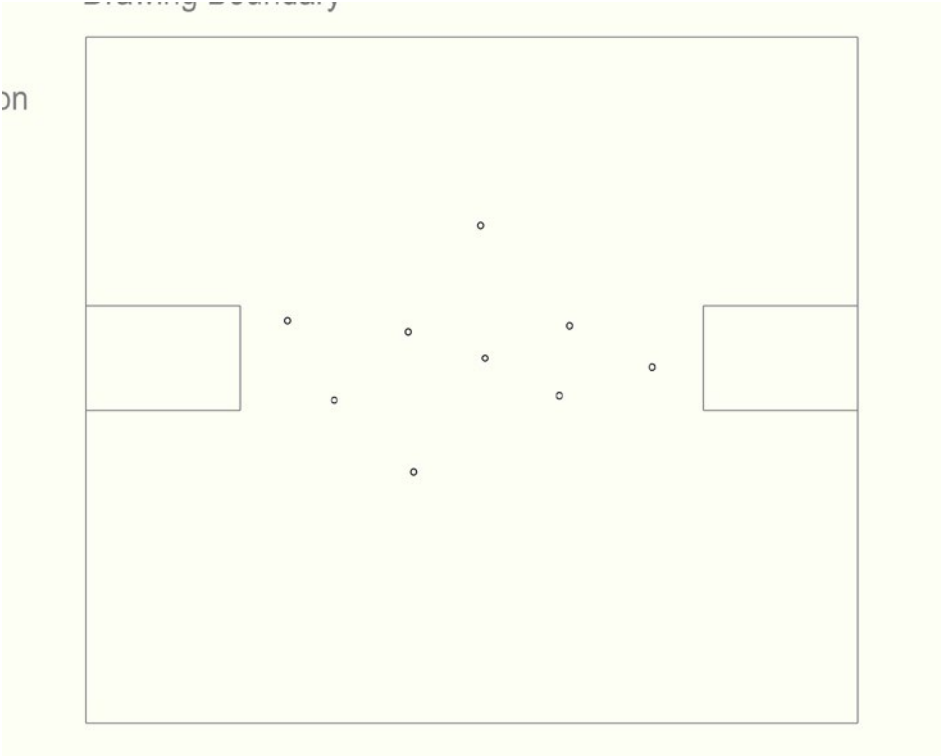


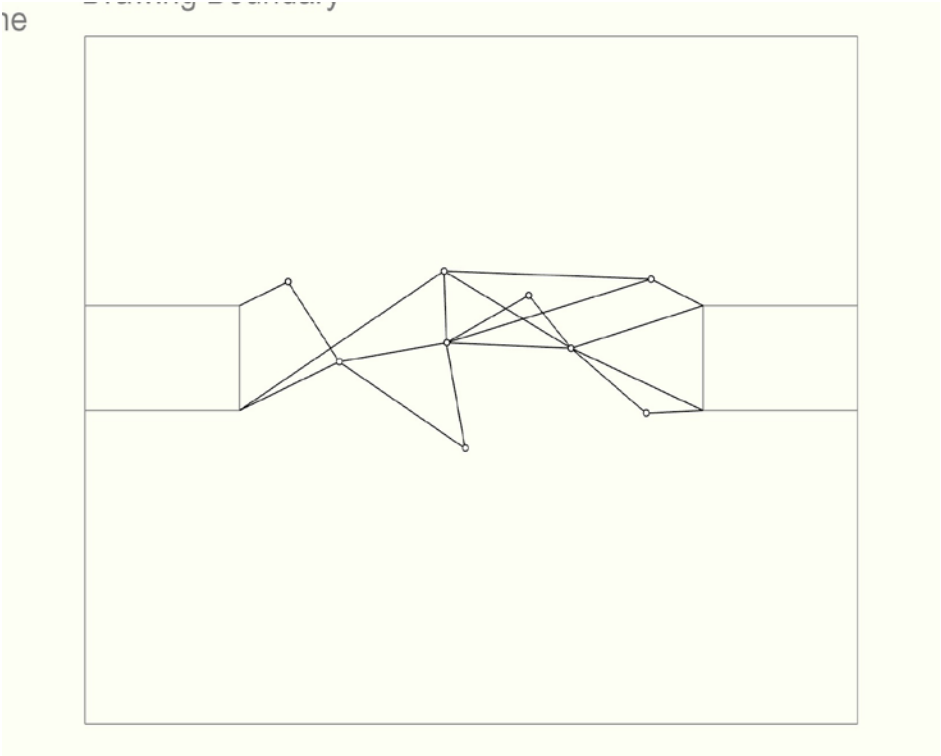
BINHAN NGUYEN

62.123 DIGITAL MEDIA II / ASSIGNMENT 1. BASIC 3D MODELING

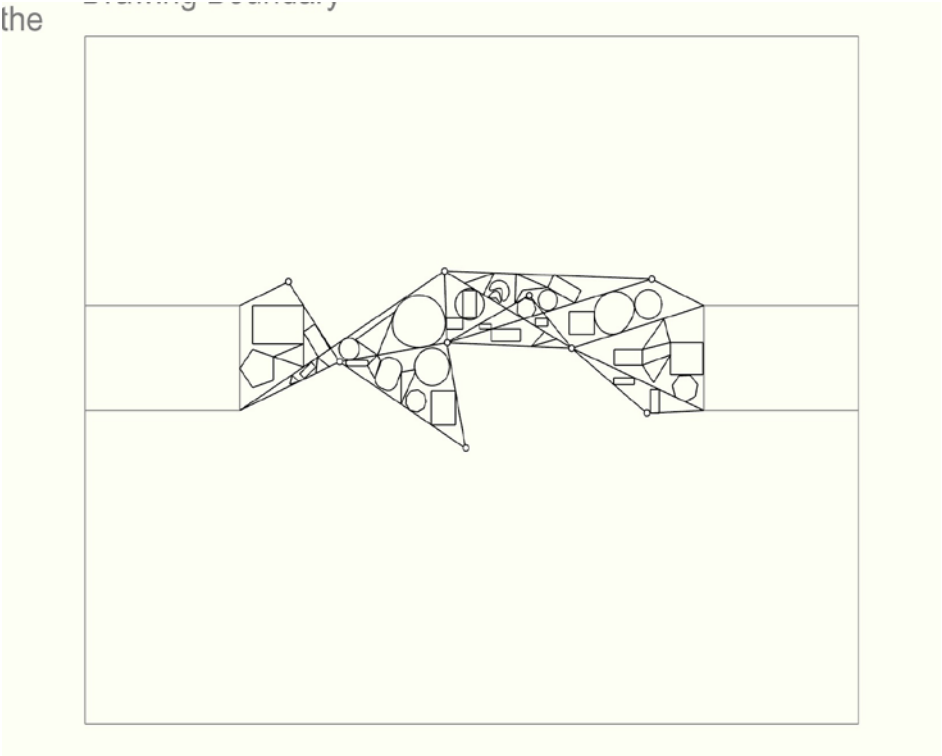
W1. Draw Points



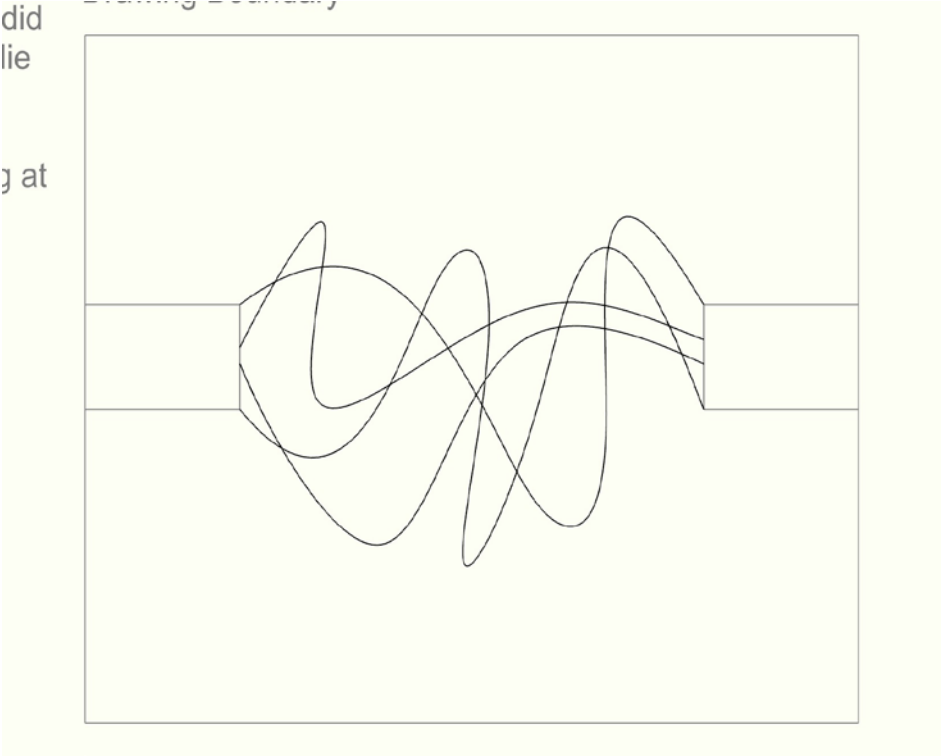
W2. Draw Lines



W3. Draw Polylines, Circles, Rectangles



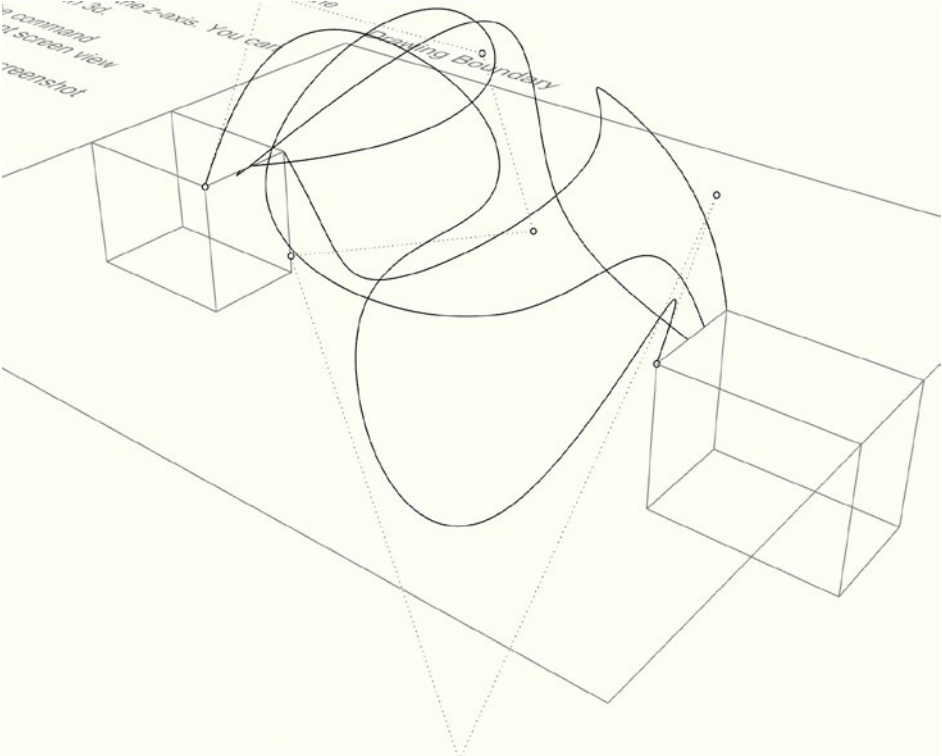
W4. Draw Curves



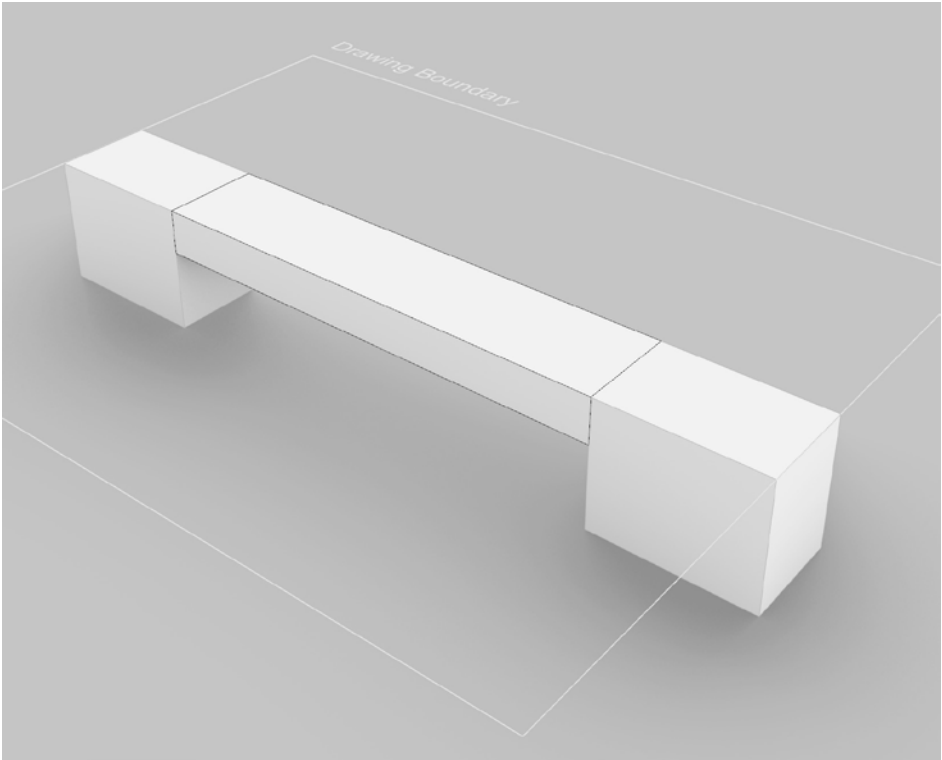
W5. Control Points



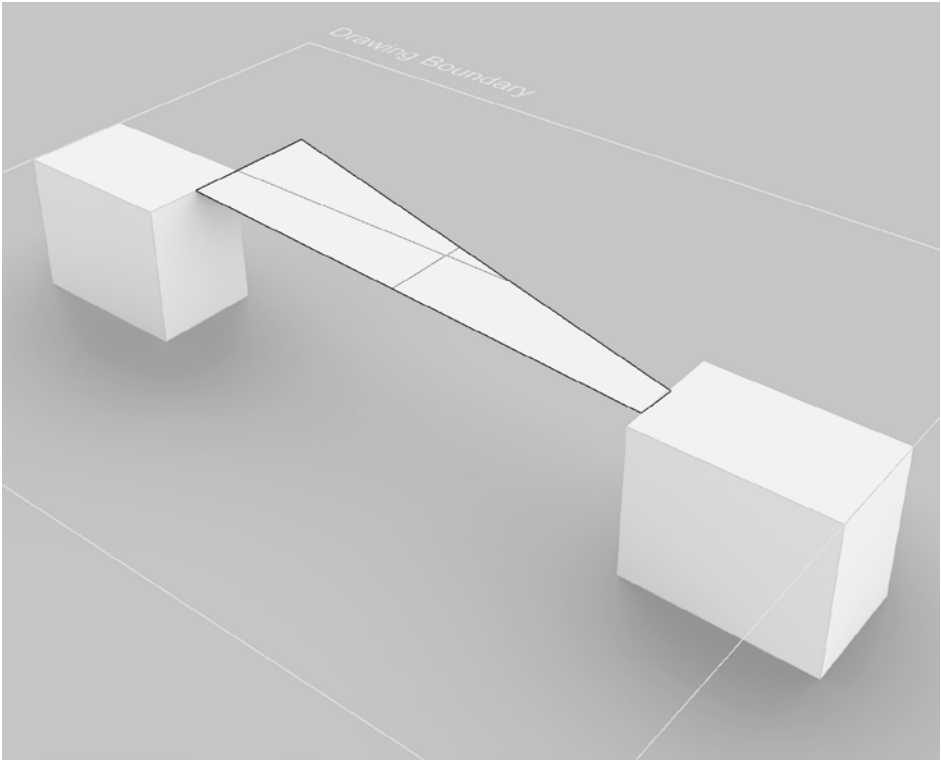
W6. 3D Curves



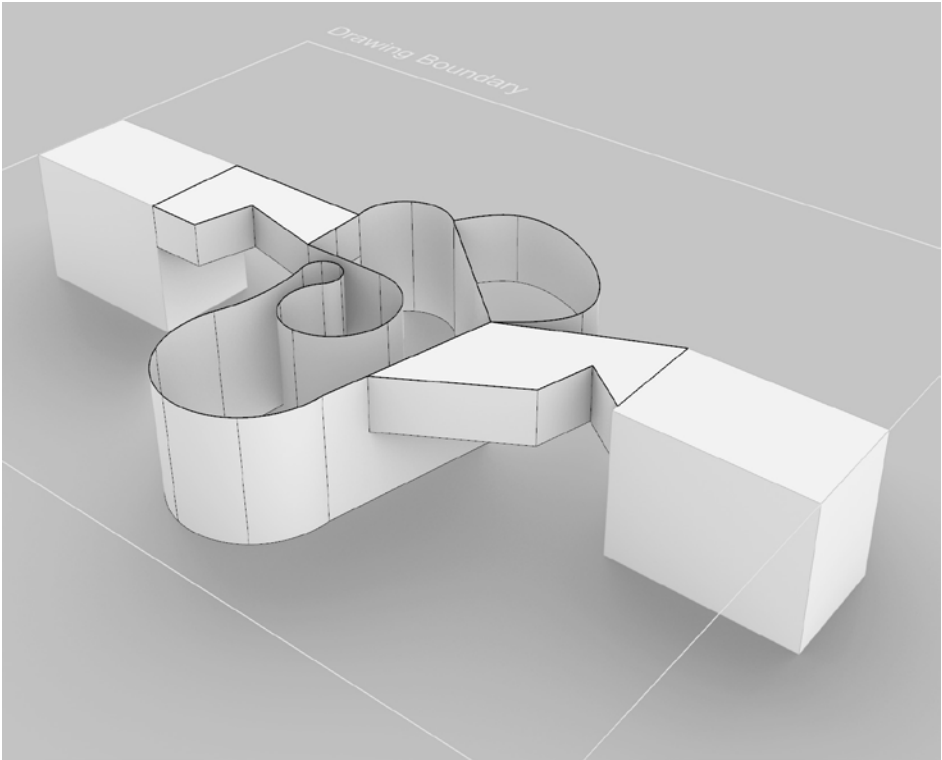
W1. Box



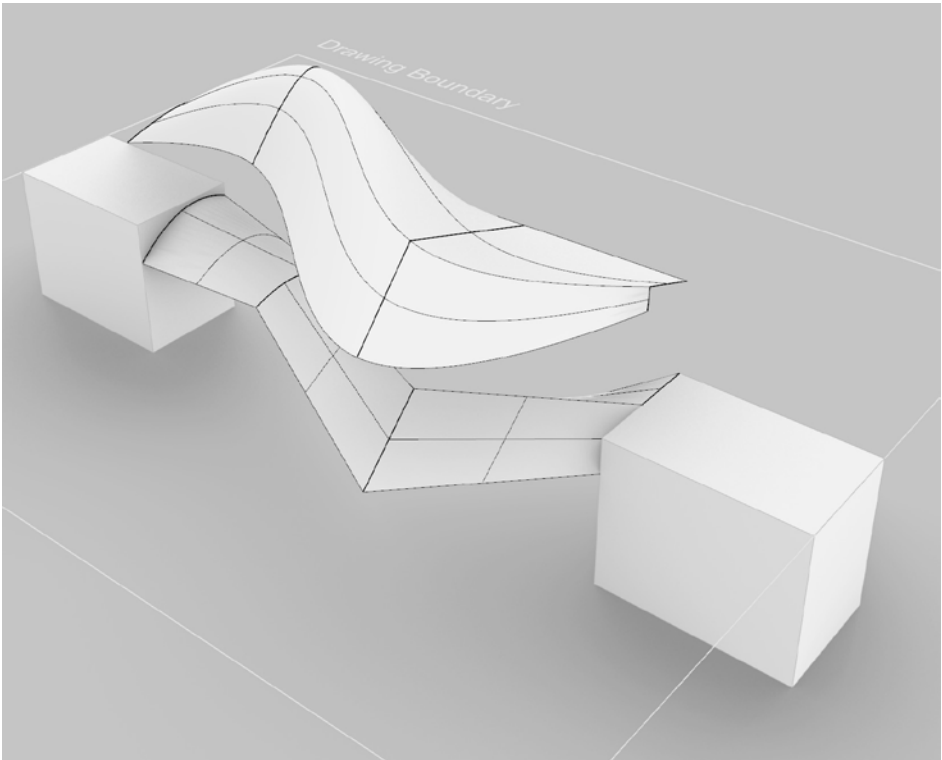
W2. Planar Surface



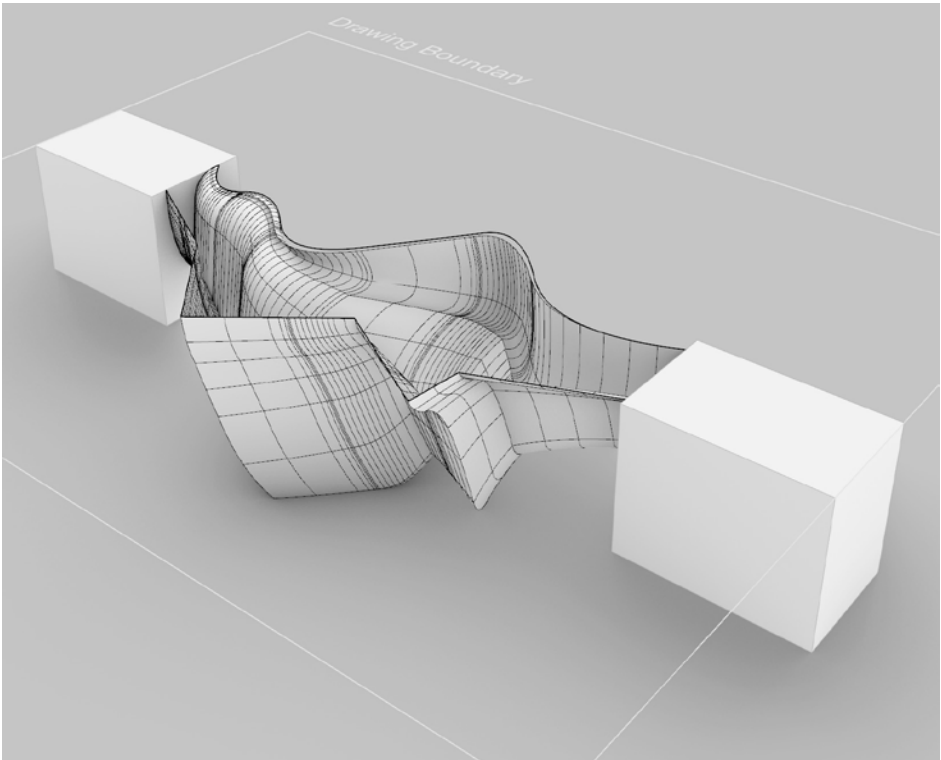
W3. Extrude Curve



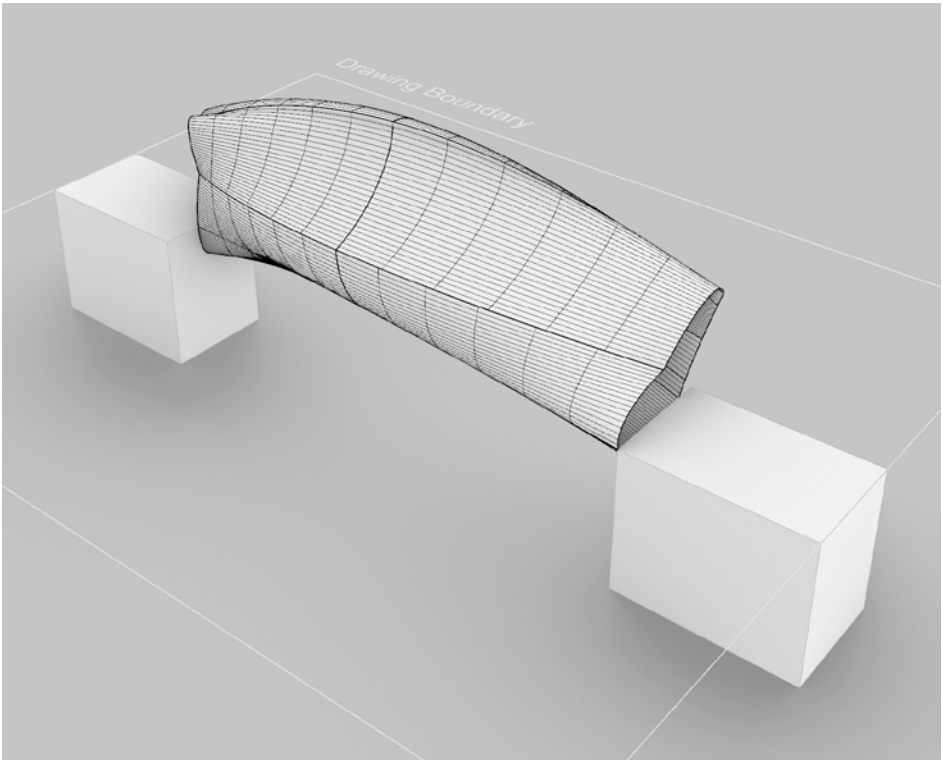
W4. Loft



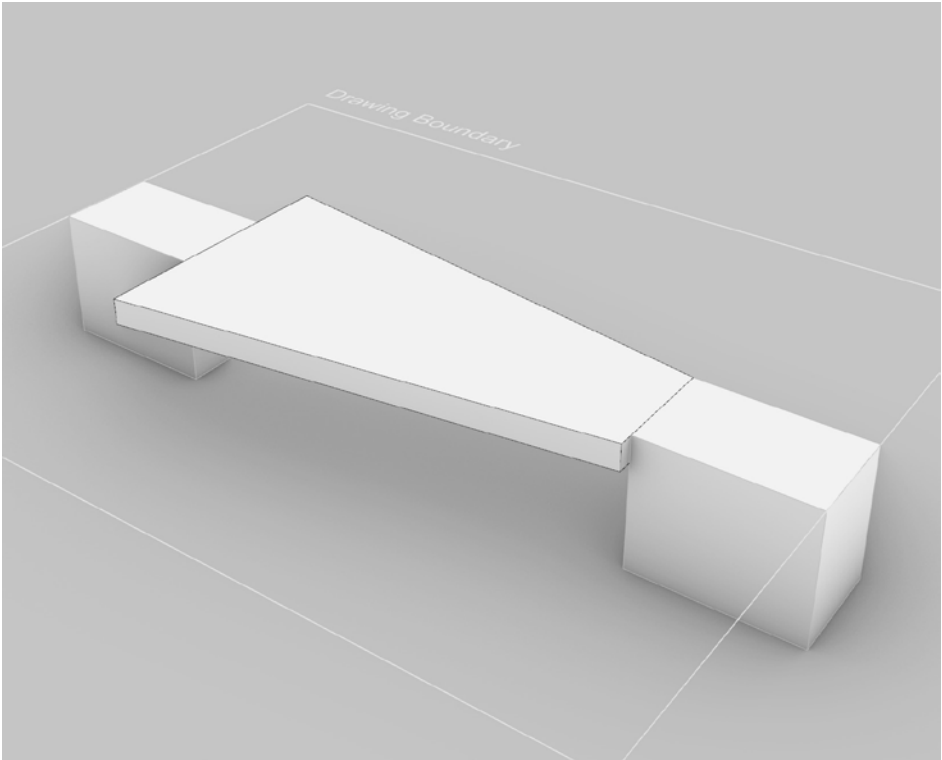
W5. Sweep2



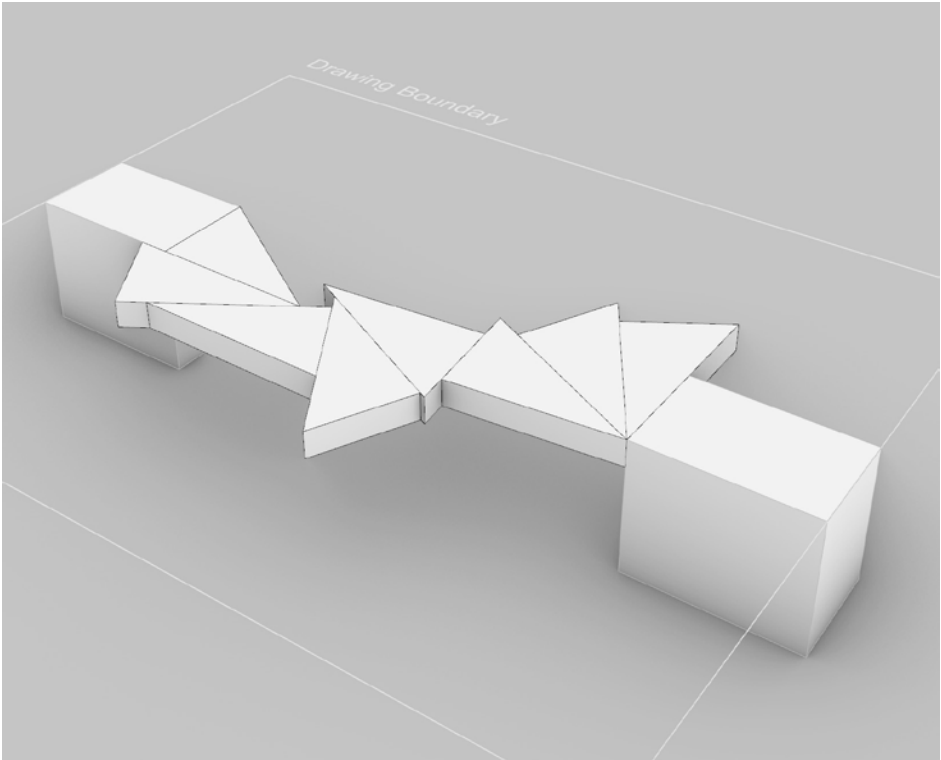
W6. Network Surface



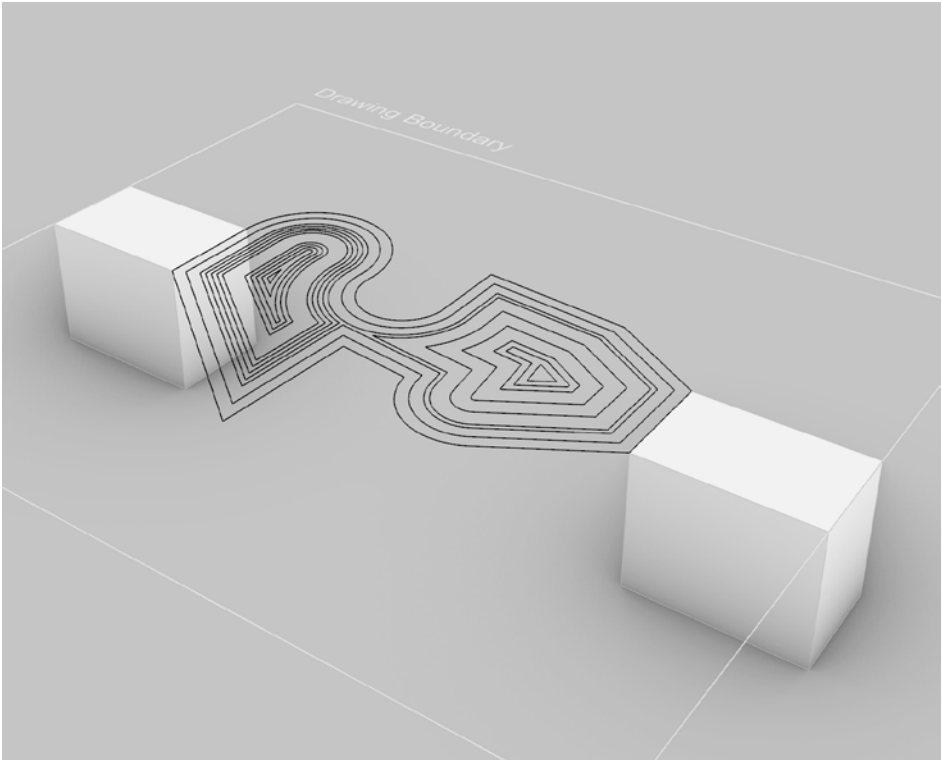
W1. Move and Drag



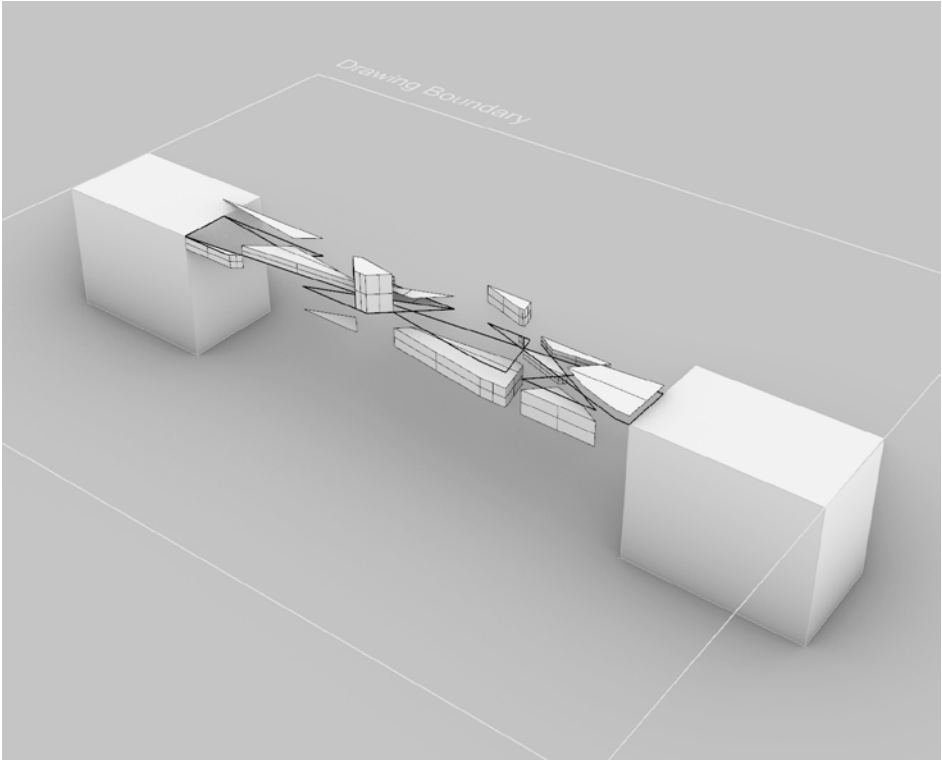
W2. Rotate



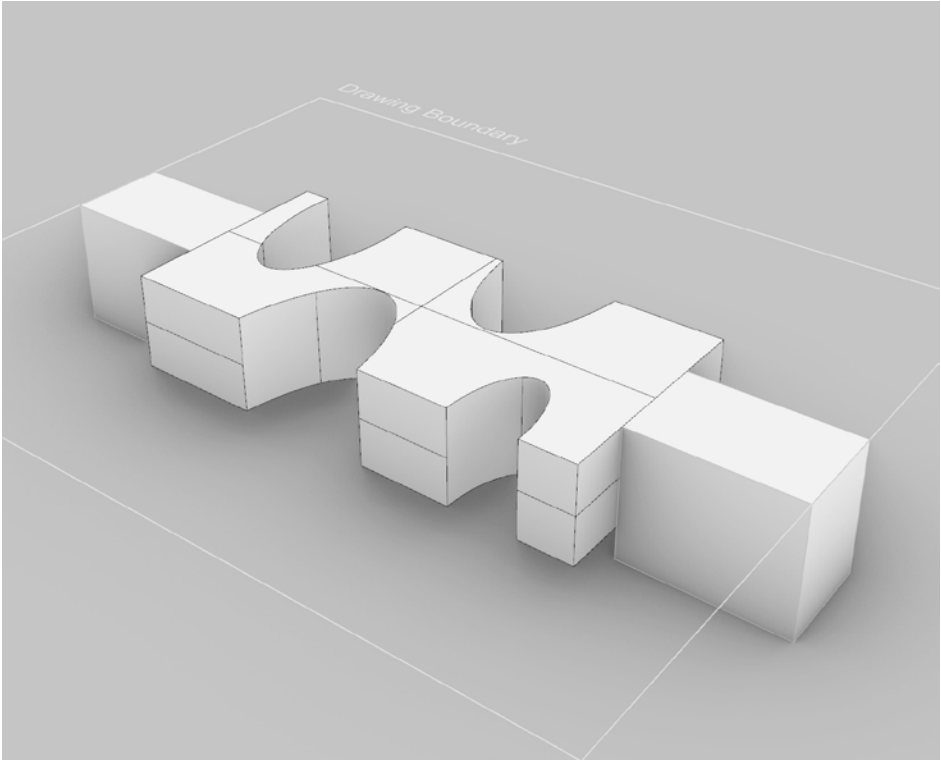
W3. Offset



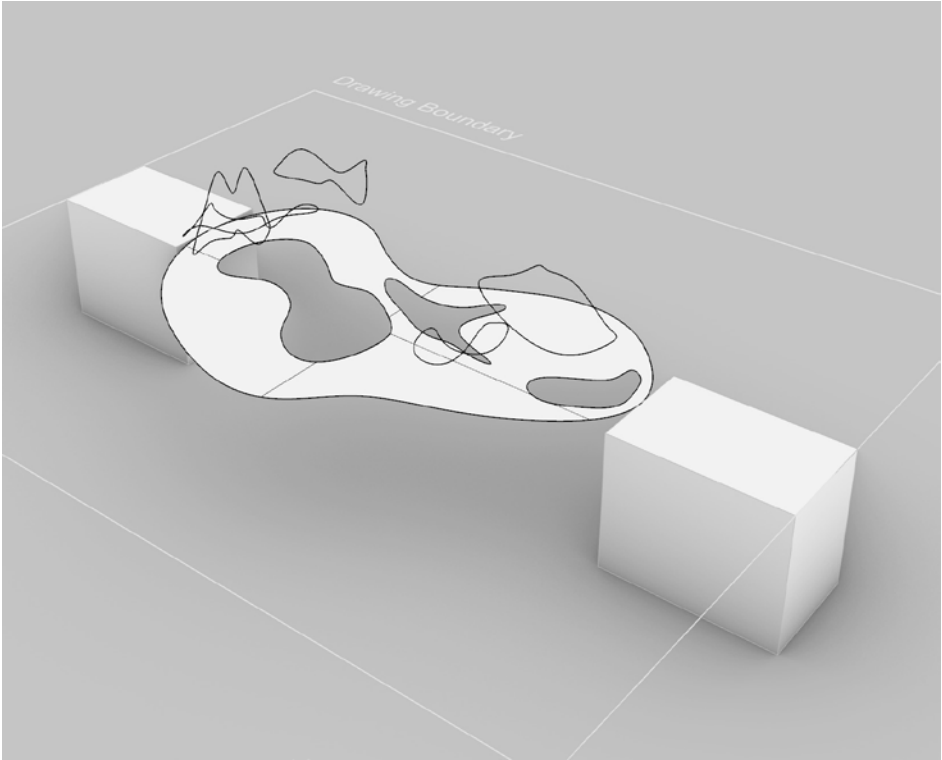
W4. Trim and Split



W5. Scale



W6. Show/Hide and Lock/Unlock



Main View of Room

