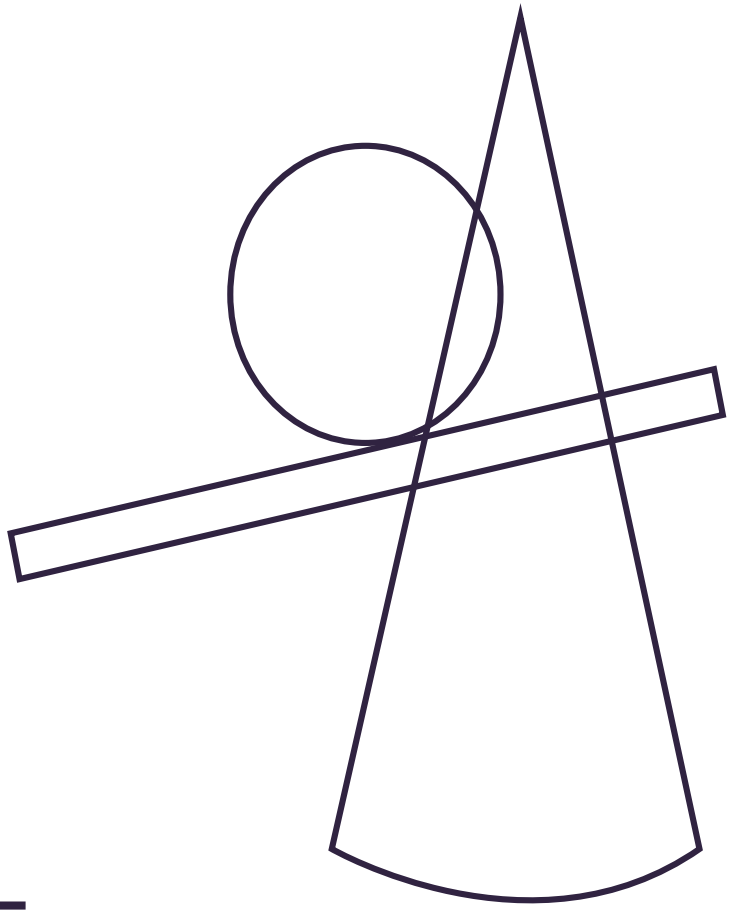
CURVILINEAR VOLUMES

3D MODELING

Dominant
Subdominant
Subordinate



PROJECT 2

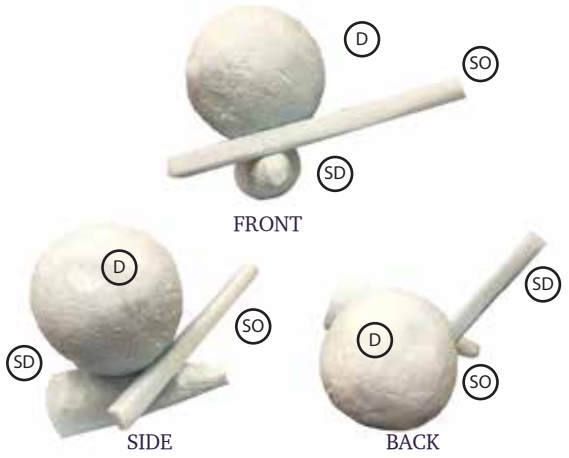
VIENA LEE

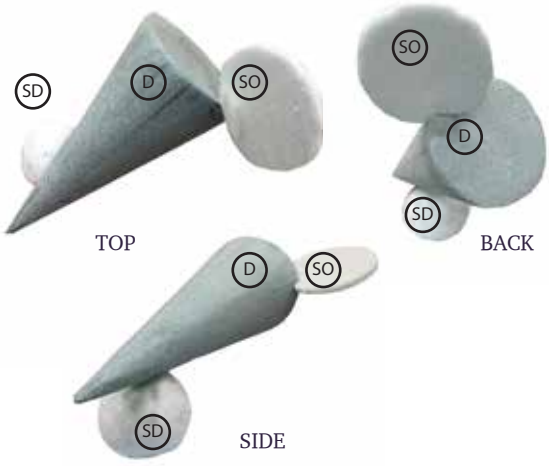
14 September 2016

3D Sketch Analysis

SNAIL WITH A BURDEN

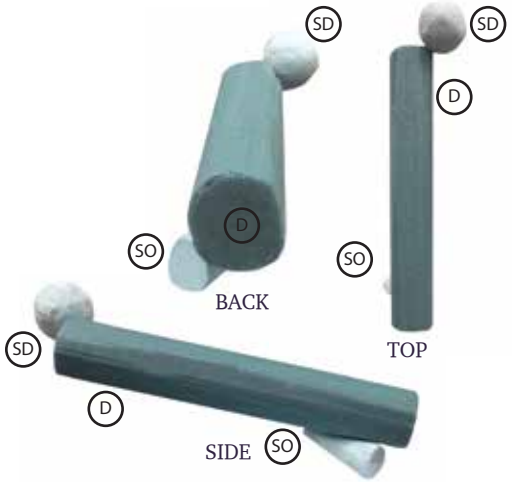
Using cradling, the SO is sitting between the D and SD. Making the SO stick 2/3 outwards also creates a slight imbalance in the model. However, it needs to be shortened in order to differentiate it from the SD.





THE ROCKET THAT NEVER FLEW

The Rocket That Never Flew uses the SD instead of the usual Dt as the base. The SO that sticks out of the D creates a dynamic line of axis since it is differently angled. Therefore this model is able to look different from various viewpoints. However the issue is that the radius for the different shapes are too similar.



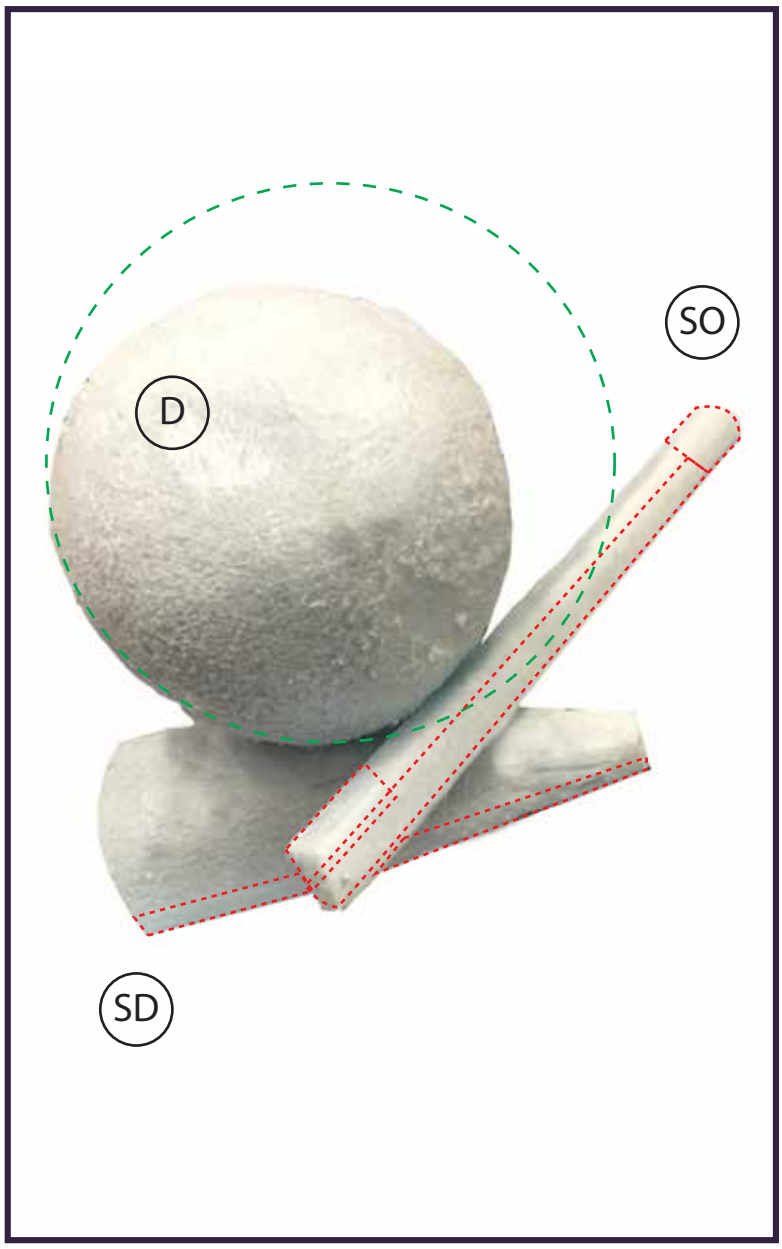
AT LOGGERHEADS

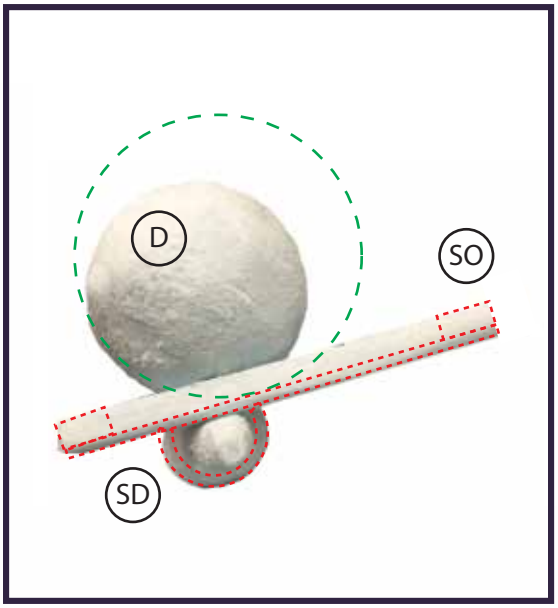
Wanting the make things interesting, I decided to make SO as the base of the than the usual D. However, the D for this model is too long. The SD also has the same radius as the D, thus making it confusing for the viewer when seen in different angles.

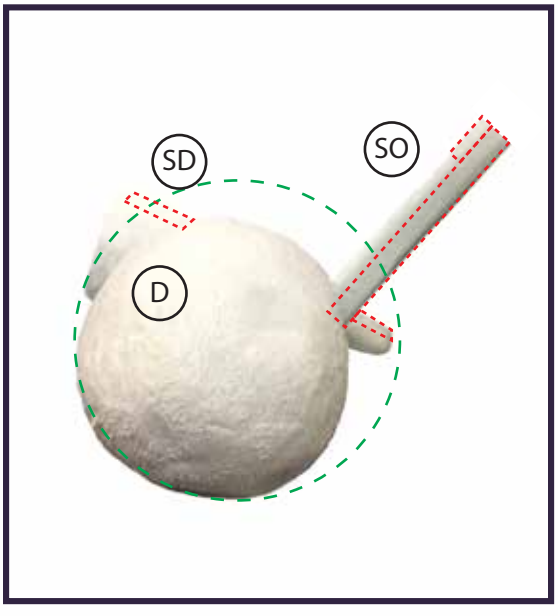
SNAIL WITH A BURDEN

Improvements

- Enlarging the D in the model in order to make it more prominent
- Making the SD slightly thinner to create a sense of precariousness
- Thinning and shortening the SO
- Slightly wedge the D into the SD



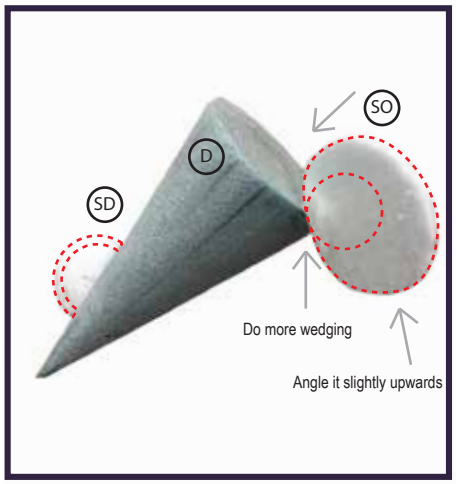


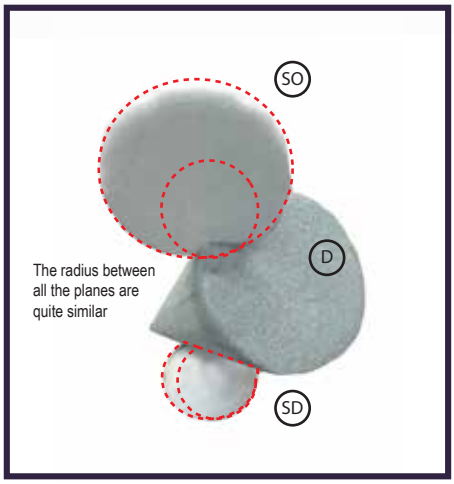


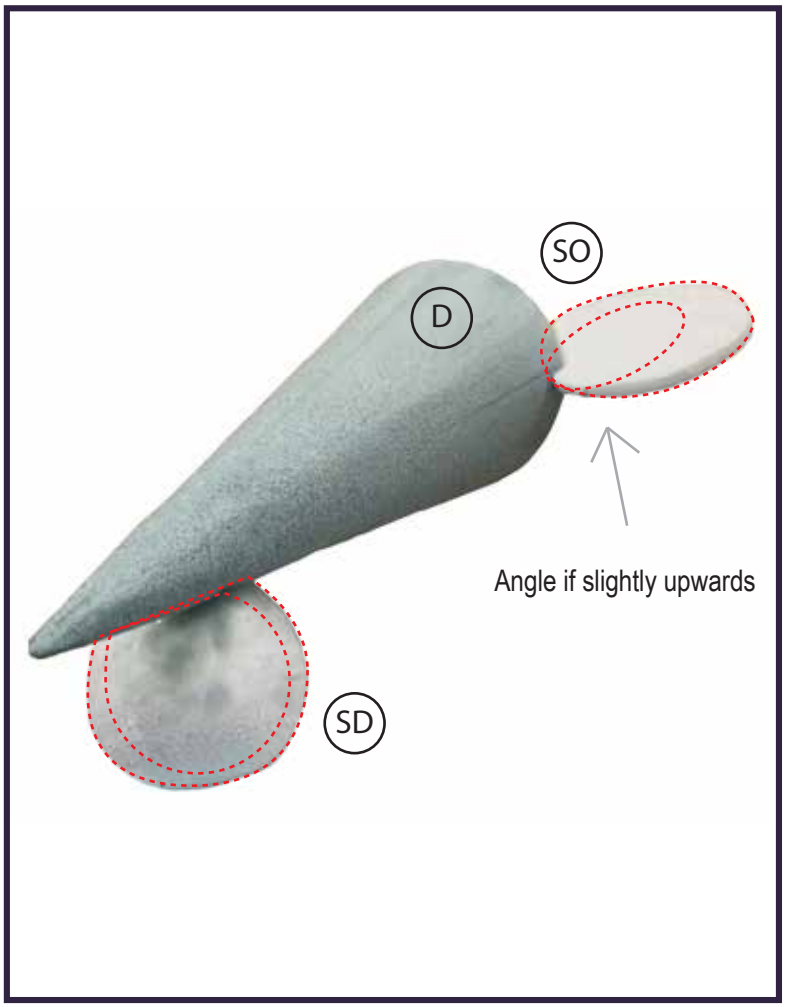
THE ROCKET THAT NEVER FLEW

Improvements

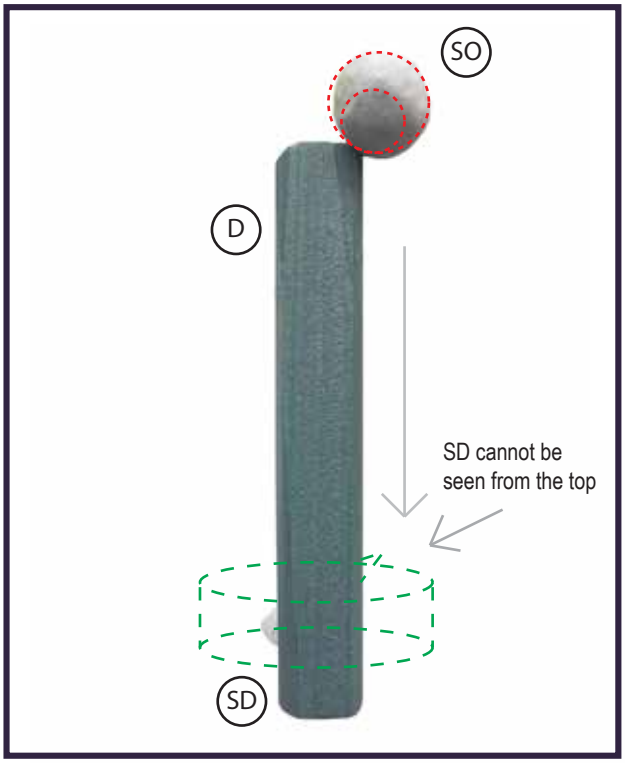
- Reduce the size of the SO to make it smaller than the radius of cone that is a D
- Reduce the size of the SO to 1/3 of the SD
- Shift the angle of SO

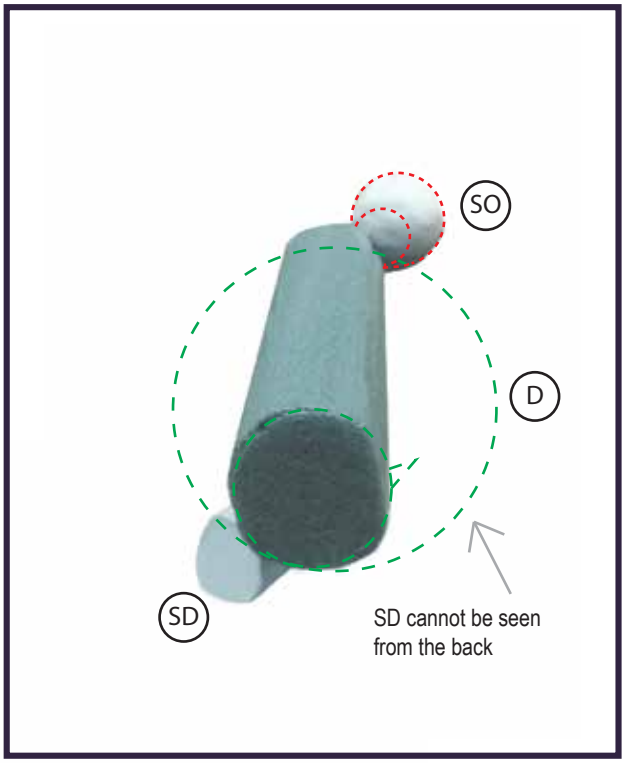


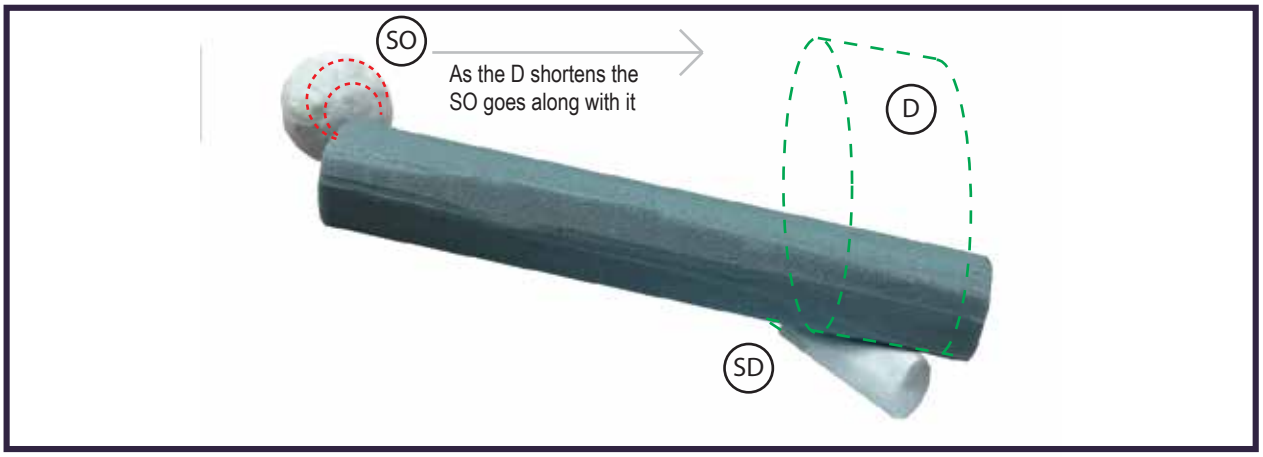




AT LOGGERHEADS







Improvements

- Changing the SO into SD and vice versa
- Shortening and thickening the D to create a wider cylinder
- As the sphere is now the SO, it now has to become much smaller
- Lengthening the new SD to make it into a sharper cone, therefore it can now can be seen from the back and top view