CSS 105 – Project #2 Report

Creating Models and
Surface Editing Techniques

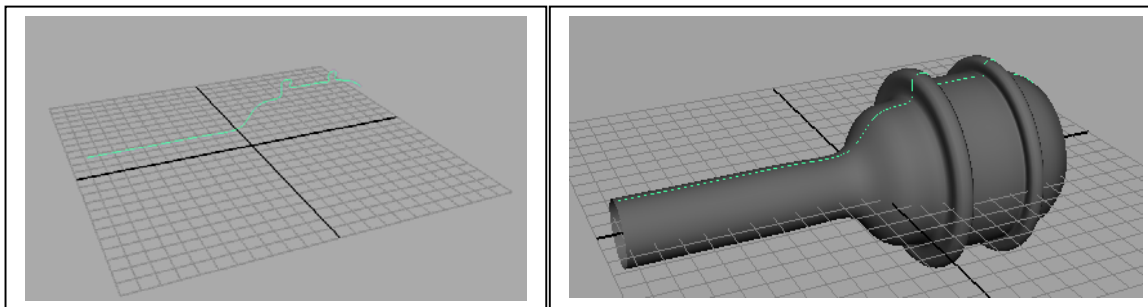**Group Members:**
Kelvin Sung & Kelvin Sung
Date: xx yy, zz

The purpose of this report is for you to explain to me how your objects are created. For every object creation technique (e.g. revolve, loft, etc.) you must show screen shots of profile(s) and the component that is created.
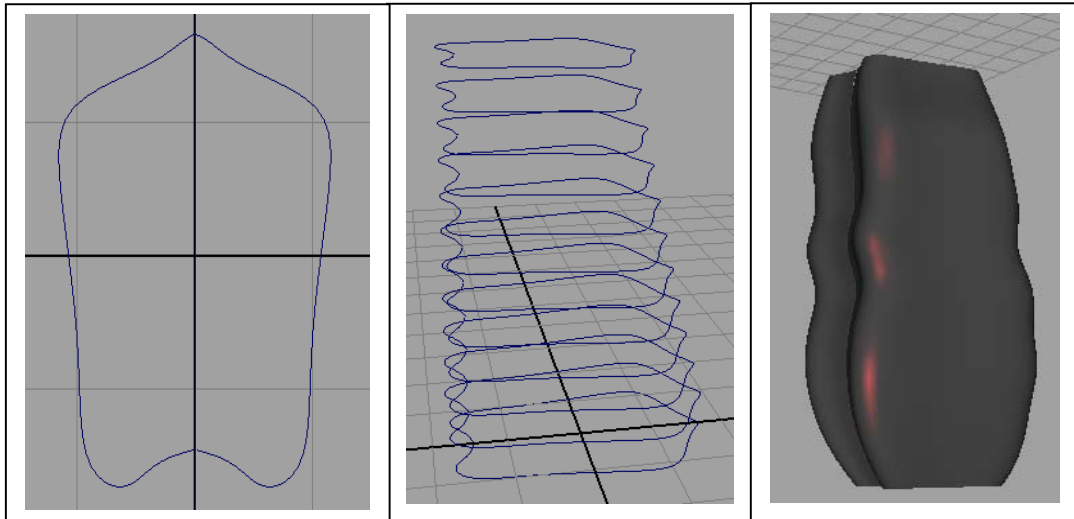
Inspiration: Remember, for this assignment, you must describe or identify what the source for your creation inspiration. You can either write a short paragraph describing the *story* behind your creation (remember: image + text = information), or do what I am doing, show images of the objects the inspired you. In my case, my inspiration happened when blow drying my daughters' hair. The object I try to model is the hair dryer, as show in the right photograph. Let

me know if you need help with taking pictures, I can bring my camera to class and you can bring your objects to class and we can take pictures.
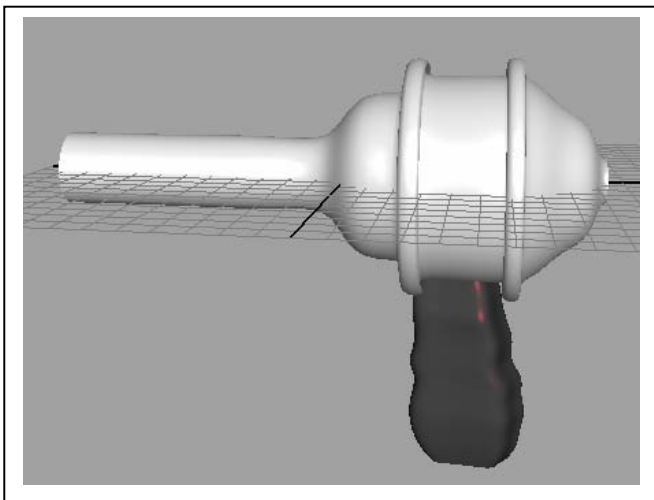
Modeling: I model my object with two components, a **dryer body** and a **handle**.

Dryer body: This is a revolved surface. The above are the object's profile and initial construction.

Handle: This is a loft surface. The above are the object's basic profile, duplicated curves before loft, and final construction (with small editing on the individual profile curves).

Final Object Construction: Well, we are all very glad that I am not a professional modeler. But, some resemblance is there right? ☺

Important Notice: My solution does *not* meet all the technical requirements of this project. This merely demonstrates to you what I am looking for. You should make sure your project satisfies all the technical requirements in the project spec!

!!HAVE FUN MODELING!!