

Tinkercad

公仔繪製

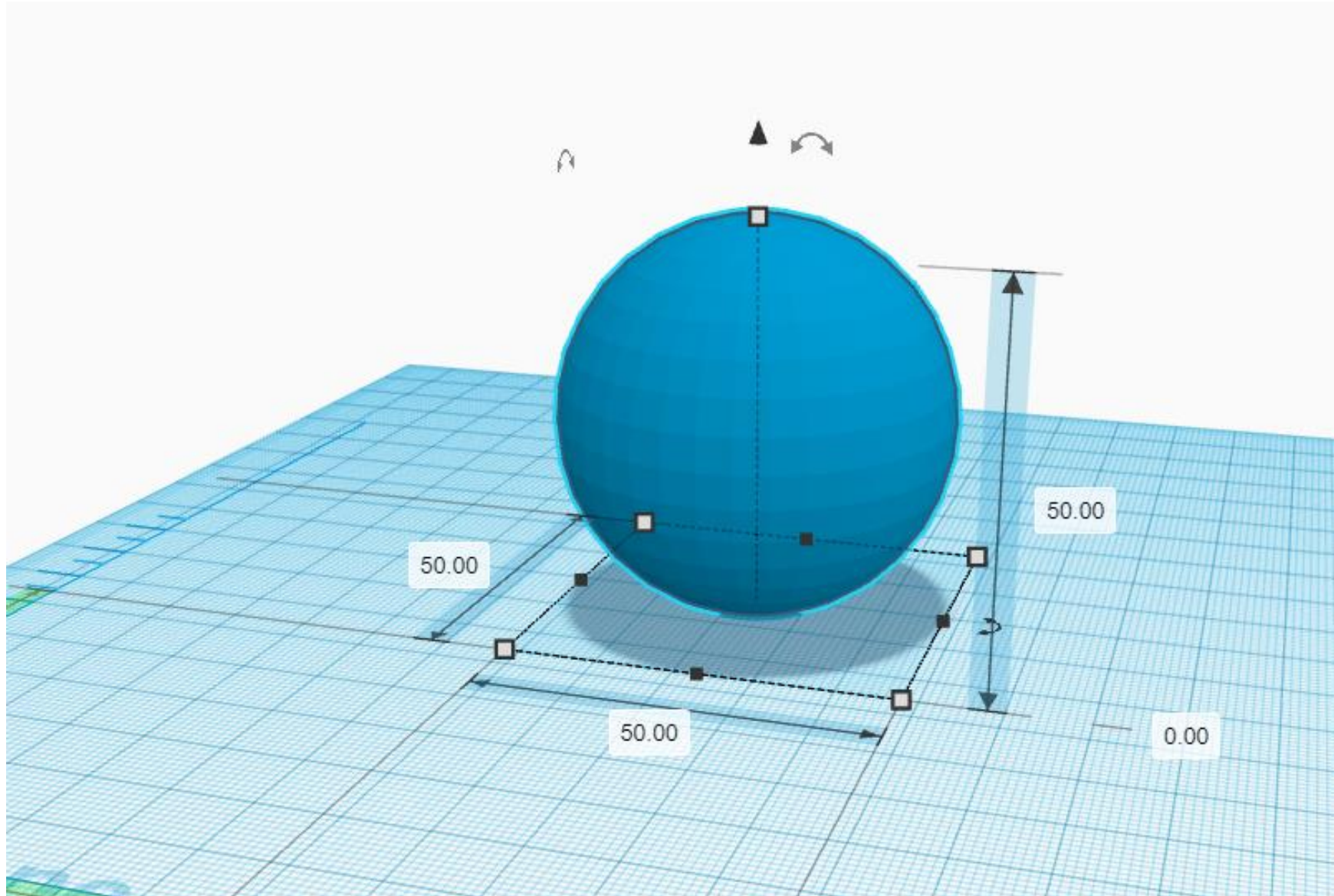
AUSTONE

頭部設計

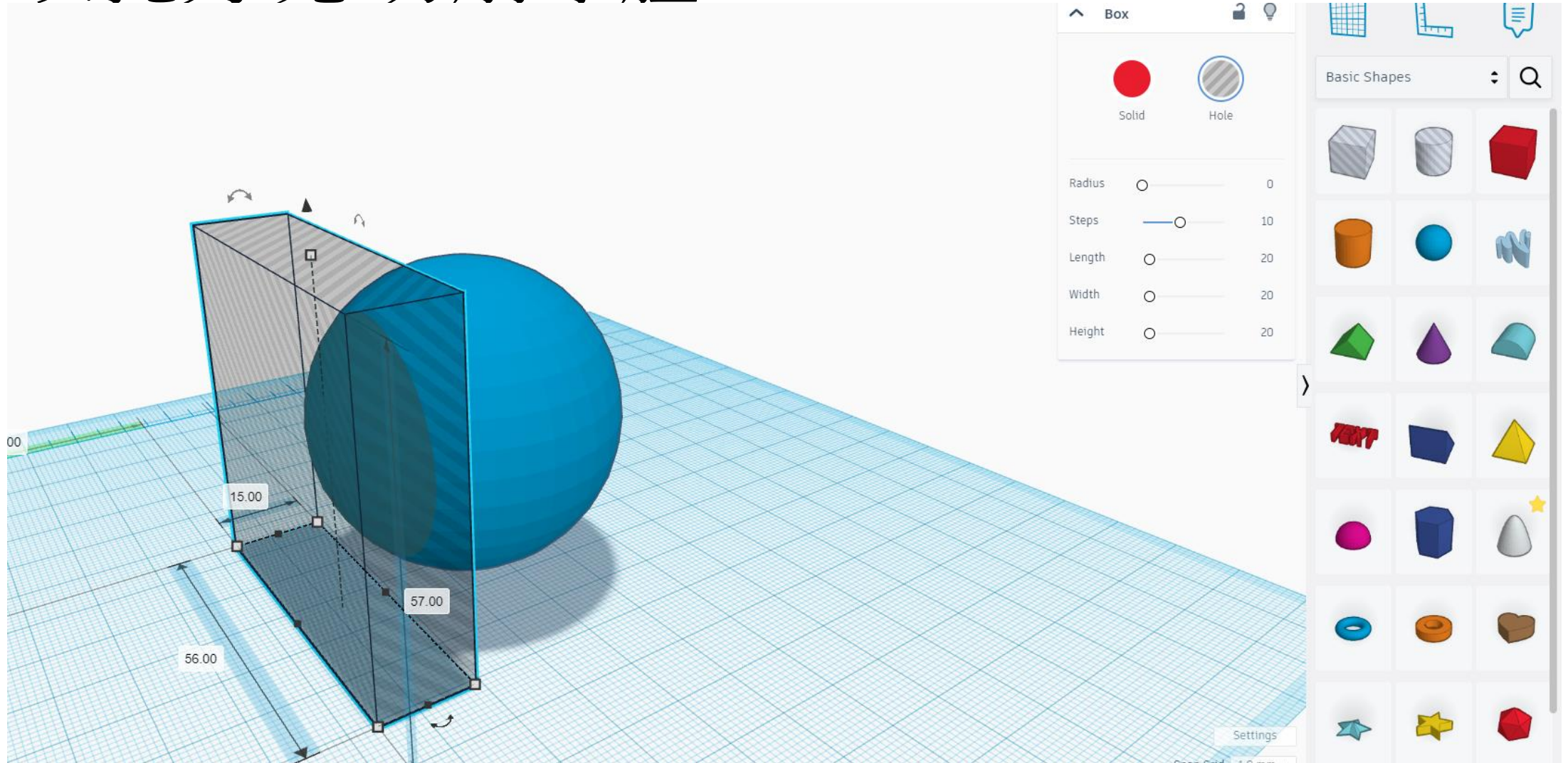
- X/Y方向為彈簧平台的**1.5-2.5**倍。
- 如：彈簧為**2.5cm**，則適合繪製**3.75-6.25cm**

- 高度為彈簧一半~全長
- 如：彈簧長為**3cm**，則頭高度為**1.5-3cm**

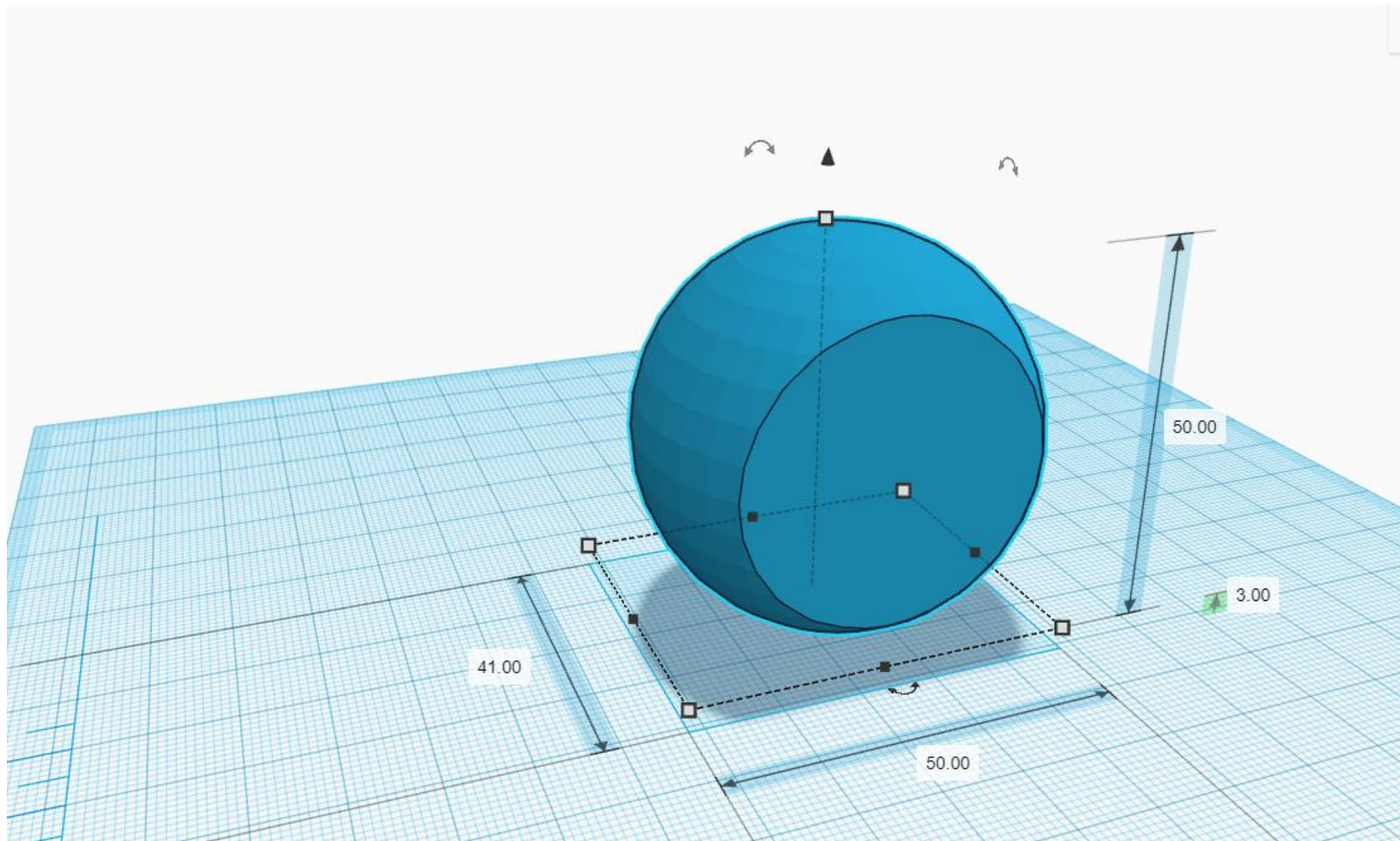
頭的初胚



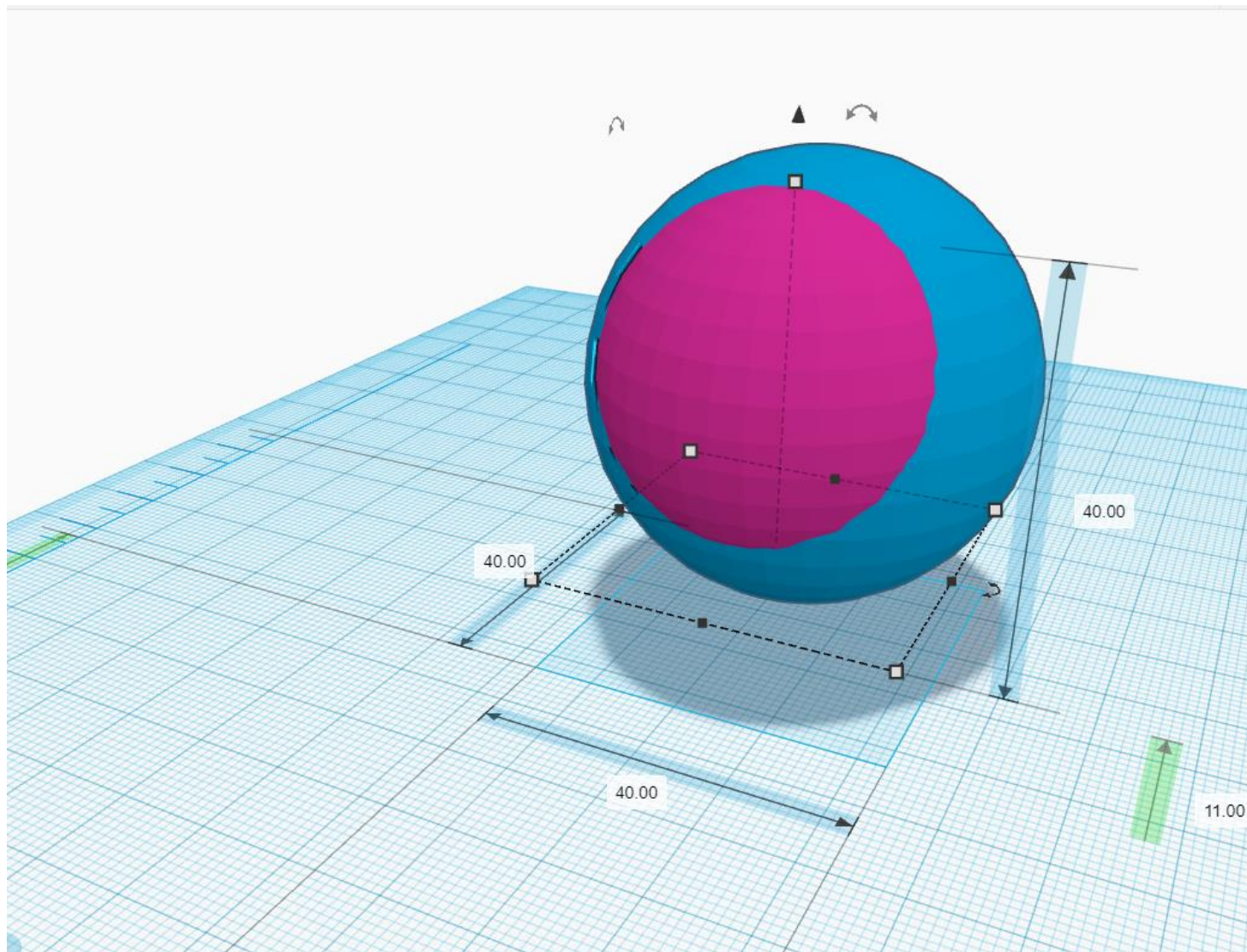
以孔方塊 切削球體



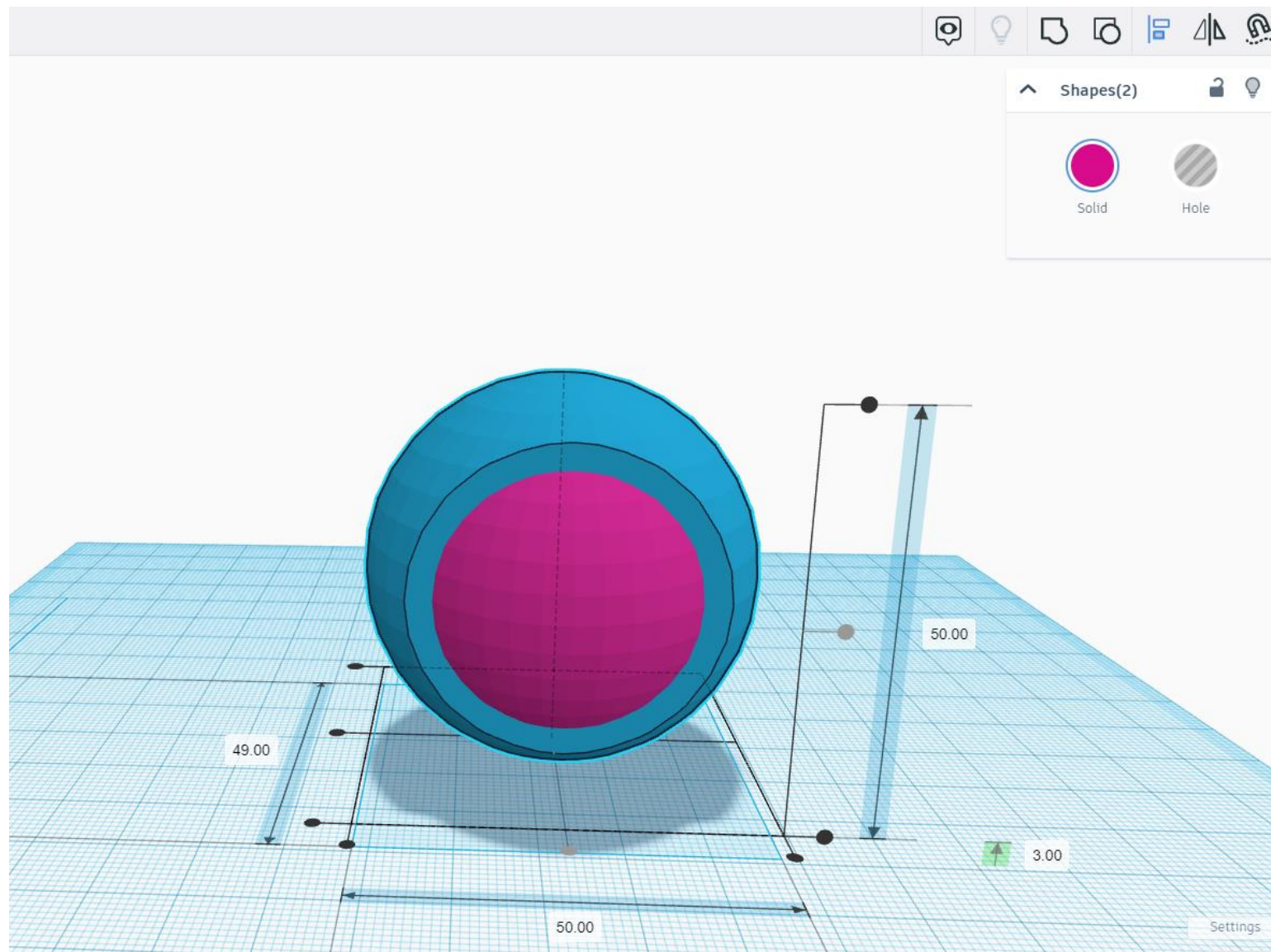
切削球體後



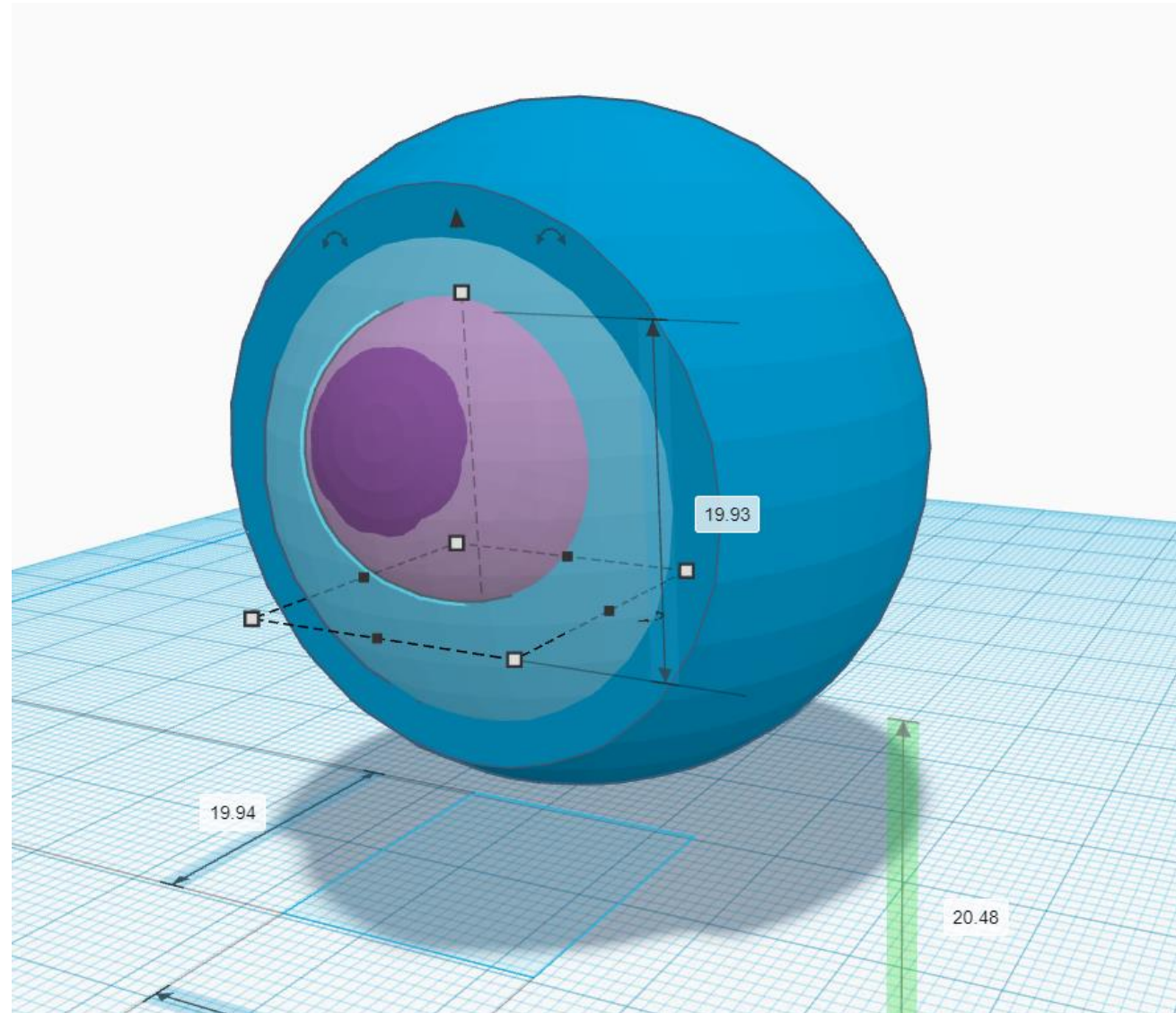
置入一個較小的圓球



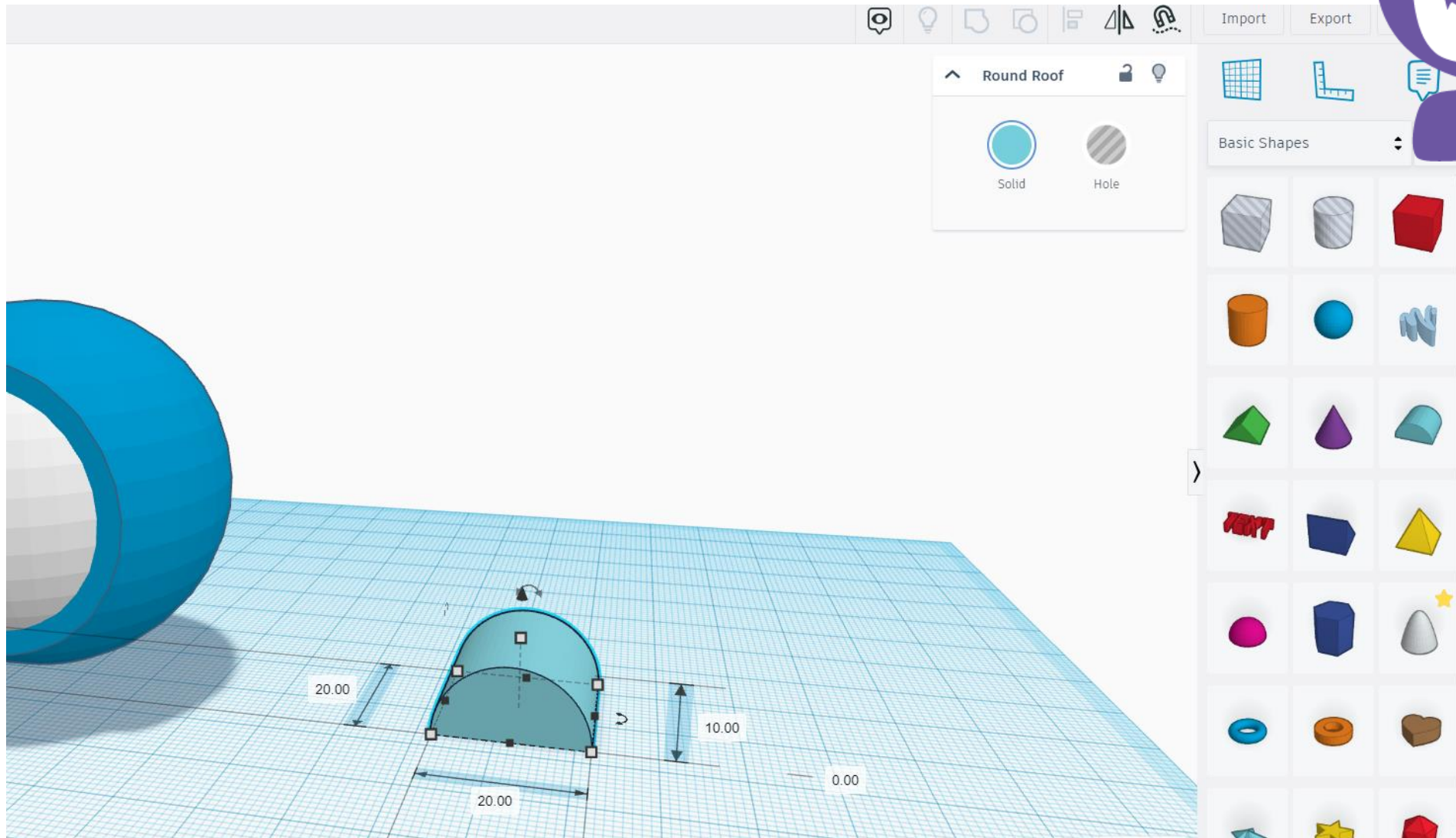
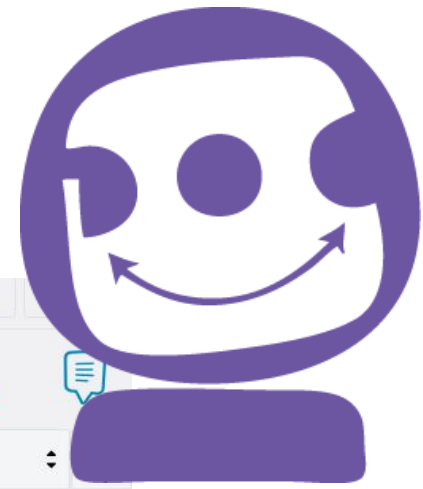
置中



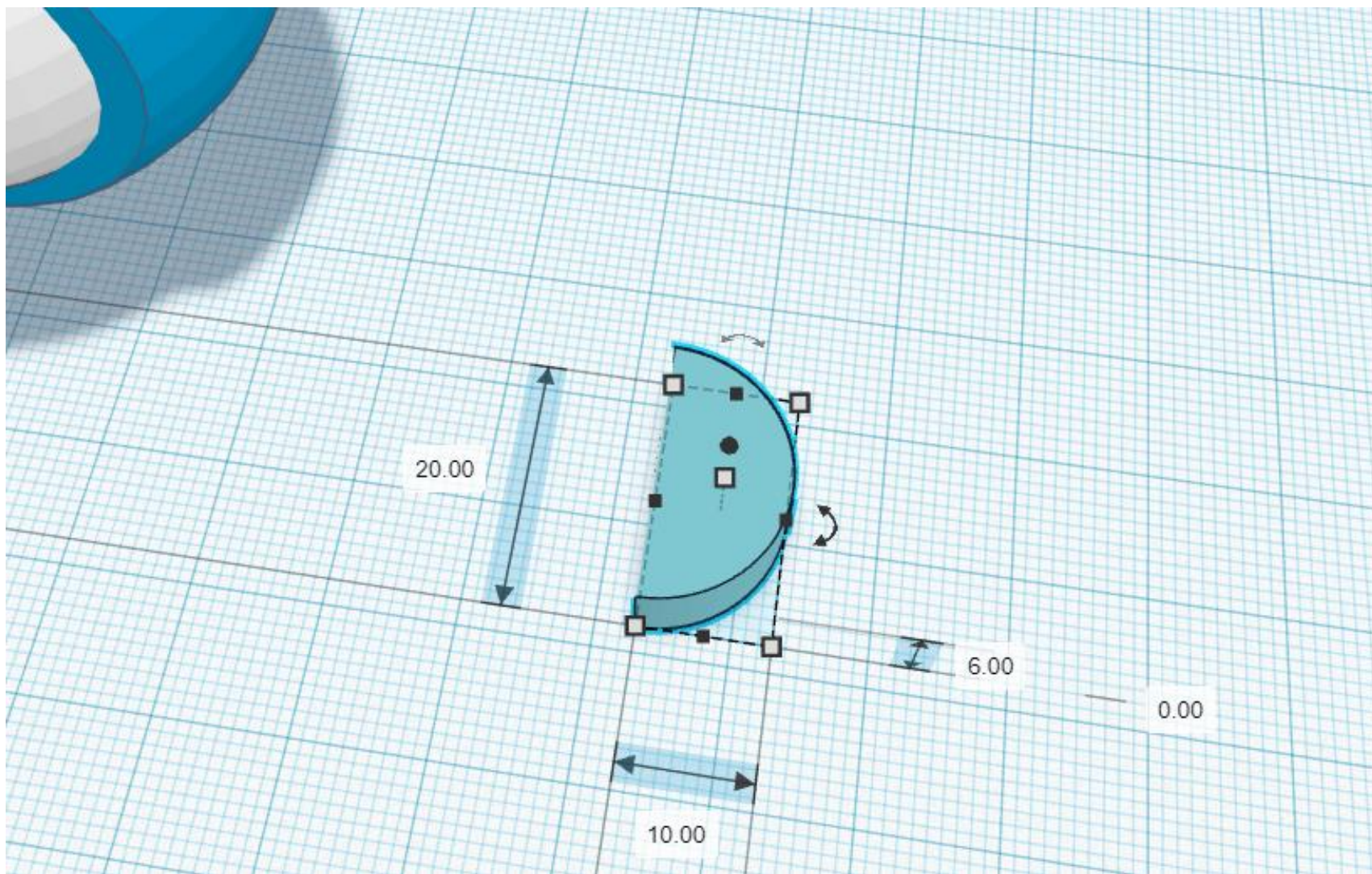
以DOC LOGO為設計基礎



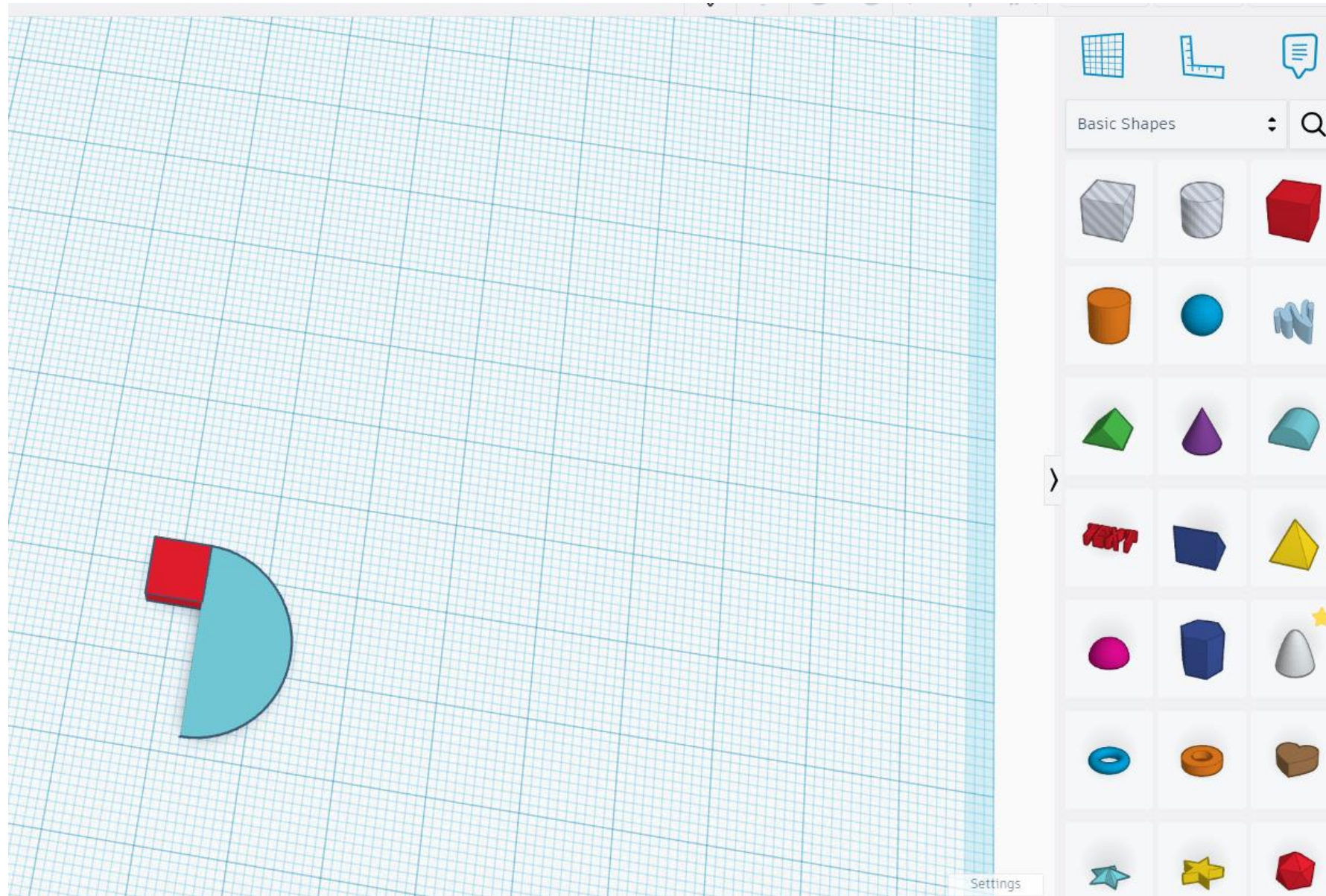
設計D字母



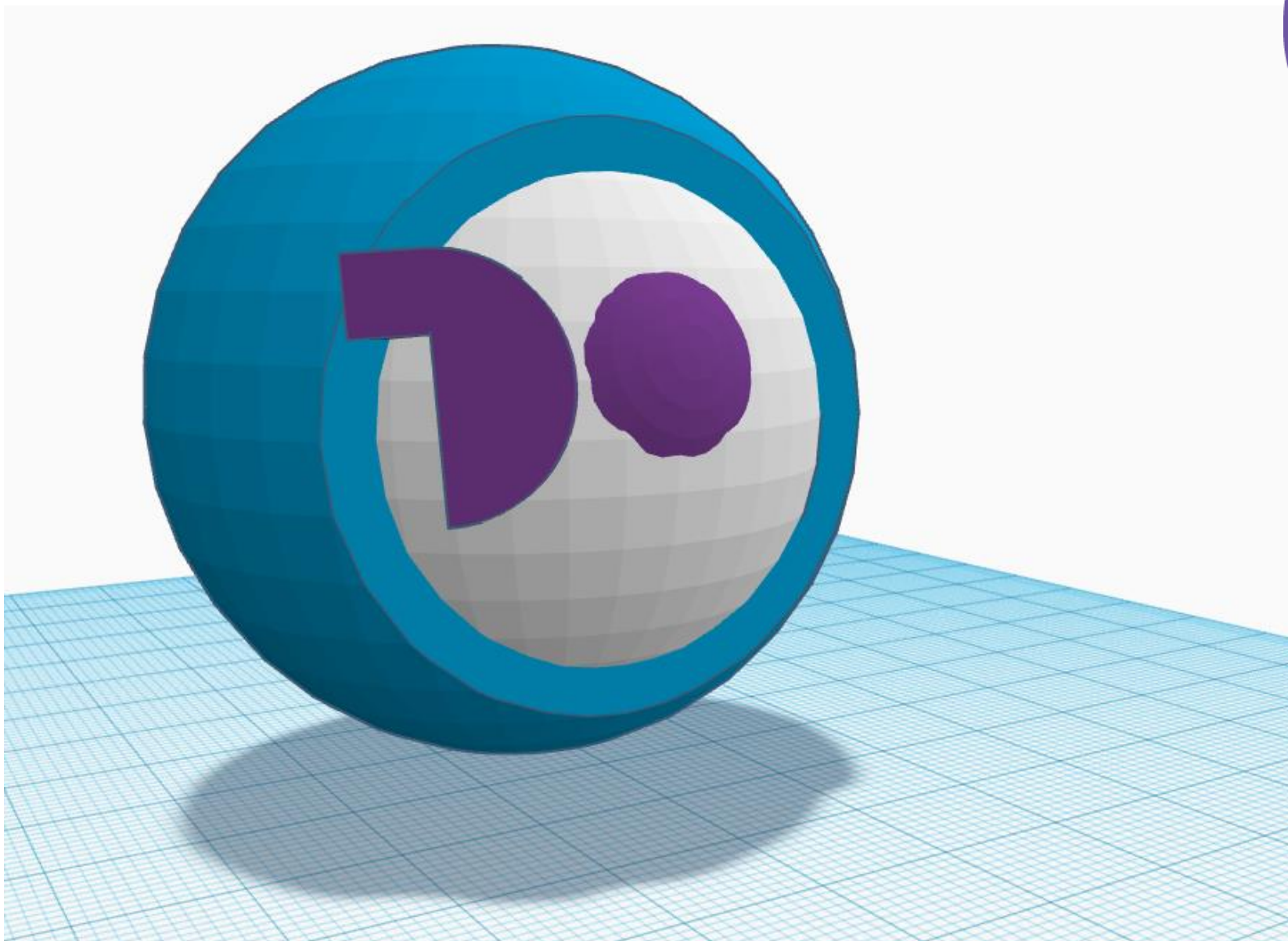
設計D字母



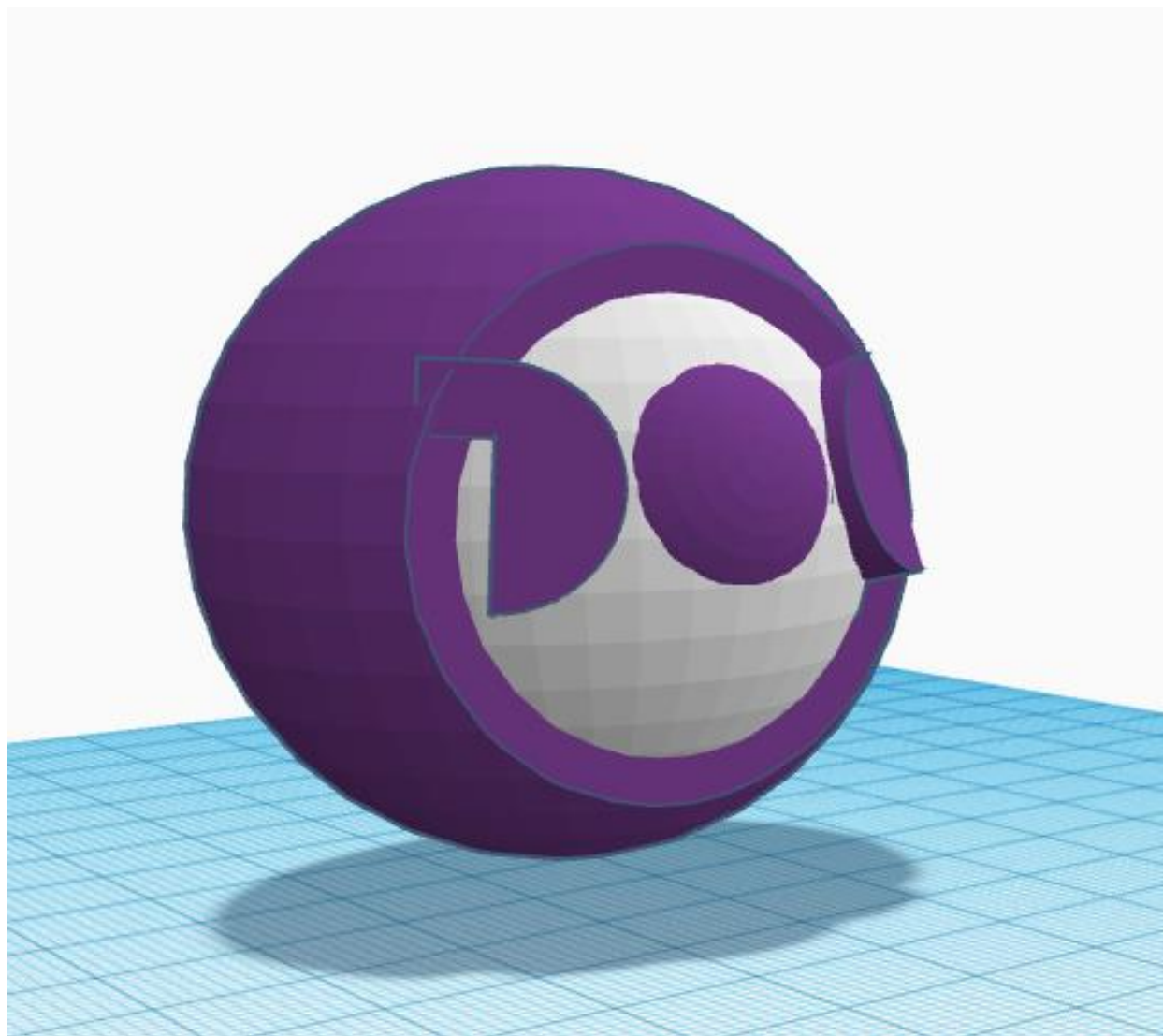
設計D字母



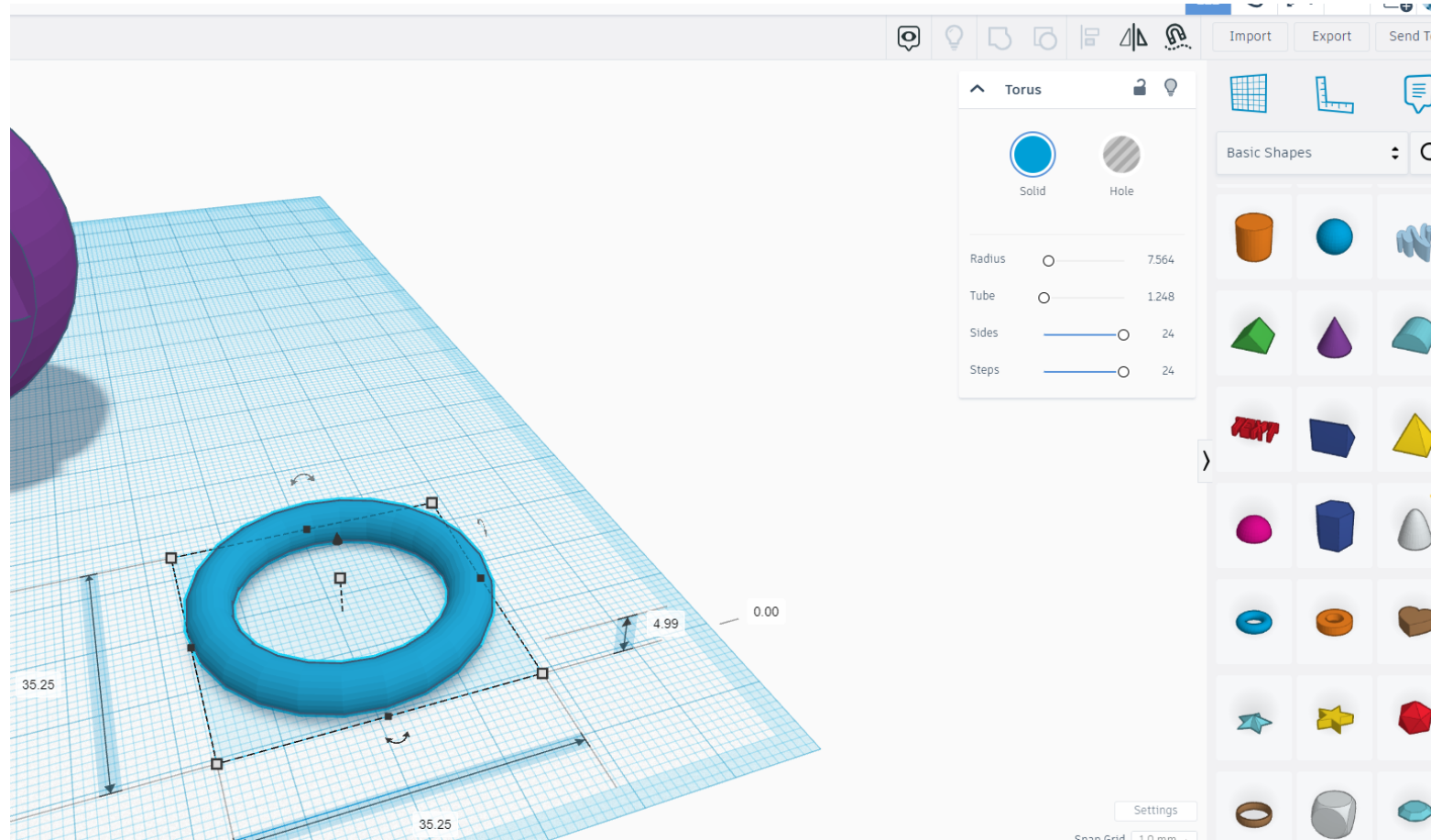
設計D字母



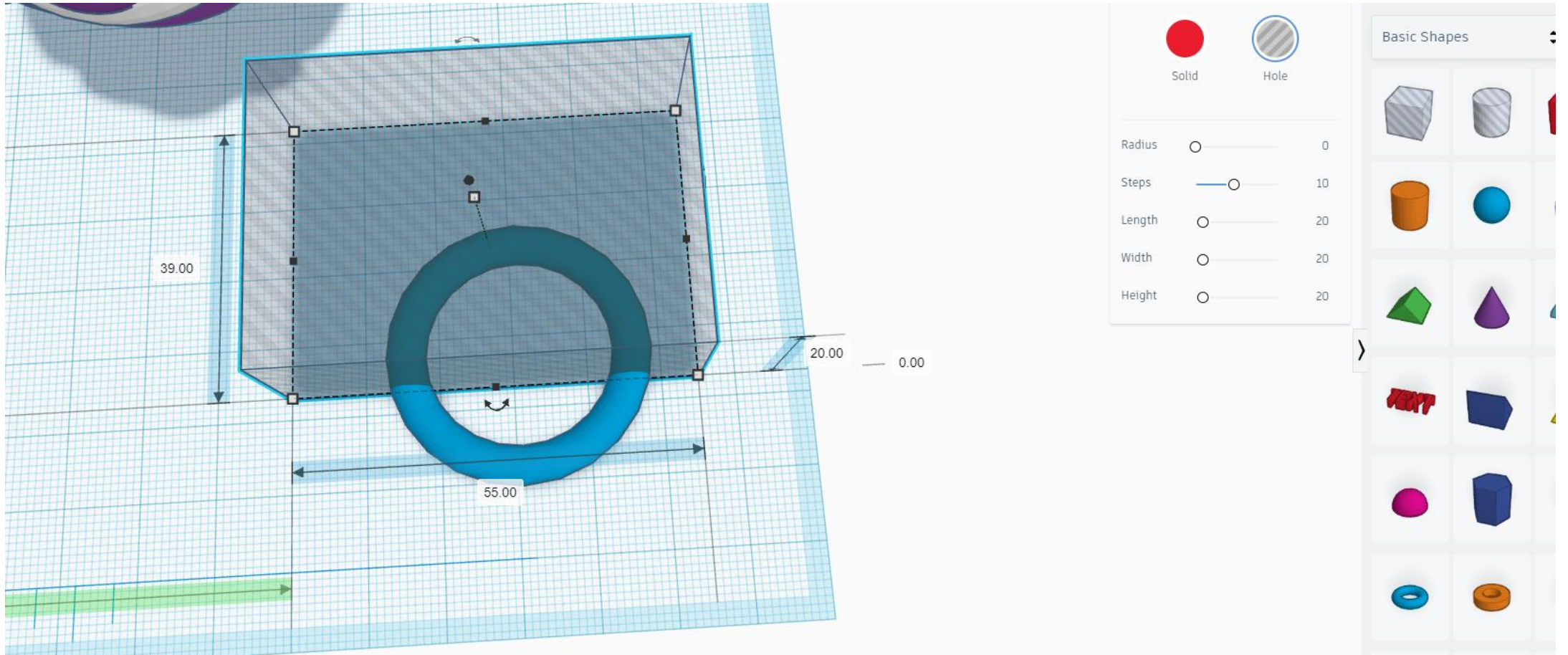
C字母為對稱



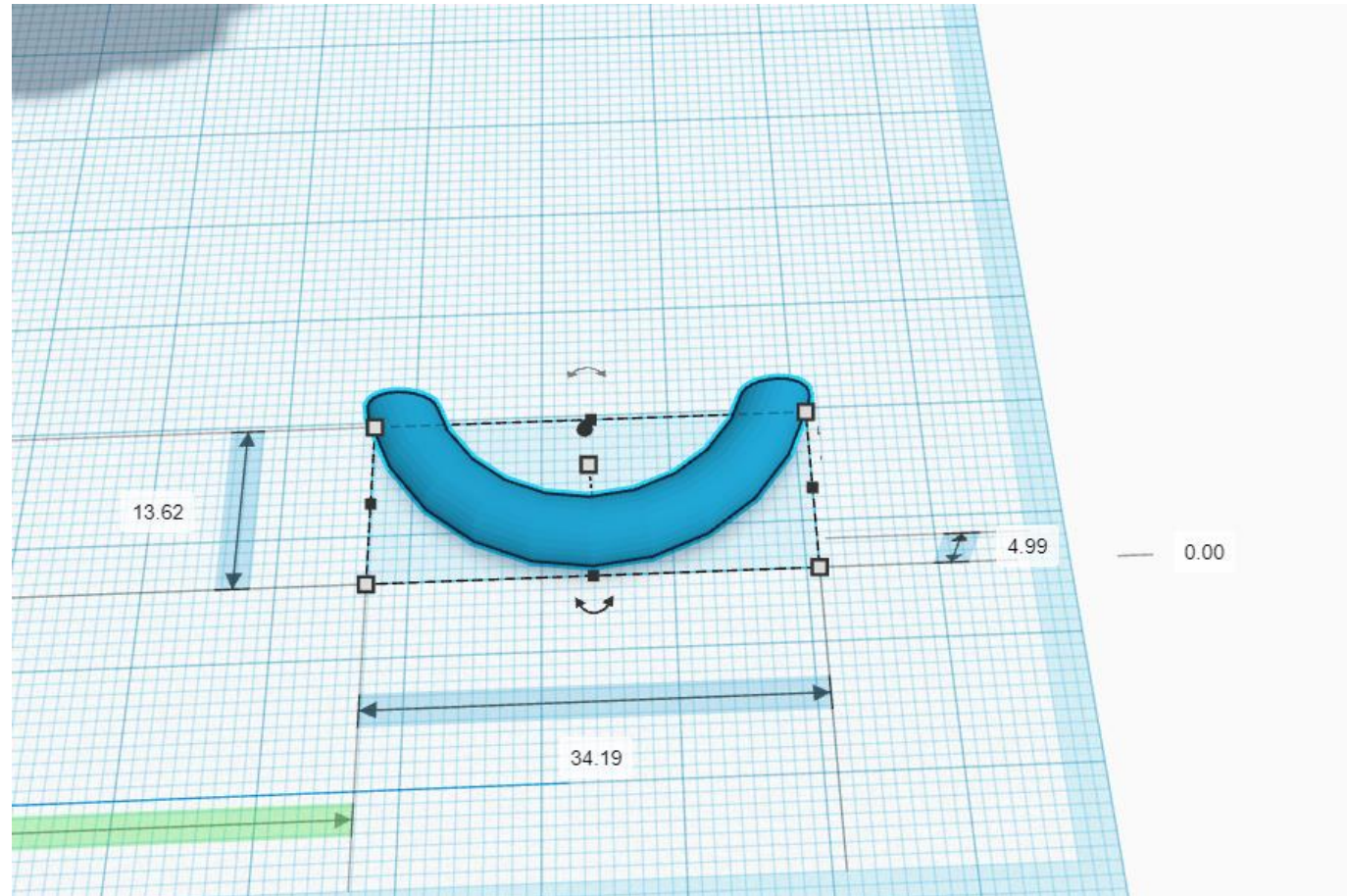
設計微笑



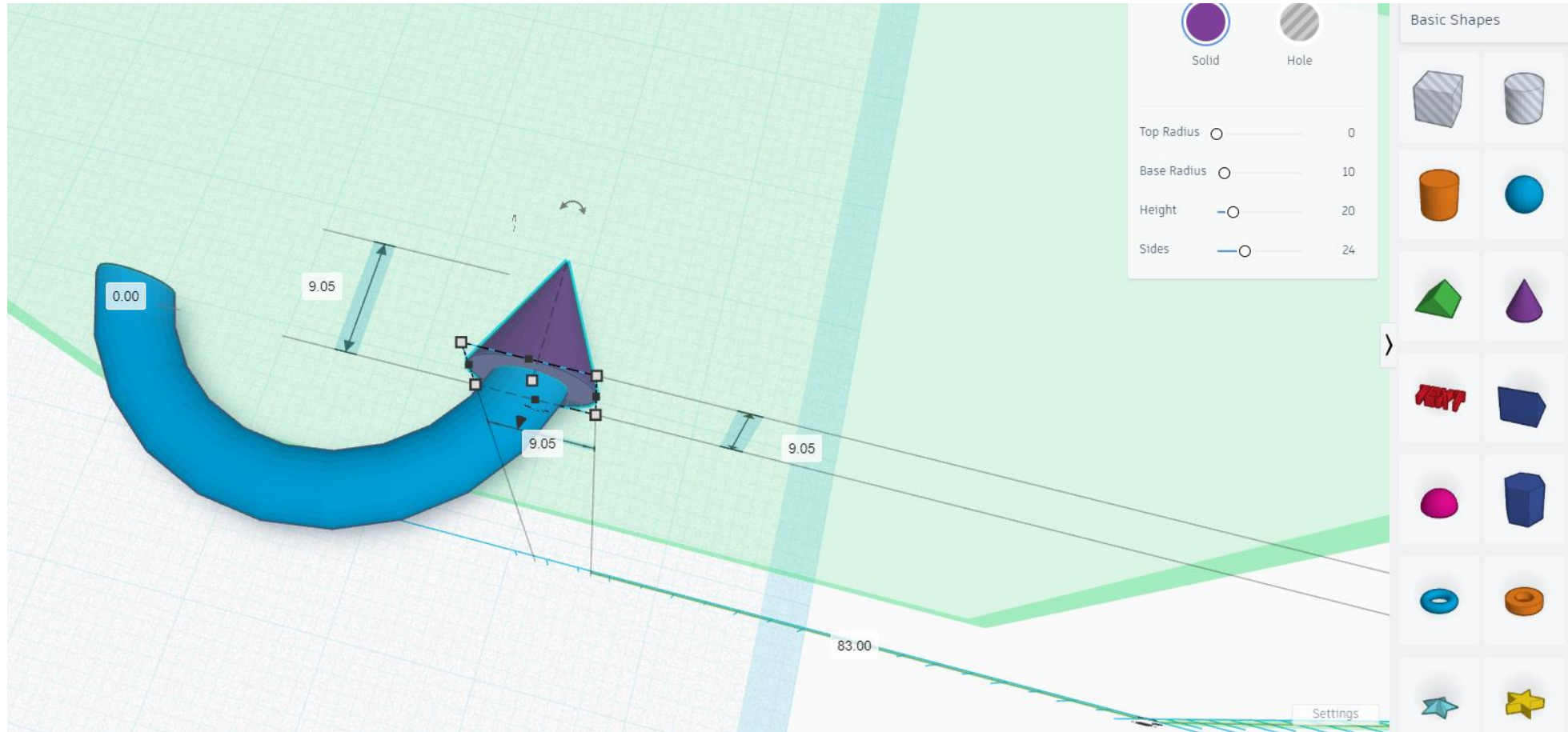
設計微笑-切除圓環



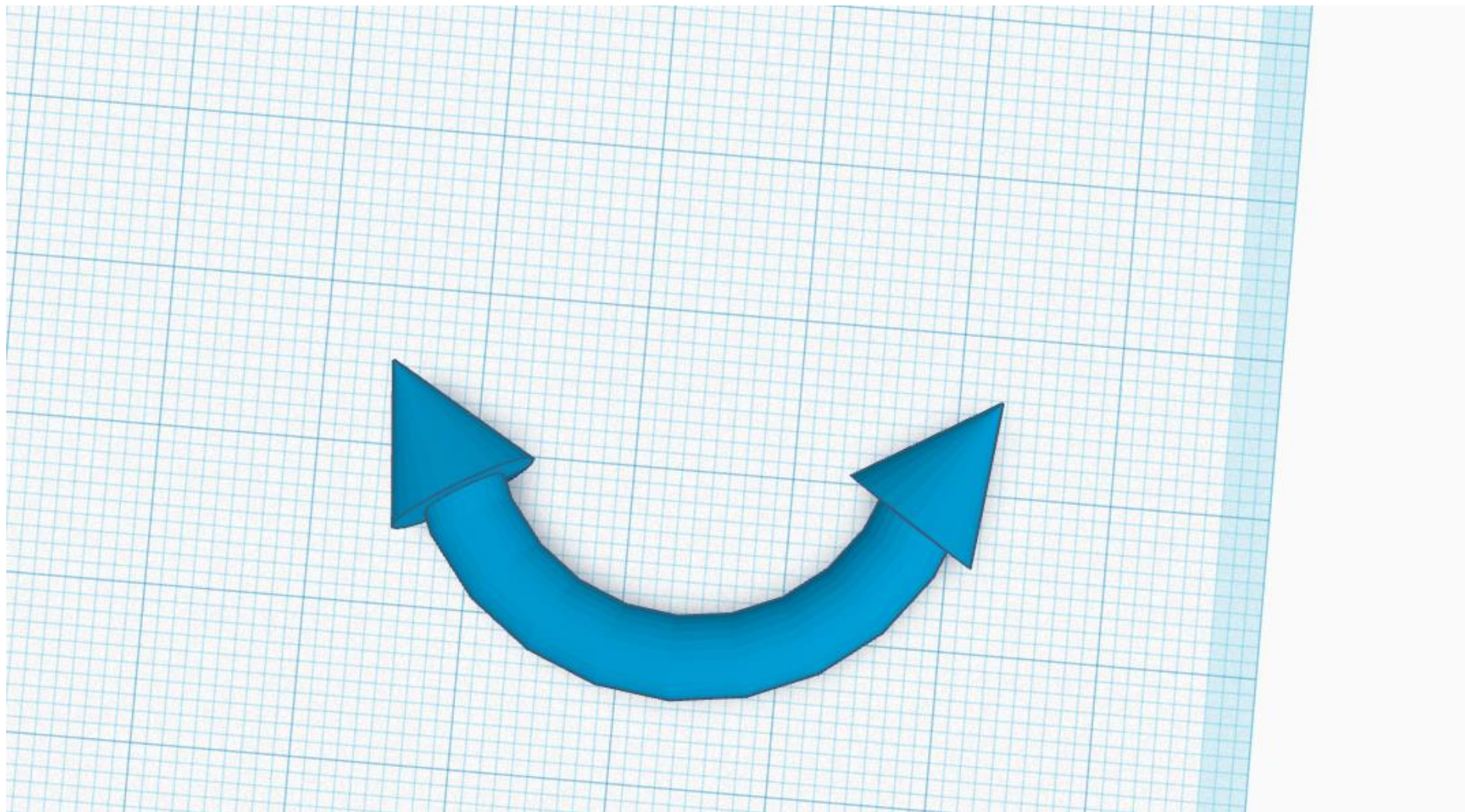
去段落之圓環



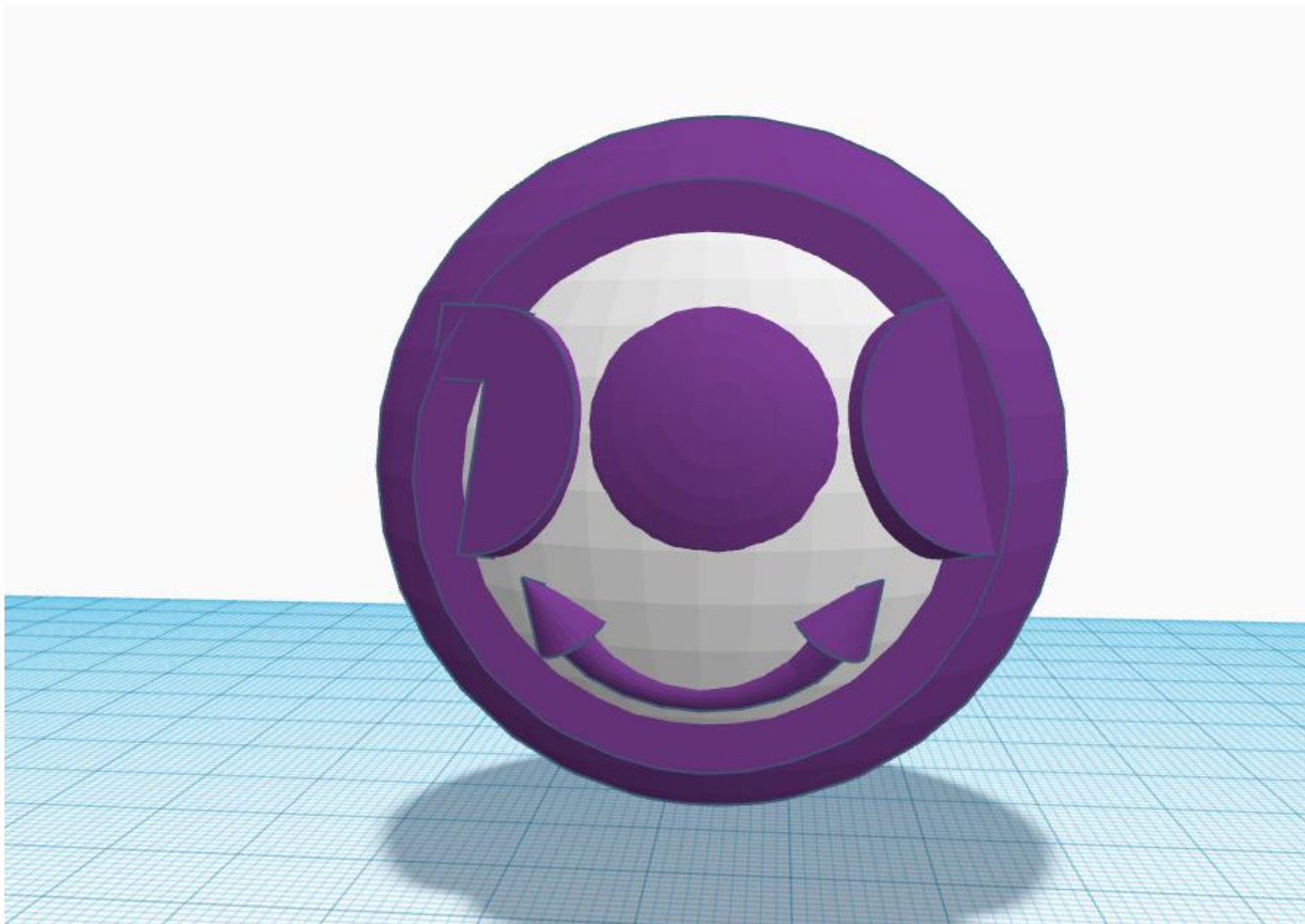
增加尖角



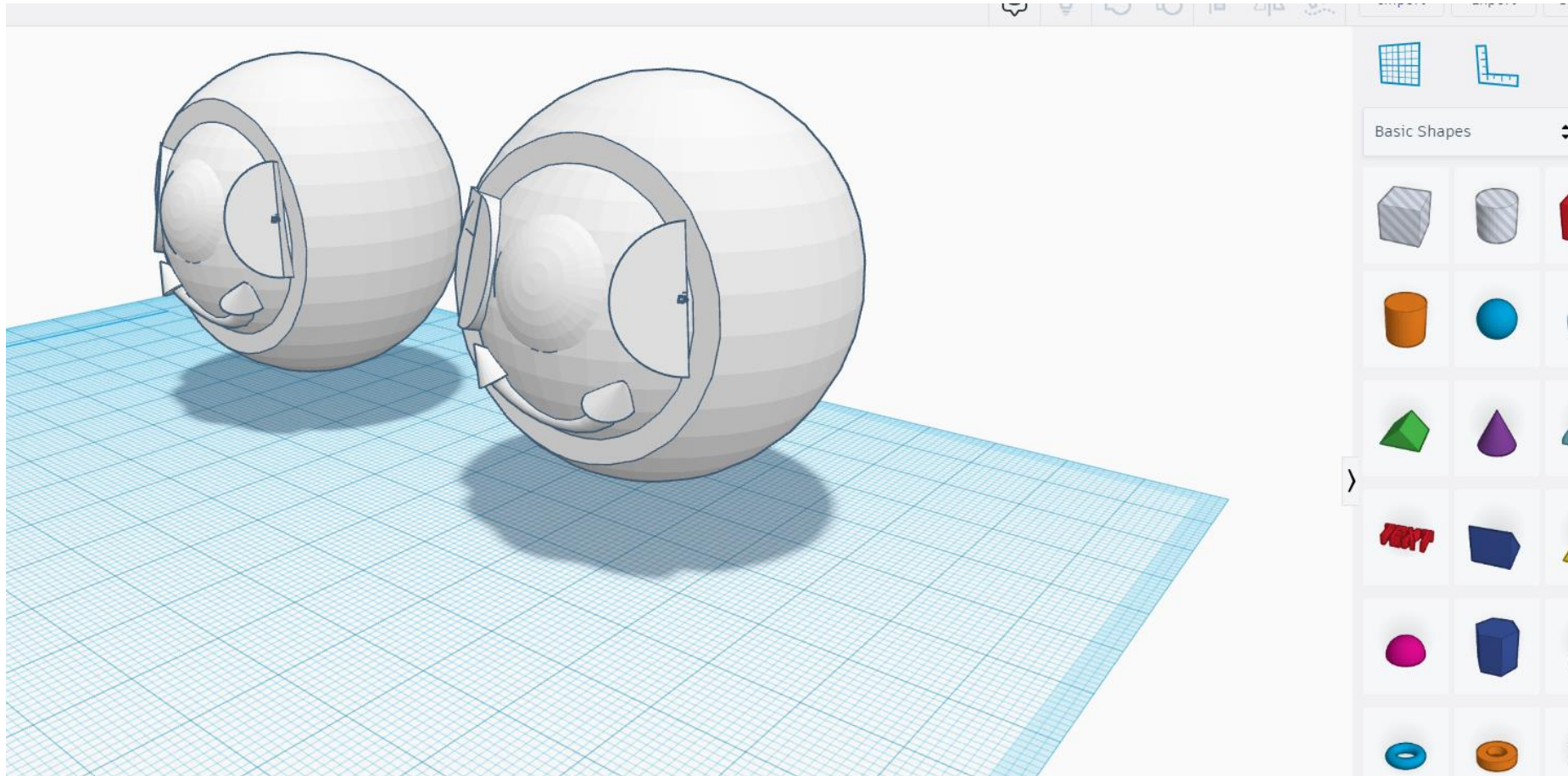
增加尖角



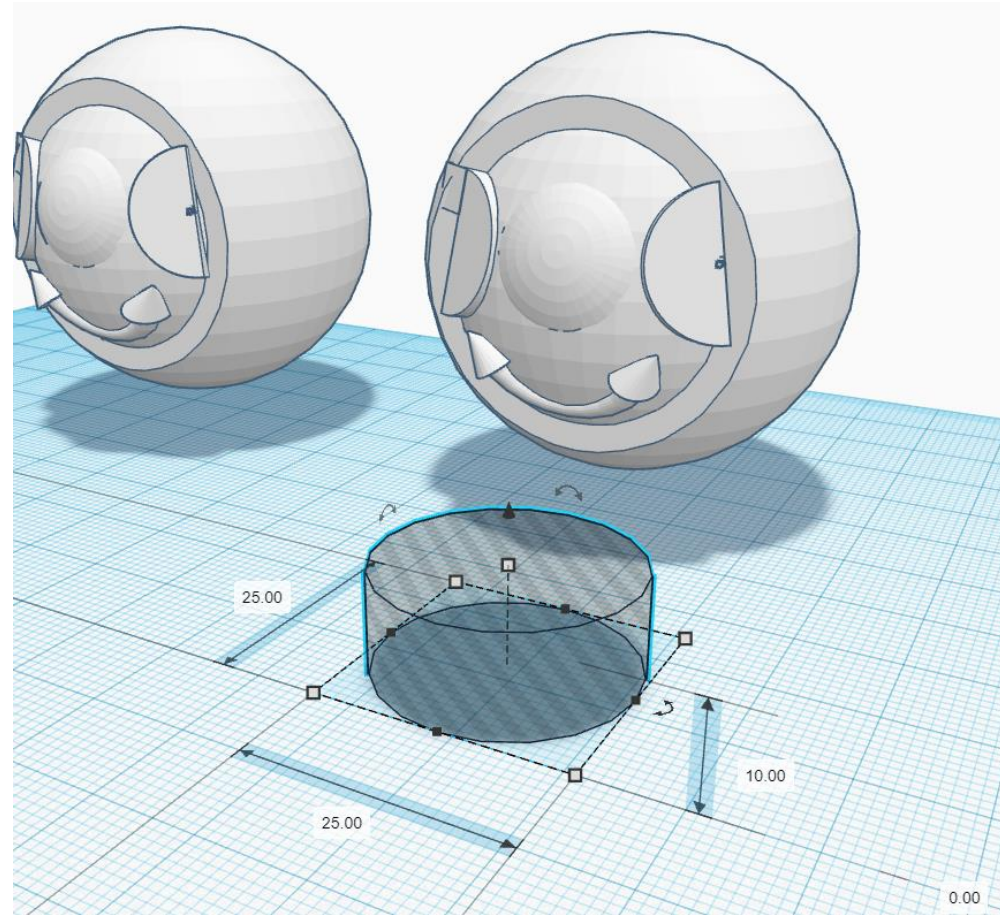
完成公仔頭



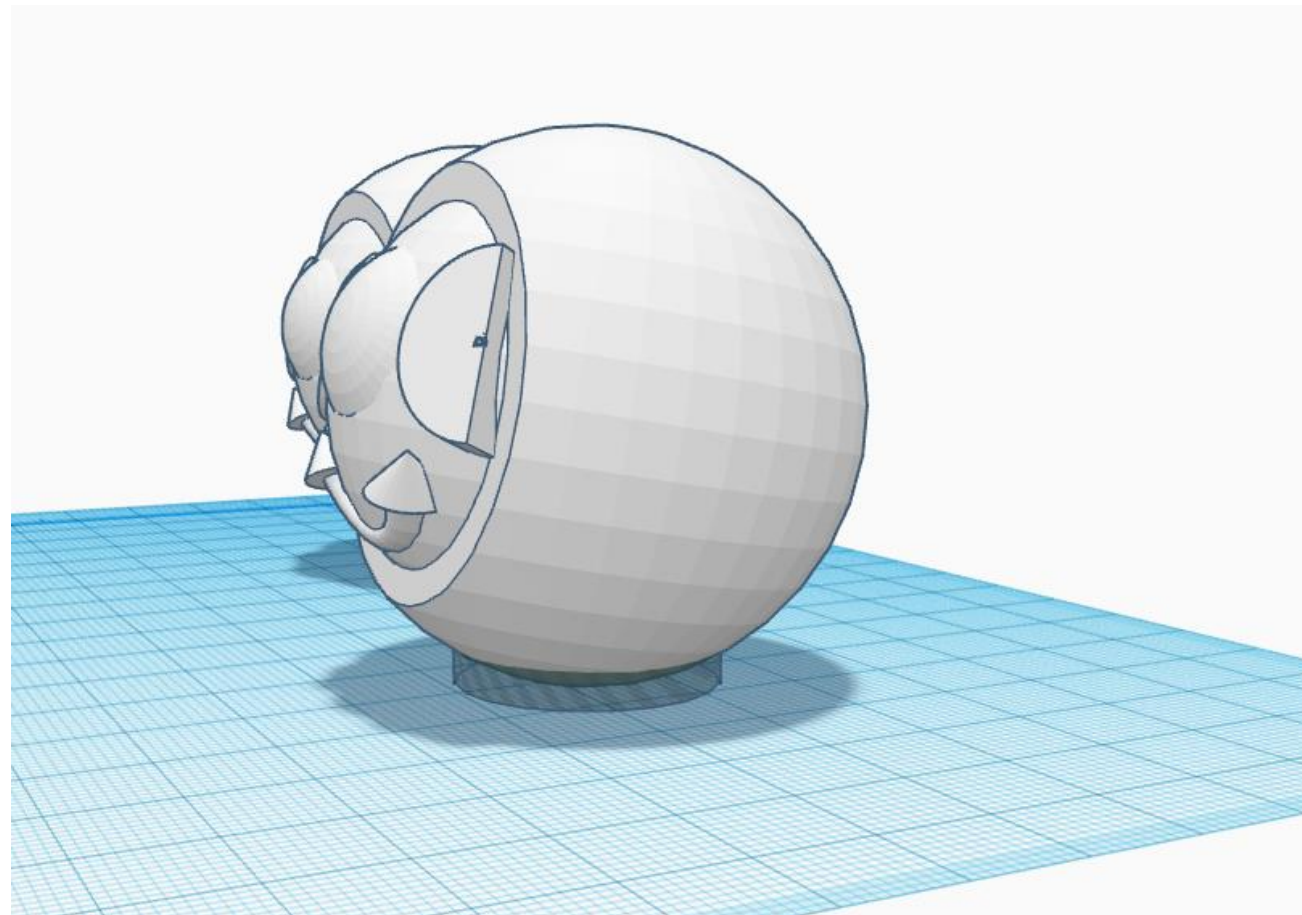
複製一個公仔頭進行創作

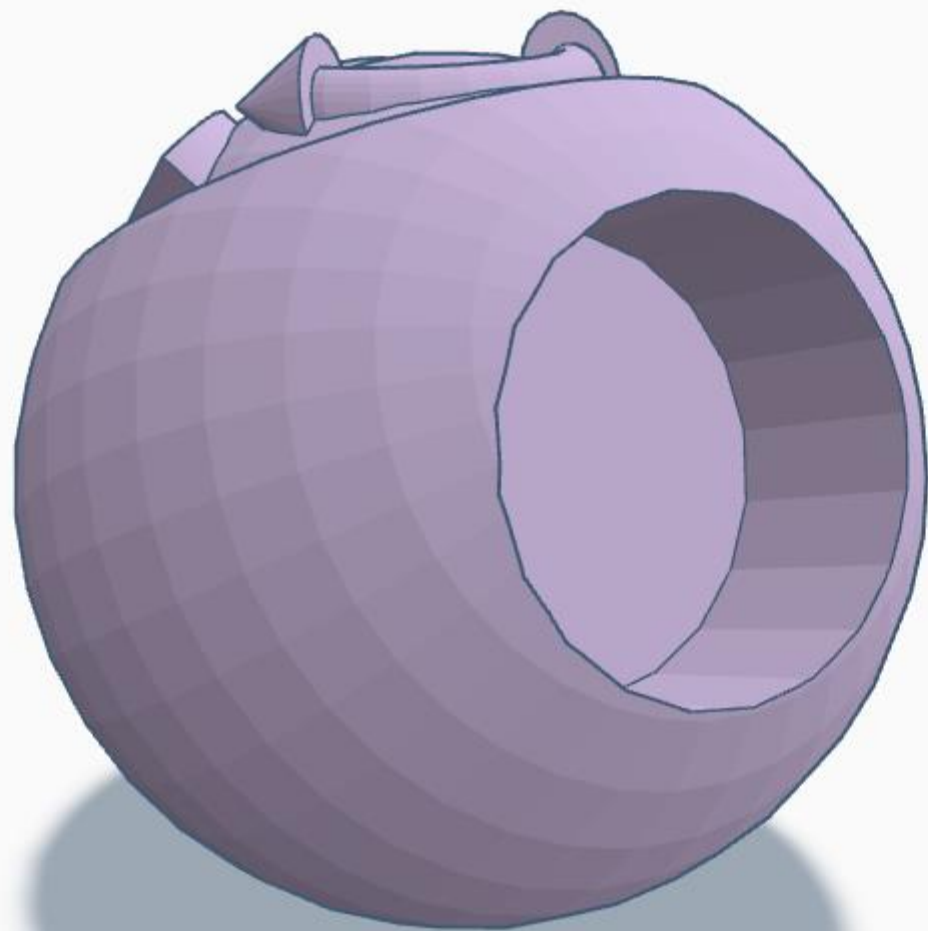


將頭底部打洞，作為彈簧連接處

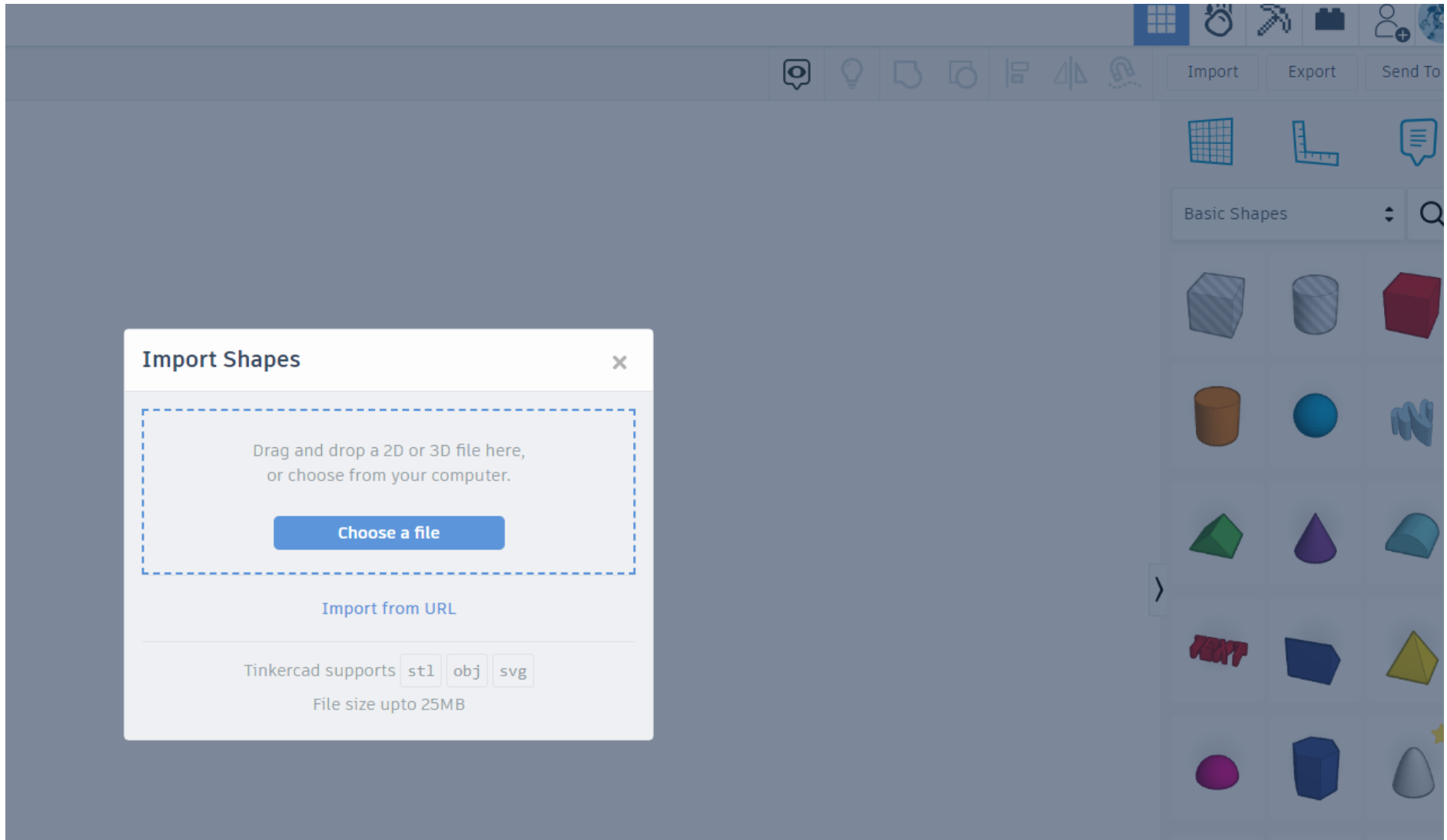


打洞置於下方

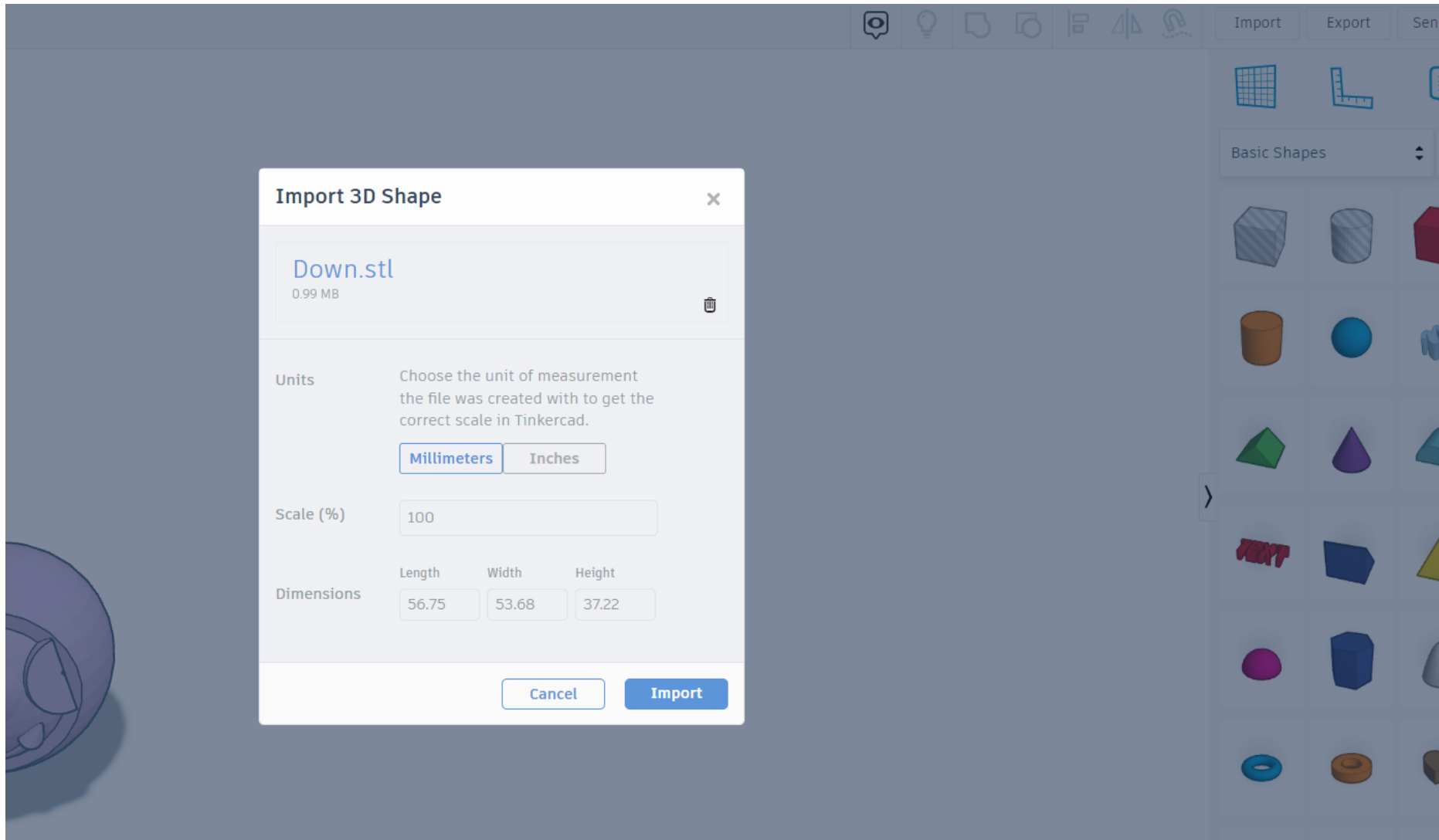




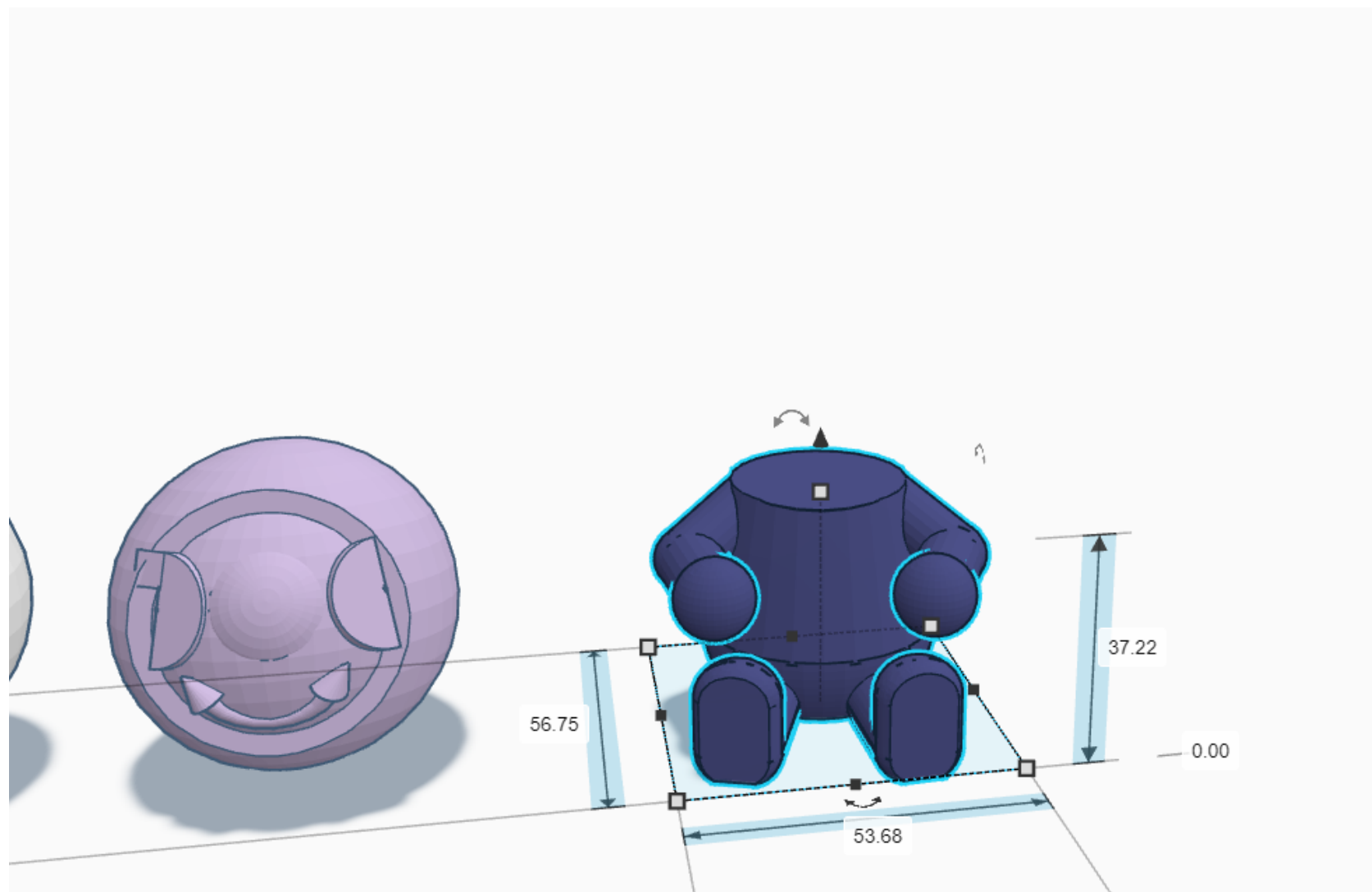
將身體的檔案匯入-拖曳到此方框區



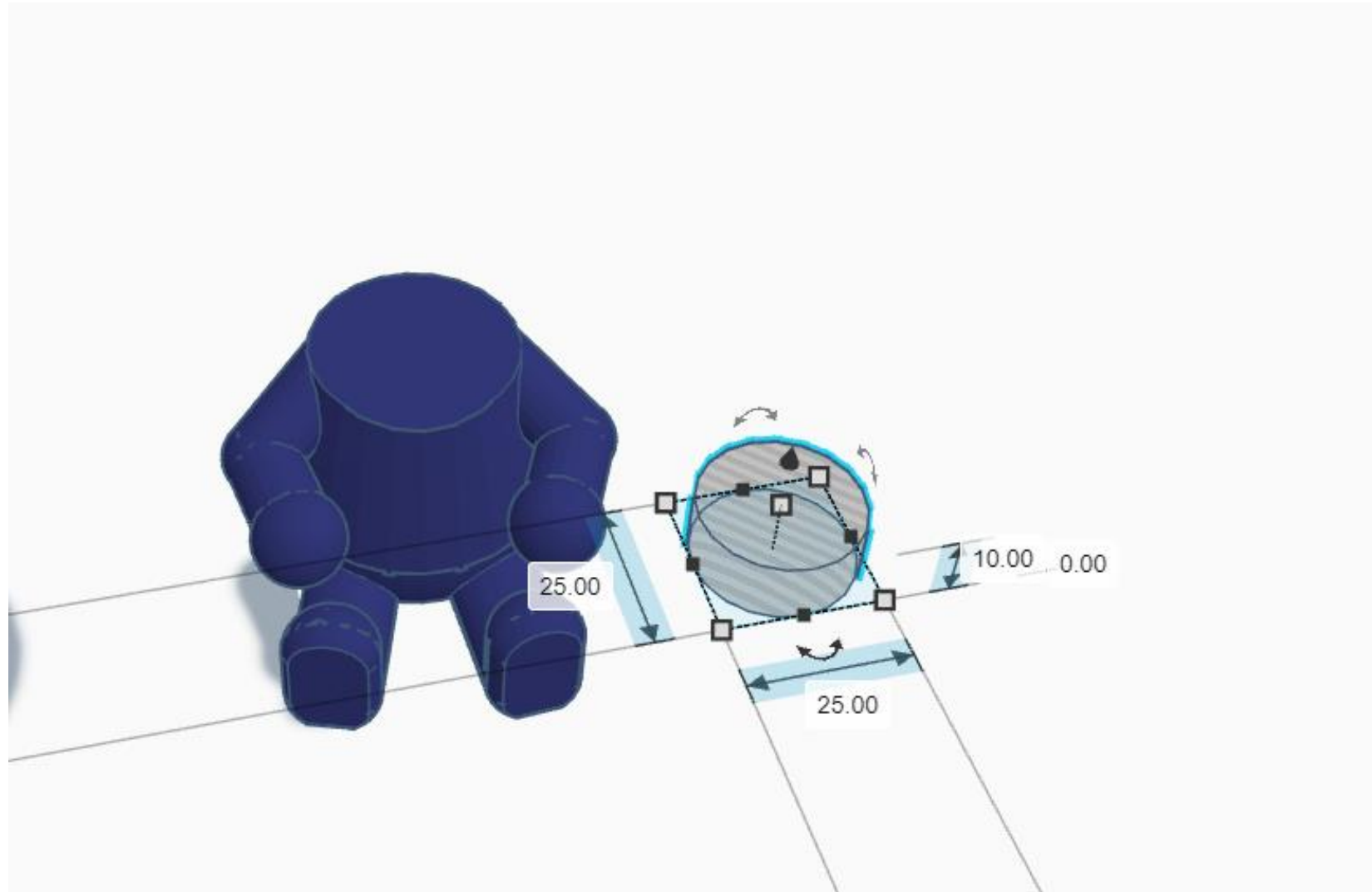
Import



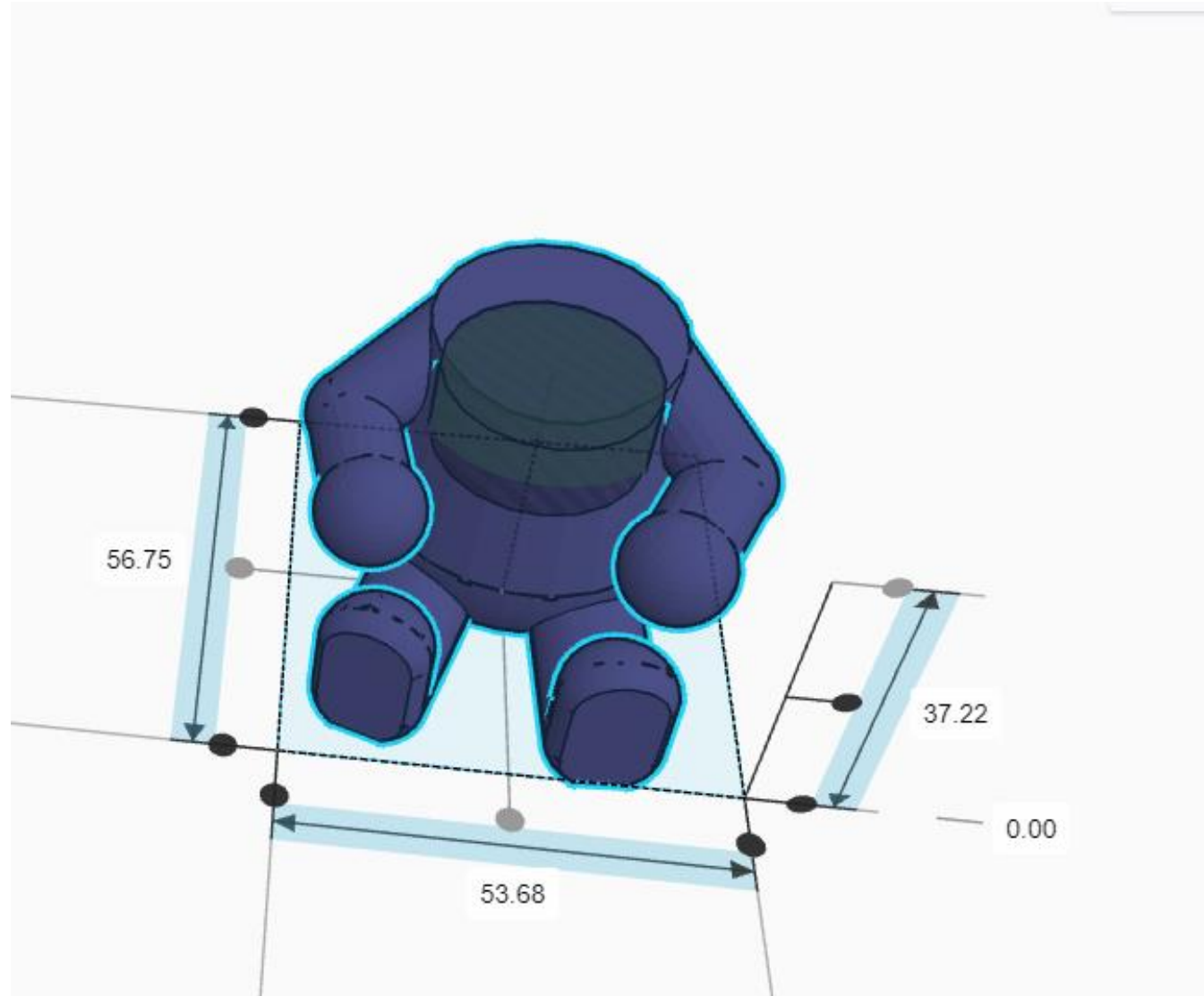
身體匯入後



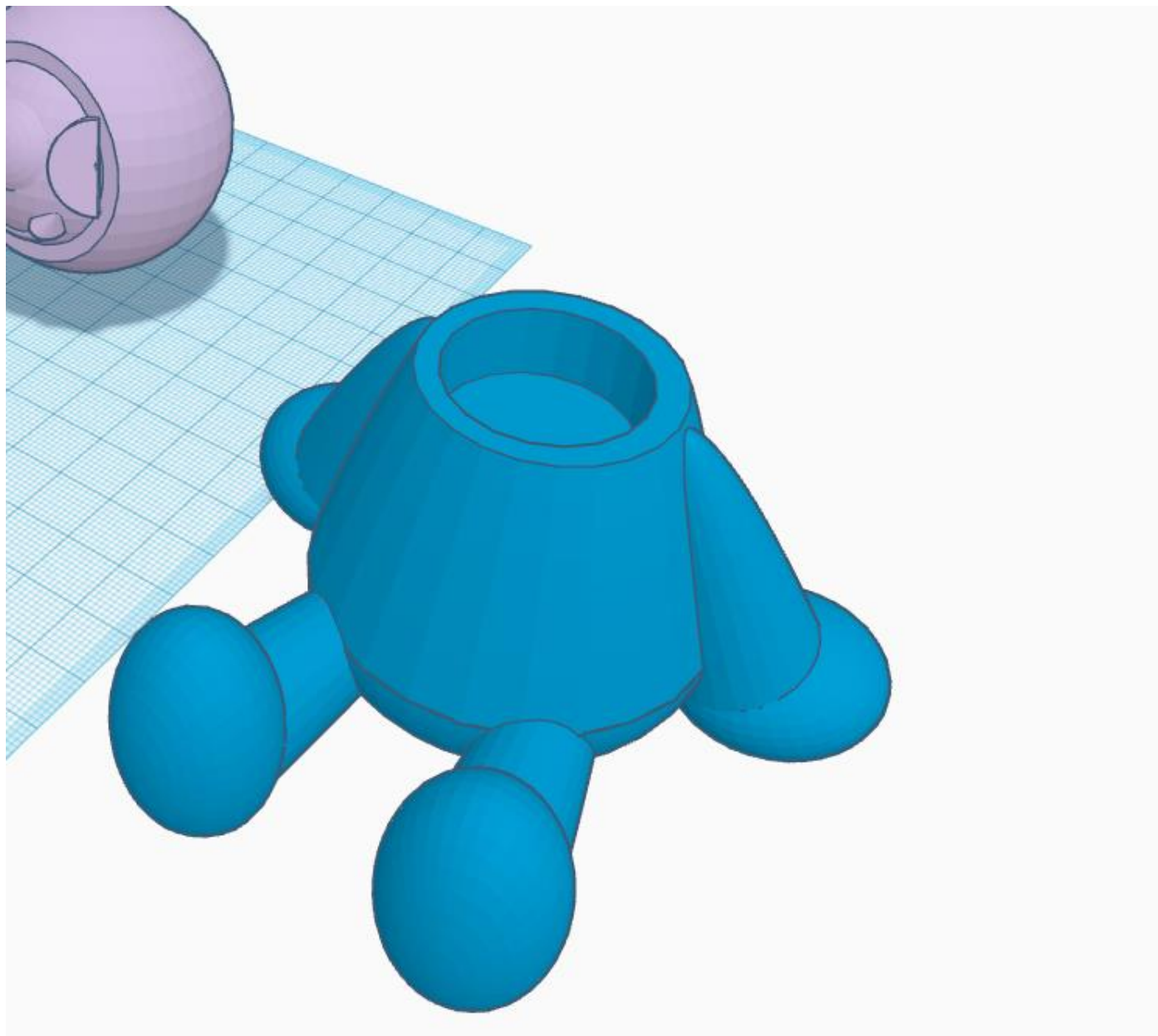
身體匯入後-將身體挖洞



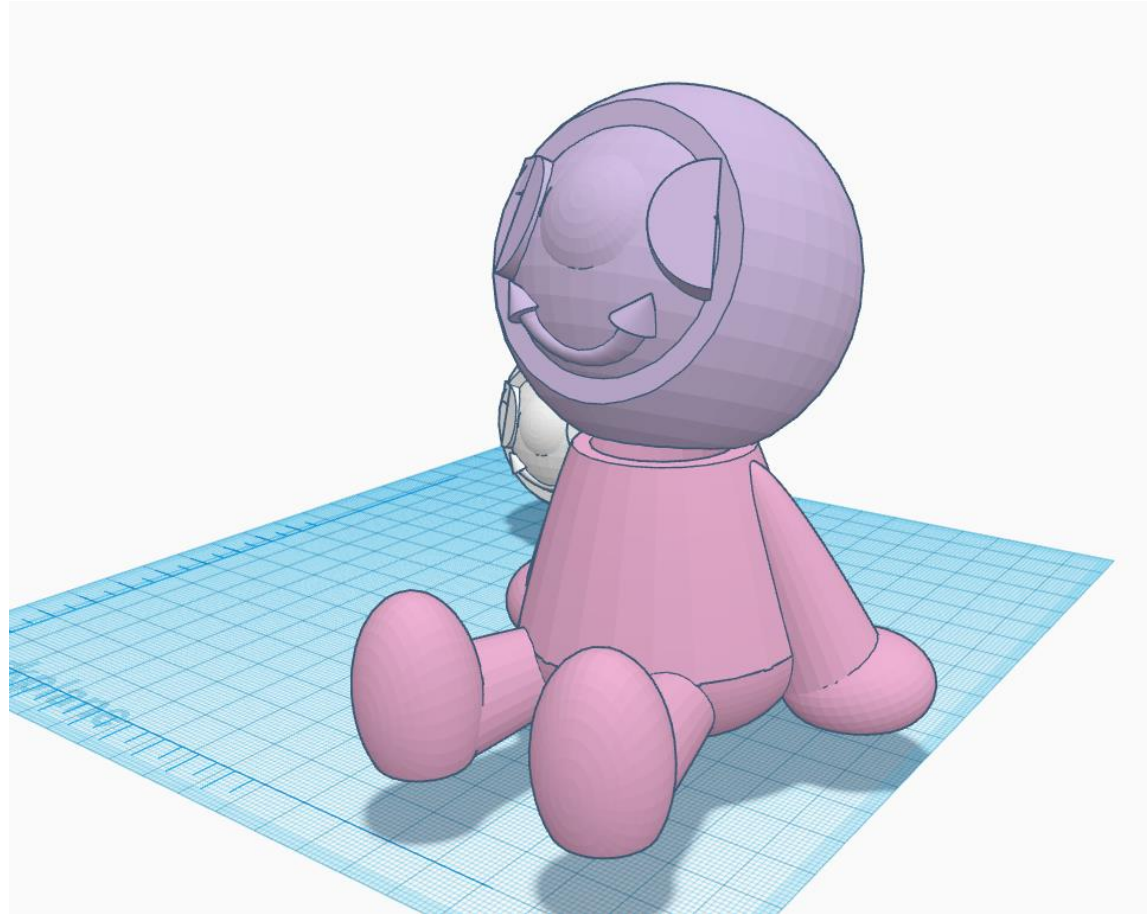
打洞置中對齊-並將孔圓柱移至適當位置



打洞完成



列印出身體與頭吧😊



● 謝謝