

Mariana S

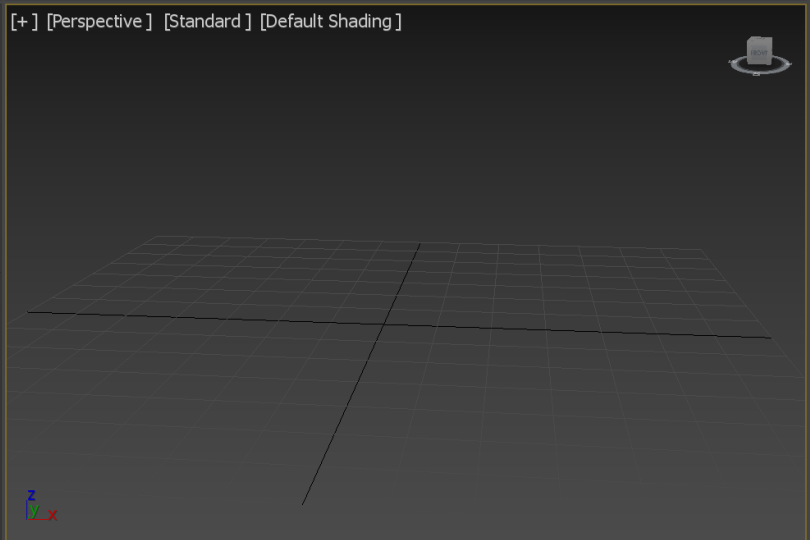
Kind: Normal Opacity: 100%

Lock: Fill: 100%

- Mariana Silva
- Layer 1

Name (Sorted Ascending)

- None Selected



Standard Primitives

Object Type

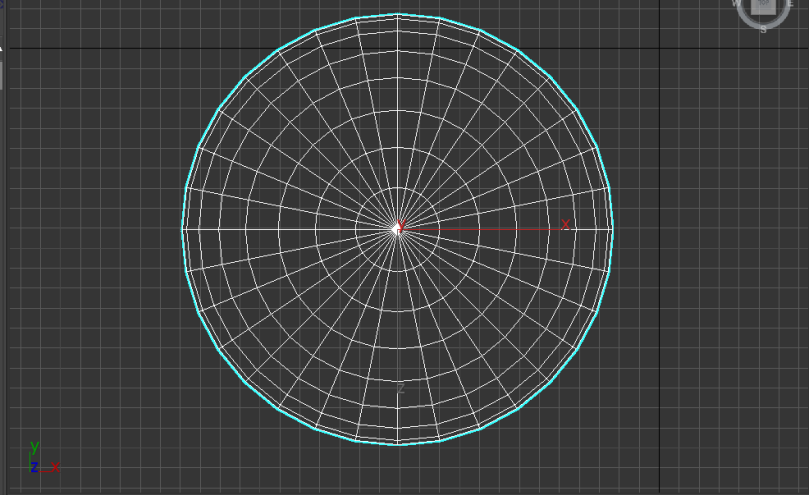
- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

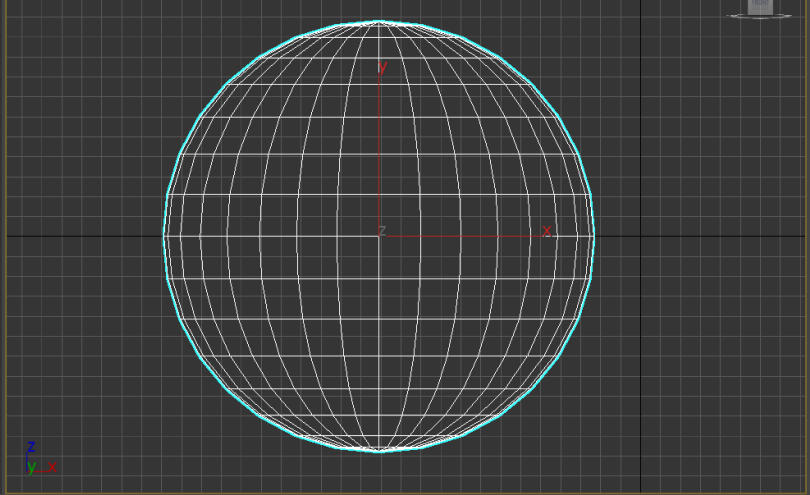
Color selection area with a pink square.

Select Display Edit

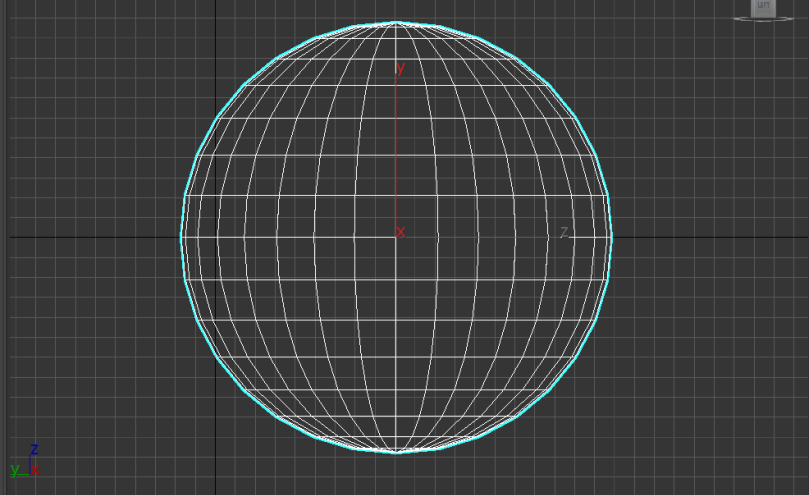
[+] [Top] [Standard] [Wireframe]



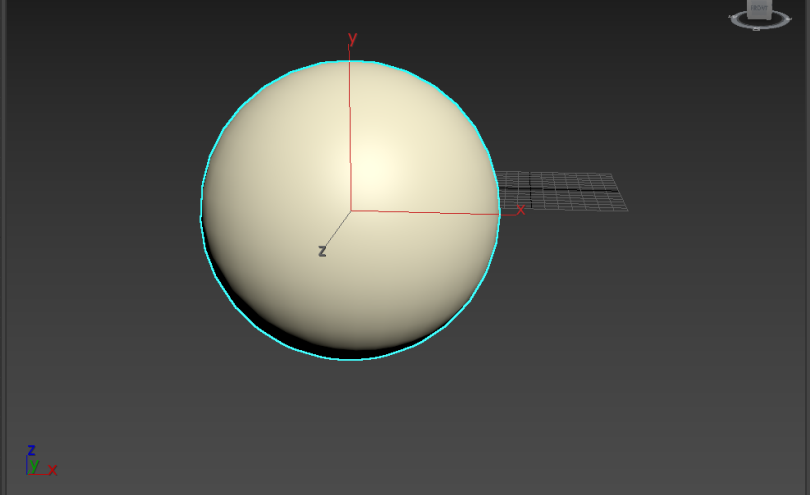
[+] [Front] [Standard] [Wireframe]



[+] [Left] [Standard] [Wireframe]



[+] [Perspective] [Standard] [Default Shading]



Standard Primitives

Object Type

- AutoGrid
- Box Cone
- Sphere** GeoSphere
- Cylinder Tube
- Torus Pyramid
- Teapot Plane
- TextPlus

Name and Color

Sphere001

Creation Method

- Edge
- Center**

Keyboard Entry

Parameters

- Radius: 0,0
- Segments: 32
- Smooth
- Hemisphere: 0,0
- Chop  Squash
- Slice On
- Slice From: 0,0
- Slice To: 0,0
- Base To Pivot
- Generate Mapping Coords.
- Real-World Map Size

Name (Sorted Ascending)

- Sphere001

0 / 100

1 Object Selected Grid = 10,0

Welcome to MA: Click and drag to begin creation process

Select Display Edit

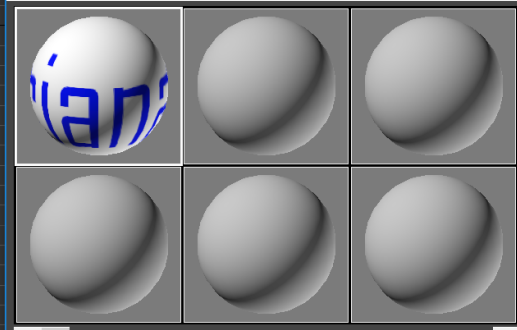
[+] [Top] [Standard] [Wireframe]

Name (Sorted Ascending)

- Sphere001

Material Editor - 01 - Default

Modes Material Navigation Options Utilities



Diffuse Color: Map #1 Bitmap

**Coordinates**

Texture Environ Mapping: Explicit Map Channel

Show Map on Back Map Channel: 1

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	1,0	<input checked="" type="checkbox"/>	U: 0,0
V: 0,0	1,0	<input checked="" type="checkbox"/>	V: 0,0
			W: 0,0

UV VW WU

Blur: 1,0 Blur offset: 0,0 Rotate

**Noise**

**Bitmap Parameters**

Bitmap: ...e\Modelação\CAD\aula(12)23\_05\_18\aula12\_nome.PNG

Reload

Cropping/Placement

Apply View Image

Filtering

- Pyramidal
- Summed Area
- None

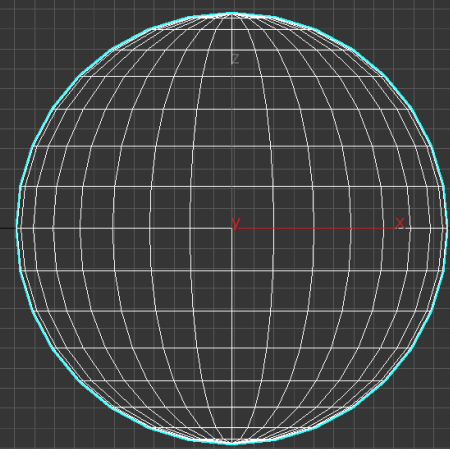
Apply

Crop Place

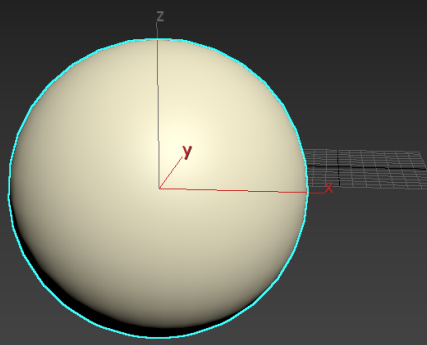
U	V	W	H
U: 0,0	V: 0,0	W: 1,0	H: 1,0

Mono Channel Output:

[+] [Front] [Standard] [Wireframe]



[+] [Perspective] [Standard] [Default Shading]



Standard Primitives

**Object Type**

AutoGrid

Box Cone

**Sphere** GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

TextPlus

**Name and Color**

Sphere001

**Creation Method**

Edge Center

**Keyboard Entry**

**Parameters**

Radius: 0,0

Segments: 32

Smooth

Hemisphere: 0,0

Chop  Squash

Slice On

Slice From: 0,0

Slice To: 0,0

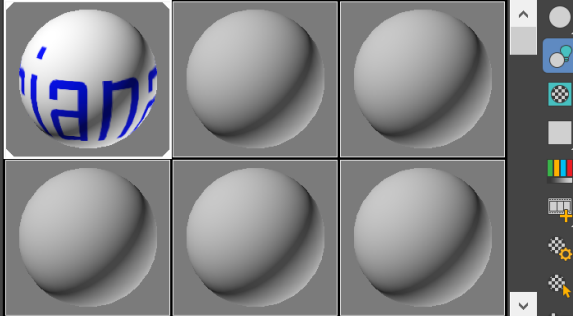
Base To Pivot

Generate Mapping Coords.

Real-World Map Size

Material Editor - 01 - Default

Modes Material Navigation Options Utilities



Diffuse Color: Map #1 Bitmap

**Coordinates**

Texture Environ Mapping: Explicit Map Channel

Show Map on Back Map Channel: 1

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	1,0	<input checked="" type="checkbox"/>	U: 0,0
V: 0,0	1,0	<input checked="" type="checkbox"/>	V: 0,0
UV	VW	WU	W: 0,0

Blur: 1,0 Blur offset: 0,0 Rotate

**Noise**

**Bitmap Parameters**

Bitmap: ...e\Modelação\CAD\aula(12)23\_05\_18\aula12\_nome.PNG

Reload Cropping/Placement

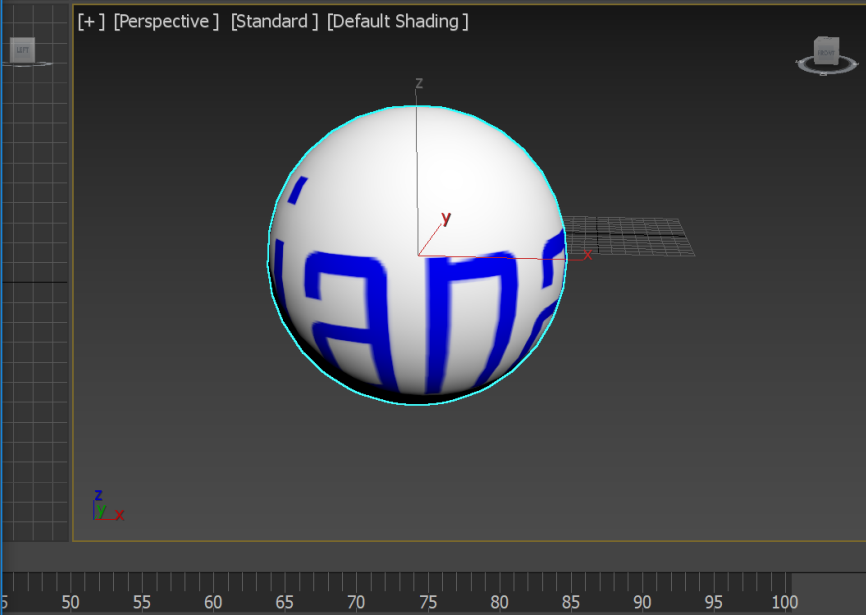
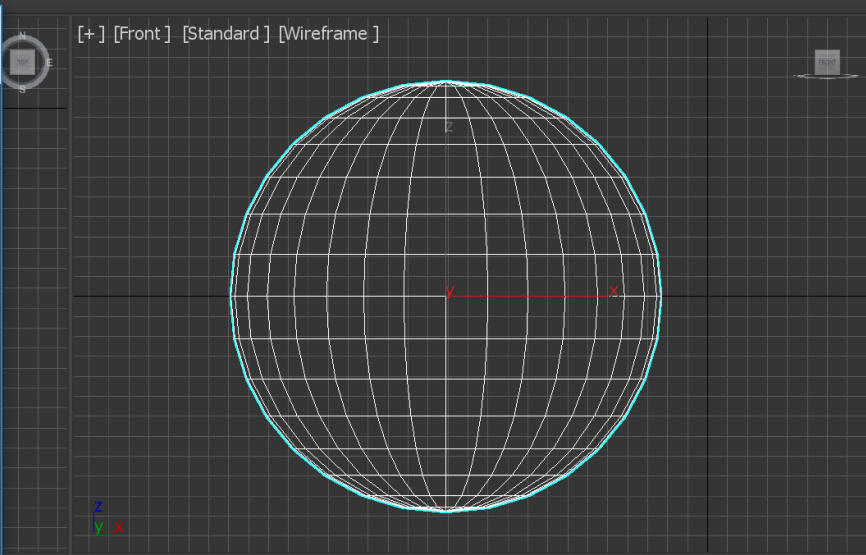
Filtering:  Pyramidal  Summed Area  None

Apply View Image

Crop  Place

U	V	W	H
U: 0,0	V: 0,0	W: 1,0	H: 1,0

Mono Channel Output:



Standard Primitives

**Object Type**

AutoGrid

Box Cone

**Sphere** GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

TextPlus

**Name and Color**

Sphere001

**Creation Method**

Edge  Center

**Keyboard Entry**

**Parameters**

Radius: 0,0

Segments: 32

Smooth

Hemisphere: 0,0

Chop  Squash

Slice On

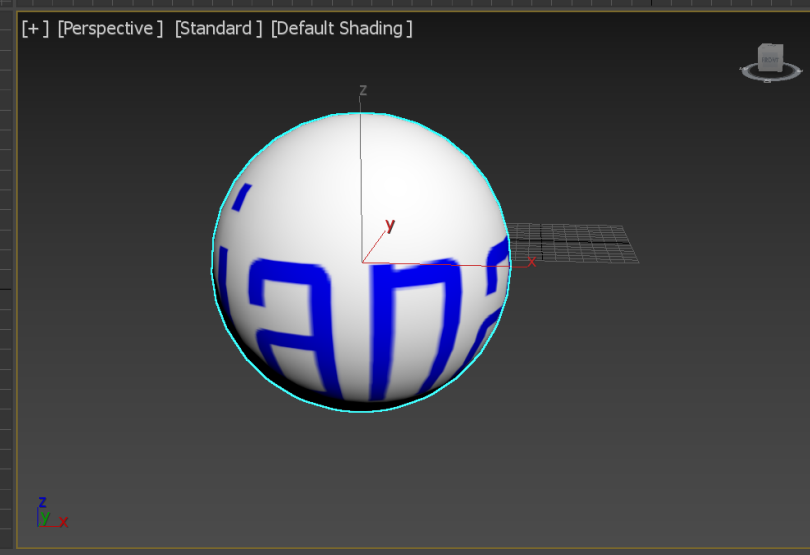
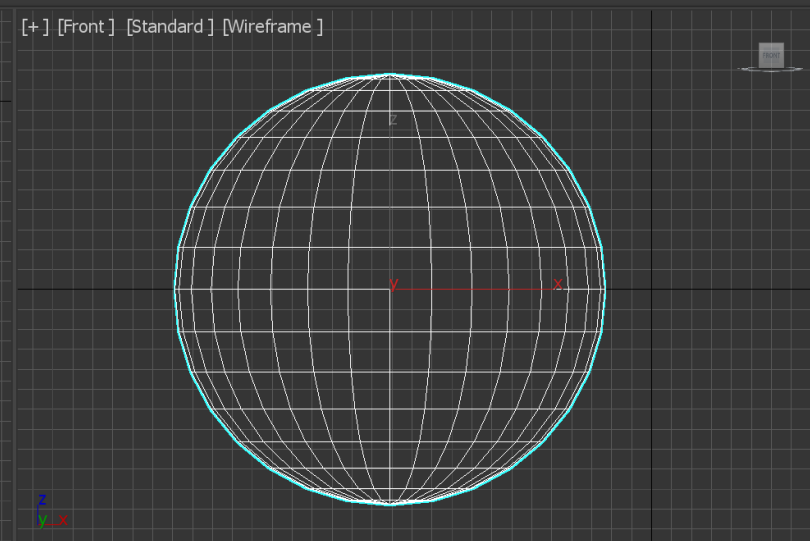
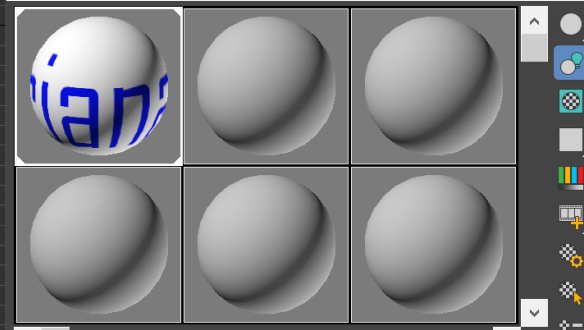
Slice From: 0,0

Slice To: 0,0

Base To Pivot

Generate Mapping Coords.

Real-World Map Size



- Sphere001
- Projection
- ProOptimizer
- Push
- Quadify Mesh
- Relax
- Ripple
- Select By Channel
- Shell
- Skew
- Skin
- Skin Morph
- Skin Wrap
- Skin Wrap Patch
- Slice
- Smooth
- Spherify
- Squeeze
- STL Check
- Stretch
- Subdivide
- Substitute
- SurfDeform
- Symmetry
- Taper
- Tessellate
- TurboSmooth
- Turn to Mesh
- Turn to Patch
- Turn to Poly
- Twist
- Unwrap UVW
- UVW Map**
- UVW Mapping Add
- UVW Mapping Clear
- UVW Xform
- Vertex Weld
- VertexPaint
- Vol. Select
- Wave
- Welder
- XForm

Select Display Edit

Name (Sorted Ascending): Sphere001

Material Editor - 01 - Default

Modes Material Navigation Options Utilities

Diffuse Color: Map #1 Bitmap

**Coordinates**

Texture Environ Mapping: Explicit Map Channel

Show Map on Back Map Channel: 1

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	1,0	<input checked="" type="checkbox"/>	U: 0,0
V: 0,0	1,0	<input checked="" type="checkbox"/>	V: 0,0
W: 0,0			W: 0,0

UV VW WU

Blur: 1,0 Blur offset: 0,0 Rotate

**Noise**

**Bitmap Parameters**

Bitmap: ...e\Modelação\CAD\aula(12)23\_05\_18\aula12\_nome.PNG

Reload

Cropping/Placement

Apply View Image

Filtering

- Pyramidal
- Summed Area
- None

Mono Channel Output:

[+] [Front] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Default Shading]

5 50 55 60 65 70 75 80 85 90 95 100

Sphere001

Modifier List

- UVW Map
  - Gizmo
  - Sphere

**Parameters**

Mapping:

- Planar
- Cylindrical  Cap
- Spherical
- Shrink Wrap
- Box
- Face
- XYZ to UVW

Length: 215,418

Width: 215,418

Height: 215,418

U Tile: 1,0  Flip

V Tile: 1,0  Flip

W Tile: 1,0  Flip

Real-World Map Size

Channel:

- Map Channel: 1
- Vertex Color Channel

Alignment:

- X
- Y
- Z

Manipulate

Fit Center

Bitmap Fit Normal Align

View Align Region Fit

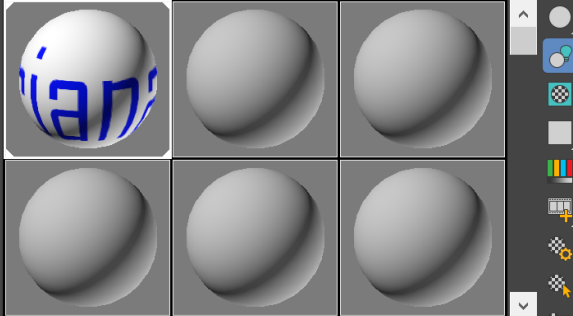
Select Display Edit

Name (Sorted Ascending)

- Sphere001

Material Editor - 01 - Default

Modes Material Navigation Options Utilities



Diffuse Color: Map #1 Bitmap

**Coordinates**

Texture Environ Mapping: Explicit Map Channel

Show Map on Back Map Channel: 1

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	1,0	<input checked="" type="checkbox"/>	U: 0,0
V: 0,0	1,0	<input checked="" type="checkbox"/>	V: 0,0
W: 0,0			W: 0,0

UV VW WU

Blur: 1,0 Blur offset: 0,0 Rotate

**Noise**

**Bitmap Parameters**

Bitmap: ...e\Modelação\CAD\aula(12)23\_05\_18\aula12\_nome.PNG

Reload

**Cropping/Placement**

Apply View Image

Filtering

- Pyramidal
- Summed Area
- None

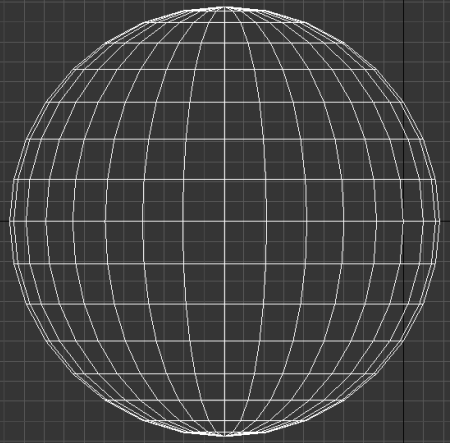
Apply

● Crop ● Place

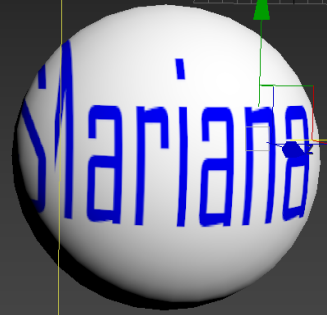
U	V	W	H
U: 0,0	V: 0,0	W: 1,0	H: 1,0

Mono Channel Output:

[+] [Front] [Standard] [Wireframe]



[+] [Perspective] [Standard] [Default Shading]



Sphere001

Modifier List

- UVW Map
  - Gizmo
  - Sphere

**Parameters**

Mapping:

- Planar
- Cylindrical  Cap
- Spherical
- Shrink Wrap
- Box
- Face
- XYZ to UVW

Length: 215,418

Width: 215,418

Height: 215,418

U Tile: 1,0  Flip

V Tile: 1,0  Flip

W Tile: 1,0  Flip

Real-World Map Size

Channel:

- Map Channel: 1
- Vertex Color Channel

Alignment:

- X
- Y
- Z

Manipulate

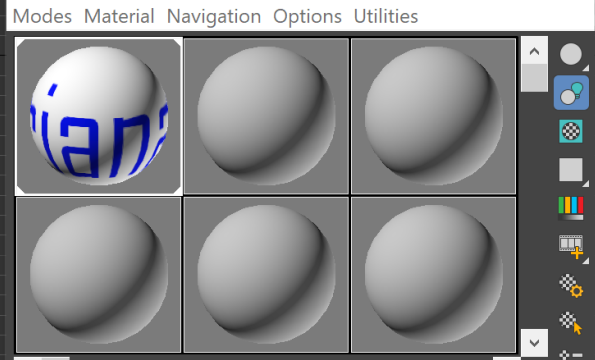
Fit Center

Bitmap Fit Normal Align

View Align Region Fit



Material Editor - 01 - Default

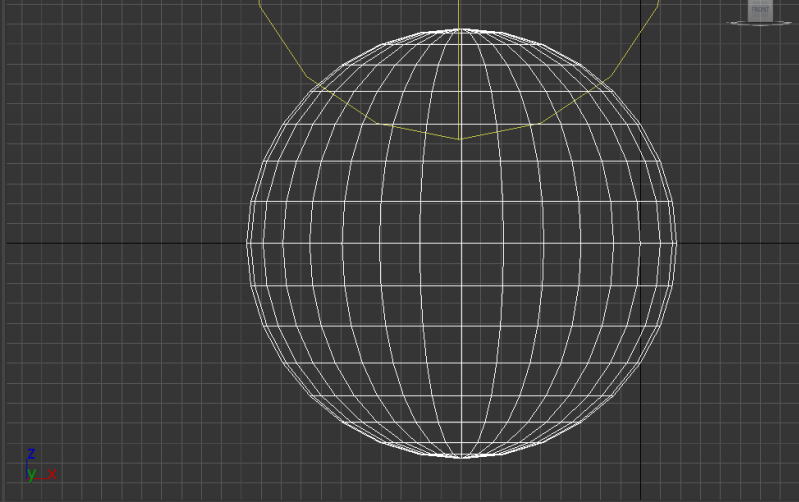


Diffuse Color: Map #1 Bitmap

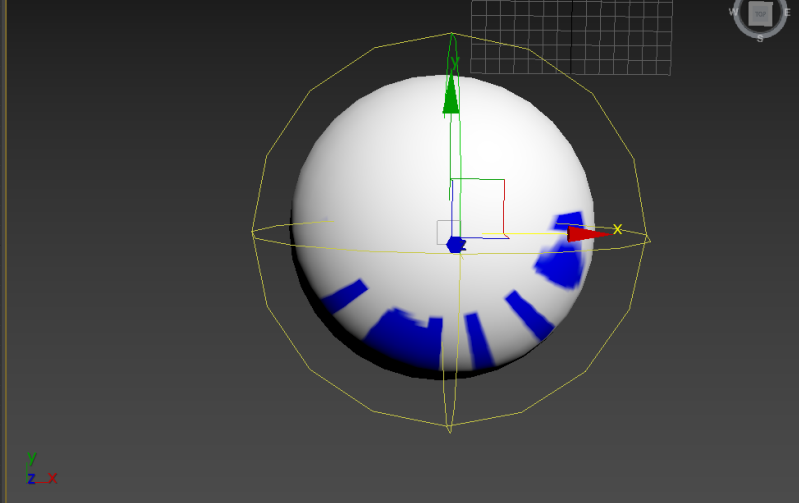
Coordinates Mapping: Explicit Map Channel Map Channel: 1 UV mapping parameters (U: 0,0, V: 0,0, W: 0,0)

Noise Bitmap Parameters Bitmap: ...e\Modelação\CAD\aula(12)23\_05\_18\aula12\_nome.PNG Cropping/Placement options

[+][Front][Standard][Wireframe]



[+][Perspective][Standard][Default Shading]

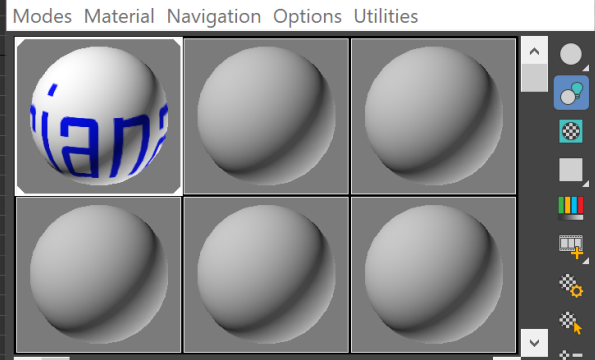


Sphere001

Modifier List UVW Map Gizmo Sphere

Parameters Mapping: Planar, Spherical, etc. Length: 215,418 Width: 215,418 Height: 215,418 Channel: Map Channel: 1

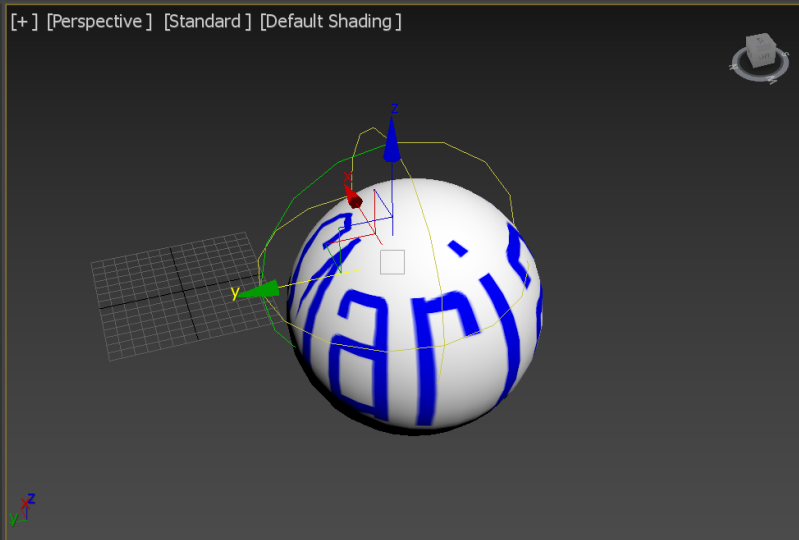
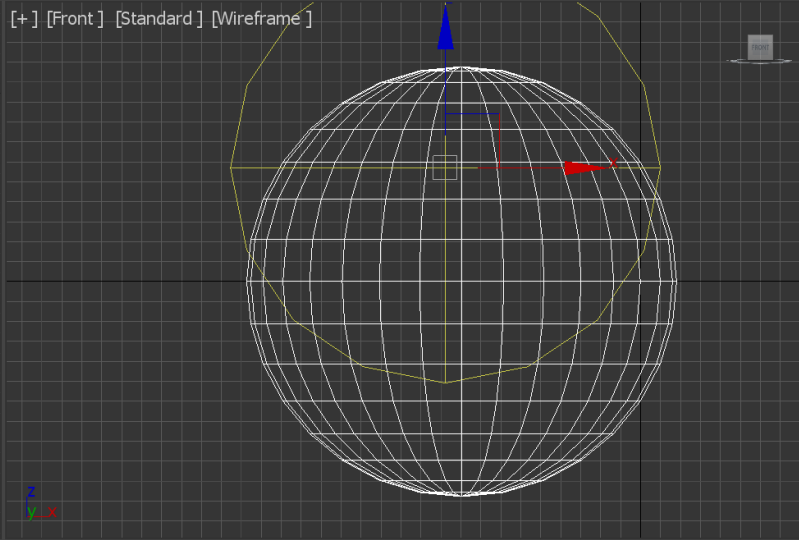
Material Editor - 01 - Default



Diffuse Color: Map #1 Bitmap

Coordinates Mapping: Explicit Map Channel Map Channel: 1 UV Mapping: U: 0,0 V: 0,0 W: 0,0

Bitmap Parameters Bitmap: ...e\Modelação\CAD\aula(12)23\_05\_18\aula12\_nome.PNG Cropping/Placement: U: 0,0 W: 1,0 V: 0,0 H: 1,0



Modifier List: Sphere01, UVW Map, Gizmo, Sphere

Parameters: Mapping: Planar, Spherical, etc. Length: 215,418 Width: 215,418 Height: 215,418