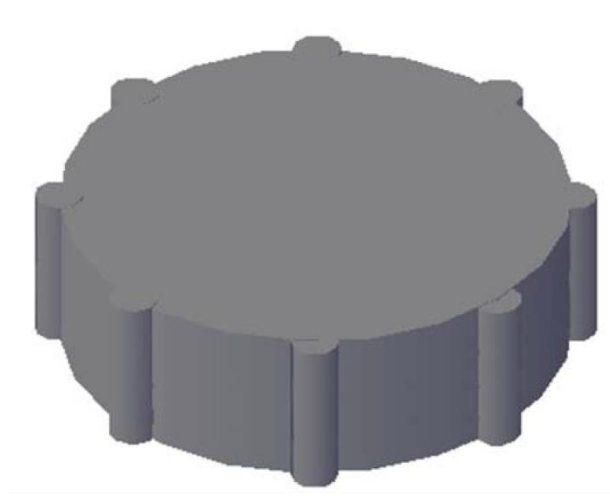


Coğaltılacak nesne sayısı

Kaç derecelik yay üzerinde çoğaltılacağı

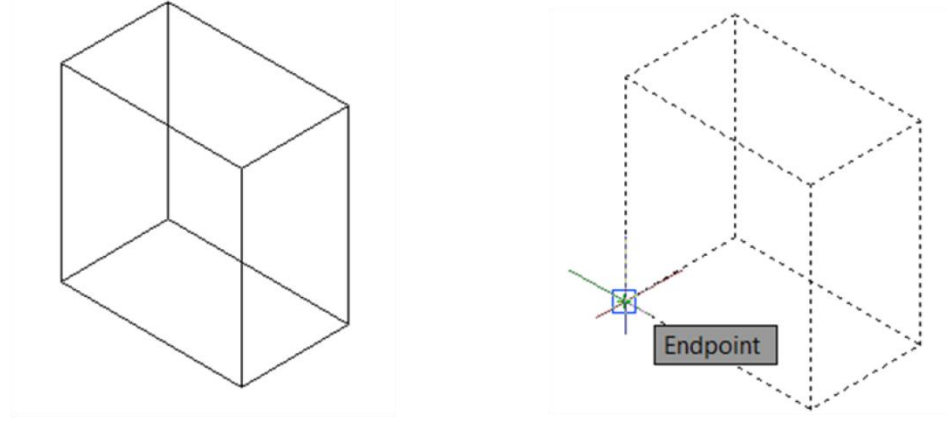


Çoğaltılacak nesnenin seçilmiş görüntüsü ve döndürülme ekseninin belirlenmesi

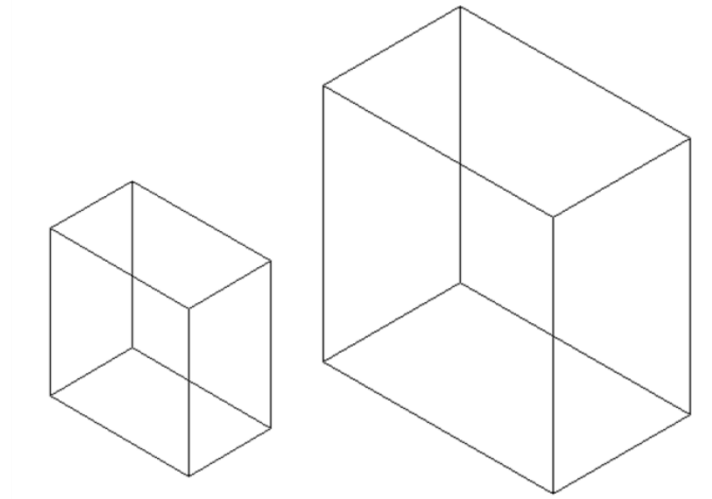


İşlemler sonucu elde edilen görüntü

3D Scale



Ölçeklendirilecek nesnenin seçimi ve sabit kalınması istenilen bir noktanın seçilmiş görüntüsü



İşlemler sonucunda elde edilen görüntü (ölçek değeri 2)