

# Representação Digital



# 20248082

MARIT LUYTS



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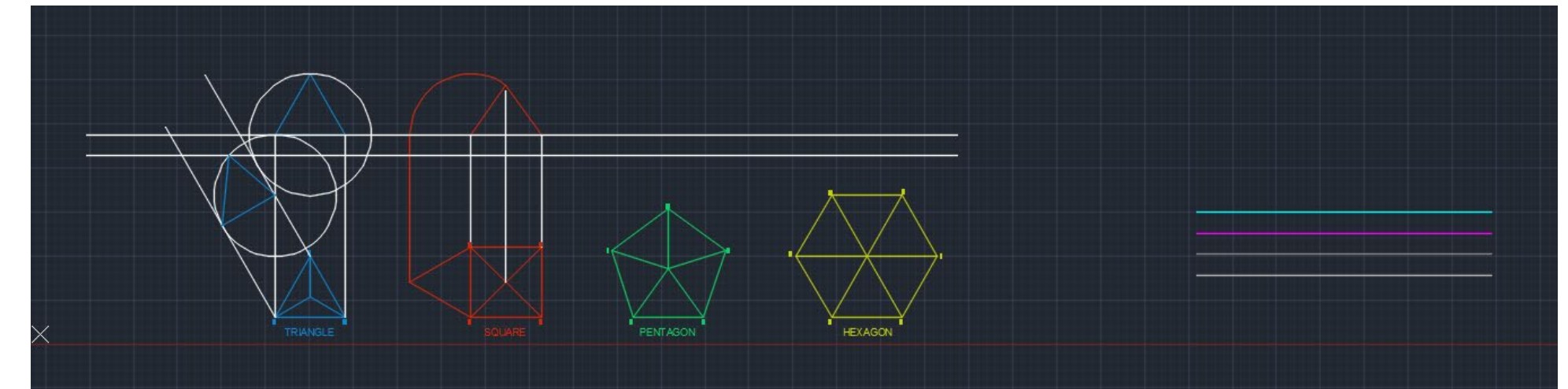
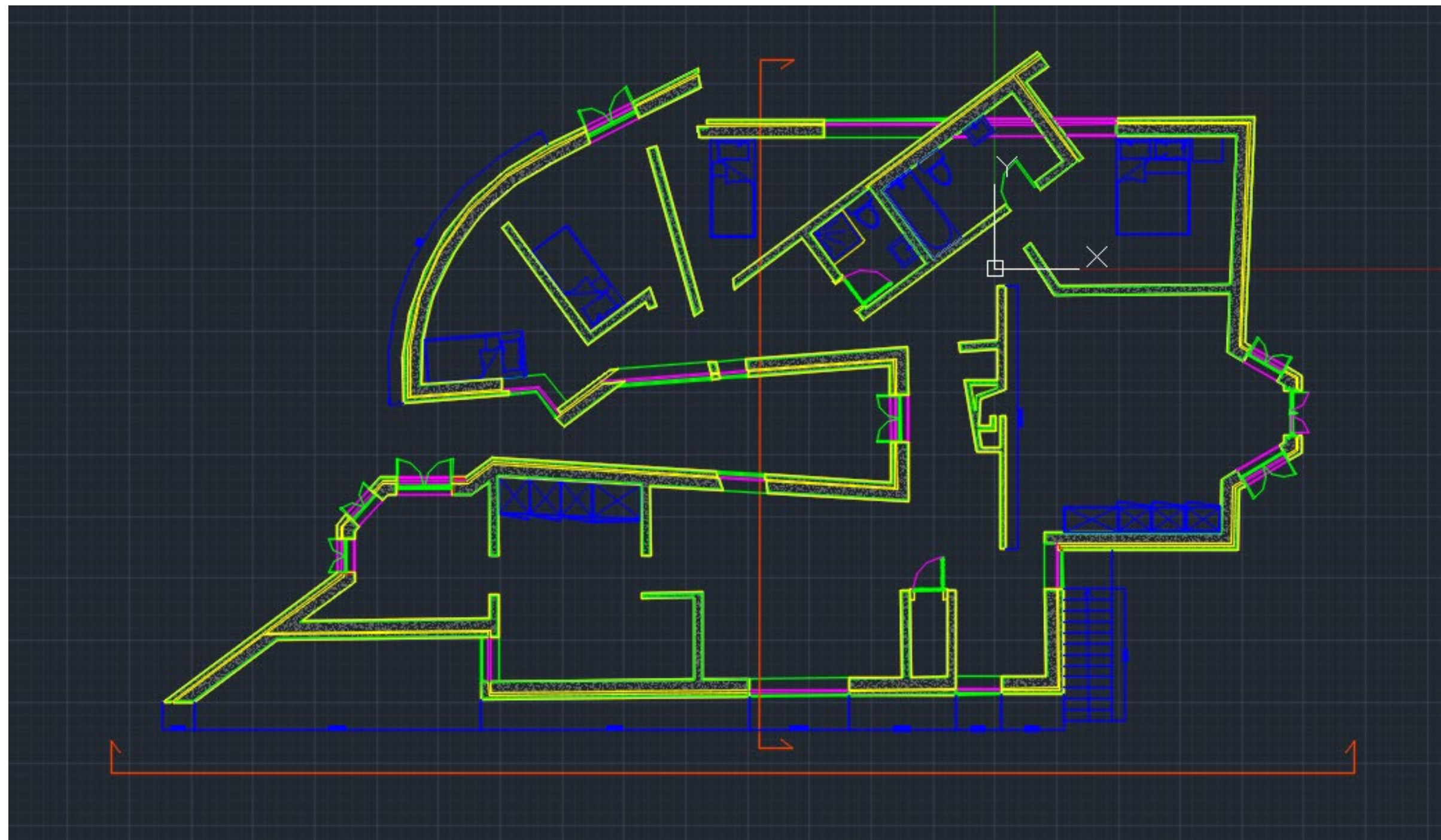
2.3 Assignment

# Assignment 1: Autocad 2D



# 1.1 Exercises: Learning commands

Not everything that was purely to show how a command worked was saved. More exercises in autocad can be found in the 3D segment.



## EXAMPLE OF SELFMADE HATCHES

isolation hatch



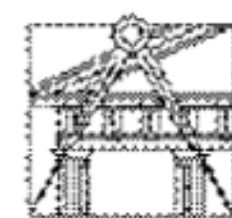
wood hatch



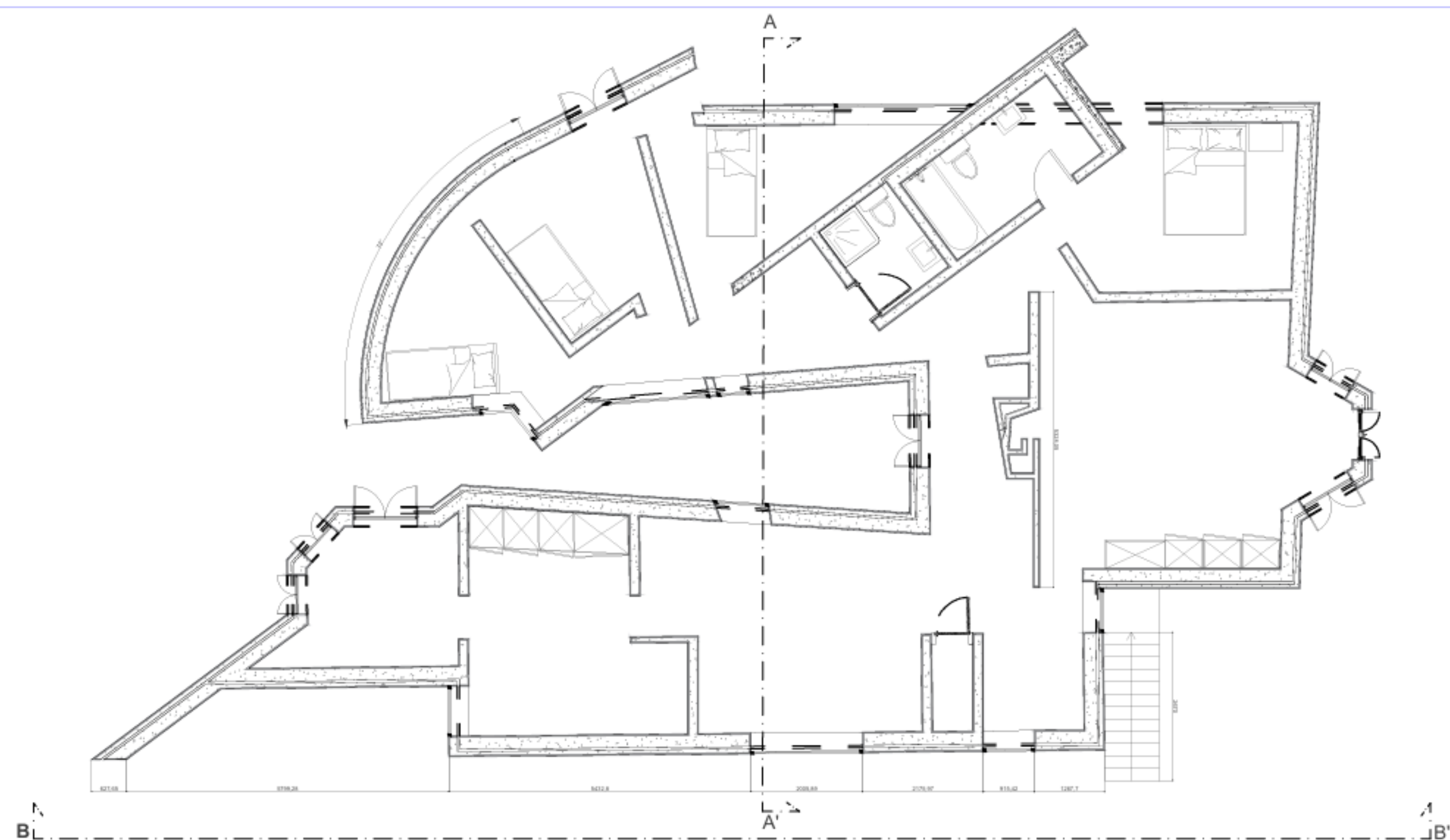


# 1.2 Assignment

Digital representation  
Casa António Carlos Siza  
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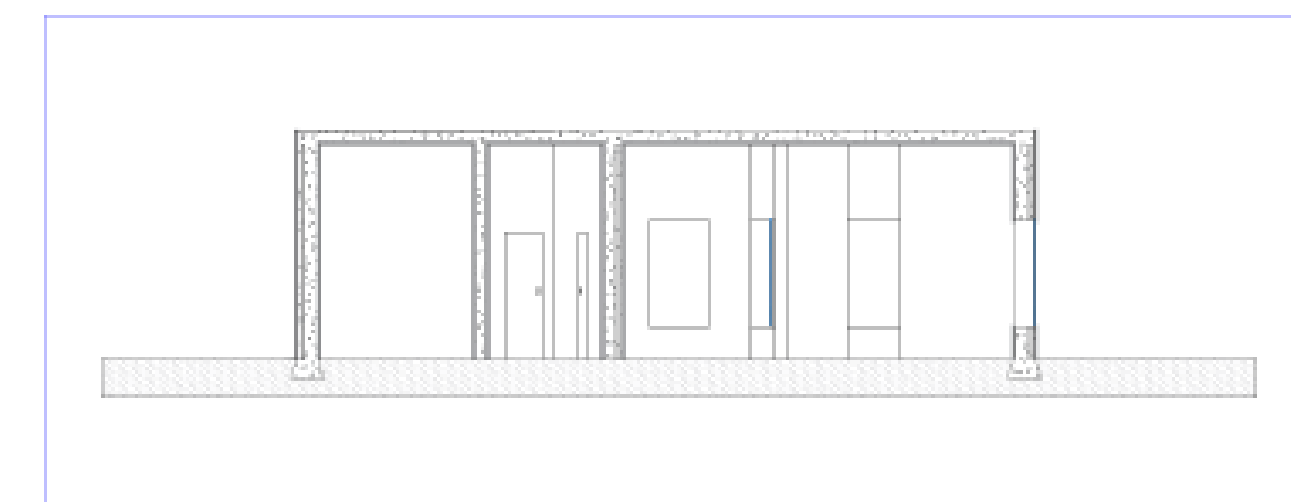


Groundplan - 1:100 (mm)

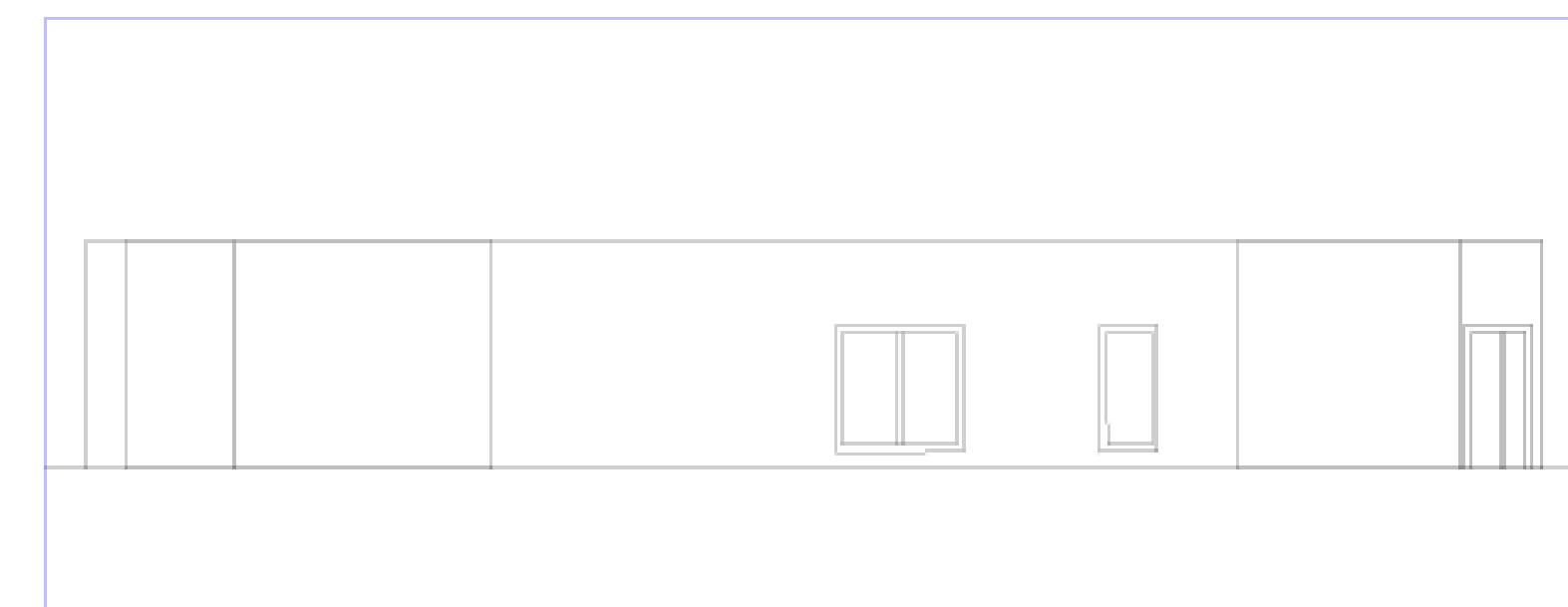
Digital representation  
Casa António Carlos Siza  
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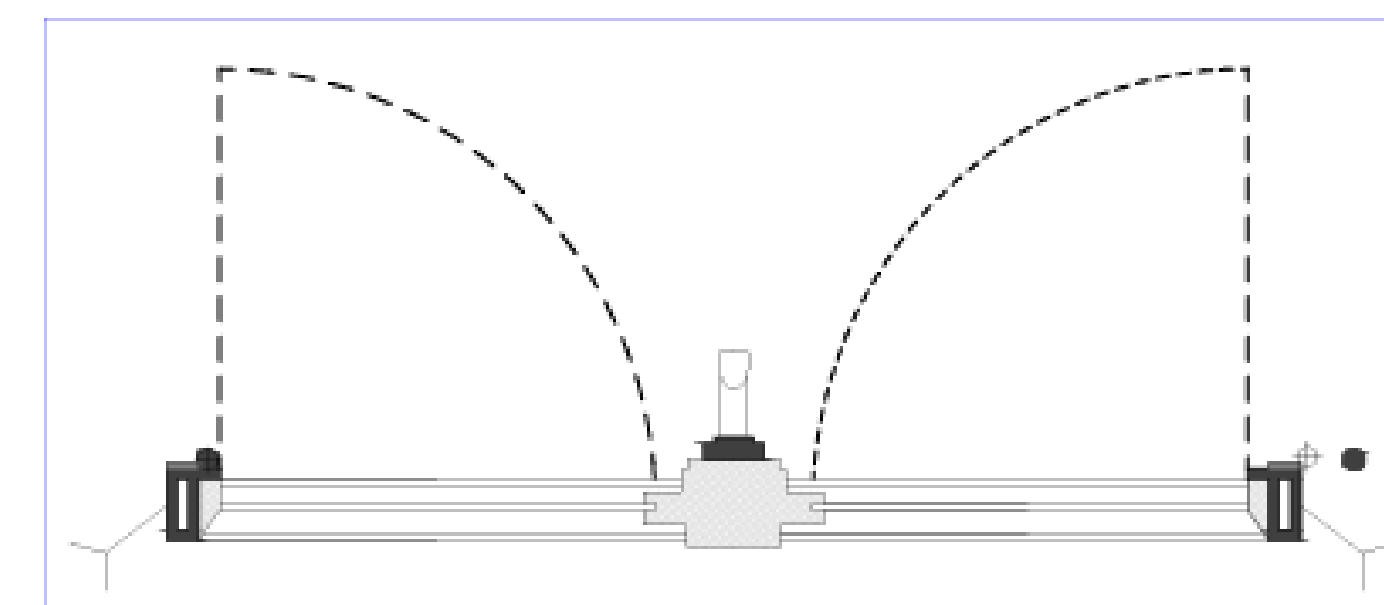
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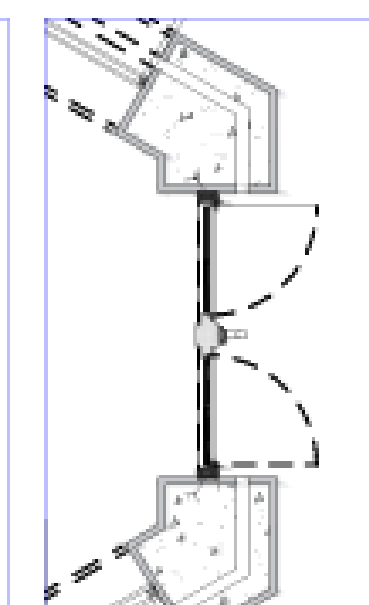
Section AA' - 1:100



View BB' - 1:100



Detail 1:5

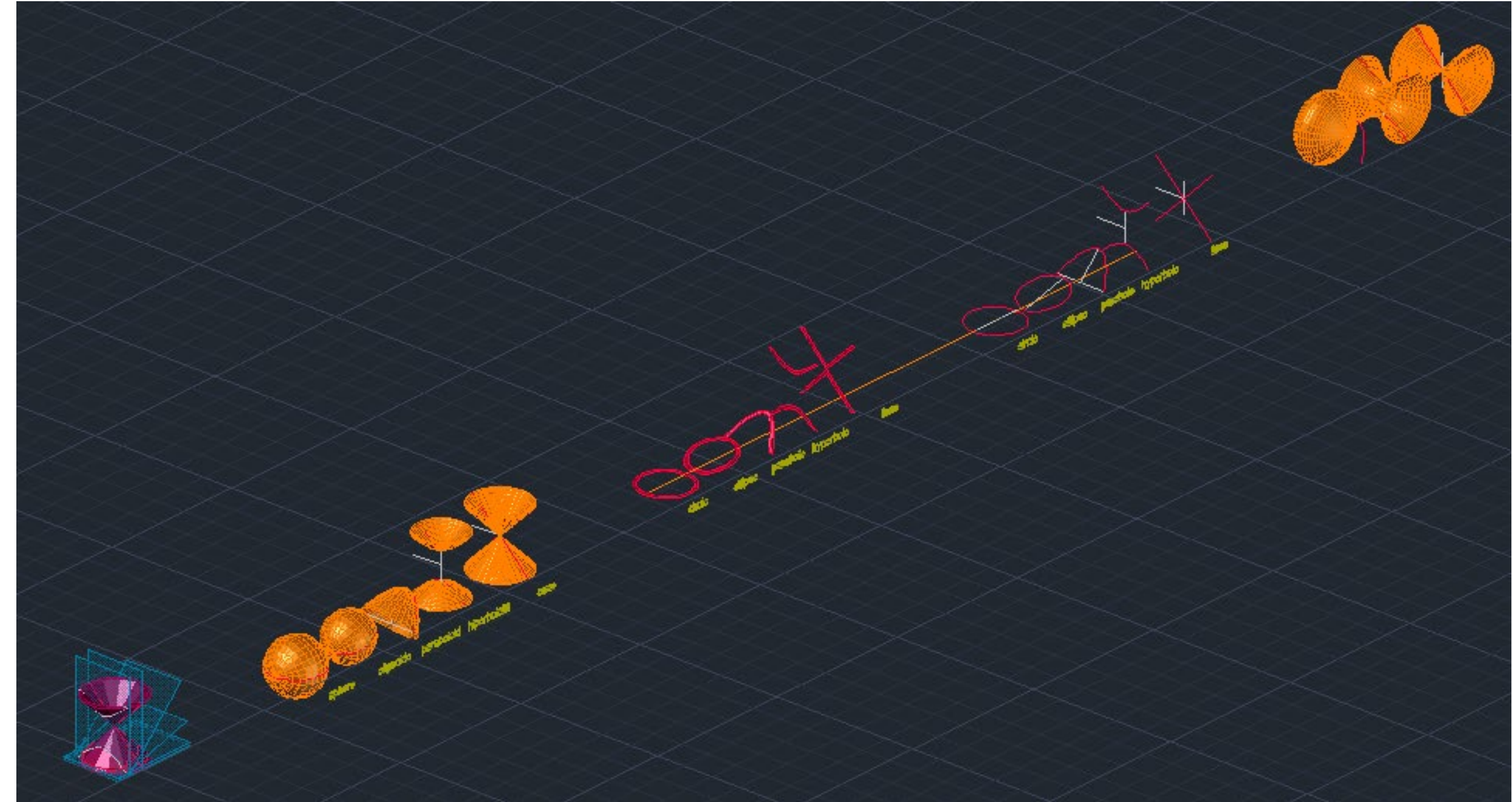
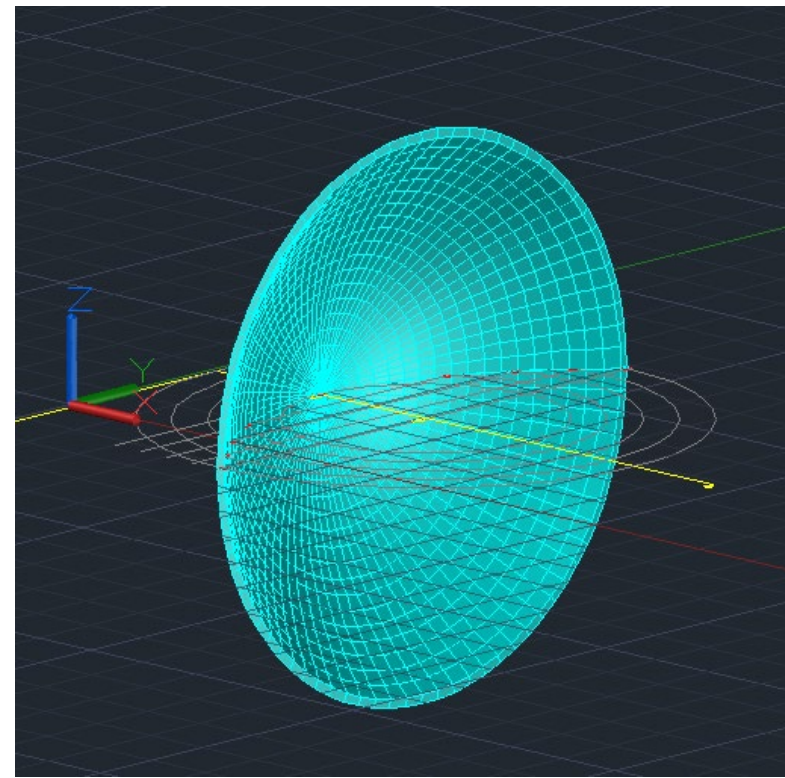
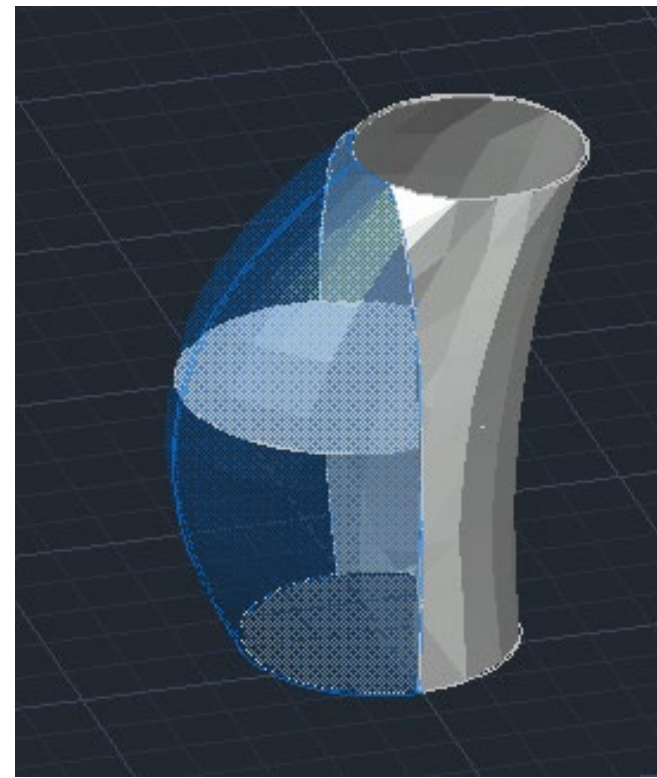
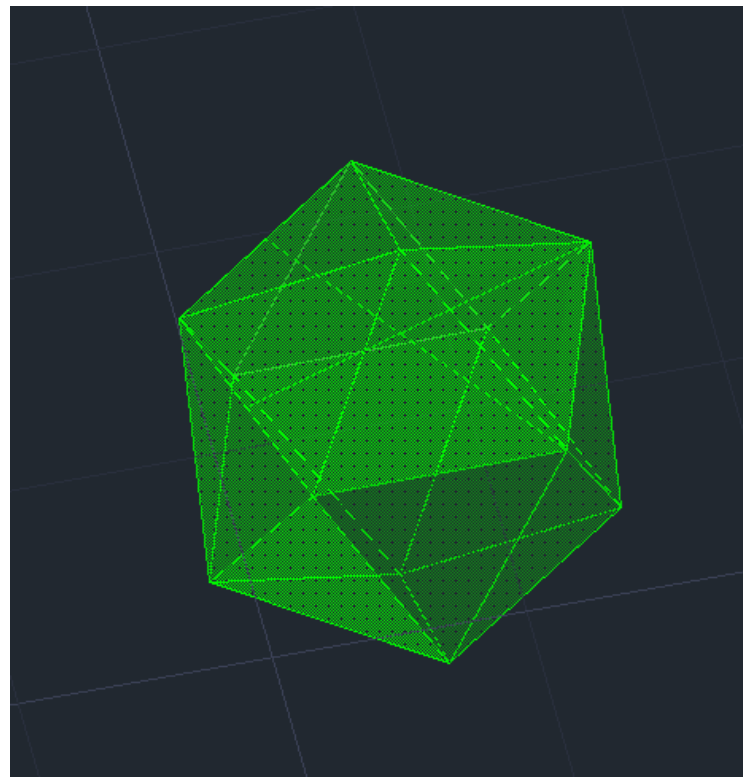
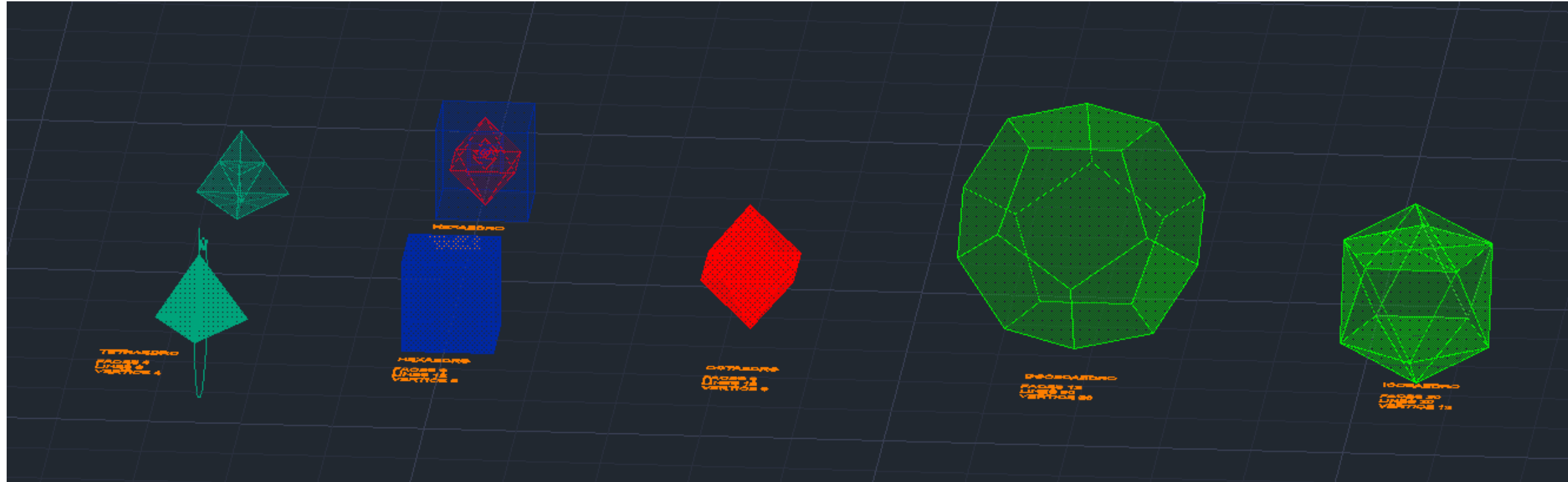


Detail in situ



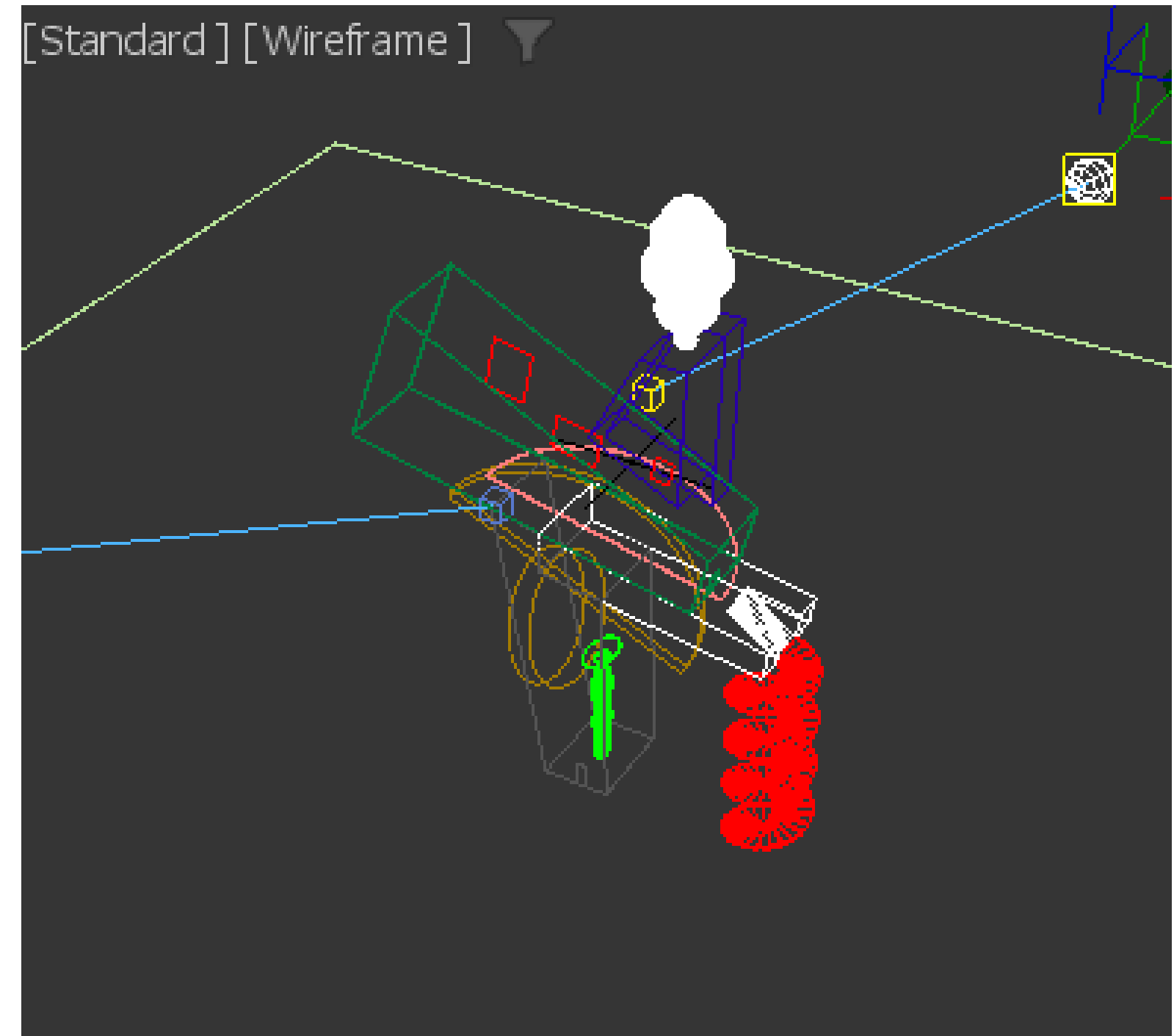
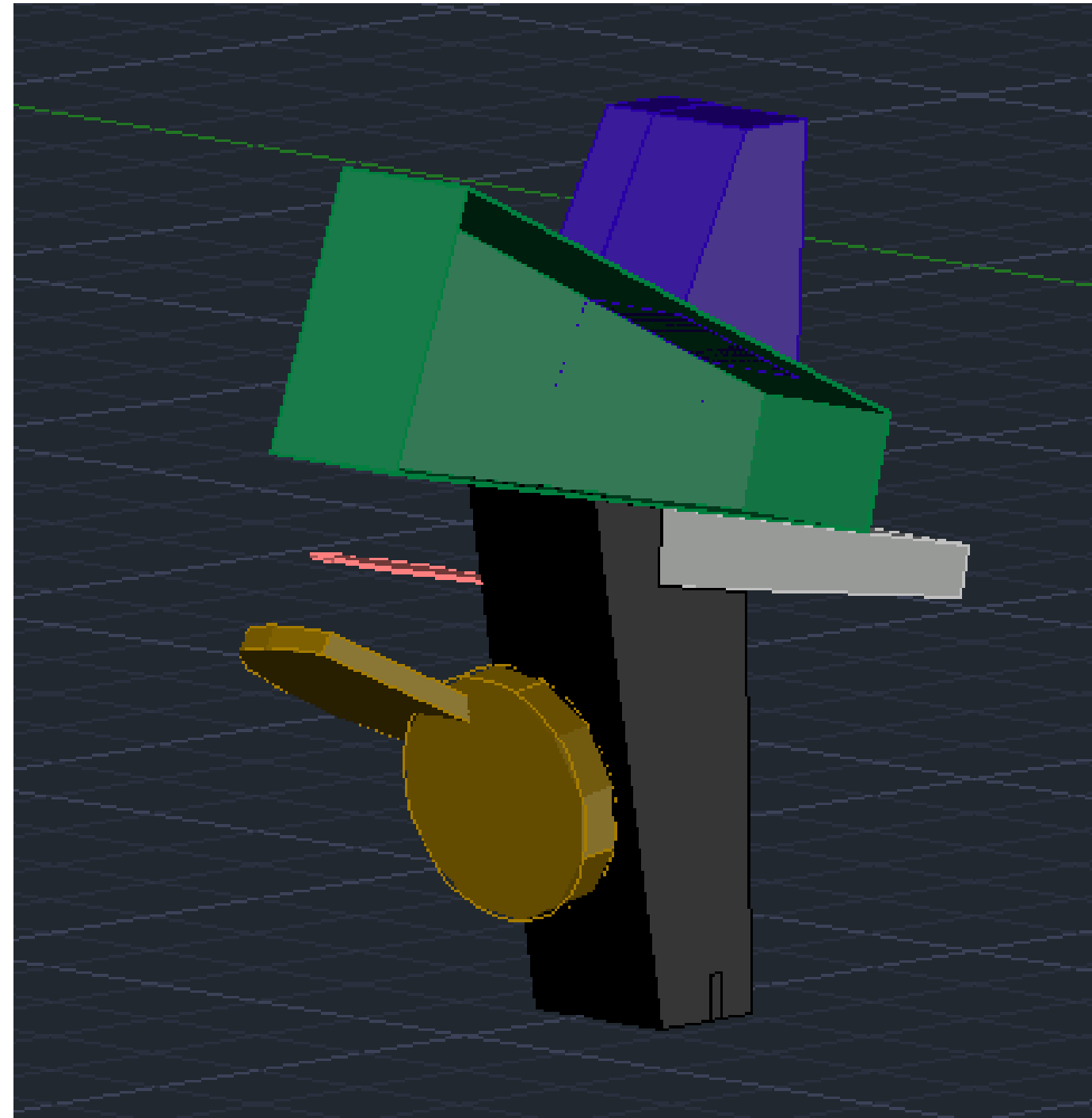
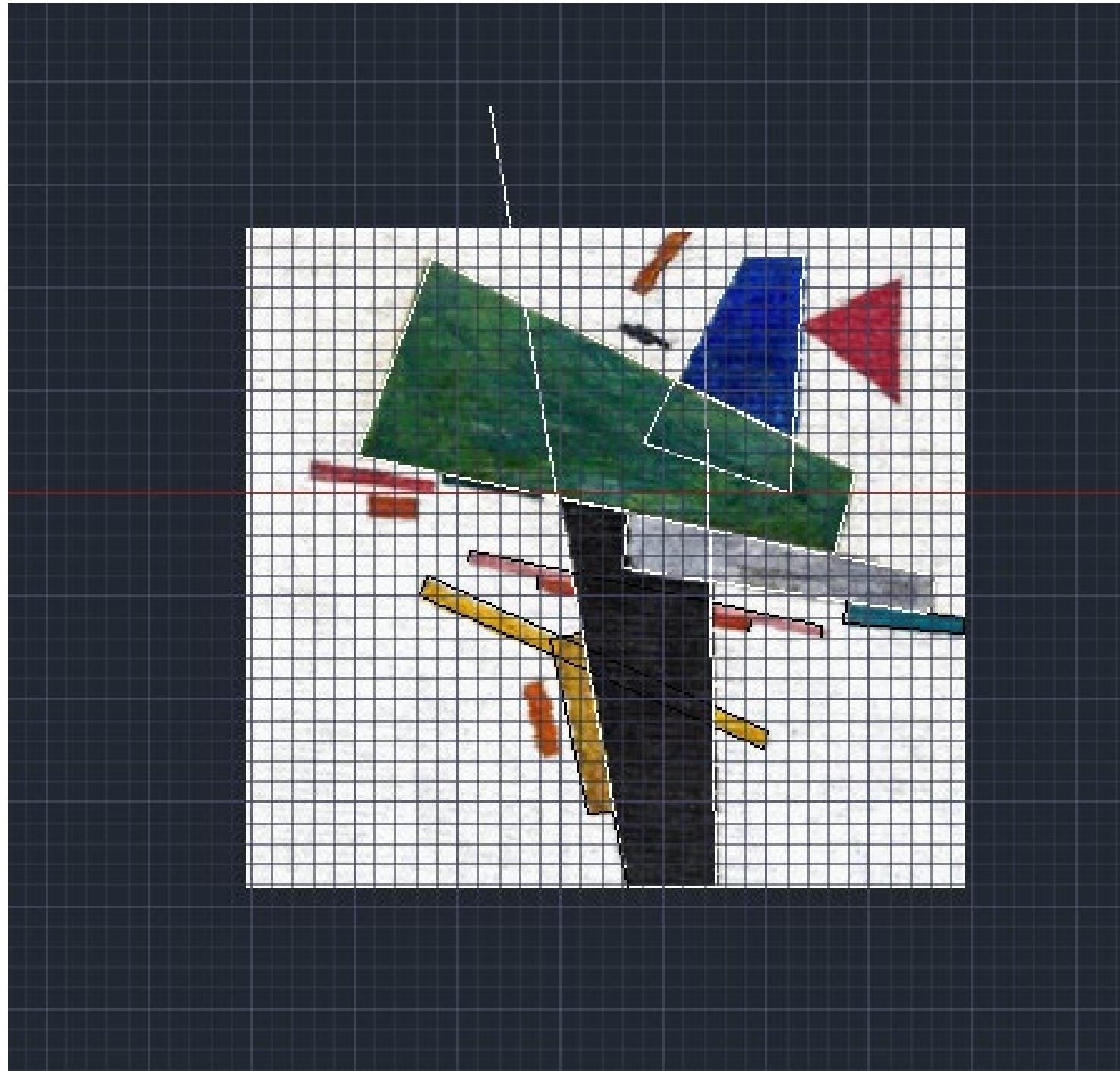


## 2.1 Exercises: Learning commands

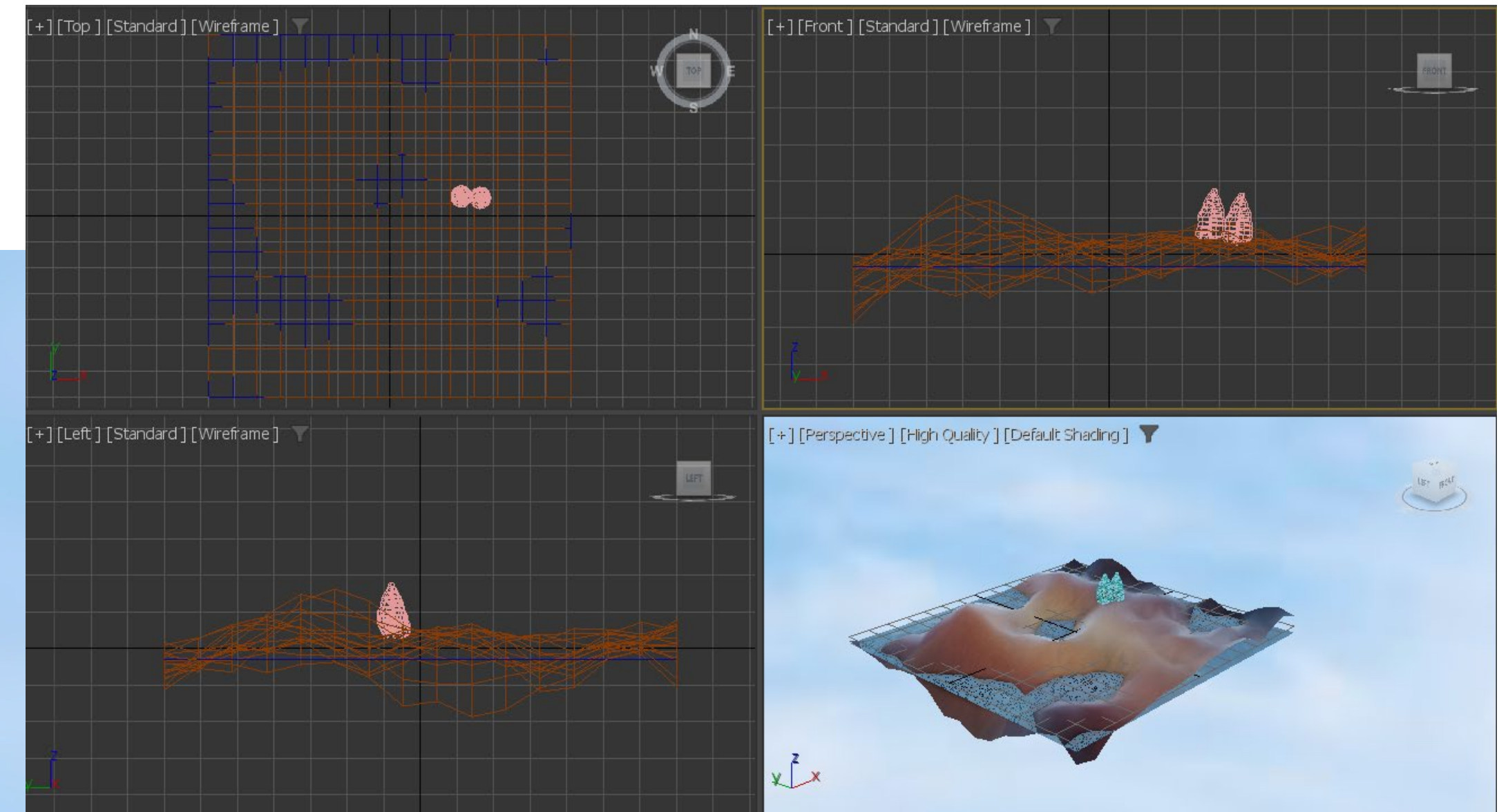




## 2.2 Exercises: 3D MAX

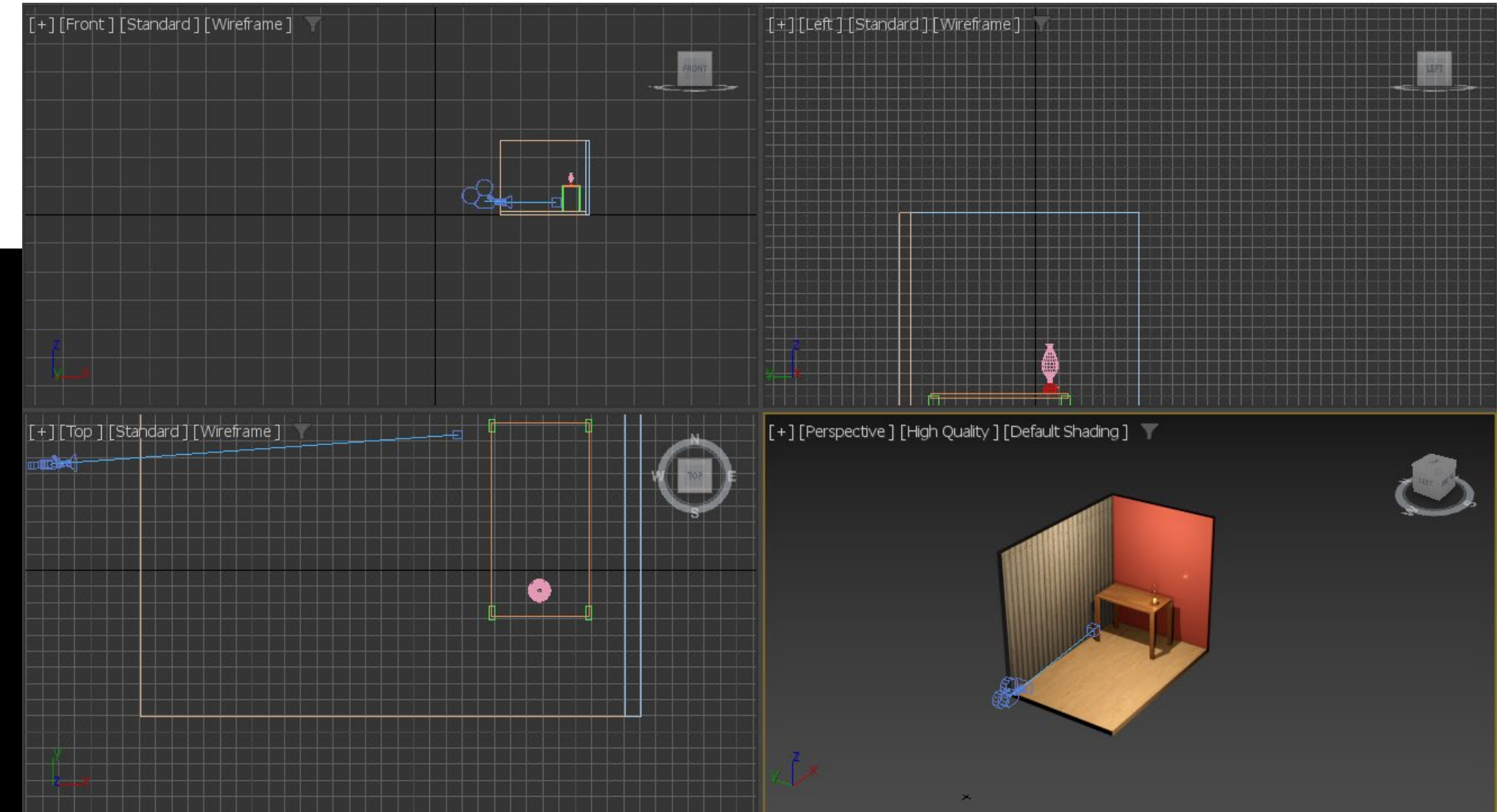
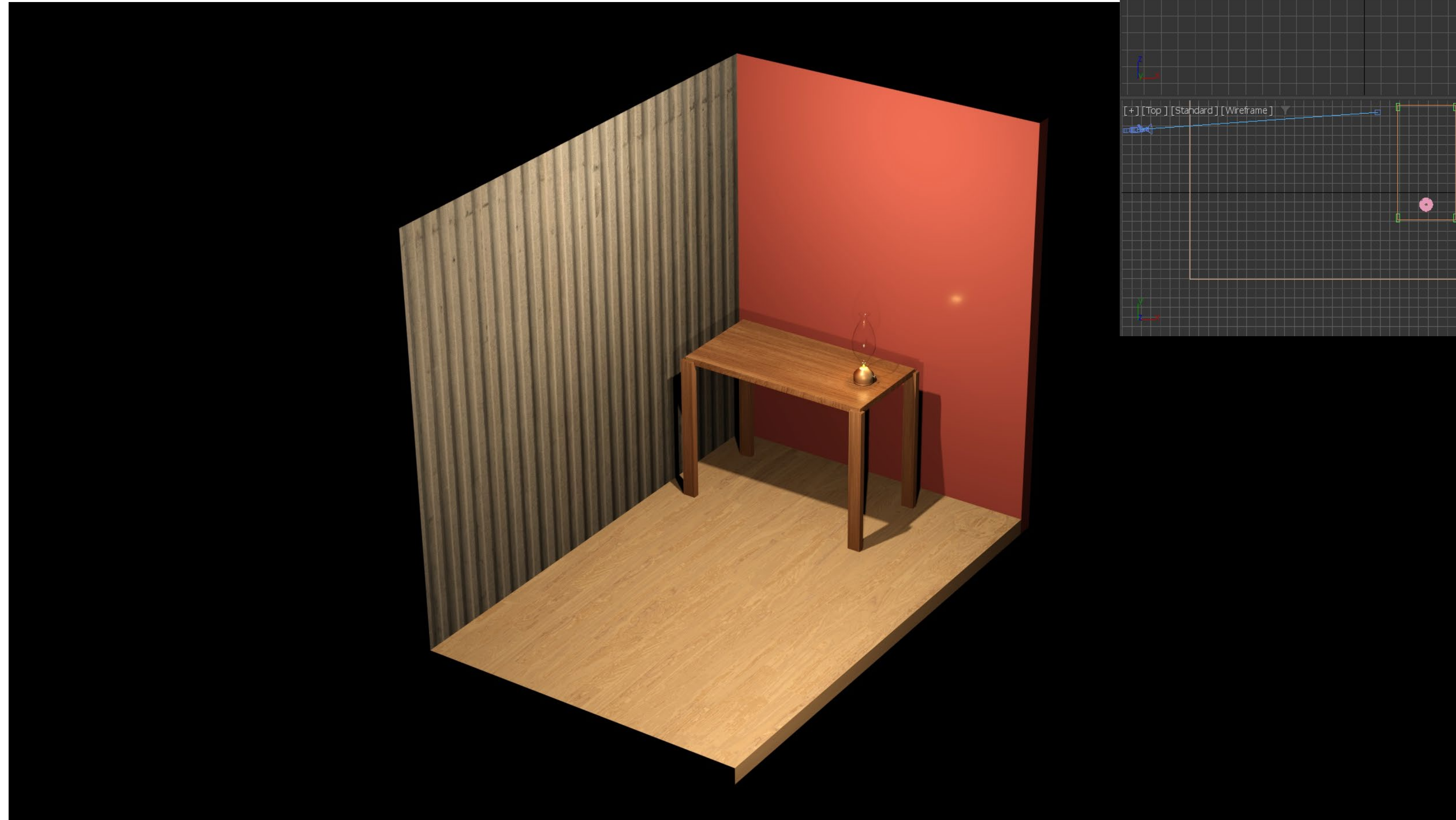


## 2.2 Exercises: 3D MAX



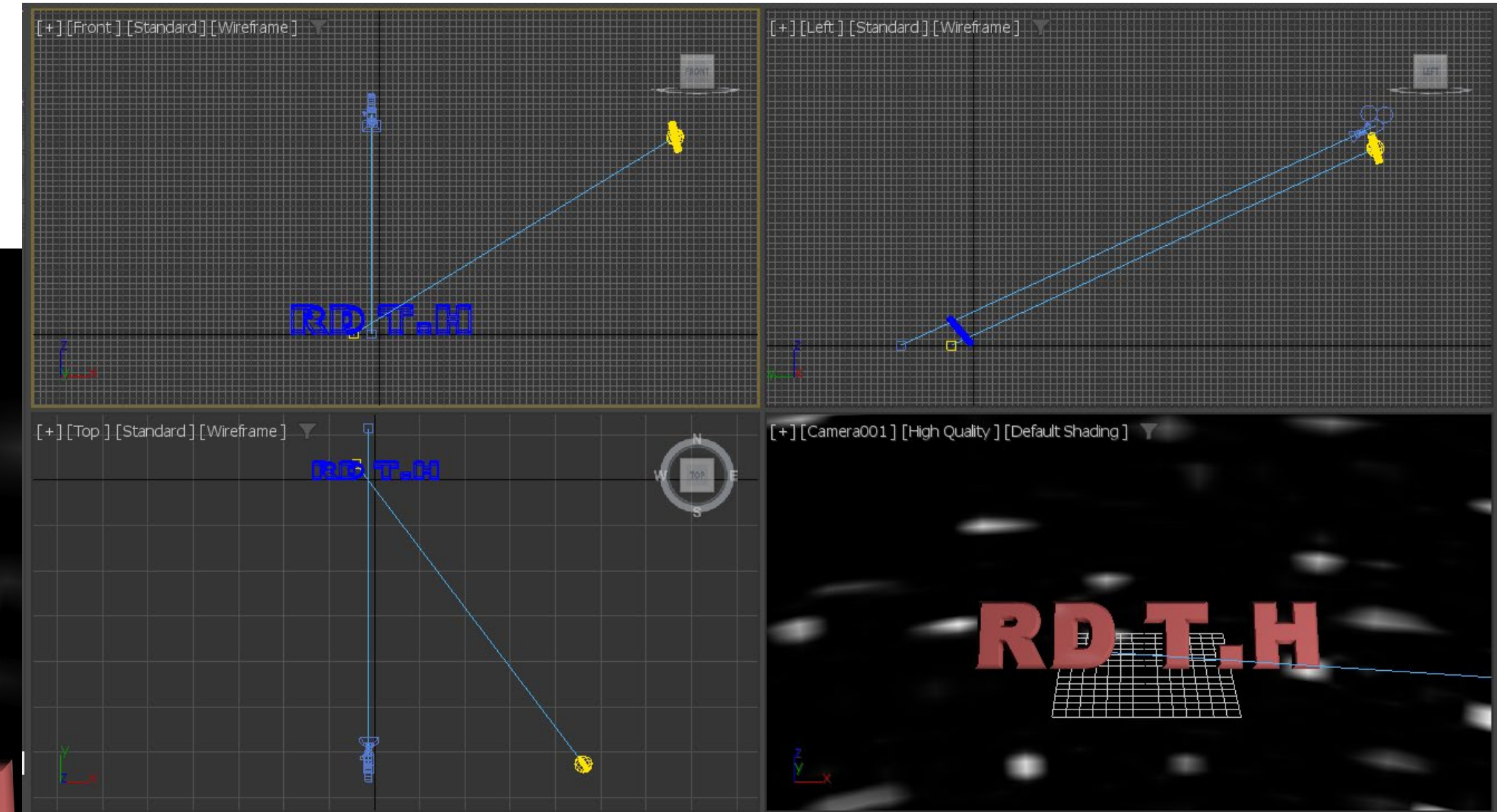


## 2.2 Exercises: 3D MAX



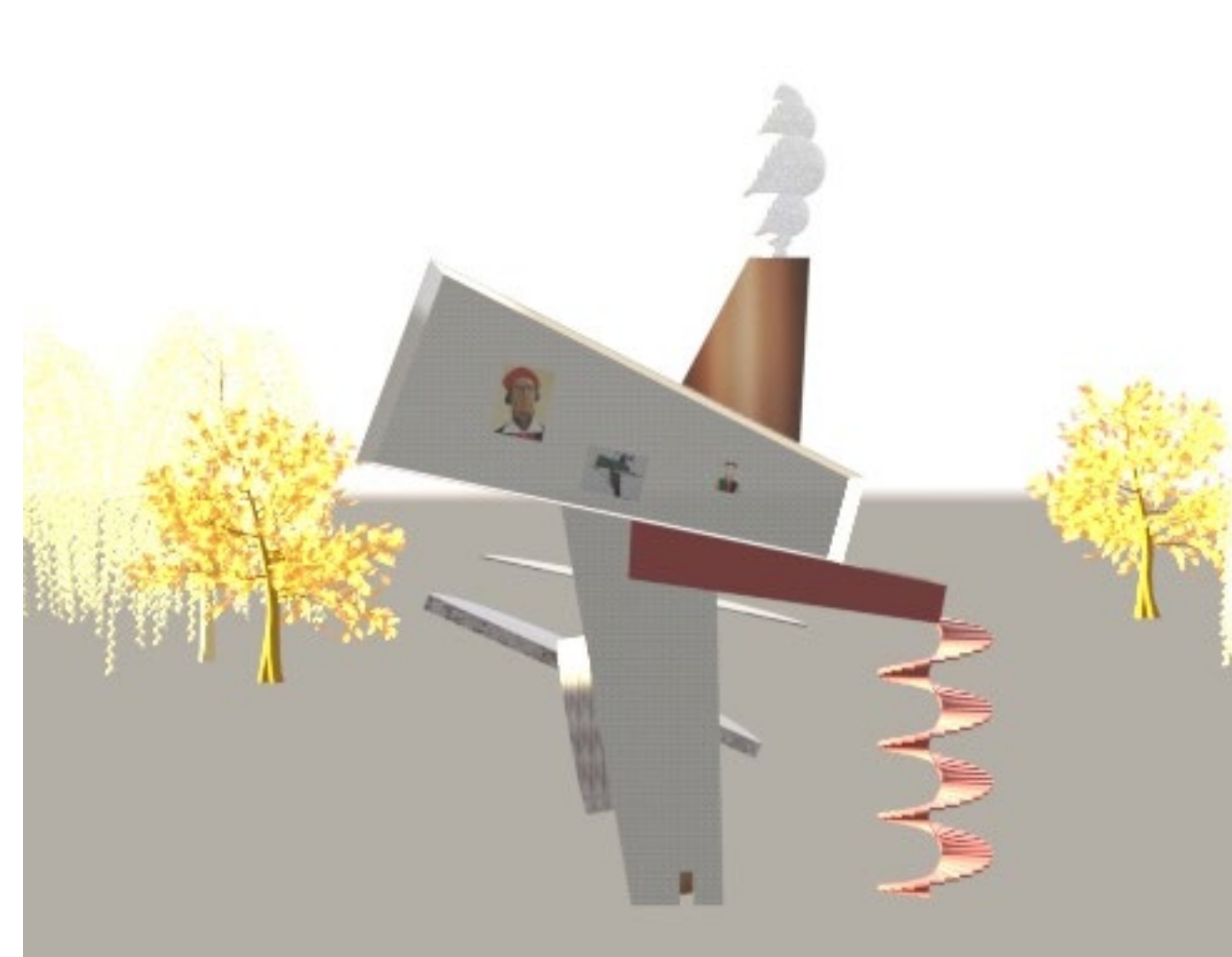
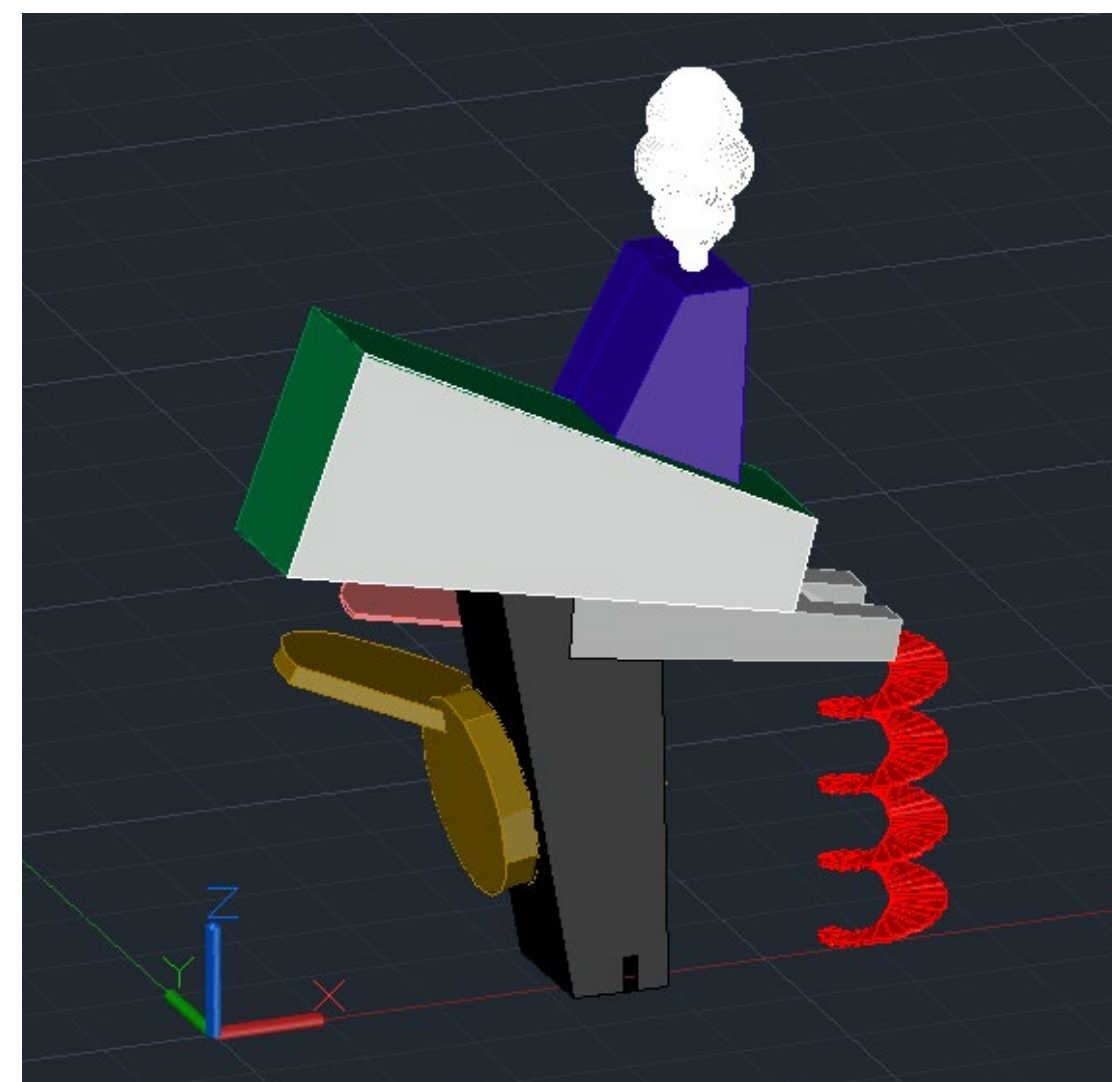
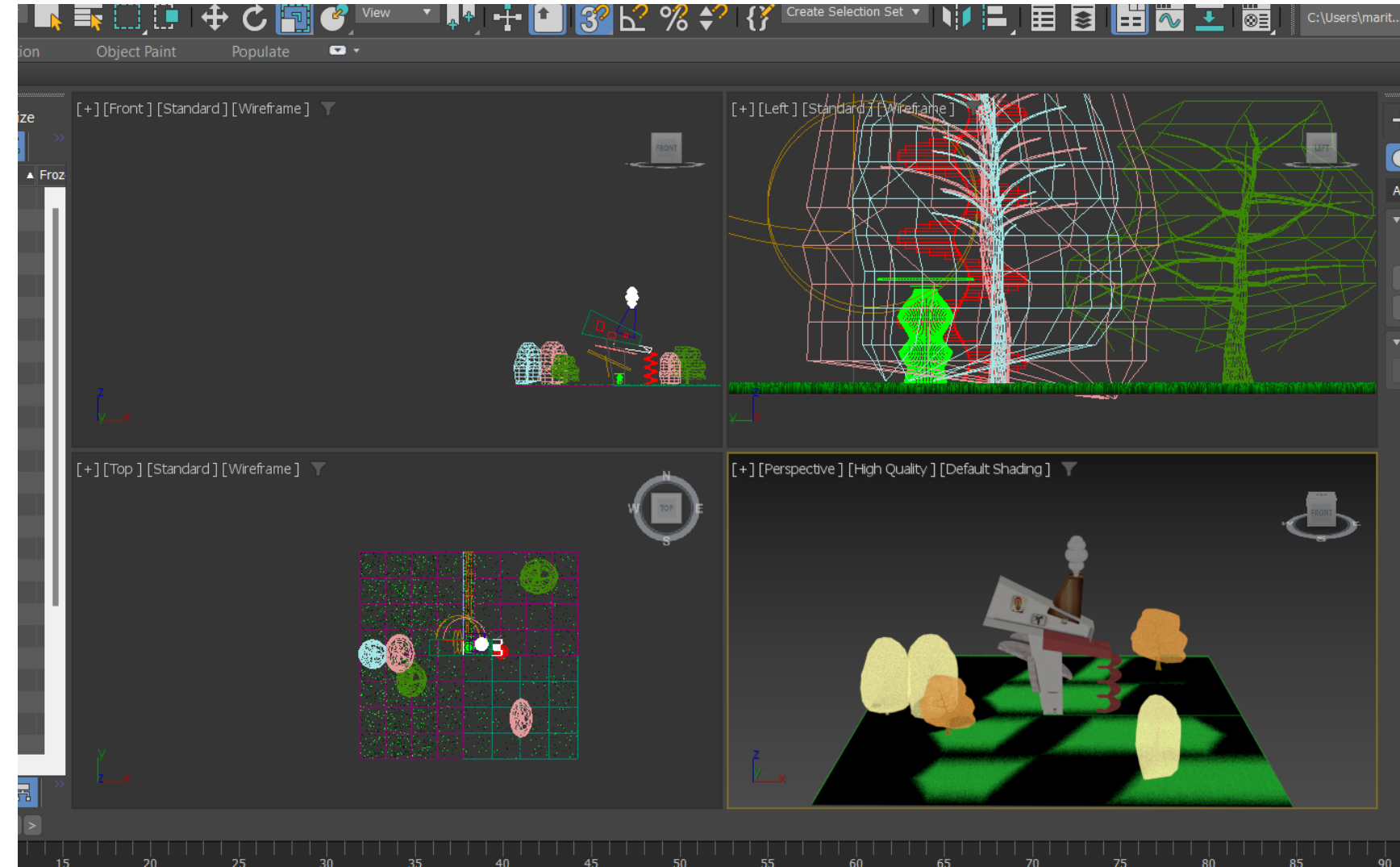
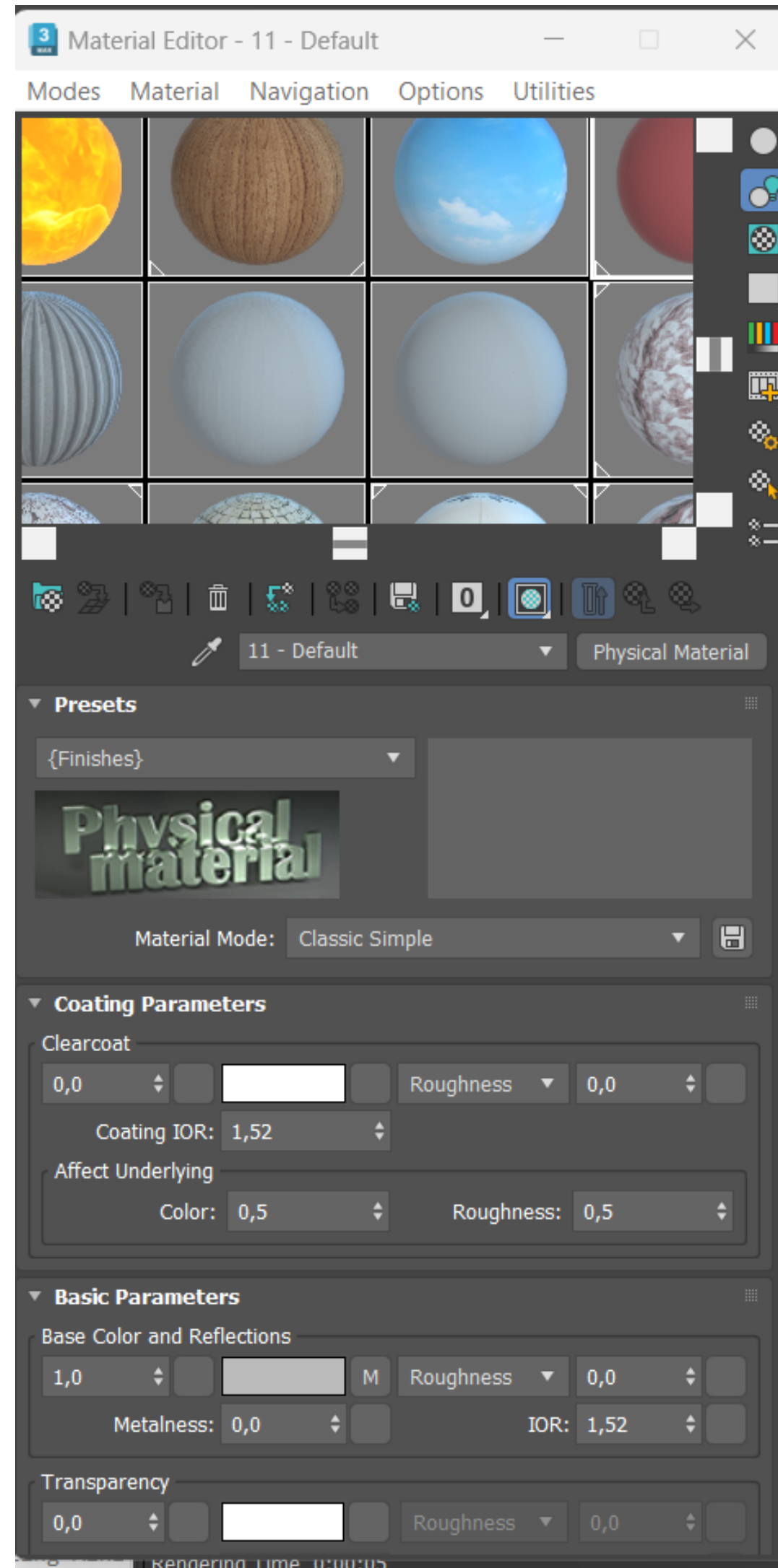


## 2.2 Exercises: 3D MAX





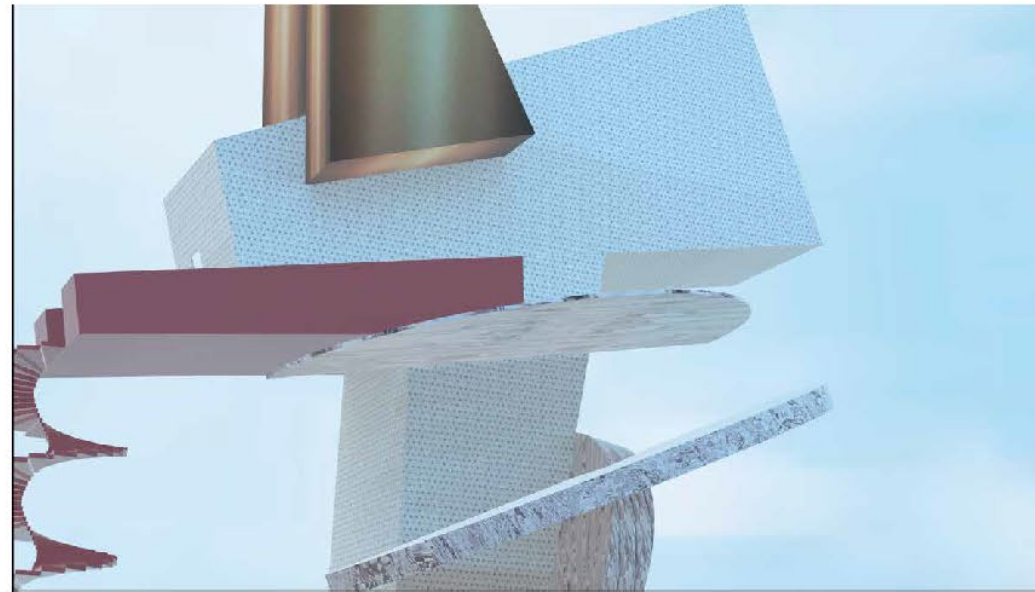
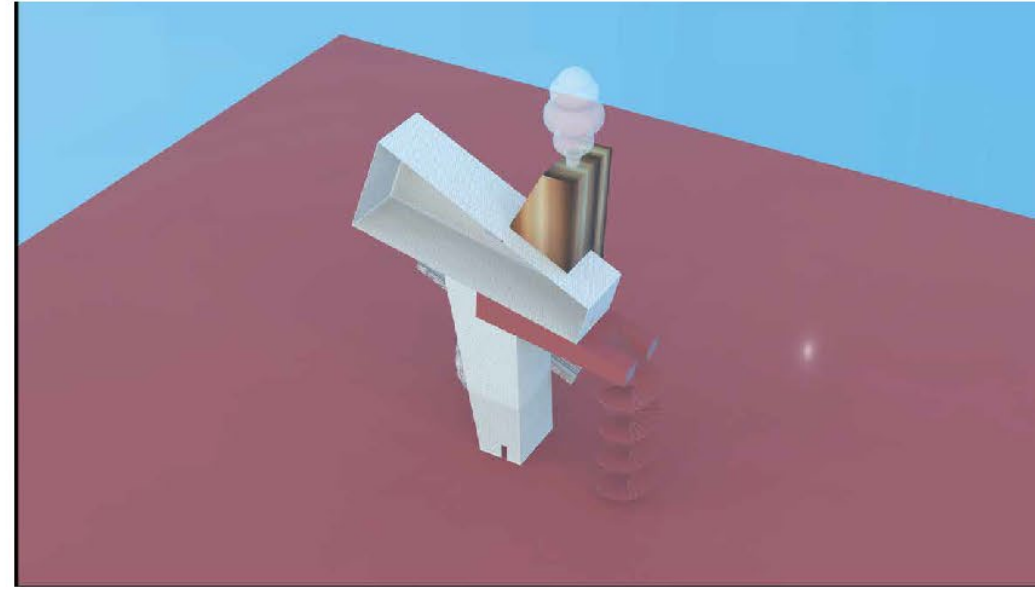
## 2.2 Exercises: 3D MAX



I wanted to give the floor the texture of grass as shown on the left and above. Because this made the file too big for the program to handle (even after rescaling,...), I couldn't make this happen for the render.

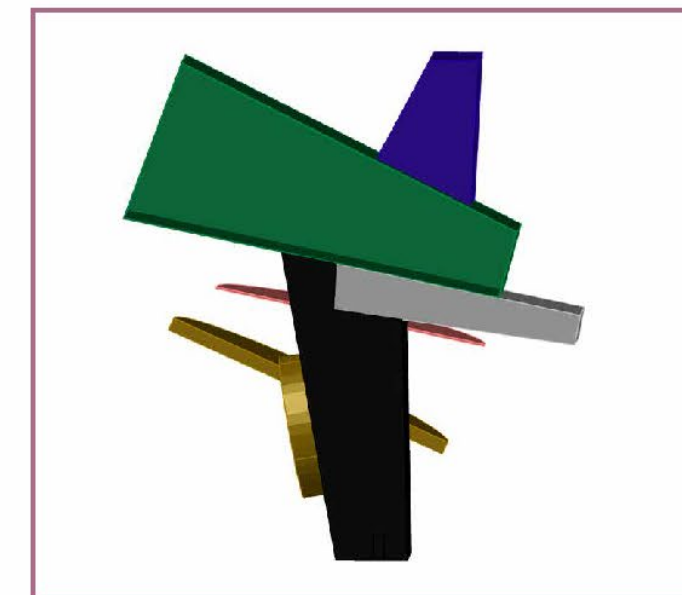


## 2.3 Assignment



Digital representation  
Faculdade de Arquitetura

Kazimir Malevich  
Untitled  
Marit Luyts\_20248082





# Part of notes

Orbit (om 3d zicht te draaien)

Bevel

Extrude

3D rotate

Rotate 3d

Cone

Shade

Section

Collar

Tangent

Box

Visualstyles

Surf tab 1 en surf tab 2 om 3d elementen preciezer te maken

Edgesurf om lijnen te verbinden en 3d element van te maken

Thicken


Loft (figuren verbinden om element te maken, bv 2 cirkels boven elkaar laten maakt een cylinder)

Section - move

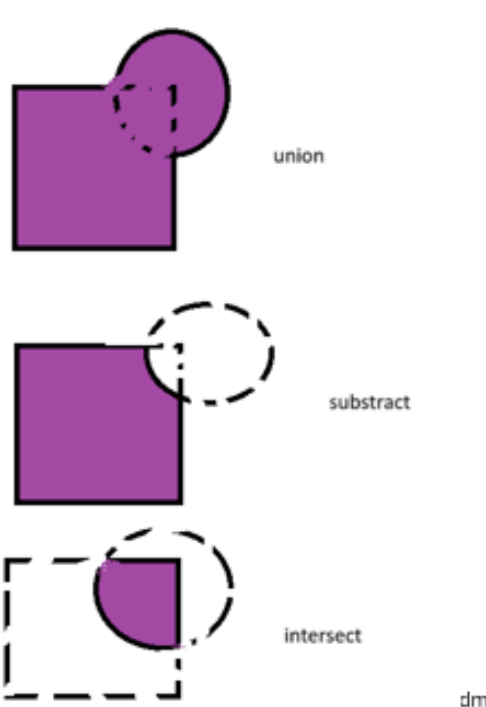
Explode na loft maakt element leeg ipv vol

OPDRACHT

Obv schilderij museum maken met 2 verdiepingen, verbonden via trap → 3d sculpturen en/of schilderijen in plaatsen



- Thickness of material
- Scale to human scale
- Trap tot plat vlak (geen deur)
- Dwg uiteindelijk importeren in 3d max => als je verschillende muren andere materialen geven, moet je ze in verschillende lagen plaatsen voor import 3dmax
- Afgeven op panel: 3dmax renders en autocad renders, moeten groot genoeg zijn om goed te kunnen analyseren



dm

Base color: no map => bitmap lookup (picture good)

Kan foto draaien door coördinaten te veranderen

Glas leeg laten lijken door: thinwalled

Kan precisie aanpassen bij parameters: segments

Noise: change chape plane

Create (+): camera

⇒ Perspective: camera 001

Render setup

Chose amount of pixels (3840 x 2160)

Renderer: quick silver

Movements:

Trans(lation?) Movement: 3 sec

Rotation movement: 3 sec

Movement of light: 1 sec

Stand: 2 sec

TOTAL: 9 sec

20 frames/sec

Edit spline (in modifier list)

Bevel: make different levels in element (change height and outline to make corners e.g.)

→ To make round: smooth across levels

Select and rotate (naast move)

Time configuration

Custom: 20 frames per second

Frame count: 9 sec x 20 frames per second = 180 frames + 1 (length = 180)

Voor film: ga telkens op het beeld staan dat je de x-aantal frames wilt zien bv. Na 3 sec wilt ik camera voor tekst: dan druk je op set key (alle elementen moeten geselecteerd zijn)

Rendering: Environment and effects: map (bitmapping) → background

Rendering: change single image to range

Sound → Graph editor: drop sheet

WAV (google sound files)

Sound edit:

Ping pong (video speelt opnieuw omgekeerd af)

Material dupliceren: modifiers: UV coordinates: mapsclaler

OF bump map toevoegen (en base weight als het beter moet overlopen)

Contact toevoegen

Dwg in site zetten

ftp.fa.ulisboa.pt